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# Everything You Need to Know about Being a Candidate at the Kadanzer Weyr

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by Whitney Ware; illustrated by Smitty

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Candidates are the young men and women, between the ages of 15 and 21, who are allowed to stand on the Hatching Sands at a Weyr in the chances of Impressing a dragon. You cannot Impress a dragon without first being accepted by the Weyr as a candidate (no Impressions will happen at the Weyr from the Hatching Sands, i.e. Jaxom; no dragon eggs are ever found anywhere except for on the Hatching Sands of a Weyr).

Candidates for a Hatching are selected in the following ways (and ONLY in the following ways):

1) A candidate is weyrborn, and is of good mental and physical health. Once a young Weyr native comes of age, he or she is automatically allowed the choice to stand candidate for at least one Hatching, and may stand candidate as often as they wish. (Note: a weyrbred individual might not be allowed to stand candidate, as a punishment for serious misbehavior.) If your persona is weyrbred, they do not need to be Searched to be a candidate.

2) A candidate has been formally Searched by one of the dragonriders from a Weyr. Note: under normal conditions, dragonriders will only ride Search in the territories that are under the protection of their own Weyr, so please -- no being Searched by Kadanzer Weyr while the candidate is living in a hold on the Northern Continent!

3) Far more rarely, an individual will petition the Weyr to be allowed to stand candidate. In this case, the Weyrwoman will review the individual's petition, ensure that the individual has no criminal background, and will make a decision on whether or not to accept this individual as a candidate.

While Searchriders are rarely refused, a Lord Holder or minor holder can refuse to allow an heir of his bloodline to be Searched; likewise, Mastercraftsmen have the right to refuse to allow ranked journeymen to be Searched. In both cases, the individual being Searched is of great political worth to his Hold or has been nurtured and trained by his Crafhall for years. Frankly, if you've spent a decade's worth of time and resources training an especially talented young craftsman, you've invested far too many resources into him to allow him to disappear into the Weyr.



**SEARCH PROCEDURES:** When a Weyr has eggs hardening on its Hatching Ground sands, Wings are assigned on Search duty, where they are to visit every major and minor Hold, cohold, crafhall and crafcot. Searchriders will fly in teams of two or more. Once a team of Searchriders arrive at community, that community's Lord



Holder, Mastercraftsman, holder, coholder, or crafter are to gather all the young folk between the ages of 12 and 21 and allow the visiting dragonriders to inspect them. If a dragonrider's dragon says that a person has a chance, the rider records the name of the person and the location. If the rider thinks that a person has a chance, he/she also records the name of the person and the location. As a rule, a Searchrider is not supposed to tell a possible candidate, or any holder or crafter, who they think at this time might be possible candidates!

When they return to the Weyr, the Searchriders gives the lists of names to the Weyr's senior Weyrwoman, and she and the other goldriders write out the Search requests. These Search requests are then sent to the appropriate hold or crafhall. Whether or not a Searched individual is given a choice as to whether or not they will stand candidate is up to the Holder of Crafter who is in charge of that particularly community. Some candidates may simply ordered to the Weyr to stand candidate for the glory of their community, while others may be Searched and never learn of it, if their Holder or Crafter decides to neither honor the Weyr's request, and never tells the individual that the Weyr had requested to Search them.

The holder or craftsperson is responsible for responding immediately to the Weyr (usually in the person of the dragonrider who has delivered the Search announcements). The holder or crafter has the right to plead hardship and not release their candidate, or they may allow the Searched individual to go to the Weyr. Please note that the Searchrider does not advise the candidate directly of their choice.

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worth to his Hold or has been nurtured and trained by his crafthall for years. (Frankly, if you've spent a decade's worth of time and resources training an especially talented young craftsman, you've invested far too many resources into him to allow him to disappear into the Weyr.) If for any reason a holder or crafter may have financial or political complications for allowing one of their young folk to be Searched, they may have reason to refuse Search.



**BEFORE A HATCHING:** Upon arrival at the Weyr, candidates will be issued a white candidate robe and a bunk in one of the Candidates' Barracks. There are two Candidate Barracks, one for male candidates and one for the females, and these are both located in Main Complex of the Kadanzer Weyr. Each barracks can house up to 50 candidates, although there is little effort to give the candidates privacy. These barracks are similar to the Weyrling Barracks, as they offer their tenants only a bunk and foot locker to call their own. During their stay at Kadanzer, candidates are the responsibility of Headsecond Resla, who will keep them occupied in chores around the Weyr. These chores will include laundry, cleaning, cooking, sewing, bagging firestone, child care, and other community maintenance work. Candidates with special skills (for example, crafthall training in any of the crafts) will be put to work in their respective professions. Candidates who have limited skills at reading or writing are assigned to the Weyrharper and brought up to a minimum standard. All candidates will receive a physical from the Weyrhealer. All candidates will be expected to work during their stay with the Weyr, and failure to do so can result in a revocation of an individual's candidacy.

