

Major Holds

Bitra Hold

Lord Feliks
Lady Greer

Bitra is another fairly wealthy Hold due to its being a center for gambling and gaming on Pern. Games are hand crafted and exported, and some of the most intricate and expensive Dragon Poker cards come out of its stores. Besides game halls which are favored by locals and Riders, Bitra depends on its farms and trade to sustain itself.

If there were a Gambling Hall on Pern, it would be at Bitra. Gaming and gambling are in a Bitran's blood and Lord Feliks is no exception. An avid gambler himself, but runs his Hold with a tight fist, at least on the surface. There are rules against cheating of course, which he sometimes enforces quite strictly, but it also depends on his mood at the time. He himself isn't always on the up and up, but coming from a Bitran, that's to be expected. He and his Lady have a business transaction more than a marriage; they work well together as business partners, in other words. Lady Greer has a sharp tongue and a calculating eye when it comes to keeping track of the Hold's resources.

Bitra itself has a well-earned reputation of being one of the rougher Holds on Pern due to the extensive gambling (and drinking) that go on there, but there are still penalties for transgressions, penalties either Lord or Lady (at times both) oversee.

Major Exports: Games, some Meats and Hides

Major Imports: Wines, Beers, Grains, Cloth, Medicinal Herbs and Plants

Major CraftHalls: None

Minor CraftHalls: None

Minor/Cot Holds: None

Other Personages: None

Benden Hold

Lord Alpheus
Lady Zegeer

Benden is the Hold where Major Holders will send their cooks to learn the art of pastry and cheese making. Its vast farmlands support the Hold and make trade in grains and (to a lesser extent) nuts possible, and produce enough meats and hides to keep the Hold happy without having to import. Beers and wines are readily available, though the liquors and good wines are kept for special occasions and are traded more sparingly.

Benden is the aristocratic, though free thinking uncle of the major Holds. Lord Alpheus is middle aged and has the air of someone who has pretty much seen it all at least once so nothing is a surprise anymore. Though he tends towards the conservative, he is very tolerant of those who have ideas that lean a little left of tradition, like his wife Lady Zegeer. She is a staunch supporter of education and encourages innovative thinking. The Hold tends to host extravagant parties, and Gatherings are enormous affairs.

Major Exports: Wines, Liquors, Tubers, Walnuts, Almonds, Wedgenuts, Grains, Cheese and Klah

Major Imports: Fruits, Cloth, and Sweeteners

Major CraftHalls: WineCraft

Minor CraftHalls: FarmCraft, and SmithCraft

Minor/Cot Holds: None

Other Personages: None

Crom Hold

Lord Gammon
Lady Natale

Crom Hold lies along the foothills of the Western Mountain Range, with the fields that feed the Hold to the south. The extreme south of the Hold has pine and softwood forests, and the northern mountain reaches have little or no grazing, so the main meat raised is ovine. Crom has harsh winters and cool summers.

Pernese society as a whole is a stratified thing, but no where is that worse than in Crom. The differences between the haves and the have-nots is just as prevalent here as in any other Hold, but in Crom there is an added layer at the bottom – the have nothings. The last category are the criminal elements sent to the mines to ‘be useful to society,’ usually in the hopes that they will die in the dangerous mines. Some do, but most actually survive the experience and end up rejoining proper society, and since travel is a major undertaking without the help of a dragon, most of them end up staying in Crom. Almost no one in Crom is that far removed from a criminal somewhere in their family tree. For all the ‘bad elements’ that get sent their way, Crom itself actually has very few serious crimes. This is because Lord Gammon will not tolerate it, and is extremely harsh when ever problems pop up. However, unless someone dies or complains, he turns a blind eye to a lot of minor things.

Beyond the penal colony image of the Hold, Lord Gammon’s holdings are for the most part very rich in ores, gems and minerals like Cromcoal and Firestone, and anyone willing to work hard enough can stake out a claim, not just the Holders. Generally how it is done is you ask permission of the Holder to do a survey and should you find something, then the Holder will give you a lease to mine his land, but he will ask for a take from the profits. This way the Holders make money from the mining interests without having to do any of the actual work. Some Holders will concentrate entire regions of their holding to nothing but mining leases and actually produce very little of their own. Lord Gammon cares not a whit how they manage their lands as long as they can tithe to Crom Hold every season.

Major exports: Blackstone (also known as Cromcoal), Firestone, and Sapphires from the mines, Wool (both spun and raw) as well as Ovine Hides and Meat

Major imports: Wines, Clothes, River Grains and Bovine Meat

Major CraftHalls: MinerCraft

Minor CraftHalls: None

Minor/Cot Holds: None

Other Personages: None

Fort Hold

Lord Paxton
Lady Alauda

The first Hold built in the North and as such is one of the largest and most crowded Holds. Holders put a lot of stock in clothes, and often have very ornate clothes. Fort’s location makes farming and Beastercrafting a major industry and trading easy due to the superior roads. Cooking and Medicinal Herbs are both cultivated and also grow wild, and farmers have become proficient at growing the maximum of crop from the minimum of land. Fort has areas of dense forest which it harvests for its own uses. A small WineCraft Hall there produces wines for the Holds use as well. The weather tends toward the mild, even in the winter.

Major Export: Mushrooms, Spices and Herbs, Varieties of Berries, Grains (of all types), Tubers, Sugar Beets, Bovine Meats and Hides, Specialty Fabrics (Brocade, Cotton Velvet and Terry Cloth), Klah and Medicinal Plants

Major Import: Preserved Fish, Beers and Wines, Cloth
Major CraftHalls: HarperCraft, HealerCraft
Minor CraftHalls: WeaverCraft, WineCraft, FarmCraft, BeastCraft
Minor/Cot Holds: **Upper Ridges Hold**
Other Personages: None

Glasena Hold **Lord
Lady**

Major Exports: Fruits, Runnerbeast Breeding Stock, Medicinal Plants and Herbs, Pelts, Lumber, Practical Metalwork and Weapons
Major Imports: Wine and Cloth
Major CraftHalls: Southern HealerHall, Southern HarperHall
Minor CraftHalls: BeastCraft, SmithCraft, MinerCraft, FarmCraft
Minor/Cot Holds: **Geddon Seahold, Chelyan Beasthold, Sirablas Cothold, Overbrook Cothold, Lesalas Hold, Somerset Cothold, Calais Hold, Big Wood Hold**
Other Personages: None

**High Reaches
Hold** **Lord Usher
Lady Ivi**

High Reaches Hold is a windy and bleak location, saved the worst of the weather that inundates the area around them by the currents of the neighboring ocean and the self same wind it causes. The Hold is built deep into the mountain and has few windows. Llamas are used as pack animals and sheared for their hair which is used to make a fine soft cloth by the weavers. Knitting and Felting are a major practice and in the waters and caverns north of the Hold timbers are bent that are then seasoned in caverns under the Hold for ship building.

As bleak as the landscape around them is, High Reaches tends to compensate for that by being one of the friendlier and open of all the major Holds. Though Lady Ivi has a propensity towards being a dour and plain spoken woman, her husband Lord Usher is a pleasant and free spirited type and it is after him that the Hold takes its personality. During the long winters, Lord Usher can often be found working in some of the lower caverns with the woodcrafters, down at the docks where ships land year round, or holding court at one of the many parties that are thrown to relieve the tedium of being mostly restricted to the indoors by the cold.

Major Exports: Timber for Ship Building, Dried Fish, Cloth, Wool and Yarns
Major Imports: Spices, Wines and Brandies, Grains, Vegetables, Fruits, Bovine Meat and Hides
Major CraftHalls: None
Minor CraftHalls: WeaverCraft
Minor/Cot Holds: **Valley Hold, Balen Hold**
Other Personages: None

Igen Hold **Lord Byus
Lady Tangelle**

Igen Hold is situated above a large marshy flat on the eastern edge of the great desert expanses that reach all the way to Keroon Bay. The marshy flats and the Northwest's grass plains with their vast ranches and free range herdbeasts provides Igen with a large natural river grain and meat export,

while to the south Igen's farmlands support the Hold comfortably. Few holders are to be found in the bleak desert, so most of the Hold's population is to be found along the coasts. Igen is a big trade center by luck of location. Traders store goods at Big Bay, and runnerbeast breeders of Katz Fields use Igen as a convenient jump-off point for sending shipments on to Keroon, Nerat, Benden, and the rest of eastern Pern. Igen is also the location of the Holdless Caverns, where a whole society has sprung up inside the great complexes of caverns near the Igen River. The Lord Holders of Igen have traditionally tolerated them so long as they break no laws, see to their own, and do not bother any holder.

Because Igen has such vast lands under its sway, even though a large portion is desert useful to few except for miners willing to brave the harsh conditions to mine the liquid minerals to be found there, its Lord Holder Byus doesn't concern himself with day to day things, caring only that everyone does their part and sees to the tithe when the time comes. He tends towards the traditional, but isn't so hidebound that he can't bend when it is required of him. Because of his respect for tradition, he continues the longstanding Igen tradition of tolerating the Holdless' presence within his territory so long as they stick to their place in the caverns to the northwest of the Hold, in an area near the Igen River useless to any of his coholders, and even tolerates the low levels of trade that exist between local holders and the Holdless, so long as it doesn't cut into the tithe the coholds are expected to send.

Lady Tangelle is much younger than her husband, by some 13 Turns, and isn't a very bright woman. She has managed to produce a clutch of children for her husband, and raised them with all the proper education and manners, as well as keeping tabs on the day to day running of the Hold. There really is no love lost between the two of them, and they tolerate each other very well.

