

Cities and Night

The Whorl list — 1 messages, 1 voices, 28 Feb 1997

<https://urth.darkrealm.vip/thread/whorl/142>

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David_Lebling — 28 Feb 1997, 17:40

Don't forget Wick. Mentioned by Quetzal in _Calde_, p. 156. I don't recall seeing an "Urbis," just "Urbs."

Other than Palustria and Trivigaunte, all these cities look like they could be hack names:

(en)Viron
(sub)Urbs
(bruns)Wick // is there a Brunswick, IL?
(*something-or-other*)Gens

It reminds me of Leguin's "Omelas," which is "Salem, O." backwards.

Let me ask another question (and this one is prompted by laziness, I fear -- I haven't searched for quotes). What is the shade and how does it work? Is the night sky of Viron dark but lit with the lights of the cities on the other side of the whorl, or is it bright with the sunlight shining on those cities?

It would seem to me that if it's bright, there would never truly be a night anywhere on the whorl -- think how much light a full moon, which is a tiny fraction of the sky, provides us on earth. If it's dark, what happens at shadeup and shadedown? It would be affecting the entire whorl at once.

Remember the confusion associated with the near-dark daylight of Urth?

-vizcacha
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Questions or problems to whorl-owner at lists.best.com