

# THE TOWERS OF HARRENHAL

(An application for the Towers of **Kingspyre**,  
**Widows**, **Wailing**, **Dread**, and **Ghosts** by Crispen and  
KD)



# Overview

The Kingspyre Tower, Widow's Tower, Wailing Tower, Tower of Dread, and Tower of Ghosts are the five immense towers in the castle of Harrenhal. In order to build a cohesive style in line with elements currently in place at Harrenhal, we thought it would be best to apply for all five towers so their construction would be similar to each other with Ric's approval.

## Canon

While there is no exact height for any of the towers, the shortest tower is described to be "half again as high as the tallest one in Winterfell" and even then this was described by Arya by the time of A Clash of Kings—nearly 300 years after the burning of Harrenhal. The towers may have once stood taller than the ruins do now.

It should also be noted that POV characters can be, and are sometimes known to be, wrong. So there is a lot of interpretation that we can draw from what is provided in canon.

Additional canon on each of the towers is broken up here:

### Kingspyre Tower

- Lopsided due to the weight of slagged stone as a result of dragonfire (ACOK Ch. 30 Arya VII)
- Arching bridge connecting the Kingspyre Tower to the Widow's tower (ACOK Ch. 38 Arya VIII)
- The Castellan's chambers are located in the Kingspyre tower and are as spacious as any lords in a normal castle (ACOK Ch. 47 Arya IX)
- The Lord's Bedchambers contains a hearth and a feather bed (ACOK Ch. 64 Arya X)
- Half a flight of stairs below is the solar which is as large as a hall in a smaller castle and contains a huge oaken table.
  - Described as "drafty" indicating that this is towards the topmost floor of the tower where more damage would be present to allow wind through.
- There is a narrow cellar window through which Arya escapes while escaping Harrenhal (ACOK Ch. 64 Arya X)
- Though ravens came and went every day, Lord Tywin himself spent most of his days behind closed doors with his war council. Arya caught glimpses of him, but always from afar—once walking the walls in the company of three maesters and

the fat captive with the bushy mustache, once riding out with his lords bannermen to visit the encampments, but most often standing in an arch of the covered gallery watching men at practice in the yard below (ACOK Ch. 30 Arya VII)

## Widow's Tower

- Arching bridge connecting the Kingspyre Tower to the Widow's tower (ACOK Ch. 38 Arya VIII)
- There is a winding stair which leads to a dungeon below the tower
  - Described as a long stone vault without windows

## Wailing Tower

- Ground floor contains storerooms and granaries
- Beneath the tower are cavernous vaults
- Next two floors can house part of the garrison
- Upper stories have not been occupied for eighty years
  - The topmost story has huge bats
- Wind blowing from the north through cracks in the stone creates a wailing sound
- Pale light filled the yard when Lord Tywin Lannister took his leave of Harrenhal. Arya watched from an arched window halfway up the Wailing Tower (ACOK Ch. 38 Arya VIII)

## Tower of Dread

- From the courtyard talk she'd learned that the upper chambers of the Tower of Dread housed three dozen captives taken during some battle on the Green Fork of the Trident. Most had been given freedom of the castle in return for their pledge not to attempt escape. They vowed not to escape, Arya told herself, but they never swore not to help me escape. (ACOK, Ch. 30 Arya VII)

## Tower of Ghosts

- The Tower of Ghosts was the most ruinous of Harrenhal's five immense towers. (ACOK, Ch. 64 Arya X)

## Style, Design, & Inspiration

As per discussion with Ric, the style of the towers reflects the style of Harrenhal: Romanesque with elements of early gothic. Unfortunately, there are no Romanesque or

Gothic buildings in the world that could be used for direct inspiration due to the sheer scale of Harrenhal itself. However, we have examples of ridiculously tall medieval towers which provided some insight to the construction of the towers.



The Asinelli Tower and the Garisenda Tower in Bologna are the last of the Towers of Bologna. It is speculated that they were built during the early 12th century between 1109 and 1119. At one point, a wooden footbridge connected both these towers but was destroyed in the 1300 in a fire. The time frame which these towers and the other would be within the same time frame that we usually find inspiration for our builds on WesterosCraft.

These towers are only a small fraction of the size compared to the size of the towers of Harrenhal. More importantly to us, they are examples of Romanesque architecture which we used as inspiration for how we constructed the towers.