Major Exports: River Grains, Ovine, Runnerbeasts, Opals, Turquoise, Wood and Wood Products

Major Imports: Cloth, Wines, and Beers

Major CraftHalls: TannerCraft

Minor CraftHalls: BeastCraft, FarmCraft, MinerCraft, SmithCraft (specializing in blacksmithing)

Minor/Cot Holds: Big Bay (Igen Sea Hold), Katz Fields

Other Personages: None

Ista Hold

Lord Mamous

Lady Wilda

Originally considered 'unlucky' because of the moderate to severe problems encountered by the original settlers to the island, the bad luck finally worked itself out. Ista is well into the tropical zone and its temperature never falls below 55 degrees during the days throughout the deepest winter. The island boasts a large population, mostly situated near the coasts and most people sustain themselves by fishing and foraging for whatever else they might need. Farms mostly split their lands between both beasts and crops. Ista has a lot of natural resources to trade, but actually needs very little imported.

Lord Mamous is a hale and hearty man, even in his 70th Turn, and still enjoys riding runnerbeasts and pole fishing from the docks of his hold. Well thought of by most everyone, including the other major Holders, he is often called upon to mediate disputes. Even tempered and even handed, he has always managed to run his holdings with a very loose grip. The island that looks to him is a very laid back place, and resources are plentiful enough and most everything is tradable with the mainland, so he has only very rarely had to put a harsh word to anyone. The Lady Wilda is a pleasantly round and matronly woman who runs the hold with a firm though gentle hand, and who has managed to produce a several heirs for the hold.

Major Exports: Native Fish, Spider Claws, Emeralds, Sapphires, and Other Gems, Delicate Herbs and Spices, Fiber Plants of all sorts, Needlethorn, Essential Oils, Citrus Fruits, Sweet Cane, Peppers (of all sorts), Black Sand from its Beaches for the SmithCraft Hall in Telgar

Major Imports: Grains, Cloth, Wines

Major CraftHalls: None

Minor CraftHalls: MinerCraft (specializing in jewels), SeaCraft

Minor/Cot Holds: None

Other Personages: None

Keroon Hold

Lord Efaw

Lady Cebula

Most of the Hold is plains land, and enormous herds of runnerbeasts and herdbeasts are ranched and free ranged there. The Hold's chief claims to fame are the breeder stocks the BeastCraft tend, Red Butte, which is an important landmark in Pernese history as well as the main flight training point for Weyrlings, and it was the home Hold for Moreta.

Keroon is situated far enough away from any Weyrs that the Lord Holder tends to ignore them except for tithing time. He holds the leadership at Igen Weyr in the same contempt that he does most people, though he is more polite to them now that the Pass has started. Life inside Keroon Hold isn't what most would consider pleasant. Lord Efaw has a nasty temper and enjoys taking out his frustrations on anyone he considers beneath him, which in turn encourages them to do the same. Drudges get the brunt of it all, being the kicking dogs for nearly everyone else. Lady Cebula is a vain and social climbing nitwit that really doesn't understand that her husband loathes her, and now that she has produced an heir for him, intends to have as little as he can to do with her.

Major Exports: Iron, Vanadium, Copper, Tin, and Lead Ores, Meats, Hides, and HerdBeasts
Breeding Stocks

Major Imports: Cloth, Tubers, Grains, Fruits, Sweeteners, and Klah

Major CraftHalls: BeastCraft

Minor CraftHalls: SmithCraft, MinerCraft

Minor/Cot Holds: None

Other Personages: None

Lemos Hold

Lord Cisco

Lady Belloma

Lemos sports vast hardwood forests to the south and to the north has farmlands and grazing for Ovines and Caprines which support the Hold and give it exports for trade. Lemos's farms produce enough that the Hold doesn't have to import much in the way of food, except for variety's sake.

Lord Cisco is an ultra conservative Holder who firmly believes in the tried and true. He isn't a harsh man, just very set in his ways and very set in his views. If it's worked for generations, it will keep working for generations more, and why try and fix it? Lady Belloma is the perfect match for him, also conservative and believing that the woman's place is working as a support staff and seeing to it that her husband never has to worry about fiddly details. Between the two of them, and the competent people they employ, they have built up a successful Hold whose holdings generally don't want for much. Lord Cisco and Lady Belloma are always available to assist any of their holders whenever they have a problem or concern, but as a rule pay little attention to what goes on outside of their little world unless it for some reason will affect them.

Major Exports: Some Wood and Wood Products, Bows (of all types), Wool, Jade and Jade products (of all colors) and Ovines

Major Imports: Klah, Sweetener, Practical Metalwork, Bovine and Domestic Wherry Meats

Major CraftHalls: WoodCraft

Minor CraftHalls: MinerCraft

Minor/Cot Holds: None

Other Personages: None

Nabol Hold

Lord Rocchio

Lady Tobia

Nabol Hold has a longstanding reputation for greed. With vast gem mines, immense grasslands for grazing Ovines and domestic wherries, large stands of pine, ash and other softwoods for furniture, large orchards of redbud, and soil suitable for tubers, mustard and lavender, Nabol has plenty to trade with.

Nabol in some ways is as liberal as they come, and in others is more conservative than they are given credit for. Their history and reputation gives them a black mark in most books before the beholder even takes the time to look at the details; Lord Rocchio has learned to live with that and even work it to his advantage sometimes. While it may have been true in times past, Lord Rocchio and Lady Tobia are not concerned with stature or wealth. Instead they concern themselves with results, and they have noted that oftentimes the best results come from people who are well cared for and respected for their abilities. As such they have encouraged education among the young and made available every resource to that aim. They are not quick to blame, instead they encourage people to look for other ways to achieve their goals, and are firm believers in second chances. But you will only get one second chance, because they are not pushovers. And while this outlook has not made Nabol the wealthiest Hold, it has made it a very popular one and there is always an influx of new ideas and methods there. Lord Rocchio very much disapproves of High Reaches Weyr, but is still a staunch supporter of theirs because no matter what else they are there, they are Dragonriders and deserving of respect, even for all their faults.

Major Exports: Pressed Cider, Tubers, Gems, Softwoods, Wool, and Domestic Wherry Meat

Major Imports: Grains, Fish and Wines

Major CraftHalls: None

Minor CraftHalls: MinerCraft (specializing in jewels), BeastCraft, FarmCraft

Minor/Cot Holds: Greenfields Hold

Other Personages: None

Nerat Hold

Lord Haskel

Lady Jardena

Nerat's lands are fertile and temperate, making it the perfect location for the FarmCraft Hall. As a result, most of the land is used for farming, and most of the red meats must be imported. Nerat's wharves are always busy with trade and her fishing fleet (Nerat sends almost as many men to sea as High Reaches does). The minor WineCraft hall located there produces red wines and fruit liquors to compete with Benden.

Due to the fact that Nerat is the home of the FarmCraft Hall both Lord Haskel and Lady Jardena are used to hard work; Haskel grew up farming. The two Holders don't believe in "ruling from on high" and they are as apt to be out in the fields during harvesting times in particular, helping out their holders and making sure everything is going well. Neither is afraid to get their hands dirty and

Lady Jardena keeps a small garden that she works exclusively; it's her hobby. Because Nerat is also a sea Hold, the two split the tasks of taking care of the land and what happens on the wharfs with trade and imports. Haskel tends to oversee farming while Jardena makes sure everything is running smoothly at the docks, but they work in concert and communicate often about what is going on, making big decisions together.

Overall, Nerat tends to be a fairly happy place, although things can get tense during busy seasons, when the Holders and the people are trying to make sure everything runs smoothly, with as few mishaps as possible.

Major Exports: Chickens, Fertilizer (made from egg shells, fish bones and heads), Fruits, Nuts, Fish, Crop Seed, Wicker, Granite

Major Imports: Bovine and Caprine Meats, Hides, Leather Goods, Cloth, and Beers

Major CraftHalls: FarmCraft

Minor CraftHalls: WoodCraft, WeaverCraft, WineCraft

Minor/Cot Holds: Half-Circle Sea Hold, Greystones Hold

Other Personages: None

Ruatha Hold

Lord Daimar

Lady Flisha

Ruatha is the second oldest Hold on the Northern Continent and is only two days ride north of Fort Hold. Ruatha breeds the best runners on all of Pern and has vast grass flats and a portageable river that makes raising and transporting food animals of all types easy.

Ruatha is a conservative with a twist. Regardless of their views, the Lord and Lady Holders do not think it is their place to preach them to everyone else, and accept a certain amount of dissent inside their holdings, so long as it doesn't have an adverse affect on the tithe or the Hold. Although he may not always approve of something, Lord Daimar very rarely rebuffs honest requests for assistance, and will lend a hand to nearly anyone. He very much disapproves of Fort Weyr though he does get along with the Weyr leadership.

Major Exports: Food Animals (of all types), Hides (of all types), Cloth, Tapestry and Glass

Major Imports: None

Major CraftHalls: None

Minor CraftHalls: WeaverCraft, SmithCraft (specializing in Glass and Blacksmithing), BeastCraft

Minor/Cot Holds: None

Other Personages: None

Southern Boll Hold

Lord Logue

Lady Palicka

Situated to the south of Fort Hold, and was originally named Southern Hold because of that. Eventually the name was modified to Southern Boll to honor Emily Boll, the Hold's founder. The roads are very good, but steep in places so traders tend to prefer boating in. The Hold boasts balmy weather during all seasons and because of that and ease of survival in the area, Southern Boll boasts a large population. Mines are situated to the north and large areas of jungle are situated to the south along with farms. Almost all farms raise both crops to feed the Hold as well as flax, sisal, cotton, and native Pernese plants that are used by the WeaverCraft as well.

