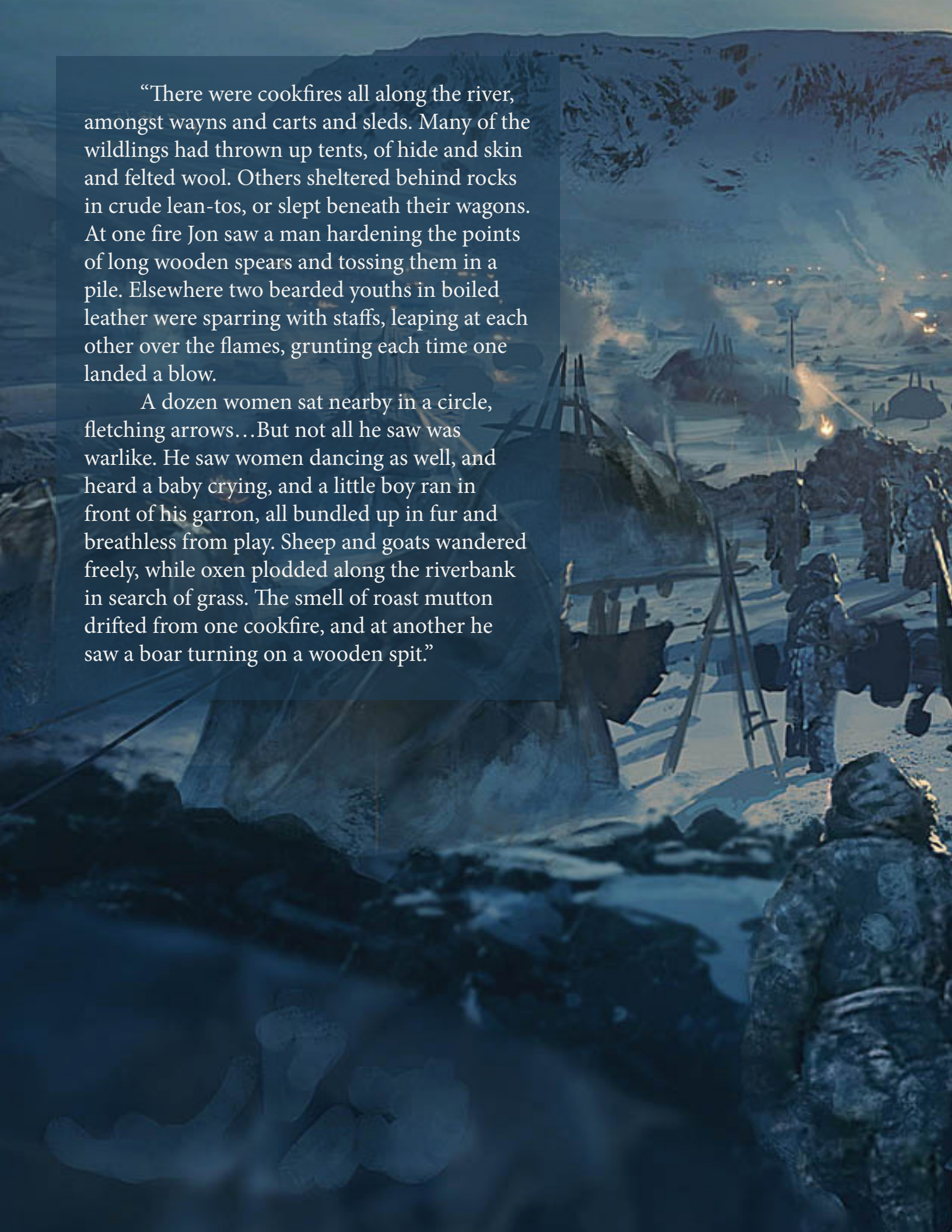
MANCE'S
CAMP
PROJECT
BY-OTTY

"…the riders threaded their way through the scatter of stones and scraggly trees toward the welcoming fires strewn like jewels across the floor of the river valley below. There were more fires than Jon Snow could count, hundreds of fires, thousands, a second river of flickery lights along the banks of the icy white Milkwater."



"There were cookfires all along the river, amongst wayns and carts and sleds. Many of the wildlings had thrown up tents, of hide and skin and felted wool. Others sheltered behind rocks in crude lean-tos, or slept beneath their wagons. At one fire Jon saw a man hardening the points of long wooden spears and tossing them in a pile. Elsewhere two bearded youths in boiled leather were sparring with staffs, leaping at each other over the flames, grunting each time one landed a blow.

A dozen women sat nearby in a circle, fletching arrows…But not all he saw was warlike. He saw women dancing as well, and heard a baby crying, and a little boy ran in front of his garron, all bundled up in fur and breathless from play. Sheep and goats wandered freely, while oxen plodded along the riverbank in search of grass. The smell of roast mutton drifted from one cookfire, and at another he saw a boar turning on a wooden spit."