The method we went with for the construction of the towers reflects the design of the Asinelli Tower but scaled up by ten times(not an exact estimate). Instead of a large “player-sized” tower, we built a modest giant-sized tower. Merlons and crenelations are between three to five blocks wide. The heights of floors are at least 15 blocks tall per floor. Within each tower every wall is supported with thick columns and load bearing walls that go up all the way to the top third of the tower. Every floor is at least two to three blocks thick and supported by barrel vaulting.

Similar to Ark’s recent test of the Hightower, we removed all hallways that broke up the rooms created by the load bearing walls and instead are building the towers with connected rooms as recommended by Batel.

For the exterior details, we decided to add massive details that make the exterior feel “chaotic” without cluttering the wall with details. This mostly reflects the personality of Harren the Black and gives each tower its own personality. It also hints at the possibility that several lead builders have worked on the towers, implying that at one point or another they would have been executed through accidents or by Harren himself.



As with all ruined buildings on WesterosCraft, we would be building the towers up as close to if not completely how they would have existed during the reign of Harren the Black before we destroy the towers. This will help determine where the weathering and damage would go.

## **Current Purpose of the Towers of Harrenhal**

**Kingspyre Tower** - Lord's & Castellan Residence

**Widow's Tower** - Westerland Nobility

**Wailing Tower** - Bloody Mummers & Minor Westerland Nobility

**Tower of Dread** - Noble prisoners from the Battle of the Green Fork

**Tower of Ghosts** - High Ranking Servants

Harrenhal was in a deplorable state when the Lannisters arrived. Many rooms would have rotting or very little furniture inside. Others would be empty with only cobwebs and bats. House Whent only occupied the lower thirds of two towers, leaving the rest to decay. There would be makeshift rooms for Lady Shella Whent and her household with improvised storage and granaries in the Wailing Tower to keep their supplies close.

In the current timeline, the Lannisters are making the castle inhabitable again meaning many rooms would be housing lords and knights. Others would be in the process of being patched up and livable with evidence of restoration happening. Any infrastructure left behind by House Whent would be put to use instead of being discarded.

## **Implementation of Canon**

We have designed the towers in ways that accommodate for the canon we have on Harrenhal.

### **Kingspyre Tower**

Each floor for living spaces was designed to have a "subfloor" which we could use to offset rooms or subdivide the floors. This was specifically designed for the Lord's solar being half a flight of stairs below the Lord's chamber.

We built a variation of Rav's bridge design between the Kingspyre Tower and the Widow's Tower which arches in the middle.

## Widow's Tower

In the cellars of the Widows Tower is space for a three block wide staircase which will lead to the dungeon cell where the Northmen are held. The cell itself will be built underground with no windows.

## Wailing Tower

Due to Gltich revoking the use of his Wailing Tower test, we would need to construct a new Wailing Tower using the same methods used for the construction of the Kingspyre and Widow's Towers. There will be ample storerooms, vaults, and granaries underneath the tower which will serve as the foundation for the tower itself.

## Tower of Dread

The Tower of Dread is one of two circular towers that required a different method of construction compared to the three aforementioned towers. We were able to create smaller rooms between the outer wall and the two load-bearing walls in between. These rooms make up the majority of the tower and can be used as makeshift cells to keep the Northmen and Riverlords who were captured during the Battle of the Green Fork. One room will have blood stains near a bed for the dying Lord Cerwyn.

## Tower of Ghosts

The Tower of Ghosts is the most damaged after the burning of Harrenhal. At one point in time it might have been taller than the tower of Dread so it shares the same base as the Tower of Dread. Using the description Arya gives for the smallest tower being "half again as high as the tallest one in Winterfell" we plan to make it around 140 blocks compared to the tallest tower in Winterfell which is 84 blocks.