Southern Boll is a staunch supporter of Fort Weyr, and because Lord Logue gets along with the WeyrLeadership, is also quick to voice his disapproval of the factions within the Weyr and to lend

any support he can to Weyrleader K'sar and Weyrwoman Isini. Lord Logue is a very conservative, traditional type, but even he can see where the wind blows and understands that a Weyr divided by internal conflict is a Weyr that will eventually self destruct. Although he feels comfortable being critical of the Weyr he looks to, he would never dream of voicing those same opinions to anyone not looking to them, instead putting on a game face like there is nothing wrong.

After the earthquake, he sent all the people he could spare to help in the clean up of the devastated sections of the Weyr. Because Southern Boll is so successful, and the WeaverCraft Hall there so supportive of the Hold, he can spare the time and resources to help.

Lady Palicka is a very intelligent woman who will generally defer to her husband and carry out his wishes, knowing that Lord Logue will listen to her opinion and take it into account, even should they disagree. She runs the Hold with a firm hand, and sees to it that her husband doesn't have to worry with Hold when he has so many other things to occupy his time.

Major Exports: Fruits, Fish, Delicate Cooking and Medicinal Herbs and Spices, Native Teas, Cloth, Fruit Liquors, Glass and Ceramics, Rubies, Garnets (all varieties), Green Malachite, Copper and Blue Copper Sulfate

Major Imports: Wool for the WeaverCraft Hall

Major CraftHalls: WeaverCraft

Minor CraftHalls: SmithCraft (specializing in Glass and Ceramics), MinerCraft (specializing in jewels)

Minor/Cot Holds: Gar Hold

Other Personages: None

Telgar Hold

Lord Raiden

Lady Ilithya

This is the largest Hold on Pern and one of the wealthiest of the major Holds. It has harsh winters and tends to host traders over the winter when the main Hold is snowed in. Has plenty of grazing for Bovines and vast fields in the south for raising grains. The north of the Hold has pines and softwood forests.

Telgar is probably the most spoiled of the major Holds; no one in memory has ever really had to do without anything because the lands about them are so bountiful and even drudges have dress and manners above their counterparts in other holds. Because they lack for little and existence for them is not hard, they tend to also be one of the more liberal of the major Holds. Harpers are encouraged to visit and stay as long as they wish, artisans are commissioned to do decorations for every blank spot they can find, and the Hold boasts one of the most impressive gardens just to the west of the Hold where Lord Raiden and Lady Ilithya host parties during the spring for his holders to attend. Gathers there tend to be huge affairs that attract people and traders from far and wide. The other Lord Holders tend to dismiss Lord Raiden as a liberal, nontraditional type though Raiden is very much traditional, it's just Telgar's traditions he follows.

Major Exports: Etchings and Engravings, Finished Metal Work, Printed Fabrics, Silk Screen and Batik, Grains of all type, Beers, Weapons and Bovine

Major Imports: Ores (of all types) and Jewels (of all types) for the SmithCraft Hall

Major CraftHalls: SmithCraft

Minor CraftHalls: WeaverCraft, BeastCraft, WoodCraft

Minor/Cot Holds: None

Other Personages: None

Tillek Hold

Lord Loftis

Tillek is the most westerly of the major Holds on the Northern Continent, and is known for its conifer forests, its terraced farms, and for its wines. Tillek depends heavily on trade through its ports, and on its terraced farms for food. Bad weather is common and knitting is a common practice. Fishing is a major industry.

Though Lord Loftis is the youngest of the Lord Holders, he is probably one of the most closed minded, rank conscious and prejudiced of them all. He runs his holdings with a tight fist and has a policy of making sure to get every tuber and hide that he thinks is his due when it comes time for the tithe; if a holder cannot produce, he is summarily replaced. Women have absolutely no status of any merit in his hold; even the Headwoman finds herself constantly checked and rechecked by his aides, and must ask permission to do or procure anything she might require. Most of the people of Tillek feel for the woman their Lord Holder marries, when he finally gets around to it that is, because life under his thumb will never be a pleasant experience. For his part Loftis considers women little better than breeding stock, and when he finds one he considers superior enough to continue his bloodline, he'll marry her. Until then, the Hold does just fine without.

Major Exports: Wood, Fresh and Dried Fish and Wines

Major Imports: None

Major CraftHalls: SeaCraft

Minor CraftHalls: FarmCraft, WineCraft

Minor/Cot Holds: None

Other Personages: None

Minor Holds of Note

Big Wood Hold

Lord Devol
Lady Gilada

Big Wood Cothold is one of the two main suppliers of raw lumber and wood to the Southern Holds, as well as exporting seasoned lumber to the North. Lord Devol is the youngest son of a Northern Holder who, never expecting to be put in charge of a Hold, made Journeyman rank in the WoodCrafter Hall before being sent south to help open the Southern Continent. As such he quickly recognized that the forestland of Southern was old growth and would take time to regrow, and he is a very careful harvester of his resources.

Major Exports: Raw Lumber, Seasoned Lumber, Wood Products

Major Imports: Grains, Tubers, Some Meats, Leather, and Cloth

Major CraftHalls: None

Minor CraftHalls: None

Other Personages: None

Calais Hold

Lord Makis
Lady Katena

Calais Cothold is a principal grower of tubers and river grains as well as medicinal plants in the south. The largest of the Minor Holds looking to Glasena Hold, it produces much of the grains used in the Hold. It also produces many of the medicinal plants used in Southern HealerCraft Hall. Because they are situated directly on the Island River flood plain, they are often completely cut off whenever the river goes through a flood stage, but are protected from damage by the Hold's location on a prominent and largely exposed outcropping of granite several kloms wide and several kloms high.

Major Exports: Grains, River Grains, Tubers, Medicinal Plants

Major Imports: Meats, Leather, Cloth and Wines

Major CraftHalls: None

Minor CraftHalls: None

Other Personages: None

Chelyan BeastHold

Lord Dunn
Lady Erdelyi

A seven-day ride to the southeast of Glasena Hold the forest opens up and enormous grasslands present themselves. There you will find Chelyan (SHEL-yun) BeastHold for whom the plain was named. The vast grazing areas surrounding the main Hold are perfect for almost any free ranging herdbeast. The climate is somewhat temperate and dry thanks to the proximity of the ocean and the nearby mountains, and a small volcanic lake provides all the water and irrigation the Hold requires.

One of the first Holds established on Southern, Chelyan's Lord Holder brought with him some of the finest northern stock and careful breeding with both those stocks and with some of the wild beasts to be found quickly created some very hardy livestock. In the case of the Chelyan RunnerBeasts, Lord Dunn created a sturdy long distance Runner, a combination of the best characteristics of all the breeds he had to work with, and now his Chelyan RunnerBeasts are beginning to come into demand

in the north for their regal appearance as well as their ability to cover significant ground without breaking.

Major Exports: Stock Animals, Meats, Hides, Some Worked Leather Goods

Major Imports: River Grains, Klah, Wood Products

Major CraftHalls: None

Minor CraftHalls: None

Other Personages: Journeyman Herder Tempe, Journeyman BeastHealer Laritin

Geddon Seahold

Lord Hogue
Lady Rushia

While the other original Holders rushed inland to grab the fertile lands along Island River, Lord Hogue and Lady Rushia stayed closer to the coastal plains. Lord Hogue had barely finished building the Hold when he started work on the docks and now has a fair fishing fleet that plies the waters within a few days sailing. Once he had that in hand he turned his attention to the land and Geddon now boasts large fields of both cotton and flax, as well as various hardy tubers and numbweed. Groves of both fruit and nut trees also dot his land, though they are not his main crops. Geddon also boasts a fair herd of Bovine, and some Ovines though they are mostly kept to help feed the Hold and later when Glasena Weyr was established, to tithe to the Weyr.

Major Exports: Cotton, Flax, Tubers, Numbweed, Fish and By Products Like Fertilizers, Some Fruits and Nuts

Major Imports: Grains, Practical Metalwork, Wines, Some Wood Products

Major CraftHalls: None

Minor CraftHalls: None

Other Personages: None

Lesalas Hold

Lord Rodak
Lady Nona

Lesalas Cothold is one of the two primary sources of both raw and worked wood and lumber products in the south. Lesalas concentrates on worked products, and exports both simple and fine furniture and wagon parts as well as practical woodwork like mugs and tableware. Situated within a days ride from Geddon Hold and Lord Hogue's docks, Lord Rodak exports a majority of his goods to the north from there.

Major Exports: Wood and Wood Products

Major Imports: Grains, Tubers, Practical Metalwork, Cloth, Meats and Wines

Major CraftHalls: None

Minor CraftHalls: None

Other Personages: None

Overbrook Cothold

Lord Gore
Lady Orpha

Overbrook is the largest of the Minor Holds and looks to Glasena even though it is technically closer to Chelyan BeastHold, with whom they foster close ties. The Hold lies just outside of the flood plateau for the Island River in the low lying hills. Overbrook got its name from a fair sized creek that flows along the base of the hill on its way to Island River and the stone bridge that Lord Gore and his sons labored for months to build so that they wouldn't have to wade through the often swift running and occasionally treacherous waterway to get to the Cothold.

