

## Port Wexler

Port Wexler is a small port village, offering a more direct route for goods from Runcibor and Gronvang and their surrounding farms to the markets north of the Dunor River, especially in Dunor City itself. It is becoming more prosperous, and warrants a seneschal appointed by Dunor, who lives in the newly constructed 2-storey fort. In several years, it has already doubled its population (now 350) and is a little lawless. The town, previously called Faruptheiz, has been renamed in honour of its first Seneschal, Sir Ludwig Wexler. The port trades with the Citadel town on the north bank of the Dunor River, Duneizen Citadel (pop 210), as well as directly with Dunor City.

The current arrangement for town security is supplied by the small (6 men-at-arms) housed at the small fort, along with a rather unpleasant lock-up. Discipline is slack, and there is a fair bit of lawless shenanigans that are tolerated/overlooked – an ideal adventurers' town!

The current Seneschal for the last 3 years is Sir Remil Wexler, a rather indolent libertine, more interested in the ladies than the land. He lives in the Manor house his father built, and no longer has quarters in the fort. The Mayor, Jars Jensen finds him a trial to deal with, and wishes someone could get the layabout guardsmen to do their job (very few others do, however).