
Kadanzer Weyr Glossary

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This is a definition and usage guide for common Pernese terms. Note that Kadanzer's usage may vary from other clubs; when you submit a story it will be checked according to this glossary. If you are looking for names of plants or animals, try the articles on the [Flora and Fauna of Pern](#), and [Medicines of Pern](#).

A note concerning individual titles: it is a standard practice in fandom to generally capitalize many Weyr ranks, such as Weyrling, Wingleader, Wingsecond, etc. At Kadanzer Weyr, titles which refer to an individual rank (i.e., the Headwoman, Weyrharper, Weyrhealer, Weyrlingmaster, Weyrleader or Weyrwoman) are always capitalized, while rank titles which are held by a number of individuals (i.e. weyrlingassistant, wingsecond, wingleader, flightleader, watchrider, weyrling, journeyman, greenrider, headsecond) are kept lowercase, unless a specific individual is being referenced (i.e. Weyrlingassistant K'bort, Headsecond Resla, Journeyman Petair, Apprentice Deza).

A note on animal names: Unlike the books and many fan clubs, our version of Pern remembers common names like "horse", "dog", "cat", "sheep", etc. and doesn't usually use the unwieldy canonical terms like "runner", "canine", "feline", "ovine", etc. The canonical names may still be used; of them, "runner" and "herdbeast" are the most common.

agenothree	A manufactured chemical with some agricultural uses, agenothree is stored in refillable tanks and is sometimes used by Ground Crews to kill Thread burrows. (NOTE: Agenothree is NOT HNO ₃ , which is an extremely powerful acid; likewise, flamethrowers wielded by goldriders are not powered with agenothree.)
apprentice	A student in a craft; someone not yet ready to work on their own. Some crafts make a distinction between junior and senior apprentices, but this is not recognized as, outside that particular craft, apprentices have no rank. As with most titles, only capitalized when using it as part of a proper name ("Let me introduce you to Apprentice Tamlin.")
Belior	The smaller (and closer) of the two Pernese moons, and has a 15-day cycle of waxing & waning.
between	A dimension of nothingness through which dragons transport themselves and their riders/burden as an intermediate point in their teleportation process (not capitalized, but should always be italicized).
blackrock	Coal; also sometimes referred to as fuelrock or cromcoal. (Not the same as firestone, which a dragon chews in order to produce flame.)
blackwater	The Pernese term for crude oil; the fuel is used in fireheights channels.
Bowl	When referring to the central crater of a mountain Weyr, should always be capitalized. At Kadanzer's new location, used as a slang term for the open space in the middle of Main Complex.
candidate	Someone who has been accepted by the Weyr as being eligible to stand for Impression. As with most titles, only capitalized when using it as part of a proper name ("Let me introduce you to Candidate Rae.")
complex	One of the four main residential divisions at Kadanzer Weyr's new site. Capitalized only when referring to a specific one by name. (Example: "The punishment detail is cleaning latrines in Fire Complex today.") Also known as a "Flight complex" since most of them are occupied by Flights.
Conclave	A formal meeting of Lord Holders with the authority to make decisions for all. Also refers to the Lord Holders as a group, (e.g. "The Conclave may not like your choice of heir.") Capitalized in all usages.

