
The Smithcraft

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Current Mastercraftier: MasterStefon

Mastercraftihall Location: Delta Hold

Other Notable Craftihalls: Major regional craftihalls at Barrier Hold (smelting & refining), Waterfall Hold (woodcraft) & Thornblaze Hold (raw glass)

INTRODUCTION

The Smithcraft is the primary center for physical technology on Pern. The northern and southern continents have their own separate smithcraft organizations that are autonomous from each other in the same way that the holders' Conclaves are. The two have different traditions and organizational structures, but are on good terms with each other.

This document covers the southern smithcraft, which consists of four subcrafts: the metalcraft, woodcraft, glasscraft, and jewelcraft. It is centered at the Smithcraftihall in Delta Hold, along with a few other major smithhalls at other holds rich in particular resources. The Smithcraftihall is primarily a teaching center, though the most highly technical work is also done here. It is also supposed to be the center of pure research, but since the return of Thread the craft has not had time for such activities. The main smithcraftihall actually does produce a fair amount of goods, mostly the products of apprentice learning projects as well as work commissioned by those who need something too technical to be made anywhere else or just want the prestige of goods created at the central Hall. Still, this production is but a small part of the total output of the southern smithcraft, most of which takes place in local smithhalls based at each major hold and a few regional smithhalls not bound to any hold, as well as at the forges of individual smiths posted to minor holds.

TERMINOLOGY

'Mastersmith' refers only to Stefon, the head of the entire (southern) smithcraft.

'Masterwoodsmith', 'Mastermetalsmith', 'Masterglasssmith' (AKA Masterglasscrafter, but smith is the official title,) and 'Masterjewelsmith' refer only to the heads of the four subcrafts.

Everybody else above journeyman rank is referred to as a 'craftmaster smith', or just a 'craftmaster' if the specific craft is clear from context. Though there are more craftmasters in the Smithcraft than any other craft besides the Seacraft, they still are not numerous by any measure. The most senior teachers at the Smithcraftihall, the heads of

the divisions within the woodcraft (e.g. the Craftmaster: Joiner), the heads of the regional smithhalls and just under half the local ones are craftmasters, but that's it.

'Smithcraftihall' refers only to the main hall in Delta hold. All other places where more than one smith works are called 'smithhalls'; those attached to a major hold are 'local smithhalls' while the very few that are on their own are called 'regional smithhalls'.

THE SUBCRAFTS

The **metalcraft** - These smiths, interchangeably known as metalcrafters, metalsmiths, or mechanical smiths, are concerned with the production of all manner of useful items of metal. Many of them are posted at minor holds where they may be the only smith present. These crafters, always of journeyman rank, work with tools and techniques much the same as those of the medieval blacksmith of Earth (who was much more capable than is stereotypically supposed.) Others are posted to major holds, which have more specialized equipment such as lathes and presses. One of the primary responsibilities of the metalcraft is the manufacture and maintenance of flamethrowers. This is the most numerous subcraft, since there is at least one at every single major or minor hold on the continent.

The **woodcraft** - Members of this subcraft, known as woodsmiths or woodcrafters, specialize in all facets of the production of wooden items and wood byproducts. The farmercraft is actually in charge of growing the trees, and they are generally felled and transported by holders, but everything from then on is the responsibility of the woodcraft. These smiths oversee sawmills, construction projects, furniture and carving shops, and even a paper mill. This craft also has an interest in chemistry; they produce glues, paints, stains, and so forth, as well as most of the massive amount of charcoal consumed by the forges and furnaces of the metalcraft. The woodcraft is different from the other subcrafts in that it has divisions within it, almost subcrafts of its own. These are the builders, joiners (makers of anything that requires many separate pieces of wood to be combined into one item, such as furniture, cabinetry, wooden stairs, and so forth), carvers, millers (those who oversee the felling and transport of trees, and operate the sawmills and paper mill), shipwrights, and chemists. Each of these divisions is headed by a craftmaster who carries a title like 'craftmaster: builder' or 'craftmaster: chemist'. The woodcraft has almost as many members as the metalcraft, though they tend to be more concentrated at local or regional smithhalls.

The **glasscraft** - These smiths are usually called glasscrafters rather than the more cumbersome title of glasssmith. They produce everything from plate glass

windows (of rather limited size) to bottles to ornamental glass sculptures. Historically, the glasscraft has placed great emphasis on the idea that useful objects should also be beautiful, and the current master's philosophy is no exception. They are not as numerous as the previous two crafts, though demand for their services is high.