Overbrook is close enough to the Chelyan Plain to have some access to it and free ranges both Bovine and Runnerbeasts enough to satisfy the needs of the Hold. Their mainstays are the fields of tubers and river grains they grow along the extremely fertile flood plateau and the groves of fruit trees that line the hills behind the Hold. They also have had success growing grapes and have a fair trade spring wines.

Major Exports: Tubers, River Grains, Fruits and Wines

Major Imports: Cooking Herbs, Practical Metalwork

Major CraftHalls: None

Minor CraftHalls: None

Other Personages: None

Somerset Cothold

Lord Losch

Lady Vestle

On the far side of the Chelyan Plain, just on the edge of the deepest forest lies Somerset Cothold. Less of a Hold as it is a trading post and way station, Somerset is situated in the perfect spot for people who care to risk the forests and its wildlife, or for those that care to risk the mountains and their treacherous passes for the rich ore, mineral and gem deposits. The rough lifestyle of living just this side of known civilization tends to attract some very resilient people who work hard and play harder.

Lord Losch has the best of both worlds; the grasslands allow for herdbeasts and a large stock of native runnerbeasts to be raised and the constant flow of prospectors and traders keeps him in supplies as well as Marks. His Runnerbeast herds supply the pack beasts for most if not all of the intrepid frontiersmen that wander through, and his herdbeasts keep not only his cothold fed, but also Glasena Hold with whom they have a long standing trade agreement.

Major Exports: Hides, Ores, Gems, Medicinal Herbs, Meats, Sides and Pelts

Major Imports: Beers, Liquors, Practical Metalwork, and Klah

Major CraftHalls: None

Minor CraftHalls: None

Other Personages: None

Upper Ridges Hold

Lord Bruer

Lady Melva (current)

Lady Kimble (deceased)

Built along the ridges two days ride west of Fort Weyr and a four day ride to the southeast of Fort Hold, Upper Ridges manages to produce enough to be fairly self sufficient, importing only what it needs for variety's sake. The Hold free ranges herdbeasts along the ridges and steep valleys surrounding it, and now boasts some of the best bloodlines for wool producing Ovines. Over the winter about half of the Bovine and Caprines are slaughtered and their meat preserved and hides worked for trade; the ovines just have their old and unhealthy hide pared off and they are sheltered in an enormous barn near the hold along with the hold's runnerbeasts, the remaining herdbeasts and the breeding stock for the harsh winters. The milk produced by the caprines and bovine is made into cheeses over the winter months for trade, and spicy soft cheeses have become a specialty.

Lord Bruer was granted the small cothold along the high ridges after its aged and unmarried holder died without an heir on the agreement that he would make the cothold profitable, and that his family could keep it as long as he produced a male heir to give it to upon his death. His wife, Kimble was pregnant with their first daughter Shrawn when they took possession of the cothold, and another

daughter, Quintana, followed 3 Turns later. Bruer fought for many Turns against frustratingly bad luck and a lack of manpower because no one wanted to work in the ranges above Fort Hold mostly cut off from civilization because of the treacherous terrain and harsh winters. Finally, after 8 Turns of scratching and persevering, their luck began to turn when they managed to begin one of the best herds of wool producing ovine to be found on the southwestern part of Northern. By the time Lady Kimble died some 14 Turns after taking possession under somewhat mysterious circumstances and both his daughters disappeared (to live with their Holdless relatives he told everyone), Bruer had managed to make his cothold grow into a thriving minor Hold, easily able to tithe to Fort Hold every season.

Because Lord Bruer is a determined man, he is often a harsh task master and because of this, relationships with both his family and those he employs tended to be strained, and the hold is a somber place. Once Lady Kimble died and their daughters left to live with her Holdless relatives, Lord Bruer wasted no time finding another wife, this time from among the suitable daughters of local Holds so that Upper Ridges Hold would have solid connections with the older and more established Holds. His second wife, Lady Melva promptly produced the male heir his lease stipulated he must have in order for his bloodline to keep possession of Upper Ridges and that Lady Kimble had failed to. His son Haas is currently a healthy and happy 4 Turn old, his youngest daughter Quintana is 17 Turns and still lives among her Holdless relatives, and his oldest daughter Shrawn is a Greenrider at Green Crater Weyr. He has had no contact with his daughters since their departure.

Major Exports: Bovine, Caprine, and Ovine Meats and Hides, Wool and Cheese

Major Imports: Grains, Wines, Some Spices and Klah

Major Crafhalls: None

Minor Crafhalls: None

Looks To: Fort Hold

Other Personages: None

NorthernValley Hold

Lord Mercer

Lady Rieyda (deceased)

Valley Hold is situated in a broad, deep mountain valley with a fast moving and often white watered river running through it, and steep, treacherous walls. The passes into and out of Valley Hold are not for the faint hearted, and during the harsh winter months the Hold is completely cut off. Llamas are commonly used as pack animals, and their fur used to make cloth. Both Bovines and Ovines are raised by free ranging, then all but a few are slaughtered in the fall; the meat is then preserved for use by the Hold and the hides worked over the winter for use by the Hold and for trade. During the warm months there are both silver and iron mines to be worked. Farms produce the hardier vegetables and spices used by the Hold, and hard woods are harvested and seasoned in mountain caves. Weavers specialize in the heavier, warmer cloths and knitting is a widespread practice.

Because of the need to get the Hold self sufficient quickly and because of their remote and isolated location, Lord Mercer runs his Holdings like a general marshaling his troops. Everything and everyone has a place and they are to do their jobs without questioning the why or what for. And though his methods might appall others, it has worked 'til now because everyone under him is grateful for the things they have which others in their position elsewhere do not. Those that please Lord Mercer excel, those that don't won't last long at Valley. Lord Mercer demands and often receives only the best from his people, and almost to the last they are loyal to the death.

Valley is one of the more literate of all the minor Holds on Pern. Because they are isolated and forced to depend on their own people to replenish the work force, Lady Rieyda pushed hard for more than the basic education for the young, and after seeing the results of a literate work force, Lord Mercer has continued the practice even after her death. Everyone is expected to have training in at least one

of the 'hold crafts' and those that excel are sent for training at the Crafhalls. More often than not, those sent for further training will return to Valley, working in the minor Halls, or if there isn't one for their craft, for the Hold itself. The stereotypical drudge does not exist at Valley as everyone is expected to teach their children at least the basics in manners and grooming, and as a rule the Hold itself will supply proper clothing to everyone and expect that each person look the best they can, depending on their jobs.

A lot of the traditions have been put on the back burner at Valley. They still uphold all the major ones like tithing and seeing to their own, but because of their literate workforce ingenuity and experimentation is encouraged, and if a better way to do something is uncovered, then often that is the way it will be taught from then on. They are not shy about trying anything new, and it has often worked to their advantage when Valley has been enjoying the fruits of their foresight for Turns longer than other Holds that resisted out of a stubborn belief in traditional methods.

Major Exports: Wood, Metals (mostly Silver and Iron Ore, but some practical metal goods and weapons), Hides, Leather Goods, and Cloth

Major Imports: Grains, Spices, Wines, Vegetables and Fruits

Major Crafhalls: None

Minor Crafhalls: SmithCraft, MineCraft, BeastCraft

Minor/Cot Holds: None

Other Personages: Zayda

MISCELLANEOUS

Igen Holdless Caverns

The Igen Holdless Caverns are a complex and complicated place not only geographically, they are situated along side a gorge honeycombed with caverns that run for miles back from the entrances along the gorge and often lead to exits hidden in the nearby hills, but also because there is no truly centralized government or ruling body. It can be a dark and frightening place to those who don't know their way around or the traditions and practices that have sprung up over the millennia to help keep the place running.

Distinctive Places Inside The Holdless Caverns

- There is a long, broad cavern that is considered common ground called the *Main Cavern Hall* where anyone industrious enough can set up their own little business, selling whatever they can make or trade for. Often these ventures are no more than a table or heavy rug laid out with wares, but some have made use of nearby woodlands to build themselves structures with more permanence. Still others with the available marks to pay to have it done have taken over some of the deep alcoves or caverns branching off from the Main Cavern Hall and built themselves truly impressive businesses.
- Deep into the Main Cavern Hall there is a section known as the *Red-light District*, which got its name from the red tinted glass glow lanterns hung throughout the cavern. Here you will find all the brothels, gamehalls, alehalls, a lot (though not all), of the entertainment halls just to name a few. A few fairly infamous brothels and alehalls are to be found here with reputations that far exceed the bounds of the Holdless Caverns, and it has been known for some of the more polite society of Pern to come here for their more base entertainments. A private entrance makes this

practice easier for them, leading to the Red-light District from just off the road between Igen and Lemos Holds.

- Down along the bottom of the gorge is a series of caverns that as far as anyone has ascertained do not seem to connect with the main body of caverns further up the gorge where the bulk of the Holdless live and die. These caverns are used by the Holdless Trading Bands, bands of traders that tend to specialize in specific wares and who are proud to consider themselves Holdless. Most often these bands are small and tend to be family oriented, though some can get to be as big as several hundred people.
- A series of caverns known as 'The Squatters' Caverns,' have been set aside for those who for some reason choose not to be permanent residents, instead only using the Igen Holdless Caverns as a stop over where they can get supplies, or as a place of protection from Thread. It is rare for the permanent residents to ever set foot inside these caverns because the Squatters tend to have no pride for themselves and therefore no pride of place. Often the Squatters' Caverns are squalid and riddled with disease and pests. Raiders tend to use the Squatters' Caverns as a haven through which they can procure goods and because of this The Guard are to be seen here in force.

