

**LOCATION:** Parachshire, Kingdom of Rethem  
**STATUS:** Seat of the Earl of Techen  
**GOVERNMENT:** Earl & 4 Aldermen (civil)  
Earl of Techen (military)  
**POPULATION:** 410 (Approximately)

Techen is a major industrial center producing vast numbers of finished goods for export. Brasswares, bronzewares, mules, salt and tons of minerals from Menekai and Senun are shipped to all major cities in western Harn. Revi Lenesque, the current earl is a young man concerned with the instability of the kingdom and the tense situation near the unstable border of Rethem-Tharda, where most of his estates are located. He has remained neutral in the internal conflicts that seem to dominate the volatile nation. This has caused a stalemate in the kingdom and is perhaps the main reason a civil war has not yet erupted. Techen is also home to a secret chapter of the Peonian clergy.

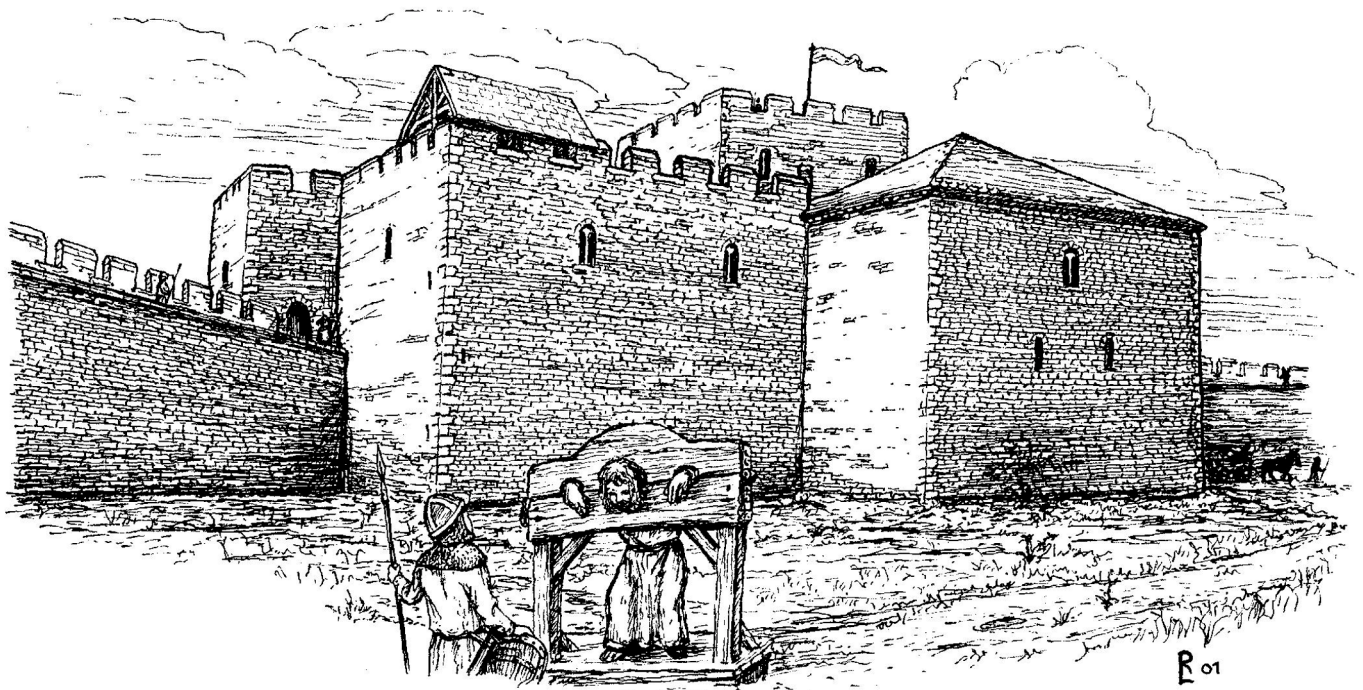
## HISTORY

In 379 TR, two years after Arosta the Conqueror defeated the Merdi at the battle of Hereg, Techen was built upon a small hill along the Thard River. It was to host a garrison that could quickly move into eastern Rethem should trouble occur. The Corani Empire held Techen until its fall in the early sixth century during the rise of the Balshan Jihad.

When the Balshans closed in on Techen in 563, the governor deemed it wise to depart and left only a token force to guard the keep. In a single night the fortification was taken and the garrison soldiers were openly butchered. The castle was then used by the Jihad to move troops and provisions from Golotha into the heart of the Corani Empire. Much of the supplies in the siege of Coranan came from Techen.

