

FORTIFIED HILL TOWN



CORNELIUS CLIFFORD

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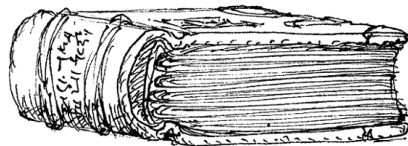
FANTASY FLOORPLANS

This book contains maps, plans and descriptions of a 'Southern European' style Fortified Hill Town of the late medieval period. It's the sort of settlement that might be found in northern Italy or the South of France from around 1300 to 1600.

The plans and background have been drawn and described with role playing and gaming in mind. Includes five maps/plans, plus descriptions & background. Written and illustrated by Cornelius Clifford.

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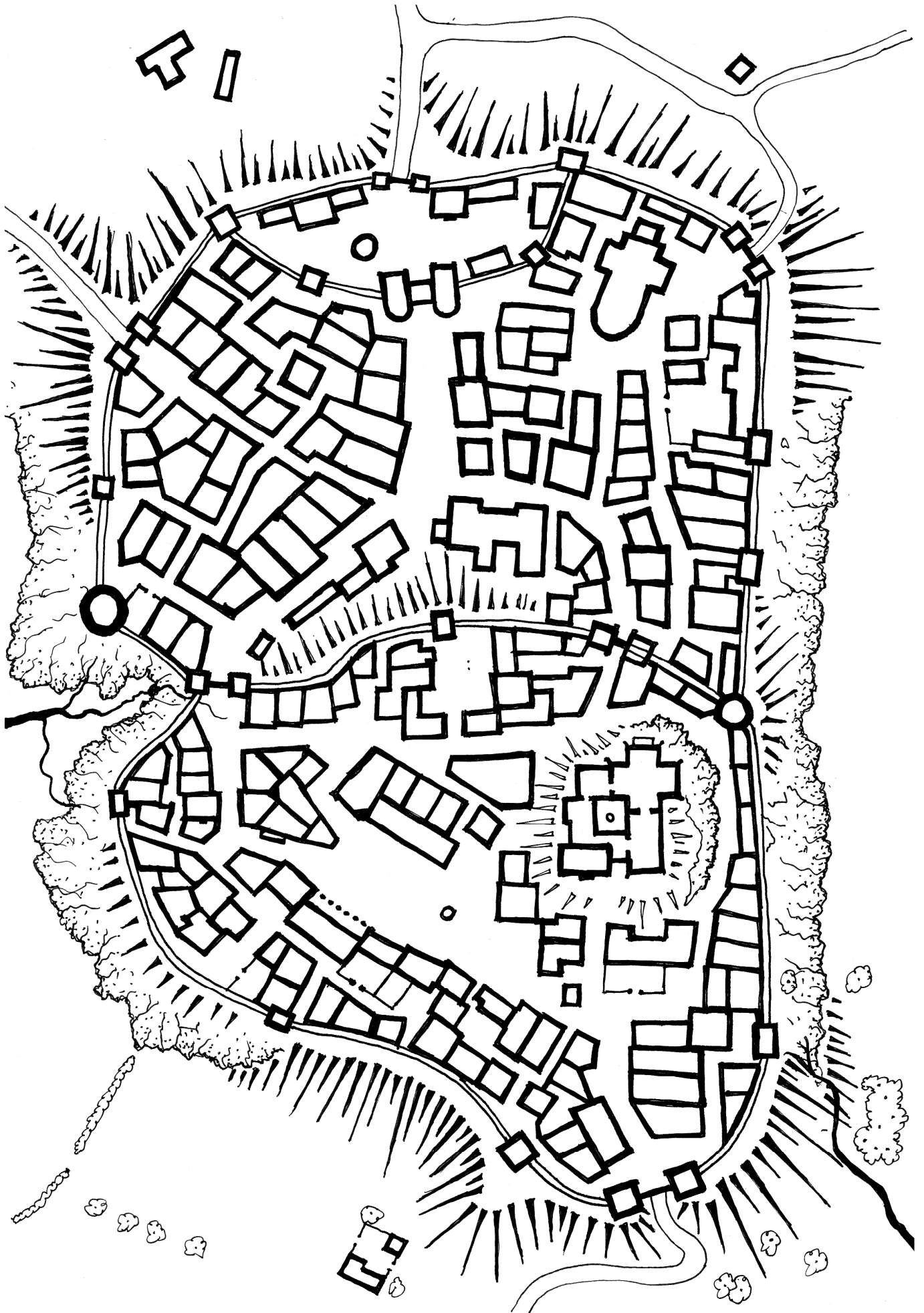
First published in 2016 by DreamWorlds



