

# Kingdoms of Kalamar<sup>®</sup>

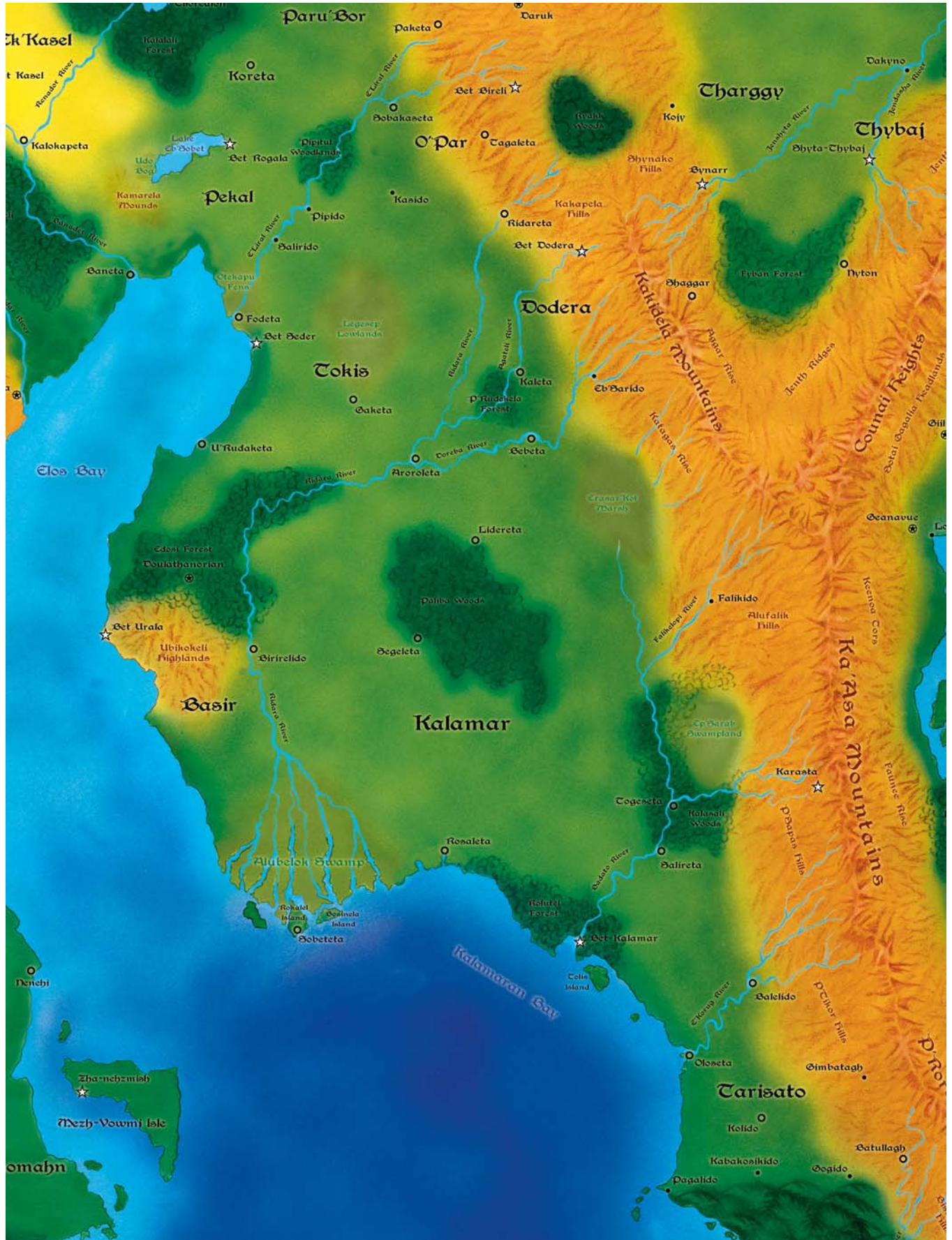
## CITY MAP FOLIO



CAMPAIGN RESOURCE



# Region of Kalamar



# Kingdoms of Kalamar

## Fantasy Campaign Setting

### CITY MAP FOLIO

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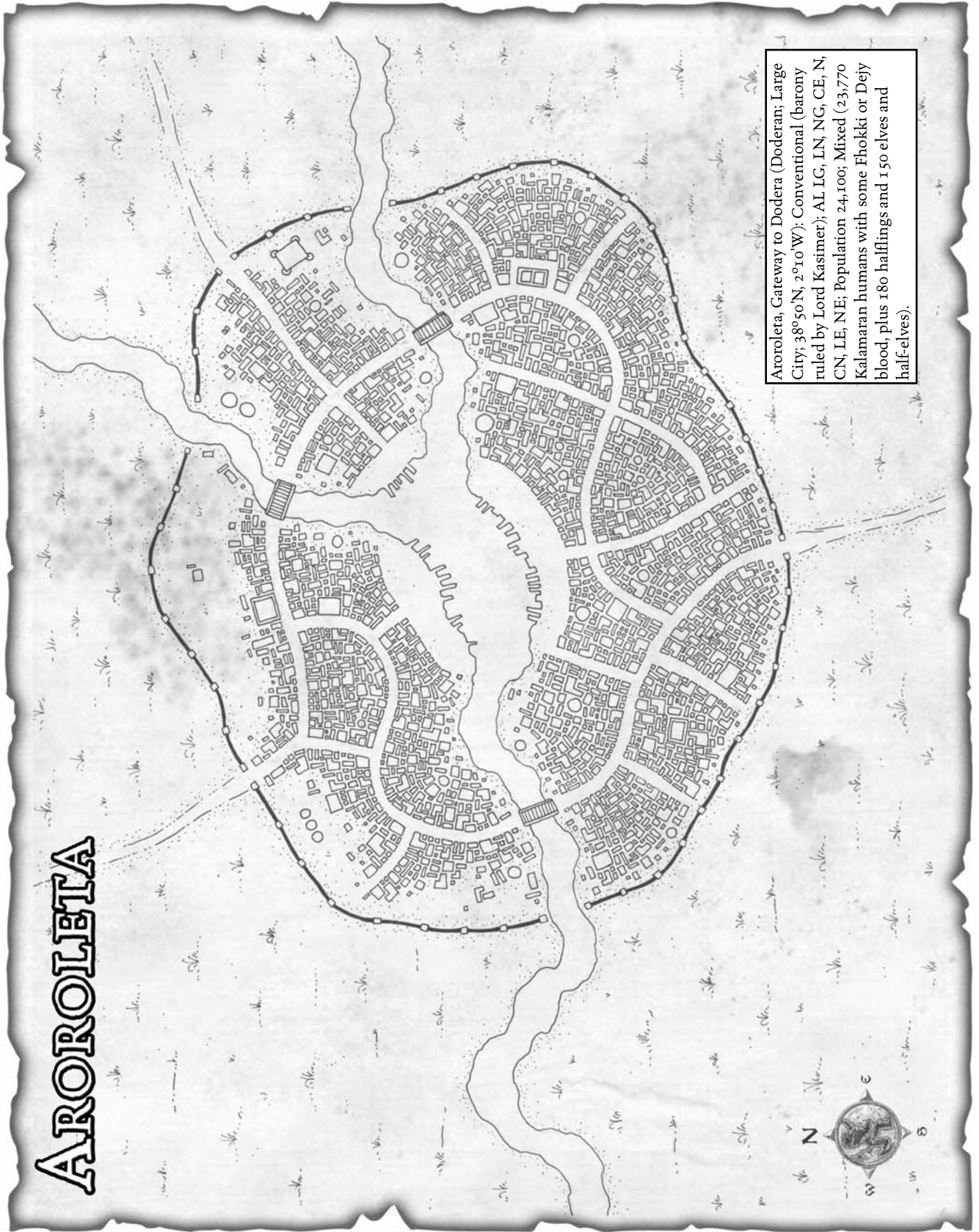
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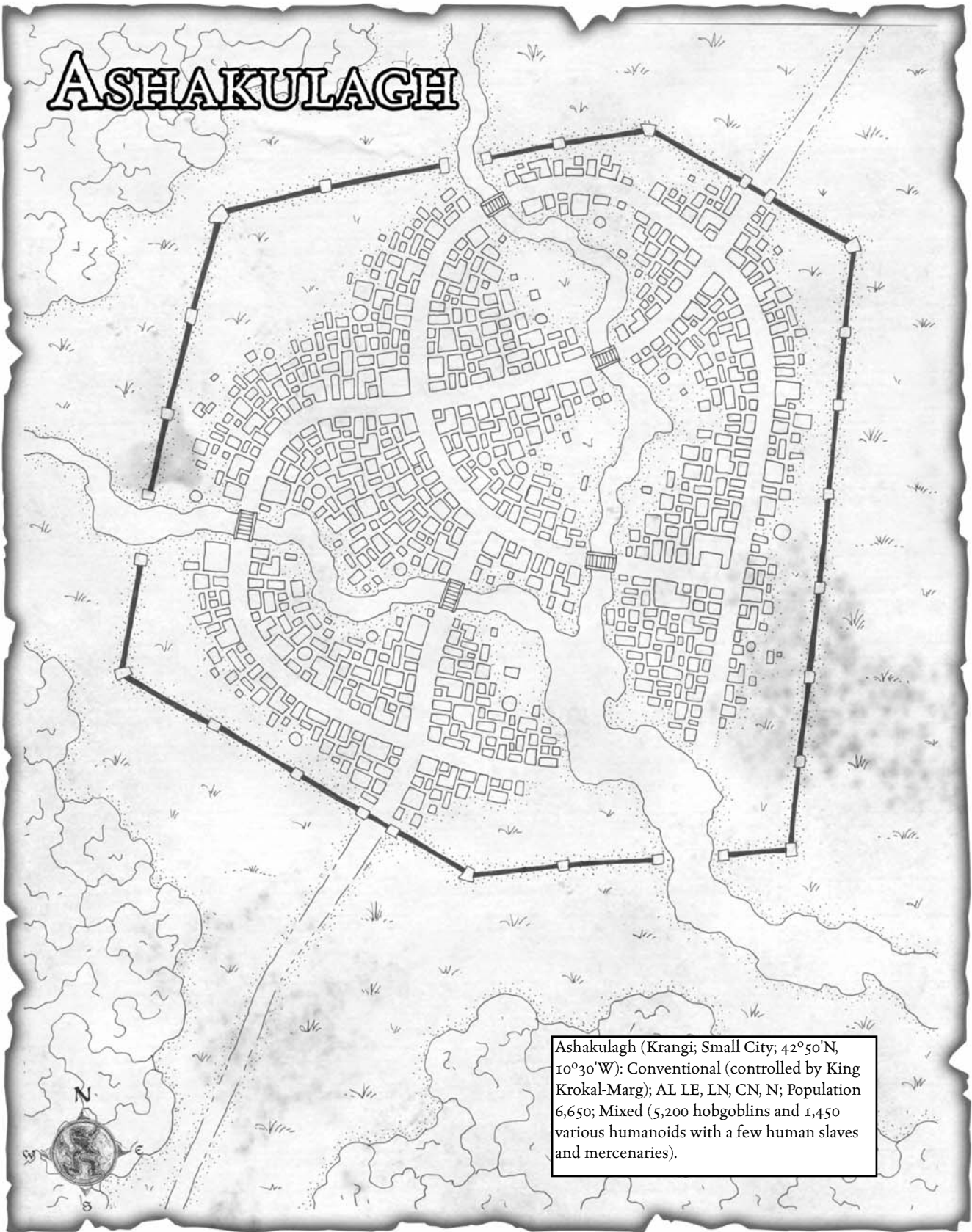
# AROROLETA



Aroroleta, Gateway to Doderan (Doderan; Large City; 38°50' N, 2°10' W): Conventional (barony ruled by Lord Kasimer); AL IG, LN, NG, CE, N, CN, LE, NE; Population 24,100; Mixed (23,770 Kalamaran humans with some Fhokki or Deji blood, plus 180 halflings and 150 elves and half-elves).



