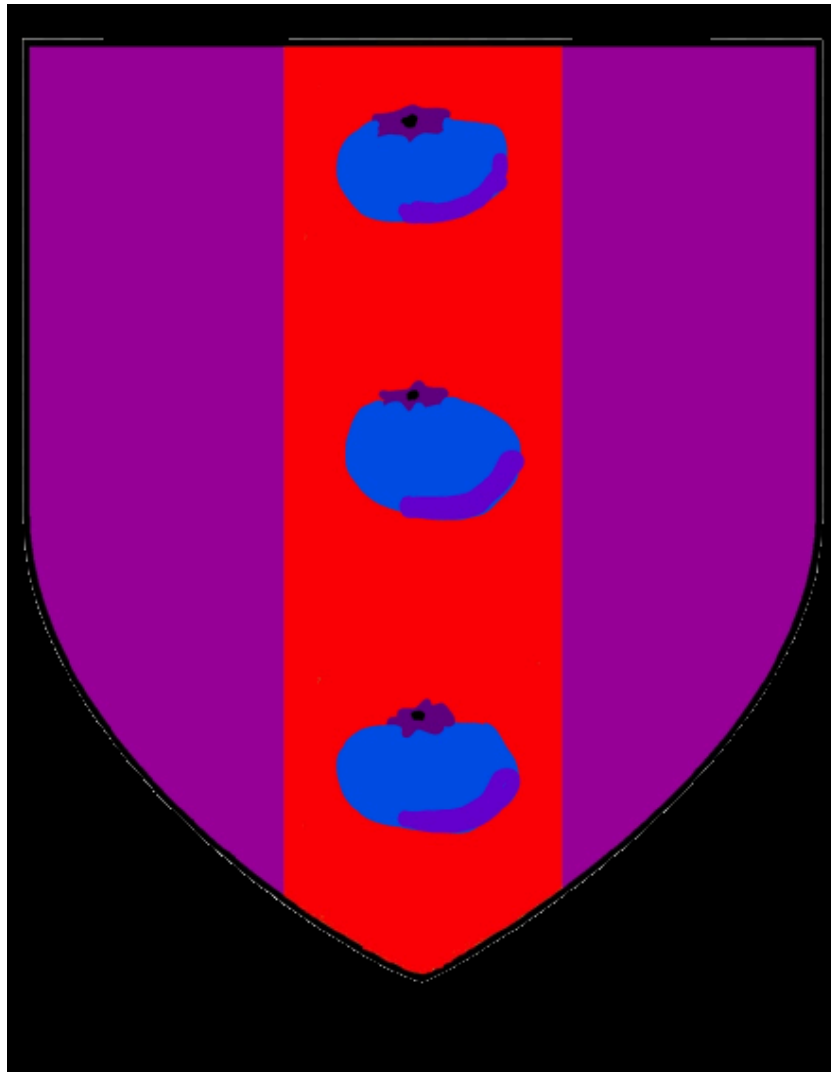


# House Sweet by Tobi



## Resume:

/warp sfquarry  
cider making facility(near /warp lonmouth)  
/warp garnerham2

## House Sweet

**House Sweet** is a noble house of the Seven Kingdoms. Lord Sweet supports Stannis Baratheon, so the Sweets probably come from the crownlands or the stormlands.

## **WHY SWEET?**

The house is called Sweet because the very humid forests are full of Blue-/Bearberry. Because of that the banner is Red and violet because they coloured it with Berry juice. Also there are small streams that are flowing from the small hills and end in the ocean. So it's the only SWEETwater in the area.



