

House Santagar of the Spottswood



By 7 and Steel

7:

- House Edgerton,
- A few holdfasts here,
- A few hamlets there,
- Some specials around,
- Like to help with ints and gardens usually :)

KDSteele98

- Eastwatch castle,
- Sweet holdfast 1,
- Greenstone septry,
- Willum2
- Test for castle Darry on my plot /warp kds,
- Oldcastle inn.

Relevant Canon:

House Santagar of Spottswood is a prominent house of landed knights in Dorne. They trace their ancestry to the coming of the Andals, and it can therefore be assumed that they are followers of the Faith of the Seven. Spottswood is located in North Eastern Dorne, near the Water Gardens, Ghost Hill, the shadow city of Sunsphear, and House Wells. In a semi-canon source, they blazon their arms with a spotted leopard with a golden axe, over a per bend sinister blue and white field.

Current members of House Santagar in our timeline include Symon Sanatagar (the Knight of Spottswood), his heir Sylva Sanatagar (nicknamed "Spotted Sylva" and married to Lord Eldon Estermont of Estermont), and Ser Arom Sanatagar, a master-in-arms at the Red Keep, who would eventually die in the riot of King's Landing. Historical members of the House include Ser Santagar who ruled over Spottswood during the Conquest of Dorne.

The Broken Arm:

Humans (the First Men) arrived on Westeros 8000-12000 years ago from Essos through the Arm of Dorne. The first area where humans settled was the eastern shores of Dorne, which is more forgiving than the southern. Many small villages arose, sustaining themselves on fish and crabs. The Arm of Dorne had hills and forests, maybe due to the cooler climate of the time or because trees weren't cut down until humans arrived. In the Stepstones and Broken Arm of Dorne, one can see testimonies of the Breaking of the Arm through cliff falls and geographical formations.

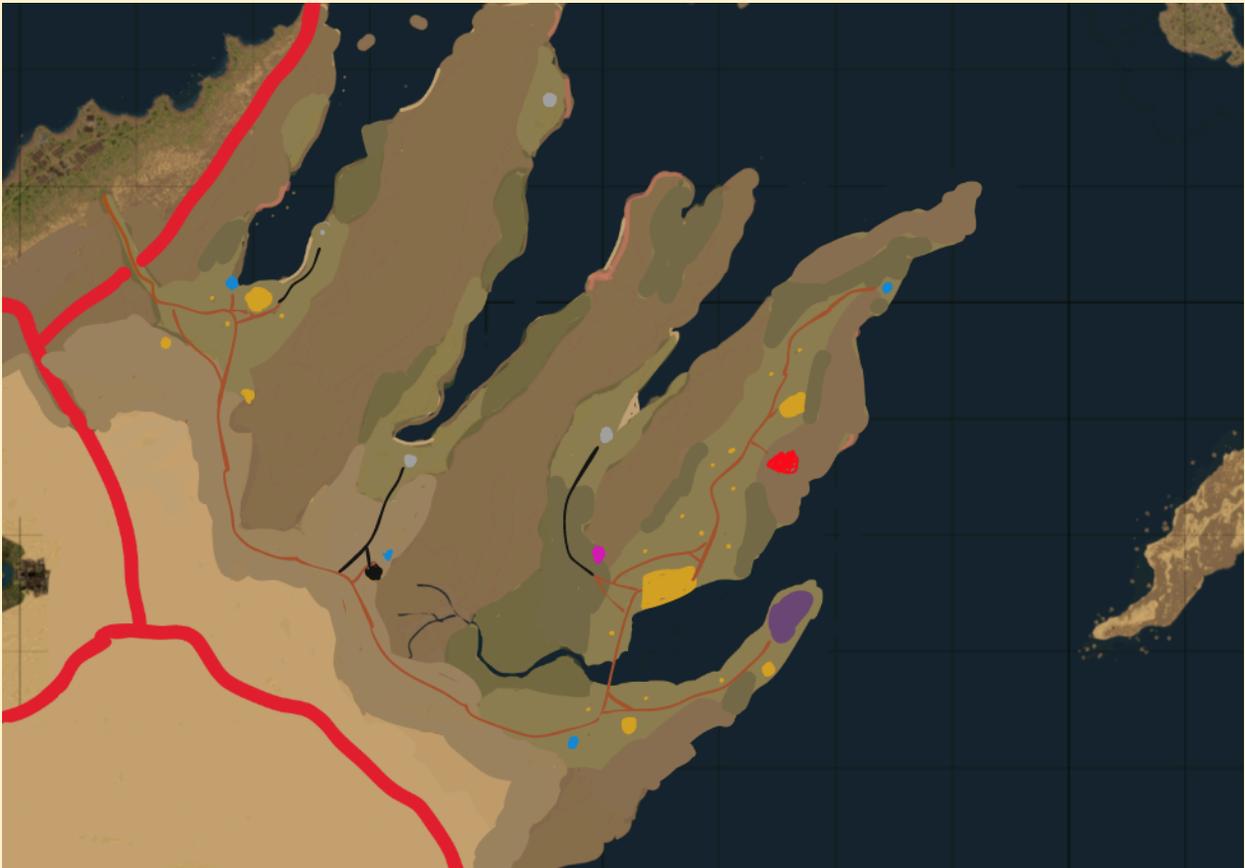
The Salty Dornish:

Salt Dornishmen have olive skin and dark or black hair. They live along the coasts of Dorne. Out of all, they have mixed the most with the Rhoynar and thus retain the largest amount of Rhoynish customs. Makes sense if we take into account that Rhoynar settled mostly close to the sea. Despite that, as the rest of Dorne, they speak the Common Tongue, though with an accent that calls back to the Rhoynar language.

Plans:

1. Clear all current buildings at Spottswood,
2. Terraform the land to acceptable standards, with spaces for settlement and desired natural geological features such in the 'Broken Arm'. This includes making the 'Broken Arm' consistent with the detail and standard established by Marg at Ghost Hill and re-terraforming the rocky terrain. The 'Broken Arm' Moreover, a continuation of Marg's "Green Belt" initiative along Dorne's Northern coast will be found along the coast of the 'Broken Arm' and near sources of water where appropriate,
3. Plot out settlements and mini-projects,
4. Build.

Plans:



- Scarlet - borders,
- Dark blue - river,
- Brown - mountains in the style of GH,
- Light brown - dusty hills,
- Pink lines - pink cliffs,
- Sandy yellow lines - beaches,
- Sandy yellow - dessert,
- Light green - arable "Green belt" land,
- Dark green - forested,
- Brown lines - roads/paths,
- Black lines - abandoned paths,
- Purple - castle,
- Hot pink - septry,
- Light blue - holdfasts,
- Yellow - settlements,
- Grey - ruins,
- Black - mines,
- Red - quarry.

Land and Economy:

Given the relevant canon, and the locality of the Sentagar's seat, we believe the Santegars are a middle/middle-lower ranked Dornish House in terms of wealth and income. For comparison, we believe them to be in a similar position to the Daynes of High Hermitage and below the Tolands of Ghost Hill. The Narrow Sea location of Spottswood (near the green-belt of Ghost Hill and the Tor, also by Sunspear and the Water Gardens, and close to the Free Cities of Myr, Lys, and Tyrosh) suggest trade is healthy and replenishable. However, given its Western exposure, the threat of pirates and slavers, though inconsistent, is ever real.

Therefore, the population (a decent size, although most people in the region will mainly live closer to SS or GH due to better protection) will live in tightly-built together settlements in order to defend themselves if needed. The settlements will be situated deep in arable lands, near/on naturally advantageous defensible points. There will be some signs of abandoned or ruined settlements in the exposed North/East of Spottswood to show signs of past raids.

The settlements will be spread over three major valleys:

1. Spottswood Valley - located on the east, the most inhabited valley with the castle, a sept, a town, a holdfast, a quarry, a few fishing hamlets and industry/farming settlements surrounded by crops. This valley also features a ruined settlement in the north diverge,
2. The Central Valley - located in the middle of Spottswood's land, the least inhabited valley features two ruined settlements near the coasts and a holdfast, with a mining village and goat farmers near the summit of the valley,
3. The Ghostly Valley - located on the west, the second most inhabited valley features a holdfast, a village, sand steeds, goats and a ruin.

The name of the Sentagar's seat suggests it lies near a wooded area. After much thought and consultation (with special thanks to Antony) we've decided that the Spottswood will be a forest of Aleppo and Maritime Pines, and Sandbeggars. As the Dornish climate cannot support a forest grand enough to warrant a timber industry, the Spottswood will only serve for purposes such as foraging, hunting/hawking, and for smallfolk to collect firewood and supplies.