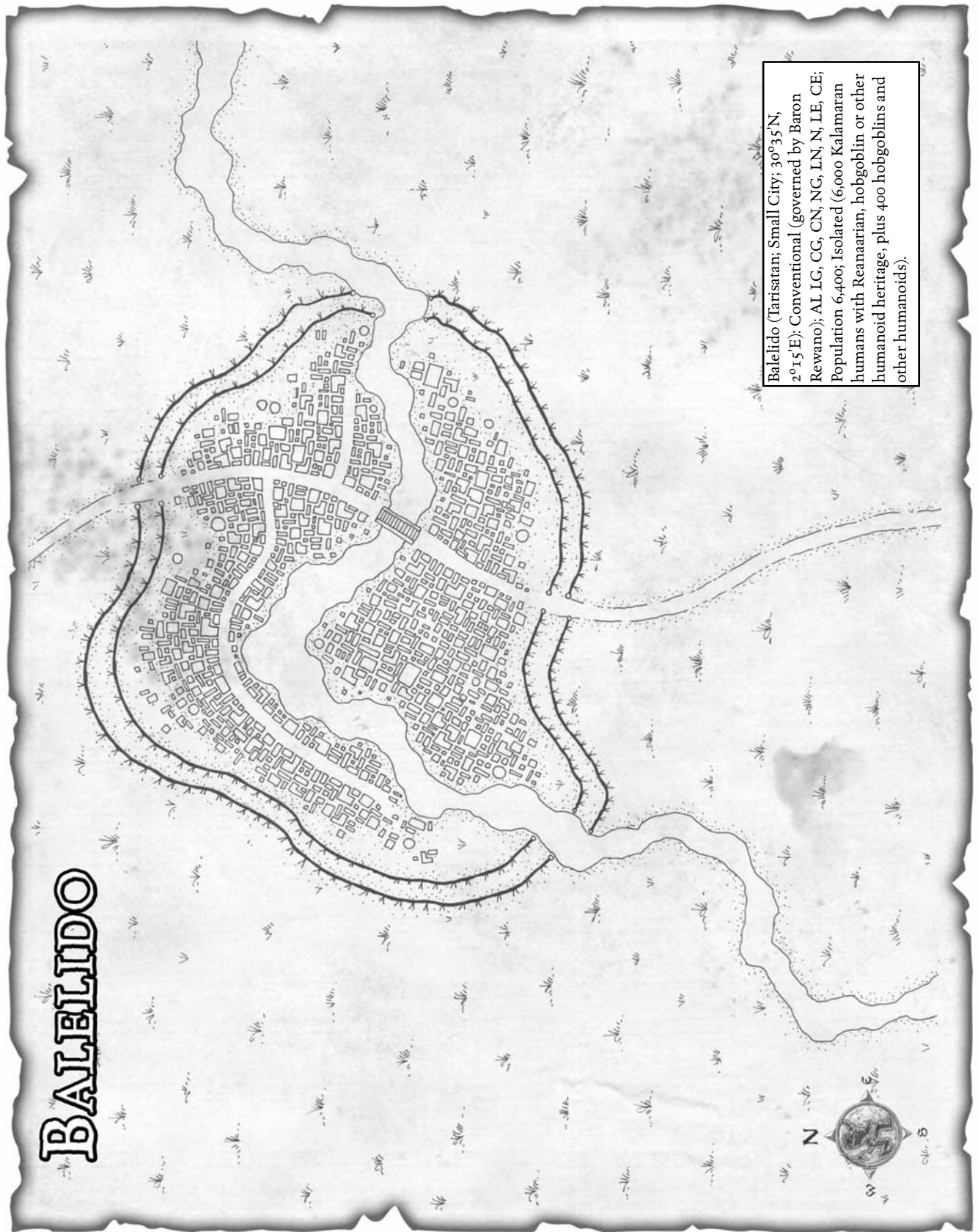
# ASHAKULAGH



Ashakulagh (Krangi; Small City; 42°50'N, 10°30'W): Conventional (controlled by King Krokai-Marg); AL LE, LN, CN, N; Population 6,650; Mixed (5,200 hobgoblins and 1,450 various humanoid with a few human slaves and mercenaries).

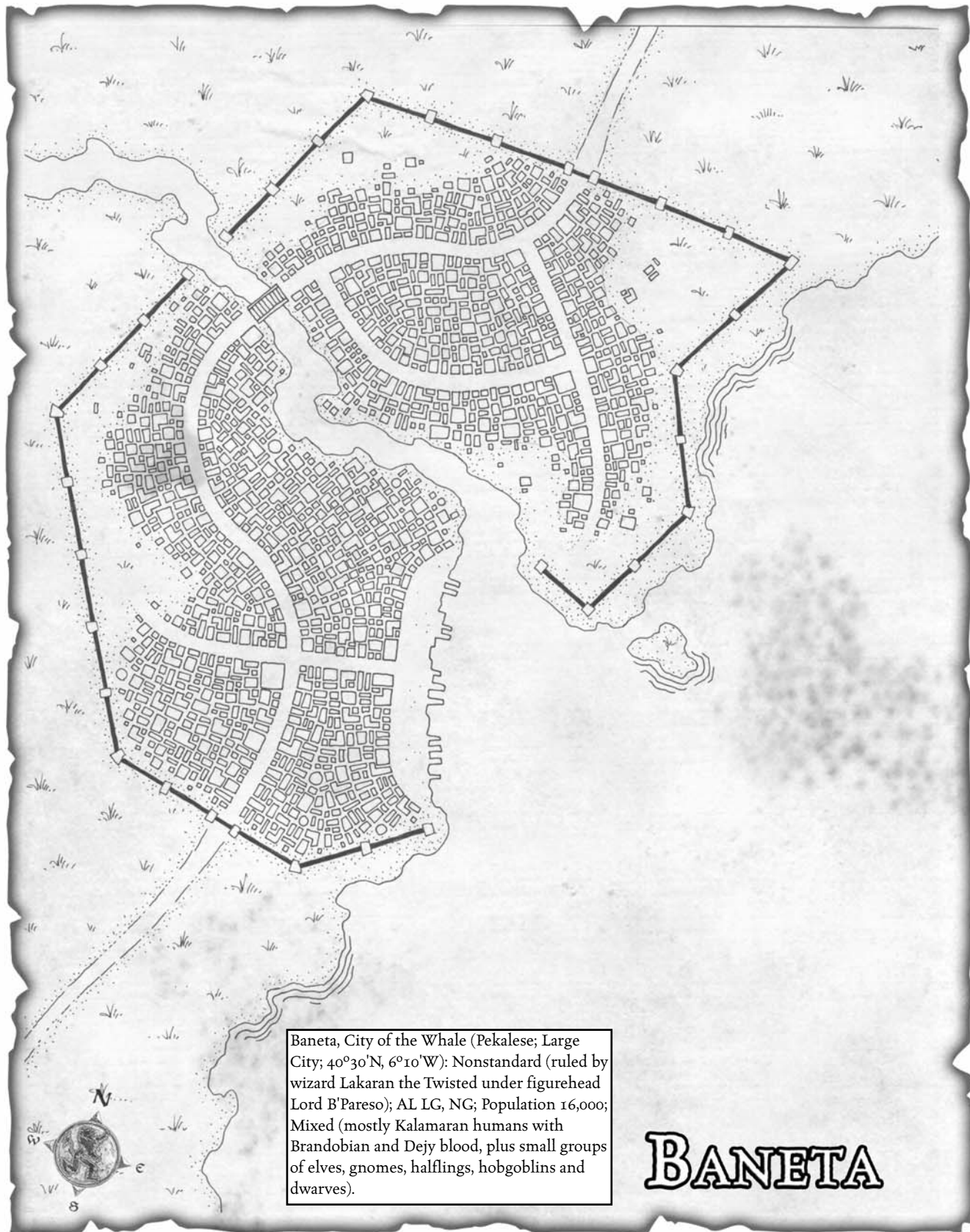


# BALBELIDO



Balbelido (Tarisatan; Small City; 30°35'N, 2°15'E): Conventional (governed by Baron Rewano); AL IG, CG, CN, NG, LN, N, LE, CE; Population 6,400; Isolated (6,000 Kalamaran humans with Reanaarian, hobgoblin or other humanoid heritage, plus 400 hobgoblins and other humanoids).





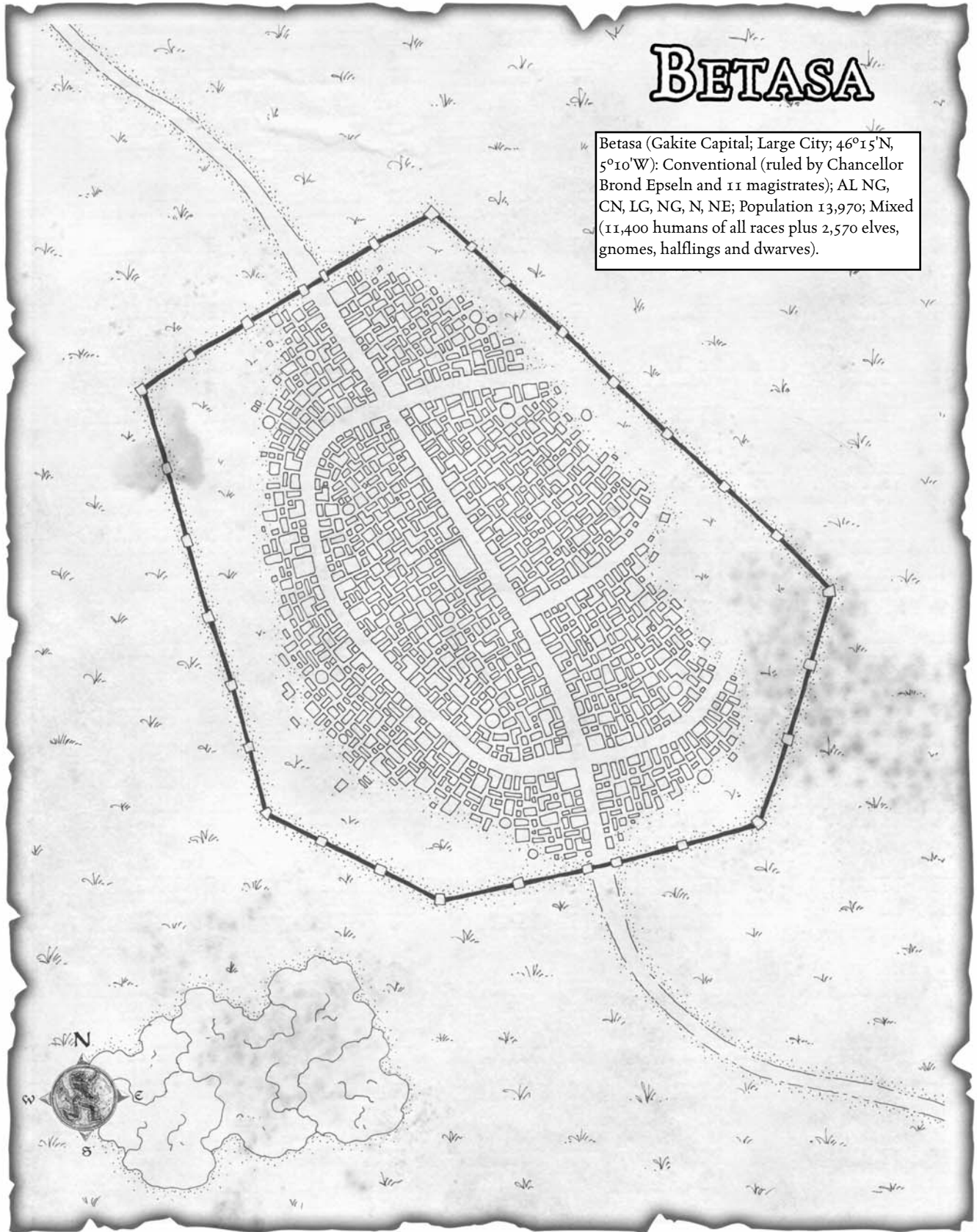
Baneta, City of the Whale (Pekalese; Large City; 40°30'N, 6°10'W): Nonstandard (ruled by wizard Lakaran the Twisted under figurehead Lord B'Pareso); AL LG, NG; Population 16,000; Mixed (mostly Kalamaran humans with Brandobian and Dejy blood, plus small groups of elves, gnomes, halflings, hobgoblins and dwarves).