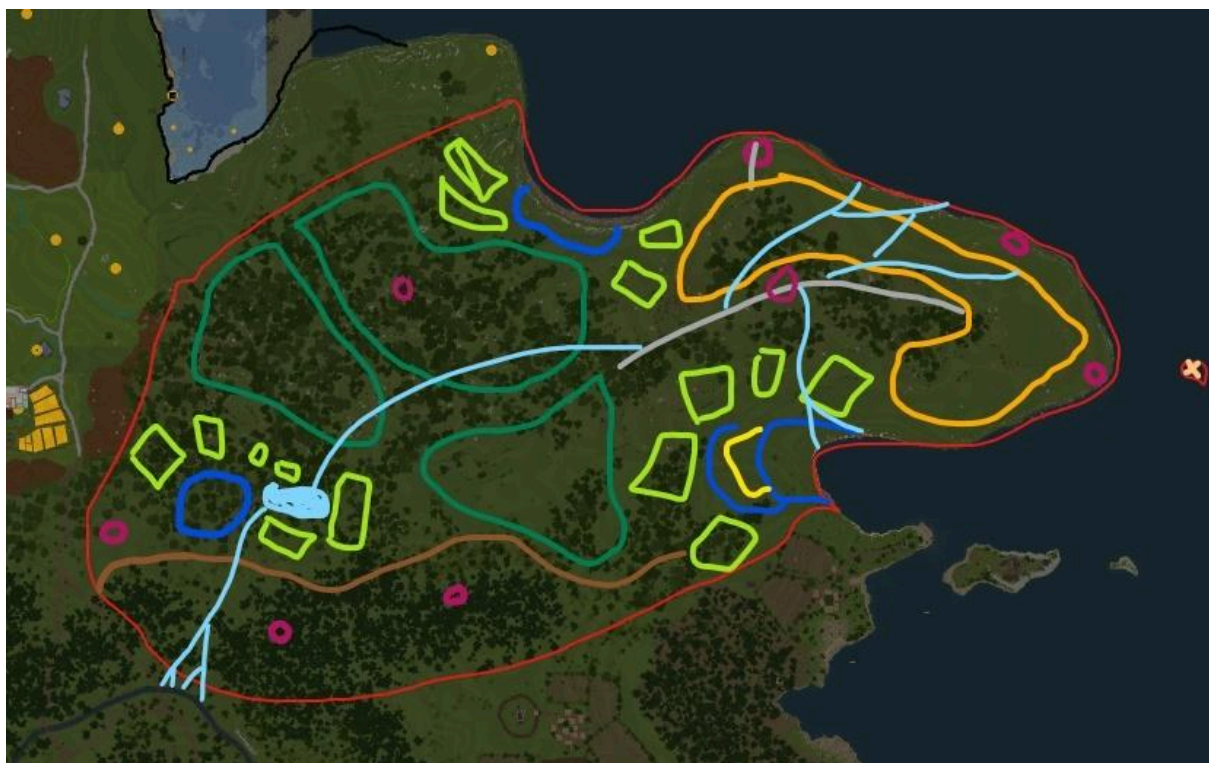
## **Selfmade Lore:**

As the Asoiaf Wiki states the Stormlands were populated by the Children of the forest. As the Andals invaded they cut down the weirwood trees. So there will be some weirwood tree stumps deep within the forest. As the houses grew in power there was a war between sweetkeep and sweet which was to decide who gets to be the bigger trade power in the area. Because House Sweet lost the war you can see that the houses and machinery is more ruined/ run down than sweetkeep.

### **Known Members:**

- Lord Sweet, one of the queen's men.

### **Map:**



	Border		Forest (Pine)
	Town/Villages		Specialty
	Castle/ Stronghold		Sweetwater (Stream)
	Fields		Lighthouse
	Forest (Heavy)		Hill-line
	Forest (Wind effected)		

### **Sweet economic:**

As seen on the map Sweet will have a good amount of field to supply the city/villages. But the crops have trouble with the rain so some fields may be unharvestable. Also on the coasts fishing and kelp drying will be done. The kelp can be used as an alternative for wood or coal. I don't really know but I would like to build a "candy" maker (candied fruit) or something like that.

### **Castle:**

I wanna build a more small castle. There will be an "older" stronghold that is more protected and the "newer" things got built around it as the castle grew. Also there could be a sept in an small godswood that was rampaged during the conformation to the faith of the seven.



## Terra:

The terrain is a bit flat in my opinion so I want to implement some small hills as drawn on the map. Near the coast there will be wind affected trees/fallen over trees as seen in the tests. Also the trees will be smaller in the windshadow of bigger trees. If there are any beaches they will be very small and rocky except for the one north this one will be a mixture of sand and pebbles. Inland there will be thick forest everywhere with lots of moss and mossy rocks around also there will be small ponds with a kinda swampy area so the blueberries can grow. All around the climate is humid and kinda chilly so there will be lots of moss and ferns. As trees I will use

pinos for the lumber area in the south. And a mix of “oak” and birch in the “normal forest’s”.