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OVERALL PLAN



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FORTIFIED HILL TOWN

This small but bustling Fortified Hill Town is under the Lordship of a refined and sophisticated Duke. The Duke has a palace in the town, which is a grand but not especially large edifice to the north of the old walls. The Duke has a marvellous villa, surrounded by large and productive estates, a few miles out of town. The Ducal Palace is his 'Town House' but he spends the majority of his time staying in his villa and on his estates.

Although the Duke is Lord of the town (and receives most of the rents, tolls and taxes it generates) he has little to do with the daily running of the place. He leaves that to a Council of Burghers - Guild masters and Merchants in the main - who deal with the day to day administration of the town.

The Duke is a young and handsome prince, he has a beautiful wife and several pretty children. The family dress well and enjoy art, music, dancing and other sophisticated pursuits.

His grace (The Duke) is not a bad man, neither is he a great innovator or leader. Despite this he is the military commander for the district and he takes this role seriously. This is just as well for the town and surrounding area would otherwise quickly fall to one of the nearby states and city states, pretty much all of which are led by tough and ambitious nobles who would love to annex this small but prosperous independent Hill Town.

As well as his military duties, the Duke administers the 'High Justice' in the town and surrounding area. He holds 'court' once every three months or so to judge serious crimes. He is not averse to inflicting the death sentence (hanging, or worse, drawing and quartering) on murderers, traitors and the like. Minor or 'Low' justice is dealt out by the Council of Burghers. They mainly dole out fines, or a spell in the stocks, for petty offenses such as small theft, traders being 'flexible' with their weights and measures, late or non-payment of rents and so on. The Council are tough masters and very conservative in their outlook.

The Duke and his family are popular in the town, whereas the Council are resented or even hated by the townsfolk. The arrival or departure of the Duke and his household, all dressed in their finery and riding well-groomed horses, always draws a crowd.

The Burghers are tolerated as a necessary evil; the townsfolk will cheat the avaricious merchants and guildsmen who make up the burghers, whenever they think they might get away with it. Whereas they doff their cap and are respectful to the duke, even though most of their rent and taxes go fill his coffers.

Sometimes the Duke holds a ball or fete in his town palace. All of the important townsfolk and the knights, squires, clergy and gentry, are likely to be invited.

The town is defended by natural slopes and escarpments on all sides. These are very steep and precipitous on the West, South and East sides of this ancient settlement. On top of the natural slopes and escarpments around the town there are tall and robust stone walls on all sides, reinforced by great towers and gatehouses. This town is in a region of small City States where warfare is likely to flare up at any time.

The Duke is a fair military leader and in times of war (which seems to be every few years) he can call upon a fairly substantial army.

First there are the permanent Town Guard; some twenty or so well-equipped men under the Captain of the Guard. These soldiers are paid and maintained by the Council but are under the command of the Duke. In peacetime the town guards man the gates and battlements. There will always be one guard, if not two or three, at every gate. Their regular work involves keeping riff raff (beggars, thieves and outlaws) out of the town, and collecting duty on incoming and outgoing goods. The duties collected in this way pay their wages (although a portion goes to the Duke) so they are unlikely to be flexible about importers or exporters not 'paying their dues.' Of course, some are corrupt, and a large enough bribe might allow a late night delivery or early morning shipment to sneak through...