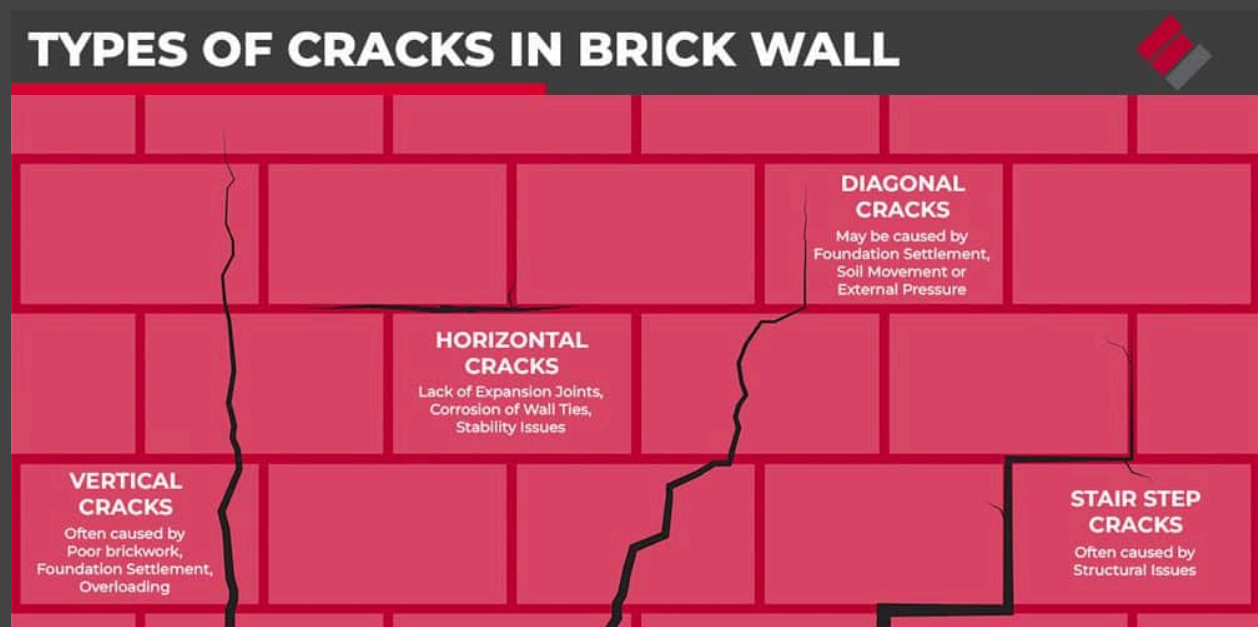
## Dragonfire



The description of the size of the towers was made after the Burning of Harrenhal. Therefore, we do not know how tall these towers were before Aegon and Belarion came along. We took into account that dragonfire and nearly 300 years of stagnant

repairs and decay would have worn down the towers from their original height.

For dragonfire damage, the stones would have melted slag and cracks within the stone. The towers after Belarion set fire to them would look like candles with wax running down the sides. Due to the immense heat, cracks would appear in the stone due to the immense heat and shift in weight. During the 300 years since the Burning of Harrenhal, the tops of the melted towers would have crumbled even more due to the elements and neglect.



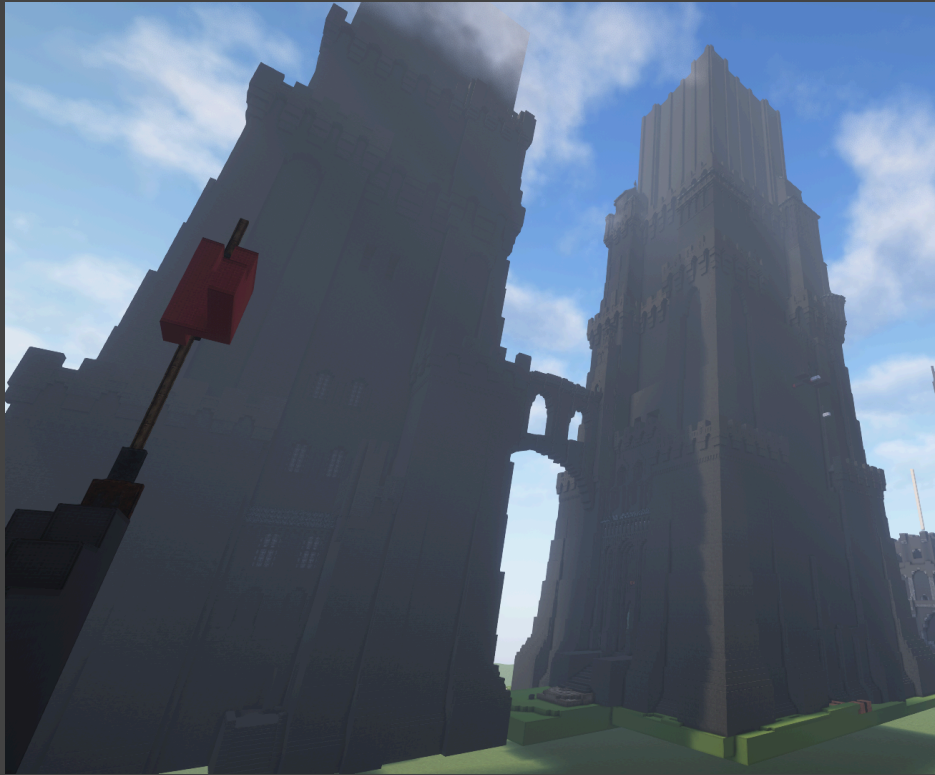
- The top third of the Kingspyre tower will be completely gone leaving just enough living spaces for the Castellan and the main family to reside.
- The top tier of the Widow's Tower will be completely gone
- Wailing would have unique cracks in its design. Multiple cracks that somehow lined up would produce a horrible wailing noise
  - On a completely unrelated note, we need to ask the sound team to make a wailing wind noise for the sound update.
- Two floors and the roof would be gone from the Tower of Dread. Some of the resulting cracks above would serve as makeshift windows for the staircase that wraps around the tower
- Being the most damaged tower, the Tower of Ghosts would be around 140 blocks tall. At one point it may have been even taller than the tower of Dread but no one can say for sure just by looking at it.