# BANETA



# BETASA

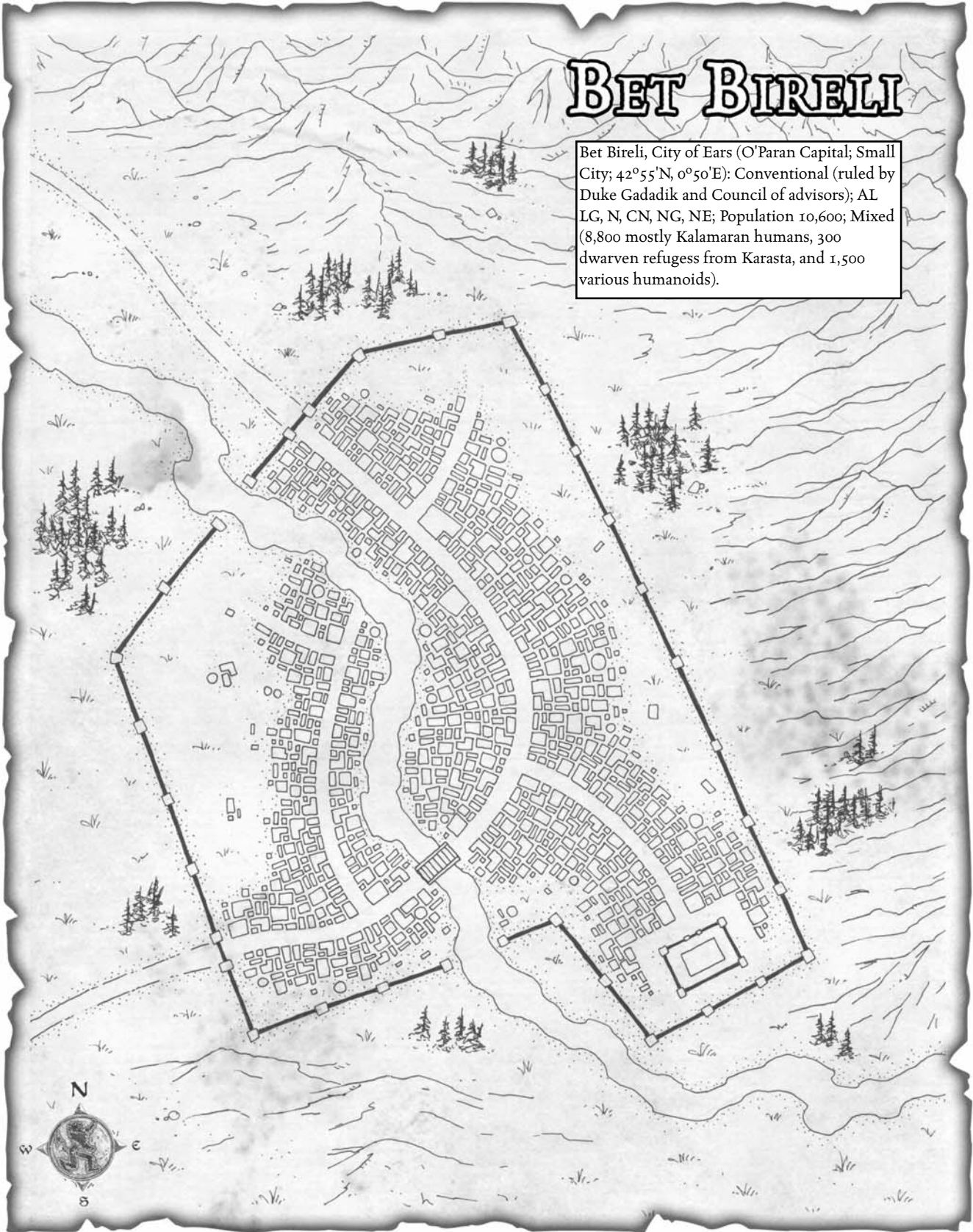
Betasa (Gakite Capital; Large City;  $46^{\circ}15'N$ ,  $5^{\circ}10'W$ ): Conventional (ruled by Chancellor Brond Epseln and 11 magistrates); AL NG, CN, LG, NG, N, NE; Population 13,970; Mixed (11,400 humans of all races plus 2,570 elves, gnomes, halflings and dwarves).



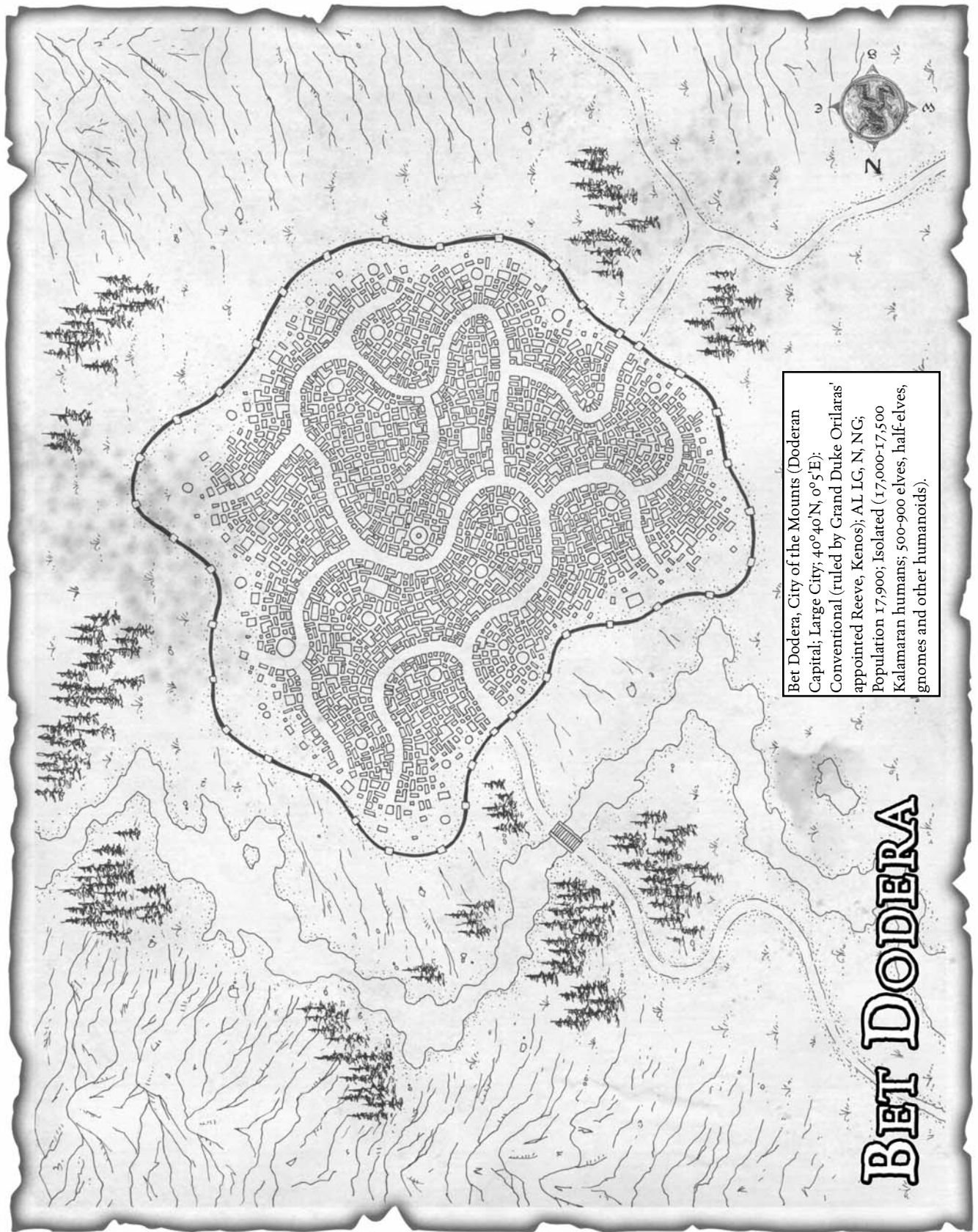


# BET BIRELI

Bet Bireli, City of Ears (O'Paran Capital; Small City; 42°55'N, 0°50'E): Conventional (ruled by Duke Gadadik and Council of advisors); AL LG, N, CN, NG, NE; Population 10,600; Mixed (8,800 mostly Kalamaran humans, 300 dwarven refugees from Karasta, and 1,500 various humanoids).







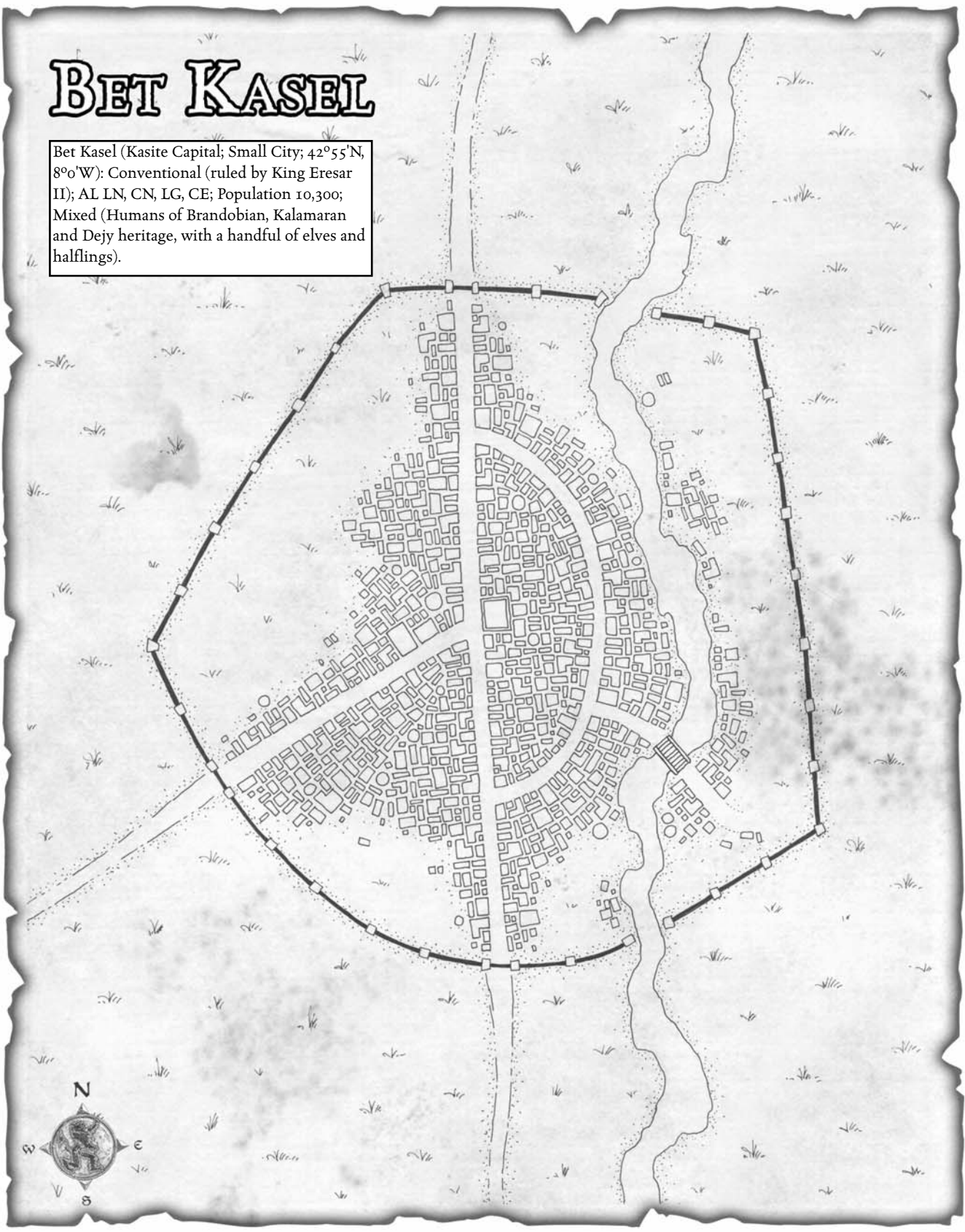
Bet Doderia, City of the Mounts (Doderan Capital; Large City; 40° 40' N, 0° 5' E); Conventional (ruled by Grand Duke Orilaras' appointed Reeve, Kenos); AL LG, N, NG; Population 17,900; Isolated (17,000-17,500 Kalamaran humans; 500-900 elves, half-elves, gnomes and other humanoids).

# BET DODERA



# BET KASEL

Bet Kasel (Kasite Capital; Small City; 42°55'N, 8°0'W): Conventional (ruled by King Eresar II); AL LN, CN, LG, CE; Population 10,300; Mixed (Humans of Brandobian, Kalamaran and Dejy heritage, with a handful of elves and halflings).





