

THE REACH BRAINSTORMING

Table of Contents:

[Special Locations](#)
[Backstory and Theme](#)
[Political Quest Ideas](#)
[Religious Quest Ideas](#)
[Other Ideas](#)
[Character Ideas](#)
[Noble Houses](#)
[Timeline](#)
[Other Info](#)

SPECIAL LOCATIONS

Highgarden - Public (Warden)
Oldtown - Public (Economic)
Bitterbridge - Public (Economic)
Tumbleton - Public (Economic)
Sworn Sword - Story Related?
Shield Islands - Story Related?
The Arbor - Story Related?
Horn Hill - Story Related?

BACKSTORY AND THEME

Chivalry, literary legends, military skill, and agricultural economy as main narrative components! Connection to Garth the Greenhand and origins of the Reach. Rivalry between houses, as well as distrust of the Westerlands and Dorne.

POLITICAL QUEST IDEAS

Highgarden

The Reach is known for its chivalry, the literary and musical arts, and agriculture. Prove yourself to be a worthy knight by rising in the ranks of the Reach's system of knights by fighting in tournaments, meeting generals, gaining military influence, and upholding the traditions of chivalry or prove yourself to be a responsible and

productive landowner who will “make the land bloom” by traveling to economic regions that promote agriculture, trade, and political influence.

ACT I - The Tournament Champion

Start Point:

Travel to Bitterbridge and fight in the tournament held by Ser Loras and Renly Baratheon. Proving yourself to be an agile warrior and swear your sword to the armies of the Reach.

Reward:

ACT II - The Rivalry of Red Lake

Start Point:

Requirement:

Help settle land disputes between rival families in this contested corner of the Reach. Will draw inspiration from The Sworn Sword, including Coldmoat, Standfast, and Red Lake.

Reward:

ACT III - Here Comes the General! (Horn Hill)

Start Point:

Requirement:

Meet with Randyl Tarly, securing a position of power in the military structure of the Reach by proving yourself adept as a warrior and strategist.

Reward:

ACT I - The Land Blooms

Start Point:

Meet with the steward of Highgarden. Travel to farms in the Mander valley to collect tariffs and organize assets to the Tyrell's economic wheels of progress. Possibly centered on the town of Dunstonbury, which will be in the Tyrell political area.

Reward:

ACT II - Two Tons

Start Point: Either Appleton or Tumbleton

Requirement:

The Tyrell's need provisions for their troops and to sell to war torn and famine stricken areas in the Riverlands and Kingslanding. Travel to Appleton, Tumbleton, and Bitterbridge to make trade agreements and amass resources.

Reward:

ACT III - Arbor Gold

Start Point:

Requirement:

Meet with the Lord of the Arbor about a wine rivalry with the Dornish. Sabotage or outsell the Dornish competitors to make or keep Arbor Gold the number one commodity in Westeros.

Reward:

The Fossoways - Green vs. Red

Similar to other rivalries such as the Raventree Hall and Stonehedge, but players would play these quests and align with one side of the family.

Oldtown

Since this city will be massive, it will need its own story structure similar to Kingslanding. There should be dozens of quests that are interlocked with the political, economic, scholarly, and religious institutions of this ancient city.

RELIGIOUS QUEST IDEAS

(F7.4) The Maiden's Honor (Reach) - tied to tournament culture and chivalry, possibly a large sept in Oldtown or Highgarden. Also could be tied to the political match-making that is placed on daughters and maidens in Westerosi culture.

The Maiden's Honor

ACT I - Title

Start Point:

Description here

ACT II - Title

Start Point:

Description here

Reward:

ACT III - Title

Start Point:

Description here

Reward:

OTHER IDEAS

Garth the Greenhair

Seek out the legends of the descendants of the High King "Garth the Greenhand" -- could be an immersive regional quest, unlocking certain abilities or attributes of the legendary characters? Could be part of the backstory of a particular house descended that a player must know before starting or joining that house?

- [Garth the Gardener](#), ancestor of [House Gardener](#)
- [John the Oak](#), ancestor of [House Oakheart](#)
- [Gilbert of the Vines](#), ancestor of [House Redwyne](#)
- [Florys the Fox](#), ancestor of Houses [Florent](#), [Ball](#), and [Peake](#)
- [Maris the Maid](#), an ancestor of [House Hightower](#)
- [Foss the Archer](#), ancestor of [House Fossoway](#)

- [Brandon of the Bloody Blade](#), ancestor of [Brandon the Builder](#) and [House Stark](#) (according to some tales)
- [Owen Oakenshield](#)
- [Harlon the Hunter](#) and [Herndon of the Horn](#), ancestors of [House Tarly](#)
- [Bors the Breaker](#), ancestor of [House Bulwer](#)
- [Rose of Red Lake](#), ancestor of [House Crane](#)
- [Ellyn Ever Sweet](#), ancestor of [House Beesbury](#)
- [Rowan Gold-Tree](#), ancestor of [House Rowan](#)

CHARACTER IDEAS

[Character ideas for created NPCs.]

Name:

Age:

Region:

Ancestry:

Occupation:

Description:

Potential Quests:

NOBLE HOUSES

[A list of regional houses, their sigils and lords. I just copy the sigil images off the ASOIAF wiki page for the region]



[House Name]

Seat:

Sigil:

Words:

Lord:

Strength:

TIMELINE

[An overview of the region timeline, if useful.]

OTHER INFO

[Various info from the books, semi-canon sources, etc.]