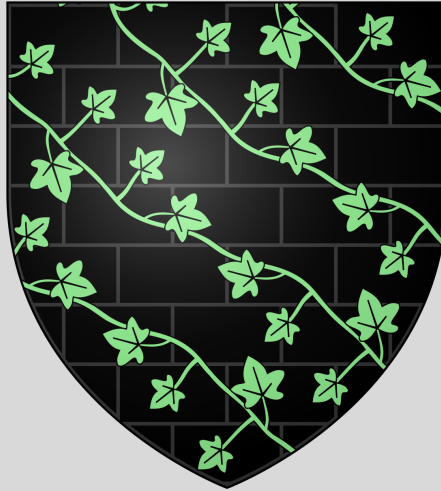


House Kidwell of Ivy Hall



Redo Appeal and Building Application

By 7

Resume:

Projects:

/warp Spottswood (paused)

/warp KL16b

/warp Edgerton

Minis:

Holdfast/Manor at HolyHall

The Septry's Baths at White Harbour

Interiors for Castle Ball and Ball Town

Interiors for Red Lake's Settlements

/warp Rosefieldmanor

/warp Pawsey

/warp YelHF1

/warp GHMine1

/warp FWH2 including HF

/warp HWHF2

+many special ask-to-build builds, including inns, guilds and upper class furnishings, manses, etc.

Server Build contributions via interiors and whole builds at:

/warp RedKeep

/warp Highgarden

/warp RiverRun

/warp Harrenhal

Redo Appeal:

Under clauses (1) “Solidifying a Regional Style”, (2a) “Sufficient Additional Value”, and (4) “Significant Terrain Improvement” I want to redo this project in order to develop the lands of House Kidwell so that it feels sufficiently habited, arable, and more fitting to the Reach/Westerlands border style, as well as to the future updated style of Goldengrove to the south.

Canon:

House Kidwell of Ivy Hall is a noble house from Ivy Hall in the Reach. According to semi-canon sources they blazon their arms with pale green ivy bendy on black masonry. The meaning of 'bendy' in this context is unclear, as in heraldic terminology that word refers to multiple diagonal bars. Their words are not known.

Known Kidwells:

No member has appeared yet.

Planning:

Terrain work will mostly centre on smoothing the land slightly more than the current state and will ensure three main hills (as indicated in green) in which a stream forms and flows to the Mander Upper (blue stream) and a grove for firewood and foresting grows along parts of its banks (as indicated in green highlight). Neutral spaces will have wild grass and patches of wild meadow flowers. All roads are marked by the brown lines.

There will be one main farming village of around 20 house (as indicated by the purple) along the Mander Upper, across from Red Lake Hamlet 3. It gets some trade from travellers coming down the road to Goldengrove during peace times. Two farming hamlets or around 5-6 houses can be found in the northwestern and southeastern corners of Kidwell's lands. Animal pastures can be found along the road parallel the Mander Upper and there will be three farmsteads (as indicated by the blue circles); two focusing on farming and one on lambstock. Three windmills (the orange dots) stand atop a hill, which stands as a natural border indicator for the Kidwell's domain.

Ivy Hall, a fortified and reinforced Manor, with a relatively new Lord's Tower stands atop the most northern hill overlooking the Upper Mander. The hill and Hall will have lots and lots and lots of ivy.

The light green circle is technically in the Westerlands but I'm asking to uplift it - namely I'd like permission to connect all the roads that lead to that area but are not yet linked up. I would also like to add a land-disputed ferry crossing along the Upper Mander as indicated by the cream dot. I would also add signs of a village sacked a long time ago - this land is no-man land and has been taken over by wild grasses and meadows - good place for open hunting. It also serves a good buffer zone between the two kingdoms.



Ivy Hall Inspiration:

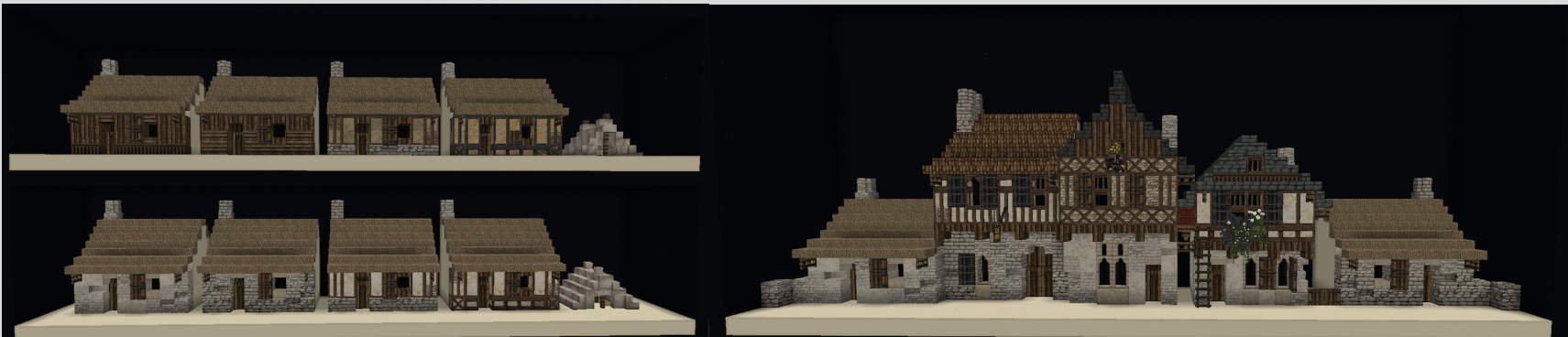


Castle Test:



This is the view looking at the Admin/Maester Tower, Ivy Hall, and the Heir's Tower.

House Tests:



Whilst there is a test for the plotting of the main village on my plot, I intend to tweak it slightly when I've finished smoothing the terra. My process will be terra smoothing and plotting the stream -> plotting roads -> plotting villages, hamlets and farmsteads -> plotting fields, pastures, forests -> building the castle -> open to build.

My house tests will be incorporated into a more comprehensive guide but the above are examples of what I had in mind for the style for the countryside and village.

I know I have a semi-complete test on my plot for both the village plotting and castle, they were my first tests so feel free to use them as indicated to a more refined version :)