cothold	A one- or two-family hold dedicated to agricultural production. Note that these are <i>extended</i> families, often consisting of aunts, uncles, cousins, and grandparents over and above the Terran stereotype of one couple and their children. See the "hold" entry for more types of holds.
crackdust	The blackened remains of Thread which has been frozen by cold.
crafthall	A building or collection of buildings used by crafters, generally located at a major hold. Often a specific form of the word is used, such as "smithhall" or "weaverhall," though it is more formally correct to add a space, as in "harper hall." The primary center of a craft is referred to as the "main crafthall" or "Mastercrafthall", though these are usually referred to by their specific names such as "the Seacrafthall" or "the Dolphincrafthall" (and are almost never located at the site of a hold.)
crafthold	A small craft settlement, not large enough to be called a crafthall, existing independently of a Hold and dedicated to craft production; may be overseen by a journeyman or craftmaster.
craftmaster	The rank in the crafts above journeyman. Most crafts reserve this rank for teachers at the main crafthall or for the heads of subcrafts; some also include the heads of major local crafthalls, or the chief crafter at a Weyr. As with most titles, capitalized only when using it as part of a proper name. (Example: "Let me introduce you to Craftmaster Giselle.")
Dawn Sisters	A trio of "stars" visible from the Southern Continent which always retain the same position. Not natural stars, the Dawn Sisters are actually the starships that carried the original colonists to Pern, and were left parked in geosynchronous orbit. ("Dawn Sisters" is also the name of a major hold to the west of the Great Bay.)
dragonet	A juvenile dragon; this term is used until the dragon is a Turn or so in age and has begun to reach full growth. The term is never used after a young dragon has graduated from the Weyrling Wings and/or reached sexual maturity.
dragonlength	All one word, not capitalized. Refers to a unit of measure approximately as long as a green dragon, equivalent to about 65 Terran feet or twenty Terran meters.
dragonpair	A dragon and his/her rider.
dragonrider	All one word, does not need to be capitalized (this also goes for specific rider types like bronzerider, queenrider, bluerider, etc., except where you are referring to a specific rider, i.e., Greenrider Tylara.) Dragon colors are also not capitalized in this club.
drudge	The lowest ranking members of a hold, drudges are little more than slaves, and do the dirtiest jobs. At most holds, only the lowest-ranking support staffers are considered to be drudges, and nobody at a Weyr should ever be called a drudge.
Feeding Grounds	The area at the Weyr where animals are kept for dragons who for some reason can't hunt outside the Weyr, and for dragons to blood prior to mating flights. Always capitalized.
fingerlength	All one word, not capitalized. A unit of measure approximately equivalent to four inches or one decimeter.
fingerwidth	All one word, never capitalized. A unit of measure approximately equivalent to one inch or two and a half centimeters.
firelizard	Does not need to be capitalized; one word, no dash necessary. May be shortened to "lizard" or the colloquial "flitter" or "flit" only in dialogue.
Fireheights	Traditionally the defensive cliff-top at a Northern Hold where watchriders were stationed and beacon fires set, Southern Holds still go to some lengths to provide fireheights. Fireheights may range from a low hilltop near a agrarian community, to a ridgeline which rises above a flatlands holding. All fireheights are required by the Weyr to have a distinctive layout in some fashion, allowing dragonriders greater ease in remembering the coordinates for the various Holds.
firestone	A phosphine-bearing mineral which dragons (and firelizards) chew in order to produce flame; all one word, not capitalized. Not the same as blackrock (coal).

