
A Guided Tour to the (New and Improved) Kadanzer Weyr

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Kadanzer Weyr Setting, Climate, & Environment

As of early 2856, the Kadanzer Weyr is located on a triangular headland that points northward near the tip of Windsong Hold's major peninsula. It is on the site of the old Southern Weyr and Hold, which were destroyed by a massive tsunami before the end of the 9th Pass. (Prior to 2856, the Weyr was located in the Barrier Mountain range near Kadanzer Hold; please refer to the [A Guided Tour of the Old Weyr](#) document for more information.) The Weyr relocated because their mountain home was showing signs of volcanic activity; it finally blew up completely on 2856.04.15 during the last stages of the move.



Kadanzer Weyr; map by Smitty

The headland is a plateau bordered by cliffs that are twenty to twenty-five feet high in most places, and higher near the tip of the headland. Except for the tip and a few other places, there are sandy beaches below the cliffs, with access provided by several breaks in the cliffs as well as numerous small trails. The breaks have fairly easy slopes, but the trails are usually steeper.

The Weyr is quite close to the equator, and as such has tropical weather. Seasonal weather is, on average, something like this: Month 01 begins in the height of the rainy season, with hot, muggy temperatures and nearly constant warm rainfall. Every few days there will be a break in the rain, but by evening the rain will set in again. There is an average of over a foot of rain per day during this time. (This is not actually as massive as it seems; it's only half an inch per hour, it's just that it rarely stops raining even at night.) In months 02 through 04, the rains taper off and the temperature cools a bit. Months 05 through 07 are the dry season, with slightly cooler temperatures and much less humidity. Even the nights are still warm, though, and the late afternoons sometimes bring short rain showers. From months 08 through 10, these brief afternoon showers become a daily occurrence and the temperature and humidity increase, and months 11 and 12 bring more rain during the day, with even more heat and mugginess, until the rainy season begins in earnest again in month 13. Even in the hottest months of the rainy season, however, there are cooling sea breezes that keep the weather from becoming truly unbearable. The Weyr is saved from the worst conditions of the tropics by its coastal location; for instance, there is less jungle rot and fewer parasites than in the deep inland rainforests.

(Please remember that the seasons on the Southern Continent are reversed from what those of us who may live in the Northern Hemisphere are used to. For example, the first day of a new Turn takes place in summer, not winter.)

South of the plateau, the land is lower, but slopes gently up as one moves further inland. At a point where the altitude is just a bit higher than the plateau, a small river has been dammed to form a reservoir. Two aqueducts carry fresh water from that reservoir to the Weyr.

The Weyr itself is composed of several different complexes, each with its own population and function.



MAIN COMPLEX

At the center of the Weyr is the Main Complex (commonly referred to as "Main"). This complex holds the Weyrhall, both the Infirmary and the Dragon Infirmary, housing and workspace for the various crafters who reside at the Weyr, barracks for the support staff and candidates, storage facilities, and limited herbal gardens for immediate use of the kitchens and infirmaries. There is also a wide gather square, where the rare Weyrgather is held. Community celebrations, such as Hatching Feasts, will take place between the gather square and the Weyrhall. Weyrwoman Valenne is the domestic overseer of this area, along with Headwoman Raecliffe.

The Weyrhall: The Weyrhall is a cathedral-shaped hall large enough to hold nearly the entire population of the Weyr for meals and important gatherings. All meals are held here, three times a day, and are served cafeteria-style. The tables are long enough to seat close to forty people each, and several Wings have staked out 'their' tables, at which the uninvited sit down only at their peril. A night hearth provides hot klah, iced drinks, bread, butter, stew, fruit, and meatrolls twenty-four hours a day, to provide for riders with odd-hour patrols, watches, or errand duties. The adjacent kitchens are carefully run by the Head Cook and are staffed around the clock. It is such a large effort to feed the whole population of the Weyr that the kitchen is a hive of activity from well before dawn to long after midnight. Thanks to the presence of hot food and iced drink twenty-four hours a day, the Weyrhall is the social center of the Weyr.

The kitchens facilities also include a separate icehouse for cold storage, and an roofed "bakery pits" square where the Weyr's ovens, grilling facilities, and baking pits are kept separate from the Weyrhall itself.

Gather Square: This wide, cobbled square is kept greenery-free by weyrbrats and candidates, and like a town square, is often used as an ideal spot for socializing. The square is ringed by a large, open timber frame that awnings can be strung from to shelter these gatherings from sun or rainy weather. Gather feasts are often held here, as well as impromptu gathers during the evenings. At times, the Weyrharper has been known to hold classes for weyrbrats here as well. This is also where the Wings assemble for Threadfall. (Triage of wounded riders and

their dragons takes place directly to the north, in the wide, open court between the Infirmary and the Dragon Infirmary, but overflow will be sent to the Gather Square.)



Main Complex; map by Smitty

Support Staff Housing/Barracks: The majority of the Weyr's support staff personnel live and work at Main, and are housed in comfortable, two-storey barracks. Note: people on Pern are not accustomed to the same privacy that we in modern-day, Western European Earth expect, and are adapted to living in a communal society, so there is no social stigma to living in a barracks (in fact, they find it comforting to have a lot of people around). The barracks are completely mixed-use -- any given floor may have cubicles for individuals of either gender, couples, or small families.