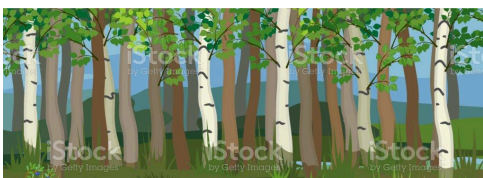
www.shutterstock.com - 377671564



© CanStockPhoto.com - csp14423068

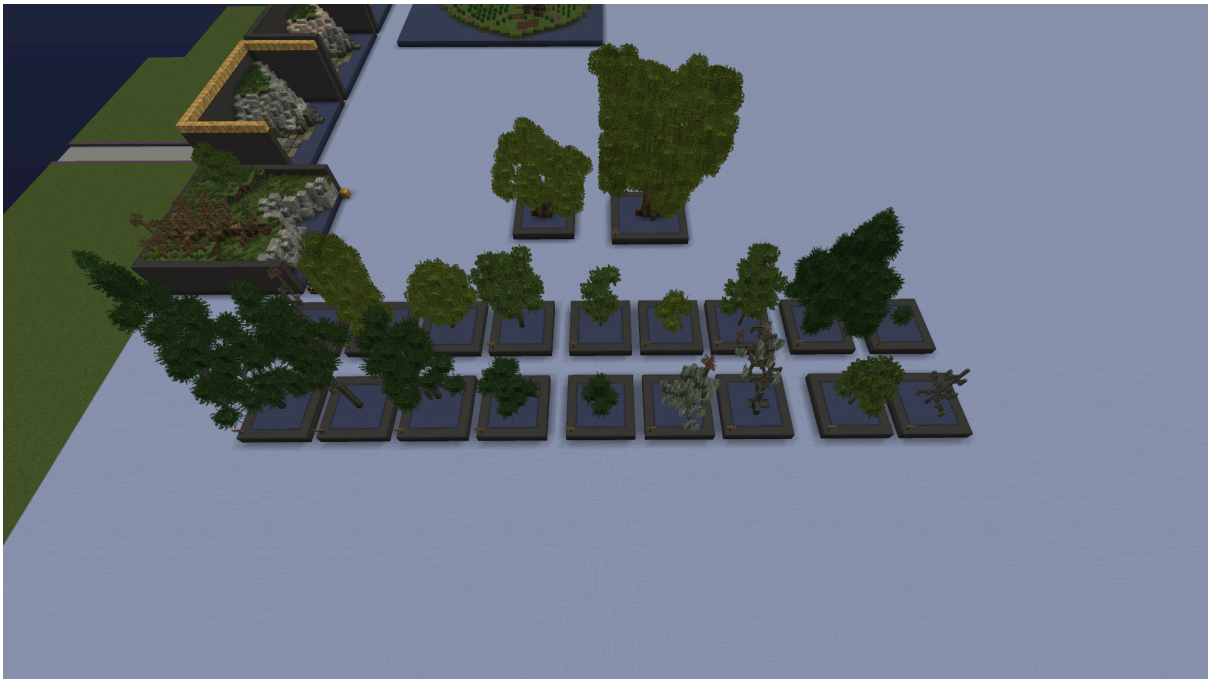
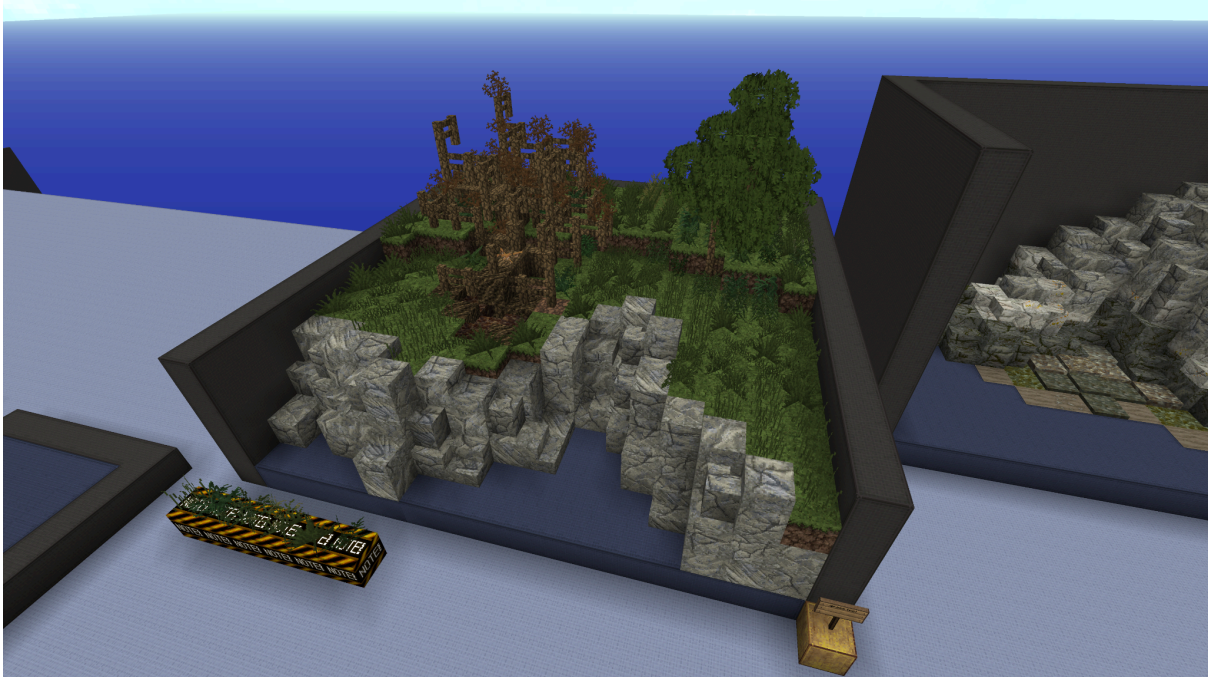