# BET ROGALA

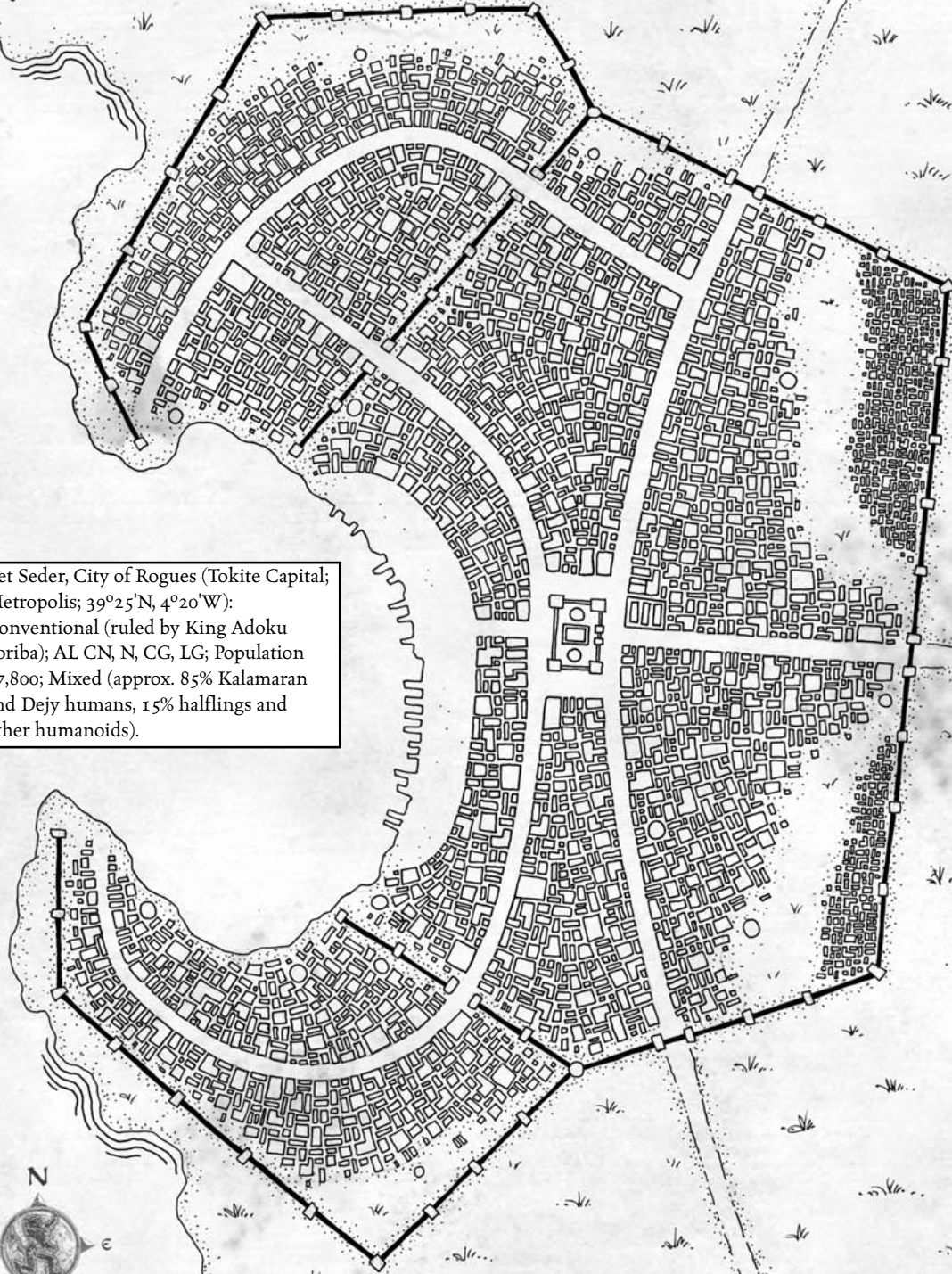
Bet Rogala (Pekelese Capital; Large City; 42°10'N, 4°45'E): Conventional (Prince Kafen and humanoid Council), AL N; Population 20,900; Mixed (approx. half are Kalamaran, Brandobian and Dejiy humans, with other half being even numbers of gnomes, halflings and elves).





# BET SEDER

Bet Seder, City of Rogues (Tokite Capital; Metropolis; 39°25'N, 4°20'W): Conventional (ruled by King Adoku Soriba); AL CN, N, CG, LG; Population 47,800; Mixed (approx. 85% Kalamaran and Deji humans, 15% halflings and other humanoids).





# BET URALA

Bet Urala (Basiran Capital; Metropolis; 35°30'N, 6°20'W): Conventional (ruled by Princess Dela); AL LG, CG, NG, N, LN, CN, NE; Population 53,300; Mixed (mostly Kalamaran humans, plus Brandobian humans, some Dejy and Svimohz humans, and elves, halflings and gnomes).





# Dijishey

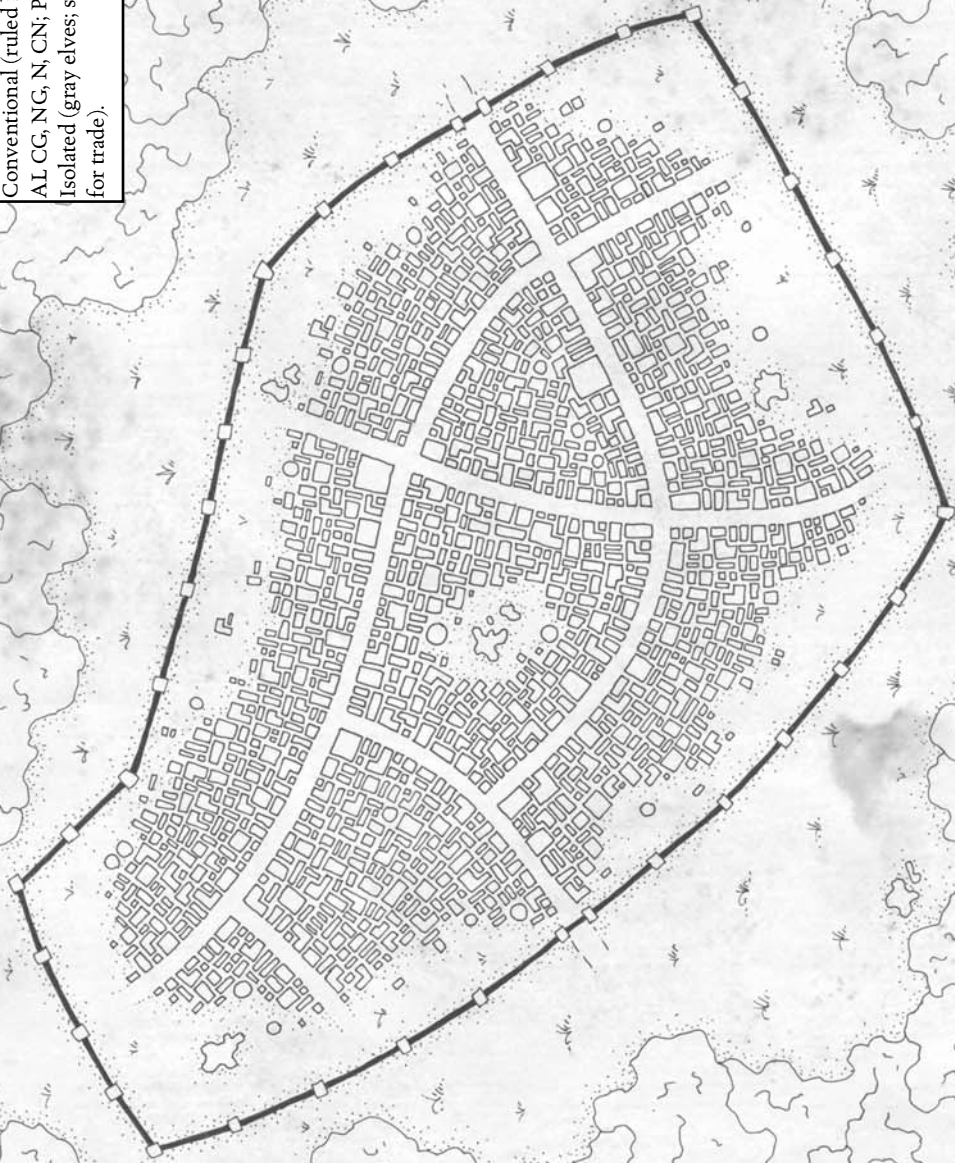
Dijishey, City of History (Independent;  
Small City; 39°5'N, 12°2,5'W): Magical  
(governed by High Prophet of the god  
of prophesy, fate and time); AL N;  
Population 6,446; Isolated (6,000 Dejiy  
humans and 446 dwarven miners).





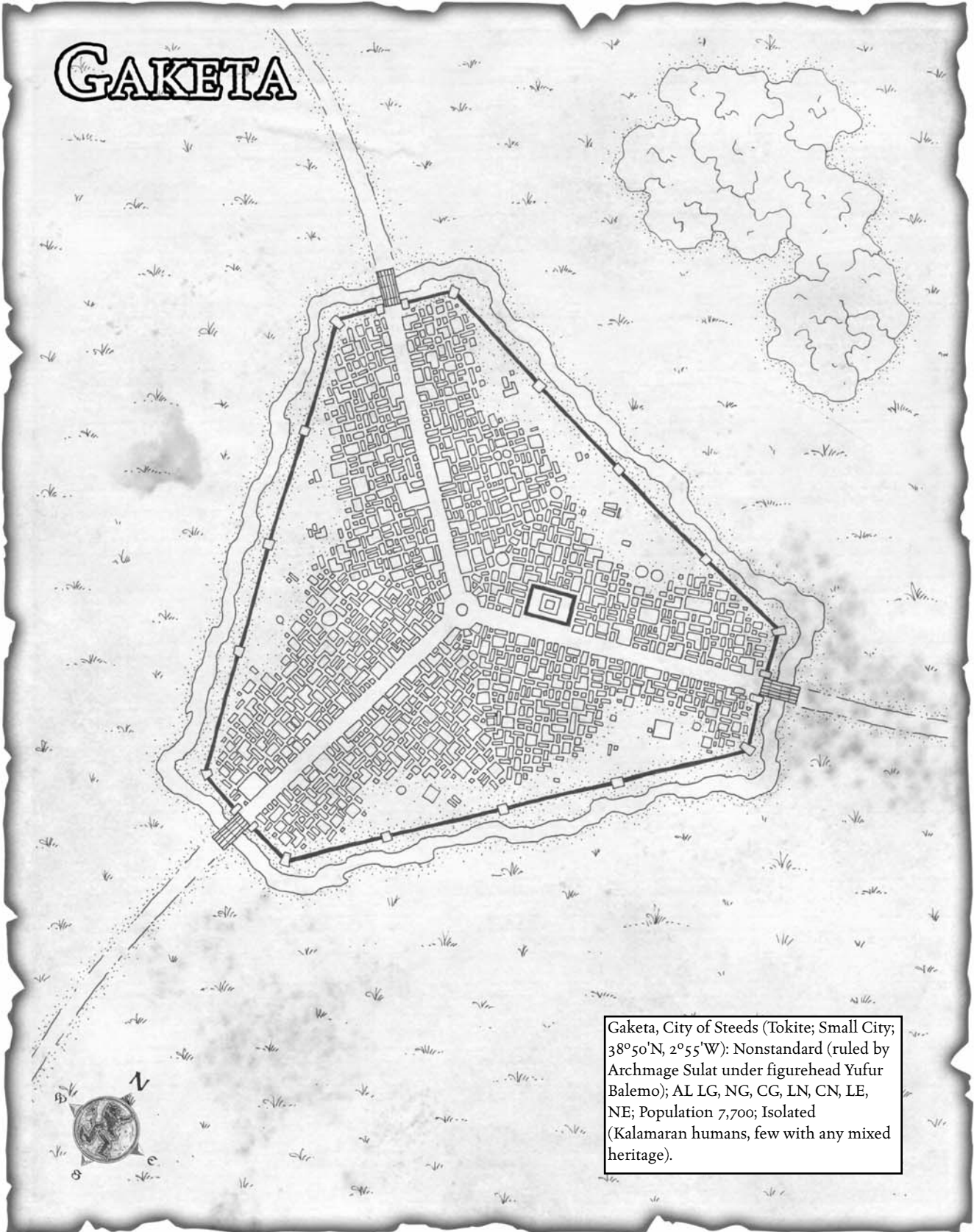
# DOULATHANORIAN

Doulathanorian, City of Peril (Elven;  
Large City; 36°10'N, 5°15'W);  
Conventional (ruled by King Dorlanisti);  
AL, CG, NG, N, CN; Population 18,000;  
Isolated (gray elves; some halflings visit  
for trade).





