
The Vintnercraft

Craft Contact: adoptable craftmastership
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Current Mastercraftiert: Master Tynaris

Mastercrafthall Location: Eastern Weyr Territory, Hold
TBD

Other Notable Crafthalls: TBD

fifty Turns of tasting and testing the potency of his wines, he's built up a tolerance for the spirits. If a wine takes more than ten glasses to give him a kick then it's a good wine for the average Pernese.

GENERAL INFORMATION

The Southern Vintnercraft is located in Eastern Weyr territory, beside the Paradise River. Large, low caves which are always cool and moist due to the river's influence, were the primary reason for the choice of location for the vintnerhall. Those caverns contain row upon row of kegs and bottles, all carefully categorized and labelled, waiting until they have aged enough for the MasterVintner to declare them saleable.

Being such south of 40°, the climate is similar to Benden, with cool summers, and fairly cold winters, though not as harsh as those further south. The hall is not far from the mountains, and some of its crafters have a small hall located higher in the hills which is used for making the infamous ice wines during the winter months.

The Vintnercraft produces every kind of wine, from the finest white to the fruitiest red, as well as a small quantity of ice wines. Selecting grapes forms the largest part of the apprentice training, as well as the methods of producing the various kinds of wines.

The craft also produces brandies, liqueurs, and other spirits; they even dabble in brewery, though this is considered a 'lesser' craft fit only for holders. Many a vintner is not averse to sampling beer on the sly, however.

The Vintnercraft has a close relationship with the Seacraft and with the holdless trader caravans as they are the ones who provide transportation services. A ship or caravan will generally convey a vintner and selections from his stock to a gather where a Lord or holder can sample the stock and place orders for his Hold. The captain or caravan master then arranges transport at an additional price to the Lord.



IMPORTANT PEOPLE

MasterVinter Tynarris: Tynarris is a man of aging years who refuses to let age creep up on him and render him useless. He's spry for his seventy-plus Turns, but his body and his deeply wrinkled crevaced face show his Turns. His once honey blond hair is as white as the snow-capped mountains of the Snowy Waste. His sea green eyes are just as sharp as they were when he was a young man of twenty. He's of middle to average height with a lean, wiry build. He's a man who can hold his wine well. After more than