"Jon had never seen so many wildlings. He wondered if anyone ever had. The camp goes on forever, he reflected, but it's more a hundred camps than one, and each more vulnerable than the last. Stretched out over long leagues, the wildlings had no defenses to speak of, no pits nor sharpened stakes, only small groups of outriders patrolling their perimeters. Each group or clan or village had simply stopped where they wanted, as soon as they saw others stopping or found a likely spot. The free folk. If his brothers were to catch them in such disarray, many of them would pay for that freedom with their life's blood. They had numbers, but the Night's Watch had discipline, and in battle discipline beats numbers nine times of every ten, his father had once told him."

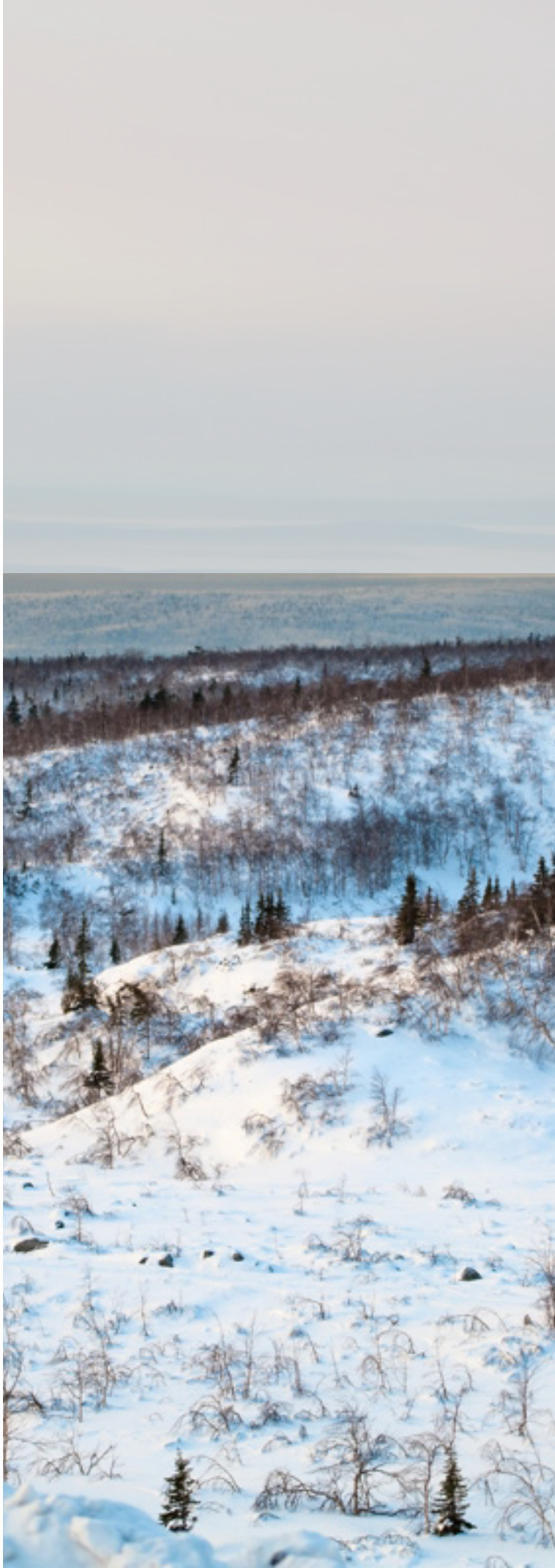
"There was no doubting which tent was the king's. It was thrice the size of the next largest he'd seen, and he could hear music drifting from within. Like many of the lesser tents it was made of sewn hides with the fur still on, but Mance Rayder's hides were the shaggy white pelts of snow bears. The peaked roof was crowned with a huge set of antlers from one of the giant elks that had once roamed freely throughout the Seven Kingdoms, in the times of the First Men…"

"Jon felt utterly alone as he stood there in his blacks, awaiting the pleasure of the turncloak who called himself King-beyond-the-Wall. When his eyes had adjusted to the smoky red gloom, he saw six people, none of whom paid him any mind. A dark young man and a pretty blonde woman were sharing a horn of mead. A pregnant woman stood over a brazier cooking a brace of hens, while a grey-haired man in a tattered cloak of black and red sat crosslegged on a pillow, playing a lute and singing…

Beside the brazier, a short but immensely broad man sat on a stool, eating a hen off a skewer. Hot grease was running down his chin and into his snow-white beard, but he smiled happily all the same. Thick gold bands graven with runes bound his massive arms, and he wore a heavy shirt of black ringmail that could only have come from a dead ranger. A few feet away, a taller, leaner man in a leather shirt sewn with bronze scales stood frowning over a map, a two-handed greatsword slung across his back in a leather sheath. He was straight as a spear, all long wiry muscle, cleanshaved, bald, with a strong straight nose and deepset grey eyes. He might even have been comely if he'd had ears, but he had lost both along the way…Both the white-bearded man and the bald one were warriors, that was plain to Jon at a glance. These two are more dangerous than Rattleshirt by far. He wondered which was Mance Rayder."

