

The Journey of the Marked

Glossary of Locations

Banston

Home to the Plintes, a three-day walk from the southwestern edge of Caldor.

Caldor

Primary city where many species live.

Forest of Kullac

Home to the Humans, a five-day walk from the southwestern edge of Caldor.

Kentish

Home to the Liputs, a four-and-a-half-day walk from the southern part of Caldor.

Northern foothills

Home to the Krystics, northern edge of Caldor and lead to massive mountains farther north.

Stipol

Home to the Raptans, a four-day walk from Caldor, just northeast of Kentish.

Zolei

World on which the story takes place.