Flight	When capitalized, refers to a combat grouping of three Wings, a unit that is generally considered adequate to take on a Threadfall by itself under ordinary conditions.
flightleader	The wingleader who is also responsible for leading the entire Flight, for example, in Threadfall or in combined drills. Not capitalized unless referring to a specific individual, such as "Flightleader L'ars".
flightmate	A term for a temporary sexual partnership due to the sharing of a mating flight; does not carry connotations of permanence.
gather	A festival held at a hold or crafthall; can range anywhere in size from a small community barbeque to a state fair (should be capitalized only when referring to a specific gather).
gitar	A stringed instrument with a body and fretboard, played with the fingers; the most popular instrument in use by Harpers.
glow	A fungoid grown throughout Pern as a renewable light source. Glows emit bright whitish light with very little heat and are about half the size of a chicken egg.
glowbasket	A small, tightly-woven basket designed to contain glows. Includes a hood that can be turned down to hide the light. Usually contains three to five glows, enough to light a small room. (Example: "Turn the glowbasket, please, I need to sleep!")
Great Hall	The main public room of a hold, i.e.: The Great Hall of Maori Hold was lit up in anticipation of the gather feast."
Ground Drills	Very precise, exacting marching drills requiring weyrings to carry out intricate maneuvers in formation. Performed largely only by weyrings, but sometimes mature riders are required to practice Ground Drills as a form of punishment.
Hall	When not capitalized refers to any large room in general; when capitalized refers to a crafthall, the building or collection of buildings where craftsmen live and work, or even a generic term for all crafters in general. (e.g. The rumor spread quickly through Hold and Hall.)
Harper	When not linked to a name ("the Harper") refers to the senior Harper on the continent, but also used when addressing someone by title and name (e.g. "Harper Crysto, would you please..."). When not capitalized, refers to any member of the Harpercraft in general. Terms such as Smith or Potter are used similarly for each of the crafts.
Harpercraft, the	(Or Vintnercraft, Seacraft, etc.) refers to the Craft as a whole. Usually capitalized.
Harpercrafthall, the	The main Harper (or Farmer, Tanner, etc.) Crafthall on either the Northern or Southern Continents.
Harper Hall	(Or Miner Hall, Healer Hall, etc.) refers to a minor crafthall of that craft (i.e. "The Riverdance Harper Hall"). Sometimes the two words are run together, but that is less formally correct.
Hatching	Always capitalized when referring to the event at which a clutch of dragonets break from their eggs and choose life partners from the group of candidates assembled there. This is generally quite a festive occasion, attended by Lords and Mastercraftsmen, as well as the families of the candidates. Not capitalized when referring to firelizard eggs, or the hatching of a specific dragon egg.
Hatching Ground	Always capitalized. The place at the Weyr where eggs are laid and Hatchings take place. Includes both the Hatching Sands, where the eggs actually sit, and the Hatching Stands, where spectators watch the Hatching.
hatchling	A newly hatched dragonet or firelizard.
headsecond	An aide to the Headwoman. Capitalized only when referring to a specific person, as in "Headsecond Resla is in charge of the Candidates."
Headwoman	The domestic head of a Weyr, hold, or crafthall; always capitalized. When the position is held by a man, the term is "Headman". Most major holds have both a Headwoman and a Steward; Weyrs and Mastercrafthalls generally only have a Headwoman.

hold	A dwelling place for ordinary Pernese, usually centered around agricultural production. There are major holds, which may have populations in the thousands and are directly ruled by a Lord Holder; minor holds, which usually have a population in the hundreds and are always beholden to (i.e. under the rule of) a major hold; and coholds, where one or occasionally two extended families live and work. The word is capitalized when referring to a specific major or minor hold by name, as with "Drake Hold" or "Riverbend Hold" (a minor hold.) If it is capitalized without a specific hold name, it always refers to a major hold or holds, as in "There are seventeen Holds in the territory of Kadanzer Weyr." However, the term "major hold" need not be capitalized because its meaning is obvious.
Holder	The authority within a hold community; within a major hold, this title refers to the Lord Holder, while in minor holds or coholds this title refers to the individual who is the community ruler/leader. When not capitalized, refers to anyone who lives or works at any hold.
holdless	Anyone not living at a hold, crafthall, or Weyr. Often holdless are organized groups who live nomadically in caravans moving from one Thread shelter to the next; these people are also sometimes called traders. The word is not capitalized. Also used as an expression, as in "She was caught holdless during Threadfall" even when the person involved lives in a hold.
Impression	The joining of minds and souls that occurs when an infant dragon selects his or her rider; should always be capitalized, along with any other form of the word. For example: "He Impressed a blue". Not capitalized when referring to firelizards, or any other use.
Interval	The period of time between Passes of the Red Star and the resulting Threadfall; usually, an Interval lasts approximately 200 years, but longer Intervals (such as the previous, nearly 400-year one) have occurred. The word is always capitalized unless referring to some other less important passage of time. The 400-Turn Intervals are called "Long Intervals", and are also always capitalized.
journeyman	A working professional in one of the many crafts; capitalized only when part of a proper name ("Let me introduce you to Journeyman Betlor."). Use "journeywoman" when the individual is female, but "journeymen" to refer to a group, unless it is made up entirely of journeywomen.
klah	A common Pernese drink brewed from the bark of a tree. Tastes like a mixture of coffee and chocolate with a hint of cinnamon. The word does not require italics or capitalization.
Lord Holder	The ruler of a major hold. Should be capitalized even when used as a general term. "The Lord Holders are in Conclave." Also "Lord", and this variant is also always capitalized. The word "lady" however, is not capitalized unless part of a name, since the status of ladies is lower than Lords.
Lower Caverns	When capitalized, refers to the domestic area of a mountain Weyr. Not used in holds or crafthalls (even if they are underground), or at flatland Weyrs like Kadanzer.
main hold	Not capitalized. Refers to the primary administrative center of a major hold, as opposed to the wider territory it controls. (e.g. "The main hold of Dorado is located in the southern region of its territory.")
Mastercraftsman	A general term for the head of a Craft. Always capitalized even when not part of a proper name.
Masterharper (the)	(Or Mastersmith, Masterherder, etc.) Refers to the highest ranking member of that Craft, responsible for management of their craft. Always capitalized, even when not part of a name. (Example: "Who is the Masterpotter of the Northern Continent?") Compare "craftmaster", of whom there may be several in a craft.
numbweed	A topical anesthetic salve and powder, derived from a processed native Pernese plant of the same name. Not capitalized.
Pass	A 50-year period of time in which the tail of cometary matter dragged by the Red Star is close enough to drop Thread on Pern. Always capitalized.