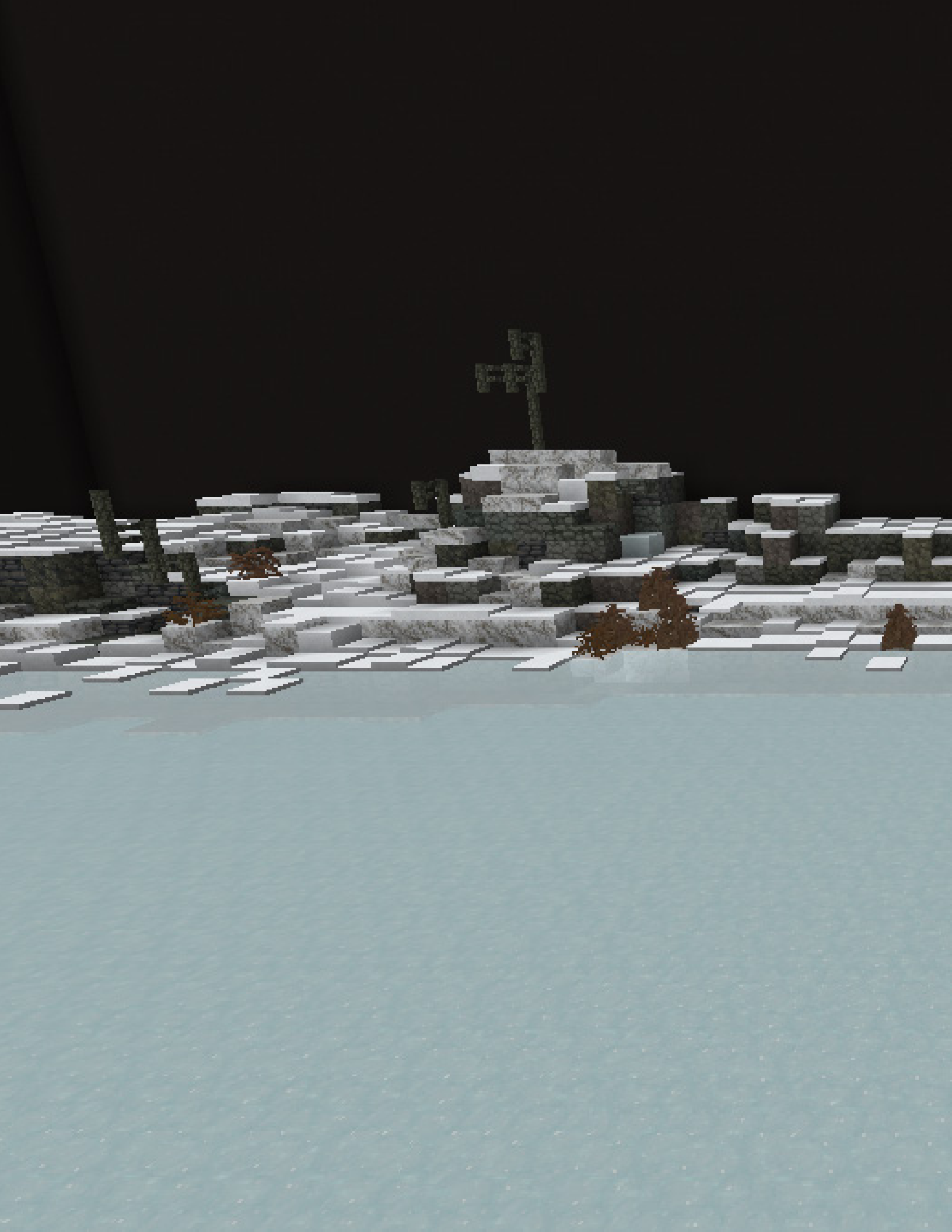
According to the canon offered earlier in the application, there are in-fact trees in the region and the area is not pure Tundra. However, I do enjoy the atmosphere and look of pure tundra, therefore, the trees will be sparse. The camps will be primarily treeless as they cut the trees down to help form the tents and create firewood. In smaller settlements, trees will surround the tents to break the wind and provide protection. Similar to the concept of trees lining fields to prevent wind erosion. Trees will be dead to represent the extreme cold even further up north compared to the "southern" region of "Beyond the Wall"

