



# FireStorm Wing

An Introduction to the Wing, its Personalities, and its Traditions  
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## FireStorm Wing History

On 2854.02.01, Weyrleader K'din founded all three Wings of FireFlight -- FireBlaze, FireStar and FireStorm. The original riders in FireStorm were "recruited" from the Wings of WindFlight, SkyFlight and StarFlight. Many of the wingleaders took the opportunity of a new Flight being opened to weed their Wings of troublemakers, and

like the nation of Australia, FireStorm still reflects its unorthodox beginnings.

Wingleader L'ars, rider of bronze Phanth, has been the wingleader of FireStorm since it the Wing was founded. He has taken a rag-tag lot of slackers, pranksters, and cut-ups, and instead of changing them to fit his notion of what a combat Wing should be, has instead taken a low-key approach, reigning in their worst excesses while patiently shaping them into a working team. The results have been remarkably successful, as FireStorm Wing has managed to win the last two Turns Ends competitions in a row.



## FireStorm Wing's Reputation & General Attitudes

As a Wing, FireStorm has a reputation for being a lazy band of 'riders who much prefer parties on the beach to hard work of any kind. The average FireStormer would far rather compete on the netball sands than in a mock 'Fall; the general attitude in FireStorm is that testosterone should be spent in bed, not in battle. Folks who take performance in 'drills or Spring Games seriously are considered sticks-in-the-mud and encouraged to transfer elsewhere. As Karlina herself once famously said, the FireStorm attitude is that "if you have to brag about the size of your tool, chances are you have a problem finding it..." The general belief in FireStorm Wing is that one should eat, drink, be merry, and have as much enjoyment of each moment as possible, because far too often, a dragonrider's life is brutally short.

FireStorm Wing's domination in the last two Turns' End Games has been considered a bizarre fluke by the rest of the Weyr, and wagering over who will be the first of unhorse FireStorm from its winning streak is favorite topic among many of the Weyr's folks.



## Key FireStorm Wing Personalities

Every FireStormer knows that this Wing would be nothing without its wingmates. A quick summary of some of the most recognizable members of FireStorm include:

**Wingleader L'ars:** Wingleader L'ars, who also serves as the Flightleader of FireStorm, is the Wing's ranking member. L'ars is an easy-going, tolerant man who's relaxed manner masks a hard-working and diligent nature. A strikingly handsome redhead, L'ars is flirtatious and enjoys a reputation as a ladies-man around the Weyr, but does pursue relationship on the side with Darby, an ex-goldrider of the Weyr who now resides at the remote Crackbone Creek Cothold in Cibola. He transferred to Kadanzer from Igen in 2854.02.01.

**Wingsecond B'tai:** If there is a single man other than L'ars who can be fingered as being responsible for what FireStorm Wing is today, it would be B'tai, rider of brown Chobith. A native of Eastern Weyr, B'tai

transferred to the Kadanzer Weyr after the Poisoning of 2850.09, and served as a wingsecond in StarRacer Wing until Wingleader A'nar took over the wingleadership of that Wing in late 2853. B'tai clashed with his new wingleader, and when the opportunity to transfer into a new Flight opened up, B'tai led several other defectors with him from StarRacer to FireStorm. (This initial group includes current FireStormers A'rori, B'nyu, Bria, Jeri, M'scel, and R'san.) B'tai is a fun-loving rogue who's leadership style is simple: delegate, delegate, delegate!

**Wingsecond K'danag:** it is the common perception among FireStorm riders that without the junior wingsecond, K'danag, very little would actually get accomplished by the Wing. If B'tai is the "good cop" of the wingsecond partnership, K'danag is the "bad cop" to whom most of the real work falls: he's quiet, reserved, and has an eye for details. If K'danag has something to say, his wingmates have learned to listen.

**Greenrider A'rori:** green Blyth's rider is a fixture within the Wing. He is cheerful and fun-loving, with a wild streak and an inventive wit at pranking. He also can be loud and hot-tempered. A'rori is infamous for breeding and training tunnelsnakes for tunnelsnake fighting, and his foundation-dam, Fang, is one of the Wing's mascots. A'rori's tunnelsnake operation is housed in a basement built until his weycot, and he's always in the market for kittens...

