
Cibola Hold

Creator Name: Whitney Ware; currently owned by Ron Swartzendruber

Hold Contact: Ron Swartzendruber morgav@kadanzer.org

Current Holder: Lord Morgav

Badge and Colors: A black stallion rearing against a red field bordered in gold

Minor Holds Beholden to Cibola Hold: There are many, including Blue Roan, Dog Creek, Fishhook, Four Trails, Morning Star (holder Juben), Runner Mountain, Rye, Tall Mare, and Marshland. The smaller and even more numerous coholds include Cattails, Crackbone Creek (coholder Rayan), Flint (coholder Lurin), and Fairview (coholder Johnos).

See Also: <http://www.roleplay.net/kadanzer/cibola>

CLIMATE & ECONOMICS

Cibola is between 35° and 45° South Latitude. Its most prominent landform is the northwest-pointing peninsula whose southern edge is a range of high rocky hills that continues roughly east by southeast across the whole of the hold. This range is known as the Spine, and divides Cibola hold into two distinct regions.

North of the Spine the land is flat and arid. The easternmost part of this region, by the shores of the Great Bay, is a forbidding sandy desert with very little water. The shoreline is broken, with cliffs and sea caves alternating with white sand beaches. Few people live here by choice, though there are several profitable salt mines owned by the Lord of the Hold and worked by convict labor. In the past there were many pools of blackwater (what we would call crude oil) on the surface, though in recent years they have been almost completely exhausted. An ambitious Minecraft project underwritten by Lord Morgav seeks to dig beneath the sand hoping to find more of this useful resource. Just recently, in 2855, the Seacraft relocated its primary crafthall to a huge sea cave in a stretch of palisade cliff along the shoreline of this region.

As one moves west, the shoreline remains craggy and cave-pocked, though inland the climate becomes slowly more hospitable. By the time one reaches the peninsula, the aridity is broken by occasional small rivers, and the temperature is cooler and more livable. The main hold is located halfway up the peninsula, where the largest river in this area empties into a deeply cleft rocky bay. This region is well-suited to herding, and is dotted with beastholds; some prosperous, others struggling. Several silver mines may be found in the spine south of the main hold, and one deep gold mine is still worked, though it is not as profitable as it once was.

Past Cibola Hold proper, the flatlands narrow, and the last part of the peninsula is craggy across its entire width.

Just recently, opals were discovered in this area, and several mines have started to produce fine gemstones. Sapphires, emeralds and rubies have also been found here, though they are much more rare. Production of all of these remains slow due to the difficulty of travel though this forbidding region.

The land south of the Spine, by contrast, is green and fertile, amply watered by clouds swept in off the sea by the prevailing west wind and funneled by the Spine. Most of the shoreline here is marshy, with the exception of a small stretch just south of the spine at the base of the peninsula, where the Southern Farmcrafthall has been located for hundreds of Turns.

East of the marsh, the land is fertile and hospitable, with warm summers and mild, rainy winters with little snow. All manner of crops are grown here and quite a few people live in the many farmcots that fill this area, though the population is sparser in the hillier south towards the border with Izmir Hold. Across that border is a very thinly settled, mostly wild area of hills and forests; the haunt of raiders.

Morgav's Rangers patrol the border in force. The land slowly rises and grows hillier as one proceeds eastward; the easternmost area is a forest that extends just across the border with Dawn Sisters hold. Intensive replanting has kept this forest productive during the entire history of the hold; about three quarters of its area consists of orderly plantations rather than true forest. The remaining quarter has been left untouched by long tradition, and remains almost completely in its natural state.

Economically, Cibola began as a breadbasket hold, specializing in animal breeding and crop farming. In the last two hundred Turns, an aggressive program of economic expansion has diversified the sources of wealth. Salt, precious metals, gemstones and timber, as well as specialty products produced for export by a few small holds, all infuse wealth into the coffers of Cibola hold, which is now one of the richest holds in the south, and perhaps the north as well.



GENERAL INFORMATION

Cibola is a highly populated hold, with many minor holds scattered about its territory. The people of Cibola hold have a reputation as sober and hardworking, happiest when things are well-organized and everything has a place.

The prejudiced in other holds also consider them money-grubbing and willing to do anything to turn a profit. This is an exaggeration, though many Cibolans are sharp traders, and several innovative (at least for Pern) financial concepts such as business insurance and compound interest loans were pioneered here.