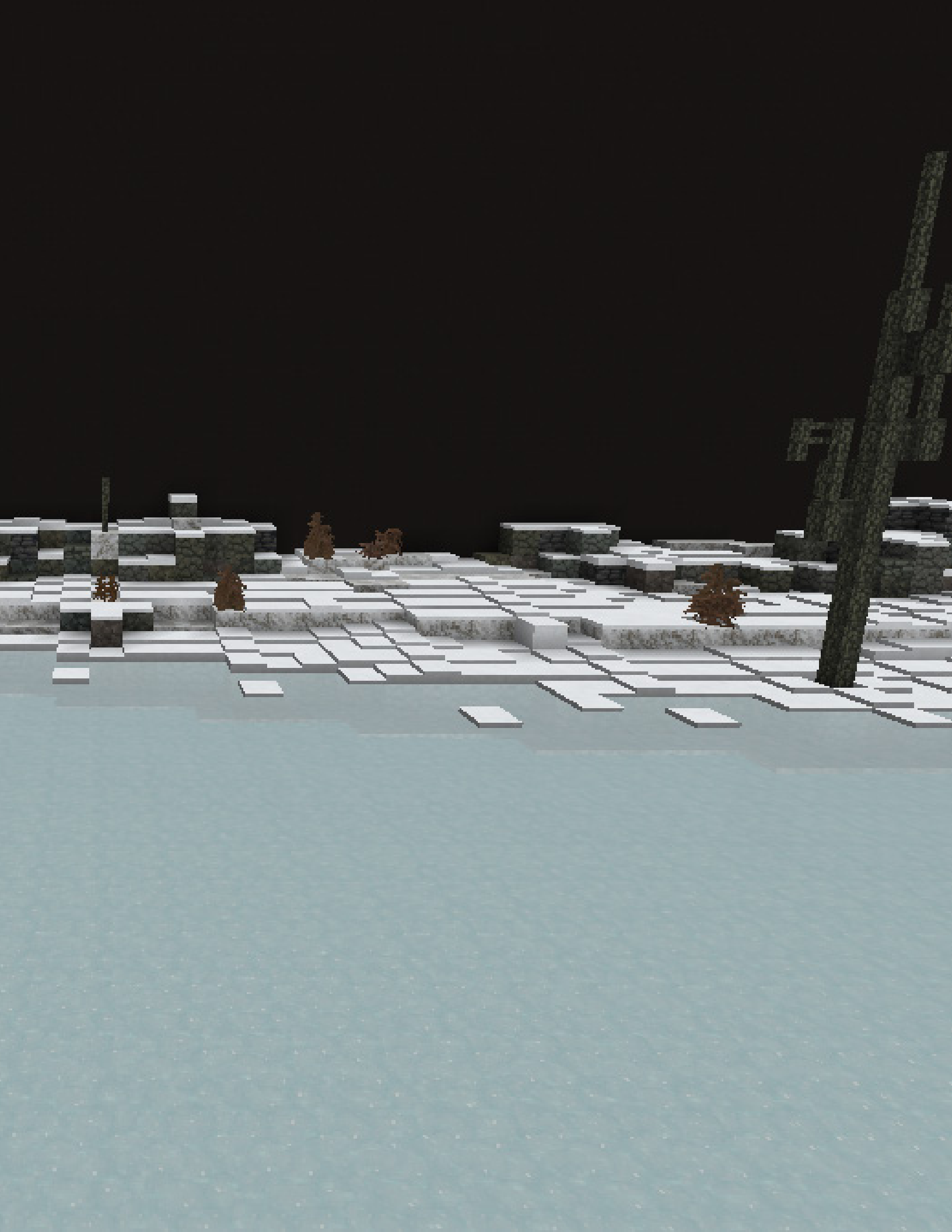
I will not be changing the current plotting significantly HOWEVER I will be expanding the tents much, much further as according to canon, there is a great expanse of settlement. Therefore I will make the number of tents higher and more spread out. I would present plotting but I plan to follow the flow of the terrain rather than pre-plan where the tents will go as they may be affected by the hills.



The river will get a lengthy update receiving the rocky surroundings as indicated in my river photos. Furthermore, the terrain will receive sparse dead foliage to help provide a desolate atmosphere. This atmosphere was chosen to make the life and surroundings of the Wildings seem much more difficult and tough to survive. Otherwise, the update will be hopefully minimal with my primary focus being in and around the rivers to give it a nice rocky facelift.

