

WULL 3.0:

CASH BREAKS THE CURSE

Wull is a project that's in dire need of completion.

Building the lands, vallages and hamlets of the Wull Clan, the largest of the Northern Mountain Clans was first started in the early days of the server by builders whose names have been lost to time. It was then re-done by Droidsteel who did some substantial work on the original stronghold, holdfasts and hamlets, but orphaned in May 2015. The mantle was then picked up by 2008ash, who did some more work on the stronghold, hamlets 1, 2 and 3 and plotted the remaining villages, hamlets and iron mine. Unfortunately the project was once again orphaned in April 2016.

I propose to break the Wull Curse and finish what droidsteel and ash started.

I have done a comprehensive audit of the current status of all the existing Wull plots and have detailed my plan to complete them over five phases. I'll start the next phase only when the previous one is finished and approved.

We're fortunate that droidsteel and ash have done the hard work of developing and testing the building pallet/designs and getting them approved. All that remains now is to execute on their plan and make the minor updates to existing builds where necessary.

[Droidsteel's original app](#)

[2008ash's redo app](#)

Resume

Canon Background

Region Map

Project's Current Status Overview

Phase 1 - Update Existing Builds

1.1 Finish/Update Wull

1.1.1 Plot and Build docks/ships and lighthouse

1.1.2 Replace thatch roofs, broch roof and update watch towers

1.1.3 Finish frozen fields

1.1.4 Add an au natural Godwood and Heart Tree to the nearby forest.

1.1.5 Replace mossy palisades with regular wood

1.1.6 Add a fighting pit

1.1.7 Add more houses

1.1.8 Add feast hall to inner stronghold based on plot test

1.2 Finish/Update the other existing Wull locations.

Phase 2 - Plot/Build Wull Hamlet 4

Phase 3 - Plot/Build Wull Village 1

Phase 4 - Hamlet 5/Village 2/Mine

4.1 Plot/Build Wull Hamlet 5

4.2 Plot/Build Wull Village 2

4.3 Build Wull Mine

Phase 5 Roads/Hamlet/Village 3

5.1 Finish connecting roads

5.2 Plot/Build Wull Hamlet 6

5.3 Terraform/Plot/Build Wull Village 3 Resume



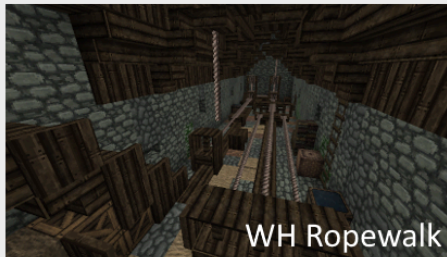
Durwell Holdfast



Durwell Hamlet



Durwell Windmills



WH Ropewalk



LHT Chandler



Hawthorne Windmill Complex



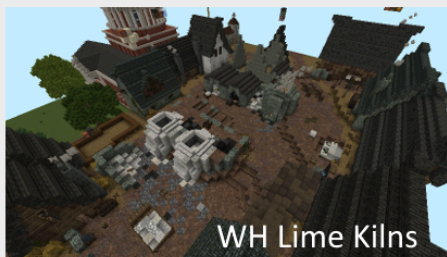
WH Customs House



WH Carpenter



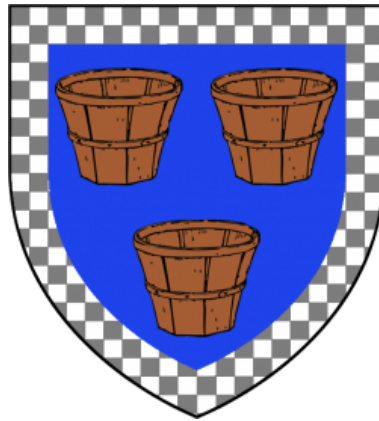
Red Hill Barn



WH Lime Kilns

+ a bunch of other houses in
LHT, WH, Cressey and
Hawthorne

Canon Background (from Droidsteel and 2008ash's application)



The sigil of the Wull Clan is three buckets on a blue background, surrounded by white and grey checks. They live on the coast, along the Bay of Ice, and Big Wull, the clan chief, is mentioned to have 'the biggest belly in the mountains' (which kinda makes him the mountain clan's version of Wyman Manderly). He also has the most men at his command, implying that House Wull is the largest/most powerful force in the northern mountains.

