Aluna: Is the only city in the entire desert. There are also many black markets and slave trade here. The rules in this city are just as hard. Building style: Oriental

Swinford: Between the jungle biome and the swamp biome lies Swinford. The people here are a little strange but okay. They believe that monsters can be tamed. Building style: tents or tree houses

Hope City: This small town has been hit by floods and hurricanes many times. The people who live here believe that the sea god is angry with them. Building style: wood and stone

Diamond Hills: The city of Diamond Hills, built on a hill, shows itself through more expensive buildings and rich people. Here you can live only if you belong to the higher society. Building style: modern with diamonds

Everton: A small village in the southeast. People here live simple but happy lives. Building style: Medieval

Golden Grove: In this town, If you can't fight then you are useless. The town is often attacked by monsters and is generally very xenophobic. And they don't like myths and stuff either. Building style: Medieval Aria:

Aria is a small fantasy town deep in a forest.

The people here don't like strangers and will attack without warning. Building style: Fantasy

Willow Dale:

Willow Dale is located in a special river where corals grow that glow in the dark.

The people here are very carefree.

Building style: any as long as simple

Death Town: The town is dead. No people to be found and the houses are embraced by nature. Building style: probably medieval

Central City: A huge city, which can offer just about anything. People from lower class to upper class live here. Building style: everything

Wooden Way:

A small farming village. Here people plow and work every day. Unfortunately, the small village is often raided by robbers. Building style: Medieval

Lost Heaven:

That there is a town at all up here in the north is quaint.

The people here fight hard for their lives.

Besides lack of food, there are often avalanches and snowstorms. Building style: Igloo and Medieval

Sinster Canyon:

Sinster Canyon is known for strong winds that can pull you down. This is where Leon met Kay for the first time.

Icey Cliffs:

The cold mountains and ice peaks make survival almost impossible. Who would want to go to a place like this either.

Ghost Hill: A small mountain near Death Town. It is suspected that strange things happen here.

Ember's Legacy:

A burnt out volcano which caused the entire continent to perish many years ago.

Lost Plains:

An almost endless wasteland.

It is said that there are several thousand dead people and mobs under the snow.

Death Mountains:

The mountains bear their name with good reason. There are deep canyons everywhere in the mountains. Each step could be the last.

Deep Canyon: A long canyon. The only way across it is a small bridge, which is often destroyed by avalanches.