
Rubicon Hold

Creator Name: *Tevye Machat; currently owned by Dave McCombs*

Hold Contact: *Dave McCombs*

Current Holder: *Lord Lomcoli*

Badge and Colors: *Black & silver; The badge is a silver bundle of grapes on a black background*

Minor Holds Beholden to Hold: *Bending Weed Cothold, Land's End Seahold, Sweetwater Hold, others TBD*

CLIMATE & ECONOMICS

Rubicon lies between 40° and 50°. Moderate, cool, good for grapes. A bit more humid at the northern end of the holding. Can get some bad storms coming in from the ocean to the north or the inland Sea of Azov to the south. There is some mining at the southwest end of the holding where the Western Barrier Range ends, mostly for building stone and slate. The hold specializes in freshwater fishing, red wines, hardwoods, and herding.



GENERAL INFORMATION

Wavy, rolling hills countryside, with some mountains in the southwest where Rubicon territory includes the end of the Barrier Range. The countryside is mostly covered by forests, except where it has been cleared for pastures. Has some nice, sandy beaches on both coasts (ocean and Sea of Azov).

Rubicon Hold itself is located in a broad valley, through which a small creek runs. The hills on both sides of the valley are being used for growing grapes, and there's a minor Vintnercraft Hall located in Rubicon Hold. Most of the buildings in the hold are built from wood, which is easily harvested in the area, and have only lately been covered with slate roofs. There are quite some well-maintained roads in Rubicon country, leading from the main Hold to the coasts, and also to the Rubicon River itself, where prosperous trade with Eastern Territory is done.

The mining isn't enough to make for a big export hit, but wine, fish and herdbeasts (mostly cattle and wherries) make for a brisk business. In turn, however, Rubicon has to import grain and other foodstuffs to keep all its people fed, and isn't self-sufficient there. Leatherworks and dairy products are something that come with large stocks of cattle, and Rubicon cheese is known for its rich, strong flavor.

On a North-to-South journey through Rubicon lands, visitors will first encounter some small salt-water fishing holds on Rubicon's beaches, followed, as they leave the ocean and head further south and away from the coast, by some small farming holds, which produce much of the Hold's wheat supply, surrounded by huge hardwood forests.

Still a little further south you can find the rolling hills in which the grapes for the red wine Rubicon is famous for are

grown. The grapes prosper better here as the sea winds are not so strong, but it is far enough north not to get very cold in the winter, and it is sunny enough for the grapes to ripen properly in autumn. Of the few white wines grown in Rubicon territory, the ice wine is the most notable one. In the valleys, and on the shady sides of the hills you will meet cattle and some more farming, as well as Rubicon's ever-present forests.

As we continue on our travel south, we slowly leave the farming land behind and approach the herding regions. Due to the cold and wet weather caused by Rubicon's location between the ocean and the Sea of Azov, the cattle is of the 'hairy' sort. In the south, Rubicon territory ends at the Sea of Azov, and it is here that you find a lot of wealthy fishing holds, which produce one of the specialties Rubicon is known for, its variety of tasty sweetwater fishes.

The Rubicon river, after which Rubicon Hold was named, is one of the main waterways on the Southern continent. Cargo transported along it is generally bound for a major seacrafthall located a days' sail west of the river's mouth. This is one of the largest seacraft halls, and is the central point for transshipping cargo bound anywhere across the length of the southern continent.



SPECIAL ATTRACTIONS

The Safe Mooring Inn is located near the main hold. A major seacrafthall is located in an extensive seacliff cave complex about a day's sail west of the Rubicon River. There is also a minor VintnerHall located at the main hold.



SPECIAL EVENTS

'FirstWine' Gather in late autumn/early winter. A huge event, THE Rubicon gather of the Turn, it is held just before the wine season begins, and the current Lord Holder ceremonially plugs the first grapes.

There's a smaller gather in late spring, called 'MendNet' Gather, which is more popular in the seaholds and which has something to do with the fishing season (its real purpose is not quite clear anymore, but it is enthusiastically celebrated by the locals nonetheless.)

A couple of smaller gathers take place during the turn, used mostly to advertise the local products, and to attract the visiting populace to buy them (especially the wine).



IMPORTANT PEOPLE

Lord Lomcoli; his mother, Lady Molloi (full sister of Lord Morgav of Cibola Hold); other brothers and sisters tbd. Steward, Gerstle.

Lord Lomcoli - M, HT=5'10", H=brown, E=brown. Born 2837.10.19, Lomcoli is the youngest of the Lord Holders. He was barely seventeen when confirmed after his father Lacob died in the Thornblaze tragedy. He is hard-pressed to keep up with the demands of the position, and relies on his mother Lady Molloi and Steward Gerstle, like his father before him. Unlike his father, though, Lomcoli is likely to be rather forceful and independent once he matures. Perhaps unfortunately, this will not happen for Turns and until then he is firmly in Lord Morgav's camp.

Former Lord Lacob (deceased) - M, HT=5'11", H=grey, E=brown. Lacob inherited the Lord Holdership of Rubicon a decade ago, after the unexpected death of his older brother, Lord Racolly, in a hunting accident. Lacob was a pleasant and easy-going man who depended heavily on the advice of his beloved wife, Lady Molloi, and his Head Steward, Gerstle. He was in particular awe of his charming brother-in-law, Lord Morgav, and could always be counted on to follow Morgav's lead in Conclave politics (there have even been unflattering suggestions that Morgav was somehow behind Racolly's death, although this was in no way proven).