The **jewelcraft** - These smiths, known as jewelersmiths, jewelcrafters, or simply jewelers, create ornamental pieces from a variety of materials. They work mainly with amber, bone, precious woods, and so forth, but also of course with silver and gold which are rarer, and also gemstones. They are the least numerous of all the subcrafts.



CRAFTHALLS

There are several types of smithcraft halls, generally referred to as "smithhalls" to distinguish them from the primary Smithcraft hall in Delta Hold. Most are local smithhalls, one per major hold. Minor holds employ individual smithcrafters and are not considered to have halls, although some of the richest minor holds host enough smiths that the actual distinction is vague. A few smithhalls are not attached to any individual hold, having been planted to take advantage of certain natural resources. The woodcraft hall in Waterfall Hold and the metalcraft's smelting center in Barrier Hold are notable examples. These regional smithhalls are larger than the local halls, though much less numerous.

The main Smithcraft hall complex in Delta Hold is quite large, located on the Silverfall River, which forms the boundary between Delta and Dorado holds. It has its own gardens for herbs and vegetables, and some fruits also grow in the area, but virtually all other foodstuffs are brought in from surrounding holds. Riverbend Hold, beholden to Delta and less than half a days ride downriver, is a major supplier. The river is ideal for transportation, as it is navigable all the way from the Southern Sea to Drake's Lake, with the exception of the waterfall on the border between Delta and Waterfall Holds. A canal has been dug around that natural obstruction, with a series of locks owned and operated by the Lords of those two holds. Nearer to the main hall, the Smithcraft has built several smaller canals (AKA millraces) that lead from the river to waterwheels that provide mechanical power to several of the buildings.

One of the most important regional smithhalls is the smelting hall in Barrier Hold. It is located adjacent to the main Minecraft hall, about half a days ride from Barrier Hold itself. It has recently finished a large-scale expansion, and is worked cooperatively by the metalsmith subcraft and the Minecraft. Its products, primarily iron and steel ingots and bars of various sizes and grades, are shipped down-valley to Drake's lake, where they are loaded on barges for transport to smithhalls throughout the southern continent.

Another important regional hall is the one run by the woodsmith subcraft in Waterfall hold. It is closely linked to Waterfall Hold itself, though technically separate from the local smithhall there. The best carving in Kadanzer Territory is done here, and it is one of the few large-scale production centers for such wood-based products as turpentine, charcoal, and certain types of glues and paints. Much of the work is done by Waterfall Holders supervised by woodcrafters; the hall has a complicated financial arrangement with Lord Elim of Waterfall that, while a bit irregular, works to the advantage of both parties.

There is a regional glasscraft hall in Thornblaze Hold, which was heavily damaged in the Quake of 2853. However, because it is located at the base of the peninsula, close to the border of Dorado Hold, it was far enough from the epicenter to escape the wholesale destruction endured by the hold itself and the Pottercraft hall adjacent to it. This hall took only a few months to resume nearly its full production capacity of raw glass blocks for export to crafthalls lacking deposits of silicate sand or the furnaces necessary to turn it into glass.

Other regional halls are located in other Weyr's territories, but they will not be described here.



APPRENTICE TRAINING

The Smithcraft has the longest apprentice training of any craft; generally at least 7 Turns. For this reason, they sometimes take on apprentices as young as 9 Turns old, provided they are sensible, responsible children who seem likely to attend to their lessons. Apprentice training is more centralized than with many of the other crafts; the head (not necessarily a craftmaster) of a local smithhall may take apprentices, but apprentices of any talent are usually sent to the Smithcraft hall within a Turn or two instead of remaining with the local hall. Note that it is highly unlikely that a girl would be accepted as an apprentice smith by anyone, and the odds are even smaller that the main hall would take her in. Perhaps a few of the masters might favor it, but the final authority rests with Mastersmith Stefon, whose angry response is easy to predict.

During their first two Turns at the main halls, apprentices are rotated through studies of each of the different subcrafts, in half-Turn increments: woodsmithing, glasscrafting, jewelersmithing and metalsmithing. They also take a half-Turn at smelting and chemical manufacture, and another at mechanical design and repair, though neither of these are subcrafts in and of themselves. The craft is currently debating reforms that would allow apprentices to choose four of the six sections instead of being required to take all six; it is hoped that this will speed up the training and alleviate the shortage of journeyman smiths.