Distinctive Groups Among The Holdless

Because humans in general, and the Pernese as a rule tend to feel safer within groups, there are inside the Holdless Caverns some very distinct groups that have sprung up over time.

- Some specialize in some sort of nefarious trade or another, such as assassins, extremely talented thieves, smugglers, and mercenaries, that will practice for hire and are called collectively 'Knots'. These groups are very small, very exclusive about who is or isn't an actual member, are generally based out of their own series of caverns in which they are the law, and have their own distinctive badges that they wear. Often their leaders are charismatic and people who are not members of the group will gravitate into their sphere of influence and will give their loyalty to the group in exchange for protection and a stable environment in which to live.
- In other parts of the Holdless Caverns there are often groups that are in par with Terran city councils that are responsible for administering laws and seeing to the well-being of the people living within their influence, but often these groups don't have the same power as the Knots. There are a few examples of extremely charismatic individuals that have managed to acquire quite a little power base this way over the course of the history of the Igen Holdless Caverns, though these are few and far between. These groups have no common designation.
- The Holdless Trading Bands are often familial groups of traditional traders that consider the Holdless Caverns to be their home base and some of whom will travel the length and breadth of Pern. They tend to specialize in specific services or wares and will often bring both Marks and harder to find wares back to the Holdless Caverns from around Pern. Some have members that remain Turn round in their caverns along the base of the gorge, often to see after the herds that some maintain.

The Trading Bands have a kind of indistinct place in Pernese society, a very structured and rigid thing. Holds and Weyrs consider them to be Holdless though because they serve useful functions to them, the more polite society of Pern is more than happy to deal with them in ways that they are unwilling to deal with the rest of the Holdless. But because of their 'Holdless' status in this sector of Pernese society, they exist outside of and separate to the cultures of the Holds and Weyrs. On the other hand, even though they consider themselves as 'Holdless' and reserve a certain loyalty to the Igen Holdless Caverns, the Holdless at Igen do not consider them to be part of their cultural identity which serves the Trading Bands just fine. So in essence they have found a niche in both societies, but have a completely separate cultural identity from both.

Regardless of if they consider themselves Holdless or not, the Trading Bands have their own cultural identity that often can be traced back to the original nonconformist groups that were brought to Pern along with the settlers. As a rule they have an oral tradition that has managed – through story and song – to preserve knowledge that the rest of Pern has forgotten, even if it has over the course of time morphed into something more fantastic than the original. They have their own social conventions and traditions which in some ways are more liberal than the rest of Pern, in some ways are far stricter and that at first glance can seem to conflict but which have always served them well. Because they are proud of their ‘outsider’ status, they tend to wear clothes that make them stand out, go to lengths to experiment with ‘tried and true,’ will often have commonplace items of unusual configuration, and decorate their *vardos* (the hard topped covered wagons they use as living quarters while on the road) as ornately as they can. Unlike traditional Pernese society, the Trading Bands have for centuries appreciated wood for its lightness and versatility compared to stone, and it also must be said, for its sheer beauty.

- Even among the Holdless there are classes and those that chose not to live in the Igen Holdless Caverns, instead wandering aimlessly with no profession or hope of a Hold or Weyr taking them in are the lowest. They are referred to by the permanent and semi-permanent residents as ‘*Squatters*.’ These people tend to come and go singly or in very small groups, never staying long and are mostly people who can’t cope with either the fact they are now Holdless or can’t cope with the reality of the Igen Holdless Caverns enough to become permanent residents.

Relations With The Outside World

The Holdless in Igen go out of their way, along with the Holdless Trading Bands, to curry favor with the local Minor Holds and Cotholds. They have no wish for these people to petition Igen Hold to have them removed. They also tend to keep as low a profile as they can since Igen sends guards to patrol the Main Cavern Hall to keep an eye on things. Some of these guards can be bought, others cannot so it is in everyone's interest that all business of a nefarious nature go on under the thin veneer of civilization they have managed to foster. So long as the Holdless mind their manners, do not irritate neighboring Lemos Hold or Igen Weyr, do not rape and pillage the Igen holdings, Lord Byus and Lady Tangelle are more than happy to leave them in peace.

The Holdless as a rule have no love of the society that shunned them and turned them out. Most of the shunned were criminals in some fashion ~before~ they were caught and barred from Hold and Weyr and most see no reason to abandon that which served them before and those born and raised in the caverns have simply grown up in its often rough and rude environment. It is however a fact that it is often hard to bullshit a bullshitter, so pulling one over on a fellow member of the Holdless is often difficult at best. The Knots tend to hire their services to the highest bidder no matter who that might turn out to be, and because they have a kind of code of ethics, regardless of what they think or feel they will endeavor to their greatest capacity to complete a job no matter the cost.

As a tweak to the nose of Pernese society, centuries ago the Holdless designed a heraldic crest to represent themselves, more as a joke than anything else. The joke stuck though because groups yearn for an identity in much the same way individuals do and symbols are very much a part of that. For the same reason, the Knots all take pleasure in wearing badges to indicate which Knot they are a member of. Relying on simple pictures or color, the Holdless have devised emblems that readily identify themselves to one another and these may be in the form of a tattoo, pendant about the neck, badge or any number of different ways. Sometimes these have the added benefit of identifying themselves as someone of a higher authority to the average Holdless citizen and they have been known to break up trouble before the guards even caught wind of something untoward happening.

Weyrs

Benden Weyr

Weyrleader J'vin on Bronze Hutkath

Weyrwoman Milodene on Gold Jivideth

Fairly 'middle of the road', neither overly liberal nor terribly hidebound. Recently had a leadership flight, and the new Weyrleader has shown himself to be very concerned with the right thing, the rules and honor; he is very much a product of his Weyr. Benden is characterized as being solid and dependable with a penchant for justice over tradition if it comes to that - though tradition and respect are high on their list of priorities. Willing to reserve judgment on Green Crater for now, but on poor terms with Ista, as the new Weyrleader has yet to acquire the tact to hide his personal opinion of another Weyrleader's abilities.

Other Personages: None

Fort Weyr

Weyrleader K'sar on Bronze Wehrleth

Weyrwoman Isini on Gold Haath

One of the most conservative and hidebound of the northern Weyrs, yet strangely have strained relations with High Reaches, which is nearly as bad as they are. Perhaps due to their somewhat strict views of tradition, intolerance of all types, including sexual, is a common problem. There are groups that harass anyone they see as 'dangerously liberal' or suspected of having what they consider a 'deviant' lifestyle, the most extreme of which is led by one of the Junior Goldriders. Weyrwoman Isini and the old Weyrleader, V'ncil, were able, barely, to keep these factions in check, and Weyrleader K'sar also opposes any overt action by them. It is overcrowded and very conscious that it is the unspoken leader of the Weyrs, and has an implicit belief that its views are very obviously correct. Considers Green Crater to be the worst sort of renegades, and is looking forward to their failure so they can be held up as an object lesson in disregarding tradition. Suffered a major groundshake recently (on or around 3.11) that devastated part of the residential area. A large cluster of riders' weyrs and a portion of the Lower Caverns have now been closed off due to cave-ins, forcing K'sar to relocate many of his riders to other Weyrs until repairs can be made.

Other Personages: Ex-Weyrleader V'ncil

Glasena Weyr

Weyrleader D'eschler on Vinginoth

Weyrwoman Quetta on Byth

Glasena Weyr was founded a few Turns before the start of the Eighth Pass, as Holds had begun to spring up in the area during the latter part of the Interval and it was clear that covering this additional area would be too much for the Weyrs of the North. The essence of the Weyr and its strength is that it is less hidebound than the northern Weyrs. It is dealing with a new environment and new problems than the traditions in the north deal with, and as such has earned a dubious reputation of abandoning tried and trusted measure. Its greatest drawback is the arrogance and angst that characterize its leadership, as they -are- dealing with all new situations and therefore feel that none have the right to judge them for the manner in which they do it. Barring a few clashes of personality, they are generally well disposed to Green Crater and would like to see the Weyr as a whole succeed, although perhaps with someone else in charge.

Other Personages: None

High Reaches Weyr

**Weyrleader D'mek on Bronze Drazbath
Weyrwoman Brice on Gold Bohreth**

Whilst not as hidebound or self-important as Fort, it is still one of the most conservative of the northern Weyrs, but they still don't get along with Fort very well on the whole. Poorly run, the Senior Goldrider is a snotty young woman who cares nothing for anyone around her, and is treacherous and vindictive to any who disagree or attempt to affect change. As such, she sees Green Crater as setting a dangerous precedent, and would be more than happy to see it fail.

Other Personages: None

Igen Weyr

**Weyrleader W'rlick on Bronze Clonth
Weyrwoman Arusha on Gold Sholdreth**

Not terribly hidebound, yet not what one would call overly progressive either, intolerance is a common problem here as well, although not nearly to the extent it is at Fort. The Weyrwoman is largely ineffectual, being less concerned with running her Weyr than she is with increasing her own power and prestige, and jealously guarding it from Igen's several Junior Goldriders. The Weyrleader is a bit of a blustering, opinionated man, who nevertheless manages to keep the Weyr going whilst the Weyrwoman amuses herself elsewhere. Relations with Green Crater are nonexistent, owing to the fact that it was founded by one of those Junior Goldriders who finally decided that enough was enough.