Spottswood's main source of income stems from agriculture, fishing, a copper mine, a quarry, goats, and sand steeds. The town will be inhabited by skilled tradesmen such as a carpenter, a cartwright, a blacksmith, a mason, a tailor's, and a fowler. The town's architecture will feature wooden balconies, window frames, and facades, with houses being built close together for practical defence reasons. With only two ways in and out of the town, there will be several gates and watchtowers scattered around for extra defence. Given the Santegar's Andalosi heritage, and the Nymerian culture of Dorne, these will be fashioned in the Rhynoish style. Our aim is to achieve something similar done at Ladybright, whilst ensuring cohesion with GH and the future Sunspear.

Apart from that, the rest of the population will either be farmers, fishermen or involved in professions dealing with fauna and farming such as winemaking or olive oil production. In terms of food production, farmers will specialise in cereal grains, goats, and steeds, and produce other Dornish crops such as:

- Olives,
- Grapes,
- Rosemary, Tyme, Saffron, Lavender,
- Peppers and Chillies,
- Citrus,
- Figs,
- Pomegranate,

Chickens can also be found and shared for the production of eggs. The Spottswood foliage includes vultures, rats, hares, ducks and snakes.

Terraforming:

Once Spottswood has been cleared of all original structures, the terraforming will begin. This stage is the most important and we will be working in close collaboration to ensure the just transition from the rest of Dorne into the 'Broken Arm'. Having worked with Azule and others, we have a firm vision of the geography for Eastern Dorne.

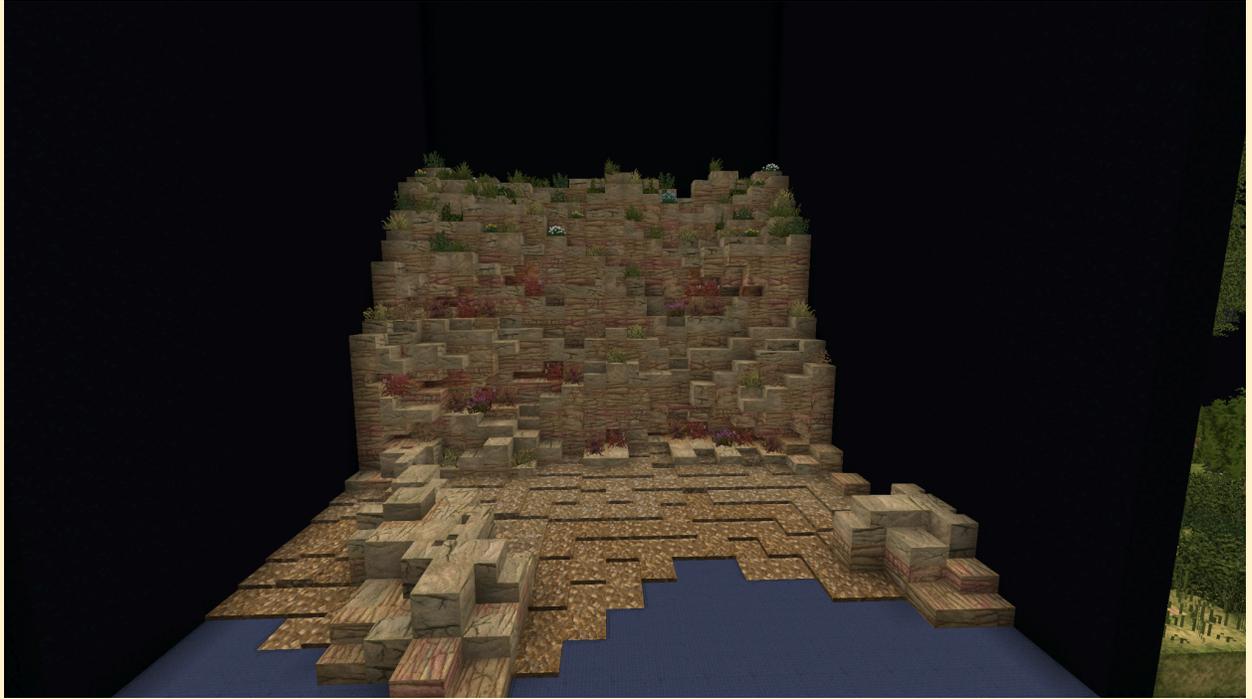
The fingers of the 'Broken Arm' will see a reduction in their overall height, and the rocky-foilage covered central spine of each will be narrowed down to allow for more arable and wooded land on either side. The fingers will also rise and fall more naturally towards the east and rocky formations will appear besides low-lying stretches and beachers of these fingers to hint at the destruction of the 'Broken Arm'. Furthermore, small rocky islands will dot the ocean stretches between each finger to indicate previous above sea-level ground that has been drowned and flooded.