shutterstock.com - 1896902



## Ingame Tests:

All can be found at /warp tobi





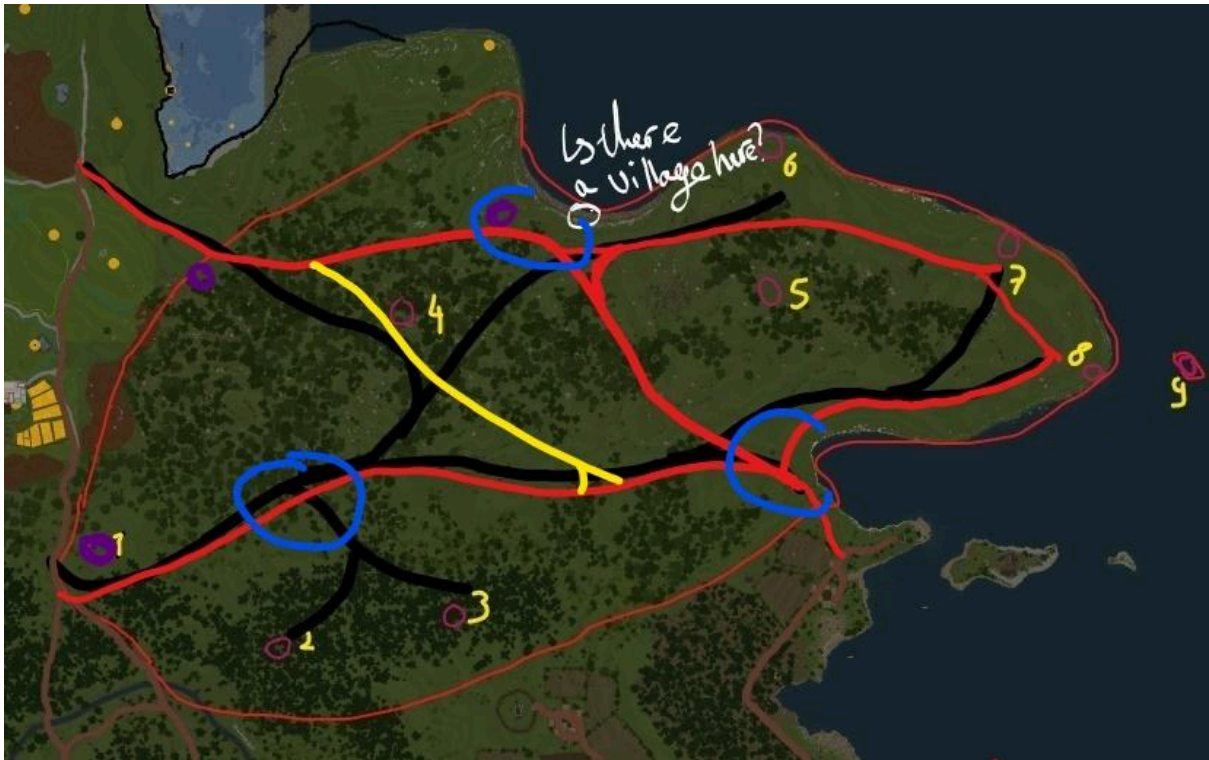


**Specialties:**



- 1.) A keep that protects the nearby village.
- 2.) Lumber camp 2-3 houses
- 3.) Lumber camp 2 houses + wood mill
- 4.) Bandit camp maybe small tree houses located across the whole forest
- 5.) 3 Weirwood Tree stumps (like religious area) and underground caves (houses from children of the forest)
