

Project Application

Inn at the Crossroads

Co-op

Application by
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Resumé

What have we done? Tons of houses.

Though we've never led a project ourselves, we did a lot of bigger inn's and similar things. Crossroads is barely more than that. With our combined expertise on such matters as the styles of inns, houses, and other non-stone structures, one would expect us to know the INNS (wink wink) and outs of building a large inn.

Location



Right in the bloody middle of everything! At the bloody crossroads! We'll put the inn between the south and east roads and the town between the south and west roads. Just like the current one is layed out now.

On the map



History

(taken from the wiki, may contain spoilers past book 1)

An inn has existed at this spot for hundreds of years. The current inn has existed since the reign of Jaehaerys I, who had the crossroads built during the construction of the kingsroad. He and Queen Alysanne stayed there. It has been known as the Two Crowns, in their honor and the Bellringer Inn, after one of the inn keeps built the bell tower.

It eventually passed into the hands of a knight who had been crippled, Long Jon Heddle, who had taken up ironworking in his old age. He forged a new sign to hang in the yard, a three-headed black dragon. After this device was affixed, the inn became known as the Clanking Dragon, for the noise the sign would make in the wind. During the Blackfyre Rebellion, Daemon Blackfyre took the black dragon as his emblem. Lord Darry, who was a famous Targaryen supporter, saw the sign, cut it down and hacked it to pieces.

The sign was never replaced and people eventually forgot about the dragons and began calling it the River Inn, where one could take a ferry across to Lord Harroway's Town and Whitewalls. However, the river moved and soon that name faded. Masha Heddle's grandfather was the innkeeper at the time the river moved.

Canon

The inn sits to the north of the Trident, near the ruby ford. It lies in lands that used to belong to House Darry. It is three stories tall with turrets and chimneys made of white stone. Its south wing is built upon pilings that rise over a bed of weeds. On the north side there is a stable with a thatch roof and a bell tower. The building is surrounded by a low wall of broken white stones.

Quotes from the book

“Two rooms at the top of the stair, that’s all there is.’ she said, chewing all the while. ‘They’re under the bell tower, so you won’t be missing meals, though there’s some thinks its too noisy.’”

“The common room was long and drafty, with a row of huge wooden kegs at one end and a fireplace at the other.”

“A pair of house guards in crimson cloaks and lion crested helmets stood under the inn’s sign on either side of the door.”

“Warm yellow light shone through the diamond-shaped panes of the inn’s windows”

“Sawdust covered the plank floor of the common room, and the air smelled of hops and smoke and meat. A roast was spitting and crackling over the fire, unattended for the moment. Six locals sat about a table” (a table, referencing the existence of more tables)