Red Star	The Red Star is the fifth planet in orbit about Pern's sun, Rukbat. The planet has an erratic orbit, and is the "vehicle" which brings Thread to Pern (by dragging cometary matter from the Oort cloud on the edge of the solar system, though most Pernese assume that Thread originates on the Red Star itself.)
redwort	An astringent solution with a staining red color, used by healers for sterilization purposes; derived from a native plant of the same name
rope drills	A specific type of flying drills in which bundles of rag and ropevine coated with red dye are dropped from above a flying formation. The dye leaves marks corresponding to Threadscore when it strikes a rider or dragon.
Rukbat	The star which Pern orbits. Referred to simply as "the sun" by Pernese who have forgotten that other solar systems exist.
Search/Searched	Should be capitalized when referring to selection for candidacy for a Hatching.
sevenday	A week. Not capitalized. The term "week" is never used on Pern.
Southern Continent	Always capitalized. The phrase "the South", when capitalized, also refers to the entire continent instead of the compass direction. Likewise with "Northern Continent" and "the North". The word "South" is also used at Kadanzer Weyr as a slang term for South Complex.
Stand	When capitalized, refers to standing candidate for a Hatching. (e.g. "She's Stood for seven Hatchings now.") Note that "the Stands" refers to something entirely different; it's short for the Hatching Stands where spectators sit to watch a Hatching.
Thread/Threadfall/ 'Fall	Always capitalized. The word "Fall" is never used for the season of Autumn on Pern.
Timor	The larger of the two Pernese moons. It is farther from Pern than its sister moon Belior, and shows a full moon every five sevendays.
Turn	A year; always capitalized. The word "year" is unknown on Pern.
watchrider	A dragonrider posted to a hold or crafthall for message and transport duty. Always a rider who, for whatever reason, is not able to take active part in a fighting Wing. Also refers to a rider on guard duty at the Weyr.
Weyr	The home of a community of dragons (when capitalized); the home of an individual dragon and rider (when not capitalized)
weyrbrat	Slang for a child living at the Weyr; do not capitalize or use as a title. Like the term "flit" or "flitter," weyrbrat should only be used in dialogue, and never in narrative.
weyrcot	A building serving as the home of an individual dragon at a flatland Weyr. At Kadanzer's new site, the weather allows the dragons themselves to sleep in outdoor wallows so the weyrcots are home only to the dragon's rider.
weyrfolk	The inhabitants of a Weyr. More generally, people who live in any Weyr, as in "There aren't many weyrfolk at this gather."
Weyrharper	(And similar rank titles such as Weyrsmith and Weyrtanner) refers to the senior craftsman of a craft within the Weyr, and is always capitalized even when not referring to an individual by name. Example: "I need to consult with the Weyrminer about the cracks in this passage." The term "Weyrsinger" is an archaism that was used in the Ninth Pass, but it is no longer popular.
Weyrhall	The central gathering/eating place of a Weyr. Should be capitalized.
Weyrleader	The male leader of a Weyr; the Weyrleader is the rider of the bronze dragon who last mated with the Weyr's senior queen; should be capitalized even when not referring to a specific person by name. The Weyrleader's responsibility covers everything directly related to fighting Thread, including strategy, discipline, training, promotion, patrol assignments, and so forth.
weyrling	A weyrling is a rider who has not yet completed training and graduated to a combat Wing.

