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.

Revision #9
Created 2026-10-14 18:19:52 UTC by zeruhur
Updated 2026-10-28 18:40:27 UTC by zeruhur