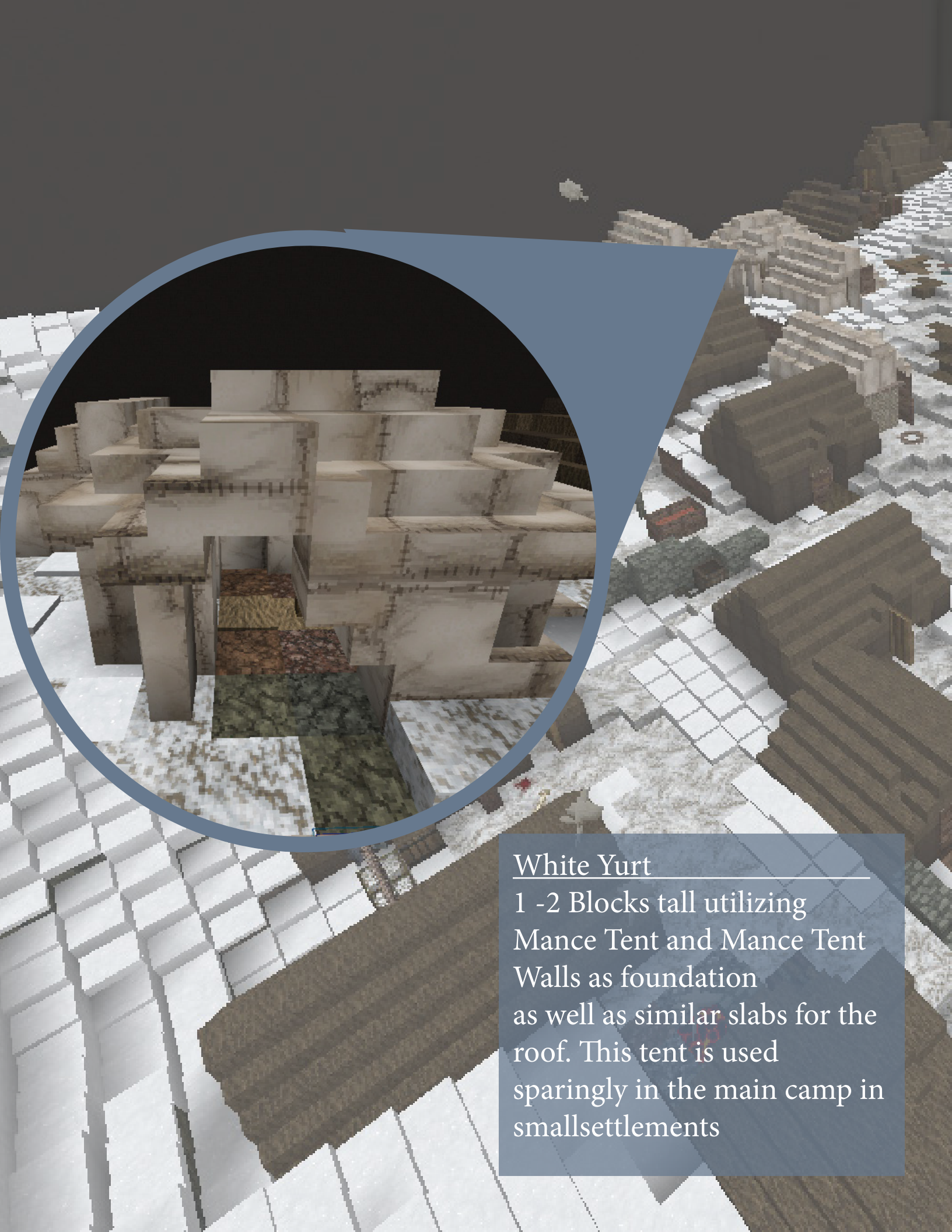
I know there may be some arguments against the shrubbery, saying “when would have grown if it is always frozen?” But I have no stronger suggestion in how to give dynamic to the area beyond the rocks, ice and snow. As well animals have needed to survive (for fur) and the Wildlings with no doubt would have needed wood for survival.





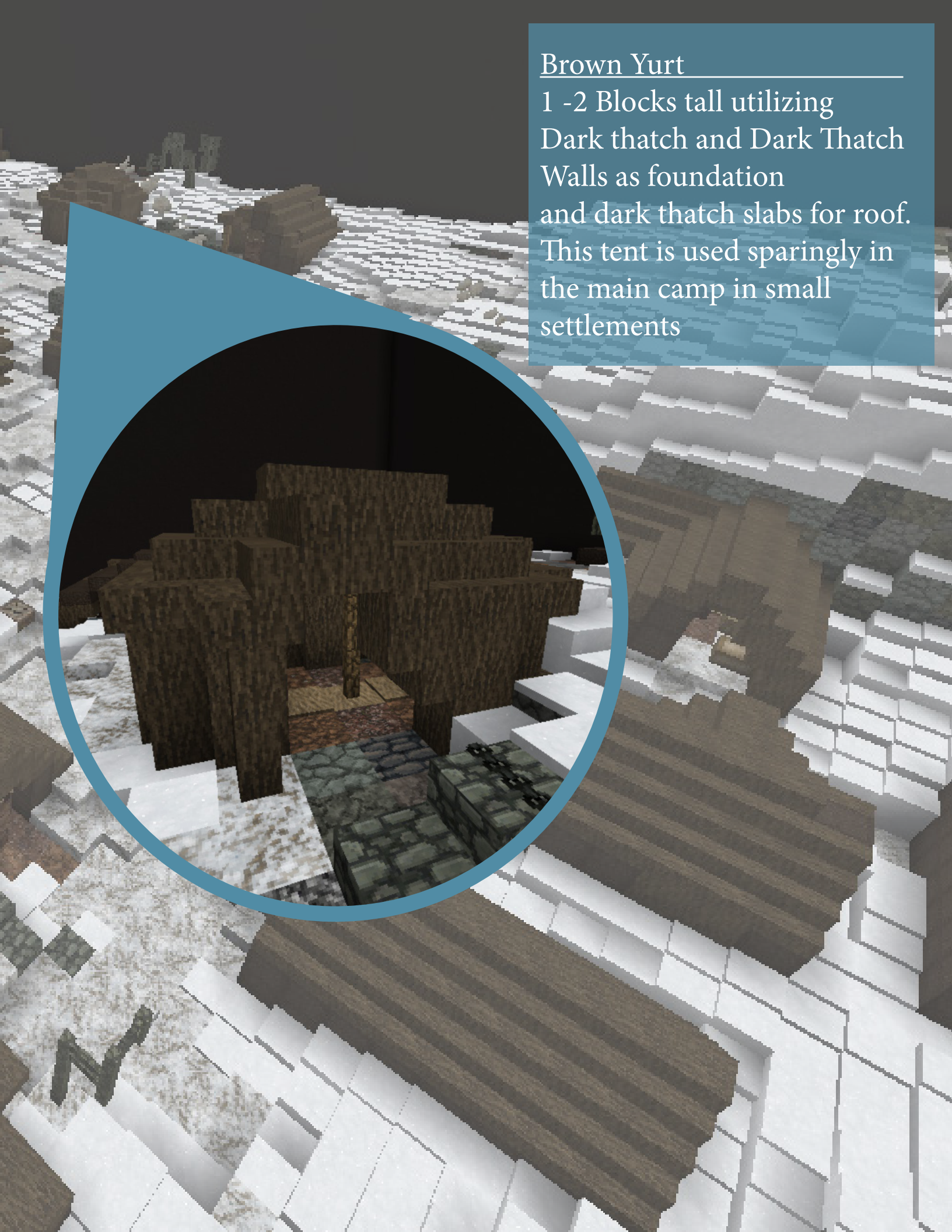
<u>Standard Mance Tent White</u>
1 -2 Blocks tall utilizing Mance Tent Blocks as foundation the stairs for the roof.
This is the “common” tent

