
Tour of the Old Weyr

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Ed. Note: This document was written before the move to the Weyr's new location, so everything is described as if it still exists. There is nothing left even of the old crater itself; the great eruption of 2856.04.15 blew off the whole top and one side of the mountain. Fortunately, it was the western side that blew and not the northern, or the damage to Kadanzer Hold would have been much greater.

Kadanzer Weyr is set inside an extinct volcano. (*Ed. Note: Or so we thought...*) The sides are very steep and riddled extensively with caves, more than will ever be required. The original builders of the weyr used now-lost techniques to create connecting passageways (including stairwells that provide ground access to the first four levels of weyrs) and a plumbing system that provides warm water and waste removal for bathing chambers all the way up to the seventh level. All the ranking riders (goldriders, Weyrleader, wingleaders) have their own private bathing rooms, and the goldriders also have service shafts to the kitchens. The Senior Weyrwoman has a private office, as does the Weyrleader, and the goldriders all use the Records Room as a shared office as well. Wingleaders have office alcoves within their own weyrs. Any other weyrs have shared bathing rooms, usually four or five weyrs to one pool, with tunnels leading to the pool from each weyr. Craftmasters are given a suite of rooms, such as the Weyrleader and goldriders have, as well as their own bathing rooms. Journeymen and other middle-ranking staffers have their own rooms, but not private bathing pools. Most non-riders, such as children and lower caverns workers, live in communal bunkrooms of various sizes. A few family suites are also present.

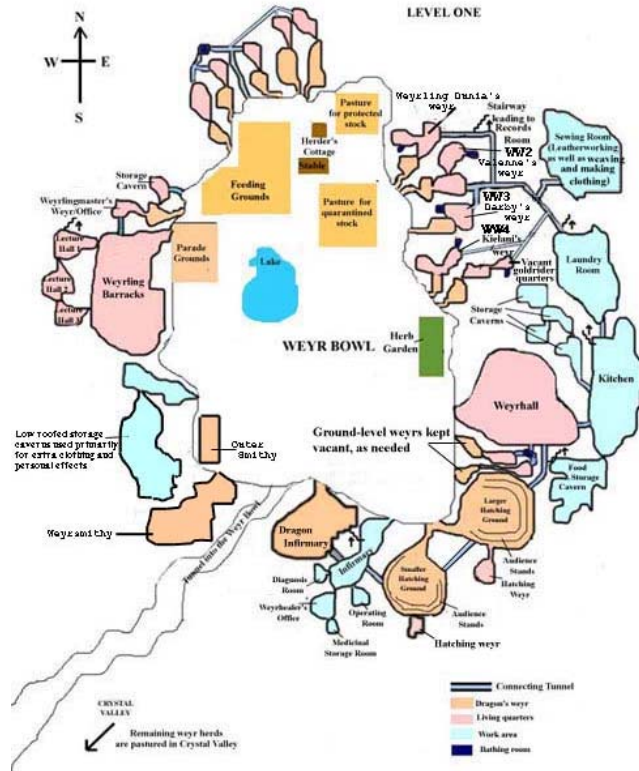
In the mountain that makes up Kadanzer Weyr, veins of quartz streak the stone. Rivers of glittery fire are always in evidence, and it takes some getting used to. While the effect is quite enchanting, always seeing a glitter out of the corner of your eye can become nerve-wracking before you become accustomed to it.

THE CLIMATE

Kadanzer Weyr is very close to the Snowy Waste of the Southern Continent, and does not have the tropical weather so well known, and expected, of the Southern Continent. In fact, Kadanzer commonly has bitterly cold, long winters and only mildly warm summers. While it is a wonderful area to be during the summer, during the winter most weyrfolk

hitch a ride north whenever a dragonpair is headed that way for some time in the sun and warmth.

PHYSICAL DESCRIPTION OF THE WEYR



THE WEYR BOWL

The floor of the crater is called the Weyr Bowl, or sometimes just the Bowl. It is rather irregular in shape and has a small lake at its center. It is the site of the Feeding Grounds and several buildings used by the support staff. A tunnel opening from the southwest corner serves as the only ground-level access to the outside world.

THE HATCHING GROUNDS

The Kadanzer Weyr is blessed with two separate Hatching Grounds, both located on the southern end of the Weyr bowl. The larger one is on the eastern side of the southern bowl, and the smaller one is directly south of the Bowl. Each cavern is roughly circular, and uniform in appearance. The larger cavern has its own ground-level entrance from the Lower Caverns, although to enter the smaller one, you either have to come in from outside or go through the larger Ground and through a connecting tunnel.