During the Theocracy of Tekhos, Techen was governed by a military strategist who joined the Jihad knowing it was a short trip to power once one proved to be loyal. Meredoch of Baigos was more a soldier than a fanatic and much of the infamous executions and atrocities of this period, were absent from the surrounding countryside. The Parach Tribunal in Shostim seldom visited Techen after the fall of the empire, in spite of its location on the Thard river. When they did, Meredoch was cunning enough to execute a few chosen miscreants to please the visiting masters. These clever ruses earned him the respect of the people at the settlement as well as the good will of his peers. When the Theocracy fell after their leader Horahnam was assassinated in 588, Meredoch was able to defend the castle against a smaller uprising. Only a few months later he proclaimed himself ruler of all Techen including the land a few leagues around the keep. The political manoeuvrings of this astute chieftain are preserved in a journal known as the "Book of Baigos". This book is now in the possession of Earl Revi.

*Continued on page 4...*



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# TECHEN 2

## 1. CAER TECHEN

The castle lies protected on the high Baigos' Hill and is one of western Hâm's most defensible fortifications. The main gate is reached by a bridge, which is only lowered during the day and is always guarded by two soldiers. A large force of sixty well-paid men-at-arms known for their loyalty, guard the castle and the earl's vast estates. The feudal levy supplements them when necessary, usually in the summer. (a) House of Berodeza, bonded weaponcrafter. (b) House of Lithmar, Hideworker. (c) Chapel, Herpa the Mace. (d) Main garrison towers. *See the following pages for a more detailed description.*

## 2. OSTLER (Cerlich of Aztuter)

Size: 5 Quality: \*\*\* Prices: Low

Cerlich is bonded to the earl but may sell horses as a free guildsman. Besides grooming and caring for the earl's steeds Cerlich is also in charge of connecting potential buyers with local breeders. His main business, however, is to provide mules for the numerous river barges on the Thard river.

## 3. TEMPLE OF PEONI

The Rethemi faction of the Irreproachable Order is a covert and very small organization. They are led by Bolken of Mergel who hails from Kanday.

## 4. BONDING HOUSE

Techen's economical rise in the last fifty years forced the former earl to expand this building considerably. Vuctar of Herlin is the earl's bonding master and has an uncanny ability to root out the full value of goods that pass through Techen. The young Earl of Techen has commented that "There is not a smuggler in Rethem who is not distressed by his remarkable skills".

## 5. THE RAGING BULL (Rebort of Nori)

Size: 8 Quality: \*\* Prices: Low

Rebort runs the local chapter of the Lia-Kavair from the inn's basement. He has a handful of thieves, muggers and other atrocious individuals at his disposal. The few accommodations are lousy and the ale is heady but mostly sour. Most of the customers are visiting rivermen and local riff-raff. Brawling is a common pass-time.

## 6. SWORDS AND SHIELDS (Pathric of Nislon)

Size: 4 Quality: \*\*\*\* Prices: Average

The tavern sign depicts a Copper Hook shield with two crossed swords, and a sign on the door reads "soldiers only". Pathric is a former member of the Copper Hook who fought in Ezar's War. His two cousins Hakan and Jonnyl aid him by serving and keeping the peace. All three are exceptional brewers and Pathric sells several barrels of ale and cider each year to the earl and exports a like amount to Golotha. A strong and one-eyed mercenary Dahn of Sendarn is employed as a bouncer. Most of the clientele are the earl's guards, local yeomen, mercenaries and knights. Pathric is one of Techen's Aldermen and has no problem with sharing his views on how things should be run with anyone who gives him half a chance.

## 7. TONGUE AND PULLET (Rhon of Jerema)

Size: 6 Quality: \*\*\* Prices: High

The only inn with a stable in the village is known for its smoked perch and powerful wine. Rhon of Jerema, a middle-aged widower, is known for his enchanting speeches and numerous lovers, some of whom are female. Jeo of Silvar is the ostler, a one-third partner in the business.

## 8. SEAMANS' GUILD

The building contains a common sleeping dormitory as well as a great hall. There are always a few guildsmen present but most of them prefer the Raging Bull Inn.

## 9. TIMBERWRIGHTS GUILD

The forest north of Techen contains valuable timber of good quality. Over a dozen timberwrights use this hostel and warehouse. Hundreds of logs are piled in the enclosure waiting to be transported down river or used locally. The guildmaster, Solad of Kremph, is a woodwarding veteran whose fretful temper has dissuaded more than one apprentice over the years.

## 10. MILLER/MILLWRIGHT (Lastol of Berudar)

Size: 6 Quality: \*\*\*\* Prices: Average

The Berudar clan is Techen's most prominent business clan with five franchises and dozens of employees. Lastol is the current clanleader who is also the local Mangai master. Since last year he has also been the head of Techen's Aldermen and even the earl pays close attention to Lastol's advice. The mills (10a) are wind driven in spite Ezrol Stream.

## 11. MERCANTYLER/SLAVER (Kerzoch of Erbe)

Size: 7 Quality: \*\*\* Prices: Average

Kerzoch is regarded as a pliable fool who is dominated by his heavy and imposing wife (a sister of the village's other mercantylar). He specializes in selling hides, leather and lots of slaves to miners guild.

