

## *House Swann of Stonehelm*



By Aino

### *Resume:*

- FrostBarrow
- Lesbos (Previously completed but being redone as Sapphoshire) in Varner
- Torhamlet2
- KL13 (WIP)
- Septry at Ryamsport

## *Relevant Cannon*

House Swann of Stonehelm is one of the principal houses sworn to Storm's End; proud, powerful, cautious, and old, House Swann has claimed dominion over The Red Watch for thousands of years. Their Keep, with its watchtowers of black and white stone, watches over the River Slayne, a major river route leading deep into the Stormlands that is known for its rapids, pools, and waterfalls. Their sigil consists of two black and white swans, with golden beaks and feet, battling each other over a black and white field – they have no official words. On the southern coast of the Dornish Marches, Stonehelm is situated amongst grasslands, moors, and windswept plains stretching from the Sea of Dorne to the Red Mountains.

The Marches are renowned for its quality of knights and soldiers, especially bowmen, for many millennia of conflict between the Marcher Lords and the Dornish has resulted in a strong martial culture which thrives in war. Fletcher Dick, a notorious outlaw born in a village outside Stonehelm, is widely believed to be one of the best archers to ever touch a bow. The castles of this region are famous for their strength, which can rival any others on the continent. The current lord of Stonehelm is Guilian Swann who has two sons, most notably Baleon Swann of the KingsGuard.

According to semi-canon sources, the Swanns have amassed a decent amount of wealth through trade along the Sea of Dorne and the River Slayne, and can amass an army of roughly 7,500 men (this last claim I have been unable to properly verify, however the number seems reasonable given other information).

## *Plans*



(Red = castle/holdfasts, dark orange = town, yellows = settlements, light green = agriculture, dark green = wilderness, blue = streams)



- Rotate the town so it primarily faces the bay rather than the river; Add an artificial seawall to protect the harbor from the weather and from external threats.
- Expand the scale of the town to better reflect current scale and House Swann's power; add sprawl beyond the town walls.
- Position Castle Stonehelm on a hill (one that is not too steep, jagged or dramatic to maintain the visual of the “windswept plains” of the dornish marches) which overlooks the Slayne and the port town.
- Shift the main body of the Slayne further east and widen the river valley to make way for natural terrain and more substantial agriculture/settlement along the Slayne’s banks.
- Redevelop the mountains dividing eastern Blackhaven and western Stonehelm into rolling hills to better match cannon; pushing their southern extremity further north to widen the coastal plain.
- Continue the small river being developed in Lonmouth and have it empty into the bay south of Stonehelm.
- Push the rocky foothills to Stonehelm’s east further east in order to better reflect cannon.
- Update the existing mountains and plains to better reflect current standards.

## *Economy*

- Stonehelm serves as a trading port within the Stormlands, being situated at the mouth of the Slayne in a populated region of the constituent kingdom.
- Emphasis on trade; notable port town with infrastructure to receive ships, store goods, and construct new ships for both trade and war.
- A strong number of skilled artisans, including but not limited to glass blowers, iron smiths, ship builders, masons, weapon smiths/bow makers, book binders, and scribes.
- Most of the population are farmers, working fields primarily situated along the river and among the western plains.
  - Primary agricultural products include:
    - Wheat/Barley/Rye
    - Cabbage
    - Garlic
    - Grapes
    - Beetroot
    - Cheese/Milk
    - Sunflower seed oil
    - Rapeseed/Rapeseed oil
- Animal husbandry will be a staple of the economy, with shepherds herding sheep, goats, cattle, and horses amongst the open plains.

- The non-segmented grazing methods used by these shepherds results in these beautiful meadows, full of an eclectic and diverse assortment of flowers and other plants. This is based upon the real methods used by shepherds in transylvania.
- Animals will supply resources and materials for saddles, scabbards, and other leatherworks, as well as strings for bows, instruments, and other products.
- The countryside will have a small but substantial population of yeoman, who own their own small, modest estates based around herding animals or small farms.
- Modest mining operations in both the eastern and western mountains, mostly providing iron and copper to the town.
- A quarry in the western mountains.
- Small-scale lumber operation somewhere in the eastern forests.
- A number of small orchards (apples, peaches plums).

## ***Terrain***

- A mixture of rocky beaches and small cliffs will lay before an expanse of plains and moors, with flowery meadows and windswept grasslands leading to forests at the base of the mountains, as well as in the foothills.
- A small river will flow eastward, down the mountains from Lonmouth to the sea, emptying out into the bay which the River Slayne shares.
- A stream will flow from the foothills of the Red Mountains east of Stonehelm into the bay.

