

Southern Weyr's

How to be a Clutch Sire

Introduction

What I'm hoping to try and do in this document is a run down of things to do and places where you might be able to help. It is intended as a guide only, and at each Weyr things may operate differently. It is always advisable, therefore, to find out what is expected of you from the Weyrleader and Weyrwoman.

So let us begin.

The Flight Ends

So, the pose has been made, the gold, for whatever reason, flew into your lifemate, be it bronze or brown, and now you're reeling in shock. I have been there, done that, know what it feels like, even if you were halfway expecting it, it's still a shock. So, what to you do?

Well first, pose! No really! You need to pose your dragon catching the gold. For those that aren't sure what happens, the male ensnares the gold: neck is twined, tails are twined, and fore and rear limbs all get caught up, then they fall to the ground. Both are really too busy with the actual mating business to do more than make sure wings are flared out to stop the downfall somewhat. Remember your Weyrling lectures? This is the only time the genitalia are exposed. So they mate as they fall, and stop before hitting the ground, breaking apart from each other. The higher the flight went, obviously the longer that fall can be, and a better chance of more eggs. There's really no need (plus we need to keep it PG13) to pose all the 'sexual stuff'. You are in a public room! Pose your lifemate catching and leave it at that.

Secondly, you have the rider RP going on. You and the goldrider are going to get down to it. Whether she reaches for you, or you for her, it will happen. There are some that believe that you can walk away and have 'sex' with another partner. I happen to think you wouldn't have time with all those dragon urges. You DO NOT have to RP this on camera. Most of us forget that part of the RP, and instead fast forward to the morning after or later in the day. Or we sit around and discuss how our characters will act, or what they'll do. However, there are some who do like to RP the TS and, though there's nothing wrong with it, just be sure that you're both 'legally' of age (yes, it's still against the law to have

TS with a minor, which, in this case is 18). RP the consequences whatever you decide to do, but never feel forced into any of this. It can all happen off camera, but it will happen.

At the same time, as if you've not got enough going on, you've got a hoard of people congratulating you. Be noble in return. Thank them, compliment them if appropriate, don't lord it over them. For the goldrider it is a hard choice to make and she generally has many reasons for choosing you and not them. For instance, activity, participation in the Weyr in general, your RP style, you're listening to her when she has a problem. There are many, and sometimes there are many people that she might choose. Personally, as a goldrider, this is the stage I always feel left out of: all that back patting. When I've won a flight I've made the effort to page the goldrider with something along the lines of "I'm flattered and honoured, that was a wonderful flight. Thank you for the faith in me". Even if I haven't won, I've personally thanked the goldrider for their time and effort.

The Run up to Clutching

Personally, as both sire and dam, I feel the run up to the clutching is the most stressful part of search. Once this is over you're rocking. Why do I think it's stressful? Well, you have eggs to describe, you have applicants to interview, and RP with, and then you also have your own RP to continue, with the goldrider and with those around you. Things don't just stop because a clutch is coming they usually just get busier.

What can you do to help? Well, you can describe eggs. If you can't describe don't worry, there are generally a whole lot of others willing to do so. You can offer to help edit them with the goldrider: looking for duplication of words, and canones, and same thing with the egg names. You've also got poses to do. Something that I loved from my last clutch was I sent L'mir all Tiarnath's poses, and he added in little bits of Brielth. It was wonderful! Even if you don't want to do that, there's generally some poses that aren't handed in with the egg requests, help make up the short fall: just think of someone pregnant, and an egg pops out instead of a baby! Find out about the code. Is it all precoded or do you need to emit everything? If emitting, ask if you can help, take some of them to emit to the goldrider doesn't do everything.

Sit on search committee. This is your dragon, and therefore you should help determine who goes where. You can't bitch if you're not involved, so get involved!!

Lure the goldrider out to RP. It's likely she's stressed with all the eggs, and there's a brilliant cure for that, it's called RP. But many of us feel that we have to do this. So, it's up to the clutch sire in some respects to get them out and RPing. Even if it's one-on-one, which by the way I think is extremely important between clutch parents, slow RP. Anything is better than nothing.

RP wise you're still flying Threadfall, doing sweeps, doing drills, but your lifemate may want to spend time with the gold when you aren't doing these. Some sires are very protective, some not so until those eggs are laid, up to you how you play that. :)

As for attending other flights during this time, don't. Your lifemate will be probably somewhat attached to the gold you just flew. Not only that if they were to fly another gold they'd be on the sands twice, a sheer impossibility! :) So, hold off until those eggs are hatched. For slightly different reasons we'd advise against chasing greens: 1) The gold you flew won't be happy, grumpy gold will mean everyone else will get grumpy! :); 2) you've already won a 'prime' spot, leave this spotlight for others. We do however encourage you to use an NPC to continue to support those gold and greenriders that have taken the time to hold a flight.

Clutching

The big day arrives! ICly, what happens is that the gold begins to feel pressure and wants to lay the eggs. Basically they go into labour. She then has to get herself into the air, which isn't always easy, and fly to the Hatching sands. The sire should accompany her, either is there waiting for her, be in the sky or wallow encouraging her, or follow in her wake. Both should be on the sands when a clutch is laid. What happens next is that the gold smoothes out the sand, and then each time an egg is laid she pushes sand up around the egg to hold it in place. The sire may do this as well, or may check them. As the clutching goes on, the gold will get tired. Therefore, the sire can again encourage her, and help where he can. When she's finished the gold will be exhausted. The sire might encourage her to sleep while he guards the eggs, or he might get her some food, and then guard.

