

# House Brune of Brownhollow



By Auscar

## **RÉSUMÉ**

### **Projects**

-Long Barrow (Nightfort)

### **Minis**

-Tannery (Musgood)

-Sheepfold (Norrey)

-Warehouse complex (Hawthorne)

## **CANON**

### **Brunes of Brownhollow**

House Brune of Brownhollow is an old house of landed knights from Crackclaw Point. They are cousins, and likely a cadet branch, to the noble House Brune of the Dyre Den. Archmaester Gyldayn considers the Brunes to be half-wild. According to semi-canon sources they blazon their arms with a bear paw, brown on white, within a double tressure brown.

### **History**

- During the Dance of the Dragons, the Brunes declared for Rhaenyra Targaryen's blacks and joined Lord Walys Mooton to liberate Rook's Rest from the control of Aegon II Targaryen's greens. (F&B, The Dying of the Dragons – The Red Dragon and the Gold)
- Brunes joined Rhaegar Targaryen, Prince of Dragonstone, at the Battle of the Trident during Robert's Rebellion. (AFFC, Brienne IV)
- Tales of Sunfyre taking refuge in Crackclaw Point were told in the halls of the Crabbs and Brunes. (F&B, The Dying of the Dragons - Rhaenyra Overthrown)

Note, the above references to 'Brunes' likely include those of Brownhollow.

### **Members**

- (potentially) The Brothers Brune, legendary champions who brought peace to Crackclaw Point (AFFC, Brienne IV)
- (potentially) Ser Bernarr Brune, squire of Lord Alyn Stokeworth, knighted by King Aenys I Targaryen (F&B, The Sons of the Dragon)
- Lothor Brune, distant (disowned) kin to the Brunes of Brownhollow
- Ser Bennard Brune, Knight of Brownhollow, cousin of Eustace Brune, Lord of the Dyre Den (AFFC, appendix)

### **Cracklaw Point (from AFFC, Brienne IV)**

#### **Culture**

- "The towns and villages along the shore grew smaller as they went, and less frequent."
- "The traffic continued to dwindle as they moved north and east, until finally there were no inns to be found. By then the bayside road was more weeds than ruts."
- "The next day the road dwindled to a pebbled thread, and finally to a mere suggestion."
- "Every gloomy valley had its lord, he said, the lot of them united only by their mistrust of outsiders. In their veins the blood of the First Men ran dark and strong."

"The Andals tried t' take Crackclaw, but we bled them in the valleys and drowned them in the bogs... the Crackclaws knew their bogs and forests as no outsider could, and if hard pressed would vanish into the caverns that honeycombed their hills. When not fighting would-be conquerors, they fought each other. Their blood feuds were as deep and dark as the bogs between their hills. From time to time some champion would bring peace to the Point, but it never lasted longer than his lifetime."

- "We're all good dragon men, up Crackclaw way."
- "To hear him tell it, the men of Crackclaw Point had watered their pine trees with blood."
- "Dry brown thatch of its roof."

-> If the population is sparse in the northeast (along the canonically more populated coastal road in the north), then the southeast is presumably very sparsely populated. There is also a significant martial culture, in which each House is fiercely independent. The Cracklaw Houses have been declining since Targaryen rule.

#### Natural features

- "The hills rose wild, and the pines closed in about them like a host of silent grey-green soldiers."
- "It's the pines for us from here on."
- "Sentinels and soldier pines rose all around them, towering green-clad spears thrusting toward the sky. The forest floor was a bed of fallen needles as thick as a castle wall, littered with pinecones."
- "Through the green gloom, weaving in and out amongst the trees. It would be very easy to get lost here, she realized."
- "Every way she looked appeared the same. The very air seemed grey and green and still. Pine boughs scratched against her arms."
- "The hills went up, the hills went down."
- "They came down a hill and found themselves on the edge of a glistening green bog"
- "They rode through pines and bogs, under dark skies and intermittent rain, past sinkholes and caves and the ruins of ancient strongholds whose stones were blanketed in moss."
- "The forest ended abruptly. Beyond was sky and sea."
- "A huge blackberry bramble."
- "Soldier pines were everywhere, drawn up in solemn ranks."
- "A bear there was, a bear, a bear, all black and brown, and covered with hair."

