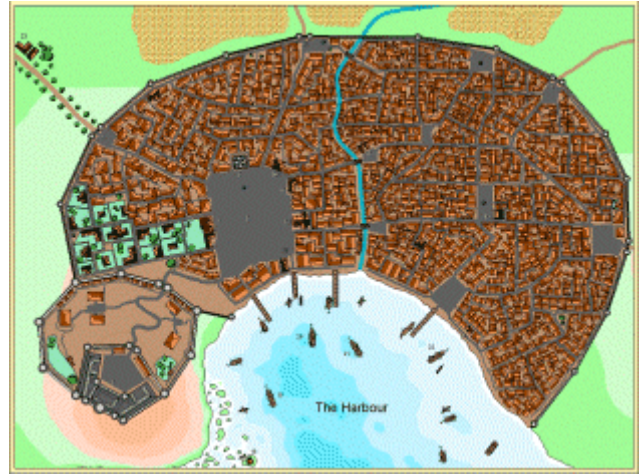


# Khe-Rhisan

- Population:** Approx. 6000 people
- Location:** West of the river Terasin and the Great Forest, just East of the Ruins of old Rhisan
- Government:** Elected Council
- Industries:** Farming, fishing, logging, carpentry, dyeing, masonry, metalsmithing, weaving, archeological support.



Map lifted from <http://www.profantasy.com/>

**Notable Laws:** Residents are forbidden from venturing into the ruins of old Rhisan by night. Any expeditions to old Rhisan must be licenced by the council of Khe-Rhisan. 10% of the value of any physical treasures found in old Rhisan and a copy of any documents found in old Rhisan must be turned over to the council.

Residents over the age of 12 and not otherwise frail must spend at least one week in the year in service with the militia.

## Notable Persons:

**Carlos Everhame:** First of the Council. Now elderly, Carlos has had a varied career and is professionally familiar with almost every form of business in Khe-Rhisan.

**Shandra Clearwater:** Harbourmistress, Council member. Shandra oversees the comings and goings in and around the harbour, including docking fees and tariffs on goods bought into the city for trade.

**Eregail the Arcanist:** Magister, Council Member. Eregail is a senior member of the Magister's Collective which owns several buildings in Khe-Rhisan, providing accomodation and other facilities to local and visiting spellcasters.

**Pariene Waelseth:** Mistress of Ceremonies, Council member.. Pariene is the senior priest at the Hall of Ceremonies, she and her subordinates attend to keeping the physical and spiritual balance in Khe-Rhisan.

**Luciel Aldworn:** Librarian, Council member. Luciel is responsible for managing the library of material retrieved from old Rhisan and elsewhere.

**Harrius Ironstaff:** Captain of the militia. Harrius commands 30 permanent militamen and as many volunteers as are in service at any given time. The militia's duties extend past law enforcement and defending the town to firefighting, maintenance of the town wall, patrolling the surrounding area and sometimes escorting expeditions to the ruins or caravans to/from Smokey Valley.

**Taniae Bellbane:** Owner/operator of Taniae's Outfitters and Suppliers. Taniae and her staff operate one of the two guilds which offer services to expeditions to old Rhisan and elsewhere.

**Severen Karolaw:** Present owner of The Explorer's Haven, the longer established of the two expeditionary guilds.

**Allares Brewer:** Alchemist, herbalist and apocothary. Allares sells a variety of tonics and cures from her store and dispenses diagnoses and advice from behind the counter.

**Tarif the ruin-crazed:** An object lesson in what can happen if you are foolish enough to spend a night in the old ruins, Tarif spends most of his time babbling uncontollably to himself in a mix of gibberish and ancient languages. Occasionally he seems to regain clarity and utters intact prophetic-sounding verses. He still has wits enough to make a living delivering written missives for the council and others. Other ruin-crazed individuals can also be found performing menial jobs throughtout the town.

## Notable Places:

**The Fortress:** Built around an old coastal watchtower which sheltered the forefathers of the town, the Fortress serves as a community storage area, milita training ground and the town gaol. Council meetings may be held in the great hall, and distinguished visitors accommodated and hosted here.

**Town square:** A town market is set up here whenever trading ships are in port, and farmers market and trades market once a week (on different days). The fish market has it's own square off the harbour.

The square also serves as the venue for major town meetings and the centre of any festival occasions.

**The Library:** The town owns a large collection of documents retrieved or copied from the ruins of old Rhisan, and these are available to citizens or visitors to read within the confines of the library. Although the librarians have the collection fairly well cataloged the collection is somewhat eclectic and it may take time to find a particular document.

**Magister's Collective:** Although the Collective owns buildings throughout the town most of their activity is confined to one block near the ruins gate. Access is restricted, with the support of an edict issued by the Council. The block is known to contain residential areas, stables, warehouses, meeting halls, an observatory and extensive basements.

**Hall of Ceremonies:** Townsfolk come here to ask advice on and perform ceremonies of greater than weekly significance. All Birthing, Naming and Funerary ceremonies in Khe-Rhisan are performed by the priests from the Hall, and all Ceremonial festivals (ie: most festivals) are officially begun with rites here.

**Little Tarasin:** The small river which runs through the town to the harbour was once a minor tributary of the Tarasin but has been diverted down an old course to provide water to the town and nearby farmland.

**Inns and Taverns:** Towns in the Broken Kingdoms see few travellers, but Khe-Rhisan sees more than most. There are two inns and a doss-house on the harbour, along with three taverns of varying disrepute. The Old Rhisan Lodge is near the Magister's Collective and takes most business from expeditions to the ruins. The Inn of Cullam's Friend gives first priority to cattle drovers from Cullam's Valley but takes regular guests at other times. The Wagon Wheel is positioned to attract travellers heading to Smokey Valley.

Lady Mrsha's boarding house is home to several long-term visitors to Khe-Rhisan, and she usually has a spare room or two available for short-term visitors.

The wealthy and respectable drink at the Kingdom Keep, off the Square. A number of other, unnamed drinking houses exist in the town, which ones are open at any one time vary with who has brewed recently.

## Other Notes

The majority of the area's population have homes inside the town walls. A number of simple, one room huts provide shelter for those staying outside the walls to watch grazing stock overnight (most farming families will rotate this duty among their members). Fields along either side of the little Tarasin are officially planted and cultivated on a first-come, first served basis, although several families have their established plots which they will defend with great vigour and other disagreements over first planting rights are not uncommon.

One measure in 20 of all food produced is supposed to be turned over to the town for storage against lean times, payment of town officials/milita or trade on the town's behalf, but the true amount contributed is somewhat less than that. It is a matter which often comes up for debate at the Council.

A variety of currencies old and new circulate in Khe-Rhisan, and any purchase is likely to involve a little barter over the value of what coinage the purchaser has on them. The town does issue it's own copper and silver "marks", and will purchase other currency based on the proportion of valuable metal. *Players should not worry too much about this, the regular currency mechanic will be used in most cases.*