On the South-Eastern shore, a new rocky spine will be created to facilitate the main wooded valley, whilst providing some geographical detailing to break-up the coast line between the Water Gardens and Spottswood.

In all, there will be four separate main terra types:

1. Rocky - rocky terrain will follow central spines on each finger, sometimes edging close to the water ocean-line where appropriate. The overall height will be reduced from the current fingers on the 'Broken Arm' and will be covered by foliage to show signs of an ecosystem and historic forest. They will follow a design very close to the mountains of Ghost Hill.
2. Forest - the forest will grow closely around Spottswood's singular river, with pockets also being present in other valleys. The forest will have foliage, bushes, clusters of tall grasses and wild herbs and spices,
3. Arable - this land will exist between and around settlements and will border the rocky hills of the spines of the fingers and the Spottswood, the arable land will of course have irrigated and planted fields, orchards, and vineyards where appropriate,
4. Dusty hills/desert - quite self explanatory but will border the West of the Spottswood's land.

Rocky:



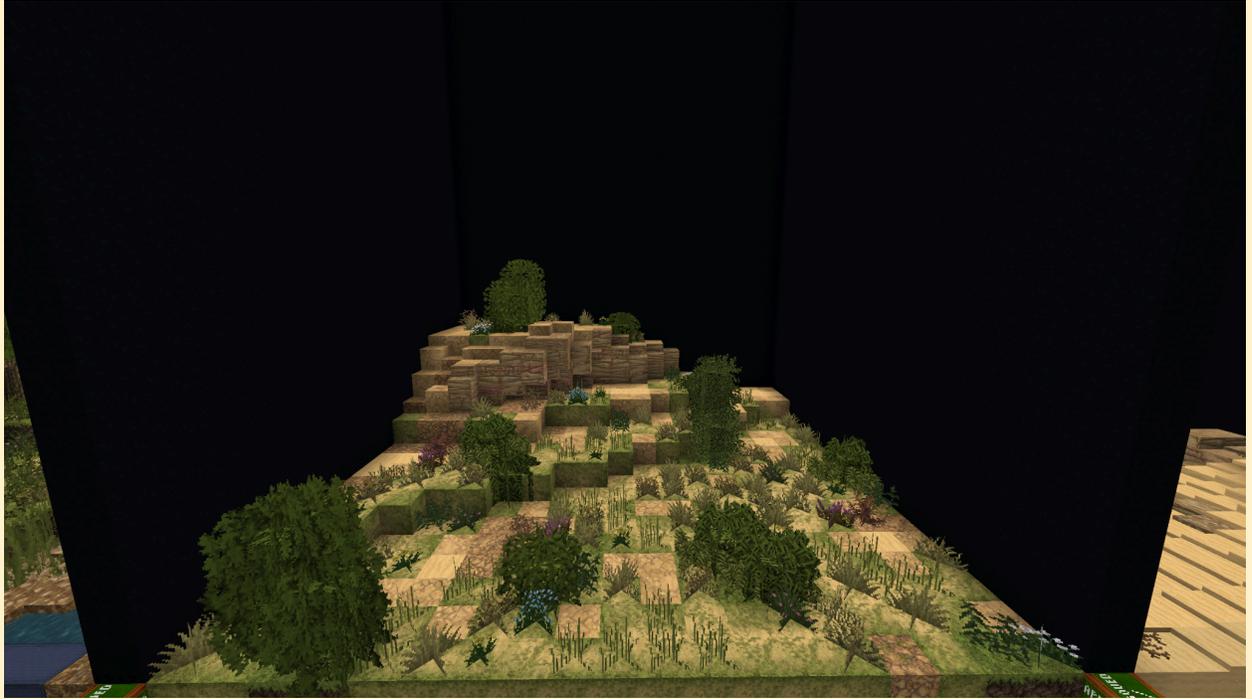
Mountains:



Forest:



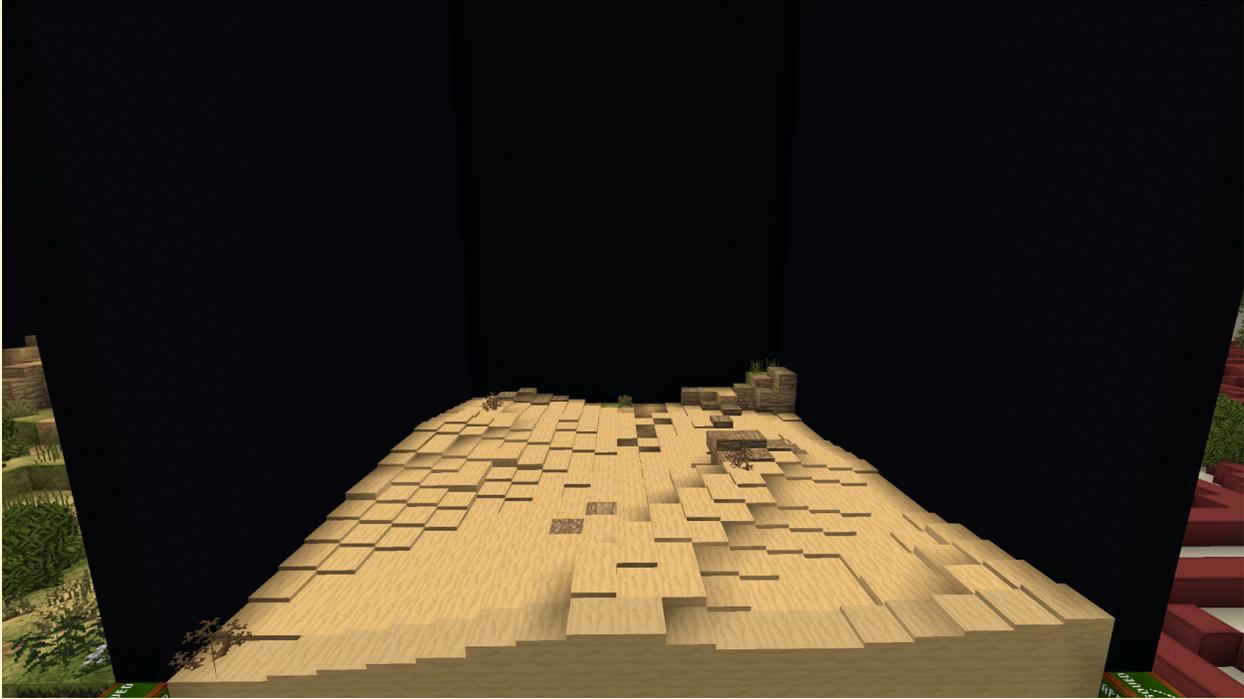
Arable:



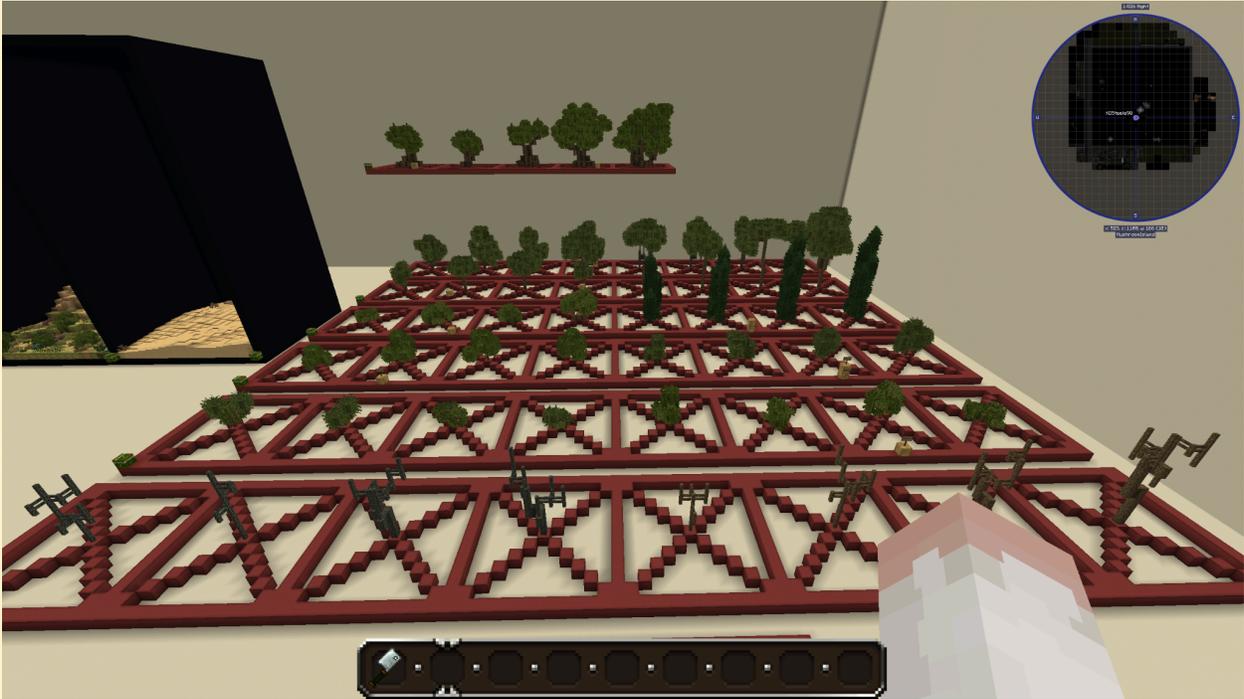
Dusty hills:

