Windsong Hold

Creator Name: *Anna Smith; currently owned by Joe Hill*
Hold Contact: *Joe Hill (bbaer@kadanzer.org)*
Current Holder: *Lord Chyron*
Badge and Colors: *Badge consists of three white lines running from left, and looping around a white flute, then continuing on to right, the field is a deep purple. Hold colors are purple & white.*
Minor Holds Beholden to Hold: *Flagon Marsh Hold, others TBD*

CLIMATE & ECONOMICS

Windsong Hold gets its name from the predominant winds that blow from the west to the east across the large peninsula that forms the majority of Windsong. The Hold runs for a subtropic region just north of 30º to a tropical climate well north of 20º. The northern tip of the peninsula lies nearly on the equator and is the northernmost territory on the Southern Continent. The summers are uniformly hot, long and humid. The winters in the far south of the Hold, near the Hold proper, are short, rainy and rarely fall to a freezing temperature.

Economically, Windsong has very little in the way of mineral or metal wealth. But the land is extremely fertile, and the climate is well suited for year round agriculture. The Hold is predominantly forested, with large stands of virgin forest, and long tracks of regrowth forest. If the land is not tilled every year, the rapid, jungle-like growth will reclaim the land. Windsong is primarily a forestry operation. Windsong provides a large portion of the wood used by the Seacraft at Drydock Harbor, which is located within Windsong Territory. Windsong grows much of the citrus and warm weather fruit on the in the region and large orchards of fruit trees and berry fields are cultivated. Windsong also produces most the highest quality racing runners on the Southern Continent. An abundance of coastline allows for harvesting from the sea, but the relatively shallow coast only affords three or four quality anchorages. The Southern Weavercraft Hall is also located within Windsong, and Windsong boasts the majority of silk production on the Continent.

GENERAL INFORMATION

Windsong Hold was built after the Weyrs had eliminated the threat of Thread. The buildings were constructed mainly of wood, as there was a scarcity of stone and metal. The buildings are engineered to combat the hot and humid summers. Ceilings are twelve or more feet high, the walls are thick and whitewashed inside and out, and have large, tall windows and doors. Entrances almost always face east or west, and long wide halls are used to provide cross ventillation in the long summers. The roofs were normally shingled and moss growth had given the Hold a rich, green appearance. With the return of Thread, most buildings have now been reroofed with thin, native shale, a bright red in color. The moss is returning, and the Hold is beginning to return to the warm, old feeling.

The Main Hold is set far to the south within Windsong territory, and is surrounded by a town that was planned around the Hold. The Hold sits within a shallow, broad valley, with the minor craft halls and Hold barns arranged neatly around it. A simple aqueduct system brings water from a small river, on the highland above the Hold, to the Hold and surrounding town.

In the northern end of the territory, buildings are built to the same mold as the Hold proper, except that they are often set on stilts, to minimize the damage from spring flooding along the rivers. Raised walkways connect most of the buildings in these northern holdings, and the carving and intricate railing are quite impressive at these modest holdings.

The land itself is a gently rolling series of valleys across a broad plateau. The rivers are slow moving and carry a heavy silt load, so they are uniformly brown. One small river on the northern end of the peninsula and the rivers near the Main Hold run faster and are mostly clear. Deep marshes predominate along the eastern coastline, surrounding Drydock Harbor which is situated nearly halfway down the eastern coast.

Windsong boasts several species that are native to Windsong:

- **Windsong Racers**: A sleek, handsome breed of racing horses. They have short, shiny coats, predominantly a deep nutty brown, with starring on the forehead and white socks an uncommon occurrence. They are slim built, with a smooth chest and powerful hocks. Known to be intelligent, spirited horses, they have explosive speed and a smooth, extended gallop. They are intelligent, tempermental animals, which are born to compete.
- **Marsh Berry**: An enticing blend of blueberry and blackberry. They have a pungent, sweet aroma, create a vivid purple dye, and are delicious fruit. When baked, they produce a powerfully sweet bubblie. And when distilled properly, they produce a smooth, potent brandy. Windsong has begun to cultivate them in larger quantities, with an eye at enlarging a market for export.
- **Citrus**: Several varieties of citrus are grown only at Windsong, due to the ideal climate and land conditions. The most notable is a large, yellow fruit, with a thin, fragrant peel. It is sweet, with a tart aftertaste to the whitish pulp. If harvested when still green, it will ripen slowly and keep for several sevendays. Some varieties of lime and orange fruit are also grown. Tart fruit is cultivated, though to a lesser extent. Recently, a long, thin pasty fruit has been growing in popularity in the northern expanse of the Hold.

SPECIAL ATTRACTIONS

The Southern Weavercraft is based in Windsong Territory. Approximately a half days travel from the Main Hold, it is the seat of the Weaver trade on the Southern Continent. The Weavercraft has several smaller halls spread around the Main Hall that specialize in cultivating the Pernese equivalent of the silkworm. Most of the silk produced on the Southern Continent comes from Windsong. Relations between the Weavercraft and Windsong's Lord are neutral, with no real strife.

The Seacraft established its repair and refit facility at Windsong Hold, shortly after resettlement of the Southern Continent occurred. The large stretch of forest and the year round warm weather were ideal for ship construction and repair. Drydock Harbor is a massive port, well dredged and maintained. Most shipping to and from Windsong Hold occurs through Drydock Harbor's port facilities. With the return of Thread, and the increased volume of construction and repair, relations between the Harbor and the Hold have become slightly strained. Drydock Harbor needs timber, and Windsong is careful to not denude its forests. This slight strife mars otherwise cordial relations.