From an OOC point of view this is a major RP scene. For you, the goldrider and the Weyr. Make the most of it. You're in the limelight, and deserve to be from all the hard work you've already put in. You need to make sure you've planned for at least 3 hours of RP. Sometimes it's longer, sometimes shorter. It depends on the coincidental RP. The Weyrwoman and Weyrleader may also join you on the sands, which means there's more RP to get involved in than just the 'oh look see, another egg'.

Egg Sitting

So, the eggs are laid. ICly, you've got a lot of things going on. You're now, unofficially, part of the Weyrleadership. You'll still be flying Threadfall (the Weyr needs every dragon when Thread is in the air), doing sweeps and drills. However, your Wingleader may excuse you from some of the sweeps and drills, letting you have more time to spend at the Weyr. When you're at the Weyr your lifemate will insist on him being on the sands. There's no arguing with him at this juncture. He will make your life hell if it's otherwise. Exceptions would be for duty; something official he can feel proud in, a bath or feeding. The galleries at Southern Weyr are audible, so, you can use your dragon to interact with them up there. Do it, it can be a lot of fun frightening the candidates.

There's also egg touchings, the first time candidates are led out onto the sands to touch the eggs. Your dragon may or may not like this. He may take exception to certain eggs being touched, which change every day, or every hour, or every couple of days. If there's a gold egg, it's likely he'll be as fiercely protective of that as the gold. As a side note, eggs do not make noises. Some candidates may ask about this. It is as though you're putting your ear against a seashell. Some noise, but what it is, who knows, and that's how I generally explain it. The eggs will be soft and almost leathery to the touch at first, gradually becoming harder as they calcify. This is something else you can use in RP. Some sires don't do egg touchings, some do it with the goldrider, some don't it at all. I like to think it's another RP opportunity between goldrider and sire. I don't happen to think, unless the rider pairing is very close, that the gold will let candidates on the sands without her rider, but again, that's me.

During this time you can get some great character development, but you most choose to do that. Take the time to RP with the goldrider as much as you can, with the candidates, without them; or RP one-on-one with the goldrider. She needs the RP probably more so that you do. A begging note from your Weyrwoman, don't let her flounder in all that admin search stuff!!

OOClly, get involved with the search process. Find out who needs searching, who's riding search, nudge them. I do ask that anyone who wins the flight doesn't ride search, unless they're NPCs, because it's almost like giving the candidate a 'reason' to impress. Some might impress, but for those that don't being searched by the clutch sire and not doing so can make forbad feelings. Best to simply avoid all that. Besides, being clutch sire is big juju, no need for more, right? :)

When the call for dragons goes out, again, get involved, even if you can't describe, there are other things you can do. There are personalities, OOC inspirations, NPC emits, and atmospheric emits, for instance. Even if you're just there, supporting, and helping where you can, it's a big help, trust me in this.

Hatching

The night before the hatching is generally when things get wrapped up. We're generally fortunate that at this stage it all just needs to be coded onto the dragons. But even the matter of putting everything people have written into the code can take hours. Offer your help. It will be appreciated. If nothing else, be around the night before, and the day of the hatching to help. It may be you're simply there to offer support, and answer questions from candidates, or you might be there to listen as the 'dragon' team finds bits missing and so forth.

When everything is coded, and ready, then the fun is about to start. Make sure you're dressed up! It's a big occasion and you're on show! Have your dragon accompany the dam in announcing the start with humming, and then head to the sands if you aren't there already. You may be puppeting a dragon. If you are, do your poses beforehand! Yes. DO

IT! You'll be totally and utterly spammed and won't have time for anything if you don't. You can still tailor them to the RP, but the majority of it will be pre-done. Your dragon is going to be proud, and attentive of himself, the hatchlings and the dam. Make sure you're in the OOC coordination room if you aren't puppeting. You can help spot things the others might not. Interact with the goldrider, the Weyrwoman and Weyrleader, the Weyrlingmasters, and last, but of course not least, the candidates, both those impressing and those not.

When everyone has impressed that is going to, and the last egg has hatched, then the Weyrleader will make a speech. Generally, in my case, the Weyrwoman does too, but basically just agrees with what the Weyrleader said. At that point, the remaining candidates leave the sands, leaving you still there. You have two choices. You can go RP a little with the new weyrlings, and be there when they get their gifts, or, you can go RP with those that didn't impress. I like to do both: a quick trip to the barracks, then into the Weyrhall. Don't forget to remove your dragon from the sands, he may choose to accompany the gold to the feeding grounds because she'll be starving, or, he may go for a bath, or may do something else entirely.

After the Hatching

Most people think when the hatching is done, search is over. I, personally, don't think so. You have a number of happy people, and a number of sad people: RP with both. Take the opportunity to try and secure the unhappy people for our next hatching, make them wish to stay with us. Help find them a niche here. For the happy weyrlings, go out and RP with them, we have no barracks restrictions for them, have your lifemate interact with theirs. Maybe he's curious about them. Maybe he's indifferent. Maybe he wants to teach them things. You could also become a mentor, help train one of the newer people, and give them the benefit of your RP experience. Oh, and don't forget the goldrider. You and her have shared something very special. Maybe she'll become a lover, a confidant, or a friend. There are still character development possibilities even after this.

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