Woodsmithing - Divided between carving (decorative and useful) and building. However, since it is rather impractical to keep full-scale building projects going just for the benefit of apprentices, they spend a lot of time sitting and carving items such as spoons, bowls, and other generally useful items, with some decoration practice as well. Only if there is a building project currently going on (not too unusual at the sprawling smithcraft hall complex) will junior apprentices be exposed to this facet of the woodcrafter's art. They are also taught about the various varieties of wood and how to select the best for the particular task.

Glasscrafting - In this section apprentices learn the most basic glassblowing techniques, with a focus on practical and useful pieces. Some experimentation is allowed and apprentices showing talent are encouraged to create ornamental pieces as well.

Jewelrysmithing - The learning here generally only involves decorative metalwork, since gemstones are too precious to waste on all but the most talented junior apprentices. The apprentices also spend a fair amount of time working with amber, bone, and other 'alternative' ornamental materials.

Metalsmithing - This section teaches the basics of forgework. It focuses on the different kinds of metal and different things that can be done with each. A lot of time is spent learning horseshoeing, both as a good way to practice basic skills and because it is one of the most common jobs a smith must do as a journeyman.

Smelting/Chemistry - Since smelting is carried out mostly by the Minecrafter with some assistance from the smiths, not very many smith smelters are needed and this section is designed to pick them out. After basic education in the refining process and the composition of alloys, followed by a few sevendays of actual smelting practice, those lacking the proper temperament and desire (smelting is monotonous, heavy, and exacting work) are set to study what basic chemistry is known on Pern. This study is slanted away from research and towards practical manufacturing processes for such products as charcoal, agenothree, some glues and paints, glazes and tints for glass. Time for pure research is a luxury that the Smithcraft has not had since Thread returned.

Design/Repair - Generally one of the later sections studied, as apprentices must have completed basic metalsmithing first. The basics involve a lot of flamethrower disassembly and cleaning and more advanced forgework, followed by an introduction to more sophisticated tools such as the lathe, and techniques like casting. Again, experimentation is not very highly encouraged, though this section was originally intended at least partially to pick out apprentices with new ideas and the brains and will to develop them. Recently, Mastermetalsmith Larak has begun efforts in this direction

again, having convinced Mastersmith Stefon that this is not a waste of time.

Prior experience at a minor hall may allow an apprentice to skip one or more areas, if he proves his skills. After all areas are covered, typically after three Turns, the apprentice can choose which one to specialize in. After this choice, he becomes a senior apprentice. If he chooses to become a woodsmith, glasscrafter, or jeweler, the rest of the apprenticeship can usually be completed in two or three Turns. If, however, he wishes to become a mechanical smith, the training is likely to take 5 or more Turns as the knowledge of a general smith must be vast.

Note that this unified system is relatively new, having been instituted 36 Turns ago by the previous Mastersmith, Carnam. Before this, each subcraft controlled its own apprenticeship program, and it was not unusual for a smith to become a journeyman at one of the regional smithhalls without ever having set hammer to anvil at the Smithcraft hall.

When not in classes, the apprentices perform numerous chores around the Smithcraft complex. Half of this time is spent at general chores, including cleaning, laundry, kitchen duties, etc. The other half of the chores are related to whichever craft area they are studying with; this includes such tasks as pumping bellows, trimming wood, sifting sand for the glasscrafters and chemists, and assisting with mixing chemicals or making charcoal under the close supervision of a journeyman or master. More recently, they also spend a lot of time dismantling and cleaning defective flamethrowers so that the senior apprentices or journeymen can attempt to repair them. Many smiths are capable of only basic flamethrower repair, so technical centers such as the Smithcraft hall itself and a few other local smithhalls see a disproportionate amount of this work, and must produce all the new units and spare parts.



ADVANCEMENT

Once an apprentice's teachers decide that he is ready, he will be promoted to journeyman. This is announced at the evening meal and the new journeyman 'walks the tables' to his new seat with his peers. Of course, this seat is usually not his for long since most journeymen are immediately posted elsewhere. A journeyman has no say in his posting; requests may be considered but that is entirely up to the Mastersmith. Most postings are to minor holds, though demands from the major holds have increased since the return of Thread. A few journeymen remain at the Smithcraft hall, usually only those who are gifted as teachers or technical specialists.