The barracks are large, rectangular buildings with an open floorplan, that is divided into individual spaces by a combination of hanging curtains, and light, portable, woven screens. These make it easy for the interiors to be rearranged as needed, and allow the "walls" to be drawn back to promote air-flow. The two long sides of the

building have long, wide windows that are left open nearly all the time (though they do have storm-shutters that can be closed in very bad weather). Curtains, hung between support posts, provide a sense of visual privacy and personal space (they are about 7 feet high, with a few feet between the tops and the ceiling), but no auditory privacy – the average Pernese weyrfolk, crafters and holders who live in barracks tend to develop a polite strategy of "not hearing" what their neighbors are doing, and everyone understands the need to be considerate of their neighbors, in terms of making noise. Hooks on the support posts provide a place to hang glowbaskets, or clothing.

Each inhabitant is provided with a bed, a small table, a chair, and a chest for clothes and belongings. Individual spaces are only approximately 6 feet by 10 feet, so there isn't room for much else, but of course, individuals may customize their furnishings over time. Couples are provided with a double bed and two of everything, in a space the size of two individual cubicles. Individuals or couples with children or fosterlings who are too young to move out into the Candidates' barracks or elsewhere are provided with bunk-beds, and extra space, as well. Because the necessities and bathing facilities are located in separate buildings, individuals may also keep a chamber-pot handy in their space (which they themselves must take to the other buildings to empty). The small individual spaces are not really a problem for the Pernese, because they largely regard these as sleeping areas -- most of their socializing takes place in the communal buildings of the Weyr.

For safety reasons, any sort of fire is expressly forbidden from the barracks buildings. Lighting is provided by that staple of Pern life, glows. Servicing the glowbaskets is a routine weyrbrat chore. Each barracks has an area at either end, opposite the stairs, where glowbaskets are brought and stored during the day. (This makes it easier to check them all and replenish them.) Residents of a building know to pick up a basket or two for themselves from this area when they return for the night. In the same area in each building, there are two barrels, for drinking water and washing water, and a few pitchers and basins, for residents to use for quick and simple personal washing. Finally, these areas are the place where residents bring bags of dirty laundry, and where clean laundry is delivered to be picked up.

Although most support staff do live in the barracks buildings in Main, not all do. Larger families, high-ranking support staffers, and journeyman and mastercrafters may claim a weyrcot in South Complex, depending on availability (with preferences given to rank, seniority, and need).

The Infirmary: This large building is entered through a set of wide doors located in the middle of each side. The main entrance is considered to be the one that lets out onto the main square shared with the Dragon Infirmary. The interior has few permanent walls. Mostly, it is broken up into smaller spaces by lightweight, woven reed screens, which can be repositioned easily if necessary; and there are no doors, only hangings over entrances. The only permanent interior walls inside are the Weyrhealer's offices suit, the rooms with plumbing (necessaries, shower, bathing, laundry), and one storeroom along the same wall with the rooms-with-plumbing. All other interior spaces/rooms are defined by screens, which can be removed or moved as needed.

Immediately inside the main doors, there are several cubicles that serve as offices for the journeymen. Weyrfolk know to check there first for the journeymen on duty (of whom there are always two, in round-the-clock shifts). To the left, in the front of the building, there is a central open ward surrounded by cubicles that create semi-private recovery rooms. The Infirmary has beds that can house approximately 30 of the ill or injured at one time, but in practice, most people do not stay there long unless they are very ill or seriously injured.

To the left and in the back, there are more storage areas, including a pharmacy and dispensary. Along the back left wall, solid interior walls define a small laundry, bathing and shower areas (the Infirmary has a large bathing tub that can be filled with cold or warm water, as necessary), and necessities. In the center of the building, two stairwells provide access to the smaller second floor of the building, and to the small basement. These areas are both used mainly for storage, and have doors that can be locked. In practice, while the pharmacy and dispensary are used for the preparation of medicines, little is stored in them except for numbweed, redwort, and similar items. Stronger medicines are kept behind the locked doors in the basement or second floor, and brought out only as needed -- only the Weyrhealer, the Weyrwoman, and the Headwoman have keys, although the Weyrhealer's keys are held by the journeyman on duty when she is not in the Infirmary.

To the right from the main entrance, at the front of the building, is located a few classroom areas, and a records room/library. Solid walls along the far end define the Weyrhealer's offices, close to the entrance that gives out onto

the herb garden. To the right in the rear of the building, the large open area of the surgery is bordered by exam rooms.

Infirmery Herb Garden: Adjacent to the Infirmery, the medicinal herb garden is overseen by Headsecond Rasha, and use of this garden is restricted to the needs of the Infirmery and Dragon Infirmery. Kitchen herbs are cultivated for the Weyrhall's kitchens in the Weyrfarm area to the southwest of the South Complex.

The Dragon Infirmery: The Dragon Infirmery consists of an office and two large barn-like structures with only one complete wall and the other three sides left open except for support beams. Canvas sides can be rolled down and secured if necessary, but are mostly left open for ventilation and easy access. There are half a dozen treatment wallows under the shelter of each barn roof (light wooden privacy screens can be used to provide a sense of separation between the wallows). The main infirmery building also houses the craftmaster's office, a staff room, an inventory room, and three small "privacy" rooms (these rooms are often as temporary containment area for grief-maddened dragonriders with mortally wounded dragons). The inventory room is kept locked, with keys carried/available to the Weyrwoman, the craftmaster dragonhealer, Headwoman Raecliffe, and the senior journeyman dragonhealer on duty.