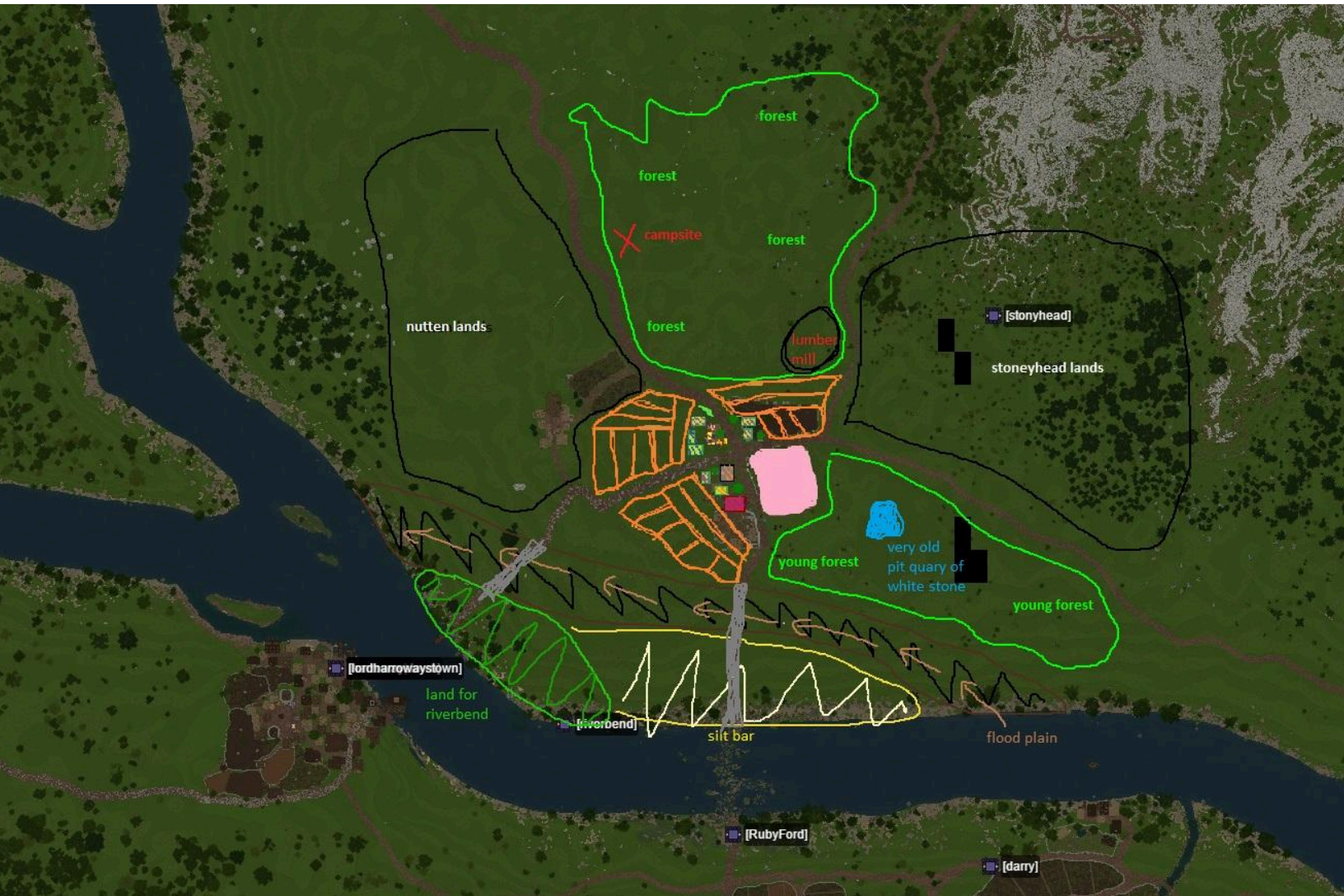
Inspiration



Layout



Some houses will be newly built, some burnt, and others in progress. All houses will have traces of recently being burnt down though.



layout zoomed out a bit.