-> The terrain is hilly, with deep bogs in the valleys, and heavily forested by sentinels, pines, and soldier pines. The area boasts sinkholes and a somewhat significant cave system. There are also bears.

#### PLANS

Note that the below locations are subject to change (slightly) based upon sightlines and scaling once the terra is complete.



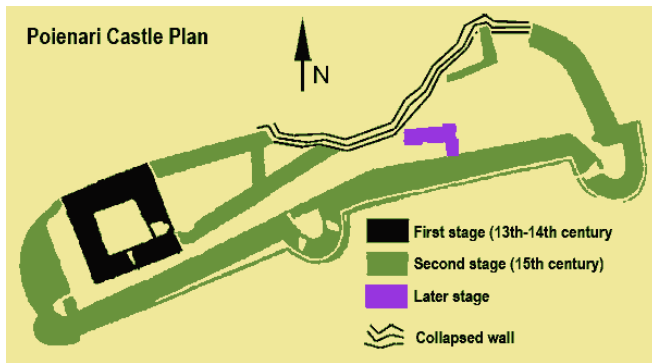
Apologies for the subpar map – graphic design isn't my strong suit!

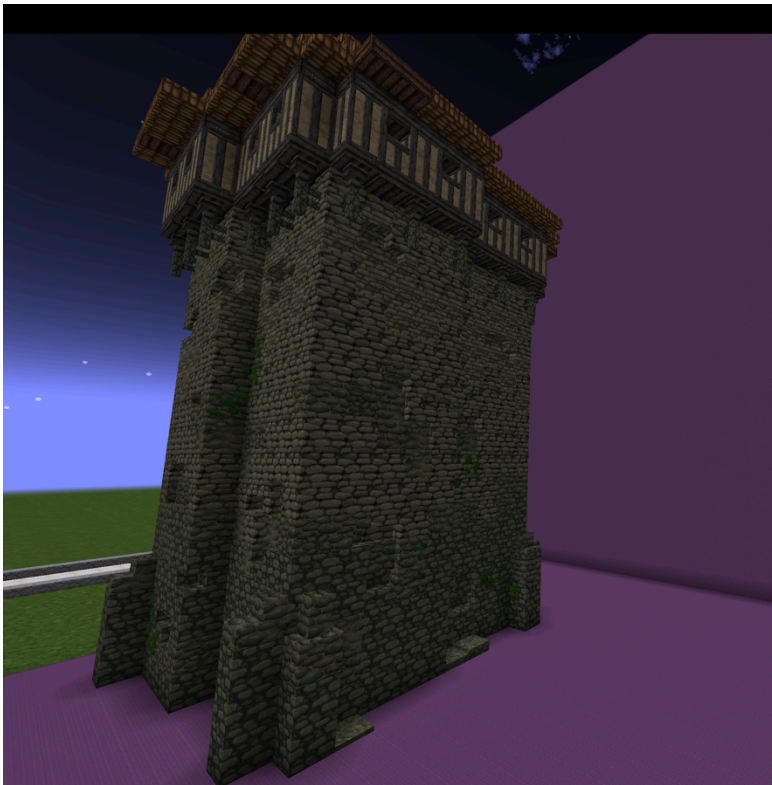
EDIT: Please find a scale model of lands at [/warp auscar](#)

### 1: Castle

Inspired by the original keep of Poenari Castle, this tower house will overlook the village and main road.