Sources can be found on pages 266, 268 and 267 of *A Dance with Dragons*, and in Bran's chapter set in the mountains during *A Storm of Swords*. Some of the information can also be found on the wiki and the WOIAF.

House Wull are not the only clan to fish the Bay of Ice, clan 'champions' fight with two handed greatswords while the common men fight with staffs of ash (which I interpret to be sharpened sticks) and slingshots. I would imagine they can produce more steel when needed, as they evidently have some way to make the greatswords and would need more than sticks and stones to be effective in a battle alongside or against a fully equipped feudal army, who they fought alongside and against during Robb's campaign in the war of the five kings.

They keep goats and breed horses and one clan is often at war with another. They are mentioned to have access to bread, salt and ale, and being isolated communities it is likely that they produce these things themselves. The clans will try to outdo each other in terms of hospitality, specifically feasts and celebrations, whenever an important figure visits the mountains, such as Ned or Stannis. They worship the old gods as most peoples in the North do.

Stannis is able to muster around 3000 men from the mountains, and Jon mentioned that there are 'two score' (meaning 40) clans. If we assume that one fifth of each clan went with Stannis (probably an overestimate) the men capable of fighting bar a few to defend the villages, the total population of all the clans is around 15,000. Dividing this back into the 'two score' leaves the average clan size at 375. Wull being the largest would have near 500, with some of the smaller clans consisting of barely 100 people.

Region Map



The Wull clan is located here on the map, to the south of the Bay of Ice. As droidsteel states in his app, this is a very accurate location and since the build has already been started I feel like it does work quite well at its current location.

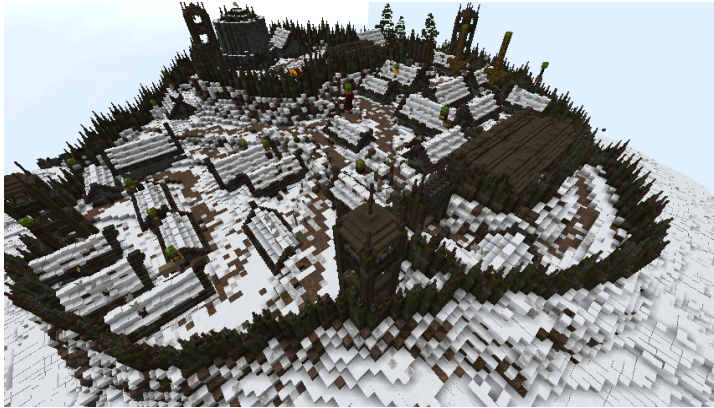
Project's Current Status

Location	/Warp	Status	Current details	Intended use	To Do
Wull	Wull	85%	Basically finished except for docks and surrounding fields 23 x houses 2 x stable 1 x blacksmith 1 x Clan chief's broche keep 3 x watch tower	Largest of the Wull villages, seat of "the Wull" (aka Lord Wull)	Plot and Build Docks/ships and lighthouse Add snow to thatch roofs Finish fields Add an au natural Godwood to the nearby forest. Add a fighting pit Logic check existing houses Add Feast Hall
Holdfasts					
Holdfast 1	Wullhf1	90%	Walls, bedrock foundation, abandoned keep 1 x holdfast 5 x houses 2 x farm sheds	Abandoned keep with a few houses	Add more detail to yards, update gradient
Holdfast 2	Wullhf2	95%	Good palette, good keep 1 x holdfast 8 x houses 1 x stables	Occupied keep with a few houses	Add more details and trees.
Villages					
Village 1	Wullvillage1	5%	Terraformed, not plotted	Fishing village	Plot and build palisades, houses, docks, boats, watch towers
Village 2	Wullvillage2	1%	Nothing, just warp and road	Crop village	Terraform hill, plot and build palisades, houses and small farms
Village 3	Wullvillage3	5%	Terraformed, not plotted	Horse breeding village	Plot and build palisades, houses, small farms and stables
Hamlets					
Hamlet 1	Wullhamlet1	95%	Basically done 6 x houses	Small fishing hamlet	Some more distinctive features wouldn't hurt
Hamlet 2	Wullhamlet2	90%	Basically done 4 x houses 1 x pier	Very small fishing hamlet	Could have another house or two, some houses need gradient updated