Palette

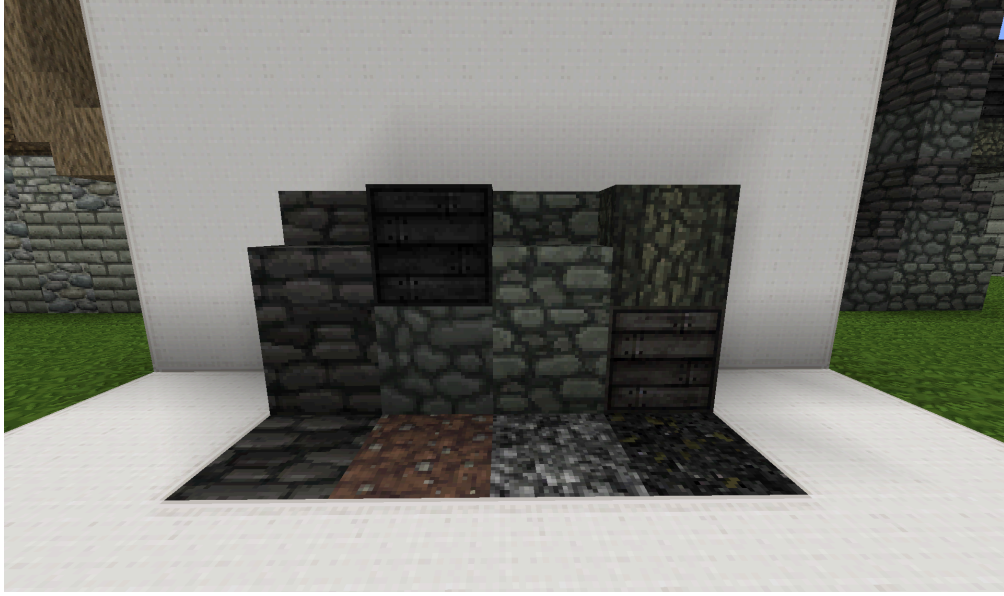
Inn



low class house



Burnt house/foundation



Facade tests



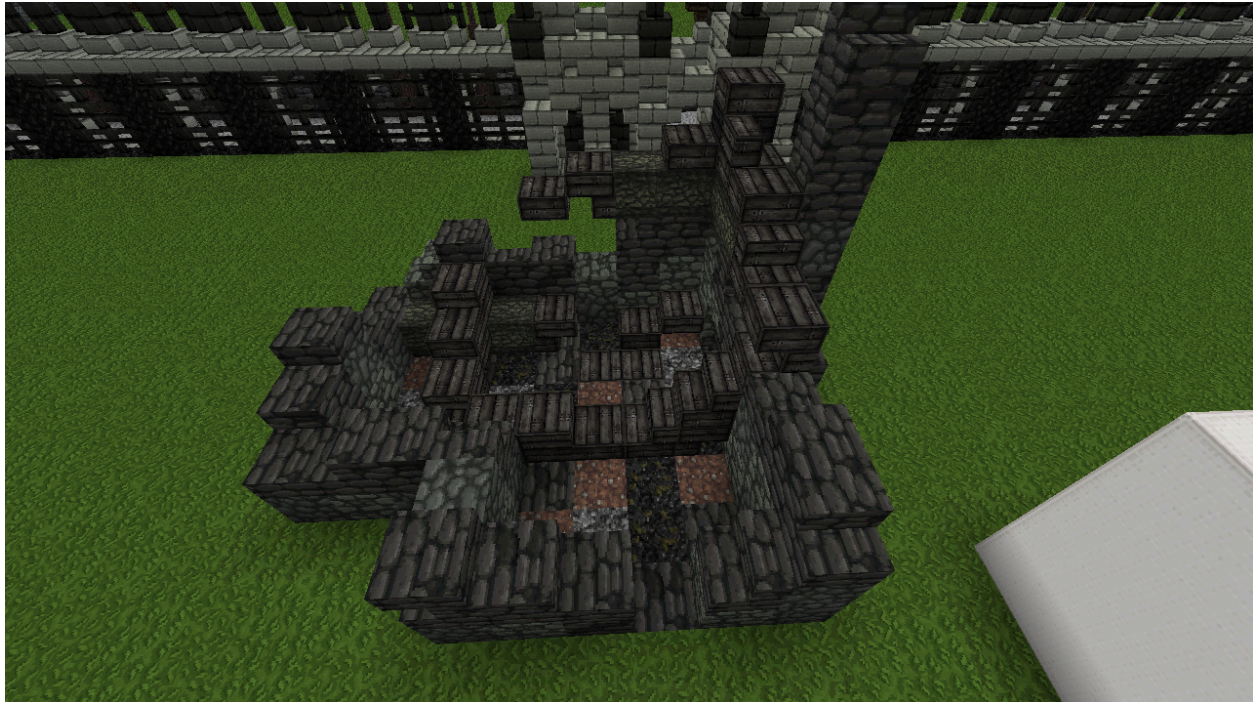


(see it better at /warp leftie!)

Low class house (rebuilt)



Ruins



Terraforming

First of all, the old inn needs to be removed along with the small village across the road, and the field to the north. If you look at the south wing of the inn (wing furthest away from you at /warp leftie), that will need to be on a raised bit of ground with a 4-6 block ridge wrapped around it forming a level grade for it to be built on. The stone wall surrounding the inn will be used as a retaining wall for said ridge. At the bottom of the retaining wall there is a small field of weeds. For more information, call 1-800-leftie, or visit the mini model at /warp leftie. A bigger version of the terraform can be made if needed.

As for farmland, its seen on the map. We will build a stone wall around each field so all that is needed from an editor is actually making the fields into crops. Also might be handy to have an editor make the walls straight lines so we don't have to spend the time and energy!

Thanks for reading!