Other Personages: Junior Weyrwoman Daia, WeyrHarper Cale

Ista Weyr

**Weyrleader S'ren on Bronze Nostradath
Weyrwoman Desana on Gold Hewath**

One of the less hidebound of the northern Weyrs and is somewhat accepting of new ideas. Their much-beloved Weyrwoman is well respected even outside the Weyr, as she is fair and compassionate, yet refuses to be cowed by pressure; this is good, as the Weyrleader is essentially useless. Relations with Benden especially are poor, mostly because the new Benden Weyrleader knows how ineffectual the Istan Weyrleader is and makes no real effort to hide it, but they have a fairly neutral stance on Green Crater.

Other Personages: None

Telgar Weyr

**Weyrleader Y'tem on Bronze Zurzoloth
Weyrwoman Jussa on Gold Torsith**

Most liberal of the northern Weyrs, they maintain good relations with Ista and Igen, disapprove of Fort and High Reaches, and consider the new Benden Weyrleader as somewhat opinionated and naïve. Weyrleader Y'tem is a shrewd man and works well with Weyrwoman Jussa (on Gold Torsith). He understands the politicking that goes on quite well and never assumes that one side or the other of any issue is telling the complete truth. Though currently willing to give Green Crater the benefit of the doubt, they will just as easily stand against them, should the circumstances indicate it.

Currently houses the best DragonHealers and is where other Weyrs will send their DragonHealers for training.

Other Personages: None

Craft Halls

BakerCraft

No Main Hall

The BakerCraft is considered one of the Hold Crafts and has no main hall or CraftMaster, though the cooks at Fort Hold and Fort Weyr are considered the best to be had on Pern. Holders will send their cooks to the Major Holds they look to for training and the Major Holds will send their cooks to Fort Hold for their training. Ranking is by specialty and only relevant in the home holds, though it is generally respected in other Holds until the cook proves himself unworthy of it.

Sub Specialties: Pastry, Breads, Cheeses, Stews, Banquets, along with a host of others

BeastCraft Hall at Keroon Hold

CraftMaster Howin

The MasterHerder (usually also a skilled veterinarian) is responsible for all breed propagation of the breeds that came with the colonists from Earth (runnerbeasts, bovines, llamas, porcines, caprines, ovines, domestic canines and felines, but he also looks after avians, domestic wherries, and roasting fowls). The Hall is in charge of the care of all stud beasts and breeding dams, and keeping track of who has the best bloodlines in what beast. The main goal of the hall as a whole is to breed stronger animals best suited to their uses and locations, and the hall keeps herds of stud beasts for each variety to help holders when their bloodlines weaken. The Hall is also responsible for keeping holders from taxing existing bloodlines by encouraging breeding for specific traits when other breeds already have the traits. Artificial insemination is used largely to cross breed different breeds.

CraftMaster Howin keeps very close tabs on what goes on within his Hall, especially the Experimental Stocks. Requiring his Masters to be sure and keep him apprised of anything that might be of interest, he tries to work closely with the minor halls to keep apprised of what is going on in the Holds. Although the Hall isn't a large one, it does cover a lot of ground so that stocks of pure bloodlines can be maintained for sale to the Holds, and the Hall hosts the largest flock of both geese and chickens on Pern in protected rookeries. Because of the nature of the Hall, being spread across a vast area, only the archives and administration as well as classrooms for the Apprentices and Journeyman are housed in the Main Hall. All the specialties have their own buildings set close to the stock they are responsible for, and the people in charge are required to make weekly reports to the CraftMaster and his assistants.

Sub Specialties: Experimental stocks, Veterinarian, Breeding, Herding, Avians and Fowls, Tunnelsnakes (for learning their habits to make them easier to get rid of them, not for breeding or propagating), Wher Breeding and Handling

Other Personages: None

DragonHealer Craft

No Main Hall

DragonHealing is considered a Weyr Craft and has no main hall or CraftMaster, though the DragonHealers of Telgar Weyr are considered the foremost in the field. The other Weyrs often send their DragonHealers to Telgar for additional training and experience, and will send them back occasionally for refreshers. There is ranking within the Craft and is based on the DragonHealer's records, which are kept by each individual Weyr. Universal and stringent guidelines are used to base the promotions on and promotions are at the discretion of the Master DragonHealer of the Weyr in question. Transfers of DragonHealers are fairly rare, usually only occurring upon the death or

replacement of a resident DragonHealer and when they do occur their rank is respected no matter what Weyr they are transferred or put on loan to.

Sub Specialties: None

Other Personages: None

FarmCraft Hall at Nerat Hold

CraftMaster Talmage

The FarmCraft experiments with high-yield grains, and with making larger, hardier vegetables. They also understand the importance of conservation, cultivation and fertilization, and will preach it continually to any holder coming to them for advice. The Hall provides the average farmer with Turns of experience and the results of experiments that keep holders producing the most possible on the least land available. Journeymen travel the length and breadth of Pern, searching out the most fertile lands and advising holders on matters of healthy soil, and what crops to plant where and when.

CraftMaster Talmage has a true green thumb. He's a short little man, really jumpy, but cute. He walks around wearing a very long coat with a seemingly endless array of pockets, both inside and out. In these pockets are various seeds, roots, a branch of a tree, writing materials, etc; if it has to do with farming or growing in some way, he's got it in a pocket. He's even been known to carry about an egg or two, though why this is, no one knows. Talmage is not a traditionalist by virtue of his occupation. He's easy to get along with for the most part, so long as you don't mess with his stuff. He and Haskel get along very well, as Haskel grew up farming, and there is an amicable relationship between the Holder and CraftMaster. One sometimes wonders whether or not Talmage ever sleeps or even if he has a home, but his diligence and at times perfectionism, make him as good as he is.

The FarmCraft Hall at Nerat specializes in all kinds of crops as well as different types of trees, but it is the hybrids that are Talmage's and the Hall's special reknown. There is a section of the main Hall completely forbidden to anyone not approved of directly by Talmage. He knows –everything- that goes on inside the sub hall that deals with hybrids and experimentation. Apprentices to the FarmCraft eventually make their way to this hall for a brief tour, always overseen by Talmage and if they feel the inclination he turns them over to one of the Masters who run the experimentation area of the Hall. Other sections of the Hall are devoted specifically to areas such as crops and trees. The other area that Talmage keeps a close eye on is the Nursery. This area of the Hall can be gotten to from the inside of the main Hall by a corridor, but there is also an outside entrance. The nursery is viewable by anyone outside; the walls and ceiling are made of thick plates of glass. The nursery sometimes doubles as a hothouse for flowers and other flora and what Talmage calls the “help me, I'm dying” area, where plants, crops, and trees are sometimes taken if they are not doing well and need special care.

All apprentices and Journeymen, without exception, must come back to the FarmCraft Hall to Walk the Tables and advance in rank. Apprentices can either pick a specialty or do a general apprenticeship, learning a little bit of everything. There is no strict criteria, although if a certain area is short of people, apprentices may be encouraged to go in that way. Because much of what the FarmCraft Hall is about deals with nurturing and taking tender and special care of the crops and plants, Talmage has fostered a feeling of not being as prejudiced against women as some of the other Crafts. They are encouraged to become apprentices, although they are then pushed in the direction of something other than fieldwork, which tends to be left to the hardier and stronger of the men who apprentice.

Sub Specialties: Seedlings, Nursery, Experimental Crops, Hybrid Crops, Green Crops, Fruit Trees, Flowering Crops, Seed and Cutting Gathering, Sapling Gathering

Other Personages: None

HarperCraft Hall at Fort Hold

CraftMaster Lysandrous

The Harper Hall holds a great responsibility beyond those of simple education, entertainment, and propaganda and communication center. It is also the holder and preserver of all of Pern's history. Every Harper, no matter his specialty or rank, not only learns the traditions, but also learns how to teach them. The hall has become over the centuries a clearing house for information, responsible for rooting the facts out from the rumor. Starting out originally as teachers, the craft eventually evolved along the same lines as the druidic traditions on Earth: prognosticator, judge and bard. Harpers negotiate their own contracts with the holder wishing to employ them, though some may be assigned to work in a hold for room and board if the hold is important enough to the Hall and one of their duties is to help arrange marriages for young people both inside and outside the hold.

Sub Specialties: Scribe, Musician (specializing in particular instruments), Voice, Instrument Making, Composition and Writing, Chorale Singing, Musical Arrangement and Conducting, 'Route Riding,' Archivist

Other Personages: None

HealerCraft Hall at Fort Hold

CraftMaster Malecek

HealerCraft is one of the oldest Crafts on Pern. Everyone on Pern is taught the basics of first aid as a child, and those that show an aptitude for it are encouraged to become apprentices. The Healer Hall is administered by the MasterHealer, and under him are Masters of the different disciplines. Another of his assistants is the Nursing Master. Gifted Masters become specialists in one of the facets of the Craft, some remaining at the hall to teach, others finding a post where their specialty is needed. Every Weyr has at least one urologist and surgeon. Not all healers have a specialty, instead are general practitioners. Healers learn new techniques by returning to the Hall regularly for refresher courses, and one must return to the Hall to 'walk the tables.' It is also required that all apprentices learn their basics at the Hall, then are sent out to holds and Weyrs to get hands on training.

CraftMaster Malecek is a stern taskmaster and believes that all the instructors within the hall should be as hard as it takes on the students. Not only is it important that they learn and learn properly, they also are going to need learn to work under pressure. Someone's life may well depend on it. When a healer sends him a prospective student, someone for further instruction, or someone to 'Walk The Tables,' his staff always take their cue from his example and work them harder than those who were instructed within the Hall, and expect only the best results out of everyone. Malecek is however also a fair man. He doesn't believe that women should be MasterHealers but if one can prove to him that they are worthy of the title, he will promote them without a thought. Because of this attitude, there are more women within the ranks of his Craft than you will find in most other crafts.