## ***Tests***

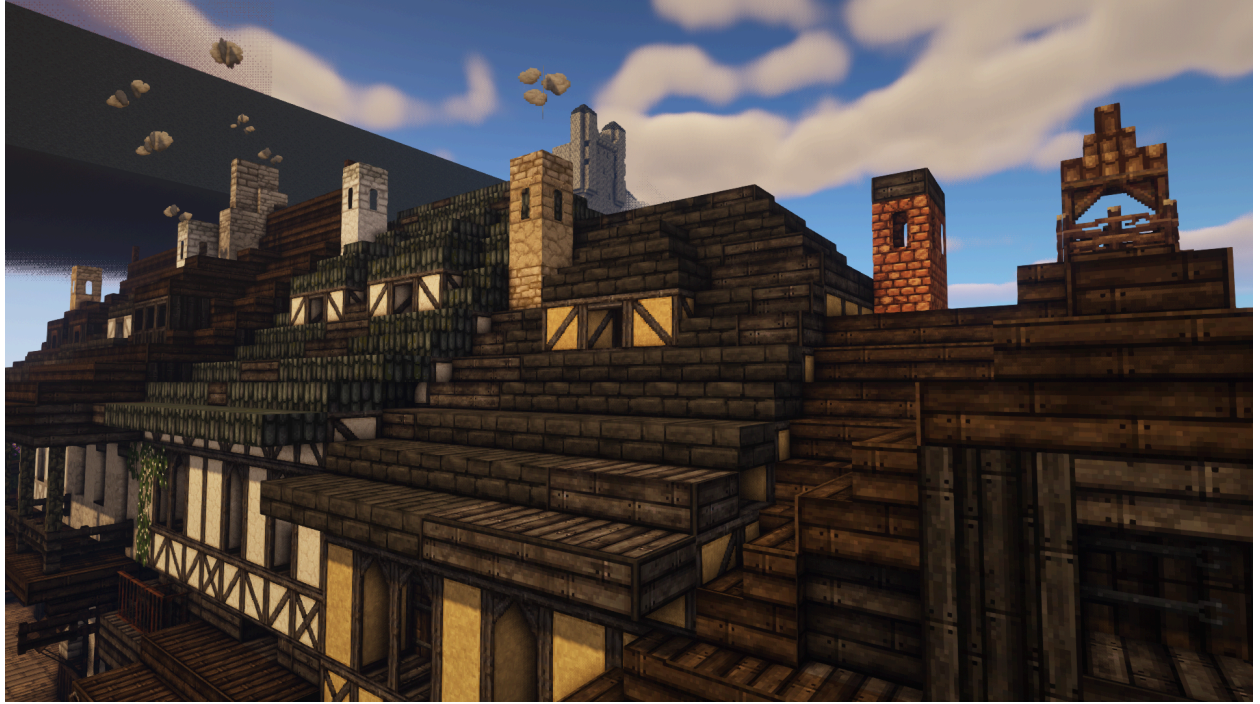
### ***Town Houses***











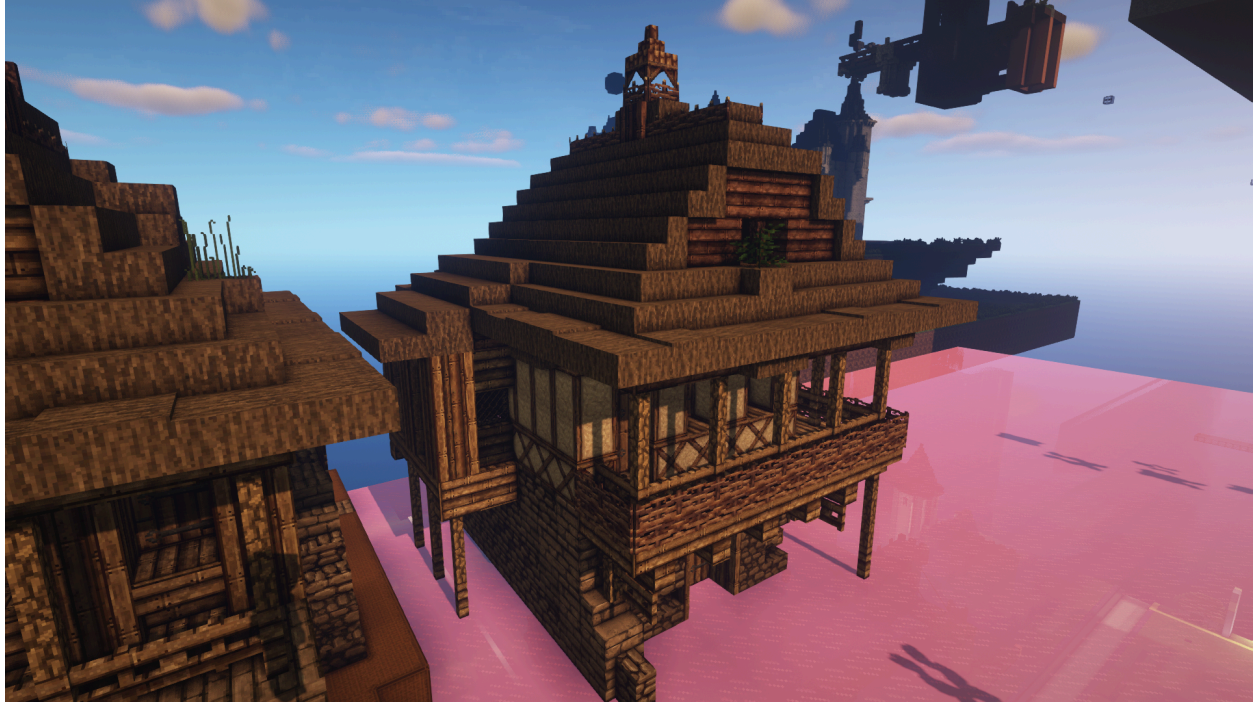
*Rural Houses*











*Castle*

















*Zâmbet și sănătate*

