Candidate Barracks: Located at Main, the Candidate Barracks is a single long, one-story building with an internal wall that divides the structure into a side for male Candidates and an equal-sized side for the females. Each barracks can house up to 50 candidates, although there is little effort to give the candidates privacy. These



Candidate Barracks; map by Holly Hutchison

barracks are similar to the Weyrling Barracks, as they offer their tenants only a bunk and footlocker to call their own. During their stay at Kadanzer, candidates are the responsibility of Headsecond Resla, who in conjunction with Headwoman Raecliffe will keep them occupied in chores around the Weyr. In addition, all candidates also will attend a weekly (or daily, if there are eggs hardening on the sands) class with the Weyrlingmaster and/or his assistants.

The Weyrcrafters' Building: This wide, two-story building was once a seahold; it has since been converted to serve as a multi-purpose office-space and workspace for many of the Weyr's crafters. Craftmasters have their offices here (unless otherwise detailed in this article), as well as workrooms for journeymen.

The Library: Located on the second floor of the Weyrcrafters' building, this chamber is a large, airy room with shelf-lined walls that contain a wealth of scrolls and books detailing a variety of subject matter, as well as various

musical instruments and unusual craft tools. This room is also the unofficial music hall of the Weyr, and the maintenance of the entire Library and its contents are overseen by the Weyrharper.

The Weyrharper's Office: Weyrharper Andrian's office is located here, just south of the Weyrcrafter building. The building includes sleeping quarters for the Weyrharper, though Weyrharper Andrian actually lives with his weyrmate R'mal in Wind Complex.

Teaching Rooms: These teaching rooms are often used by the Weyrharper and his staff in teaching weyrbrats their lessons; additionally, candidates are often tutored in these rooms when their education from their home holds or halls doesn't meet Weyrharper Andrian's standards. Other craftmasters are free to use these rooms as well.

Potter's Kiln: While Craftmaster Bessami's office is in the Weyrcrafters' building, the kiln used by the potters to bake their pottery is located to the south of that building.

The Smithy: This is where the Weyrsmith and his assistants make and repair any wooden or metal items needed by the Weyr, although Weyrsmith Kild's office is located within the Weyrcrafter's building. The smithy has two forges and a long woodworking bench, plus an area for special projects. A traveling hoist runs along the ceiling to help handle large items such as dredging blades.

The taller of the two aqueducts runs next to the smithy, and a five-foot fall in it at this point powers a small waterwheel that runs some of the equipment in the smithy. The large storage shed is specially designed to keep the tropical damp away from the wood and metal stock.

Glasscrafter's Kiln: While Craftmaster Affor's office is located in the Weyrcrafters' building, the glasscrafters' kiln is located to the west of the Smithy.

Weyr Storage: Storage is very important at the Weyr, since vast amounts of tithed goods must be kept secure and dry throughout the Turn. Several buildings are used; one of the largest is specially built with a double-layer roof and separate compartments to keep out rain and damp, and is used to store grain and other foodstuffs that are most vulnerable to mold. Others are not as well protected, and are used for goods in barrels or other such containers that provide their own protection. The storage building immediately behind the Weyrhall has a large brick-lined icehouse, to protect stores most vulnerable to heat. Another of the buildings has a cellar for long-term cool storage, but not an ice room. One small building is designed to store valuable goods like spices, silks, and medicinals; this building is constructed with an eye towards keeping out pilferage as well as dampness, and the keys are in the possession of the Headwoman and the Weyrwoman only.

As with any diverse group of people, animals and working crafts living in close proximity, the Weyr also has need to store a wide variety of items besides tithed foodstuffs. Pern is a thrifty society, and the Pernese would never consider throwing things out as wastefully as our Western society does. When someone dies, all his or her personal belongings are either claimed by friends, family or wingmates, or are sent to central storage where they can be requisitioned by anyone who can persuade the Headwoman that they are needed. Outgrown clothes also join the pile, including clothes children have grown out of, or clothes brought to the Weyr by incoming former holders which are rapidly deemed unsuitable for weyrling use. Most of the girls, especially, will soon grow arms much more muscular than they ever had before and won't fit into any of the sleeves of their dresses, even if they could still wear dresses on a regular basis. Nobody is squeamish about second-hand clothes, as virtually nobody on Pern except for Lord Holder's families can expect all of their clothing to be brand new. The cavernous cellars under the Weyrcrafters' building are the primary holding facility for non-food stores, though smaller storage spaces are located in attics and sheds in various convenient places. All storage is the purview of the Weyr's headwoman and her staff.

Note that although past stories describe the Weyr as owning a mountain of clothing, furniture, and personal items left over from the Poisoning, these items were either used in the Turns since, or lost in the eruption. Nothing of any great value will generally be found in the stores, since such items will have been claimed by someone else immediately after the death or departure of the prior owner.

Glow Caves: Glowmaster Farlow has cultivated an abundance of glows in salt caves located throughout the Weyr. He supervises all of these sites and it is common weyrbrat and candidate duty to assist the Glowmaster in maintaining his caves. It is also one of the most commonly ordered punishment duties for weyr inhabitants.



THE WEYRLEADERS' COMPLEX

The northeastern part of Main is the Weyrleaders' Complex which houses Weyrwoman Valenne and Weyrleader G'tin, along with overflow housing for junior goldriders. The primary Hatching Grounds is located here as well. While technically a separate complex, the Weyrleaders' Complex is considered part of Main, and the Weyrwoman is the domestic overseer of this area, along with Headwoman Raecliffe.



