

<b>Aerie</b>	The City of Truth. This is one of the three core cities of the game, representing one the Principles. A great city on the whole with a lot of NPCs which all are pretty much (unique including merchants and guards) and multiple quests to do.
<b>Ardoris</b>	The City of Love. This is one of the three core cities of the game, representing one the Principles. It has a lot of unique NPCs and some quests to be done. A really good city.
<b>Bittanny Alleys</b>	This part of the city only features Placeholders NPCs like "Guards" or "Resident" with no names or dialogues
<b>Bittanny Warfs</b>	The part of city is mostly empty except for a handful of filler guards and merchants.
<b>Braemer</b>	This is a city from the Hidden Vale and was thus part of the area constantly being worked on the early pre-alphas. As such it feels essentially complete with many uniques NPCs all around.
<b>Bramble</b>	An empty city filled only with placeholders NPCs with names like like "Traveller" and "Citizen"
<b>Brittanny Graveyard</b>	It has a single NPC and a quest.
<b>Brittany (Central)</b>	This is the main area of Brittany which houses Lord British's Castle and the Oracle. In spite of being a place of major importance for the latter parts of the plot, it only had two unique NPCs : Arabella and Spooky.
<b>Brittany Estates</b>	This part of the city only features Placeholders NPCs like "Guards" or "Resident" with no names or dialogues
<b>Brittany Fields</b>	This part of the city only features Placeholders NPCs like "Guards" or "Resident" with no names or dialogues
<b>Broochash</b>	This is basically an empty city which only features some merchants and guards with no names or stories. The area is considered "in devevelopment and temporarily cloned"
<b>Brookside</b>	The City of Compassion. There is basically nothing there except filler guards and merchants and the Devontional Shrine - which gives a possible quest but has the same dialogue as every other Shrines in the world. You get to do some plot related events later there on the Path of Love but it feels ruined by it being a non city. It has a nice atmosphere though.
<b>Celestis</b>	A beautiful but empty city but nothing to do or nobody to talk to even though it is constantly mentioned by people in Solania.
<b>Crooked Shanks</b>	This is weird area because the place is considered an adventuring SCENE rather than a city. Yet it is still a city with its NPCs and its own story although the resolution of the questiline is (was?) broken.
<b>Desolis</b>	This is a really good town : it only features unique NPCs, the city has its own stories and quests, a related dungeon area (with a handful of NPCs in there as well) tied to its story and a role in the main plot as. A good exemple of what every city in the game should be like.
<b>Eastmarch</b>	The City of Humility. There is basically nothing there except filler guards and merchants and the Devontional Shrine - which gives a possible quest but has the same dialogue as every other Shrines in the world.
<b>Elad's Lighthouse</b>	An empty city filled only with placeholders Guards and Merchants.
<b>Estgard</b>	Save for a couple of NPCs greeting you upon arrival, this plot related city offers nothing beyond a handfull of filler NPCs and LOTS for player homes.
<b>Etceter</b>	The City of Honesty. It a decent city. It has a decent number of unique NPCs and is an important town in the main plot. However pretty much all Fauns and Satyrs NPCs are generic NPCs which all say the same dialogues, which bring down what could be a really good town.
<b>Fortus End</b>	The City of Spirituality. There is basically nothing there except filler guards and merchants and the Devontional Shrine - which gives a possible quest but has the same dialogue as every other Shrines in the world. You get to do some plot related events later there on the Path of Love but it feels ruined by it being a non city. It has a nice atmosphere though.
<b>Goti</b>	An empty city filled only with placeholders Guards and Merchants.
<b>Graff Island</b>	An empty village filled only with placeholders NPCs with names like like "Traveller" and "Citizen"
<b>Harvest</b>	A city that is filled with NPCs Merchants with unique names but who have little dialogues or otherwise in spite of being a place you pass through in the plot. Guards are all filler as well.
<b>Jaanaford</b>	The City of Honor. It a decent city with a fair number of unique NPCs although all guards remain generic.
<b>Kiln</b>	The City of Justice. A pretty nice city with uniques NPCs and a couple of quests.
<b>Kingsport</b>	This is a city from the Hidden Vale and was thus part of the area constantly being worked on the early pre-alphas. As such it feels essentially complete with many uniques NPCs all around.

<b>Mud</b>	A city that feels mostly empty and features some placeholder Guards and Merchants and a handful of named NPCs who don't have anything to say.
<b>Noreach</b>	An empty city filled only with placeholders Guards and Vendors.
<b>Northwood</b>	The City of Sacrifice. It also houses Britannia Manor. It has some decent NPCs here and there but also quite a bit of placeholder stuff.
<b>Owl's Head</b>	This is a city from the Hidden Vale and was thus part of the area constantly being worked on the early pre-alphas. As such it feels essentially complete with many unique NPCs all around.
<b>Point West</b>	The City of Valor. There is basically nothing there except filler guards and merchants and the Devotional Shrine - which gives a possible quest but has the same dialogue as every other Shrines in the world.
<b>Port Graff</b>	An empty city filled only with placeholder NPCs with names like like "Traveller" and "Citizen"
<b>Resolute</b>	The City of Courage. This is one of the three core cities of the game, representing one the Principles. It is a decent enough city with unique NPCs and quest, but most Guards and merchants are generic leaving a sense of incompleteness compared to the other cities.
<b>Skreek</b>	The city of Kobolds which plays an important part in the plot. It is an interesting place except it only has filler NPCs and the places turns into an Adventure scene if you're not on the quest, which feels like a mistake as it should be open after the story is resolved
<b>Solania</b>	This ia a pretty good village which is mostly filled with unique NPCs, tells its own stories and offers some quests as well. It's only brought down a bit by the fact that its "sister city" of Celestis is incomplete.
<b>Soltown</b>	This is one of the earlier towns in the path of love. It's a pretty good town with mostly unique NPCs and some quests
<b>Spite</b>	A decent city which play an important part in the plot and has some good NPCs but which also sadly has only filler Guards, and some filler NPCs as well.
<b>Storm's Reach</b>	An empty city filled only with placeholders Guards and Merchants.
<b>Valhold</b>	The city is a major plot location and has its share of unique NPCs but works sort of differently than a regular city. Still, it plays it parts decently.
<b>Vertas</b>	The Elven city. It is a pretty decent place with unique NPCs, but suffers from having generic and repeated dialogues from Guards and Merchants.
<b>Westend</b>	An empty city filled only with placeholders NPCs with names like like "Traveller" and "Citizen"
<b>Xenos</b>	It is a decent city with some some unique NPCs, but as Etceter it suffers by the fact that Fauns and Starys NPCs are just generic NPCs which all repeat the same dialogues. Considering they make up most of Xenos' population it makes the city feels disappointing and incomplete especially as it is an important plot town.
<b>Yew</b>	This city has a nice concept of being a haven for humans and elves alike, but sadly it mostly filled with placeholders NPCs and Merchants who have names but not much else to say.

**Note that some times, there are cities which are empty but for a single NPC related for exemple to a Virtue equipement. There are also other areas with NPCs beyond towns, but they are far and few**