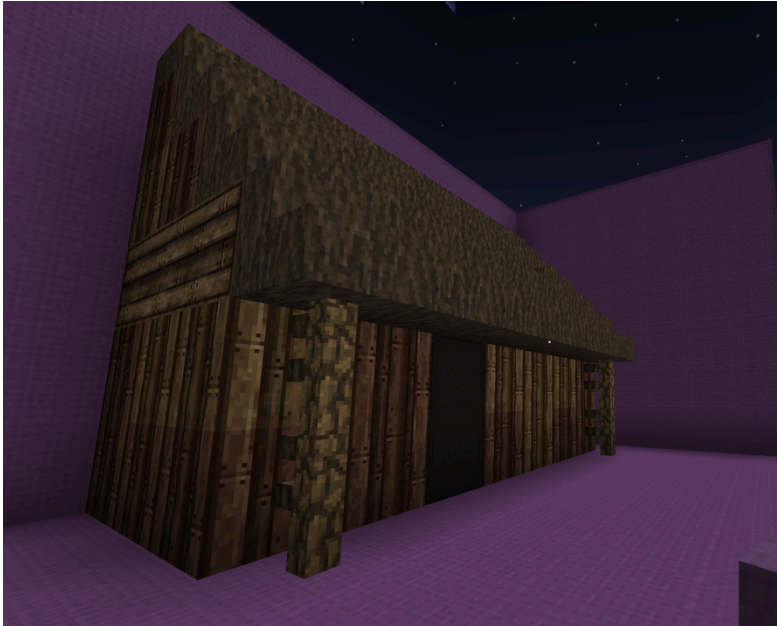


Gradient to be refined

## 2: Village

A small village of around 10 houses. The economy is largely self-sufficient, centring on agriculture, with a few hunters and fishers. The house style is designed to ensure consistency with surrounding in-progress and completed projects.

Variation A



Variation B



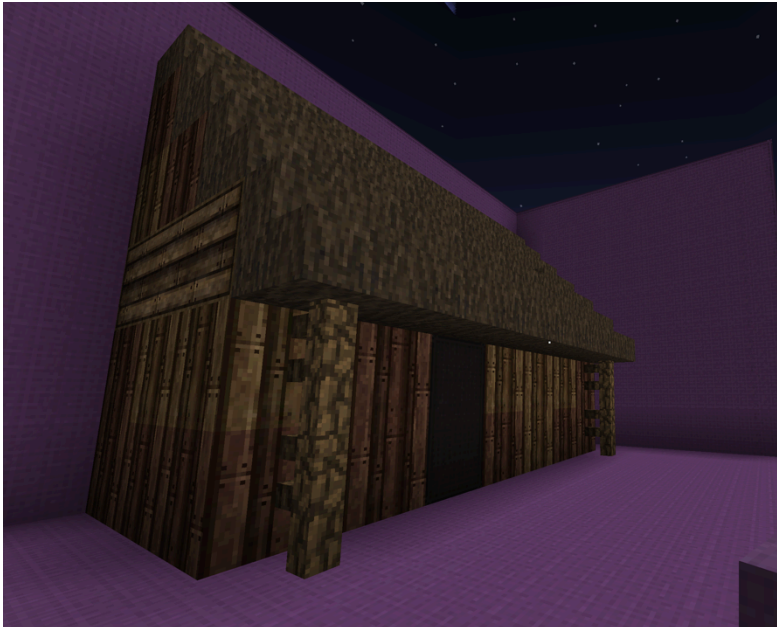
Variation B to include stone chimney (as opposed to smoke holes in A and C)

### 3: Hamlet

A small rundling hamlet of around 6 houses. The economy centres on forestry and hunting.