## 12. MERCANTYLER/USURER (Lorzar of Stas)

Size: 4 Quality: \*\*\*\* Prices: High

Lorzar employs two thugs as "journeymen" whose ability to collect debts has become legendary. Kerzoch, Lozar's partner, is in debt to the usurer and under his sway. Lozar is also a member of the earl's council of Aldermen. The mercantylar trades in minerals, mostly from Menekai and Senun.

## 13. PHYSICIAN (Vilana of Berudar)

Size: 2 Quality: \*\*\* Prices: low

Vilana owns this franchise thanks to her elder brother who is the local miller. She employs one apprentice and is a devout Peonian. Vilana knows of the covert temple and donates a small sum to them each year. She has kept it a secret knowing her powerful brother would expose them to the earl.

## 14. CLOTHIER (Kerl of Legar)

Size: 4 Quality: \*\*\* Prices: High

Good clothing combined with a strong connection to the Halean church has ensured Kerl's success. He is a not-so-secret lover to the innkeeper of the Tongue and Pullet inn.

## 15. POTTER (Erdil of Ezol)

Size: 5 Quality: \*\*\* Prices: Low

Erdil hails from Coranan but was able to purchase this franchise when his master died suddenly last summer. Even though he is in his early twenties, Erdil is an expert guildsman known for his decorated pottery and fair prices. Some of his goods are exported.

## 16. WEAPONCRAFTER (Galen of Fosk)

Size: 2 Quality: \*\*\* Prices: Average

Galen is an Alderman whose forceful arguments have brought him the enmity of the earl's petulant seneschal. The weaponcrafter is specialized at making sturdy maces and knightshields.

## 17. LITIGANT (Mett of Loch)

Size: 1 Quality: \*\*\* Prices: High

With a bustling, healthy market at Techen, Mett is a considered a real shark, setting strangers up for disaster by writing contracts with known holes that local guildsmen can take advantage of.

## 18. WOODCRAFTER (Fregol of Berudar)

Size: 6 Quality: \*\*\* Prices: Average

Furniture, carts and dozens of barrels are produced each year by Techen's only woodcrafter. Fregol is seldom out of work.

## 19. CHARCOALER (Fremel of Oskas)

Size: 9 Quality: \*\*\*\* Prices: Average

Fremel is without doubt one of Techen's most valuable guildsmen. He employs several journeymen and two master charcoalers. Charcoal and coal are constantly traded to the smiths and miners in the district. Fremel is also allowed by the Mangai to sell firewood bought from the Timberwrights.

## 20. SHIPWRIGHT (Huril of Hiltos)

Size: 6 Quality: \*\*\* Prices: Low

Heavy traffic on the Thard River has ensured that Huril has made a hefty profit even though his fees are low. In his youth Huril was a well-traveled seaman and quite the adventurer. Now in his late fifties he has abdicated most of his duties as a shipwright to his eldest son, also a master shipwright. Smaller Niviks, Talbars and Pindas can be bought from Huril but orders for larger ships will force him to recommend the shipwrights in Golotha.

## 21. CHANDLER (Askain of Zerdif)

Size: 2 Quality: \* Prices: Low

Askain was mysteriously able to inherit this franchise from his father even though his incompetence is obvious to all but the most thickheaded. Visiting customers frequently return his low-quality lamps and smoky candles. He has been beaten up from time to time by agitated purchasers who have felt cheated by his rickety wares. If it hadn't been for Askain's uncle, a mercantylor in Thiri, his career as a master chandler would have been brief. Askain is "protected" by the innkeeper of the Raging Bull's thugs, which is according to the chandler a most healthy contract.

## 22. HIDEWORKER (Ked of Berudar)

Size: 11 Quality: \*\*\*\*\* Prices: High

Ked buys live cattle from the farmers to supply the demand of rethem leather. He employs several hideworkers, some masters and some butchers who sell most of the meat to the inns and during the daily fairs. The vast amount of rendered fat produced is transported to Coranan and all the way to Shiran to be sold to perfumers. Ked is one of the wealthiest guildsmen in the settlement and probably Harn's best hideworker. The tannery is located in Nurien village.

## 23. METALSMITH (Velom of Quame)

Size: 3 Quality: \*\*\* Prices: Average

Velom is the local blacksmith heavily involved with local ostlers. Velom is a giant of a man standing well over six feet tall and is nicknamed the "Gate". Even though he is strong as an ox he is also one of Techen's most admirable characters, a kind soul who prefers the company of his six children. He is a good storyteller and is often sought by the local innkeepers to tell a tale or two.

## 24. SALTER (Mikol of Berudar)

Size: 5 Quality: \*\* Prices: Average

Mikol's salt is imported from Senun by the local mercantylers there. He specializes in salted beef and fish of which much is sold to the rivermen and soldiers. Quantity, not quality is the main business here.

