

House Rosby of Rosby



Plans



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1. Rosby Castle -- The castle has aged well since being built, though parts are either unfinished/ungraded or a little haphazard. I would like to strip a few rooms of their ints and redo them, they're a little overly busy. There are a couple of hollow towers which to me don't make sense, I plan to fill these back up, I'd be interested to hear any protests to this.
2. Rosby Village --The village conforms to the canon very well, and there are no issues in this regard. This would be just finishing up the plots as outlined, just as long as there's a garden with onions being grown, all canon seems to have been stuck to very closely.
3. Waterside -- A couple of unfinished fields here, due to the awkward shape of the plot I'll likely make this orchards, in the same style as the one to the north east. Will terraform the coast in the same style as the klmanses and kl sprawl to the west.
4. Unfinished pastureland, need to stick down some trees, rough up the hedges a bit, as they're very linear. Will be placing some cowsheds/business in these same pastures too.
5. Manor, guards the rosby road, seems to be attached to the orchard, will keep but update, in the same style as the kl manses around the place. To the north east, I will bring the forest in from the east, there's that weird slither of unused space to the north east of the manor.
6. Again, unfinished pastures towards edgerton, will just finish them, make them feel lived in etc.

In general, the roadsides (which is mainly what this build is with all the arable lands!) just need a little life, carts, wagons on the way to KL etc. The south side of the project is devoid of trees, so will update this. Should be a very straightforward project.

Old Stone Bridge Inn -- Has been assigned to Rosby lands, no indication of any canon other than being half timbered, and having an upstairs due to the fact Brienne descends them! I will remove the old inn and bridge that's there. Will make the woods around the inn thicker, as Brienne does describe them as "woods" rather than the thinly distributed trees that are there at the moment.