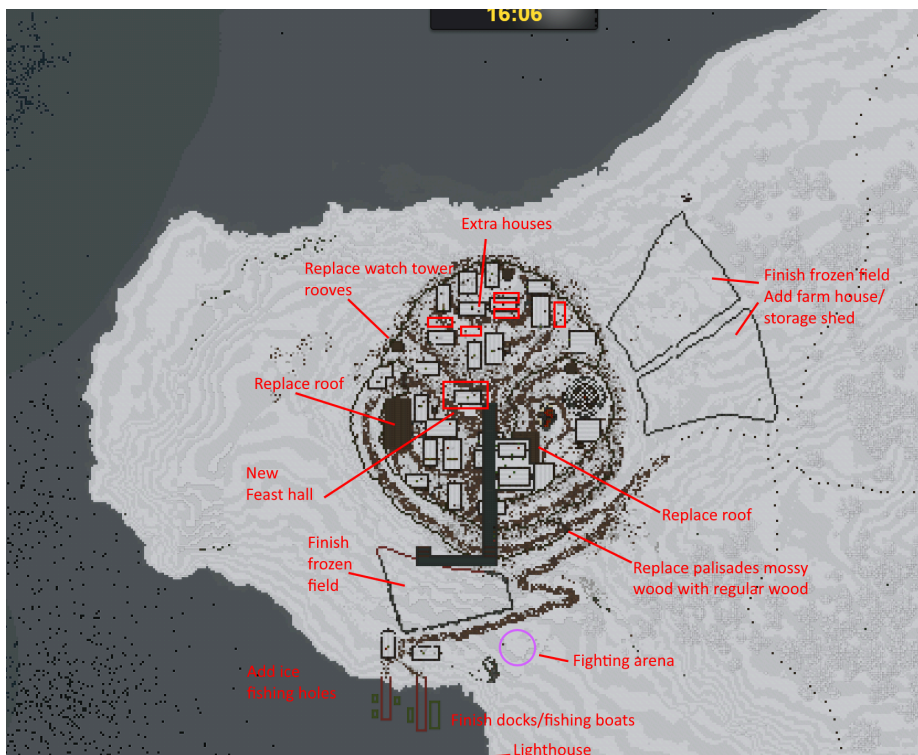
Hamlet 3	Wullhamlet3	95%	Basically done 4 x houses 2 x piers	Small fishing hamlet	Personalise with a few more details
Hamlet 4	Wullhamlet4	1%	Nothing, just warp and road	Fishing, close to forest, could have a logging camp	Plot/build houses and logging camp
Hamlet 5	Wullhamlet5	1%	Nothing, just warp and road	Central hilly area in forest	Plot/build houses, hunting platforms
Hamlet 6	Wullhamlet6	1%	Nothing, just warp and road	Forest edge on mountain, near hf2	Plot/build houses, hunting platforms, crops?
Hamlet 7	Wullhamlet7	1%	Nothing, just warp and road	In a valley on road to mine.	Plot/build houses, hunting platforms
Misc					
Iron Mine	Wullmine	1%	Nothing, just warp and road	Iron mine in the hills, supplies the iron for the clan's broadswords (canon)	Dig mine, storage house