Weyrleaders' Complex; map by Smitty

Weyrleader/Weyrwoman's Weyr: The private weyrcots for the Weyrleader and Weyrwoman are the largest and most luxurious in the Weyr. The private quarters consist of a large central room/living space, with a separate sleeping room and a private bathing room, complete with copper tub, hot water piping (from a solar heating tank on the roof), and flow toilets. (A flow toilet is sort of a combination of a latrine and a flush toilet; wastes fall into a shallow underground hole, and the pull of a lever releases water from a pipe in the side, which washes the waste out the other side and into the sewer line. Releasing the lever stops the water and closes the exit hole as well to minimize smell coming back into the cot.)

Junior Goldrider Weyrs: Housing for junior weyrwomen not otherwise assigned to a complex is located here. These weyrcots are identical to those provided to wingleaders and junior goldriders in the other complexes, and consist of a large central room, a separate sleeping room, and a private bathing room (complete with copper tub, hot water piping, and the same type of flow toilets as in the Weyrleaders' cots).

Weyrleaders' Offices: This broad, L-shaped building houses the Records Room, Weyrwoman Valenne's office, Weyrleader G'tin's office, and a large and comfortable council room for meetings.

The Records Room: The walls of this spacious chamber are lined with shelves and scroll boxes. Additionally, long lines of shelf units dominate the middle of the room, marching back towards the back wall in pairs. At the very back of the room are located several large desks, side-by-side; each of these are large enough to unroll a large map on, and have many drawers beneath the writing surface.

The Council Room: This room is a richly furnished chamber, fine enough to please even the exacting tastes of Lord Holders. The room is dominated by a long, exquisitely tooled and polished oval conference table, which can seat up to thirty individuals in the cushioned, high-backed matching chairs. The room is also ringed with padded

benches, intended for wingseconds and holder/craftsmen aides, but which rarely see use. A small side room holds the only real flush toilet at the Weyr, for the comfort of high-ranking visitors, not all of whom have such an accommodation even in their personal privies.

The Primary Hatching Grounds: The primary Hatching Ground is located in the cone of a small extinct volcano so old that it has eroded almost down to nothing. The floor is thickly covered with fine dry sand. A wooden framework with a slate roof has been built over part of the Ground; it is just large enough to shelter a queen and her clutch. At the base of one of the supports there is a small weycot for the use of the queen's rider.

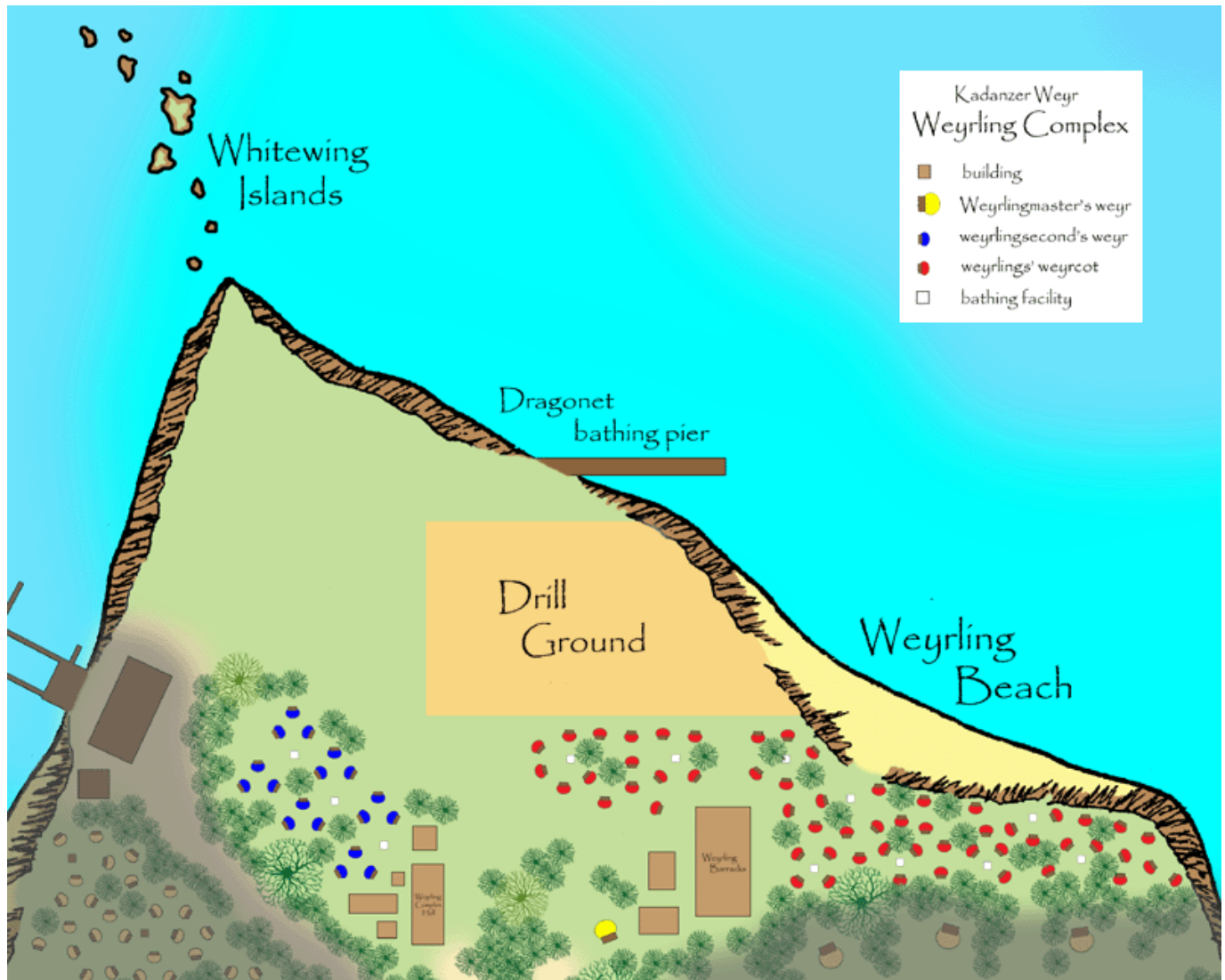
The Auxiliary Hatching Grounds: There is also a secondary Hatching Ground on a wide area of beach to the southeast, well above the high tide line, also with a shelter and weycot.