Variation A



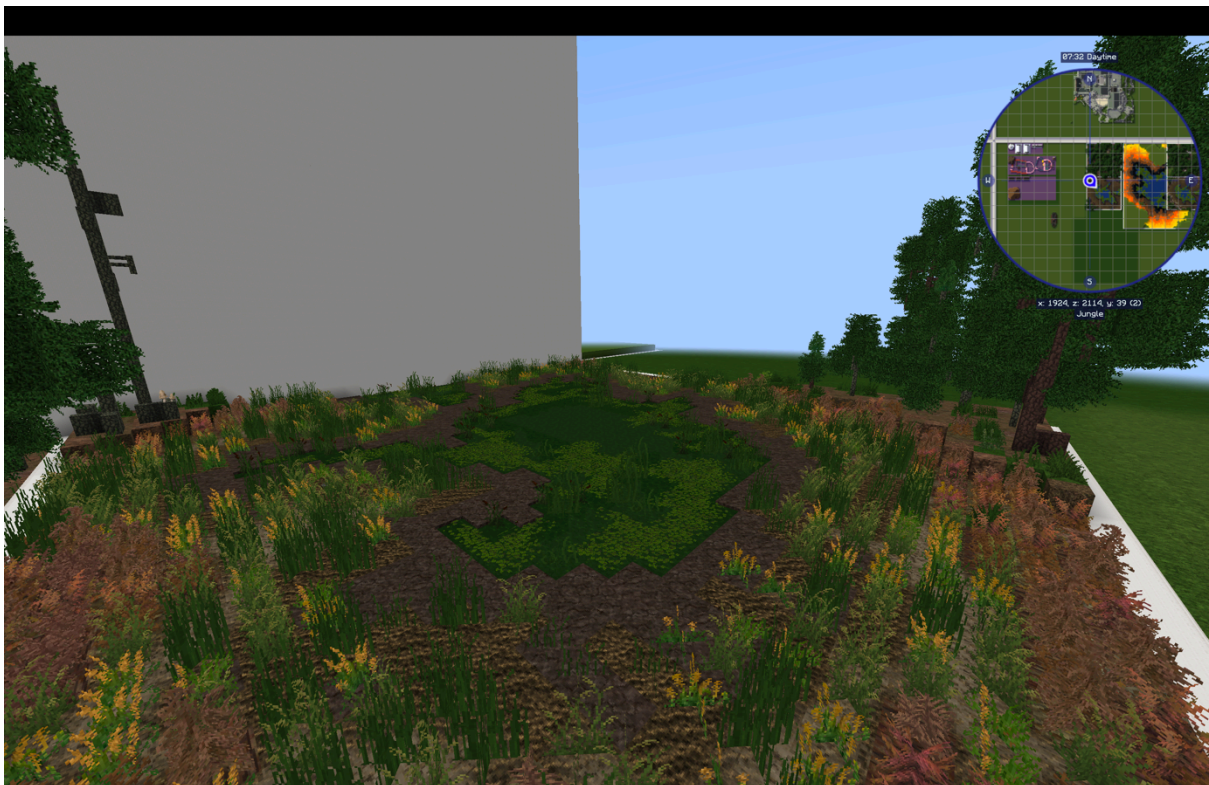


Variation C



#### 4: Forest (extends through all Brownhollow lands)

Inspired by the forests of the Southern Carpathians ([https://en.wikipedia.org/wiki/Carpathian\\_montane\\_conifer\\_forests](https://en.wikipedia.org/wiki/Carpathian_montane_conifer_forests)), the forest will use a modified Dyre Den/Pyne script to ensure consistency with surrounding projects. There will be scattered streams and bogs (inspired by Harghita County; for formation, [https://link.springer.com/referenceworkentry/10.1007/978-94-007-4001-3\\_279](https://link.springer.com/referenceworkentry/10.1007/978-94-007-4001-3_279)) in appropriate locations (focused around the west, closest to Boggs). The forest will be detailed by bear dens, ruins, and potentially a semi-permanent peat farming or bog iron industry. The central area (around '4') will be almost entirely forested by ancient beech ([https://en.wikipedia.org/wiki/Ancient\\_and\\_Primeval\\_Beech\\_Forests\\_of\\_the\\_Carpathians\\_and\\_Other\\_Regions\\_of\\_Europe](https://en.wikipedia.org/wiki/Ancient_and_Primeval_Beech_Forests_of_the_Carpathians_and_Other_Regions_of_Europe)), within which there will be a weirwood grove.



