
The Crafhalls of the Southern Continent

by April Masters; used and modified for Kadanzer by permission of the author; updated December 2004

The Crafhalls make up one of the three legs which support Pern. The holds provide food and other products to supply halls and Weyrs; the Weyrs provide protection for all from Thread; and the halls provide knowledge, tools and entertainment for the holds, and the Weyrs, and each other.

By the terms of the original Charter which still governs Pern (in spite of the fact that no copies of the document exist to the present day), the crafts are entirely autonomous, even though their halls are located on hold territory which technically belongs to the Lord Holder. A Lord Holder agrees to allow a Hall to be located on his hold, and gives up his traditional control over that particular area, under a fairly standardized Hold-Hall agreement. This agreement provides that the craft will pay a tithe to the Lord Holder for the use of the land. The amount of that tithe will be determined between the Craftmaster and the Lord Holder at the time the Hall is set up, and the same applies whether it is the main Crafhall or a smaller Hall.

After the end of the 9th Pass, several natural disasters hit the Southern Continent, and the Northern Holds and Halls were unequipped to assist their Southern neighbours. One of the changes which resulted from this was the formation of Southern major crafhalls which are entirely independent and separate from their Northern counterparts, although the Masters of the two Continents generally attend a Conclave at least once per Turn.

Craft Economics

So where do the crafts get the money to pay the tithes? As is common in Pernese society, most things are paid for in barter rather than with marks. A craft will typically pay its tithe to the Lord Holder in goods and services. However, the Lord would have the right to demand payment in marks if he preferred to go to another Hall for the products (for whatever reason). The crafts earn money from several sources:

When they post a journeyman, the person benefitting from the journeyman's services usually pays him with room and board, and also pays a tithe to the Hall for his services. The journeyman himself gets to keep a portion of that tithe; the Hall keeps the rest (similar to income tax).

The sale of goods and services made by Hall residents during a gather. (Again, the crafter himself would get to

keep a portion of the profit; and would pay a portion to the Hall, similar to income tax.)

In some cases, some crafhalls take in paying students who might not necessarily be good enough to be apprentices. This is most frequently the case in the harpercraft.

Note: although the crafhalls are essentially the centers for higher learning in Pern, there are no tuition fees required to become an apprentice. In accepting a person into an apprenticeship, the Hall recognizes that it is acquiring a future asset; someone whose training and skills will benefit the Hall long after the apprenticeship is finished. This is all the more reason why any crafhall would be reluctant to allow a journeyman to be Searched; they have invested a lot into the training of this individual and to lose him to the Weyr is to lose all of the return on their investment.

Craft Skills vs. Hold Skills

It is not necessary for a person to be a crafter to possess some of the skills of that craft. But, where a holder is a jack-of-all-trades, a crafter is an expert in one specific area.

There are two types of these crafts, the so-called "hold crafts," and "occupational crafts."

First comes the hold crafts, which are engaged in by all of the populace. These include farmer, herder, fisher, woodsmith, weaver, baker, and potter. Every holder is either farmer, fisher, or herder by necessity, but obviously does not belong to one of the crafhalls. Also, everyone may be a baker, potter, woodsmith, or weaver at need without being a member of one of these crafts. The crafhalls are archives of existing knowledge and organizations of research into new methods and new knowledge. To become an apprentice, journeyman, or craftmaster in these crafts requires a higher than normal aptitude and interest in study, plus some genuine furthering of the body of knowledge in some way by the individual.

Then there are the occupational crafts, which are mainly practiced only by the members of the crafts. These include dolphineer, harper, healer, miner, seacraft, smith, starcraft, tanner, vintner, and weaver. Anyone on Pern should be able to sharpen a knife or stop bleeding from an injury, but forging a blade or treating an illness would be for a craft member. These crafhalls are schools, archives, and research facilities. To become an apprentice, journeyman, or master in these crafts requires aptitude, interest, commitment, and ability.

You may have noticed that the weavers are in both categories. There is a reason for this. It's a hold craft because just about anyone in a Hold can sew. There is also some weaving and tailoring done in the holds, by non-craft trained people. However, for those "special jobs" in making garments, only a craft-trained person will do. The weaving of fine fabrics is also left up to the crafters. A fabric woven

by a holder with no training in the craft is obvious to even the untrained eye.

