
The Wings of Kadanzer

Weyr

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Updated: June 2006

When the Pass started (on 2850.03.11), Kadanzer Weyr's fighting strength was organized in three Flights, consisting of three Wings each: WindFlight, SkyFlight, and StarFlight. On 2854.02.01, then-Weyrleader K'din recruited bronzerider L'ars of Ista Weyr to become the Flightleader of a newly-formed fourth Flight, FireFlight, as the leader of FireStorm Wing.

On 2857.02.10, a tornado that struck the fighting Wings during Threadfall caused such a massive death-toll that then-Weyrleader A'nar made the decision to dissolve StarFlight, and concentrate the Weyr's fighting strength in its remaining three Flights. This is the situation that persists to the present day.

Flightleaders usually work closely with the Weyrleader to plan for and coordinate Threadfalls, even if the Weyrleader does not fly every Fall. Flightleaders are always the wingleader of one of the Wings in the Flight.

A Wing consists of an average of 40 riders at any given time (depending on things like injuries, and total Weyr strength). Wingleaders are always bronzeriders. A wingleader is served by a senior and a junior wingsecond, who may be either bronzeriders or brownriders. (When L'ars became Weyrleader in early 2859, he instituted a policy that at least one of each Wing's wingseconds must be a bronzerider, in order to ensure that bronzeriders get leadership experience that may prove necessary should they win the Senior Queen's flight one day and become Weyrleader.)

Wings tend to form the nucleus of a dragonrider's social circle, although this is by no means necessarily exclusive. But the living quarters of dragonriders in the Weyr are arranged by groupings of weycots by Wing within a larger Flight complex, and dragonriders belonging to a Wing always have their living quarters within their Wing's area, regardless of who else they may socialize with or be connected to. Each Flight complex has its own Gather Barn, and a flighthall that houses wingleader and Flightleader offices as well as space for larger meetings and gatherings.

Usually, only dragonriders are housed in weycots in the Flight complexes. Even if a Wing's weycots are not all occupied, they are not used as overflow housing for nonriders. Currently, South Complex is the only exception to this rule. The weycots of the Queens' Wing are located there, and the rest of the cots were built to house the now-defunct StarFlight. Some of those weycots are now serving as overflow housing for larger families, and some of the

Weyr's higher-ranking crafters. But as a rule, most of the nonriders live in the many staff barracks in the center of the Weyr, near the Weyrhall.

Each Flight complex has a Headsecond assigned to it; and, each one also houses a junior goldrider's cot. (The headsecond does not usually live in the Flight complex, unless he or she is also the weymate of a rider within the Flight.) Headseconds generally look after the complex's domestic needs, such as making sure that the pick-up and delivery of laundry goes smoothly, seeing that the bathhouses and necessaries are cleaned and stocked and in working order, and replenishing supplies requested by the riders.

The junior goldriders' duties are more loosely defined, but basically they are there to handle any personnel issues that may arise and that a rider, for whatever reason, would rather have settled by a goldrider than his/her wingsecond or wingleader. She provides a court of appeal beyond the rider's own Wing or even the Flight. This serves to insulate the Weyrwoman from having to deal with every little problem between Weyr residents, allowing her to concentrate on larger issues; and it helps to train the goldriders themselves against a future when they may find themselves having to act as Weyrwoman or Weyrwoman-second. Finally, it is sometimes useful to have a gold in physical proximity to keep an eye out for problems amongst the Flight's dragons and to step in if needed. (Golds do not have to be present in order to control other dragons, but physical presence can help to back up or reinforce mental orders.)

Wings sometimes develop distinct personalities or reputations, which can be perpetuated when riders join those Wings because they are attracted to those reputations. At present, we know about the personalities of a few of the Wings, and those are described briefly below, and in some cases expanded on in additional articles.

Wings that do not currently have much known in the way of a distinctive "Wing culture" are presumed not to have as flamboyant a reputation as those described below; but they may nonetheless have their own milder culture, with distinct habits and rituals, that haven't been written about yet. Further, Wing cultures can develop at any time, as personnel shift and new riders transfer in or graduate into the Wing and form subgroups within. If your rider character is not in a Wing that already has a known reputation, don't let that stop you from exploring that Wing's own unique culture.



WINDFLIGHT

Flightleader: R'mal, bronze Udoth's rider (also Wingleader of FlameWind)

FLAMEWIND WING

Wingleader R'mal, bronze Udoth's rider (Ron Swartzendruber)

Wingsecond K'yrel, bronze Terianth's rider (NPC)

Wingsecond S'tel, bronze Valorith's rider (NPC)



R'mal has a reputation for taking in riders that none of the other Wingleaders want; though this is not as true as it once was, there are still a fair number of misfits in his Wing. Nevertheless, R'mal has made his riders into a competent, if not always smoothly cooperative, Threadfighting team. Discipline is firm but not unduly strict, and R'mal takes care to make sure his riders are happy as well as competent. Though they work together well enough in the air, on the ground FlameWind doesn't have as strong of a Wing identity as some other Wings, such as FireStorm and StrongWind. R'mal is working to promote more of a sense of being a team on the ground and not just in the air, though it remains to be seen how successful he will be.

STORMWIND WING

Wingleader A'nar, bronze Garath's rider (NPC)

Wingsecond V'kam, bronze Selputh's rider (NPC)

Wingsecond R'nen, brown Imeth's rider (NPC)



A'nar served as Weyrleader for a short time, first with Weyrwoman Tanara and then with Tanara's successor, Weyrwoman Valenne. He is a demanding wingleader whose style can be somewhat controversial. (As Weyrleader, he oversaw an experimental redefinition of that position that did not prove very popular.) He cares about his wingriders, but can be very blunt and heedless of others' feelings.