- 6.) ruin of dawn age building (very old = very ruined)
- 7.) Fishing ham 2-3 houses
- 8.) Fishing ham 2-3 houses
- 9.) Lighthouse on small island

**Later added:**

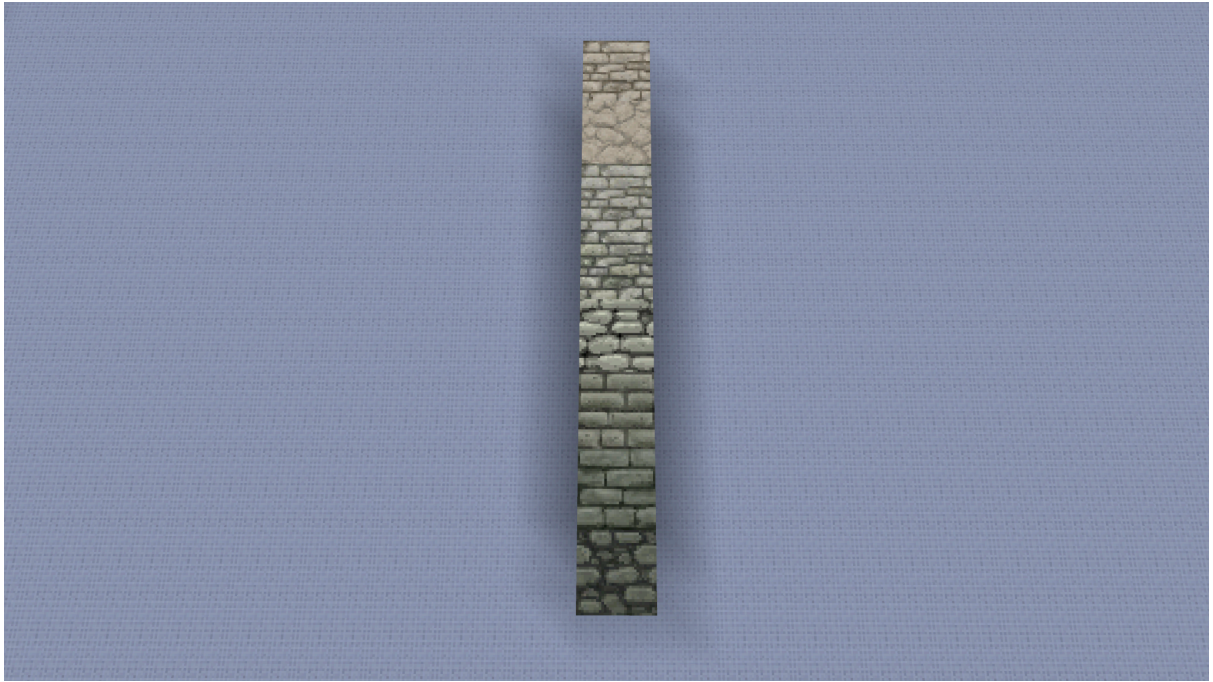


Road map

+ purple circles next to west border are small knight keeps that protect the lands



Rough test for knights keep



Gradient idea for stronghold/knight keeps

Thx for your time.  
Tobi :)