Duckweed layer to be 1 thicker

5: Coast A





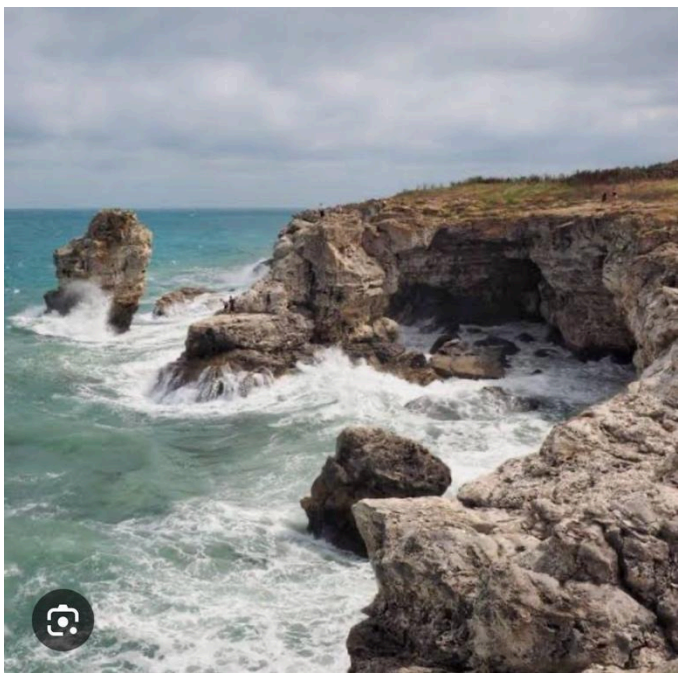
I would love some help learning beach terra :)

6:



## 7: Coast B

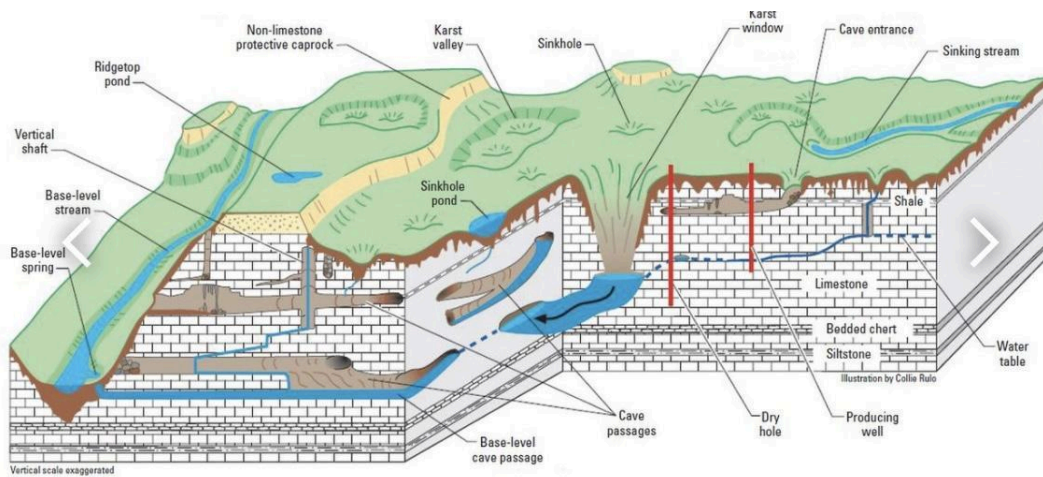
This rocky coastline will provide a link to Crabb (Whispers sits on a significant cliff).



### 8: Karst terrain

Inspired by the Padirac Chasm, this abîme is the namesake 'brown hollow'. It will be surrounded by forested karst terrain, including sinkholes, sinking streams, and caves (see /warp limestonetest).





Thank you for reading! Any suggestions, especially concerning terra, would be greatly appreciated!