After five to ten Turns of experience in a posting, a smith will be promoted to the rank of senior journeyman, unless there has been a problem with his performance or

behavior. Any craftmaster smith may grant this promotion, but since most halls do not have a master, they must send a request to the Smithcraft hall. A journeyman must have achieved this rank before he can be posted as the head of a local smithhall or vote in craft-wide elections. Senior journeymen may eventually be promoted to craftmastery, but the majority of smiths never reach this rank. Craftmasters must be raised by a vote of all the other craftmasters of that subcraft, many of whom will be posted at regional halls or the Smithcraft hall itself in teaching positions. The craft's watchdragon will visit the regional smithhalls to get their votes, but outlying craftmasters must send theirs in via drum or fire lizard. The Mastersmith also has a vote, but traditionally he will vote with the majority. Craftmasters are technically free to choose their own posting, but in practice most of those who are raised are hand-picked for a certain position, for which they would not have been chosen had they been thought likely to refuse it.

When a position such as the master of a subcraft or a teaching craftmastership becomes vacant, a replacement will be nominated by the Smithcraft council, which consists of the Mastersmith and his craftsecond, the masters of the regional smithhalls, the masters of each subcraft, and most of the teaching craftmasters. This nomination must be approved by a majority vote of all craftmasters and senior journeymen in the subcraft. When a new Mastersmith is needed, the council will appoint one from its own ranks, but this also must be ratified by majority vote of all craftmasters in the entire smithcraft. (Journeymen are not given a vote in this case.) In general, there is no problem with this, since the council will only name someone whose acceptance they are sure of!



ECONOMICS

The head of a local smithhall needs to be concerned with certain financial obligations: The local Lord pays a fee for each journeyman and craftmaster posted there, a good part of which goes to the Smithcraft hall to pay for training of new apprentices. This is true for most if not all crafts; the Smithcraft also requires that local smithhalls also tithe a portion of any money received from the sale of goods. A local hall owes the Lord Holder a certain amount of goods in return for use of the land, and other services such as cleaning or cooking may be provided by a hold in exchange for more goods; this is negotiated between the head of the local hall and the Lord Holder. Any goods over and above the negotiated rent are paid for by the local Lord Holder. Additionally, work may be commissioned by anyone who can pay for it, as long as it does not prevent the hall from servicing its local area. Commissions may come from holders at other major or minor holds or even other smiths who lack certain skills or tools. The price is set by the head

of the hall, though he may allow a journeyman under him to negotiate his own prices for commissions he is offered.

A smith at a minor hold has a simpler arrangement. The local Holder is responsible for feeding, housing, and taking care of him in all ways, and for providing his raw materials. In return, he does whatever work the Holder requires him to, though he is due extra compensation if made to work overly long hours or on purely ornamental items. The rates for this compensation are negotiated at the time the journeyman is posted. The smith may earn extra money by selling items at gathers or taking commissions.

Every major hold on the continent hosts a local smithcraft hall, which includes all four subcrafts. Each subcraft may be housed in a separate hall, though often two or more will combine and sometimes all four will be housed under one roof. There will generally be only one craftmaster smith at a local smithhall, even though all subcrafts are present, and not all the major holds even have one craftmaster smith in residence at their local hall. Where no craftmaster is present, a senior journeyman will head the hall. This is generally not the most technically talented smith in residence, but rather the one best able to manage the hall and negotiate with the local lord.

Minor holds, on the other hand, generally only have one or two smiths, always a mechanical smith and often a wood or glass crafter. Occasionally a jeweler may be present, if the hold is particularly prosperous. The Smithcraft tries to post replacements to small holds before the current smith is too old to work; this gives young journeymen a little time for seasoning, and a chance to learn what real-world smithing is like before being thrown into a position of responsibility. Of course, this also ensures that small holds need not do without a smith while they wait for news of an old smith's death to arrive at the Hall, and a replacement to be sent. Lately, however, due to the shortage of smiths, this policy has not been carried out with any great regularity.

Since thread began to fall again, the need for the Smithcraft's services has been unending. Goods such as metal shutters and flamethrowers are in constant demand, and can only be produced at the more technically advanced smithhalls. In addition, the recent political instability (2854-2855) has caused a minor surge of weapons production, though mastersmith Stefon refuses to produce such things in quantity at the Smithcraft hall, and informs the Weyr of any major orders.