WEYRLING COMPLEX:

The complex to the immediate north of Main houses all of the staff and facilities needed for the Weyrling Wing, as well as the weyrlings themselves, both in barracks for the weyrlings with dragonets under six months of age, and in two-person weycots for weyrlings with older dragonets. Weyrlingmaster D'zan and Headsecond Resla are the overseers of this complex.

The Weyrling Bell: This ingenious clockwork mechanism, crafted by the Weyrsmiths, triggers a heavy brass bell above the Barracks to ring out eight times a day. The bell can be heard as far south as Main, including within the Weyrhall if the hall is relatively quiet.



Weyrling Complex; map by Smitty

Weyrling Barracks: This is a long, single-story barracks building which houses up to 100 young weyrling pairs from Hatching until the dragons are about six months old. Each weyrling gets a cot and a storage trunk with space alongside for their dragonets to wallow, all in a military dormitory style. Quarters are tight. While the facility is co-ed, a privacy curtain separates half the barracks as quarters for female weyrlings. At about six months of age, the weyrling dragons and their riders are relocated to two-person weycots, also located within the Weyrling Complex. Upon graduation, the riders move to private weycots located within the Flight complex to which they have been assigned.

Weyrlingcots: Weyrlings whose dragonets are six months or older are housed in small two-person weycots, with a wallow large enough for both dragonets. Cotmates are assigned by the Weyrlingstaff and are almost always same-gender. Weyrlingcots come simply furnished with a bed, personal chest and plain desk for each occupant. They do not have porches.

Weyrlingmaster's Office/"The Lair": This large cottage serves as both an office and personal housing for the Weyrlingmaster. It is adjacent to the Weyrling Barracks, close enough that some weyrlings swear that the Weyrlingmaster and his dragon can overhear midnight whisperings.

Weyrlingassistant Weyrcots: These single-room cottages are of the same design as used for combat riders in the other complexes.

Headsecond Resla's cot: The Headsecond's cot is always unlocked, and weyrings or candidates are always welcome in the front office, even when Resla is not around. The office holds Resla's desk and some shelves with non-sensitive records, a change or two of average-sized clothing, some material for patching, some extra straps, her sewing supplies, and some very basic first aid supplies. One corner of the room contains a battered couch and some comfortable chairs. Not big, but cozy, the room is neat, but not at all uptight. Resla's quarters are off the back, with several tall, locked cabinets for sensitive records and any valuables (including any weapon other than a basic belt knife) that the candidates and younger weyrings may have to store. There is a small covered porch out front, with a handful of steps up to it, and two benches, one against the wall of the cot and one at the far end. Weyrlings once managed to squeeze 8 of the skinniest members of their class onto the benches (to settle a bet), but it is decidedly more comfortable for just 2 or 3. A slateboard hangs beside the door for notes to or from the Headsecond.

Weyrling Complex Hall: The Weyrling Complex Hall is large enough to seat the population of the entire Weyrling Complex, and is used as a lecture hall when all weyrling classes must be addressed at once. There is a small kitchen adjacent to the north end of the hall, which is used primarily for the brewing of klah by the Weyrlingstaff.

Storage Shed: A large storage building adjacent to the Headsecond's quarters and the Weyrling Hall holds surplus materials for crafting harness leathers and riding gear. The shed door is normally kept locked, with both the Weyrlingmaster and Headsecond Resla having copies of the key.

Lecture Halls: These two large halls consist of a raised dais at the front of the hall where the lecturer stands (often with a podium and large chalk slate behind him or her); seating consists of rows of benches to either side of a central aisle. Sometimes referred to by staff or weyrings as the north hall or south hall when distinguishing between the two.

Classrooms: there are two classroom cottages, often distinguished as the north classroom and the south classroom.

Drill Grounds/Parade Grounds: This large dusty square is where weyrings will be called upon to march in ground drills for much of their stint in training.

Dragonet Bathing Pier: This pier is at the bottom of a slope, and is used by young weyrings to bathe their dragonets, under close supervision of the Weyrlingstaff.

Launching Cliff: The stretch of cliff between the bathing pier and the Whitewing islands is used as a launching point when dragonets first learn to fly. The water below ensures a safe landing for those who don't manage the trick on their first few tries.

Weyrling Beach: A naturally eroded slope here leads from the plateau heights to a stretch of sandy beach, which is used by the older weyrings to bathe and wash their dragonets.

WhiteWing Islands: These small rocky outcroppings off the tip of the peninsula have been used as whitewing and sea wherry rookeries for thousands of Turns, and as such, are a rich source of fertilizer. The nutrient-rich waters around these islands are fertile feeding grounds for fish. Weyrlings who have earned special attention from the Weyrlingstaff are often sent to "mine" these islands – this is a dreaded chore, since the footing is slick and slippery, the sea-wherries and whitewings are keen to protect their clutches, and the smell is... overwhelming to say the least...