The ground-level entrance is large enough for flying dragons, and it branches off into eastern and western forks in order to connect with both Hatching Ground caverns. As you enter either of the Hatching Grounds on foot, to the right and left are the audience stands which encircle half of the cavern. Higher up, there are wide ledges that encircle the entire cavern, where dragons can observe during a Hatching. The ceilings of both Hatching Grounds are very high, so that there is room for all the Weyr's dragons to settle in and watch a Hatching take place. In the southern-most part of the Hatching Grounds is a small weyr, with a set of steps leading up to the weyr cavern and ledge. This is where the queenrider sleeps while her queen is guarding the clutch. A raised dais at the rear of each Hatching Ground is used by the queenrider to watch the hatching, along with the bronzerider whose dragon sired the clutch. The weyr itself is one comfortably decorated room, without a dragon couch since the queen will stay with her eggs. Below the ledge is the place where the queen will most likely position herself during a hatching event. Immediately in front of the ledge, on the ground, is a raised mound. This is where the queen egg, when there is one, will rest. The remainder of the eggs will be scattered around in a rough circle surrounding this natural dias.



THE LOWER CAVERNS

The majority of the Weyr's support staff live and work in the traditional "Lower Caverns," a complex which at Kadanzer takes up the first and second levels of the Weyr's south side. It consists of storerooms, living quarters, kitchens, workrooms, private and public bathing chambers, latrines, the Weyrhall, Candidate Barracks, the Infirmary, and the Library. Additionally, all buildings in the Bowl are considered part of the lower caverns complex. There are a few private sleeping rooms and offices for ranking support staff members such as the Headwoman, the Weyrharper, and the Head Cook, but most of the rest of the support staff live in small dormitory caverns, divided by gender and age.



THE WEYRHALL

The Weyrhall, opening onto the Bowl just north of the Hatching caverns, is a giant cathedral-shaped cave which is capable of holding nearly the entire population of the Weyr for meals and important gatherings. All meals are held here, three times a day: an additional night hearth provides hot klah, bread, butter, and stew 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. Thanks to the presence of hot food and drinks 24 hours a day, the

Weyrhall is the social center of the Weyr, and the place were lonely riders go to hang out and meet their friends.



THE CANDIDATE BARRACKS

There are two Candidate Barracks, one for male Candidates and one for the females. Each barracks can house up to 50 Candidates, although there is little effort to give the Candidates privacy. These barracks are similar to the Weyrling Barracks, as they offer their tenants only a bunk and foot locker to call their own. During their stay at Kadanzer, Candidates are the responsibility of the Headwoman, who 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) hour-long classes with the Weyrlingmaster and/or his assistants.



THE INFIRMARY

Located just west of the hatching grounds, this large facility is actually a suite of connected caves. The first and largest of these rooms is the Infirmary proper, where there is room for twenty beds for badly injured riders. (Note: only the seriously injured will remain in the Infirmary; injured dragons and most injured riders will convalesce in their weyrs instead, where they will have daily visits from the Weyrhealer and lots of care from concerned wingmates.) Connected to the Infirmary proper, but closed off from it by a cleverly smithed metal door that can be opened with a push, is the operating room. Most visiting patients will be seen by the Weyrhealer in a private diagnosis room, which is connected to the Infirmary proper. The Weyrhealer also has his own office, which is a niche curtained off from the Infirmary proper by a small tapestry. Finally, the Infirmary's medicinal store room is accessible only through the Weyrhealer's office. This room is normally kept locked, and the keys are held only by the Weyrhealer, the Weyrwoman, and the Weyr's Headwoman. Immediately beside the Infirmary and connected by a tunnel is the Dragon Infirmary where the Master Dragonhealer and her assistants treat seriously injured dragons, if it is possible to bring them inside; otherwise they must treat them in the Weyr Bowl.



THE LIBRARY

This chamber is a large, airy cavern 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 room of the Weyr, and the entire Library

and its contents are maintained by the Weyrharper. Harper lessons are taught to the Weyr's children in this room.



THE FEEDING GROUNDS

Although not physically a part of the catacombs that make up the Lower Caverns, the Feeding Grounds are considered part of the Lower Caverns complex. The Feeding Grounds are composed of a cottage for the herder staff, a barn/stables outbuilding, a chicken house, and several fenced-off pastures, including one pasture which covers nearly half of the Weyr Bowl and which houses livestock fated to feed the dragons.