	Also sometimes used to refer to the dragon itself, or as a modifier, as in "All Weyrling dragonpairs assemble on the Parade Grounds at once." Not capitalized when referring in general, but is capitalized when using it as a title with name. Archaically the term 'weyrling' was used to refer to any children of the Weyr, but that has dropped out of common use.
Weyrling Barracks	The building (or cave, in many mountain Weys) that houses weyrlings too young to have their own individual quarters. Should always be capitalized.
Weyrlingmaster	The individual who is responsible for the training of the weyrlings within a Weyr. Always capitalized, even when not referring to an individual by name; for example, "Who is the Weyrlingmaster at Landing Weyr?"
Weyrlingsecond	An assistant to the Weyrlingmaster, in direct charge of one Hatching's worth of weyrlings. When not currently assigned to this class, they are called a weyrlingassistant, though in practice the terms are sometimes used interchangeably. Not capitalized when referring in general, but is capitalized when using it as a title with name.
weyrmate	The human mate of a dragonrider, whether or not that person is also a dragonrider themselves. The term implies a sexual relationship and the sharing of quarters, and is as close to marriage as most dragonriders ever get. Also sometimes used for the person who shares a dragon's weyr; i.e. their rider.
Weyrwoman	The female leader of a Weyr; the Weyrwoman is the rider of the Weyr's senior queen (always capitalized). She is ultimately responsible for all aspects of life at her Weyr, though traditionally, the Weyrleader has command over matters directly related to fighting Thread. The senior queen always the oldest fertile queen in a Weyr.
weyrgirls	A general term used to refer to the junior goldriders of a Weyr.
wherhide	Wherhide is a tanned skin of a wherry. Wherhide is tougher than leather from Terran-descended animals. The skins of whers also are sometimes used, but there is a traditional stigma against this, based on the barely-remembered idea that whers are related to dragons. The term is all one word and never capitalized.
Wing	A flying unit of dragons and riders, usually numbering between 30 and 45 dragonpairs (always capitalized when used in this sense, to distinguish it from the part of a dragon's anatomy.)
wingdrills	Exacting maneuvers performed either aurally or on the ground, to improve the performance of a Wing. Also known as "drills"; never capitalized.
wingleader	The leader of a Wing, always a bronzerider. Not capitalized when referring in general ("He is a good wingleader."), but is capitalized when using it as a title with name ("Let me introduce you to Wingleader R'mal").
wingmate	A fellow member of a Wing.
wingpair	Another term for a dragonpair.
wingrider	A member of a Wing.
wingsecond	A wingleader's lieutenant, always a bronze or brownrider. There are two per Wing, one senior and one junior. As with "wingleader", this term is only capitalized when referring to an individual, such as "Wingsecond K'danag".
wingstrength	The combined flight power of an entire Wing. (e.g. "FlameWind's wingstrength is down because of injuries.")



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