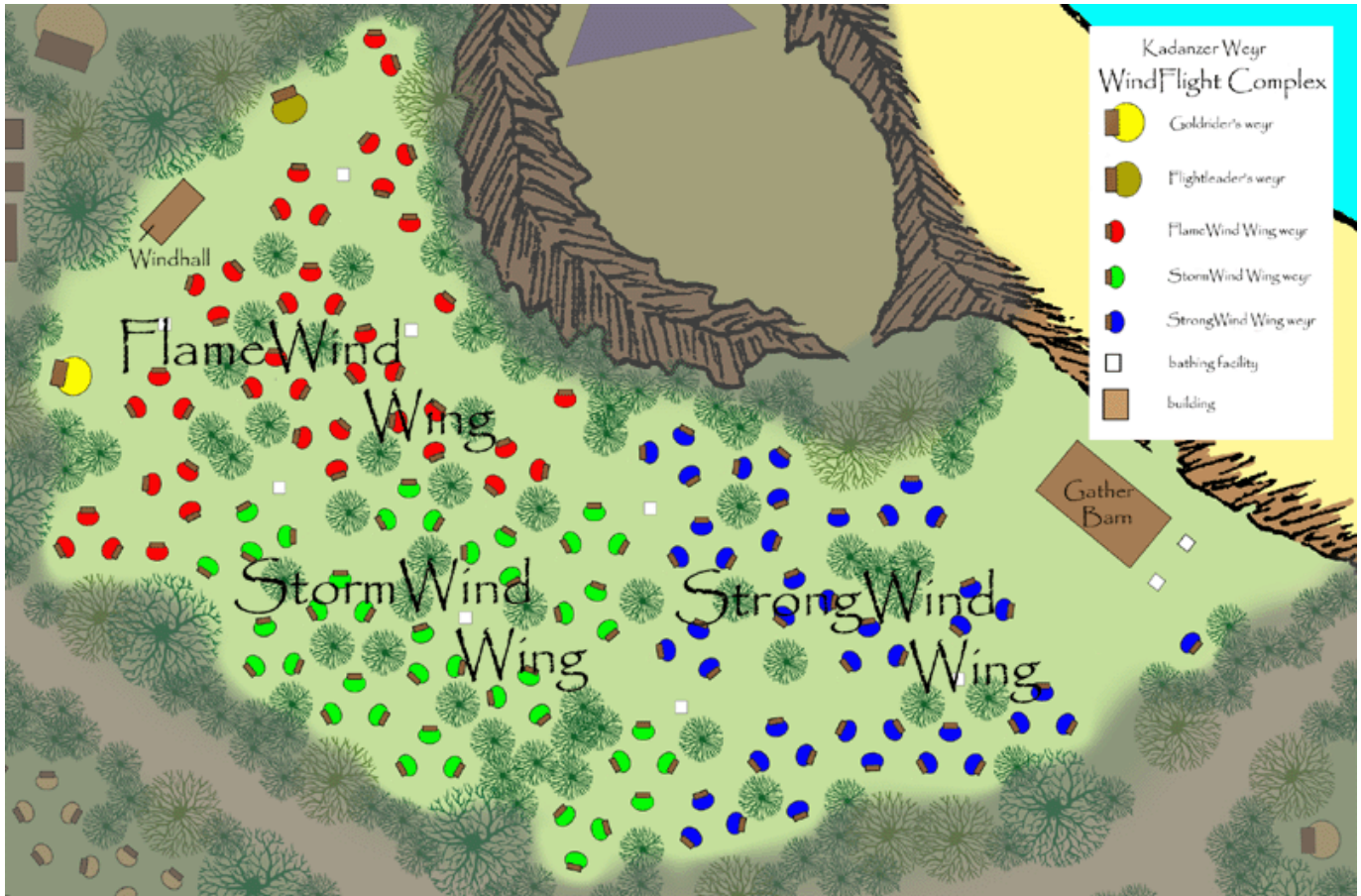


WIND, SKY, FIRE & SOUTH COMPLEXES

The complexes which house the various Flights are similar in size and design, with the same number of bathhouses, latrines, and a gathering hall at each complex. Complexes are designed with the comings and going of big dragons in mind. Weyrcots are arranged in clusters, with space for dragons to walk between them. On the side of the complex nearest to Main is a central meeting hall (generally referred to as Windhall, Southhall, Skyhall, and Firehall, respectively). These meeting halls have offices for each wingleader as well as the junior goldrider and Headsecond assigned to that complex, a small storage room, the central hall with seating for an entire Flight (if

they squeeze). No cooking facilities are available in these complex halls; riders coming in from patrols at odd hours will get food from the night hearth at the Weyrhall, which is constantly staffed.

Each complex also has a "gather barn", usually in an open area near the shore cliffs. These structures are not really barns, despite the name; they are an open timber frameworks supporting slate roofs, with canvas sides that can be unrolled and lashed down for wind protection, or left loose for shade.



Wind Complex; map by Smitty

Each rider has a comfortable, single-person dwelling (commonly called a "weyrcot"), with a sandy wallow nearby for their dragon. See "Individual Living Quarters" below for more details. About 10 bathhouses are constructed throughout the complex, each shared by a cluster of 9 to 10 riders; each bathhouse is accompanied by a small row of latrines as well.

All meals are served at the Weyrhall in Main (for safety purposes, hearths and open fires are not allowed in weyrcots; candles are rare and largely unnecessary because of glows, and the use of candles for aesthetic

purposes is discouraged because of fire hazard. Remember, dragons launching from their wallows will create more than enough wind to blow over a candle! Those who want a dimmer, more romantic level of light can hide some of their glows away in a drawer or some such place.)

