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# The Tannercraft

**Craft Contact:** adoptable craftmastership  
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**Current Mastercraftert:** MasterFlint

**Mastercrafthall Location:** Sunstone Hold

**Other Notable Crafthalls:** TBD

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## GENERAL INFORMATION

The Tannercraft Hall has been located on Sunstone Hold lands for as long as anyone can remember. Due to the ideal surroundings, and the direct link to the main trading center, the Craftmasters thought Sunstone would make the best location for the new Hall. It is within a days journey to the Hold and two days journey to the coast, making shipping far easier than in other Southern locations. The tannery was set up in the South due to the ideal growing environment there... animals, and therefore skin, grew larger in the South. The sometimes rare and exotic plants make for interesting dyeing and softening agents. The Hall's location, within a short distance of the Weyr, makes it an even better choice, since the Weyr is one of the best customers of the tanners. So far, the Tannercraft Hall has been on neutral terms with Sunstone Hold.

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## THE HALL

The Southern Tannercraft Hall is located at Sunstone Hold. The hall itself is constructed of solid stone, thick walls and roof, very sturdy. It has several main buildings:

- Classrooms and offices, a small divided building near the "gates", if you will, of the crafthall.
- The dormitories, actually several buildings, include one big building with three levels of open-bay dorms for the apprentices; a smaller building of numerous four-man rooms for the journeymen and an even smaller building with several individual three room suites for the masters. The kitchens and dining area near the dormitories and offices are used for meals and large gatherings of the hall inhabitants. The kitchens, dormitories, and offices make up what is known as the "living quad".
- The workshop is where the actual production is done: making the clothing, shoes and tack. It serves as a separator between the "living quad" and the tannery.
- The tannery is a large building some distance away from all of the other buildings and well ventilated. It is where the dyeing, curing, and other messy, smelly tasks are done. Despite how often apprentices clean the tannery, there are always scraps, trimmings, drips, etc on the floors of the different large rooms. These large rooms have

vaulted ceilings, large windows (often open), and wide work tables or hearths, depending on their usage. Each of the rooms serve a different function.

- The storage area. There are several, ventilated rooms in which chemicals, hides/skins, equipment, and other necessities are stored.

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## TRAINING

**Apprentice:** youngest age ten, normally age eleven. About half of the apprenticeship is spent doing tannercraft; the other half is spent doing chores. This is for the simple reason that tannery involves working with smelly and sometimes dangerous chemicals. Even at journeyman level, once away from the Hall, these are tasks which cannot be left to the untrained. The tannercraft is exacting and can get boring really quickly for most active or adventurous youngsters, and it is not unusual for apprentices to drop out. The dedicated ones are cherished, and pushed all the harder.

**Journeyman:** youngest age fourteen, normally after 4 Turns of training. Most tannercrafters will either specialize in Shoes, Clothing, or Harness/Tack. By far the largest subcraft of the Tannercraft are the Cobblers (shoemakers) as this is a need in every hold, hall and Weyr on Pern, and a skill that only the trained crafter can carry out. All tanners need to be fully versed in the arts of preparing, curing and dyeing leather, whether it is herdbeast leather or wherhide.

**Master:** It usually takes at least 12 Turns, but becoming a Master in any craft is reserved for the chosen few. The journeymen are the skilled professionals in the craft; the Masters are those who educate the apprentices, and those who further the body of knowledge of the craft with research.

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## IMPORTANT PEOPLE

**Mastertanner Flint** - In his early forties, Flint is energetic and always willing to take a student having trouble under his wing and give him as much tutoring as he possibly can. He's friendly and always has a smile on his face and whistles a lively tune while he works. His hair is a dark brown and his eyes are a warm compassionate brown.