You may also have noticed that the fishers are listed as a hold craft while the seacraft is an occupational craft; yet the fishercraft and the seacraft are one and the same. The reasoning here is that any hold located on the seacoast will probably maintain fishing boats and have many expert fishermen; yet they are all still holders and tend to know only about sailing their particular waters and catching the types of fish that live there. The Seacraft, on the other hand, deals with deep-sea fishing, long-range trading, and shipbuilding (together with the smithcraft.) In that sense the craft is also an occupational craft.

Note that the great majority of Pernese people are not crafters. They are ordinary holders with perhaps a few extra skills. See Overcrafting: What it is and how to avoid it for a discussion on this point.



Women in the Crafts

On the Pern of the Kadanzer Weyr, the majority of crafts at the "occupational craft" level are denied to women. The Dolphincraft is the most notable exception, followed by the Weavercraft, and there are a few journeywomen in the Harpercrafter and Healercraft as well, though it is still a great struggle for a woman to achieve that status in those crafts.

Masterseaman Decrel has recently announced that his craft is now open to women as well, though it remains to be seen how many will attempt the strenuous Seacraft apprenticeship. All other occupational crafts, most notably the smiths, miners, and tanners, refuse to allow women entry in any capacity whatsoever.

However there is another exception to this rule: women from the Weyr itself, who have been trained in these skills by the craftmasters and journeymen posted at the Weyr.

These women are understood to remain within the Weyr under the supervision of the Weyrwoman, rather than by a crafthall Craftmaster, and are not formally recognized in rank by the Crafthall itself. This unique system was developed by the Weyrs and crafts in order to get skilled women, whose talents were recognized by their Weyr peers, trained, and to allow the Crafts to place fewer of their own staff within the Weyrs (who, in the Pre-Threadfall political climate considered Weyr postings largely as good punishments for troublemakers in their own halls.)



Minor crafthalls vs. the Mastercrafthall

There are minor crafthalls for each craft (except the Starcraft and until very recently the Dolphincraft) scattered across the Southern Continent, in places where the resources or Hold population make a minor crafthall economically feasible. Likewise, each craft will have a large number of

general practitioners of their craft scattered throughout a territory on an individual basis -- serving either at a minor hold or cohold with a large enough population to warrant a posting, or as a circuit rider who serves a number of smaller communities within a single region. Often a minor hold will have both its own posted journeyman and one or more circuit riders, who use the minor hold as a base of operations but whom is constantly on the road, riding between several smaller coholds within that geographic region.

A Mastercrafthall is the seat of the Mastercrafter, and is the teaching college where standards of quality in journeymen are maintained -- and where craftmasters pursue research in their specialties. Mastercrafthalls are the center of learning and improvement within a craft (or, likewise, the center of stagnation that can limit the growth of a craft) and is where the seat of ultimate authority in crafthall decisions rests.



Apprenticeship in a craft

A prospective apprentice would enter craft at between 8 and 13 turns of age. Apprentices for most "hold crafts" (farmer, herder, baker, etc.) start training at 8 to 10 Turns of age. For the occupational crafts (healer, harper, smith, etc), the beginning age is 11-13 Turns, though the smiths often do take talented children earlier because of the length of apprenticeship in that craft. Apprenticeships generally last about five to seven Turns, and not all apprentices "walk the tables" to journeyman. Apprentices are children who either show a lot of skill and interest in a craft's field, or may also be a child of some rank who is "surplus" (such as a third or fourth son of a Lord Holder) and who is being apprenticed for social/political reasons (mainly, to get them out of the way of the Heirs/out of competition for limited land inheritance; to bring the family honor in a craft, much like second or third sons in the medieval ages were expected to either have a military career or join the Church).