Phase 1 - Update Existing Builds

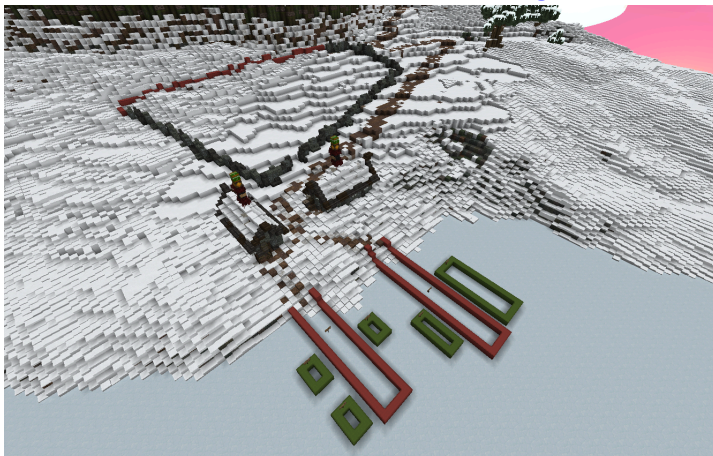
1.1 Finish/Update Wull



All proposed changes:



1.1.1 Plot and Build docks/ships and lighthouse



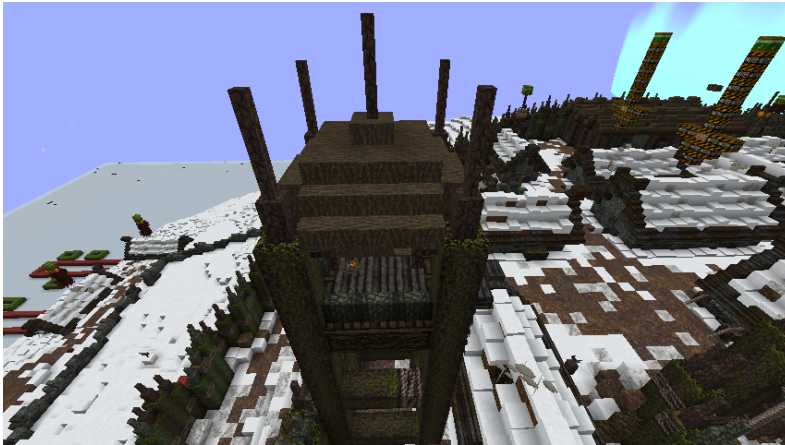
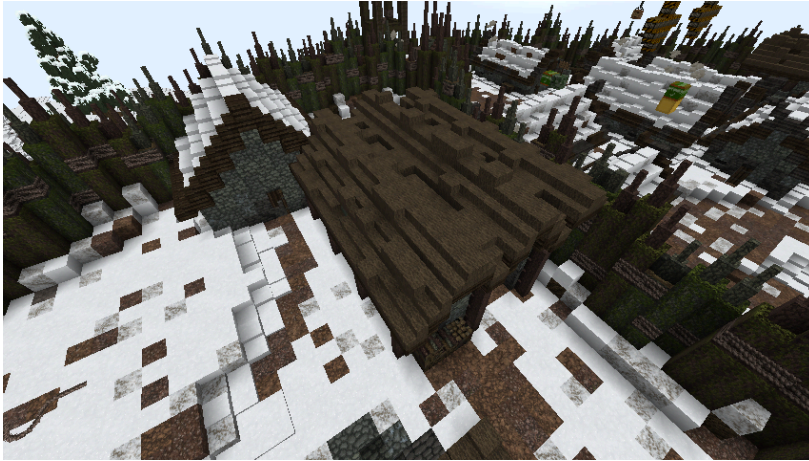
Proposal:



1.1.2 Add snow to thatch roofs

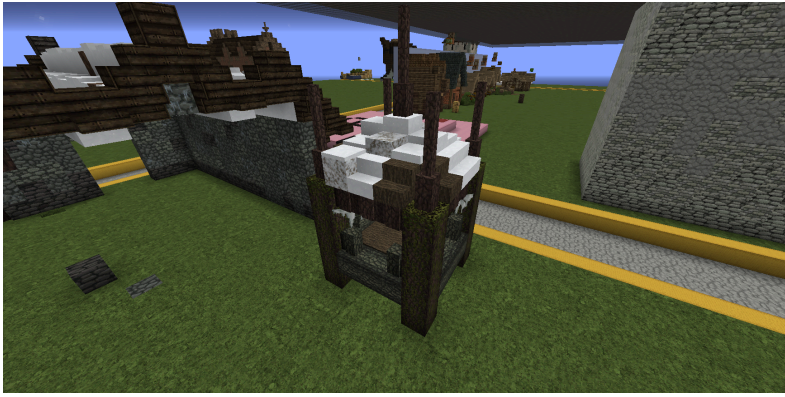
While the stables and watch towers with thatch roofs look nice; to me it doesn't make sense that they don't have any snow on them while every other house does.