Standard Mance Tent Brown.
1 -2 Blocks tall utilizing
Leather as foundation
and dark thatch for roof.
This is the “common” tent



White Yurt

1 -2 Blocks tall utilizing Mance Tent and Mance Tent Walls as foundation as well as similar slabs for the roof. This tent is used sparingly in the main camp in smallsettlements

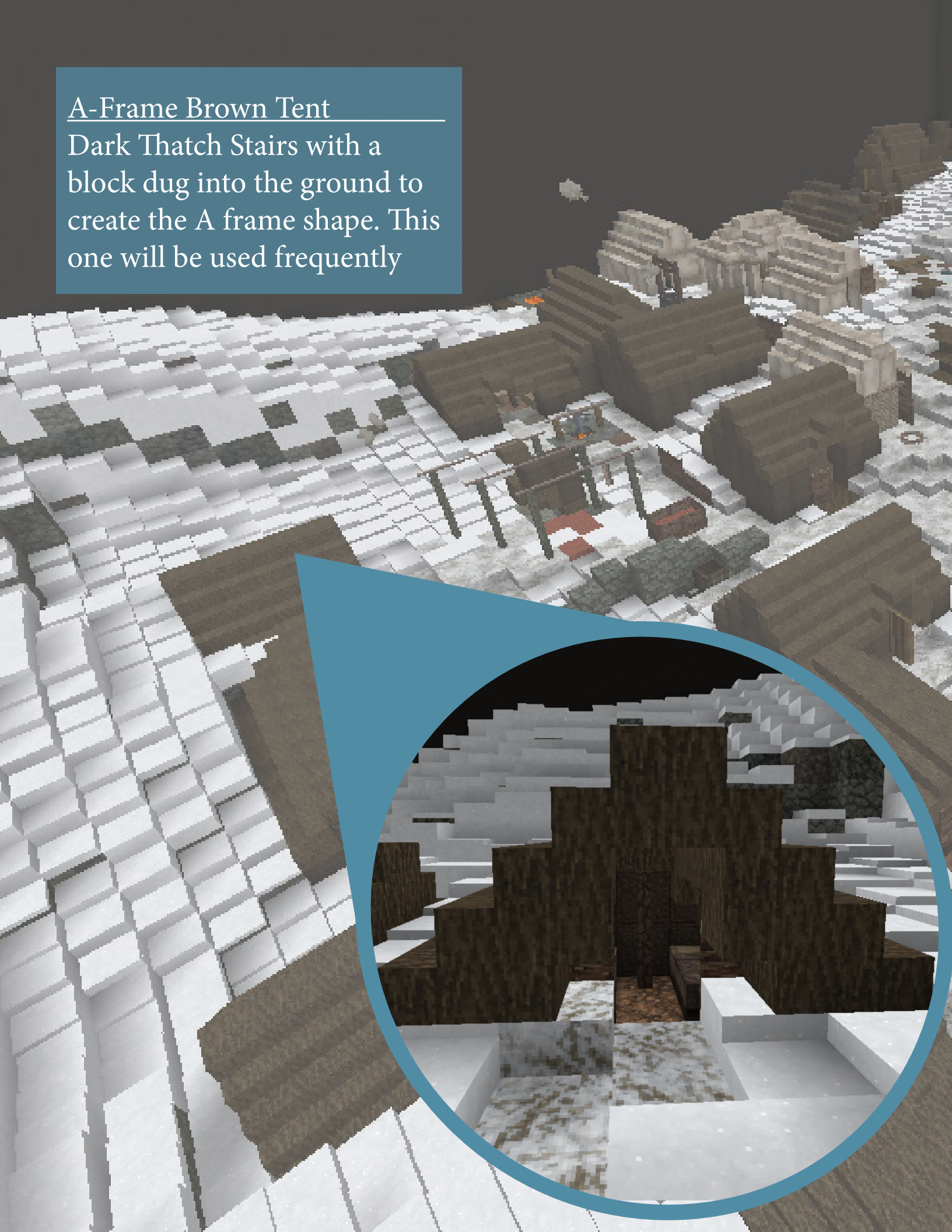


Brown Yurt

1 -2 Blocks tall utilizing Dark thatch and Dark Thatch Walls as foundation and dark thatch slabs for roof. This tent is used sparingly in the main camp in small settlements

