

Bourney App V2

By Flip and Guilix

Introduction and cannon:

Very little is known about House Bourney, only that it is a house located near the Blackwater rush making it a house from the Riverlands. The only known member of the house is Lord Owain Bourney. He was a turncloak during the dance having initially declared for the Blacks but switched to the Greens during the first battle of tumbledown. Lord Owain Bourney was stabbed through the eye by Lord Unwin Peake during a war council this was where he was declared a turncloak. House Bourney is not declared to be extinct.

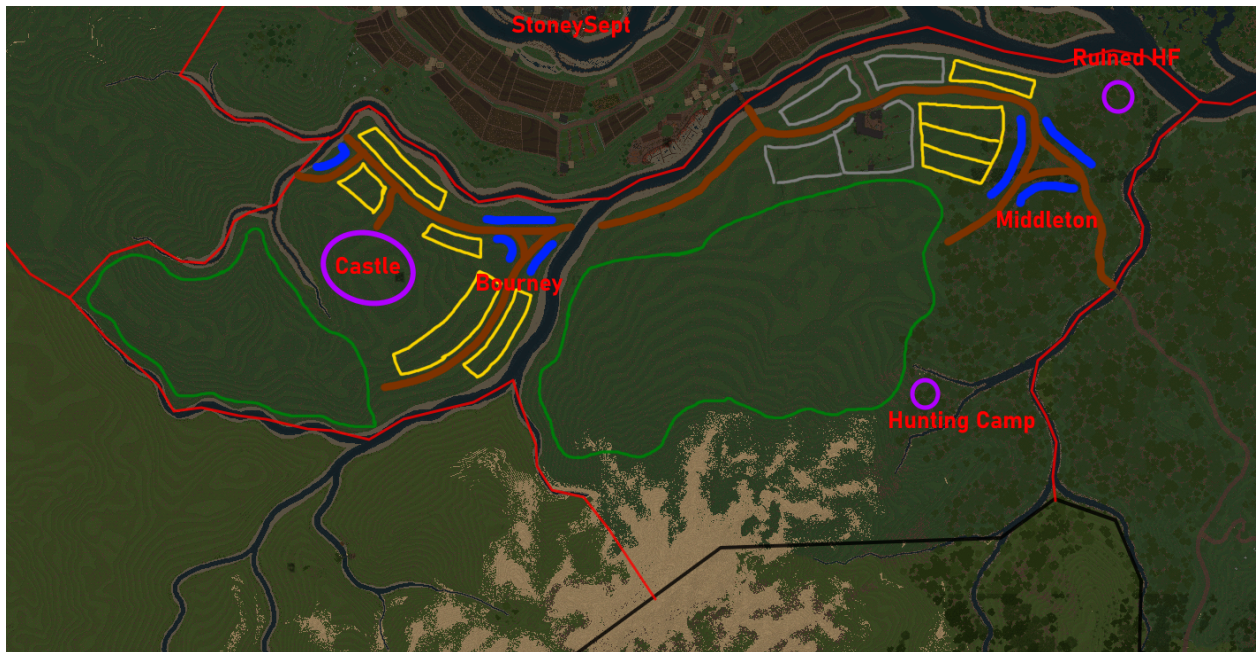
Middleton is also in this project's borders and there is also little canon here, only that it is a settlement along the Blackwater rush where there once was a landed knight named Ser Garrick Hall.

Head cannon:

After the death of Lord Owain Bourney, the house's wealth and prosperity diminished leading to them becoming a lesser known house. Once a turncloak, always a turncloak the lords of Bourney have always been open to bribery and are ruthless to those who betray or disagree with them. They will do anything they can to gain an advantage on others with the ambition of improving their prestige in the realm. The current Lord of Bourney is one of the most wicked of them all with frequent public executions for his rivals.

Plans:

Below is a whole project overview map of the Bourney and Middleton project.



Legend/Key:

Green = Forests

Grey = Pastures

Yellow = Farmland

Blue = Houses/Buildings

Brown = Roads

Economy:

Bourney's economy will mainly be made up of farmers and shepherds who are often sending their produce to nearby StoneySept to help supply its larger population. Horse breeding is also important in this region to supply the south riverlands with Charger horses ready for war.

Terrain:

Bourneys terrain will be mainly forested with farmland closer to the rivers. Changes we will make to the terrain include updating the forests to better reflect the inspiration and current server styles. The mountains in the south of the project will be changed slightly in order to create a smooth transition into a woodland terrain.

Tests and Inspiration: /warp Flip

Castles Tests - <https://imgur.com/gallery/d8F1PkP>

The castle is inspired heavily from harlech castle in wales as we feel these edward 1st castles from our previous application still fit the style of a strong and defensible fortress.

House Tests - <https://imgur.com/gallery/nVrZla0>

The houses are inspired by various over Riverlands projects but mainly on nearby stoney sept in order to create a nice transition between the two styles. The plotting of the village of bourney will be similar to how kingdom come deliverance merhojed is laid out.

Terrain Tests - <https://imgur.com/gallery/OGB5asa>

The terrain is inspired by many parts of the UK with using trees found in the riverlands and on the woodland trusts site of native british trees. The riverbanks will be forested in parts towards the east side of the project. With the north side bordering stoney sept following a similar style in order to create a consistent blackwater rush.

Trees - <https://www.woodlandtrust.org.uk/trees-woods-and-wildlife/british-trees/native-trees>

Inspiration Images - <https://imgur.com/gallery/6II71Db>

Summary and Closing Words:

When doing this project both of us will want to have permission to use world edit in the production world to assist with some of the tasks required for this project. We would also like to ask for an editor experienced in the work of mountains to tidy and overhaul the mountains to the south of the project. The editor would be given free reign to create something that fits the terrain and create a nice transition between the Riverlands and Westerlands.

There is currently one mini located in the project borders a horse breeder built by Dylan, we would like to keep this and expand on its pastures.

We have also spoken to Bobby who had applied for Bournay before we have and have been told to go ahead and apply as they don't feel like they will get round to it any time soon.

Thanks to everyone for providing feedback on tests and styles so far and a special thanks to antony for their immense amount of feedback that has proved so useful in getting the project to this stage.

Thanks for reading – Flip and Guilix.