Sub Specialties: Doctors and Nurses of Diagnostics, Pediatrics, Geriatrics, Obstetrics, Urology, Pharmacy, Dentistry, Surgery, and Respiratory Ailments. Midwifery is also a specialty though all Healers get training in delivering babies.

Other Personages: None

MineCraft Hall at Crom Hold

CraftMaster Rocferd

The MineCraft has many minor halls spread across Pern and because of this CraftMaster Rocferd usually knows as much about what is going on in the world as CraftMaster Lysandrous of

the Harper Hall. The MineCraft works closely with the SmithCraft, exchanging the raw ore for new and more efficient tools.

CraftMaster Rocferd comes from a long and illustrious line of MasterMiners; born and raised within the Hall. Now 67 Turns later he is the first of his line to achieve CraftMaster status and of this he and his family are justifiably proud.

He understands the importance of working with other Halls and because of this he allows the FarmCraft Hall and the new WoodCraft Hall to assign people to his Hall to minimize conflict between the Halls on the use of lands, and will try to work with the two other Halls in compromise. Often with just a little more effort and care in keeping their sites clean and leaving them suitable for replanting by one or the other of the two Halls, the same lands can and often do serve all the Crafts involved in turn. He works very closely with CraftMaster Borcic of the SmithCraft Hall because the SmithCraft produces the best tools to be found anywhere, regularly trading ores for them and assigning several of his Masters to the SmithCraft Hall to help in the design of ones specific to the MineCraft. He also fosters a good relationship with CraftMaster Lysandrous because his Craft is so diversified and spread the length and breadth of Pern, and the politics can and often will have an effect on his Hall.

Like the SmithCraft Hall and the SeaCraft Hall, the MineCraft Hall is far too large for one man to administer it all, so it is split into four Sections, each with their own administrating Section Master who reports to Rocferd, keeping him informed of what is going on within his Hall.

The MineCraft Hall sections and their Masters are:

Mining	Section Master/MasterMiner Mayhew
Liquid Minerals	Section Master/MasterMiner Busic
Stonework	Section Master/MasterMason Fultz
Map Making	Section Master/MasterCartographer Olin
Geology	Section Master/MasterPetrologist Karr
Lapidary	Section Master/MasterJeweler Darocha
Peripherals	Section Master/MasterSpelunker Metz

Mining

Section Master/MasterMiner Mayhew is one of those diminutive individuals that a craft requiring physical strength tends to attract every so often. He is loud and often brash, annoyingly fervent about his chosen profession, but no one can ever doubt his abilities. As an administrator, he makes himself available to anyone who needs him, no matter the time of day or what he is presently doing and is always quick to fulfill requests from the other Sections of the Hall. Mining and Liquid Minerals share their own separate building, one of the largest. This Section has a lot of classroom study for Apprentices before they are assigned to a minor hall for further instruction and hands on work. Apprentices can be raised in rank to Journeymen at any MineCraft Hall, but must return to the main Hall to 'Walk The Tables' to Master, and all Apprentices must begin their career at the main Hall. This Section's specialties include Gem Mining and Ore Mining.

Liquid Minerals

Section Master/MasterMiner Busic is one of the youngest Masters in the Craft at only 30 Turns. He is very good at his craft and is very motivated; he frankly has his eye on the CraftMaster position and makes no bones about it. His Section is run like a machine and he has his finger in everyone's bubbly pie to keep tabs on every little detail. Apprentices are generally accepted and taught at any Hall but must return for 'Walking the Tables.'

Stonework

Section Master/MasterMason Fultz is a physically strong man, and he is a very middle of the road type, not too serious, not too happy, not too anything. Fairly well liked by everyone that he

works with and among the students because he is just a pleasant man, he is one that makes time to teach classes in his chosen specialty, and doesn't attempt to tell the other masters how to teach their specialties.

Map Making

Section Master/MasterCartographer Olin is someone else who believes that things should be run like a finely tuned machine. Everything has a place and it had better be there. Because of this, his Section tends to be able to find pertinent facts and figures in very short order and have often amazed people with this. Everything in the Archives is filed, backed up, and cross referenced to the fair-thee-well. This part of the Hall tends to attract the sorts that don't mind the extra effort involved in this, and who don't mind the perpetual silence that rings through most of the halls in the part of the main MineCraft Hall where they are housed. Apprentices must stay within the hall until they are ranked Journeyman when they can then be sent out with the Surveyors to help find new features to map or given the task of copying the volumes of maps in their Archives for popular use.

Geology

Section Master/MasterPetrologist Karr is yet another of those people who thrives on the details, but he has a disadvantage to his fellow Section Masters – he was originally an Apprentice in the Liquid Minerals Section until a nasty accident left him disfigured from an explosion and fire. Afterwards he switched his specialty to the more reclusive Petrology. He usually only sees students when they have done something very wrong, preferring to let his assistants see to them. He spends his time in his office or helping in the enormous archive of rocks that is kept in the main Hall where his Section is housed. Apprentices in this section must start their careers here and must return regularly for refreshers and to 'Walk the Tables.' Specialties under this Section include Petrology, Surveying and Geology.

Lapidary

Section Master/MasterCutter Darocha is one of those rare female Masters. Even with the prejudice against women in the Crafts, the MineCraft Hall couldn't deny Darocha's talent, but they promptly buried her in a classroom where the Pernese populace in general wouldn't see her and they wouldn't have to explain her to them. As it turned out that was the perfect place for her and she has produced some of the best JewelCutters the Craft has seen in generations, impressing everyone. Eventually she was made the Section Master because she had the patience and the skills to deal with the job. Her Section has its own building to the south of the main Hall. Specialties under this Section include Gem Sorting, Polishing, and Cutting.

Peripherals

Section Master/MasterSpelunker Metz runs the Section of the Hall, housed in an inaccessible offshoot of the main Hall, that is the most diversified. All the specialties here are things that all the other Sections must have at least basic knowledge of, and that the Craft Hall offers to teach anyone asking. Metz tends to stick to his job though, and lets the Masters teach their specialties in whatever fashion they chose. Specialties include Spelunking, Mountain Climbing and Geography

Sub Specialties: Gem Mining, Ore Mining, Liquid Minerals, Spelunking, Mountain Climbing, Masonry, Petrography, Map Making, Surveying, Geography, Gem Polishing and Finishing, Jewel Cutting and Finishing, Gem Sorting

Other Personages: Section Master/MasterMiner Mayhew, Section Master/MasterMiner Basic, Section Master/MasterMason Fultz, Section Master/MasterCartographer Olin, Section Master/MasterPetrologist Karr, Section Master/MasterJeweler Darocha, Section Master/MasterSpelunker Metz

SeaCraft Hall at Tillek Hold

CraftMaster Yoak

One of the most involved crafts to learn, it can often take years longer as an apprentice than other Crafts because apprentices are required to learn a bit of each of the three specialties that look to the Hall. The SeaCraft Hall holds an archive of the most detailed charts and maps to be found on Pern. The Shipwrights and Sailmakers are the finest to be found on all of Pern.

The SeaCraft Hall is such a large Hall with such diverse specialties under its wing that past CraftMasters finally had to throw in the towel and divide the Hall into three main Sections. All the specialties come under one of these three Sections, and have ~their~ own Masters, who report to their Section Masters, who then report to Craft Master Yoak. This leaves the CraftMaster and his staff acting more as administrators of the entire Hall than other CraftMasters, and he has less hands on interaction with the Apprentices and Journeymen. Because the Hall requires that all apprentices spend at least one Turn learning the basics of each section, the time spent as an apprentice in the SeaCraft Hall is Turns longer than it would be in any other Craft, and often Apprentices will not 'Walk The Tables' to Journeymen rank until they are well into their twenties.

The three Sections of the SeaCraft Hall and their Masters are:

Fishing/Sailing Section Master/MasterFisherman Ilario
Shipwrights Section Master/MasterShipwright Quant
Cartography Section Master/MasterCartographer Zall

Fishing/Sailing

Section Master/MasterFisherman Ilario is in his 70th Turn, though he rarely acts like it. He so enjoys teaching his craft that he can rarely be found in his office during class hours, instead he can generally be found in one of the classrooms, or sitting with the Apprentices tying nets, or some other equally odd practice. He generally ends up spending his evenings working on any paperwork that is required by his job along with a few of his staff. Although this makes him very popular with the apprentices, it doesn't please CraftMaster Yoak much when he can't find him. Although Apprentice work in this section tends to be lots of book learning and scutwork, the Masters try to make it at least somewhat enjoyable by also teaching songs while they work. Sea Fishing, Coastal Fishing and Trade Sailing specialties come under this Section.

Shipwrights

Section Master/MasterShipwright Quant is in his 49th Turn and a much more serious man than Ilario. He sees his job as Section Master as a very serious thing, and strives to always be available to anyone who needs him, be that a teacher, student or administrator. He does reserve one day a sevenday to spend touring through the different specialties in his Section, from the classrooms to the caverns where the wood is soaked and curved to the enormous caverns where the ships are made. Although his Section tends to be ran more like a military operation, it is in no way a somber or quiet place. Specialties under this Section include Shipwrights and Sailmakers.

Cartography

Section Master/MasterCartographer Zall is in his 83rd Turn and is still very active in his chosen Craft. He can most often be found in his office working on charts when he has finished his paperwork. He has deep wrinkles around his eyes from squinting at the charts he is copying, and from laughing constantly. Zall is one of those people who can see the humor in just about anything, and often gets odd looks for chuckling at what others see as inappropriate times. Although the Masters under him that do the teaching and over seeing of the Apprentices and Journeyman vary greatly in their demeanors, the Section is as a rule a very pleasant place.