A-Frame Brown Tent

Dark Thatch Stairs with a block dug into the ground to create the A frame shape. This one will be used frequently



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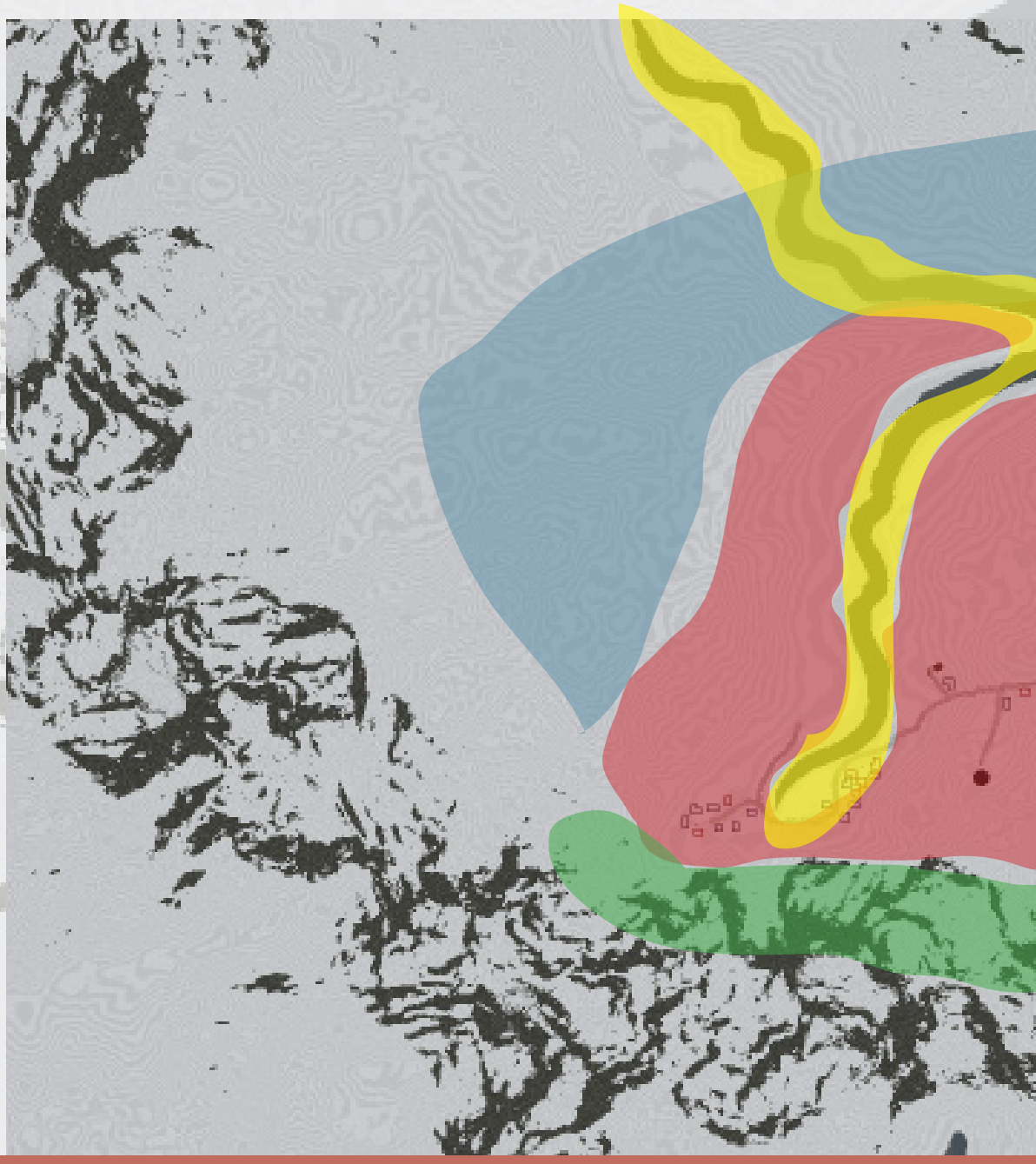
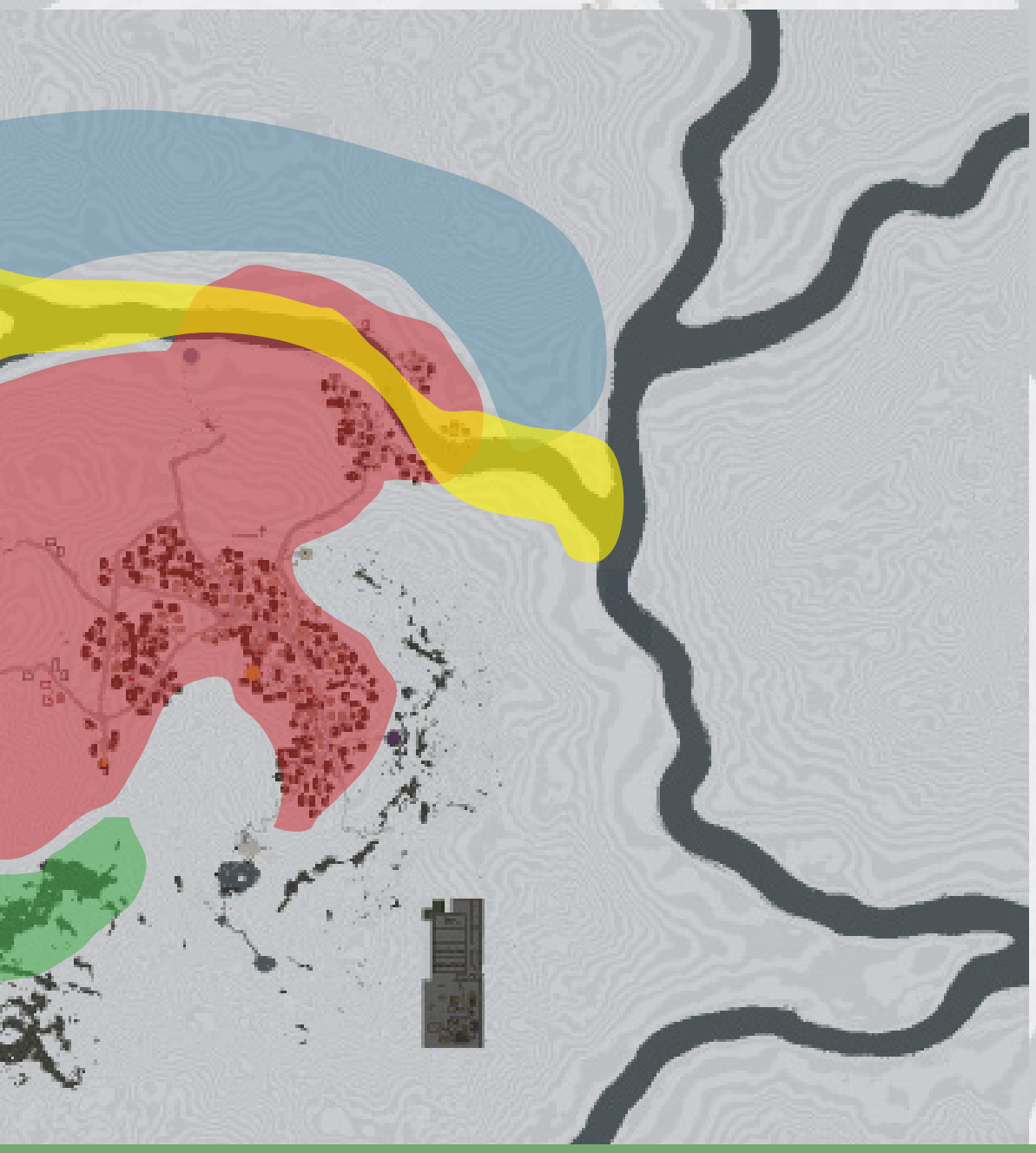