## 25. METALSMITH (Chelnac of Hodi)

Size: 6 Quality: \*\*\*\* Prices: Average

Like many Rethemi metalsmiths Chelnac is an expert bronze and brass maker and exports much of his finished goods to all the major cities in western Harn.

## 26. MASON (Joa of Peskil)

Size: 4 Quality: \*\*\* Prices: High

Joa is contracted for the upkeep of the castle and a few of the wealthy manors near Techen. He usually sends his two competent journeymen to do his bidding preferring to visit the local brothel instead. His wife is less than thrilled by his wistful character and has asked her brother, the local weaponcrafter, to correct her husband's behaviour and champion her cause.

## 27. BROTHEL (Miamas of Bethin)

Size: 9 Quality: \*\* Prices: Average

A few of the pleasure slaves not fit for the Hlean church or the bustling cities, end up in Miamas' brothel. She is a thin fragile woman but her two bristling sons are more than capable of keeping the prostitutes in check. Soldiers from the castle and bypassing river folk frequent the building.

## 28. THESPIANS

A dozen thespians, musicians and "wizards" have had a long tradition in Techen. They call themselves the Followers of the Fool and trace their lineage back to the early seventh century, pre-existing the ruling clan of Techen. Most of the performances are of religious origin, the mocking of Larani being the most popular.

# TECHEN 4

*Continued from page 1...*

Following Arlun's conquest of Rethem between 629-653, Techen was ruled by Meredoch's grandson Kyrzan, a dawdling fool who considered the Kuborans to be incompetent warriors and besiegers. When Arlun captured the castle in 637 after a month's siege, he expressed his "gratitude" by beheading Kyrzan and sending his family to the rituals in the Agrikan temples. He placed a fellow tribesman as ruler and made Techen a royal fief. The keep was upgraded to a castle in 637 to guard the Rethemi border against an incursion from the Thardic League.

During the reign of King Obras, Techen was in the midst of chaos, its ruler dead from fever with no potential governable successor. Obras was in the end able to put one of his loyal but incompetent allies on the seat as constable. When Nemiran inherited the Kingdom, Techen was one of the first significant locations to fall under the model of the Kanday feudal ruling system. He granted Techen to Cholarn Lenesque, the warlord of Senun and a trusted retainer.

Since Cholarn's appointment, Techen has seen a steady increase in trade and power, as both predecessors of the current earl were able to bribe, conquer and destroy opponents near their domains.

## ECONOMICS

The robust economy of Techen is dominated by those trades favored by Agrik; the visitor's senses are assailed by the stench of the slaughterhouses run by the Hideworkers' Guild, the incessant clang of the Weaponcrafters and Metalcrafters, and the eye-stinging, lung-burning smoke of the Charcoalers' Guild. The mighty Thard carries goods to and from the crowded Bonding House, and the depth of the Earl's coffers is said to be exceeded only by the misery of the slaves who carry and stack the goods that make him rich. Techen's finely worked leather goods are sold along the length of the Thard and are without rival in their craftsmanship. Consecrated brasswares from Techen are found in virtually every Agrikan temple in Rethem and the Thardic Republic, and the vast majority of humble Agrikan holy symbols found upon the chests of pious legionnaires and Terahni are born in the fires of the Techen metalcrafters. Horns and gongs from the shops of the master instrument makers of Techen's company of thespians are in great demand across western Harn. Slaves fetch a high price in Techen, and there are never enough to meet the demand generated by the mines, charcoalers, and slaughterhouses. Some are vanquished tribesmen sold into slavery by their captors, others might be bought from desperate parents, and many are persons convicted of crimes. It is no secret that the local prosecution of justice varies in relation to the availability of labor.

## TAXES

Property:	7%	per annum (residential)
Property:	5%	per annum (business)
Hawking:	9%	goods value
Bonding:	3%	goods value per month
Wharfage:	12d	per day