Wind Complex is overseen by Goldrider Dunia and Headsecond Danissa. Sky Complex is overseen by Goldrider Lybelle and Headsecond Bella. South Complex is overseen by Goldrider Cassidora and Headsecond Nacita. Fire Complex is overseen by Goldrider Luka and Headsecond Lista.

South Complex: After the absorption of StarFlight into the other Flights in 2857.02.11, Star Complex was turned into housing for the Queen's Wing and overflow housing for support staffers, and became known instead as South. It remains identical in design and use to the other complexes, even if the population isn't primarily dragonrider.



FARMCRAFT & FEEDING GROUNDS

Two final complexes round out the new Weyr. The first is the Farmcraft Complex, which is to the south and west of the Flight Complexes. The Farmcraft Complex is complete with orchards, herbal gardens for a variety of uses, composting facilities, and large fields where a variety of crops are grown. The second is the Feeding Grounds & Herder's Complex, where animals are kept for consumption by both the Weyr's human and draconic population. The Feeding Grounds lie to the southeast of the flight complexes, and are composed of a cottage for the herder staff, a barn/stables outbuilding, a chicken house, and several fenced-off pastures, the largest of which houses livestock fated to feed the dragons. Three small one-room cottages are located here as well, for use of riders involved in mating flights. The Herder's Complex is located far enough away from the rest of the Weyr that dragons are only seen as small dots in the distance; this is where the bulk of the tithed animals are pastured while waiting their turn to be moved to the Feeding Grounds proper. Roads for carts and wagons connect all parts of these two complexes with Main and with each other.



AQUEDUCTS

There are two large wooden aqueducts, about twenty feet high when they reach the plateau, that come from the reservoir south of the Weyr, and run through South Complex on their way to the Weyrhall. They are stoutly built wooden frameworks supporting enclosed ceramic pipes, which are made in sections for easy repair and replacement. Filters at the upper end prevent most junk from getting into the pipes, though they must be cleaned every Turn or so (and the filters cleaned much more often; this is the job of the Weyrsmith or one of his assistants.) This is part of the reason why there are two aqueducts; that way one can be shut off and cleaned out while the other still provides some water. There are emergency shutoff valves located at the Weyrhall, the smithy, and at the reservoir. A large tank on the Weyrhall roof holds water for the kitchens, and underground pipes fan out from there and carry water to the rest of the Weyr. It is just as well that South complex is mostly non-dragonriders; if the aqueduct ran through a full complex of dragonriders, an accident would be almost inevitable at some point. One of the aqueducts is five feet taller than the other; this one runs past the smithy, where it drops to the same height as the other one. This drop powers a small waterwheel that runs some of the smithy's equipment.



BEACHES & HARBOR

Beaches exist along both sides of the peninsula, and each Complex has some access to the shore for bathing and recreation. The beaches are not very broad, but they are clean and the sand is warm underfoot. There is a Harbor Facility, where ships deliver tithes and fishing boats supplement the Weyr's diet. There are large docks and the Harbor Master doesn't mind if you fish off the dock, as long as you take your fish guts with you when you go and don't encourage vermin around his offices. This is the site of what was once Northport Seahold; some housing is available here for guests, as well as additional warehouse space for incoming tithes being unloaded from ships at dock. A seawall has been built to protect the harbor from storm surges; a larger version to protect the entire Weyr was considered, but was seen as unnecessary because of the cliffs.



BATHHOUSES, LATRINES AND MIDDENS

Each complex has three bathhouses, and at least ten latrines.

The term bathhouse is somewhat misleading: only showers are available. If someone wants to bathe, then there is the warm sea not too far away, and dragonriders regularly bathe themselves every time they bathe their dragons. The bathhouses are actually a single-room structure with poured stone floors, stalls with six shower-heads, and

solar tanks on the roof. Water is provided by piping as well as by catch-basins; users of the shower must use hand-pumps to prime their shower tanks. It is considered good manners when finished with a shower to pump the tank full for the next person, so it will have time to warm up. Note that the water is never actually hot, but it is actually warmer in the cool season, because that is also the dry season and there are fewer clouds to block the sun. Even in the wet, cloudy season the water is still only cool rather than cold.

Latrines are two- or three-seat designs (remember, the average Pernese isn't obsessed with privacy like we Western European types) and are built up high with space to park a watertight sewage cart underneath. There are buckets of leaves in each latrine, and each user is supposed to throw a few down the hole after each use, even if you didn't use them to wipe. (Composting toilets on Earth use normal toilet paper, and you have to throw down a handful of sawdust to provide the extra carbon, but sawdust isn't in great supply on Pern and cloth and paper are expensive enough that only a crazy, or very rich, person would wipe excrement on them.) Before entering a latrine, it is considered polite to knock or shout to make sure anyone inside isn't taken by surprise. Individual Wings may decide that certain latrines in their area are for men, and others for women; or they might not. It is entirely up to them. Recently, small slateboards began appearing in latrines; these are commonly known as "privy logs" and provide a place to scrawl messages and jokes. Nobody knows who started the custom; the first privy log just appeared one day in a latrine next to the Weyrhall, and by now, there is one in nearly every latrine in the Weyr.

When full, the carts are covered and hauled out to the compost area at the edge of the farm complex. This is generally a punishment job, though somebody has to be on hand that knows how to drive herdbeasts because it takes a draybeast to pull each cart. Each complex is responsible to provide workers to get their carts hauled to the compost area, though the Farm Complex provides the drivers when requested.