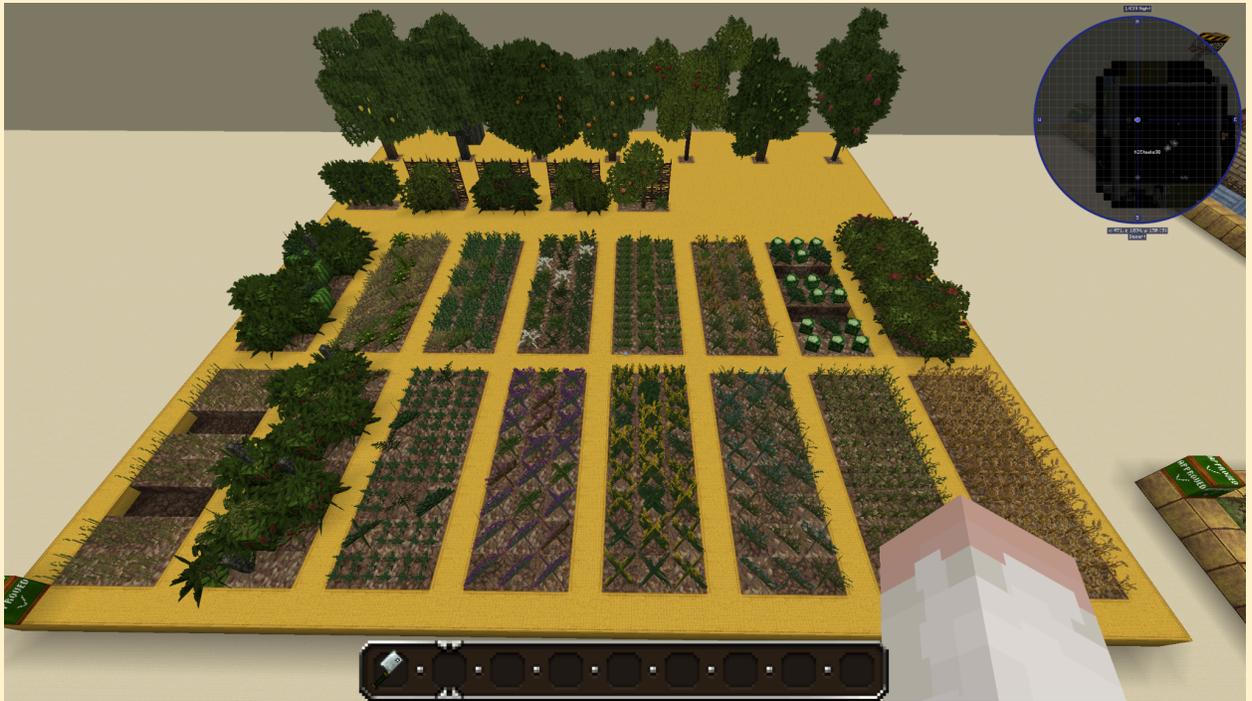


Desert:



Trees and crops:



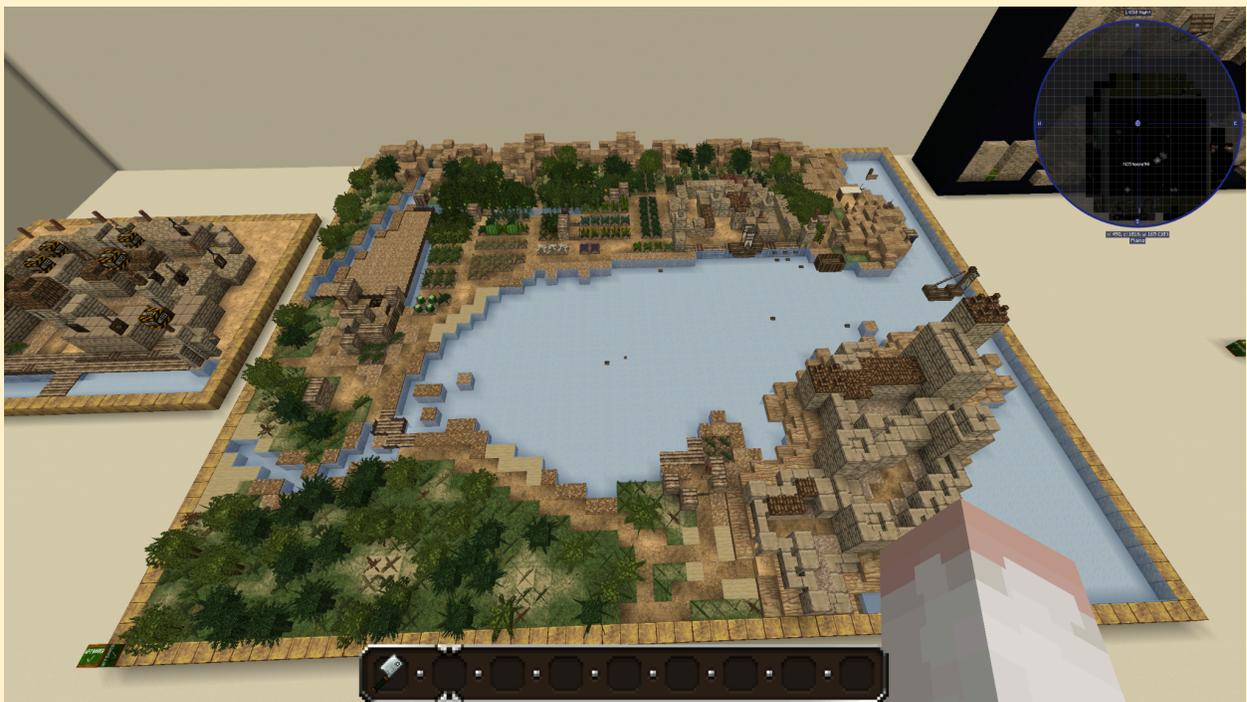


Tests:

Castle:



Town:





Rural living:



Ruins:



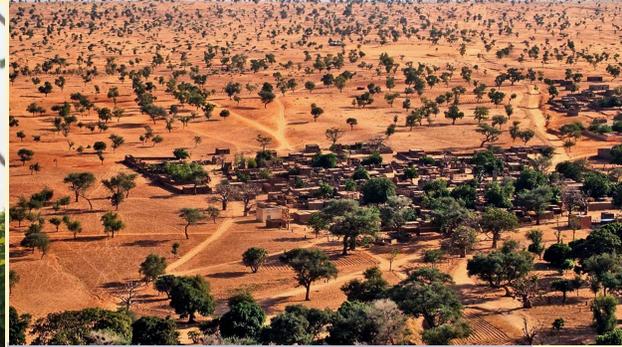
All tests can be found at the top floor of /warp jg7

Inspiration:

For Spottswood, we mainly drew inspiration from Spanish, Greek and Turkish mediaeval defensive architecture. What's more we visited Ertý's and Morb's original inspiration, the Ribat Monastir, to understand their outlook. Further to this, we have studied the recent work done in Dorne from Wyl to GH, Tor to LB, to design an architectural style that blends nicely with the region. Other than that, the architecture will feature Rhoynish features and settlements will be built to maximise security and defence, without the need to spend on a costly wall.







Thank you for taking the time to read 😊