Once apprenticed, the student is assigned general studies to give him a firm foundation in all of that craft's knowledge. After several Turns of general studies, the apprentice graduates to a senior apprenticeship, where the individual takes on some craft duties as well as more specialized training; this generally takes place 5 Turns after an individual first apprentices. (Note that this is only the general pattern; see the individual craft descriptions for exceptions.) Being a senior apprentice is not a formal title, and holds no recognition outside of the craft -- for all purposes of rank, an apprentice is an apprentice. "Senior apprentice" is not a form of address, but of description: in use, this means that "Yes, he is a senior apprentice," is appropriate, but "Would you agree, senior apprentice?" is not.

Many apprentices don't travel to the main crafthall to begin their apprenticeship until they are senior apprentices; the majority begin their careers studying with the

journeyman assigned to their hold or hall, working with their journeyman until the journeyman can train them no farther in the craft. Senior apprentices may find they have several more Turns of study to go before they earn their journeyman knots, or they may be assessed by the craftmasters at the Hall to be already graduate-level and ready to walk the tables for their promotion to journeyman.



Journeyman in a craft

The majority of journeymen are general practitioners of their craft; in Real World terms, these are the young people who have graduated from college or trade school with their degrees in hand and who are ready to practice in their field of expertise. Some journeymen, however, may show exceptional talents and interest in a specific field of study. These individuals are usually singled out even before walking the tables and are set to study directly under an expert in (or even the craftmaster of) that specialty. (For example -- Senior Apprentice Kason of the Smithcraft is observed to have a knack for delicate mechanisms and is assigned to study under craftmaster metalsmith Larak, the recognized expert in that area).

Posting requests from holds, Weyr, and other crafthalls would be received by the Mastercraftsman of a craft, who would then review the needs of the community requesting a posting and match up the community needs with the skills, talents, and temperaments of his available journeymen. A posting assignment can be of short-term nature, or can turn into a life-long residency-- again, depending on the needs of both the community and of the individual journeyman. The financial details of the journeyman's support are arranged at the time of posting, and almost always involve the hold contracting to support the craftsman in exchange for the products of his labor.

The majority of journeymen don't have any need to earn a craftmaster's knots. Journeymen are respected professionals in their field, who are able to recruit and train apprentices. At times a journeyman may decide to specialize in a particular field of study. In this case, the journeyman then travels to study with a craftmaster of that speciality. Most often this means returning to the Mastercrafthall -- but could mean traveling to another minor crafthall where a craftmaster in that field resides and works. For example, if Journeyman Healer Gedde wanted to specialize in the treatment of burns, he would be best off traveling to the Weyr to study under Craftmaster Glynda, since the Weyr sees the most types of burn injuries, and in the most quantity. Such individuals are generally the only ones within a craft to achieve the rank of craftmaster.



Craftmasters

Craftmasters are primarily the professors and researchers of a craft. These are individuals who have been journeymen for between 10 to 15 years minimum before attaining a mastery of their particular specialization. For most crafts, there is limited demand for craftmasters outside of a mastercrafthall, and craftmasters are therefore rare. The more technical crafts such as the smiths and miners tend to have more craftmasters, since there is more demand for advanced skills outside the teaching environment of the mastercrafthall. The seacraft also has more craftmasters than usual; usually the captain of every major ship is a craftmaster.



The Mastercraftsman

The Mastercraftsman is very seldom an individual who has specialized in a single field -- instead, this is an exceptional individual who has studied all of the specialties and has an understanding of the unique needs of each, even if he may not be an expert at those individual specialties.

This is someone with very strong administration skills, and someone who has earned the respect of the rest of his craftmasters. Never ignore the realities of politics in the selection of the Mastercraftsmen -- the Mastercraftsman is going to be a man who reflects the general opinions of his crafthall peers. It is rare for reformers to win a Mastercraftsman rank, since such individuals are often idealistic, creative souls who clash with the status quo.