As with all crafts, the Smithcraft is responsible for feeding, clothing and in all other ways providing for all its members, including wives, children and serving staff. Anyone found to be underfed or mistreated in any way is the ultimate responsibility of the Mastersmith. In the case of a minor smithhall, if the local craftmaster (or head journeyman, if no master is posted) does not remedy the situation, the Lord Holder has responsibility to do so and inform the Mastersmith.



POLITICS

Although smiths at local halls each owe a certain loyalty to the Lord Holder of that Hold, their ultimate loyalty is to the Mastersmith at the Smithcraft hall in Delta, who will be informed if any abuses of smiths are perpetrated by anyone, including Lord Holders. The subcrafts do not always get along with one another; despite official policy, there is an ongoing perception that metalsmithing is the 'main' craft and the leadership of the craft has less respect for the others. This is especially resented by many in the woodcraft, some of whom go so far as to say their craft should be completely independent of the Smithcraft. This faction is led by Craftmaster Revort, who holds the position of Craftmaster Builder in the woodcraft and is considered the most likely successor to Masterwoodsmith Vittorio. This movement has suffered some setbacks in 2856 and 2857, but is still biding its time. Another movement within the Smithcraft seeks more time and freedom to experiment with new methods; though vocal, they are not very numerous. What support they have comes mostly from apprentices and junior journeymen.

Relations with the Weyr are good, though this was not always so. The Smithcraft has an especially close relationship with the Minecraft, and somewhat of a rivalry with the Pottercraft, which split from the Smithcraft near the beginning of the just-ended 450-year Interval. (Many in the glasscraft would like to work more with ceramics but the Pottercraft claims this as their 'territory'.)



IMPORTANT PEOPLE

(Note: NPC's not specifically marked adoptable are involved in current storylines and may only be adopted by permission of the mastersmith.)

Mastersmith Stefon - M, A=57, H=red, E=blue, HT=5'10". The Mastersmith of the southern continent, Stefon's temper is as fiery as his red hair. He is able to keep his cool when matters are truly serious, however, and fills his position admirably, deftly juggling the somewhat complicated politics of the Smithcraft and its subcrafts and the nearly overwhelming production demands of the Lord Holders. He is a loyal friend to the Weyr. (Persona of Ron Swartzendruber)

Mastermetalsmith Larak - M, A=50, H=black, E=brown, HT 5'9". Very talented at the forge and as a teacher, Larak is a calm and even-tempered man. He is a close friend of Stefon and often serves to counterbalance his temper. His time is largely taken up training up new smiths to meet the increasing demands from the holders, though sometimes he still works at the forge doing jobs that only he can do. Because of this, he cannot shoulder his full share of the

administrative work for the Metalcraft, and this adds to Stefon's workload as well as to the perception that the metalcraft is more privileged than the other three subcrafts.

Masterwoodsmith Vittorio - M, A=72, H=balding grey, E=blue, HT=5'11". Nearing retirement, Vittorio is very well-liked by all who know him. He is good-humored and laughs easily and often, and generally sees only the good side of people. He is not much of a politician, but keeps things well-organized and running smoothly nonetheless. Having enjoyed vigorous health all his life, he is privately dismayed to notice age creeping up on him. He is of a mind to retire and enjoy life before he is too old, but Stefon wants to keep him in his post as long as possible because the succession is likely to be a political mess of the sort that Stefon has no time to deal with.

Masterjewelsmith Tennar - M, A=70, H=grey, E=brown, HT=5'8". The thin and wizened masterjewelsmith is concerned with keeping up enrollment in his subcraft despite the increasing push towards practical work. His appreciation of beauty and its role in daily life is commendable, but Tennar often has trouble seeing the other side of the issue. He is very conscious of rank, and eagerly awaits the day that Vittorio, the only Master senior to him, will retire. He prefers the title of 'masterjeweler' and has been known to fly into a rage if someone makes a point of refusing to call him by that title. (Adoptable NPC)

Masterglasssmith Gorder - M, A=49, H=balding brown, E=blue, HT 5'6". A fat and jolly man, Gorder has only recently been promoted master of his subcraft. He is occasionally subject to dark moods, especially in the winter months, but keeps this hidden. He is a good teacher and administrator, and a believer that useful things can and should be beautiful as well. He encourages the apprentices in his craft to be creative and unafraid of mistakes; after all, you can always melt a bad piece down and start over. (Adoptable NPC)

