
The Holds of the Kadanzer Weyr Territory

The great majority of the population of Pern are holders -- men, women, and children who live on agricultural holds and who are responsible for raising the crops and livestock that feed the rest of the planet. The social structure of the holds are inherently feudal -- a single Holder is Lord over a vast territory, and has within his command an entire network of minor holds. In turn, these minor holders may have under their jurisdiction a dozen or so smaller family-sized coholds, with each having a coholder and his family taking care of a certain number of fields. A family may live for generations on a farm, but that piece of land is not truly their own -- it belongs ultimately to a Lord Holder who may turn that family out of house and hold and replace them with a more deserving family should they not prove themselves skilled enough farmers or beast-tenders. The Lord Holder's Hold is the administrative, educational, and economic heart of any territory, but the smaller holds are the meat and bones of any Lord's holding.

The vast majority of holders live in small, extended-family sized coholds; only the largest, most prosperous holds (such as a Lord Holder's community) can afford to have drudges. Most coholds are multi-purpose and self-sufficient -- they will raise one major "cash" crop for the Lord Holder, plus have a smaller garden and have a small number of livestock for their own consumption.



Holds & Lord Holders of Kadanzer Weyr Territory

- Barrier Hold: Lord Caley
- Cathay Hold: Lord Puroil
- Cibola Hold: Lord Morgav (Ron Swartzendruber)
- Dawn Sisters Hold: Lord Mendius (NPC)
- Drake Hold: Lord Gibran (Whitney Ware)
- Delta Hold: Lord Lisand (Lynne Brigant)
- Dorado Hold: Lord Kairo (Chris Nagy)
- Ierne Island Hold: Lord Heln (Janet Bell)
- Izmir Hold: Lord Baylis (NPC)
- Kadanzer Hold: Lord Dracir (NPC)
- Maori Hold: Lord Korys (Cherie Wren)
- Riverdance Hold: Lord Rourke (Meg King)
- Rubicon Hold: Lord Lomcoli (Dave McCombs)
- Sunstone Hold: Lord Janol (NPC)
- Thornblaze Hold: Lord Kabald (Kat McNamara)
- Waterfall Hold: Lord Elim (Sandy Hinkley)
- Windsong Hold: Lord Andlin (Joe Hill)



Holds Colors of the Kadanzer Weyr Territory

- Barrier Hold: brown & gold
- Cathay Hold: yellow & blue
- Cibola Hold: red & black
- Dawn Sisters Hold: yellow & royal purple
- Drake Hold: yellow & black
- Delta Hold: black & white
- Dorado Hold: red & green
- Ierne Island Hold: brown & blue
- Izmir Hold: brown & gold

- Kadanzer Hold: silver & blue
- Kadanzer Weyr: silver & violet
- Maori Hold: green & royal purple
- Riverdance Hold: green & gold
- Rubicon Hold: black & silver
- Sunstone Hold: yellow & red
- Thornblaze Hold: orange & green
- Waterfall Hold: white & blue
- Windsong Hold: white & purple



Holds Economic Specialties

- Barrier Hold: mining
- Cathay Hold: mining
- Cibola Hold: farming (grains, tubers, orchards) & livestock
- Dawn Sisters Hold: farming (corn, oats, grains), smithing & mining
- Delta Hold: farming (cotton & sugarcane);
- Dorado Hold: farming (root crops, fruit); mining
- Ierne Island Hold: fish, ship building
- Izmir Hold: herding (wherries), farming
- Kadanzer Hold: livestock (sheep & goats), farming, salt mines
- Maori Hold: wood products & herbal products
- Riverdance Hold: luxury items, farming, glasscrafting
- Rubicon Hold: freshwater fish, hardwoods, wine
- Sunstone Hold: farming (grains) & leather goods
- Thornblaze Hold: farming (herbs & orchards) & pottery
- Waterfall Hold: wood products & herding

- Windsong Hold: tropical farming (yams, sugarcane, fruit), silk, textiles, race horses



Major Craffhall Assignments, per Hold

- Barrier Hold is home of the MinerHall
- Cibola Hold is home of the FarmerHall
- Delta Hold Hold is home of the SmithHall
- Kadanzer Hold Hold is home of the HealerHall
- Riverdance Hold Hold is home of the DolphinHall
- Sunstone Hold Hold is home of the TannerHall
- Thornblaze Hold Hold is home of the PotterHall
- Windsong Hold is home of the WeaverHall
- Eastern Weyr territories are the home of the HarperHall (w/Archivists), Starsmith, and VinterHall
- Landing Weyr territories are the home of the BakerHall, FisherHall, and HerderHall