Recognized Crafts on the Kadanzer Pern

Archivecraft: This is a branch of the Harpecraft which specializes in records management. Under an Archivist will be scribes. (Masterharper Forelen, Cove Hold, Eastern Weyr Territory)

Bakercraft: Includes all cooking skills, anything to do with the preparation and serving of food. Cooking is a basic skill common everywhere on Pern -- attending the Bakercraft is similar to attending a French chef's college. (Current Southern Master and hold location TBD)

Dolphincraft: Research about the ocean's highly mysterious shipfish. The dolphincraft was recently re-established after having fallen into disfavor during the political machinations after the end of the 9th Pass when conservative Lords exerted their power to put things back to the way they had been before advanced technologies were introduced by AIVAS. At the present time, the dolphincraft is financially supported by Lord Rourke of Riverdance Hold, but under the skilled management of Masterdolphineer Challen, it is rapidly becoming self-sufficient. The dolphincraft earns its

way through several services, particularly dolphin- assisted healing and salvage of shipwrecked ships and their cargo. (Masterdolphineer Challen, Lahaina Crafhall, Riverdance Hold territory)

Dragonhealercraft: The study and practice of treating injuries and illnesses to which dragons are prone. Being the only Weyr-based craft, the main Hall is located at Igen Weyr, and there is no Southern major crafhall. (Masterdragonhealer Karestin, Igen Weyr)

Farmcraft: Anything to do with plants (including trees) and their growing and harvesting. This includes not only a thorough knowledge of everything grown for food or medicine on Pern, but where it is grown, what the soil and moisture requirements for each species and the growing season. This also includes principles of crop rotation, breeding of new varieties, treatment of diseases and parasites, composting of plant wastes and sewage, etc. The farmcraft has a cooperative arrangement with the woodcraft section of the smithcraft where the farmers manage the tree plantations and care for the trees as they grow, but the work of felling and transporting is carried out by the woodcraft. The Farmcraft also cooperates closely with the healercraft in the matter of medicinal herbs. (Masterfarmer Veyar, Cibola Hold.)

Harpercraft: Covers all music and entertainment areas, as well as news and information services, and teaching of the young. Includes scribes and archivists. The southern harpercraft is pretty much the same as the craft described in the Pern books, despite the passage of time. (Masterharper Forelen, Cove Hold, Landing Territory)

Healercraft: Includes anything to do with healing of the sick or injured. Midwives also fall under the healers. (Masterhealer Talloran, Kadanzer Hold)

Herdercraft: This includes breeders and all animal care, including veterinary services. (Masterherder Jorel, Landing Hold, Landing Weyr Territory.)

Minercraft: This craft includes anything to do with getting minerals from the ground, plus their refining and eventual use. Geology, gemcutting, stonemasonry, cave delving, ore refining, and other such specialties fall under the aegis of this craft. The minecraft cooperates very closely with the smithcraft in the matter of ore refining, and the two crafts jointly run a large smelting operation in Barrier Hold where the best iron ore is found. (Masterminer Mikaren, Barrier Hold)

Pottercraft: These are the people that make all the crockery used in everyday life, as well as clay sculpture and fine porcelain. Many holders can throw a pot, but the pottercrafters are the recognized experts in the field (MasterPotter Emendin, Thornblaze Hold)

Seacraft: Also known as the Fishercraft. This craft deals with sailing, cargo transport, fishing, and the construction of ships and shipbuilding equipment (in cooperation with the woodcraft section of the smithcraft). Note: a Seaholder is a man who is in charge of a hold whose principal income is from the sea. This does not mean that he would automatically be a journeyman or master Seacrafter. In fact, it is unlikely that he would have had crafhall training, because then he wouldn't have had time to learn how to be a Holder. Generally, the Seaholder is like the Lord Holder (on a small scale), and he might have a trained fishcrafter (or perhaps even several) posted at his hold, as well as all of the men of the hold who would be skilled, without the formal crafhall training. (Masterseaman Decel, Cibola Hold)

Smithcraft: This craft is the repository of mechanical and materials technology. (MasterSmith Stefon, Delta Hold) This craft includes several sub-crafts:

Metalsmithcraft: manufactures all manner of metal items. Far more than mere blacksmiths, the metalcraft has tools and techniques advanced enough to produce most of what a mid-20th-century Terran machinist could, though not as quickly and only in a few crafhalls. Flamethrowers are an important specialty.

Woodsmithcraft: oversees the harvesting and processing of trees, supervises the construction of wooden buildings and ships, and produces any and all wooden objects beyond the skills of the average holder. Includes specialists in making paper and other wood products including oils, stains, and varnishes.

