Introduction

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Overview

This book is about the ordinary day on the Living Edge: what a person sees, hears, smells and touches between one bell and the next, what the hands do without thought, and what people feel about it. The Compendium describes how Duskara works, and the Gazetteer says where things are. Neither says what a kitchen sounds like when a pipe drips.

Most of the habits here follow from two facts: the wind always comes from one side, and the light always comes from the other. So the door is on the dayward wall, the sweet jar stands against the nightward one, and nobody is lost in the open in ordinary weather.

Sources and Status

A statement that repeats canon carries the mark of its source.

Mark	Source
(C03)	Compendium, with the number of the chapter
(G)	Duskaran Gazetteer
(H)	Duskaran Language Handbook
(W)	Weatherworking Guilds, in worldbuilding/
(N)	*The Weight of Wind*: chapters 1 to 3 and the setting file

A statement with no mark is new in this document. Most new statements are small and follow from canon: the wind always comes from one side, so the door is on the other. The author confirmed all of them, and they are canon. The chapter Decisions lists the ones that bind other texts.

A detail marked (N) was written for one town, Liko-Luŋga, and one guild house. This document uses such details as examples of the heartland.

The Ordinary Town

Unless a section says otherwise, what follows is true of a town of the heartland, in the nightward half of the Central band: cool, windy and grey, with enough water. Other places differ in degree more than in kind. The Four Lands and the Two Edges gives the differences, and Under the Night gives the caves.

The Reference Place

Unless a section says otherwise, the Daybook describes a town of the heartland, in the nightward half of the Central band: cool, windy and grey, with enough water. The chapter The Four Lands and the Two Edges gives the differences. The chapter Under the Night gives the caves.