Kalgor

Overview

**Description:**

* Large city
* Rough looking
* Large fortress like structure outside the city walls with a small complex of buildings and its own wall
* Large dedicated guard
* Impressive lighthouse overlooking the coast

**Important Locations:**

* Blacksmith – specialists for each item
* Citidel
* Lighthouse - H
* City Hall – L
* Guards’ Barracks - M
* Market – L
* Apothecary – L
* Hospital - M
* Port – H
* Inn – H
* Mines - H

**Important NPCs:**

* Valxik – Tiefling Prisoner
* Morbek – Dwarven Gang Member
* Galkam – Citidel Warden
* Thelgarn – City Lord
* Barnik – Portmaster
* Malrum – Lighthouse Watcher

**Events:**

* Prison Break
* Memories at the Lighthouse