Craftmasters

Craftmaster Metalsmith Hammad - M, A=53, H=black, E=brown, HT=5'9". Head of the regional metalcraft hall in Barrier Hold. A relative of Lord Caley and close friend of Masterminer Mikaren. He headed up the project to expand the smelting operation at his hall. He is a very capable though gruff person who is not afraid to call a spade a spade even when it might be politically wiser to keep his mouth shut. (Adoptable NPC)

Craftmaster Metalsmith Engler - M, A=58, H=greying blond, E=blue, HT=6'1". Head of the Cibola Hold smith hall. Under his administration and the patronage of Lord Morgav, his hall has grown to be the largest and most technically advanced local smith hall in the region,

producing a wide variety of goods for neighboring holds. (Adoptable NPC)

Craftmaster Woodsmith Revort - M, A=48, H=black, E=piercing blue, HT=5'9". Craftmaster Builder in the Woodcraft, Revort wants his craft out from under the Smithcraft and himself as master of it. An able administrator and politician, he is popular in the woodcraft and considered by many to be the natural choice for Vittorio's successor. Stefon opposes him, but may for political reasons be forced to accept his promotion when the aging masterwoodsmith retires. (Adoptable NPC)

Craftmaster Woodsmith Anderton - M, A=63, H=light brown, E=blue, HT=5'10". Head of the woodcraft's regional smithhall in Waterfall hold. He is a talented crafter and able administrator, but not very politically adept. His answer to the whole woodcraft split controversy is to ignore it as much as possible and focus on his job, at which he is very good. (Adoptable NPC)

Craftmaster Metalsmith Polonal - M, A=73, H=grey, E=brown, HT=5'8". Retired Weyrsmith at Kadanzer Weyr. Formerly head of Sunstone hold's smithhall, he came out of retirement to take the Weyrsmith position at Kadanzer Weyr when the old smith and his assistant both died in the Poisoning. This was supposed to be temporary but stretched on and on. Recently he got an assistant when Journeyman Kason was posted there, and after the completion of the new Weyr he was finally able to retire when craftmaster Kild was posted there.

Craftmaster Woodsmith Kild - H=brown, peppered with grey, E=green, HT=5'8". Until recently the head of the smithhall at Caden Hold in Landing Territory, this respected craftmaster was chosen to head up the planning and construction of the new Weyr. He is currently posted there as Weyrsmith. (Persona of Joe Hill / jwally1967@yahoo.com)

Other craftmasters TBD.

Journeyman

Senior Journeyman Woodcrafter Kennarick -- M, A=44, H=sandy blond, E=brown, HT=5'7". Craftsecond to Masterwoodsmith Vittorio, he is unlikely ever to rise above his present status. He has a gimlet eye for details and an excellent memory, but unfortunately he is also a stickler for rank and the letter of the law who has managed to frustrate and offend nearly everyone he comes in contact with.

Journeyman Glasscrafter Statre - M, A=26, H=brown, E=brown, HT=5'9". He is a very intelligent man who has already come up with several new formulations for glazes and tints. He wants to be able to devote himself completely

to chemical research; though this is highly unlikely, he still agitates for it. He is posted at the main Hall. (Adoptable NPC)

Journeyman Metalsmith Kason - M, A=21, H=brown, E=brown, HT=5'8". A very talented metalworker, Kason was kept as an apprentice long after he should have been promoted. This was due to his constant agitation for more freedom to experiment and work on innovations, and refusal to see the reasons why this could not be granted. After he went so far as to propose a new subcraft dedicated to pure research, Mastersmith Stefon finally made him a journeyman so he could post him far away, at Kadanzer Weyr. (Persona of Ron Swartzendruber / Morgav@kadanzer.org)

Journeyman Metalsmith Rolarc - M, H=black, E=hazel, HT=5'11". Rolarc is a competent and capable administrator, though not terribly talented as a Smith. Dislikes the Weyr and is a very vocal opponent of any effort to aid the Weyr. Recently posted to the vacancy at Windsong Hold. (Persona of Joe Hill / jwally1967@yahoo.com)

Journeyman Metalsmith Radegrin - M, H=blond, E=blue, HT=5'10". Radegrin has recently been made craftsecond to Mastermith Stefon after transferring away from Cibola Hold's smithhall. He is trained in recordkeeping and technical drawing as well as the more usual metalsmithing skills. Owner of green firelizard Chivet. (Adoptable NPC)