Flagon Marsh, a large, tangled swamp on the eastern coast of Windsong Hold boasts the best whersport hunting on the planet. Whersports thrive in the thick growth, with an abundance of wild wherry and fish to feed upon. They are territorial, and with the nearness of Drydock Harbor, they routinely encounter man, so they have learned to fear men. Travelers through the Marsh are well advised to be careful of their surroundings, and should not travel alone. The thick swamp also attracts raiders and other undesirable passengers, that less than honest Sea Captains can deposit before arrival at Drydock Harbor. Unknown persons are often found mauled in the swamp, during the height of hunting season in the summer, when water level is at its lowest.

SPECIAL EVENTS

Gathering Gather: Local Gather at Windward Cothold, celebrating the first harvest of Marsh Berries in the New Turn. Recently attended by Lord Chyron to highlight the effort to expand cultivation of this native species. There is a ceremonial gathering of the first fruit, followed by a large meal. Games include tree felling, trail clearing, berry pressing. There is a rather heated brandy judging, from the various local cotholds, and a baking competition for the best bubblie pie. (Normally held 01.14, Threadfall dependant)

Hunt Gather: Held at the Summer Solstice at Flagon Marsh Hold. Marks the beginning of the traditional hunting season for whersport. A dangerous and difficult hunt, much enjoyed by Lord Chyron's father, this Gather gets less attention from Lord Chyron. The skins from the previous year are displayed, and hunting skills competitions are the mainstay of this Gather. Flagon Marsh is a fairly large minor Hold and this Gather is quite large. The most wagered on competition is the canoe race. Canoe is the most effective means of travel within Flagon Marsh, and an obstacle course is set up on the small river that flows by the Hold. There are several races, one for children, and the winner of the Main Race stands to earn a good sum for the coming Turn as the messenger and courier of choice for the Holder at Flagon Marsh. (Normally held 04.07, Threadfall dependant.)

Windsong Racing Gather: Held at the height of the racing season in Windsong. The runnerholds in Windsong race promising stock throughout the summer months, to determine the fastest and most likely animals. The penultimate races are held on the Race Grounds at Windsong Hold proper. These races pit the best at Windsong against all comers. Lord Chyron is intimately involved in the management and breeding of Windsong Racers, and this Gather is the high point of Windsong in the Turn. Along with the racing and horse sports, there are various cooking competitions, wine and brandy judgings and a growing woodcarving competition. The Gather races are held on a rest day, but the Gather itself is a three day affair, heartily supported by Windsong's Lord. (Held 06.07)

Spring Races: This little known Gather is growing in popularity around Drydock Harbor. The Gather is really a large picnic held around small model ship races. The Master Shipfitter insists that small replicas of all new designs are built to scale and tested before the expense and work of an actual ship is incurred. He typically sailed these models on rest days and at Gathers, to test their seaworth. Soon, others had built small ships and races were being held. Over the last twenty Turns, this event has come to be the event at Drydock Harbor. Of course, the Master Shipfitter is the long running champion, but the races are closer every Turn, and the party is larger.

IMPORTANT PEOPLE

Lord Chyron: 45, M, H=black, E=grey, HT-5'11". Chyron is a capable and successful Lord Holder. Believes in the preeminence of Windsong Hold. Mourns his lost daughter and is learning to accept his found son. Persona of Joe Hill, bbaer@kadanzer.org

Andlin, Heir: 28, M, H=black, E=brown, HT-6'. Andlin is a determined and unscrupulous fellow. An illegitimate son to Lord Chyron, he has claimed the title of Heir. His days as a Trader behind him, he has begun to consolidate power at Windsong, and will soon be Lord, if his plans come to pass. Persona of Joe Hill bbaer@kadanzer.org

Lady Belaria: 40, F, H=red, E=blue, HT=5'5", Holding up well for her age, Belaria is dedicated to her husband, and to Windsong. Disconsolate after the death of their daughter in the Thornblaze earthquake, and very upset that she has produced no surviving heir. Worried that Chyron will soon turn from her, in the hopes of producing an Heir, until the return of Andlin, whom she distrusts. NPC

Steward Jerven: 43, M, H=black, E=grey, HT=6'. Jerven is the younger brother of Lord Chyron, and was the logical Heir until the return of Andlin. Well built, handsome and studious, he is a valuable Steward and instrumental in running the Hold. Distrusts Andlin's motives for return, but accepts the fact that he is the son of the Lord Holder, even if illegitimate. NPC

Fremmen: 42, M, H=black, E=grey, HT=5'10". Fremmen is the illegitimate son of Chyron's father. He was made Holder at Flagon Marsh and Chyron has never been told that Fremmen is his brother. Fremmen has dreamed of taking the Lordship from Chyron, and worked hard to eliminate Andlin as a child. Now resigned to life as Holder at Flagon Marsh, and has a healthy fear of what Andlin is capable of. NPC

Huslep: 58, M, H=grey, E=green, HT=6'7". Huslep is a fierce and capable warrior, who is the guardsman at Flagon Marsh Hold within Windsong Hold Territory. He is the protector and champion of Andlin, the newly returned Heir to Windsong. And soon he will be the Guard Captain for Windsong Hold. Adoptible persona.