# Execution

We will be building the towers in their preburnt state. These towers require a lot of support for them to stand for 300 years without completely collapsing so we will be building the spaces using principles in medieval castle construction. We will also build the tops of the towers that would have been melted or ruined and no longer exist. This is so we can determine how the dragonfire would affect each tower especially with Kingspyre which is lopsided. As far as what we will do, we plan to build the spaces for chambers. Once we have the rooms set, we will open them up to builders to decorate. After all the towers are finished, we will wait for the burning phase for the Harrenhal project before melting the towers to how they would look as of 299 AC.



# Test Pictures

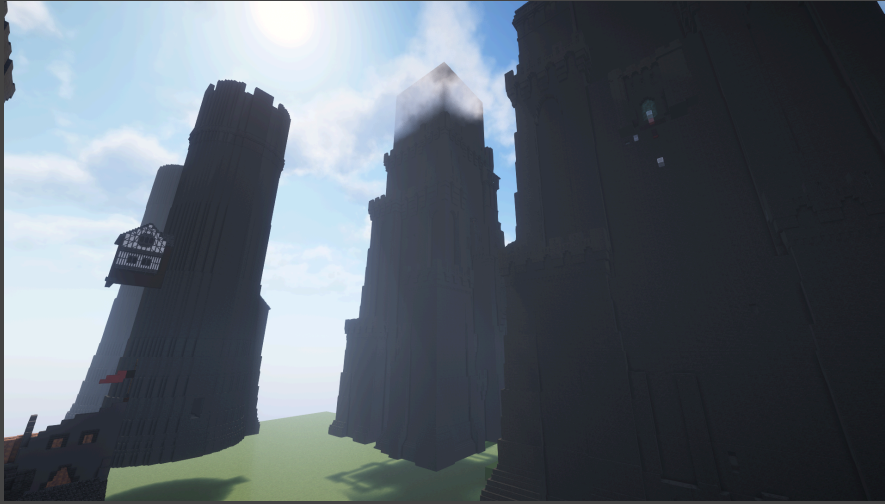


Kingspyre Tower  
(Right), Widows  
Tower (Left)



Arching bridge  
between Kingspyre  
Tower and Widow's  
Tower





Kingspyre Tower (Front),  
Widow's Tower (Back),  
Tower of Dread (Left)