## RELIGION

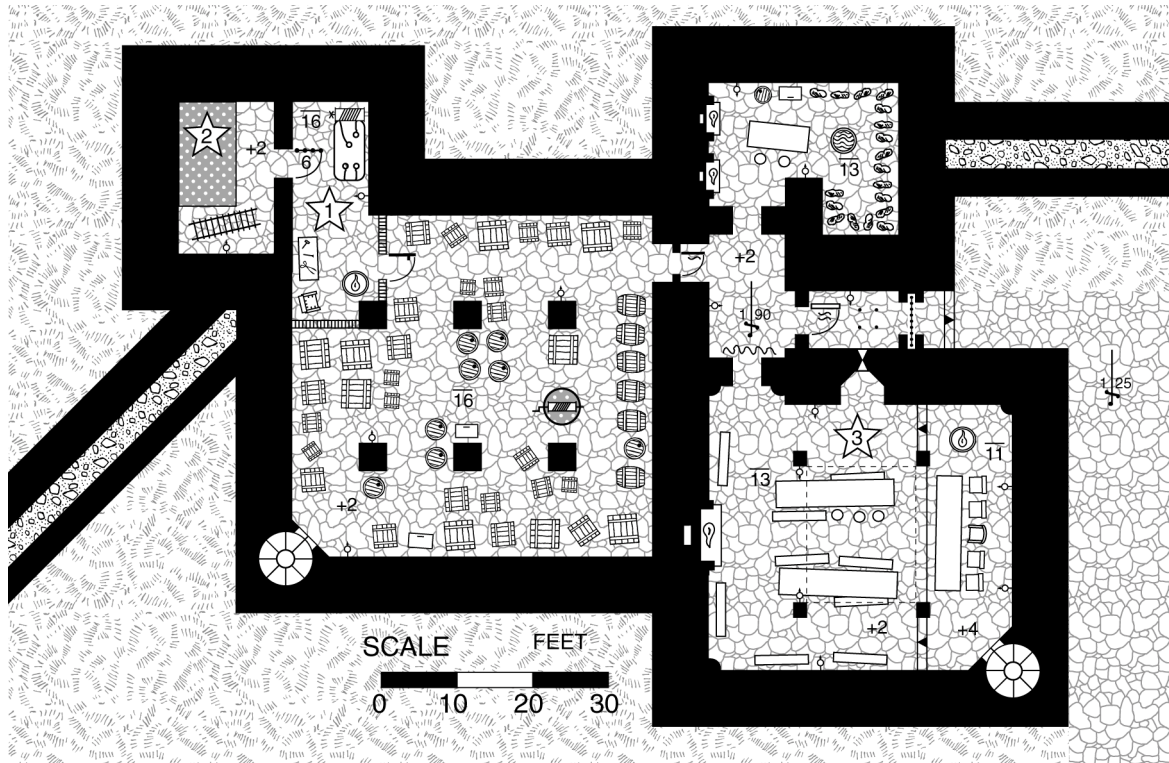
Although the earl is not a fanatic he is devout enough to encourage an assortment of relations with the local fighting orders and clerical orders. No Agrikan temple exist in Techen although the earl keeps an well-attended chapel in the castle. There are plans to construct a lavish temple in the center of town but so far nothing has been decided. Other religions are discouraged except for Save-K'norrans who will find the earl's lust for knowledge welcome. A covert chapter of the Irreproachable Order of the Peonian church is located in Techen. Their friars travel to Rethem's many villages.

## THE GAMES AT KALTEN

Since the beginning of the rise to prominence of Clan Lenesque, the Earls of Techen have hosted a major hunt at Kalten Manor on the 9th of Larane each year, known as "The Games". The atrocities perpetrated during The Games rival those of the Pamesani arenas. The contestants of the "hunt" are invited members of the earl's vassal nobles, and continue a tradition which began when Techen's economic rise created a dramatic demand for slaves. Many knights attend, from pampered, greasy nobles to cocky squires hoping to win the favour of the earl. It is considered impolitic - and somewhat hazardous to the health - to decline the invitation. Some nobles send their siblings or squires to replace them in the contest (although not at the lavish feast). The rules of the game (if it can be called such a thing) are quite simple. Each contestant must be mounted and equipped with a single sword and a few empty sacks and may be accompanied by one tracker, who must remain unarmed during the hunt. Two dozen sick or otherwise handicapped slaves, with branded marks on their foreheads, are set "free" in a random location a quarter of a league from where the contestants gather. Each brand mark has a point value. The slaves are tracked, killed and beheaded and the forehead marks are tallied at the end of the event. The noble with the most points is granted several hundred acres of the earl's forest lands. Accidents are known to happen - a common contributing factor being the contents of the earl's wine barrels - and over the years more than one slave has managed to escape. Almost five dozen nobles and trackers join in the blood frenzy that takes place in the thick forest north of Phira Keep. The day ends with a lavish feast at Techen Castle and Earl Lenesque's largesse is complemented by entertainment from the local thespians.



## TECHEN CASTLE [1]



### GROUND FLOOR

The unstable situation on the eastern border has forced the earl to think carefully about his siege supplies. The basement houses one of western Harn's most well-stocked storage areas, with provisions enough to last almost a year. The sacks, crates and barrels that fill this great chamber contain meat and fish (salted, pickled, dried and smoked), both milled and unmilled grain, cheeses, fruit and vegetable preserves and other provisions, all of which will last months or years. Tools are locked away in the trunks adjoining the northern wall; ready against the day they are needed. The east wall is lined with barrels containing imported wine. Although he is no gourmet, he feels an obligation to serve only the best food and drink at his table, as befitting his status as a great noble.

The kitchen is small, crowded and smoky. Two hugely obese cooks, known for their delicately roasted meat, rule their domain with sharp words and iron ladles. They are hated by castle servants but since they have the favour of the seneschal, no one dares to openly oppose them.

