



Population: 3000 (2500 humans, 400 halflings, a few others)

Government: Absolute monarchy. The duke rules the town

Leader: Duke William Highcliff (human male, 7th level fighter, chaotic good)

Coat of Arms: a stylized white letter 'T' on a blue background

Resources: cloth, fish, foodstuffs, furs, hirelings, platinum, rare woods

Guard: 400 Port Guard (guards), 100 Telvan Knights (knights), 200 horses, galley, 2 longships

Fortifications: stone wall, separate walled compound for Telvan Castle. Many guard towers on the walls

Prison: an old jail is deep in the dungeons of Telvan Castle

Factions: the Telvan Knights, the Vultures

Temples: Amara, Nizath, Rogan, the Sea Goddesses, Xavian

Rocken

- On the northern shore of Lake Balthos is the hub of this part of Myrr. Upon entering this settlement the tension is palpable. The largest town in the Southern Territories is run by the Three Suns Trading Guild. Rocken is known for having some of the best markets and taverns in all of Myrr. Various bandit clans and other folk visit this busy enclave to purchase all manner of goods. The markets carry all sorts of useful supplies and equipment. The competing bandit clans stare each other down as they visit these bountiful markets. Rowdy taverns that spill out into the street are found all over Rocken. Recently the Daggerstorm clan has been barred from the town. They are the main suspects in the murder of one of the council members, a merchant named William Gates.