Area of Expansion/ More Tents

River Rework

M A I N



Location for Cave Clans

Additional Area I’ve Claimed for Rework

Economy and Lifestyle of the Wildlings

Every Game of Thrones fan knows well that Wildlings owe nothing to no one and follow who they choose at will. This means no currency and no heirarchy. Considering the small clan concept we will assume they function as small tribes would. Where people would have designated roles in their community or provide to their their own needs. Therefore tents will not fuction as trades/professions. Instead sections of tents will represent areas of community where they work together to provide for one another. Some tents may be more individualistic and clearly support themselves without the assistance of a community. Otherwise designated “hubs” will show their functioning as a community.

Things found within a community

-Fur/skins for tents and clothing
-Fire pits
-Wagons
-Food storage accessible to everyone (Snow dug outs)
-Firewood gathering
-Basket weaving (through use of twigs)
-Food (fish, *seals and small animals such as hares)

*Yes harp Seals can be found anywhere there is packed ice. Therefore the around river is a possible place to be found.

My Resume

- Falwell
- Baratheon 3 Hamlet
- Holdfast in the Stormlands
- Kitchen Keep
- Interiors in the storage section of the RedKeep
- Completion of Grassy Vale through Fosters
- Completion of Cressey through Fosters
- Completion of Longtable through Fosters
- Co-op with Waz on Lollistons Septry
- Mostly Fostered Greenstone

The server build aspect and the new process

This was originally a server-build that flopped. I would like to keep that aspect but I think it would be smartest to have it be done so that people can do clans and leaving a few tents here and there for builders to make. Otherwise, I intend to have a schemebrush that paints 20-30 tents to speed up the process. Considering to make tents look 100% unique and look good is barely possible it is not worth it to have only builders come in and make them. Therefore the schemebrush and the inclusion of various open plots will allow this project to be a mix of its former "Server build" and more fast-paced building.