# GAKETA

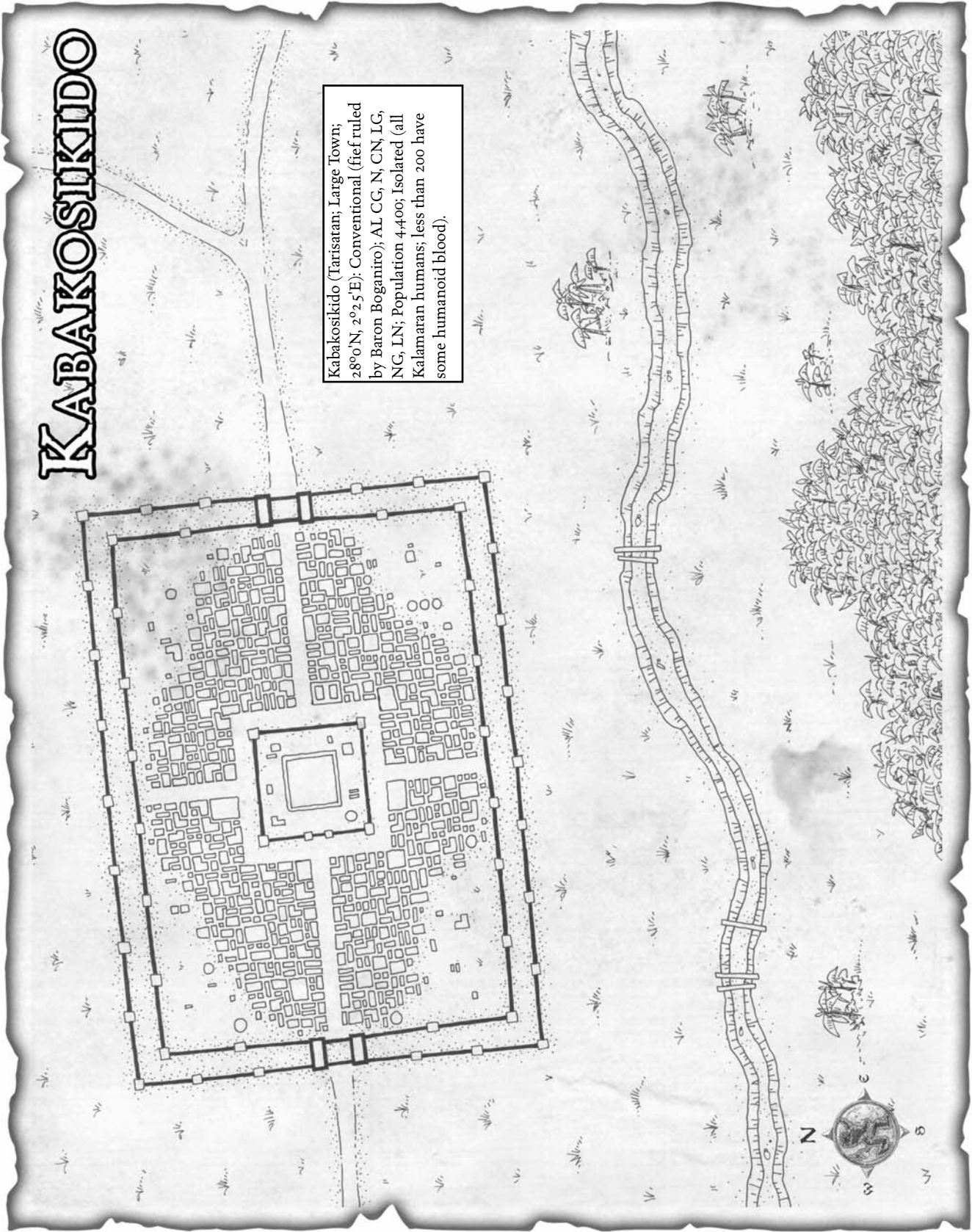


Gaketa, City of Steeds (Tokite; Small City; 38°50'N, 2°55'W): Nonstandard (ruled by Archmage Sulat under figurehead Yufur Balemo); AL LG, NG, CG, LN, CN, LE, NE; Population 7,700; Isolated (Kalamaran humans, few with any mixed heritage).



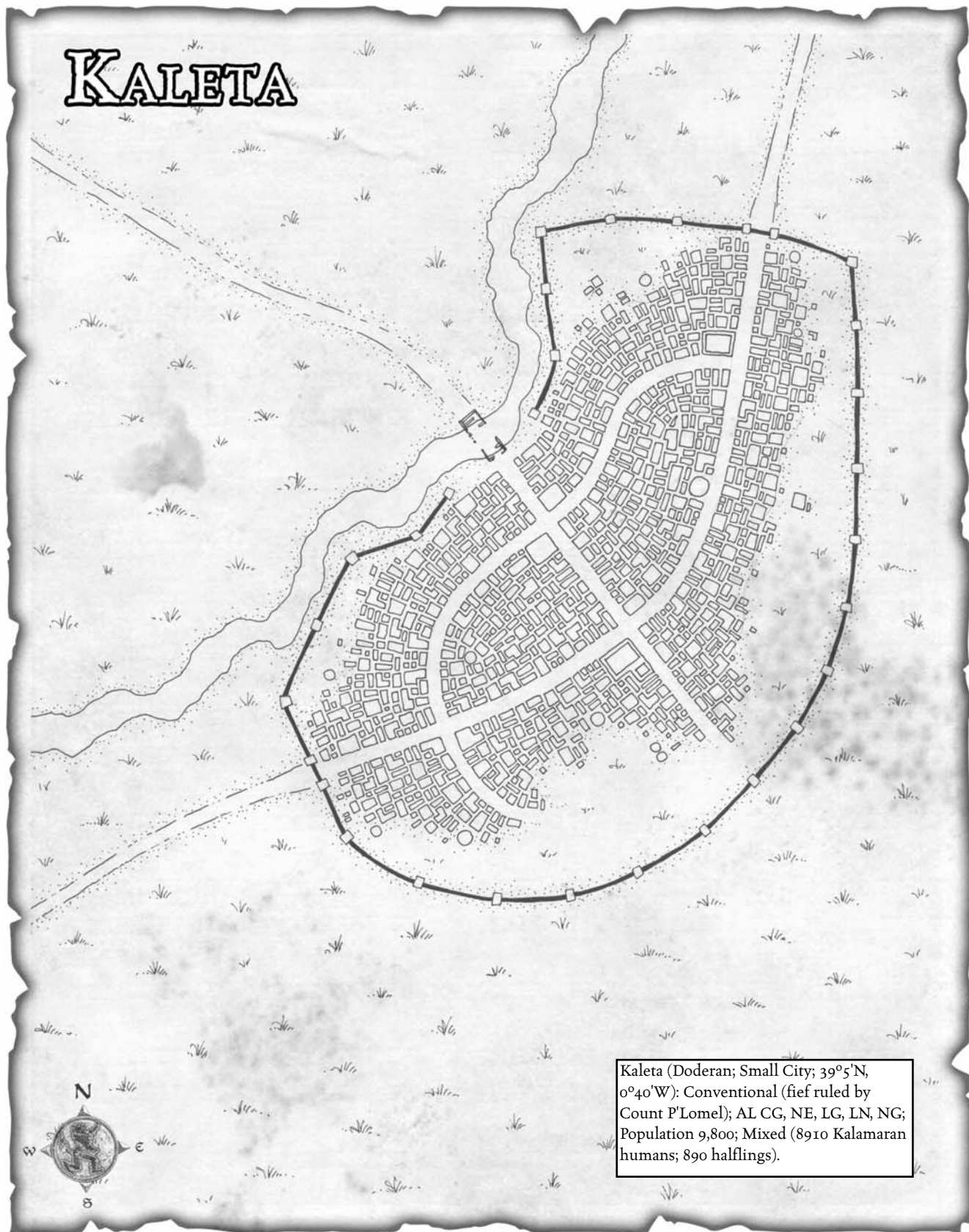
# KABAKOSIKIDO

Kabakosikido (Taristat; Large Town; 28°0'N, 2°25'E); Conventional (fief ruled by Baron Boganiro); AL, CG, N, CN, IG, NC, LN; Population 4,400; Isolated (all Kalamaran humans; less than 200 have some humanoid blood).





# KALETA



Kaleta (Doderan; Small City; 39°5'N, 0°40'W): Conventional (fief ruled by Count P'Lomel); AL CG, NE, LG, LN, NG; Population 9,800; Mixed (8910 Kalamaran humans; 890 halflings).



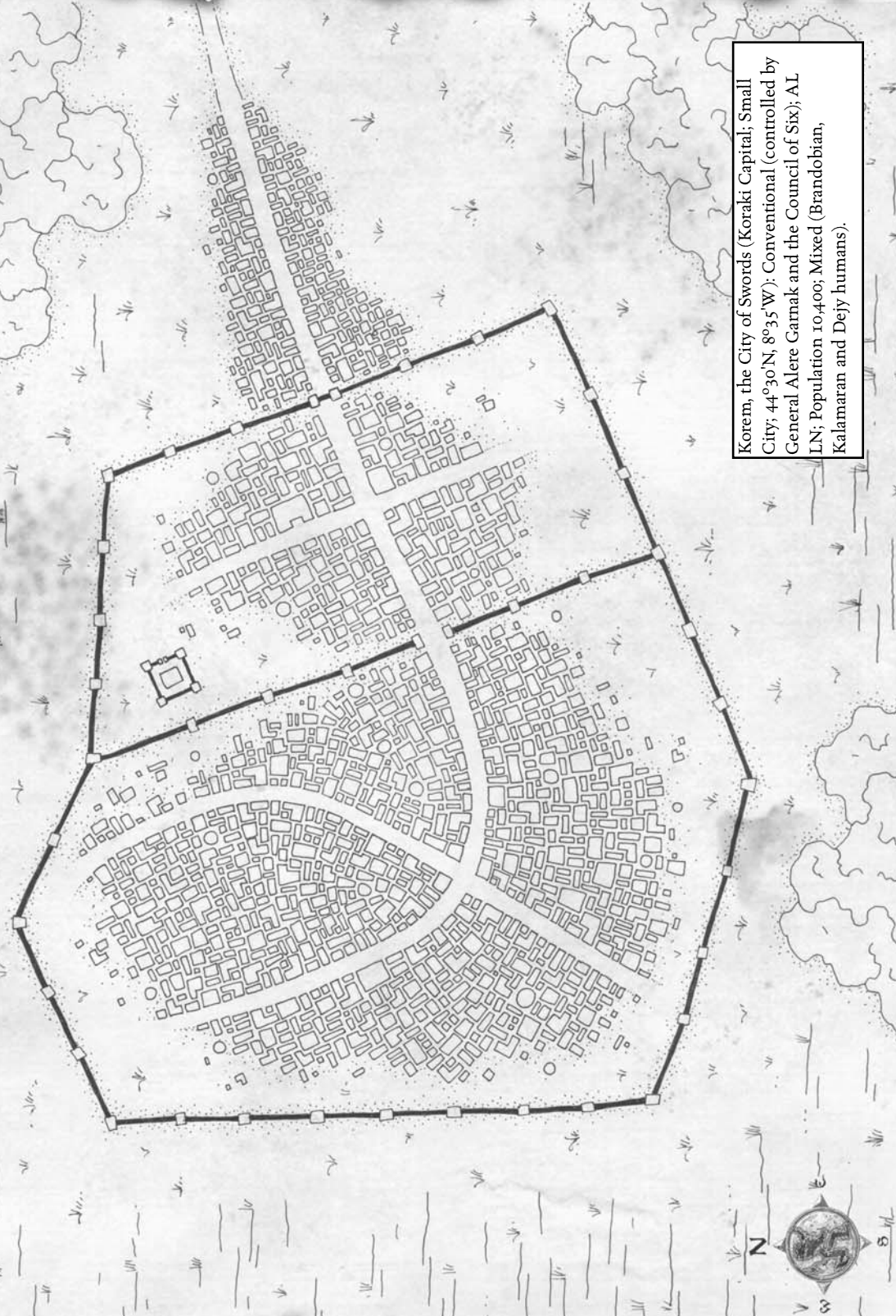
# KARASTA

Karasta, "Irontop", Refuge of Exiles (Dwarven); Large City; 33°30'N, 3°25'E); Nonstandard (ruled by dwarf King Ungrum, under Kalamaran oppression supervised by human Duke Satira Mokira); AL (dwarven) LG, NC; AI (human) CG, LN, NE, LE; Population 25,000; Mixed (4,000 Kalamaran human officials, soldiers and their families plus 21,000 mountain dwarves).





# KOREM



Korem, the City of Swords (Koraki Capital, Small City; 44°30'N, 8°35'W): Conventional (controlled by General Alere Gamak and the Council of Six); AL LN; Population 10,400; Mixed (Brandobian, Kalamatan and Deiy humans).