**Greenriders Auriala, Salynia & Tadiera:** these three lovely ladies play mandolin, gitar and fiddle respectively, and are the core of FireStorm's own house band. As a Wing that enjoys its parties, musicians are especially valued by the riders of FireStorm. Other musicians in the Wing include Tiairi (flute), N'tam (pipes) and A'rori and Y'su (drums)

**Bluerider B'nyu:** if FireStorm considers music a necessity, then homebrew is this Wing's lifeblood! Bluerider B'nyu is a practicing brewer, who is especially known for a dark stout called the Terminator. His family's cothold (Wide Valley Cothold, in Drake territory) is a familiar place to FireStormers – once a month, many wingmates spend a restday working at the cothold, and in return for their labor they are paid in kegs and casks of the family's various beers, ciders, and wines. (Recently, Wingsecond B'tai arranged for B'nyu's kid sister, Greenrider Bennae, to be transferred into FireStorm. Other FireStormers have been known to debate whether that maneuver was made in order to secure a monopoly on the family brews, or as a back-up measure in case B'nyu should ever be lost in Threadfall.) B'nyu himself is regularly the Wing's anchor in any tug-of-war game: he's a massive, muscular brute of a guy who looks even more intimidating for collection of brilliant tattoos, but who at heart is a quiet, gentle giant.

**Greenriders Karlina & Tildy:** also known as the "bodice busters," Karlina and Tildy are cousins who share a similar aspect toward men – the more, the merrier! If these two lovely ladies can't ensure you have a good time... no one can...

**Brownrider M'scel:** M'scel is well-known for his enthusiasm, friendliness, and sexual desperation -- and for having no clue that he goes way too far with all three. M'scel has a well-earned reputation as a well-meaning screw-up. He is the owner of the Wing's second mascot, a stick-chasing black & white speckled dog named Lucky.

**Bronzerider N'dren:** The son of support staffwoman Nacita, N'dren was born and bred at the Kadanzer Weyr, and even as a weyrbrat was infamous for his rascally behavior. N'dren was a weyring in WC #15 (better known as the Flitterbrats) and continues to be recognized today for his irreverent behavior, curiosity, and ability to fall into (and out of ) trouble. If you've never been the victim of one of N'dren's pranks... well, you simply haven't been at the Weyr for very long, now, have you?

**Greenrider Nevimna:** Nevimna is chilly and stand-offish, but she will still do favors for her wingmates if the price is right. She is skilled in herbcraft, and her craft skills are in high demand among her wingmates. She keeps her mouth shut and her opinions to herself, but her general disgust for high jinx and pranks is usually apparent. She maintains exactly the social relationships required to be a good team member - and nothing else. While some of her wingmates are still wagering that she'll transfer to FlameWind or

FireStar at the next opportunity, Nevimna secretly enjoys being a FireStormer and has resisted attempts to lure her away.



## **FireStorm Wing Traditions**

### **FireStorm Rule to Live By:**

- Eat, drink and be merry -- because tomorrow we might die.
- Be competent as a dragonrider -- but leave perfection to someone else's Wing. There's better things to do in life than worry about who wins in the Games.
- Never go running to Mommy. Tattlers deserve what they get.
- Never mess with another rider's riding straps or flight harness. The results are never funny.
- Don't steal from wingmates. Not funny. (Well, usually not funny.)
- The cooks who keep us fed and the staff who keep us clothed are the Fairest of the Fair. We give the Fairest the respect they are due. (Kissing up to the cooks brings results!)

### **If you're a FireStormer, expect the following:**

- Pranks will happen. Anyone who gets too serious is fair game, and other Wings will target you just because you're a FireStormer. If you can't take the heat, transfer to FireStar.
- FireStormers are social creatures -- party poopers are transferred away as fast and far as possible.
- FireStormers always join the rest of the Wing in bathing their dragons on the beach west of their Complex after every 'Fall.
- Greenrider Rhiada's Alantryth is always flown by other FireStormers.
- One restday a month, FireStormers are encouraged to visit Wide Valley Cothold for a work party. (Our efforts = joy juice!)
- By arrangements between Wingleader L'ars and Head Cook Farny, any of the kitchen staffers who need to be ferried anywhere, at any time, can ask for a FireStormer (except during 'Fall, of course). FireStorm is privileged to help the Fairest of the Fair, and in return, FireStorm can call upon occasional special privileges from the kitchens.
- At least once a month, FireStorm has a big beach party potluck event, where the centerpiece meal is a big cauldron of boiled bellclaws and rockmites. Mmm mmm good! Netball is always involved, as are harpers, music, joy juice, and dancing.
- Greenrider A'rori of FireStorm operates a tunnelsnake fighting "stable" from his weycot. His prized "broodmare", Fang, is our Wing's mascot. (Her favorite meal is kitten ala mode...)
- You can throw sticks for Lucky until your arm falls off. He'll take sticks over steaks any day. And never (and we mean *never!*) let him eat onions.