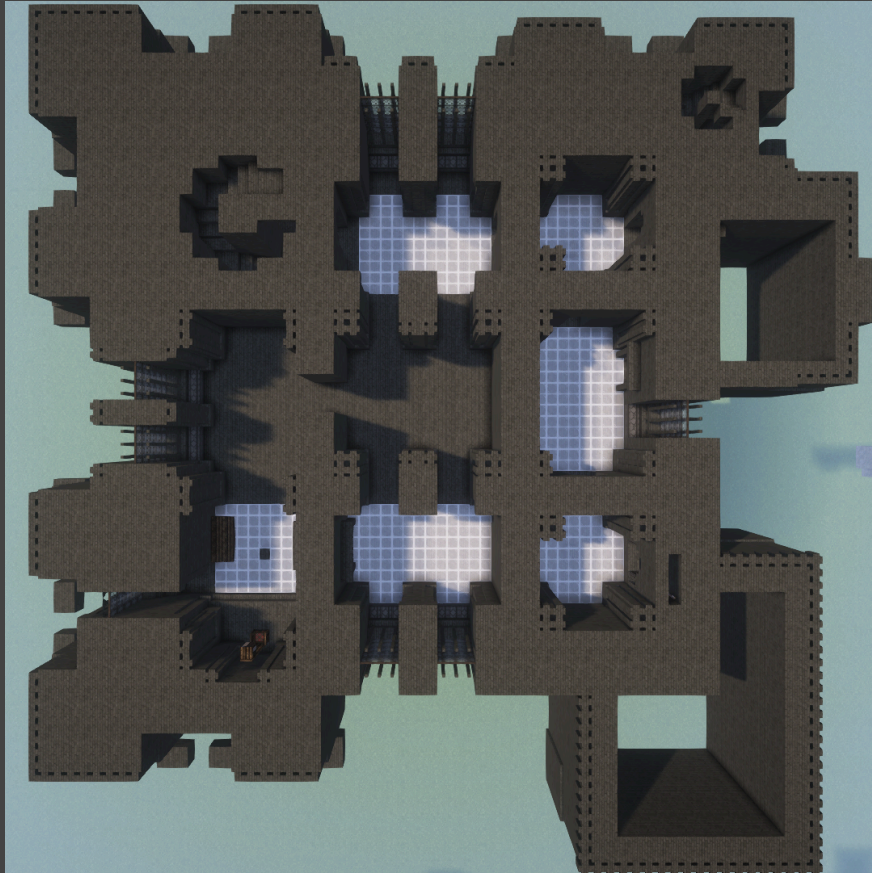


Widow's Tower (Left),  
Tower of Dread (Right)



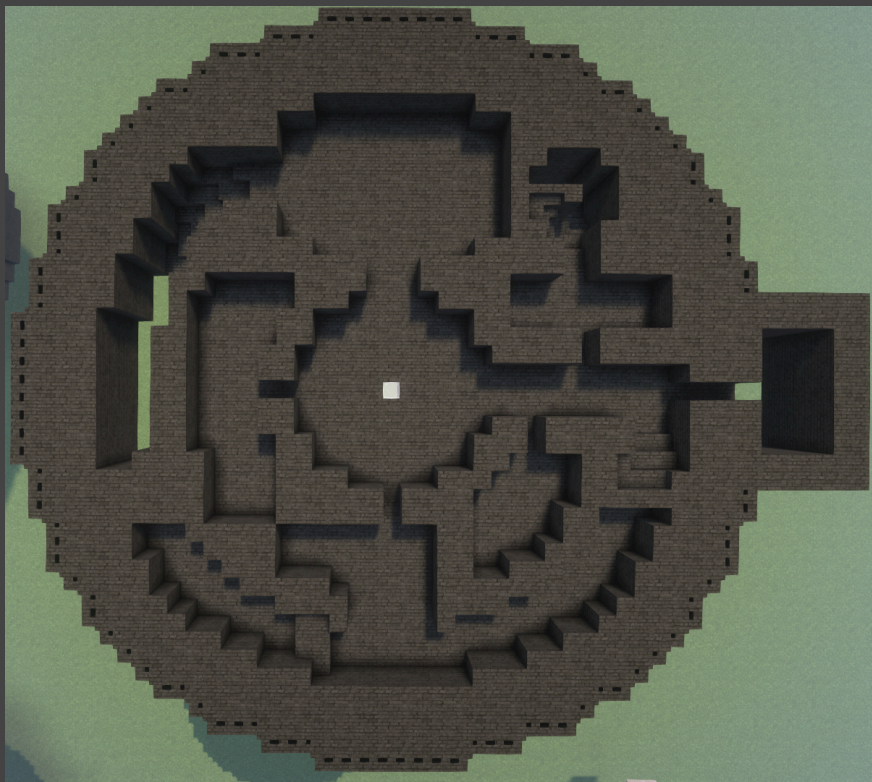
Tower of Dread  
(Right), Tower of  
Ghosts (Left)





Cross Section of the Widow's Tower layout

\*Concept applies to all square towers with varying configurations



Cross Section of the Tower of Dread layout

\*Concept applies to all round towers with varying configurations

Tower tests can be found at [/warp hhtowertests](#)