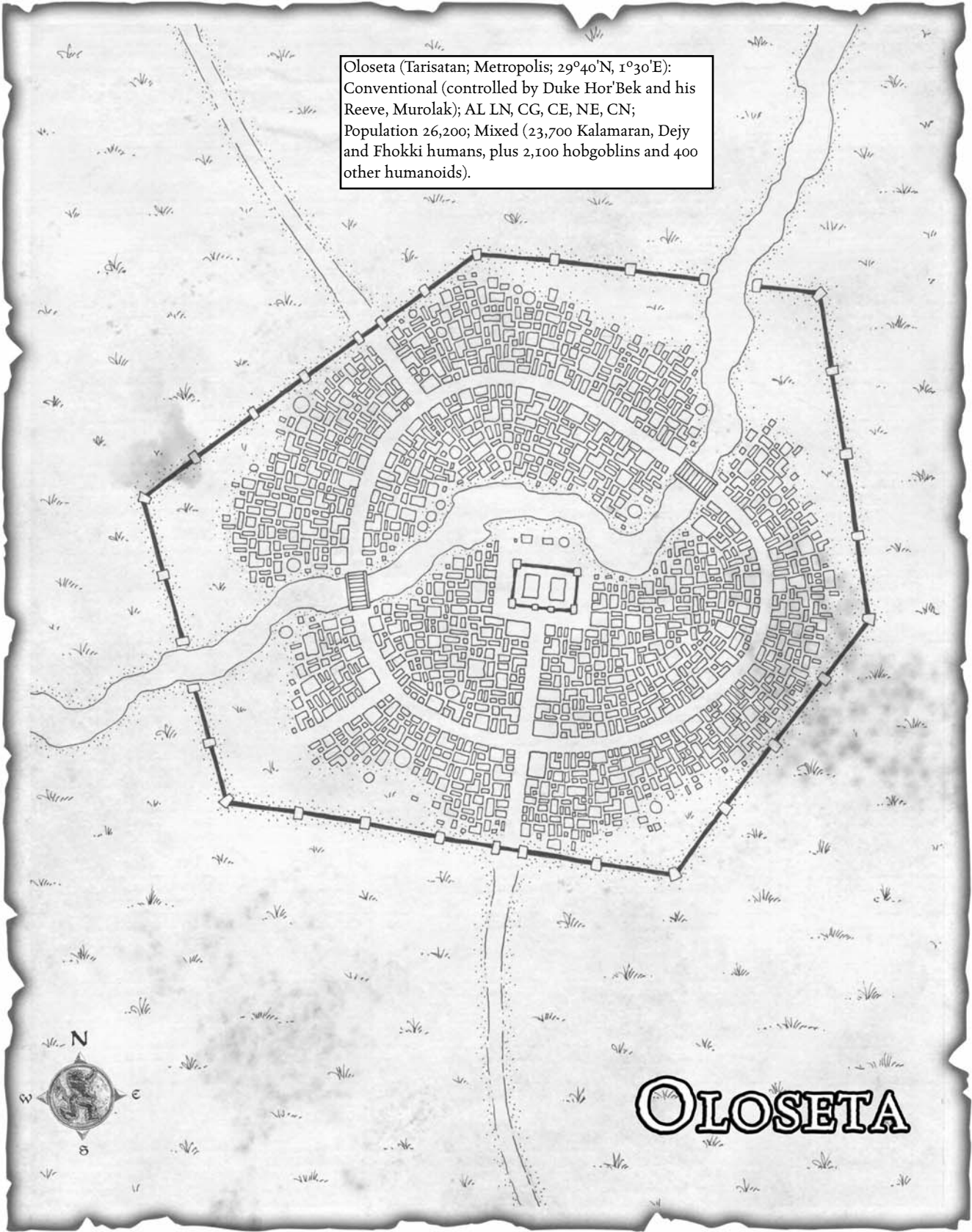
Miclenon (Independent Eldoran Colony; Large City; 35°25'N, 9°30'W): Conventional (ruled by appointed Governor Coldon); AL LG, NG, CG, LN, N, CN, NE; Population 15,700; Isolated (Brandobian, Dejy and Brandobian/Dejy humans).



# MICLENON



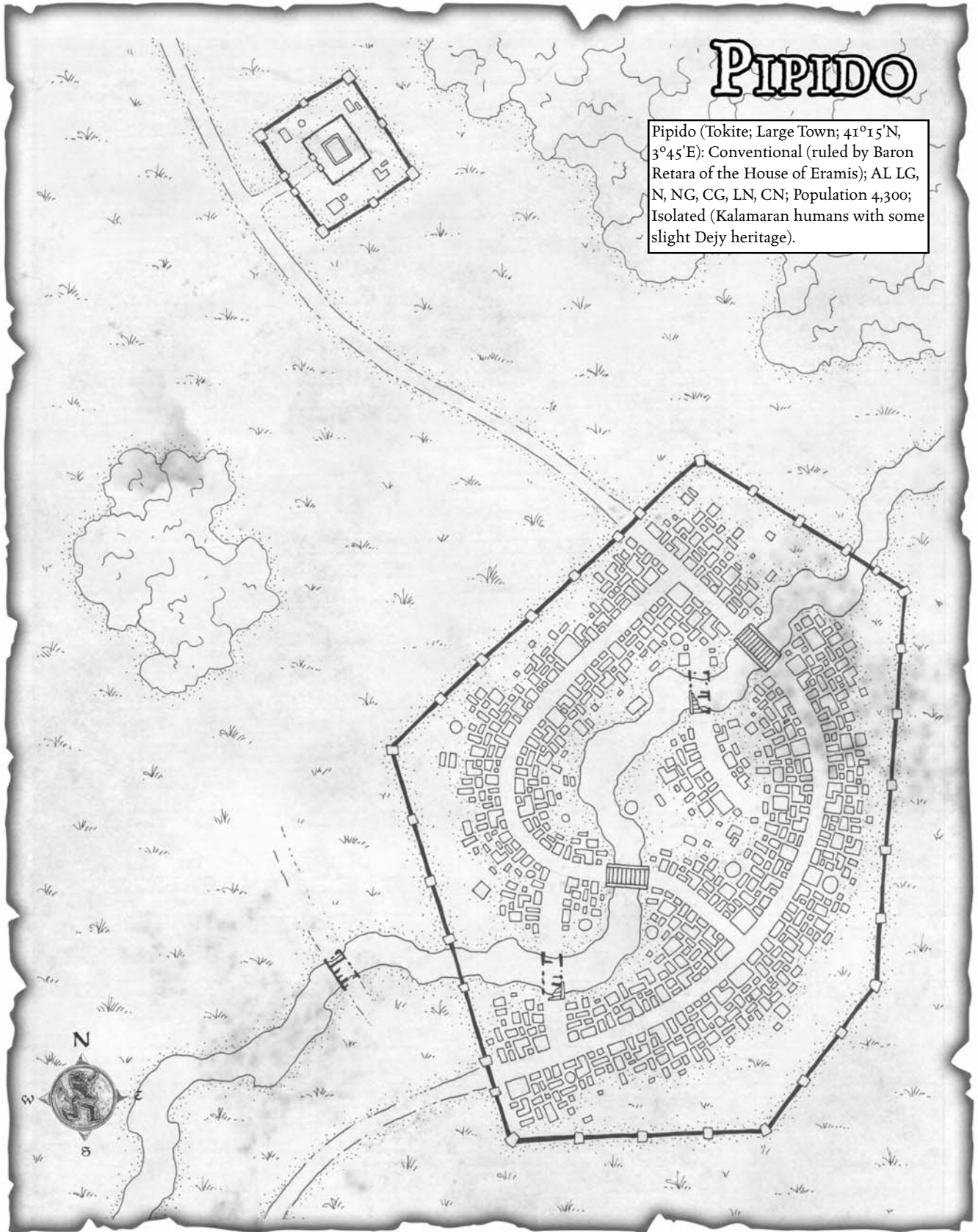
Oloseta (Tarisatan; Metropolis; 29°40'N, 1°30'E):  
Conventional (controlled by Duke Hor'Bek and his  
Reeve, Muroлак); AL LN, CG, CE, NE, CN;  
Population 26,200; Mixed (23,700 Kalamaran, Dejj  
and Fhokki humans, plus 2,100 hobgoblins and 400  
other humanoids).





# PIPIDO

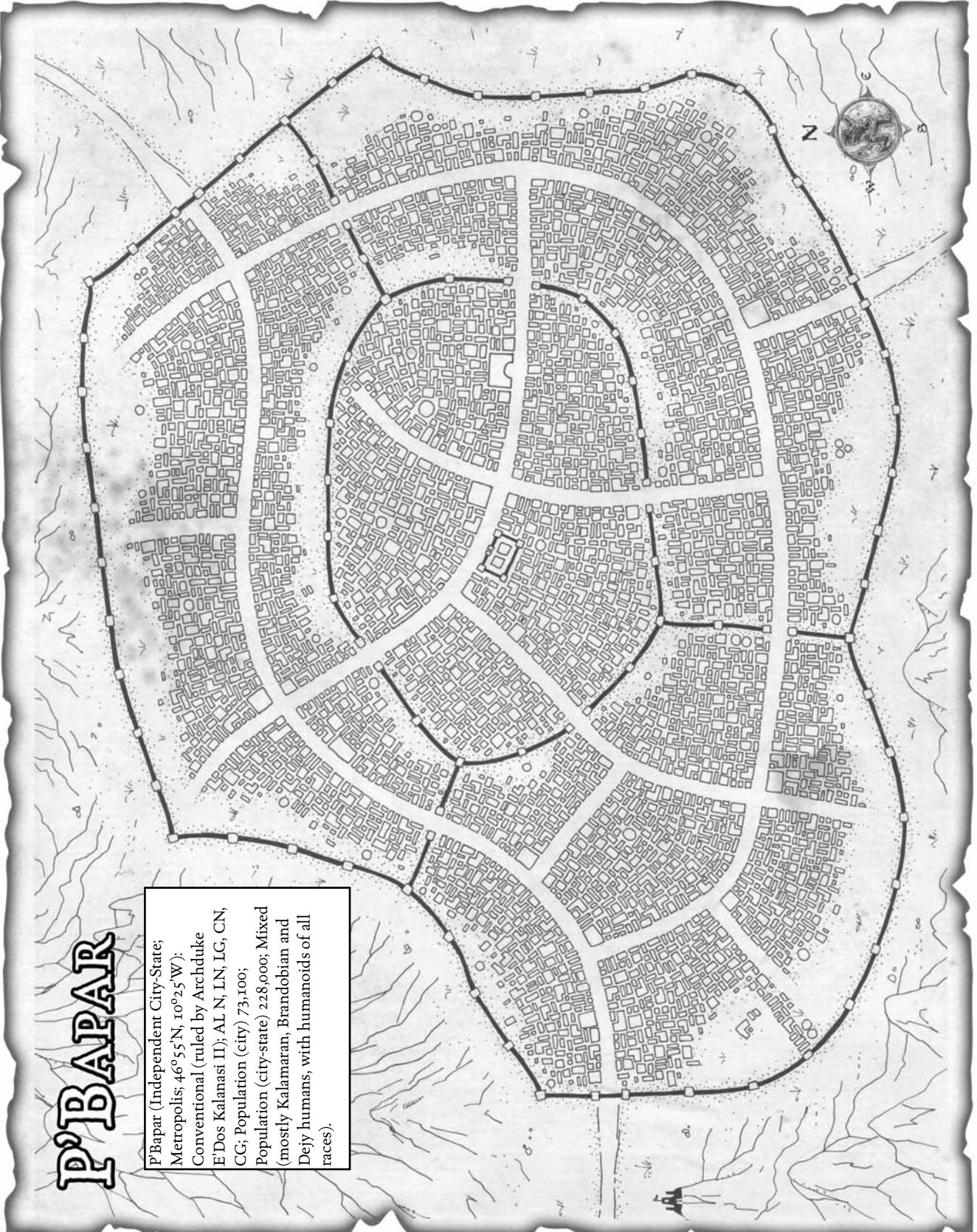
Pipido (Tokite; Large Town; 41°15'N, 3°45'E): Conventional (ruled by Baron Retara of the House of Eramis); AL LG, N, NG, CG, LN, CN; Population 4,300; Isolated (Kalamaran humans with some slight Dejy heritage).



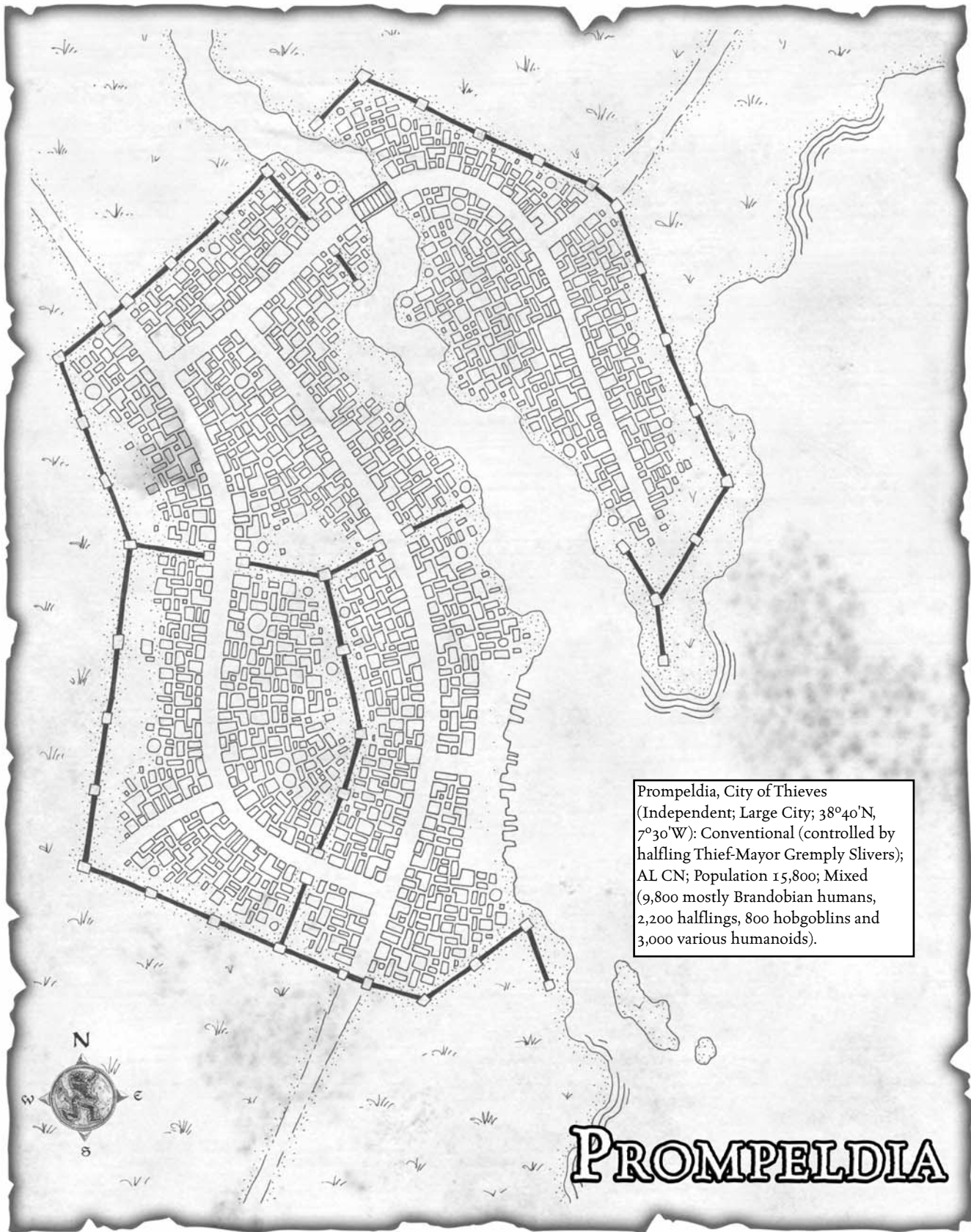


# P'BAPAR

P'Bapar (Independent City-State; Metropolis; 46°55'N, 10°25'W); Conventional (ruled by Archduke E'Dos Kalanasi II); AL N, LN, LG, CN, CG; Population (city) 73,100; Population (city-state) 228,000; Mixed (mostly Kalamaran, Brandobian and Deji humans, with humanoids of all races).