In addition, all candidates also will attend a couple of hour-long lectures with the Weyrlingmaster and/or his assistants prior to the Hatching, in order to prepare the candidates for the event itself. Candidates will be well prepared ahead of a Hatching - they will have had it drilled into their heads by the Weyrlingmaster and his assistants what they are to expect on the Hatching Sands, and how they are expected to behave themselves. Shortly before the

Hatching itself, candidates will be taken on closely supervised visits to the Hatching Grounds in order to familiarize themselves with the hardened eggs. Candidates will be encouraged at this time to touch the eggs; the exception to this rule is the queen egg, when one is present. All female candidates will then be allowed to approach the queen egg and touch it, but only under the supervision of one or more of the Weyr's goldriders. **NO UNSUPERVISED VISITS TO THE HATCHING SANDS WILL BE TOLERATED.** Without exception, any candidate found sneaking onto the Hatching Sands will be unceremoniously returned to their home hold, hall, or cot. Likewise, any reckless behavior that endangers the eggs during supervised visits to the Hatching Grounds will not be tolerated, and the offending party will find themselves returned to their home and will never be tolerated at the Weyr again. These rules will be made clear to every candidate upon their arrival at the Weyr, and no excuses of any sort will be honored.

**A NOTE REGARDING GOLD EGGS:** considering that half of all candidates at any one Hatching are girls, when there is a gold egg present no girls are singled out as Queen Candidates (just as no boys are singled out as candidates for the rare bronzes!). The Weyr experimented with this a few Turns ago, but has since suspended the practice.

**THE HATCHING EVENT ITSELF:** On the morning of a hatching while the rest of the Weyr prepares for the Hatching festivities, candidates are asked to remain close to their Barracks. The start of a Hatching is easy to recognize: all dragons within the Weyr will begin to hum. Once the dragonsong has begun, candidates are to put on their white robes (if they have not done so already) and assemble in the



small waiting room adjacent to the Hatching Grounds. There, the Weyrlingmaster will have the candidates line up,

and they will proceed out onto the Hatching Sands in a calm, orderly fashion. (Note: at this time, the Weyrlingmaster has the authority to hold back or restrain any individual candidate who appears to be disorderly, panicky, or hysterical - forefront in importance in the minds of the Weyrleaders and Weyrlingmaster at this time is not the personal desires of the candidates, but rather the safety of all of the infant hatchlings). (Another note: at this time, candidates are allowed to wear only their candidate robes and necessary underthings - no footwear is allowed, nor are any belts or belt pouches. Under no circumstances are candidates allowed to carry any object out onto the Hatching Sands with them. This goes double for weapons - NO sword fights are allowed on the Hatching Grounds of the Kadanzer Weyr during a Hatching!!!) Once they have entered the Hatching Grounds cavern, candidates are led into a loose semi-circle around the rocking eggs, to await the hatching dragonets.

Once the dragonets begin to break out of their shells, candidates are not allowed to approach the hatchlings in order to pry them out of the eggs; hatchlings must approach the candidates, not the other way around! If a dragonet falls, only the candidate closest to the fallen hatchling is allowed to break rank to aid the beast to its feet. The candidate must then step back into the ring of other candidates and allow the dragonet to seek out its soulmate. **NOTE: IMPRESSION CANNOT OCCUR UNLESS A DRAGONET MAKES EYE CONTACT WITH A CANDIDATE!** Please, no disembodied voices bespeaking a candidate from afar -- the bond of Impression cannot be triggered unless that critically important eye contact between the candidate and the dragonet occurs!

Candidates are not allowed to force eye contact with a dragonet, nor are they allowed to attract attention to themselves by waving, yelling, or other forms of extreme behavior. Likewise, forced physical contact with a hatchling (tackling it, wrestling it to the ground, forcing its head to face the candidate's own) will not be tolerated. If the Weyrlingmaster himself isn't within reach of an offending candidate, rest assured that the mother gold dragon will be...



and neither is likely to be gentle in their manner of restraint. Any individual behaving in such extreme manners will be

considered a criminal, and will be treated as such within the Weyr. A light sentence would be an unceremonious return to their home hold, hall or cot. A more serious sentence could easily be decided upon by the Senior Weyrwoman.



**AFTER A HATCHING:** Once Impression has been made, the new weyrlingpairs are led off the Sands by mature riders and taken to a waiting area where the dragonets are fed, oiled, and allowed to fall asleep of exhaustion, while the new weyrling's friends and family can come congratulate him or her. If the dragonet is strong enough after its first meal, the new weyrlingpair will be escorted to the Weyrling Barracks, where bunk assignments will be made.

After the last guests have left a Hatching Feast, all candidate robes are returned and the candidates who have not Impressed are given the choice to return to their homes or to stay at the Weyr and try for Impression again.