THE WEYRSMITHY

The smithy is a large slate-roofed wooden building in the southwest corner of the bowl, adjacent to the tunnel exit. It is the site where the Weyrsmith and his assistant make and repair any items needed by the Weyr. It is a relatively new structure, being only a hundred Turns old or so; behind it is a large cavern which formerly housed the Weyrsmithy. This cave is now used mostly for storage, though there is still one working forge area for the use of the assistant Weyrsmith.



THE WEYRLEADERS' QUARTERS

The rooms which house and provide working spaces for the Weyrleaders of the Kadanzer Weyr are located in a complex along the northern end of the eastern wall of the Weyr Bowl. This series of weyrs and chambers are all accessed by a single stairway leading up from the floor of the Bowl, adjacent to an entrance of the Weyrhall. These rooms are, in ascending order: the Records Room, the Weyrwoman's weyr, the Council Room, the Weyrleader's office, and the Weyrleader's weyr.



RECORDS ROOM

The Records Room is a large, rectangular room, with a stairway nearby leading down to the five junior goldrider quarters which are on the ground level. It is a well lit room, with walls 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 unscroll a large map upon, and have many drawers beneath the writing surface.



JUNIOR GOLDRIDER QUARTERS

These five weyrs are of uniform size and layout and are composed of dragon weyr, sleeping quarters for the rider, a bathing room, and a central work space/living room. They are all serviced by service shafts to the kitchens. Finally, around the entrance of each queen's weyr, a list of all the queenriders that have inhabited that particular weyr has been carved into the stone.



WEYRWOMAN'S WEYR

This suite of rooms is by far the largest and most luxurious of all of the private quarters located at the Kadanzer Weyr. It is composed of the senior queen's weyr, sleeping quarters for the Weyrwoman, a private dressing room, a private library/office, a private bathing room, and a central work/living space. The room has a service shaft to the kitchens as well as a corridor between her Weyr and the Weyrleader's Weyr, which also branches off to the Council Room. Finally, around the entrance to the Weyrwoman's weyr, a list of all the senior goldriders who have inhabited this particular weyr has been carved into the stone.



THE COUNCIL ROOM

This room is an ornately carved and furnished chamber. It can only be accessed by the stairs from the floor of the Weyr Bowl, and through a private entrance from the corridor between the Weyrwoman's quarters and the Weyrleader's quarters. The Council Room is furnished with a service shaft to the kitchens. The room is dominated by a long, exquisitely tooled and polished circular 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.



WEYRLEADER'S OFFICE

This small room is only a few steps below the entrance to the Weyrleader's weyr, and so serves him as a private office. The office consists of a single room, large enough for a large work desk and several guest chairs. Shelves line the walls, and a single glass-paned window has been carved out of the thin rock of the wall separating the chamber from the Weyr Bowl.



WEYRLEADER'S WEYR

This room is roughly similar in shape and size to the junior goldriders' quarters. It consists of a dragon weyr, sleeping quarters for the rider, a private bath, and a central work/living space. Additionally, there is a private tunnel leading from the bronze's weyr to the weyr of the senior Kadanzer gold which also has a corridor branching off that leads to the Council Room.



WEYRLING COMPLEX

Although made up of three major parts, the sites which are used to house and train weyrings at the Kadanzer Weyr are referred to in general as the Weyriling Barracks. The complex itself is made up of the actual Weyriling Barracks (housing for dragonpairs in age from Hatching through six months of age), the Parade Grounds (where Ground Drills are performed), a large Lecture Hall, and the Weyrilingmaster's Office. All of these sites are located along the western wall of the Weyr Bowl.



WEYRLING BARRACKS

This is a long, single-story barracks building which houses up to 90 young weyriling pairs from Hatching until the dragons are about six months old. Each weyriling 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 is drawn across one section of the barracks as separate quarters for female weyrings. At about six months of age, the weyriling dragons and their riders are relocated to private cliffside weyrs.



PARADE GROUNDS

This large dusty square is where weyrings will be called upon to march in ground drills for much of their 19-month stint in training.



LECTURE HALL

This large suite of caverns consists of three small natural amphitheatres and is where the weyrings receive their classroom lectures.



WEYRLINGMASTER'S OFFICE

This large, airy cavern serves as both an office and personal housing for the Weyrilingmaster. It is adjacent to the Weyriling Barracks, close enough that some weyrings swear that the Weyrilingmaster's dragon can overhear midnight whisperings. A large storage building adjacent to the Weyrilingmaster's Office holds surplus materials for crafting harness leathers and riding gear.

