



Fortitude (p. 205)

Simple, slow, honest life in a pastoral lakeside town.

Population: 40,000 (human, rat, vampire, and other) + 155 on Little Island (p. 280) (human and wind-spirit).

Horizon (p. 229)

Victorian London built atop gothic ruins as the massive School looms over all.

Population: 33,200 + 3,500 commuters/boarders (human, ghost, vampire, unworldly creature, and other).

Arcadia (p. 253)

An immersive whirlwind of stores, techno gadgets, food, and fun!

Population: 4,800 (human, youkai, and robot).

Old Molder (p. 272)

Former industrial zone, now an immersive garden beneath a web of catwalks.

Population: 1,200 (human, clockwork person, other).

Bluebell Park (p. 245)

Not shown on map; its location varies.

Stylized, unsettling, techno. Where to go for romantic walks . . . or duels.

Population: 11,000 (wish-spirits)

The Walking Fields (p. 287)

A wild place of adventure, where your destiny calls, where the Jotun and Riders live, and the animals are wise.

Population: 20,000 (various)

Soma Village (p. 297)

Not shown on map; it is very far away.

A pastoral monastery village, part mountain town, part fairy tale.

Population: 19,400 (human?)