STRONGWIND WING

Wingleader Z'hon, bronze Ulaireth's rider (NPC)

Wingsecond M'qua, brown Ursuth's rider (NPC)

Wingsecond T'noh, bronze Renath's rider (NPC)



Z'hon is a macho, aggressive leader who controls his Wing tightly. Some consider his leadership style harsh, but it seems to work well with the right type of rider. He believes that skill, discipline, physical fitness, and bravery are the most important qualities in a dragonrider, and works mercilessly to develop these qualities in himself and his riders. He insists on exerting a high degree of control over his wingriders' lives outside of Threadfighting; he drills them often in order to bind them together as a unit. He does not tolerate challenges to his authority; he wants obedience, and expects all of his wingriders to live up to the example he sets for them. His methods do work. StrongWind riders tend to have a high degree of identification with the group, and pride themselves on their tough training regimen. Many are highly competitive, and some idolize their tough Wingleader.



SKYFLIGHT

Flightleader: B'deras, bronze Rath's rider (also Wingleader of SkySoaring Wing)

SKYMASTER WING

Wingleader M'ler, bronze Warith's rider (NPC)

Wingsecond V'lar, bronze Jreth's rider (Jennifer Broschinsky)



M'ler is the oldest of Kadanzer's wingleaders, with a reputation for being steady rather than flashy; quiet, commanding, and competent.

SKYSOARING WING

Wingleader B'deras, bronze Rath's rider (NPC)
Wingsecond D'camron, brown Anoreth's rider (NPC)
Wingsecond F'lco, bronze Uleth's rider (NPC)



B'deras is a handsome, flamboyant, and charismatic leader; he was Weyrleader for a brief time under Weyrwoman Tanara. An excellent tactician and instinctively skilled Threadfighter, something of a daredevil in his youth. He has led SkySoaring ever since the Poisoning. Oddly, while retaining the same senior wingsecond for nearly that whole time, B'deras goes through junior wingseconds so fast that it has become something of a joke.

SKYTAMER WING

Wingleader T'jalden, bronze Lamoroth's rider (NPC)
Wingsecond D'glis, brown Nuarth's rider (NPC)
Wingsecond S'kash, bronze Girmanth's rider (NPC)



For Turns, SkyTamer was led by the very young L'rian, and briefly after his death by then-Weyrleader G'tin, who was even younger. As soon as he became Weyrleader, L'ars demoted G'tin from that position, and promoted T'jalden. He is friendly and charismatic, if somewhat shallow.



FIREFLIGHT

Flightleader: L'ars, bronze Phanth's rider (also Wingleader of FireStorm; Weyrleader)

FIREBLAZE WING

Wingleader Th'rin, bronze Wardreth's rider (NPC)
Wingsecond A'lerin, brown Tiralith's rider (NPC)
Wingsecond V'rili, bronze Koranth's rider (Holly Hutchison)



Th'rin served as Weyrleader briefly under Weyrwoman Tanara, and presided over the moving of the Weyr to its present location and the new Weyr's construction. He is mainly characterized by a relaxed attitude and a calm efficiency. Many FireBlaze riders are quietly proud of – as they see it – serving as the backbone of FireFlight, balancing out the wildness of FireStorm and the tragedy-shadowed FireStar. Some are not so quiet about this pride, though.

FIRESTAR WING

Wingleader B'nalsh, bronze Drannath's rider (NPC)
Wingsecond B'raniz, bronze Lygnoth's rider (NPC)



B'nalsh is rock-steady, and against the idea of being a show-off. He has high standards, and can be somewhat arrogant. In the final eruption of Kadanzer Mountain, FireStar's entire complement died, and it was re-formed out of miscellaneous transfers from other Wings. As such, it is the youngest Wing, and faced quite a struggle in the first Turns of its rebirth. By now it is a solid fighting force, but it still faces somewhat of a stigma from its tragic past.

FIRESTORM WING

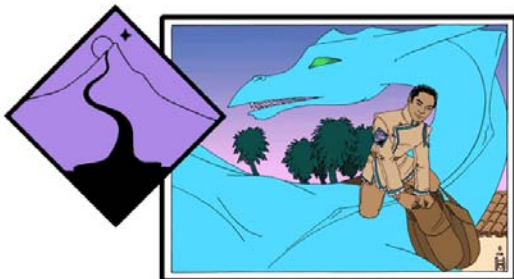
Weyrleader L'ars, bronze Phanth's rider (Whitney Ware)

Wingsecond B'tai, brown Chobith's rider (Smitty)

Wingsecond Zhaq, bronze Eorawth's rider (Stacy Lucas)



L'ars has been the wingleader of FireStorm since the Wing was founded. The original riders in FireStorm were "recruited" from the Wings of WindFlight, SkyFlight and StarFlight. Many of the wingleaders took the opportunity of a new Flight being opened to weed their Wings of troublemakers (including a band of pranksters from SkyMaster led by B'tai), and like the nation of Australia, FireStorm still reflects its unorthodox beginnings. L'ars has taken a rag-tag lot of slackers, pranksters, and cut-ups, and instead of changing them to fit his notion of what a combat Wing should be, has instead taken a low-key approach, reining in their worst excesses while patiently shaping them into a working team. The results have been remarkably successful, as FireStorm Wing has managed to win the Turn's End Games in 2856, 2857 and 2858.



Kadanzer Weyr

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