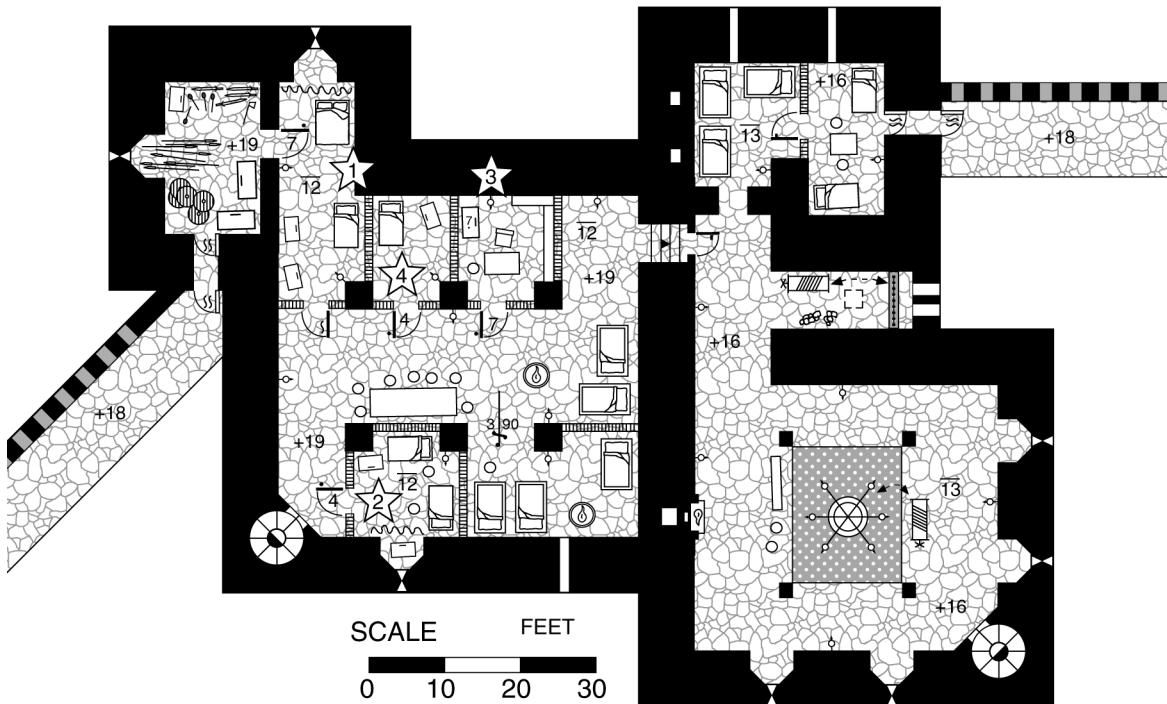
(1) This is the domain of Brecal of Woblin, the earl's jailer and a Master Torturer. The howling screams and unpleasant sizzling sounds that echo across the basement into the kitchen keep the servants in a constant state of unease. Brecal is a cold-blooded artist who takes great pride in his work. He has an uncanny ability to find a victim's weaknesses and can stretch their torment out for hours, even days.

Needless to say, Brecal is a feared individual, but he keeps to himself, taking his meals at the kitchen door and sleeping on his rack. The jailer is responsible for weakening and branding the stronger slaves, who are used in the Games at Kalten Manor.

(2) The dungeon is seldom empty. The earl has little regard for the status of his prisoners and throws guildsmen and slaves alike into this muddy pit. Desperate prisoners have been known to fight or murder each other over a scrap of food or a tattered cloak. The guards call the dungeon a warm-up for the coming trip to Ak-Syt.

(3) Like many other great lords Revi Lenesque is known for his generosity and blend entertainment. The great hall is noted for its splendor and exclusive ornaments and is frowned upon by those less fortunate. Feasts tend to be violent, draught beer complemented with heady wine served in casks are quickly emptied and the servants must move fast to replace them or face the wrath of the earl's many guests. The earl prefers to dine with his soldiers, chit-chatting about women and silver. Earl Revi is very popular in the garrison quarters and cheering to him can be heard on a regular basis.

# TECHEN 6



## SECOND FLOOR

The gallery is seldom occupied except by musicians from the Followers of the Fool. The earl prefers not to invite the ladies of his vassals; female company is provided by bought pleasure slaves and pretty maids below. A few shields of important nobles adorn the walls across the airy balcony. A great chandelier of brass and bronze hangs gloomy above the tables. A small winch in the gallery is used to lower and raise the heavy piece. The earl bought it from a local metalsmith and it is ridiculously rumored to have cost him over thirty pounds. It is lit during most hours.

The servant quarters in the northeast tower are cold, moist and sparsely illuminated. The servants, all slaves, are treated with distrust by the seneschal who commands immense power over the earl's household. Earl Revi seldom meddles between the two parts, which has impaired their loyalty. Most of them are scared, oppressed and down in the dumps. The eastern chamber contains the cooks sleeping quarters, two obsequious fellows with disgusting flaunting attitudes.