Glasscraft: makes glass objects for all purposes, including some artistic work.

Jewelsmithcraft: creates jewelry and other ornamental items using precious metals and gems, as well as 'lesser' materials such as bone, amber, and shell.

Starcraft: this tiny craft deals with the study and mapping of the stars around Pern, and the creation of charts and distance-viewers. Closely affiliated with the Smithcraft. (Current Southern master Jerez, Barrier Hold)

Tannercraft: This craft does all the leatherwork on Pern. They prepare hides for clothes, drums, riding straps, etc., they provide hides for record skins and other uses. Many holders can do crude tanning and make simple leather garments, but anything that needs to look nice or last a long time is made by the Tanners.(Mastertanner Flint, Sunstone Hold)

Cobblercraft: This craft is a sub-craft associated with the tannercraft. Its craftsmen specialize in making shoes and boots, which are almost always custom-fitted to the wearer. This is by far the most numerous of the members of the craft; all major Holds would have several Cobblers posted there as the manufacture of proper boots and shoes is not something that can be done by an untrained individual.

Vintnercraft: Also known as the Winecraft, these are the people who make the wines and spirits, though they have no monopoly on the brewing of beers which are produced at many holds. A vintner stall is welcome at any gather. (Mastervinter Tynarris, Eastern Weyr Territory)

Weavercraft: This is where all the fabric on Pern comes from. They gather the fibers, spin it to thread, weave both rugs and cloth, and sew new items of apparel, as well as practice the arts of clothcleaning and repair. (Masterweaver Valorian, Windsong Hold)

Note that many of the crafts have not been developed to any great extent. Most of the Mastercraftsmen are available for adoption. If you are interested in operating a crafthall, drop us a line at morgav@kadanzer.org



THE MASTERCRAFTSMEN OF THE SOUTHERN CONTINENT

MasterDolphineer Challen: Challen is long and lean yet muscular. Her honey blonde hair is thick and worn down to her shoulders, her eyes are a deep blue and framed by deep laugh lines. Her body is a deep golden bronze from many Turns in the sun. She has a deep love and an affinity with the dolphins. She re-discovered the intelligence of dolphins, which knowledge had been lost during the time after the Ninth Pass when many of the advances brought about by AIVAS were suppressed by traditionalists. She pursued the development of the dolphincraft as a viable craft with a determination which has won her admiration in some quarters, although there are still those who scoff at the idea of a female mastercrafter. (Persona of Meg King)

Masterdragonhealer Karestin: Karestin is a middle-aged man in excellent physical condition. He's tall, with a slim, acrobat's build. He has a mane of silver-streaked black hair and dark grey eyes. He's solemn and serious, and a highly skilled healer. NOTE: The main crafthall for this Craft is located at Igen Weyr; it is the only Weyr-based craft, and the Igen site serves as the mastercrafthall for the entire planet of Pern.

Masterfarmer Veyar: Veyar looks his craft. Big, strong, bulky, though not fat. He's neither old nor young, and looks as ageless as the trees. His face is weathered from many Turns spent out in the open, plying his craft. He has white hair and pale blue eyes, his complexion is a dark tan. He's gruff, abrupt, honest. And he reveres the earth. It's like his child, his wife, and his mother, all in one. You DON'T do anything to damage the 'innocent ones' without a damn good reason. He doesn't even like the clearing of greenery as a precaution to any stray Thread, but he acknowledges the need for it. (Persona of Darren Robinson)

Masterharper Forelen: Forelen is relatively young for his position, hardly into his thirtieth Turn. He's an attractive man, tall and slim, yet not bony. While not blatantly muscle-bound, his muscles are well-developed and he's quite strong. If the Pernese knew of angels, they'd swear his voice came straight from heaven and though his instrumental skills are not of the highest level, the deftness with which he guides the Southern Continent is to be greatly admired. He has dark brown hair with deep red highlights and a pair of blue eyes you could drown yourself in.