Original:



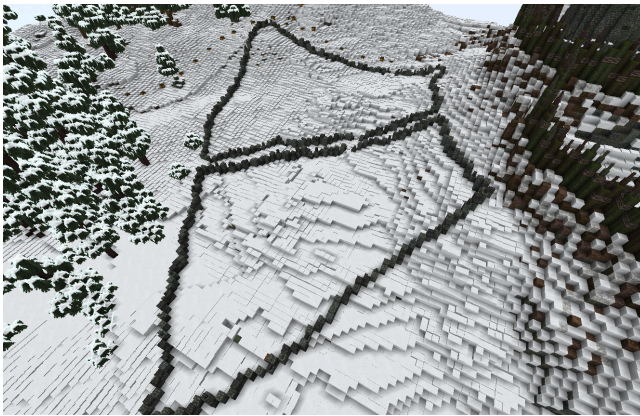
Proposed update:



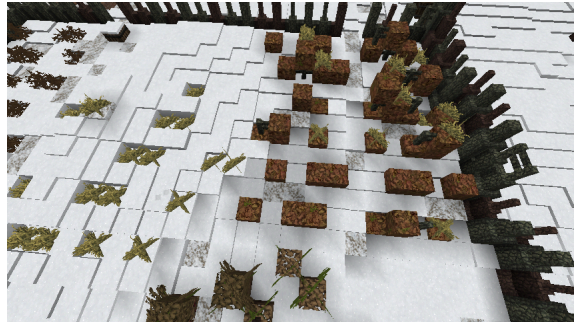
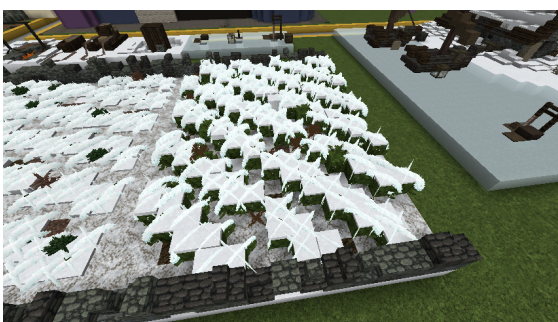
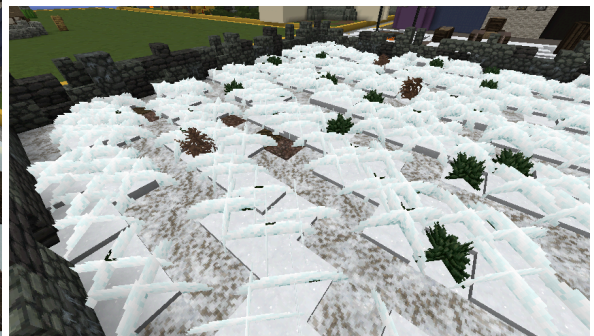


1.1.3 Finish fields

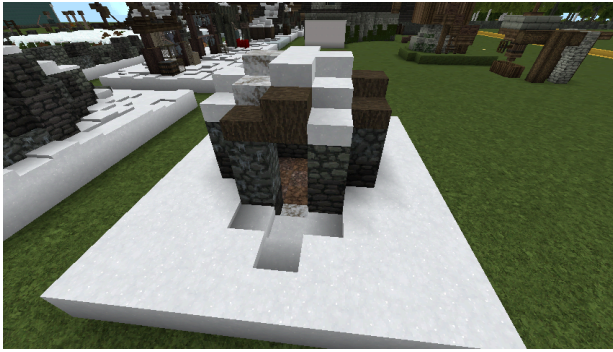
Current fields:



Proposed crops for fields:



(note the oak leaf crop will look much browner in the Northern biome)



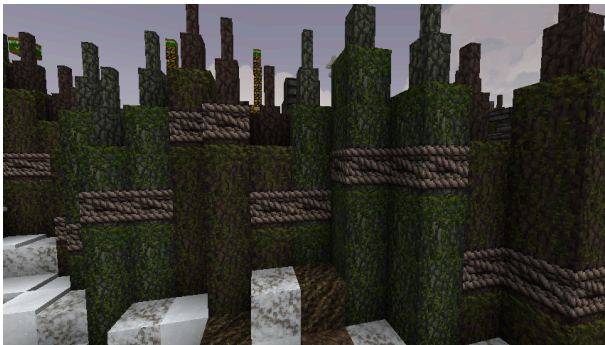
Store hut for fields

1.1.4 Add an au natural Godwood and Heart Tree to the nearby forest.

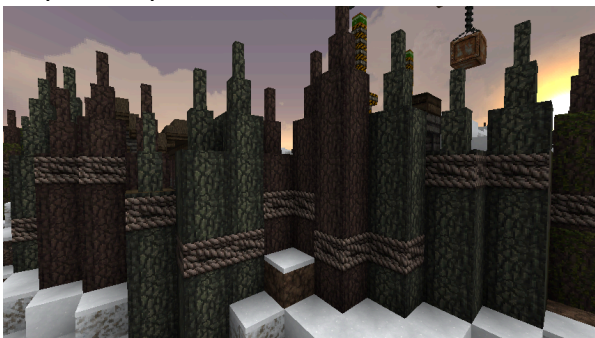


1.1.5 Replace mossy palisades with regular wood

I have it on good authority that these super mossy logs look gross so:
Original:



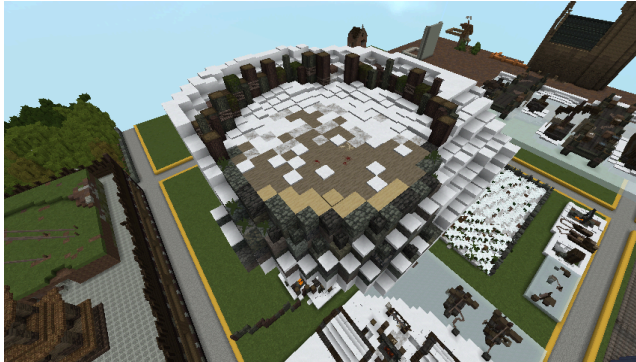
Proposed update:



An ed could do this very quickly!

1.1.6 Add a fighting pit

The Northern Clans love melees, so makes sense they'd build somewhere to do it.



1.1.7 Add more houses/feast hall

Enah suggested the town should have some more houses, I've plotted some out in the map above.

It was also pointed out that the northern clans are famous for their hospitality, they throw great big feasts for other visiting clans/nobles/Starks, so they're need somewhere to throw them.

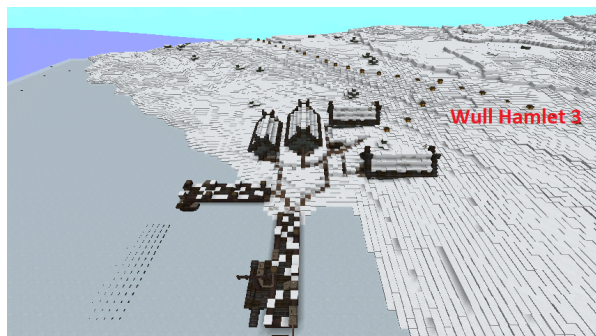
Proposal:



1.2 Finish/Update the other existing Wull locations.

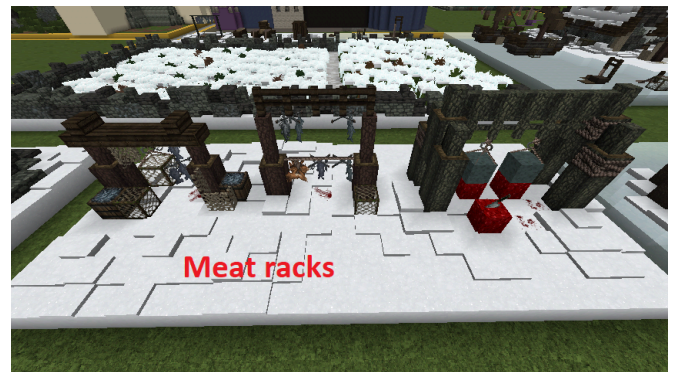
- Wull Holdfast 1
- Wull Holdfast 2
- Wull Hamlet 1
- Wull Hamlet 2
- Wull Hamlet 3

All these locations are basically finished, but in my opinion they could all do with a few minor amendments just to add some more detail/seem more “lived in” and to make sure they match the most current palette. I would also logic check all the existing houses for inaccuracies.

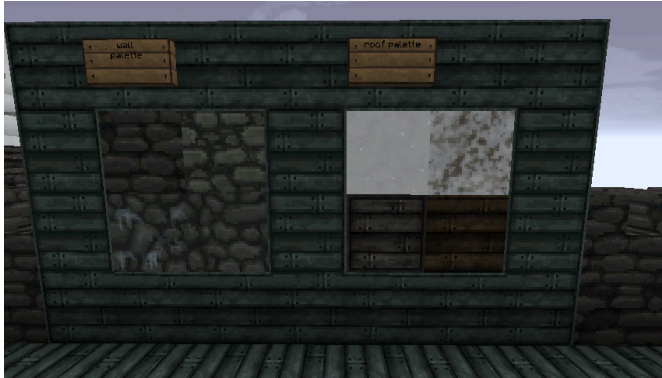


I'm open to discussing replacing the Holdfast 1 Keep with a more unique “broche” in the same style as the one in the main Wull stronghold. The current keep doesn't look particularly distinct to the region.

Here are some examples of of the additional features I'd like to sprinkle around the builds.
You can take a look on my plot /warp cashbanks

