



Barrowtown	<i>Hazelton</i>	An unremarkable place centred around a hill.	Pyke	<i>Prince Rupert</i>	Home to a surly, wet, and dirty people of the sea.
Castle Black	<i>Fort Nelson</i>	The Last stop before the wall.	Riverrun	<i>Kamloops</i>	Not especially large. Bordered by two rivers.
Deepwood Motte	<i>Dease Lake</i>	A northern outpost no one seems to want to keep.	Starfall	<i>Hope</i>	Gate protecting access to the east.
Dragonstone	<i>Whistler</i>	Where rich people go to play. Famous for people riding things.	Storm's End	<i>Nanaimo</i>	Bitter seaside town that doesn't get the recognition it feels it deserves.
Gulltown	<i>Queen Charlotte City</i>	Port City serving an isolated population.	Sunspear	<i>Osoyoos</i>	Exotic and very hot locality. People have a love for wine.
Harrenhome	<i>Stewart</i>	Poor stranded souls.	The Dreadfort	<i>Chetwynd</i>	A cursed place
Harrenhal	<i>Ocean Falls</i>	Abandoned place of past wealth.	The Eyrie	<i>Nelson</i>	Isolated by mountains. Respected home to people who mean well, but are bat ass crazy.
High Garden	<i>Victoria</i>	Rich people who really run the show. Old Money.	The Twins	<i>Barkerville</i>	Locality run by an old man who loves gold.
Karhold	<i>Smithers</i>	Solid and loyal village. Friend to the North.	Torrhen's Square	<i>Dawson Creek</i>	A northern outpost capable of taking care of itself.
King's Landing	<i>Vancouver</i>	Economic capital of the region. Full of the very rich and the very poor.	White Harbour	<i>Port Hardy</i>	Major seaport servicing the north.
Lannisport	<i>Kelowna</i>	Town of riches populated by shallow blonde people.	Winterfell	<i>Prince George</i>	Capital of the North. Dirty and unspectacular though it is.