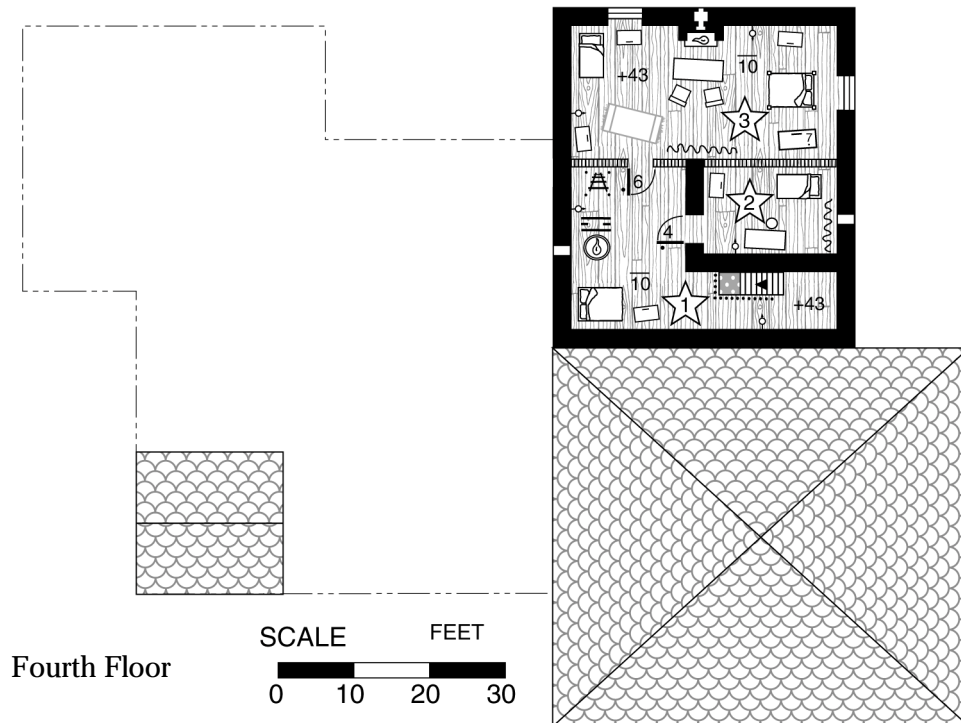
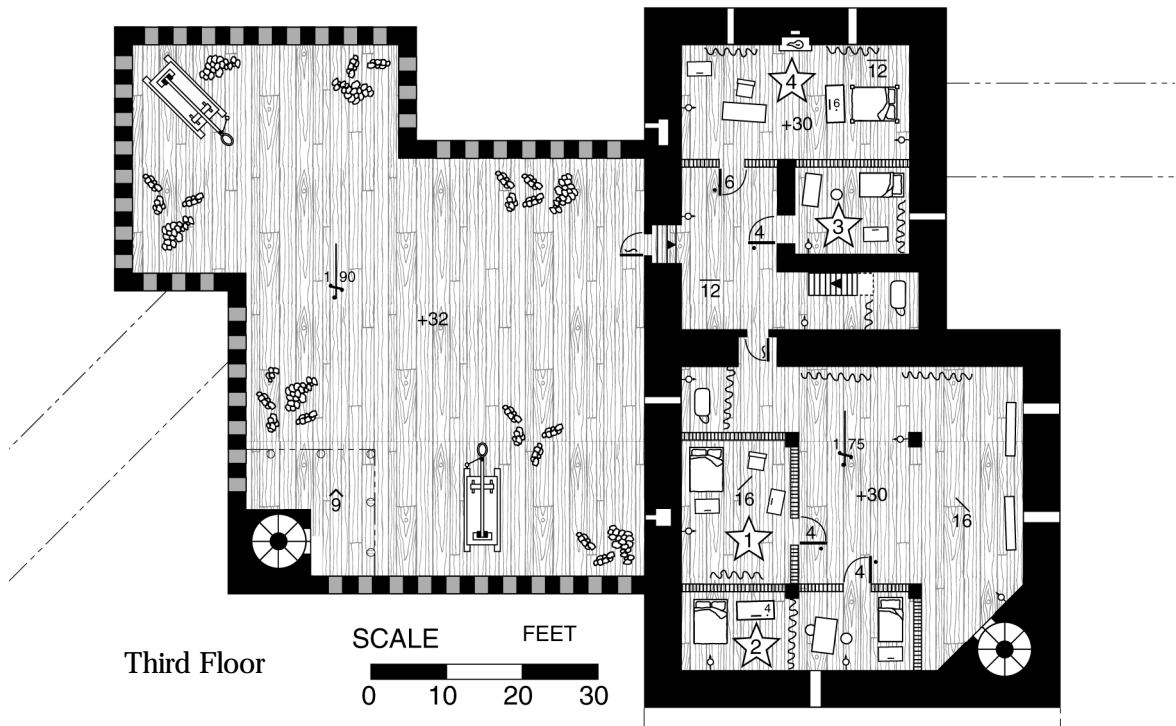
Ten senior guards, both known and paid for their loyalty, enjoy a comfort found lacking in the main garrison and castle towers. Rolling of dice, coin flipping and the sound of tankards slamming onto the table can be heard on a regular basis.