### **FireStorm's guaranteed reasons to party:**

- The night after a successful Threadfall
- A wake for a lost wingrider
- The birth of a child
- Reason? Who needs a reason?

### **The FireStorm Wing Pot:**

Let's face it. The good stuff costs. A Wing pot is kept to help fund Wing parties. The pot is kept by Wingleader L'ars, and all members of the Wing are expected to make their share of donations -- in marks or in barter goods (favor points don't count if you die in Threadfall!) Wingriders must also pay to the pot for the following infractions or events:

- 1) Late for drills -- costs you a full mark
- 2) Hangover for 'Fall -- costs you a fiver.
- 3) If L'ars hears about you from another Mommy -- costs you a halfmark

- 4) Fortune shines on us all! (For every mark you win in gambling, an eighth mark goes to the pot.)
- 5) Guests to FireStorm parties are expected to make some sort of contribution to the pot. (Anyone who abuses FireStorm hospitality will pay for it... in one way or another.)

#### **FireStorm Wing signature drinks:**

- **Terminator Stout:** bluerider B'nyu's signature brew. A thick, dark homebrew stout.
- **Jolly Jump-Up:** a deceptively light apple cider. FireStormers swear a swallow of this will wake the dead!
- **Spiney Lumpsucker:** one of B'tai's concoctions. Take a spinefruit (pineapple), hollow it out, and mix vodka, pineapple juice, mango juice, and a healthy bit of mango pulp as well.

#### **FireStorm hazing traditions:**

- **For new recruits from the Weyrling Wing:** after surviving your first 'Fall, a weyrling rider will go through **Fresh Blood** rites: you'll be surrounded by chanting wingmates, made to chug a lot of alcohol beverage (Jolly Jump-Up or some other strong firewater), stripped naked, painted blue (or another color of your wingmates' choice), and made to streak through FireFlight complex, stopping to knock on the wingleaders' doors, resident goldrider's door, and other notable weycots, where you are to announce yourself as a new FireStormer and perform a jig. Don't worry. By the time you feel daylight on anatomy which may not normally get much sunlight, you'll be too drunk to care!
- **For new recruits from other Wings:** depends. Sometimes the wingmates get truly creative, and at other times new wingmate proves themselves solid enough to be accepted without any fresh blood needing spilled. The Wing generally follows Wingsecond B'tai's assessment of a new rider after their first few days in the Wing. A new transferee can expect a series of low-level assessment tests during their first few days, including a few little pranks, an trial encounter from Tildy or from M'scel, etc.

#### **FireStorm Slang**

- A **mommy** is a goldrider, wingleader, FlightLeader, headwoman, craftmaster, Lord Holder, Weyrwoman or Wingleader -- in short, any authority beyond FireStorm's current wingleader or wingseconds.
- **Fresh blood:** any new weyrling who has joined the Wing, but who hasn't passed the Fresh Blood rites.
- **Joy Juice:** any alcoholic beverage.
- **"To Pull A M'scel"** -- to screw up in some painfully spectacular (or painfully embarrassing) way.
- **"Taking a vacation"** -- to be out of action due to injury.
- **"Working the saltmines"** -- to be put on punishment duties.
- **"Lauria Moment"** -- any high drama.



#### **The Turn's End Trophy**

The Turn's End Trophy is a statute about two feet high, featuring an androgynous-looking long-haired dragonrider in flight leathers, riding gear at his/her feet, one hand over his/her heart and reaching up through a swirl of his/her own hair toward his/her dragon, who wings in a spiral overhead. The trophy is carved out of pink marble, and was commissioned by Goldrider Lauria for the first Turn's End Games held in 2851. (Some weyrfolk like to say that Lauria herself carved the statue, but there is no proof that this is true.) Tradition has passed the trophy to each Wing which has won the Turn's End Games in turn. Holders of the trophy so far have been:

2851: StormWind Wing  
2852: StrongWind Wing  
2853: SkyMaster Wing  
2854: SkySoaring Wing  
2855: SkyToucher Wing  
2856: FireStorm Wing  
2857: FireStorm Wing  
2858 Midwinter Challenge: FireStorm Wing

FireStorm Wing is currently in possession of this trophy. It is rumored to be kept in a locked trunk in L'ars's quarters, although this has yet to be proven. FireStorm wingriders are aware of its value as a target for other Wings, and while they ridicule the trophy as an ugly old widow's plaything, they are still sensitive enough of the honor of temporary ownership to be protective of the "old biddy."