

---

# Kadanzer Hold

**Creator Name:** *S. Kalraides; currently unowned*

**Hold Contact:** *adoptable Lord Holdership*

*(morgav@kadanzer.org)*

**Current Holder:** *Lord Dracir*

**Badge and Colors:** *Gray, white and black; 2 granite blocks, 2 salt licks and a shepherd's crook*

**Minor Holds Beholden to Kadanzer Hold:** *Rockridge Hold; Far Cry Cothold, Kurland Hold*

---

## CLIMATE & ECONOMICS

Kadanzer Hold and its territory is located between 35 and 45 degrees latitude. The northern border is shared with Sunstone Hold; the Western Barrier Range forms a natural border to the south. Kadanzer Hold's western boundary abuts Waterfall Hold, the eastern end of Drake's Lake and Barrier Hold. The eastern boundary is adjacent to Maori Hold, the western end of Maori Lake and Cathay Hold.

Wet, cool spring; warm, muggy summer; cool autumn; cold, wet winter. In winter, icy blasts from the Snowy Wastes rip through the Western Barrier Range.



## GENERAL INFORMATION

Kadanzer Hold is well-designed and well-run by its Lord Holder, Dracir. There are numerous cotholds, extending from the Hold proper to the shores of Drake's Lake, most of which are dedicated to the raising of herdbeasts, particularly wool-bearers.

Due to the relatively close proximity to the Snowy Wastes, the climate is not conducive to the production of year-round crops. However, during the warmer seasons, cotholders are encouraged to maintain kitchen gardens for their own use and designated acreage is set aside for fast-growing grain and silage crops.

Every herdbeast cothold includes two slate-roofed stone buildings; one is used as living quarters for the cotholder and his family and the second is a birthing barn which doubles as a safe haven during Threadfalls. Prime breeding pairs are kept in close proximity to these two buildings at all times.

There is a network of aqueducts, irrigation ditches and wells which supply fresh water from Drake's Lake to the various cothold properties. The Hold gets its water from a section of underground river to the West and the thermal springs in the low mountain ranges at its back.



## SPECIAL ATTRACTIONS

Salt mines in the southern mountain ranges; stone quarries; thermal hot springs just above the Hold proper; Southern HealerHall



## SPECIAL EVENTS

Shearing Gather; Turn's End Gather; Winter Solstice



## IMPORTANT PEOPLE

Lord Holder Dracir; Lady Khmarra; Hold Heir Jahne (unmarried); Nedise (Jahne's sister); Journeyman Harper Selaryn; Headwoman Lyndis



## SOUTHERN HEALERHALL

The HealerHall is a combination teaching hospital, archive and clinic. See "[Healercraft](#)" for a detailed description of the healercraft and the main HealerHall.