The main hold is located atop the palisade cliffs on the north edge of the peninsula, commanding a natural harbor; it is a big stone fortress that was built for defense and is Threadproof only as a by-product. The fortress is far from the only part of the complex, though, and is surrounded by slate-roofed adobe crafthalls, warehouses, stables, and

coholds (some large enough to hold several hundred people.) Just outside the fortress door is an irrigated garden, and the entire complex is dotted with painstakingly cared-for fruit trees. Lord Morgav will not listen to the Weyr's demands that this greenery be removed. The gather ground lies to the west of the fortress and features a large and ornate stone arena where bullfights are held. A stone aqueduct brings in water from further up the river, providing running water to many of the buildings in the main hold complex.

The Cibola hold complex is closer than most holds to what we on Earth would consider a town, and is home to over four thousand people.

The harbor is formed by a spur of the palisade cliff, which is shaped like the Cibola peninsula in miniature. At the tip of the spur is a watchtower and lighthouse, and a manmade jetty closes off most of the harbor, leaving a reasonably sized channel for ships to enter and leave. The harbor itself has room for three large vessels at once, plus a small fleet of fishing and coastal patrol boats. A pair of large hoists move cargo and occasionally passengers up and down the cliff, and there is also a stairway. Cargo is stored in warehouses along the cliff's edge, or else in the small cave complex, high above the waterline, that forms a basement of sorts for the fortress itself. The harbor has no provision for Thread protection, however; any ships caught there during Threadfall are on their own. A natural cavern an hour's fair sail up the peninsula can shelter several small ships, but large ones must unstep their masts to fit inside. This cavern is reserved for the fishing and patrol fleets, with a bit of leftover space for a trader or two should they wish to pay for the privilege.

The entire hold complex is guarded by the sea cliffs on one side and a quarter-dragonlength-tall (20 terran foot) adobe wall on the other. Though it was built over a hundred Turns ago, this wall is still quite strong and secure especially since it is regularly patrolled by guards. The single gate is always manned, and is closed at night.

Lord Morgav is proud of having a minor crafthall for each of the major crafts located in his hold territory, many of which are at the main complex, and some of which he has established purely at his own cost. He does much to cultivate allies among the Mastercraftsmen. The Farmercrafthall and the Seacrafthall are also located within Cibola's boundaries.

Finally, Cibola Hold is famous for three distinct breeds of livestock -- Marshland cattle, bullhounds, and the Rangerbred horse.

Marshland cattle are lean, long-horned cattle, descendants of the wild stock native to Southern after abandonment by Pern's first generation of colonists. They are primarily black colored, and the bulls are similar to Spanish bulls in temperament and conformation. These are particularly ill-tempered and ferocious animals, who provide the residents of Cibola Hold with one of their favorite sports: bullfighting.

Bullhounds are a breed of hunting dog similar to the Irish Wolfhound. They are massive, leggy dogs with rough, shaggy coats, who are used as both hunting and guard animals. Bullhounds are primarily sight hunters, and despite their fearful looks, are generally gentle and reserved in personality.

The Rangerbred horse is a breed unique to Cibola, and extremely rare outside of the holding. The Lord Holders of Cibola have been working since AIVAS to perfect the breed, which is basically a re-creation of the Andalusian/Lustiano horse. The Rangerbred is a particularly noble and elegant breed, and possesses superb balance, tremendous presence, and an ideally willing and even temperament. While not a fast horse (not as fast in the sprint as a cutting horse, or an ideal racer like the horses bred at Windsong), the Rangerbred is extraordinary agile, has remarkable stamina, and possesses a naturally spectacular elevated action; an ideal carriage horse or all-purpose riding horse, and ideally suited to the bullring or as a parade horse for a Lord Holder. Nothing on Pern has a comparable presence. This is clearly a mount for the upper social crust of Pern; no one else would be able to afford purchasing one! The breeding program at Cibola is intensive, and imperfect animals are culled ruthlessly, often used by Morgav's rangers after being gelded. The Rangerbred horse has the conformation of the classic Andalusian or Lustiano: not particularly tall (around 15.2 hands); a thick, long, and elegant neck; long, well-sloped shoulders with well-defined withers; a short back and strong, compact body with well-sprung ribs; powerful hindquarters with a low-set tail; medium-length limbs with good joints and bone; extraordinarily long and luxuriant mane and tail; head is distinctive, with a convex, Spanish profile; color is predominantly grey, although bay and black are not uncommon.