Assuming people have thrown enough of the leaves in with the waste, the carbon/nitrogen balance should be about right for good composting. Bacteria feed on the stuff, and produce enough heat in the process to kill the harmful germs present in human sewage. After a month or so, the composted waste turns into a brown loam that doesn't even smell much anymore, and makes very rich fertilizer. The Weyr has several separate heaps; one is always being filled, one or more are composting, and any that are finished are serving as fertilizer sources for the farm complex. The composting process is slower in the cool season, but the farm doesn't need as much fertilizer then so it doesn't matter. If a pile doesn't compost well, Glowmaster Farlow determines what the problem is and takes whatever action needed to resolve it. This generally involves getting a punishment gang to turn the stuff with spades and pitchforks, and mix in whatever element is in short supply. (If you wonder why this is the glowmaster's job, read the article on glows in the club handbook, on the website.)

A constant wind off the sea keeps the ripe odors of the composting process from bothering the central portions of the Weyr. However, complaints might be raised on those few rare days when there is no breeze to be found...



INDIVIDUAL LIVING QUARTERS:

Wingriders and wingseconds have single-room (studio-style) cottages, approximately 15' x 30', with shared bathing houses/latrines as described above. Some journeyman and mastercraftsmen, or people with very large families, occupy empty rider cots in South Complex. Wingleaders, Flightleaders, and junior goldriders have slightly larger and fancier two-room cottages, with a separate bedroom and enough room in the main part for meetings. Only the Weyrwoman's and Weyrleader's cottages have actual private bathing rooms with running water. Wingleaders have office alcoves within their complex's hall, while the Weyrwoman and Weyrleader each have a private office in a separate building in the Weyrleaders' Complex, which also houses the Weyr's main Records Room (which is used as a shared office by junior goldriders).

Most nonriders live in the communal support-staff barracks in Main, as described above. Children and fosterlings live with their parents until the age of Candidacy, when they move into the Candidates' barracks; or, into apprentice quarters, or individual staff quarters. Weyrlings whose dragonets are under six months old live in the Weyrling barracks, while those with dragons older than six months share small weycots, two to a cottage.

Like most buildings at Kadanzer, individual rider weycots are raised slightly off the ground, with four steps leading up to a small landing or porch outside the cot's single door. Ceilings are peaked, with the ceiling beams inside left exposed, leaving rafters to provide additional storage space if necessary (as well as convenient perches for

firelizards). Standing screens or curtains are used, if a rider desires, to separate the weycot's area into public/private spaces. All cottages have many long, wide windows, which are provided with storm shutters, but which are not glassed or screened (the tropical climate demands large, open windows that will catch all breezes, for air-conditioning). Roof overhangs help to shelter the windows somewhat, so that shutters are required only during very bad weather.



an average weycot; map by Holly Hutchison; 5' squares



a wingleader's weycot; map by Holly Hutchison; 5' squares

Weycots do not have closets for the rider's belongings. Instead, they use storage chests, open shelves (with curtains hung in front, to keep out dust), and rods or hooks for hanging, to store clothing and personal items. However, a 10'x10' lean-to is built onto the front section of the cottage, ventilated by some small windows located near the roofline. This provides a storage area for a dragon's harness and flight straps, jugs of oil and barrels of soapsand, cleaning implements, and other riding gear and supplies related to dragonriding. The position of a dragon's wallow varies from weycot to weycot, but generally it is close enough that a dragon has an easy view of his rider through the wide windows, and a rider has almost immediate access to his dragon.

Individual weycot furnishings come to reflect the tastes and desires of the weycot's resident. But, each rider is automatically provided with these basics: a bed (with a mattress made from rushes); open shelving (which takes the place of a dresser or chest of drawers); a storage chest; a couple of small tables; and a chair or two. Because latrine and bathing facilities are located in separate buildings, most inhabitants of weycots keep chamber-pots handy, as well as a small barrel for water supply, and a pitcher and basin for quick washing. More elaborate furnishings -- such as more seating, room-divider screens, shelving, writing/sand-tables, floor-coverings, etc., may in some cases be requested, but in most cases must be obtained by the individual through purchase or trade.

Likewise, extended porches on weycots are not standard (only a small landing for entrance is). Construction of larger porches (not to mention, furnishings for use on them), is a popular request, and may be arranged for by individuals (using their own labor and supplies, obtained by purchase, trade, and liberal use of favor-points). Some individuals, such as brownrider K'danag, have developed a reputation for their carpentry skills due to their skill at constructing porches for wingmates and friends.

Due to the danger of fire, open flames are not allowed in or near the weycots. Lighting is provided by glowbaskets, and of course, people take their meals in Main, at the Weyrhall, and do not need to cook in their cots

(nor, given the climate, do they need fires for heat). Checking and replenishing glowbaskets is a weyrbrat/candidate task, as is refilling the cots' water barrels. Each wing complex is assigned a specific day for laundry, and on that day, residents put their bag or basket on their cot's porch or next to its door, for pick-up; cleaned laundry is dropped off back at the same spot.

Individual weycot furnishings reflect the tastes and desires of the weycot's resident. Each individual rider is provided a bed, a mattress made from rushes, a chest of drawers, and a single standing wardrobe. Additional seating, shelving, storage trunks, writing tables, floor coverings, or other items of furnishing can be claimed when available from Weyr storage, or can be purchased or traded for as an individual sees fit. Likewise, extended porches on individual weycots are not standard. The construction of porches is a popular request among weyrfolk, and may be arranged for by individual riders (using their own labor, supplies, and liberal use of favor-points if they have them...). Some individuals have developed a reputation for their carpentry skills due to their skill at constructing porches for their wingmates and friends.