Sub Specialties: Sea Fishing, Coastal Fishing, Cartography, Shipwrights, Sailmakers, Trade Seaman
Other Personages: Section Master/MasterFisherman Ilario, Section Master/MasterShipwright Quant, Section Master/MasterCartographer Zall

SmithCraft Hall at Telgar Hold

CraftMaster Borcic

The SmithCraft is one of the progressive Crafts; always searching for new and more efficient ways of using the raw materials supplied them by the MineCraft for making the tools used by all the other Crafts. The Hall itself is set to the north of Telgar Hold because of its proximity to raw materials and the Telgar River which is used to drive the water wheels that power the machinery in the Hall and the barges that bring in raw materials from the north and take the finished products down to Sea Hold.

The SmithCraft Hall is so large that it occupies its own valley just to the south of Telgar Hold, and has several Sections with their own Masters that report to CraftMaster Borcic. This means that Borcic is in charge of the administration of the Hall and has very little to do with the actual teaching and experimentation done within the Hall, although the Section Masters each keep him informed of what is happening within their Sections.

The Sections and their Masters are:

Glasswork Section Master/MasterGlassCrafter Baisden
Metalwork Section Master/MasterBlacksmith Hython
Draft/Archives Section Master/MasterDraftsman Mazellar

Glasswork

Section Master/MasterGlassCrafter Baisden is a slight and mousy man that takes his work very seriously and who has the patience to deal with the administration of his Section of the SmithCraft Hall. Glasswork has its own separate building to the north of the main Hall where the Metalwork Section and the administration are housed. Though he very rarely is seen outside of his offices now, in his time he was one of the best glasscrafters to be found, especially talented in making leaded crystal bottles of very complex design. Because he is a very hands off kind of administrator, the specialties under him tend to be run very loosely, though efficiently as well. Specialties under this Section include Optics, GlassCrafting, and Ceramics.

Metalwork

Section Master/MasterBlacksmith Hython is an enormous and imposing human being, even in a Craft populated with strong people. He has deliberately astonished Apprentices in the past by deciding an anvil needed moving and picking it up himself and placing it where he thought it should be. Serious to a fault with no sense of humor, he believes that laughter and playing has no place inside his profession. Those are the sorts of things one does in your off time, and though some of the masters under him look at him funny for his attitude, none of them buck him. The bulk of the Metalwork Section is housed inside the main Hall along with the administrative offices and the Draftsmen and Archives. The Blacksmiths have their own building across the river from the main Hall. Specialties under this Section include Experimental Metalwork, Blacksmithing, Practical Metalwork and Fancy Metal Crafting.

Draft/Archives

Section Master/MasterDraftsman Mazellar is a very precise man and expects the same from everyone else. This Section tends to be a somewhat somber and serious place and it usually suits the type of personality that is attracted to the profession. Specialties under this Section are Draftsmen and Archivists.

Sub Specialties: Stress Analysis and Foundations, Tool Making and Practical Metalwork (such as cooking vessels), Fancy Metal Crafting (such as jewelry casting), Glass Crafting (everything from ceramics to lead crystal to porcelain), Blacksmithing, Optics, Draft/Archives, Experimental Metalwork (generally tools, but others as well)

Other Personages: Section Master/MasterGlassCrafter Baisden, Section Master/MasterBlacksmith Hython, Section Master/MasterMason Fultz, Section Master/MasterDraftsman Mazellar

TannerCraft Hall at Igen Hold

CraftMaster Tustin

The TannerCraft Hall teaches the basics of tannery to any interested student and has one of the most active Craft schools for nonapprentices. The TannerCraft is not as important as many of the other Crafts as most people will have the basic knowledge, whether they get it from the Hall or from local artisans, so to maintain prestige, the Hall reserves some processes and chemicals, techniques and compounds for making finer leathers for gloves and boots, and provides specialists to go out to the holds and certify their hides. It also specializes in new dyes.

CraftMaster Tustin is an easy going individual who enjoys teaching. He often takes time out from his administrative duties and overseeing the experimental dyes to teach in the nonapprentices Craft school. Although his personality is pleasant, he can be a very harsh taskmaster to the Journeymen, especially the ones he sends out each Turn to certify the leather sides that are cured and stretched in the Holds over the long winter months. Telling them that they carry the prestige of the Hall with them, and that they better be sure and act and grade like it, he sends them out to spend months wandering from Hold to cohold to Hold. Because he knows that his Craft is considered one of the Hold Crafts, he looks for every opportunity to make sure that the Hall survives, including formulating new dyes and working out new processes for the leather. The Hall is the producer of the finest glove and boot leather, usually in the best, longest lasting colors because of this and they don't share the secrets. They also produce the soles for boots, made out of some tough flexible material that CraftMaster Tustin refuses to reveal the source of, and only a few of the Hall's Masters know how to make.

Sub Specialties: Cobblers, Certifications, Curing and Stretching, Design, Lasts, Riding Gear and Straps, Formulating and Producing Dyes

Other Personages: None

TraderCraft

No Main Hall

Every spring Traders will emerge from their wintering places (be it a Hold or the Wintering Caverns at Igen) for an annual circuit of the Northern Continent. In Southern they ride out the rainy fall season out of the weather. Sea Traders will work year round, simply avoiding the Holds where the ports freeze over during the cold winter months. Almost every Major and Minor Hold will employ some traders of their own to transport and sell their goods, but most of the trading is done by Trading Trains and Holdless Bands that wander the two Continents. There are no ranks or halls for the TraderCraft.

WeaverCraft Hall at Southern Boll Hold

CraftMaster Shelek

The Hall provides employment for a great number of the population of Southern Boll Hold. The Hall produces a variety of fabrics from the crops supplied to them by the Hold, but the specialty is cotton fabrics of all kinds because Southern Boll has nearly the only climate in the North suitable to its growth. Brocades, Velour and Cotton Velvet are also occasionally made. High Reaches and Valley Holds supply them with Llama hair, and High Reaches, Lemos, Bitra, Nabol, Valley and Igen all supply them with Wool.

CraftMaster Shelek is a native of Southern Boll Hold, and of the Hall itself. Growing up in a family well known within the craft for their cotton brocades, he broke the mold and specialized in Tapestries. Eventually working his way through the ranks until in his 50th Turn he was honored with

the highest rank attainable in the craft, he still keeps a loom in his office. His Hall is a very open and pleasant place where as often as not classes are taught outside in the courtyard, and that employs a fairly large number of locals to help work the raw materials into the products that eventually end up being made into fine cloth and in some cases clothes for export to the Hold. One entire section is set up for formulating new dyes, and there is an unofficial rivalry with the TannerCraft Hall to find dyes that will outdo and be more popular.

Sub Specialties: Dying, Tatting, Silk-Screening, Tapestry, Embroidery, Knitting, Crocheting, Braiding, Frame Making, Loom Making, Spinning, Pattern Copying and Creation

Other Personages: None

WineCraft Hall at Benden Hold

CraftMaster Ibial

The Benden WineCraft Hall lies in one of the oldest sections of Benden Hold, and has been practiced here for over two millennia. Producing a whole range of wines, from the finest wines to average table wines, hearty liquors, and even some specialty beers, the hall has made Benden's name synonymous with 'best.' The vast wine caverns have plenty of storage, and wines that are two to four hundred years are secreted within, and the wines are often indicated by the name of the CraftMaster and the number of the Turn in his career it was pressed.

Benden's reputation for only the best in anything that it produces is in safe hands with CraftMaster Ibial, even if he does wander around as often as not just a little bit tipsy. Ibial is probably the most involved of the CraftMasters of all the Halls. After all, his name goes on every bottle produced under his tutelage, so he had better make sure that it is done correctly. Apprentices as often as not find themselves doing scutwork because there is very little book learning to be done in this craft, it's all hands on and instinctual. Those that show promise will find themselves being promoted to Journeyman in fairly short order, those that don't show the same instinct will have to work harder and as often as not they will get past Jr. Journeyman. More often than not, those are the ones that end up working in the administration of the Hall and in purchasing the things the Hall needs. By its very nature the Hall can be very secretive and extremely careful with its products, as often as not putting most of its yearly productions back for 50 or more Turns before allowing them out of the walls of the Hall.

Sub Specialties: Grape, Fruit and Nut Cultivation and Sorting, Herb Purchasing, Pressing, Bottle Purchasing, Keg Production

Other Personages: None

WoodCraft Hall at Lemos Hold

CraftMaster Grishaber

This CraftHall provides the knowledge of proper conservation of wood resources and provides some of the more imaginative and ornate furniture to be found in the Weyrs and Holds of Pern. Journeymen work closely with the FarmCraft Hold on propagating useful species and encouraging holders to use their wood resources wisely as many of the species are slow growing. The Hall also formulates varnishes, stains, oils and dyes for tinting and protecting wood products.

When the SmithCraft Hall decided to open a separate Hall to specialize in wood because interest had caused the Section to outgrow the Smith's ability to properly administer them, Lemos was the natural choice, and surprisingly Lord Cisco agreed. Lord Cisco was somewhat pleased that his Hold would be sponsoring a major hall of any type even if it was for wood, something he had always viewed as a danger and a nuisance rather than a resource until CraftMaster Grishaber showed him the error of his ways. Now wood and wood products are a Mark maker for the Hold.