(1) Ocal of Berodeza the bonded weaponcrafter to the earl lives with his wife and two young daughters in the adjoining chamber of the armory. Over a hundred and fifty assorted weapons are securely locked away together with almost two thousand arrows.

(2) Two veteran knights command the soldiers in the castle garrison, both are sons to local manorlords. Sir Chaifar Cuthren, 39, is the senior of the two and a devout agrikan. His boon companion Sir Herrin Bokaryn, 33, is responsible for the day-to-day operation of the security in the castle. Both are sworn loyalists of the Lenesque clan.

(3) The earl has a burning passion for knowledge, especially history and has hired a chronicler to maintain his small but growing library. The Book of Baigos, Revi's most prized possession is locked away in the sturdy chest. Both the earl and his chronicler can be found here from time to time, usually in the late evenings, updating Earl Lenesque's own personal journal.

(4) Chaplain Caine of Mikel, 41, is a member of the order of Herpa the Mace. Like his other temple brothers Caine thrives on mysticism, his whittling tongue bedeviling many of his followers. The earl privately thinks him a blab but has good use for his religious experience and contacts with the Shostim Bishopric, an office Caine desires for himself.





# TECHEN 8

## THIRD FLOOR

(1) Sir Cothlar Lenesque, 27, the steward of the earl's vast estates is a brooding man concerned by the expansionist tendencies of the republic. Cothlar is a cousin to Earl Revi and the eldest son to the constable of the castle. The steward is always up to his sleeves with work and is seldom found in Techen.

(2) The seneschal of Caer Techen is considered to be the commonalties worst nightmare. Sir Rithord Olandau, 46, is the younger brother of the powerful manorlord of Thisyn whose malevolence brings fear into the heart of most of Techen's inhabitants. His noble superiority is only surpassed by his own smugness. The smaller of the two beds belongs to Ridin of Lezir, Rithord's lapdog.

(3) When the manorlord of Cisbury manor died a few months ago the earl decided to put a bailiff on the manor instead of letting the late lord's daughter inherit the estate. Helina Avaler, 21, is effectively a Lady-in-Waiting and is hoping her liege will find her a suitable husband in the near future. She is not unhappy with the situation but feels negligent in her obscurity. The earl is deliberately tardy wanting to make the sweetest deal possible before blessing her with holy matrimony.

(4) The constable of Techen, Sir Erkan Lenesque, 54 is the trustworthy uncle of the earl and his strongest supporter. Sir Erkan's prudent advice has proved to be what Revi lacks and the earl relies on his relative to help him with the dangerous games at the royal court.

## FOURTH FLOOR

(1) The earl's bodyguard, Kelven of Sular, 37, guards the entrance to his master's personal chamber. He sleeps lightly and is often checking on the doors at night to reassure that the earl rests safely.

(2) Earl Revi Lenesque prefers his chambers to be luxuriously decorated and has bought a fine agrikan tapestry from the temple in Shostim worth a fortune. Silk and fur adorn the chairs, table and his four-poster bed. The heavily nailed oak chest hides one third of the earl's fortune; the other two are hidden in other manors. Revi's personal servant and foodtaster Gilen of Ask, 32, sleeps in the smaller bed.

(3) Egon of Hasslar, 29, is a perceptive scribe happy to have found employment with such a powerful lord. He is responsible for updating the earl's journal and gathering books attractive to his growing library. Egon lives sparsely.

## FIFTH FLOOR (not mapped)

The roof on the fifth floor is much like the fourth, stocked with rocks and boulders used by defenders and in the movable catapult. A stationed ballista is slowly rusting and the earl is considering having it removed. The height (114') of the castle, and the hill, provides the guards with an unobstructed view over the river and countryside.



R01

Revi Lenesque, the third Earl of Techen is presumably the wealthiest and most powerful noble in the kingdom. When his father, Kolthand died of a stroke in 706 Revi was made ward of the crown. Earl Revi secretly accuses the current king Chafin III and his predecessor, with good reason, of abusing their wardship of him. This has created a minor tension between the crown and Earl Lenesque.

Most of his holdings are located along a potentially contested border and they will learn of invasion long before Shostim hears the sound of enemy boots. This is one of many reasons that he desires stability in not just Rethem, but also Kanday and the dangerous Thardic Republic.

The earl is made happy by the crown to prevent his defection. The King has no ability to prevent rebellion on his part but knows that the earl is vulnerable against a fully blown invasion by the Thardic Republic. As of now Revi is concentrating his efforts on expanding his relationship with the powerful Miners' Guild, a continuing tradition from his father.