

---

# Sunstone Hold

*Creator Name: Cristina Constantino; revised by Whitney Ware & Ron Swartzendruber; currently unowned*

*Hold Contact: adoptable Lord Holdership  
(morgav@kadanzer.org)*

*Current Holder: Lord Janol*

*Badge and Colors: Red & yellow; The badge is a sun  
Minor Holds Beholden to Hold: TBD*

---

## CLIMATE & ECONOMICS

Sunstone lies just north of 30° latitude. The climate is similar to Fort and Keroon. It is much less humid than its neighbors to the west. The hold has a lot of dry grassland. Specializes in grain and herding. In the south end of the holding there are forest plantations, primarily softwoods.

---

## GENERAL INFORMATION

Sunstone Hold itself is built on a hill, with a lush valley spreading out before it and sloping down to the river. The hold's interior is elaborately built of white granite and black marble slabs lining its many rooms and passages. The walls are finely engraved with geometric designs and inlaid with various colored stones. Sunstone has running water, but no heat, so the water is cold.

The main hold is divided into two parts: the upper and the lower. The upper part of the hold is primarily for living quarters. The larger and more decadent rooms are at the uppermost levels, while shabbier, smaller rooms are further down. The lower section of the hold is used primarily for storage. Offices and records are kept centrally, on ground level. There are two entrances to the main hold, the first being at ground level, at the front of the structure. It is large, and formed of granite, with double stone doors that bar from the inside. Engraved into the top of the frame is a large sun, hence the hold's name and badge. The second entrance is located on the side of the hill, and consists of a tunnel that climbs several flights of stairs to the living quarters of the common folk.

But that's only the half of it. The valley below the main hold is filled with commerce. The kitchens are set up in a stone building to the left of the main hold, and a large dining area is next to that, complete with a removable cover for the warmer days. The center of the valley is reserved for gather space, but is conventionally used as a trading square and farmers' market. Various craft halls and residences line the valley; the mint lies to the right of the main hold, along with the smithy and the beasthold.

The neighboring valleys are used for agriculture. Sunstone hosts orchards of apples, peaches, redfruit, citrons, and klah trees; fields of various grains and vegetables, and ranking families (who have pleased the Lord Holder) are

allowed small plots for family gardens. All this is irrigated from the river. Herders use the hilltops, which make prime grazing. Further away from the river, the climate becomes dryer and herding is more prevalent, except near springs and the few smaller rivers.

The major river ends in an excellent natural harbor, which supports trade and fishing.

---

## SPECIAL ATTRACTIONS

Tannercraft Hall (located some distance outside the main Hold.)

---

## SPECIAL EVENTS

The Harvest Gather, in late summer and the Frost Gather in early winter.

---

## IMPORTANT PEOPLE

Lord Janol, Heir Fallon, Lady Alayn, Quintana.

**Lord Janol** -- M, HT=5'7" H=dk. brown, E=dk. brown. Janol looks rather like Napoleon: short, burly, dark-haired, round-faced, and floridly complected. He gets what he wants, by whatever means, and won't stand down to anyone in public, ever. He is arrogant and cruel to those who oppose him, and quick to use underhanded and treacherous methods to get ahead. But like all bullies, he is also a coward, especially if anyone out-bullies him. He is deathly afraid of dragons, but also of Thread, and these two phobias grind deeply on his mind. He does understand how to manage a hold, and Sunstone is well run; however this is more because Janol wants to be rich and respected rather than out of any concern for his people. Currently a widower; his third wife, Lady Jessalin, died while running away with a lover. Janol is also the older, estranged half-brother of Wingleader R'mal. Pets: Lots of boisterous hounds and a large black runner named Gladiator. (Adoptable NPC; CIS available)

**Fallon** -- M, HT=5'9", H=dk. brown, E=dk. brown. A bit taller and slimmer than his father, Lord Janol's eldest son is the designated heir to the hold. He is clear-thinking and serious, and will make a good holder and probably become a charming politician to boot. The people of Sunstone secretly hope he inherits soon. He does not fear the Weyr as his father does, for he recognizes the necessity of protection from Thread; and he is slightly more sympathetic to dragonriders, having realized that at least a few of them are honorable men, but he is no more fond of tithing than is his father. (Adoptable NPC)

**Lady Alayn** -- F, HT=5'5", H=dark brown, E=blue. Janol's widowed sister is a bubbling, charming extrovert and socialite; one of the few people who can get her way with Janol and used to simultaneously get along with his wife. She is an advocate of gathers and other such festivities, and loves throwing them. But like her brother, she has a distrust of dragonriders, but even that won't stop her from allowing them at her gathers. A good party is more important than a grudge. She sometimes drinks too much at such occasions and can behave quite scandalously when this happens. (Adoptable NPC)