SPECIAL ATTRACTIONS

The southern Farmcrafthall is located near the western seacoast where the fertile region runs right down to the ocean. The Seacrafthall has recently moved into a large cave complex two days fair sail east of the Cibola hold, near the end of the palisade cliffs. The Smith Hall, located at Cibola's main hold, is one of the most technically advanced in the southern continent and is a regional center for the production and repair of flamethrowers and other complex equipment.

One of the minor holds, Fishhook, is famous across the Southern Continent for the quality of its ales, which are considered one of the only real rivals to those of Drake Hold. Another, Blue Roan Cothold, is well recognized for a minor herbcraft crafthold where specialty oils and perfumes are developed.



SPECIAL EVENTS

Bullfights are held during major gathers and immensely popular with the natives of the territory, where successful bullfighters are worshipped as heroes. Bullfighting at Cibola is almost identical in style to bull fighting of the Iberian peninsula on Earth: on foot or horseback, men use the spear and sword in order to prove their mastery over the powerful bulls, and as often as not, the bulls win. Even the Lord Holder's sons sometimes go against the bulls, and several promising lives have been cut short in this way.

Cibolans are almost as passionate about horseracing as they are about bullfighting, and wagermen make a lot of money in the gambling trade.

Cibola Hold has three annual gathers, which are generally quite well-attended:

A Harvest Gather when the minor holds come to bring in their annual tithes. Many runner races and a bullfight are held. This is also traditionally a time for minor holds to challenge each other to team competitions such as shinty, and Morgav gives rich prizes to the winners.

The "Spring Moon Gather" which is held during the third full moon (Timor, not Belior) past winter solstice, or the next day if there's Thread. This is the start of the bullfighting season, and features a 'running of the bulls' event like the one in Pamplona in our world. Runner races and a bullfight are held during the day but the festivities really get into high gear after dark. People dress up in costumes and masks and the celebration can get quite raucous and uninhibited. Morgav allows this as a way for his people to blow off steam, and many of the normal hold rules are suspended during this time.

And finally, there is the Turn's End Fair, which starts on 13.28 and lasts three days. Many holdless caravans converge on Cibola hold for this event, and there is a carnival of sorts set up outside the hold's walls. This is the height of the bullfighting season, and, as usual, runner races and other contests are also held.

Smaller gathers are held occasionally throughout the year, generally whenever Morgav has something to celebrate, or thinks his people need something to distract them. All these gathers feature bullfights, racing events and other sporting contests as well, and the betting is heavy.



IMPORTANT PERSONS

Lord Morgav, Lady Saliba. Sons Morthen, Esthevan, Gavion, Nessar, Varen, and others. Daughters Salidomara,

Tarathagana, and many others. Head Steward Garald, Morgav's aide Cerelan, Watchrider D'vrast, Bailiff Markas, Headwoman Cathren, Harper-Craftmaster Tolavar, Smith-Craftmaster Engler.

Lord Morgav ('MORE-gov') -- M, HT=5'10", H=balding, E=grey. Morgav is a powerful man who is dedicated to the social and economic prosperity of his Hold, and the expansion of his own personal influence in Conclave. He is an economic leader on the Southern Continent, and has a finger in nearly every pie. Commanding; as brilliant as he is ruthless and a dedicated enemy of the Weyr. Think Patrick Stewart gone over to the dark side, and you've basically got Lord Morgav. (Persona of Ron Swartzendruber)

Lady Saliba ('sah-LEE-bah') -- F, HT=5'2", H=black, E=dark brown. Saliba is the unloved third wife of Lord Morgav. He keeps her constantly pregnant and will discard her without pity when she wears out. She produced only one son, Sallorv, who was always frail and died at the age of seven. Since then she has been resigned to her fate and takes pleasure only in cultivating her flower garden and her brood of young daughters. She has ample time for this since she has been relieved of all management responsibilities in the hold.

Morthen ('MORE-then') -- M, HT=5'8", H=black, E=grey. Morthen is Morgav's eldest son and the captain of his rangers. He fancies himself the heir but Morgav has never officially said anything about him one way or the other. He has a stocky build and a broken nose, and is a feared fighter. He lacks some of his father's subtlety, but makes up for it in energy.

Esthevan ('ESS-theh-VAN') -- M, HT=5'11", H=brown, E=gray. Esthevan is Morgav's second son, and serves as assistant to the organizer of gathers at the main hold. His superior, Riodel, is becoming lazy and slipshod, depending on Esthevan to run things while he enjoys himself. Esthevan could easily have him put aside and take his place, but prefers to remain in the background where his other activities are less noticeable.