Prompeldia, City of Thieves  
(Independent; Large City; 38°40'N,  
7°30'W): Conventional (controlled by  
halfling Thief-Mayor Gremply Slivers);  
AL CN; Population 15,800; Mixed  
(9,800 mostly Brandobian humans,  
2,200 halflings, 800 hobgoblins and  
3,000 various humanoids).

# PROMPELDIA



# RINUKAGH



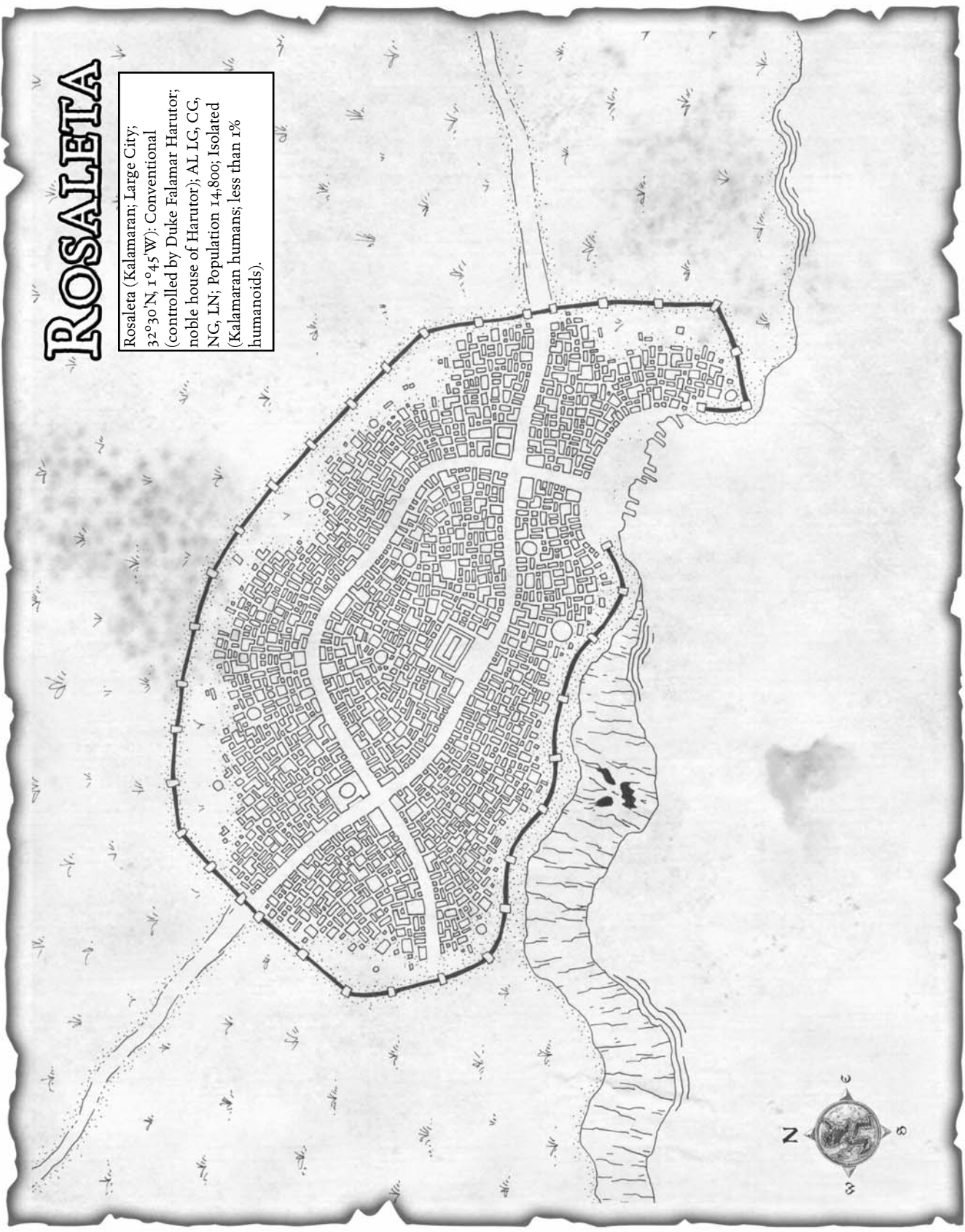
Rinukagh, Birthplace of the Krangi  
(Krangi Capital; Large City; 43°35' N,  
11°50' W); Conventional (governed by  
Prince Koron Gabrazel); AL LE;  
Population 12,200; Isolated (11,200  
hobgoblins plus 1,000 humanoids –  
mostly goblins).





# ROSALETA

Rosaleta (Kalamaran; Large City; 32°30' N, 1°45' W); Conventional (controlled by Duke Falamar Harutor; noble house of Harutor); AL IG, CG, NG, LN; Population 14,800; Isolated (Kalamaran humans; less than 1% humanoids).





# SEGELETA

Segeleta (Kalamaran; Small City; 35°25'N, 2°10'W): Conventional (controlled by Baron Karaso and appointed Council of Peers); AL NG, CG, N; Population 10,227; Mixed (10,100 Kalamaran humans with Fhokki, Dejy or Reanaarian blood; 127 halflings, elves, dwarves and gnomes)





# SHROGGA PRAVAZZ

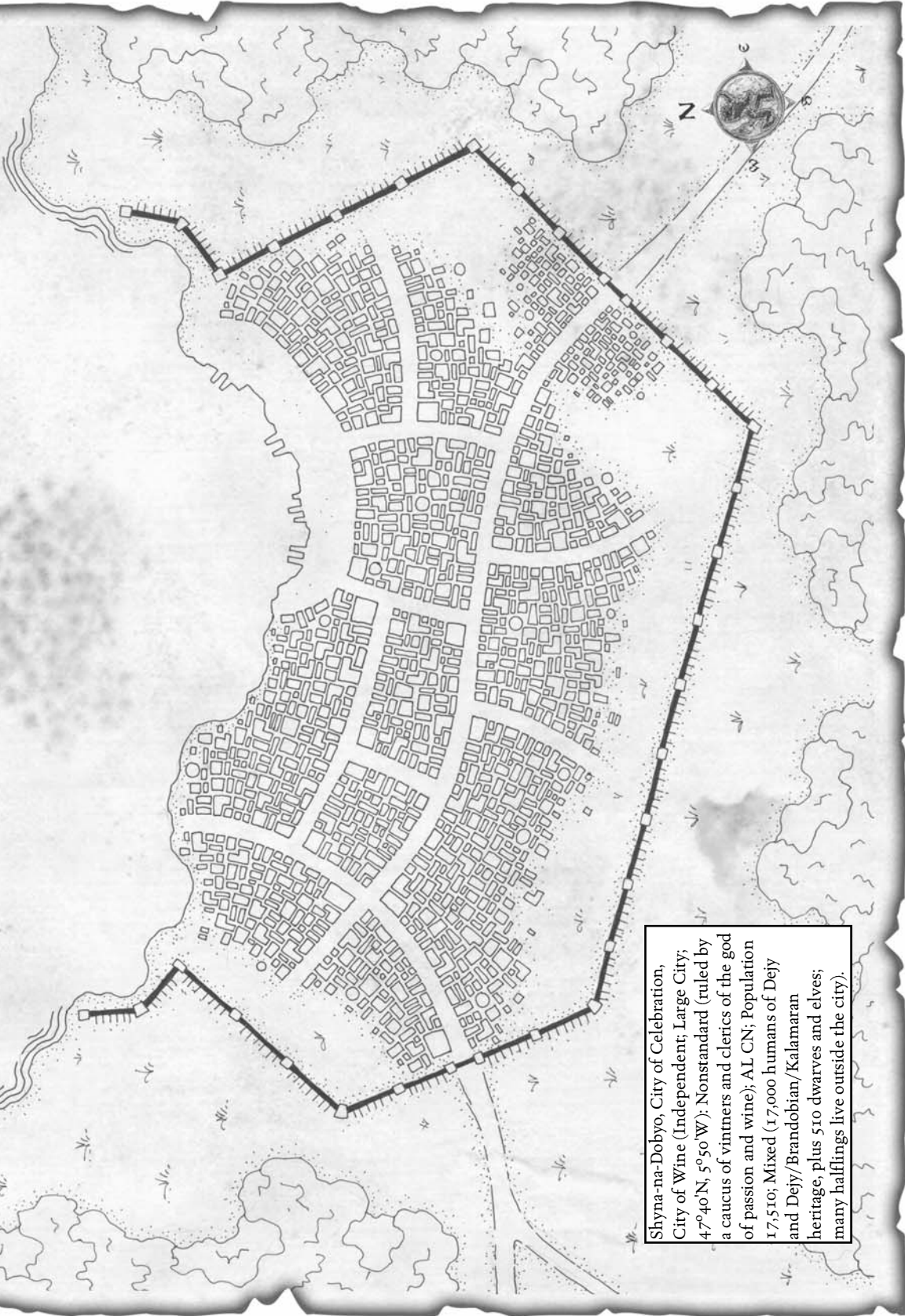


Shrogga-pravaaz, City of Giants (Independent; Small City, 37°0' N, 7°55' W): Nonstandard (ruled by kobold shaman Mayor Shosan-haasav under Chieftain Drossen-malak Traaggar); AL CE, CN LN, N, LE, NE, NG, Population 5,500; Mixed (mostly even numbers of humans, kobolds, hobgoblins, gnolls and bugbears, with a handful of ogres; even larger creatures sometimes visit).