Masterhealer Talloran: M, HT=6'0", E=hazel. Talloran is quietly arrogant; he treats illness as a 'personal affront' to his capabilities and sees human and animal suffering as the same. He is obsessive about cleanliness in his surroundings. He secretly fears that time when, regardless of his medical skill, he will lose a patient that is an important part of his life; as a result, he seldom makes close personal friendships. Talloran enjoys the company of his fellow human beings but whenever possible, will escape to a place of seclusion in order to re-energize. He has a sharp tongue when annoyed and a satirical sense of humor. He will not tolerate stupidity or duplicity. Talloran is a vegetarian at heart; he is particularly appreciative of fine wines and prefers herbal teas to klah. He has quite a temper but rarely displays it; more often than not, it's directed towards himself.

Masterherder Jorel: Jorel is close to retirement, but there still isn't a beast on Pern this old man can't handle. He's bald as an egg, with bright black eyes. He's a prankster sometimes, but well capable of exerting his authority. This man KNOWS his craft, and when he retires, which won't be until he dies, he will be sorely missed. Extremely against women in the crafts, and dislikes women in authority of any kind.

Masterminer Mikaren: Mikaren is as gray as the stone he works in. He loves working with stone, and discovering what treasures it holds. His eyes are a dark gray, and his hair is almost the same color. His skin, due to little exposure to the sun, is quite pale. Mikaren is wise beyond his years, patient and thorough. He appreciates beauty in all forms, and can find something beautiful in all things.

Emendin -- M, A=50, H=black, E=brown, HT=6'0". Master Emendin is a patient and determined man, who loves a good debate on craft matters or politics, and greatly enjoys the more practical and down-to-earth aspects of the Pottercraft. Owner of bronze firelizard Chatter. (Persona of Amanda Kear)

Masterseaman Decrel: Decrel recently took over the helm of his craft when his predecessor and friend went missing on a long voyage. His easygoing and cheery personality masks a very shrewd political sense. He is a skillful and successful fisherman, captaining the craft's largest fishing vessel before

taking on the post of craftsecond, which he held for a number of Turns before reaching his current position. He has introduced a number of reforms in his craft, most notably opening it to women, though it remains to be seen how successful this will be.

Mastercraftsman may including the development or updating of a detailed craft summary.

Mastersmith Stefon: Stefon is a commanding figure of a man. He stands roughly six feet tall and has the massive arms and chest that over forty Turns in his craft has given him. He's rock solid and a formidable man for his fifty Turns. His shocking flame red hair is only an indication of the temper that can flare at the drop of a hat. His emerald green eyes are usually merry until he grows angry. He's not a Master to be trifled with and most of his students steer clear when his temper is up, though all recognize that he has guided the craft ably through the difficulties of recent Turns. (Persona of Ron Swartzendruber)

Master Tanner Flint: In his early forties, Flint is energetic and always willing to take a student having trouble under his wing and give him as much tutoring as he possibly can. He's friendly and always has a smile on his face and whistles a lively tune while he works. His hair is a dark brown and his eyes are brown.

Master vintner Tynarris: Tynarris is a man of aging years who refuses to let age creep up on him and render him useless. He's spry for his seventy-plus Turns, but his body and his deeply wrinkled crevaced face show his Turns. His once honey blond hair is as white as the snow-capped mountains of the Snowy Waste. His sea green eyes are just as sharp as they were when he was a young man of twenty. He's of middle to average height with a lean, wiry build. He's a man who can hold his wine well. After more than fifty Turns of tasting and testing the potency of his wines, he's built up a tolerance for the spirits. If a wine takes more than ten glasses to give him a kick then it's a good wine for the average Pernese.

Master weaver Valorian: Valorian is a short stocky man with black hair and brown eyes, well into his mid-fifties. He's a no-nonsense kind of man who takes his craft seriously. When an apprentice weaver studies under him directly you can bet that apprentice will come away with more knowledge about how a particular fabric is constructed than any other apprentice anywhere. It's not just the weaving of the fabric that is important to him, it's how the strands came about in the first place that he begins with.

Many of these Mastercraftsmen are available for adoption and development. For the time being, they are filled with NPCs, but these characters can be adopted or replaced by any member who wishes to do so. Remember, if you adopt an NPC, you will be expected to fill out a full character information sheet if one does not already exist. Mastercraftsmen are considered ranking personas in terms of annual persona support, and adoption of a