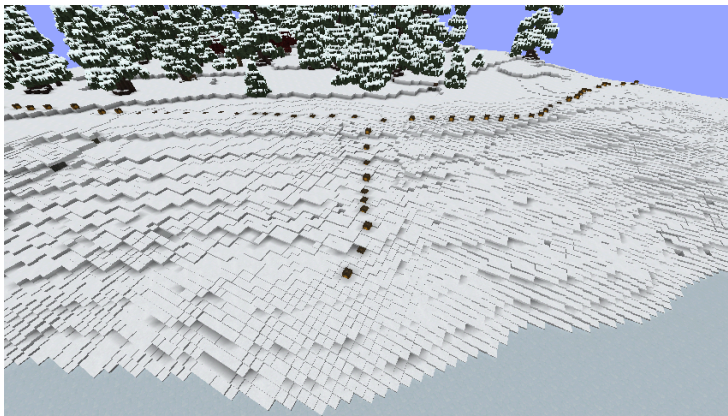


Current approved palette

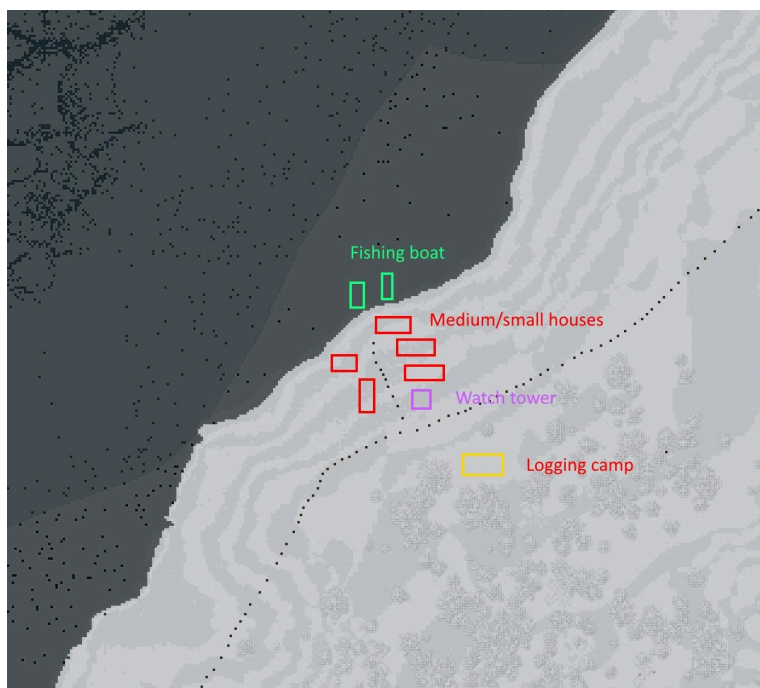


Phase 2. Plot/Build Wull Hamlet 4

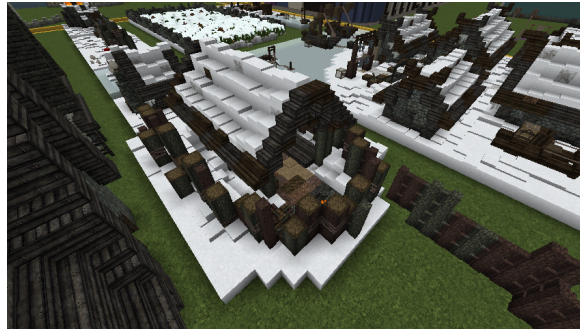
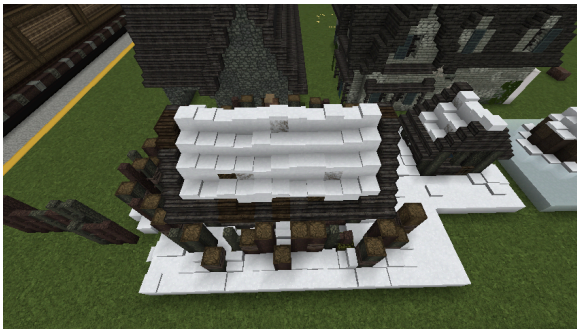
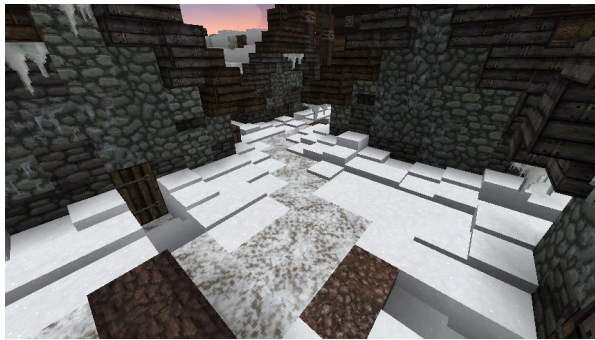
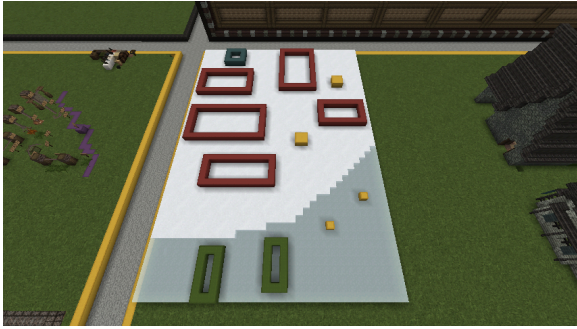
My plan is to build this hamlet from scratch, basing it on the other existing fishing hamlets. To differentiate it from the others I'm proposing to add a logging camp to the south east Here's what the warp currently looks like:



Proposal:



Hamlet 4 test



Logging camp (palisades to act as windbreaks)

Phase 3

To be elaborated upon once Phase 2 is completed

3.1 Plot/Build Wull Village 1

Phase 4

4.1 Plot/Build Wull Hamlet 5

4.2 Plot/Build Wull Village 3

4.3 Build Wull Mine

Phase 5

5.1 Finish connecting roads

5.2 Plot/Build Wull Hamlet 6

5.3 Terraform/Plot/Build Wull Village 3