



HOUSE DAYNE OF HIGH HERMITAGE



WHERE MY DRAGONS

RESUME:

Winterfell Farmstead

Hunt Holdfast /warp huntholdfast

Lyberr /warp lyberr

Applebrook /warp applebrook

Pawsey /warp pawsey

Mulberry /warp mulberry

House Dayne of High Hermitage

House Dayne of High Hermitage is a house of landed knights from High Hermitage in Dorne.

They are a cadet branch of and bannermen to House Dayne of Starfall which makes them one of the most ancient houses in Westeros. Head of the house styles himself as Knight of High Hermitage.

The current head is Ser Gerold Dayne, known as Darkstar. He is one of the best and most lethal fighters in Dorne.

SPOILERS

Ser Gerold Dayne is a member of Princess Arianne Martell's plot to crown Princess Myrcella Baratheon.

When the conspiracy is discovered, Darkstar tries to kill Princess Myrcella, though only cutting off her ear in the process.

Prince Doran sends Areo Hotah, Obara Sand and Ser Balon Swann of the Kingsguard to hunt down Ser Gerold.



A - High Hermitage - as the name suggests, it is far away from any settlements

B - Main village of a dozen houses

C - G - Hamlets

H -Smaller village with a fortified bridge, the northern border of Dayne lands

1 - mine

2 - mine

X - holdfast

Y - holdfast

Note: All hamlets have around 3-6 houses

Surrounding lands

Lands that are owned by the Daynes of High Hermitage are technically Starfall lands, so I am using the same housing style.

The lands are poorer - there will be no crop fields. Instead, the villagers live off citruses, olives and livestock. High Hermitage lands will be much less lush and green than those around Starfall, yet they will still reflect the mediterranean inspiration.

Numerous orchards and pastures for sheep are used by the villagers. The hamlets are little communities of about half a dozen houses enclosed around their gardens. They will all use the low class style, to keep the area looking relatively poor.

In the main village, there will be a small mansion for a knight and a belltower.

Lush/forest area house



Dry/inland area house



Olive grove with suspension walls



High Hermitage

High Hermitage used to be a famed septy, carved into the Red Mountains of Dorne. It's been given to a member of House Dayne of Starfall, who founded the cadet branch of his family, House Dayne of High Hermitage.





To make High Hermitage look somehow connected and similar to Starfall in style, the same palette will be used. The architecture is a bit different - more quaint and simple, to reflect the castle's history as a septray. A sept will be located in a smaller cave, right next to the covered walkway on the far left.

When the Daynes took over the septray, they gave the rooms a new purpose. When making the interiors, I will try to recreate the layout of a typical medieval monastery.

A detailed list of rooms in a medieval monastery can be found [here](#).

Interior examples



Sand caves

Along with the castle itself, the main feature of the project are the sand caves. High Hermitage is built within the cave mouth.



This is an example of a sand cave. It has a relatively smooth ceiling and is filled with sand.

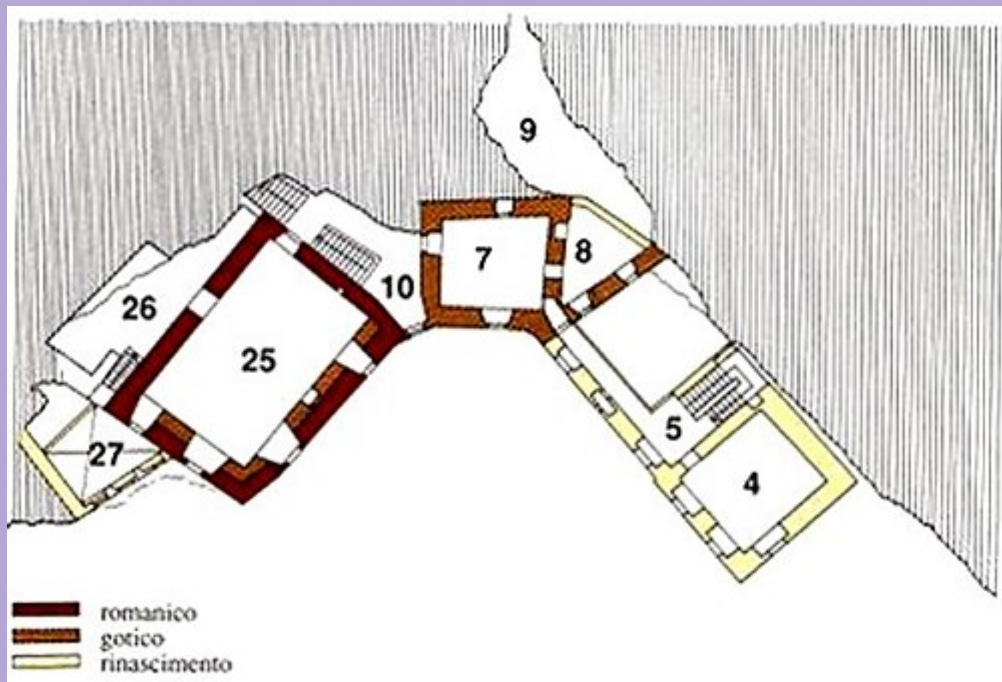
The septons of High Hermitage built galleries and carved halls inside the caves. Several storages, living apartments and the feast hall will be there.

Test for a cave entrance to the feast hall.



Inspiration

My main inspiration for High Hermitage is Predjama Castle in Slovenia. It is built within a limestone cave mouth and has the simplicity of a monastery. The sand caves of High Hermitage will be located behind and above the castle, just like at Predjama.





Terraforming

The terraforming will consist of numerous orchards, olive groves, pastures and minor terraforming for the structures, making a plateau for the septy and adjusting the mountain around it.

Emot has shown interest in helping me create the sand caves, which will need to be hollowed and filled with sand.

As steineke96 is making the Torentine, he insisted on being my Editor for the project, to ensure consistency and quality throughout the lands.

All tests for High Hermitage can be found on the
second layer of my plot at /warp wrmd

Thank you for reading!



Men call me Darkstar,
and I am of the night