Salidomara ('SAL-ih-do-MAHR-ah') -- F, HT 5'8", H=black, E=grey. Morgav's eldest unmarried daughter is known as "Sali" and has inherited the worst looks from both sides of the family. She does not mind in the slightest, however, for her homely face has kept her from being married so she can remain at the hold where the action is. She has inherited her father's guile and deviousness in full measure, though she hides this under a pretense of being a bitter old maid. She serves as headsecond and bookkeeper for the Fortress. (Persona of Ron Swartzendruber / Morgav@kadanzer.org)

Tarathagana ('TARE-ah-thah-GAH-nah') -- F, HT 5'1", H=red, E=blue. "Tara", as she is known, remained

unmarried for a long time because her father did not trust her yet wanted to find a way to control her and use her widely famed beauty to ensnare someone important. Finally her father decided she could never be trusted out of his sight and married her off to his head steward.

Head Steward Garald ('GARE-uld') -- M, HT=5'11", H=grey, E=brown. Assistant Steward Garald was a close ally of Morgav during the latter's rise to power. Shortly before Morgav's confirmation, the former head steward was found guilty of fixing bullfights and secretly dealing with raiders; he was executed and Garald stepped into the position. He is over sixty Turns old but still vigorous, and very little escapes his keen eye.

Cerelan ('SER-e-lan') -- M, HT=5'5", H=brown, E=blue. Morgav's aide is a short, plump, apple-cheeked fellow who happens to have a perfect photographic memory. He is Morgav's closest confidant, and despite not being quite right in the head, does his duty with such perfect discretion that there have not even been rumors of him ever betraying his lord. He seldom leaves Cibola hold, except to accompany Morgav to Conclave meetings and other important functions. He is aesthetically sensitive and has been known to get lost in the contemplation of a flower or a sunset.

D'vrast -- M, HT=5'9", H=grey, E=brown. Rider of brown Renyoth, sixty-Turn-old D'vrast has been the watchrider at Cibola since before the return of Thread. He has married a Cibolan woman, and is addicted to gambling, especially on the races. He has made a deal with Morgav so that he gets paid for running errands or carrying passengers at the Lord's request.

Bailiff Markas ('MAR-kas') -- M, HT=6'1", H=greying black, E=blue. Markas started out in the Lord's Rangers at a young age, and rose steadily through the ranks over the Turns. Along the way, he proved himself a reliable ally of Morgav, who rewarded him with the post of Bailiff of Cibola Fortress some turns after he became Lord. Markas is a bluff, no-nonsense sort who does not suffer fools gladly. He is in charge of keeping the peace in the entire main hold complex of Cibola, as well as the security of the Fortress itself. (Adoptable NPC)

Headwoman Cathren ('KATH-ren') -- F, HT=5'8", H=brown, E=brown. Cathren came to her position rather young, at about 30 Turns, but has performed her duties ably in the ten Turns since. Her position carries quite a lot of responsibility; she must oversee the support staffs of most of the crafthalls and cotholds as well as that of the Fortress

itself. She is generally calm and level-headed, except that she worries perhaps a bit more than she should about her underlings who might be trying to take over her position. After all, she herself used devious means to unseat her own predecessor. (Adoptable NPC)

Watchrider D'vrast -- M, HT=5'9", H=grey, E=brown. Rider of brown Renyoth, sixty-Turn-old D'vrast has been the watchrider at Cibola since before the return of Thread. He has married a Cibolan woman, and is addicted to gambling, especially on the races. He has made a deal with Morgav so that he gets paid for running errands or carrying passengers at the Lord's request. Over time he has come to be more loyal to Morgav than to the Weyr, though he will never betray the Weyr in any direct way. (Adoptable NPC)

Harper-Craftmaster Tolavar ('TOLL-uh-vahr')-- M, HT=5'3", H=black, E=blue. The senior of Cibola's complement of Harpers, Tolavar is a rather vain man who is nevertheless quite talented with the gitar and pipes, and as a composer. He likes to wear boots with built-up heels and a very tall hat thinking that they make up for his shortness; he actually looks rather ridiculous, but flies into a spluttering rage if anyone points this out. He is about forty-five turns old. Owner of green firelizard Twitter. (Adoptable NPC)

Smith-Craftmaster Engler ('ENG-lur')-- M, HT=6'1", H=greying, E=blue. As a Craftmaster Smith, Engler oversees Cibola's local smith hall, which is one of the largest and most technically sophisticated in Kadanzer territory, exporting products to many holds in the region. He oversees his domain with a gimlet eye, and is not above taking credit for accomplishments of his underlings. (Adoptable NPC)