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# Waterfall Hold

**Creator Name:** Chantal Whittington; revised by Tia McPherson-Werner & Ron Swartzendruber

**Hold Contact:** Sandy Hinkley (Tevvari@aol.com)

**Current Holder:** Lord Elim

**Badge and Colors:** White waterfall crest on a blue background

**Minor Holds Beholden to Hold:** TBD

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## CLIMATE & ECONOMICS

Waterfall is just south of the 30 degree latitude, and is much less humid than Delta Hold. It is very hot in the summer, with mild winters. Has forest plantations of both hard- and softwoods, with open flatland suitable for grazing.

The Holding specializes in all manner of raw, seasoned, cured, or finished wood products (among them crafted furniture, building planks, shingles, paneling, veneers, nails, paper, etc.) as well as wood byproducts such as: turpentine, nut and tree oils, resin, a sweet syrup tapped from certain hardwoods, a multi-use adhesive made from the sap of several of the softwoods, and the shavings for potpourri and/or bug repellent from some of the scented woods.

The bark fibers from some of the trees can be made into dyes or woven into mats. Tree related medicinals are harvested, as well as nuts, olives, and edible mushrooms and fungi that grow in wooded areas.

Waterfall Hold has several cotholds which specialize in herdbeasts, primarily swine and cattle. These provide leather, meat and meat products (among them a very spicy sausage unique to the territory), as well as dairy products (particularly in the form of a hard, mellow cheese that travels well, and a not-often-exported fermented milk drink known to be quite potent). The hold also boasts a specific breed of spotted cattle whose hide is prized for its beauty, suppleness, and thickness.

In trade for its exports, the hold imports most foodstuffs, some finishes for their wood products, metal, cloth, and medicinals.



## GENERAL INFORMATION

Waterfall Hold itself is a massive, sprawling, multi-level compound set on the edge of the forests. It is constructed of wood and some stone, with tiled terraces, balconies, and wide windows set with glass panes. The interiors, as well as the exteriors, have been lovingly decorated with scrollwork, carvings, and inlays over the years. A slate roof was added just before the return of Threadfall. Seasonal gardens and pools can be found in and around the main buildings, with lush growth encouraged for shade. Most outlying buildings in this territory are made

from wood, and have been given slate roofs for added protection against Thread.

The crafthall complex is located near the main holding, and the hold boasts several different craft representatives to tend to their needs. The two largest craft housings are for the minor wood and beastcrafters, as they need to accommodate the territory's exports.

There are smaller local farming plots to supply the hold with some basic foodstuffs, but Waterfall is nowhere near completely self-sufficient. It imports many of its needs to vary the holders' diets and supply them with valuable and needed commodities. The wood stands are scrupulously cared for, with runners on duty at all times, and the Lord is sure to plant what is cut to replenish his forests.

Overall, the hold has a very relaxed and casual setting. During the summer months, when it is very hot at midday, people go indoors to keep cool. Hard labor is accomplished during the early morning and evening hours. Waterfall's inhabitants tend to be friendly, hardy, and exuberant individuals who provide deep south hospitality and charm to those who live, work, and visit the hold... including dragonriders.



## SPECIAL ATTRACTIONS

A major regional woodcraft hall.



## SPECIAL EVENTS

The Budding Festival. This is the one big, annual gather that Waterfall hosts, taking place in late spring when the hardwood trees are laden with budding leaves. It is a two-day affair with a variety of craft stands, refreshments, harpers, entertainment, and logging games (log rolls, caber tossing, tree climbing... just to name a few) which spectators are encouraged to participate in.



## IMPORTANT PEOPLE

**Lord Elim** - M, HT=5'10", H=black, E=green. Elim is an ambitious and driven man who doesn't like to lose, in sports or politics. He has recently allied himself with Lord Morgav of Cibola, having decided that this puts him on the winning side. He enjoys outdoor sports, and to this end has developed a small stable of high-quality dressage runners which he trains and rides himself, time permitting. He has a strong sense of duty and responsibility, and likes traditions. He is a pragmatist, but is also reluctant to change. Owns a greyhound bitch named Silk. (Sandy Hinkley)