# SHYTA NA DOBYO

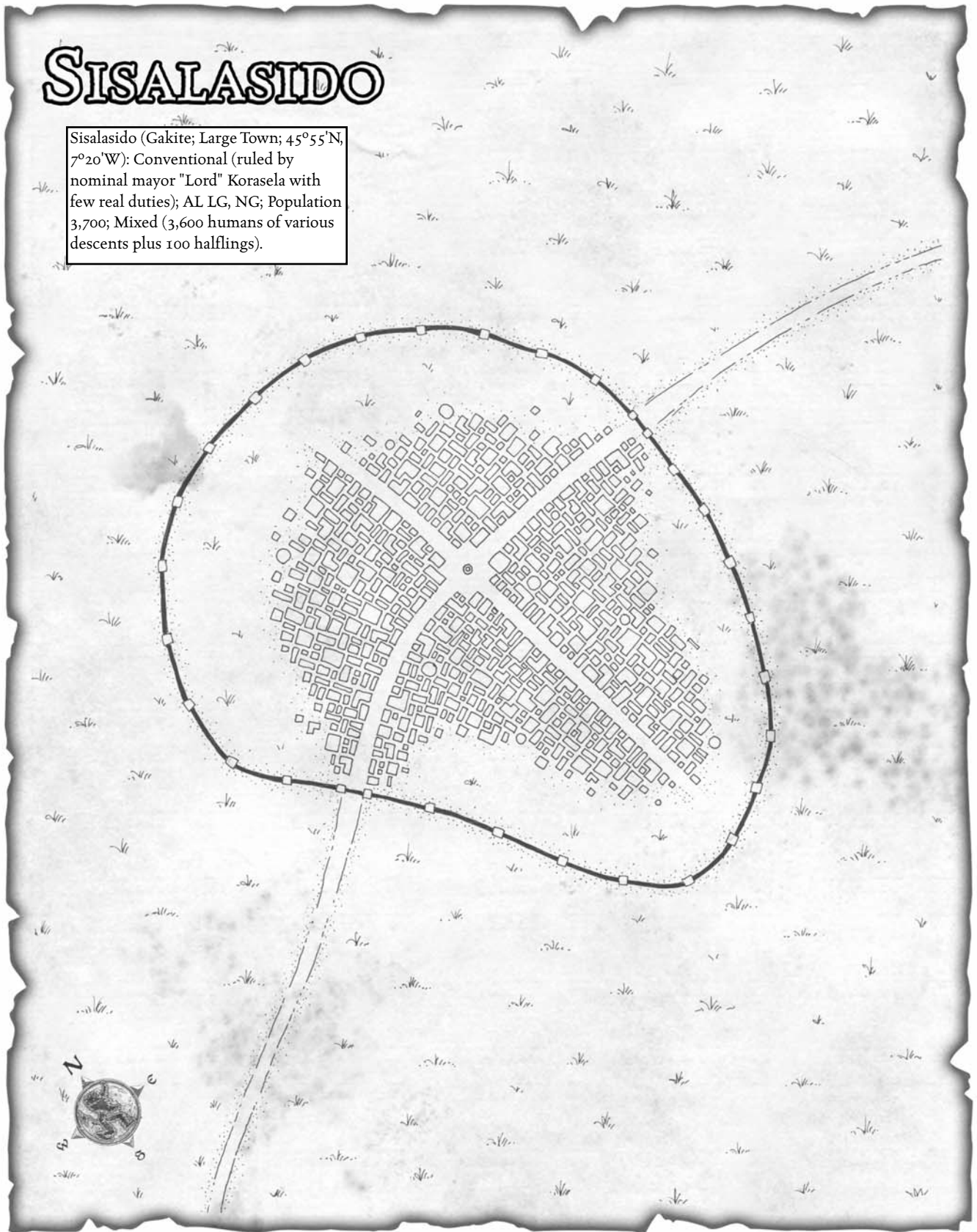


Shytna-na-Dobyo, City of Celebration, City of Wine (Independent), Large City, 47°40' N, 5°50' W). Nonstandard (ruled by a caucus of vintners and clerics of the god of passion and wine); AL CN; Population 17,510; Mixed (17,000 humans of Deji and Deji/Brandobian/Kalamaran heritage, plus 510 dwarves and elves; many halflings live outside the city).



# SISALASIDO

Sisalasido (Gakite; Large Town; 45°55'N, 7°20'W): Conventional (ruled by nominal mayor "Lord" Korasela with few real duties); AL LG, NG; Population 3,700; Mixed (3,600 humans of various descents plus 100 halflings).





# SOBETETA

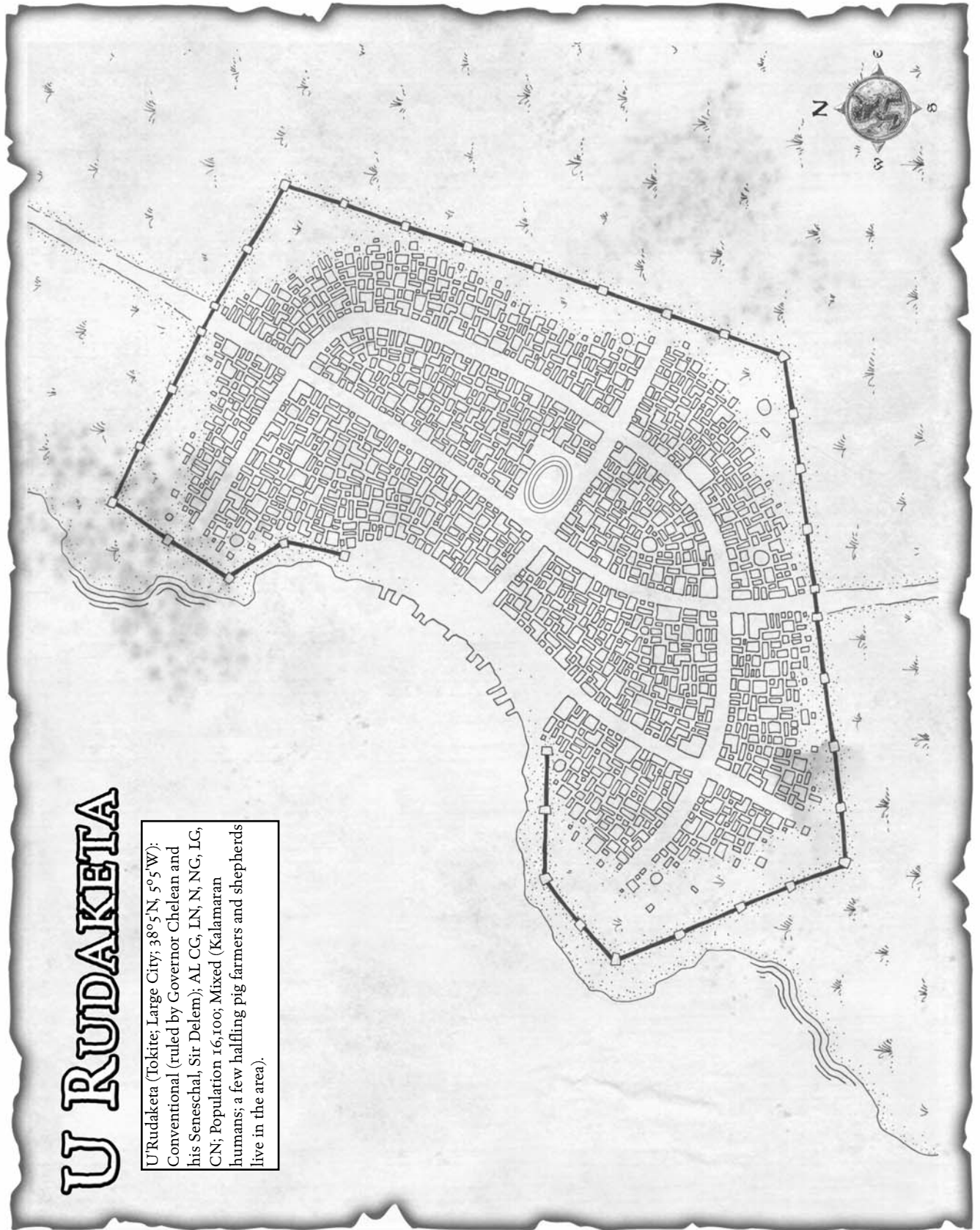
Sobeteta, City on the Rock  
(Kalamaran; Metropolis; 31°30'N,  
3°40'W); Conventional (governed  
by Duke Sorabek II); AL LG, CG,  
NG, N, LN, NE, CE; Population  
56,300; Mixed (Kalamaran  
humans plus 1,000-2,000 Svimmohz  
humans).





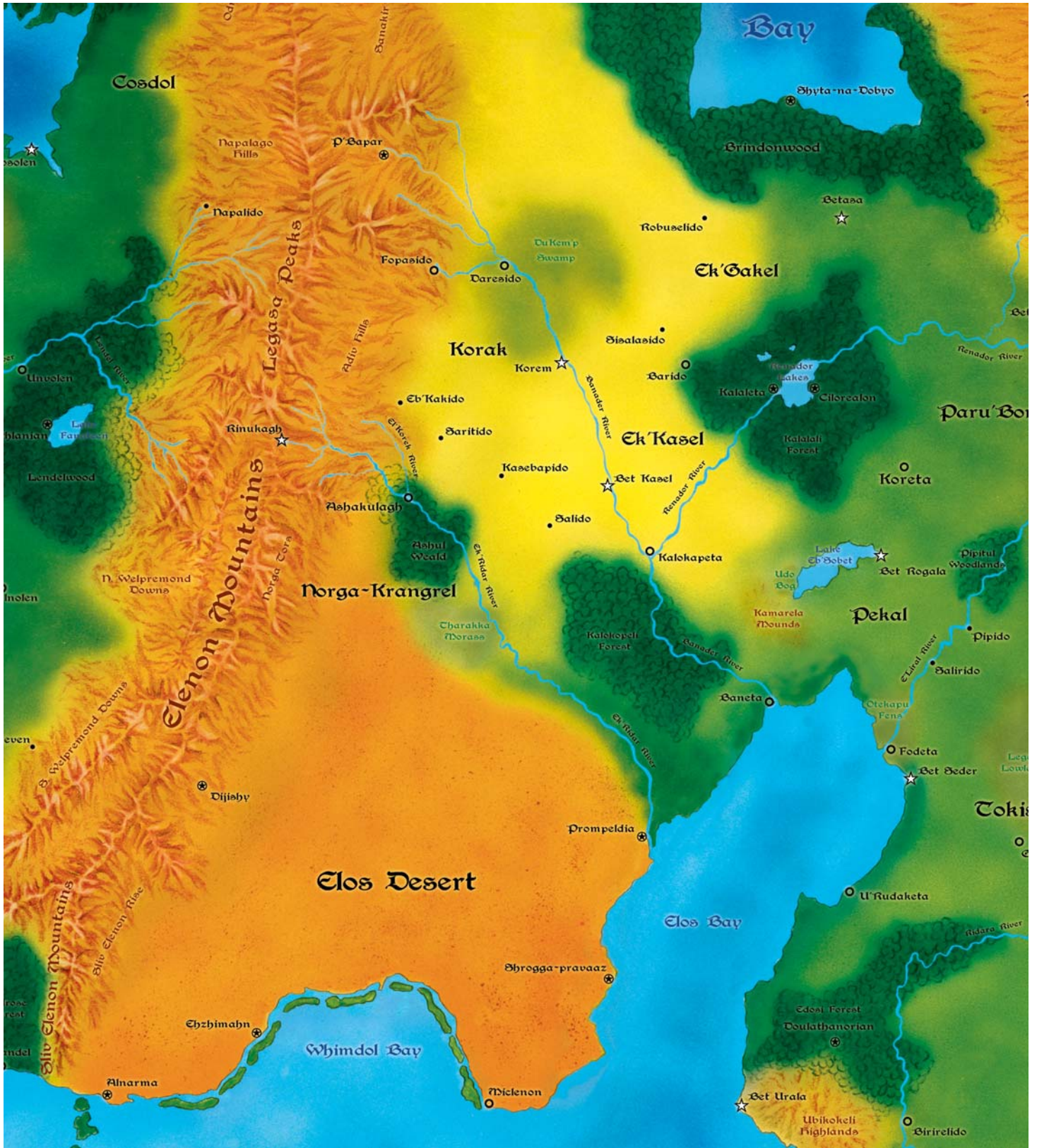
# U RUDAKETA

U'Rudaketa (Tokite; Large City; 38°5'N, 5°5'W): Conventional (ruled by Governor Chelean and his Seneschal, Sir Delem); AL CG, LN, N, NG, IG, CN; Population 16,100; Mixed (Kalamaran humans; a few halfing pig farmers and shepherds live in the area).





# Region of the Young Kingdoms







# Kingdoms of Kalamar

## KINGDOMS OF KALAMAR CITY MAP FOLIO

**ONCE YOU PASS THE GATE, THERE'S NO TURNING BACK...**

The cities of the Kingdoms of Kalamar campaign setting are filled with wonder, beauty, luxury, delights, danger and intrigue. In them, you can buy and sell wares, learn necessary skills to further your chances of survival, and perhaps even delve into the deepest mysteries of faith or magic. Here too, you can explore the wildest of fantasies or be confronted by the most unthinkable of nightmares. Yes, a city sojourn can be one of solace, comfort and pleasurable luxuries, or it may hold great treachery and cunning deceit. In the cities, life is cheap, and a few coins may buy, sell or mercilessly destroy a life. Remember to keep alert, think and act fast, and always watch your back!

The **KINGDOMS OF KALAMAR CITY MAP FOLIO** is loaded with various city maps perfect for your HackMaster campaign, including:

- **Easy-To-Use Quick Reference Demographics!** Whether you need the geographical location, population, races, religious tendencies or mode of government, each city gives you all the basic information you need.
- **Vast metropolises, colonies, city-states, cities and towns of all shapes and sizes!** No matter if you're looking for an isolated country town or a huge, thriving city, it exists here.
- **Nonhuman cities!** Visit an elven city of the deep forest, a mountainous dwarven citadel, the religious and political capitals of a hobgoblin empire, and more!
- **Open-ended city construction!** Each city functions as a blank template for a GM's campaign, or a cartographer's rendering for player handouts!

Although usable in any campaign, the maps in this book are especially suited for the Kingdoms of Kalamar campaign setting - a realistic, dynamic world where complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come face to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here. You can also find further detail on the lands and cities of the Kingdoms of Kalamar campaign setting in the Kingdoms of Kalamar campaign setting sourcebook, the Kingdoms of Kalamar Player's Guide, or any of our other fine supplements and adventures.



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