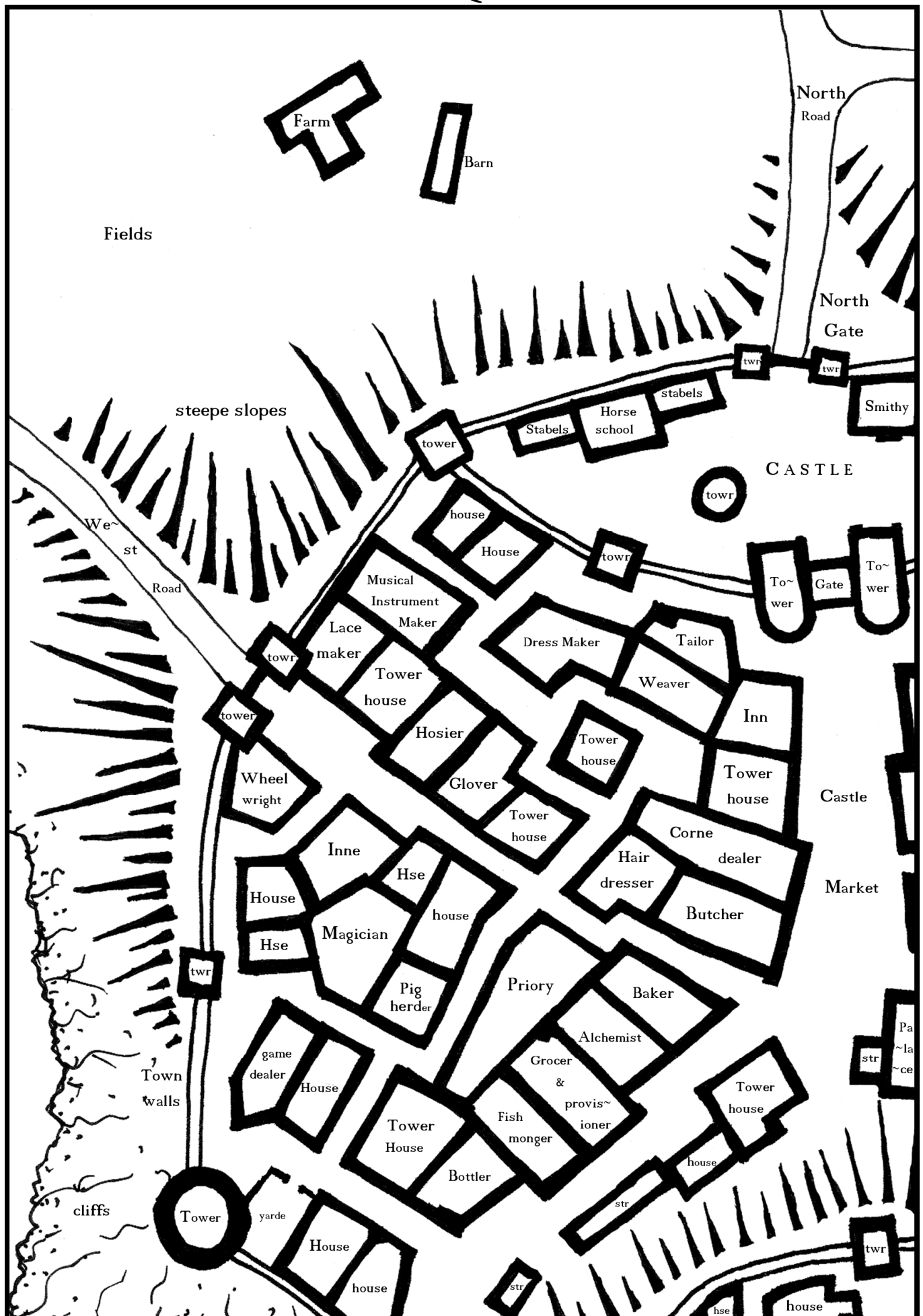
The second military force is the Militia - this is basically all of the townsfolk (and country folk from close by) who can bear arms. If the town is seriously threatened or under siege, the militia might number as many as three hundred men. Whereas for drills and arms practice, they can rarely muster more than a few dozen. The Militia are armed with their own daggers, clubs and poles or staffs. When necessary the Captain of the Guard can throw open the town armoury (he would need the Duke's, or in his absence, the Council of Burgher's, order to do this) and hand out spears, crossbows and axes to the Militiamen. The militia are a poorly-trained rabble but a fairly effective defensive force when they man the walls to repel enemies or besiegers.

BACKGROUND

Finally the Duke can call on his tenants to fulfil their feudal military obligations. These are the men of his estates and the countryside around the town. This force comprises some twenty to thirty Knights and Squires, each of whom can be called to arms for forty days a year, should the need arise. These knights and squires all have estates or villas (these would be called manors in the north) which they farm or let out to tenants. The knights are, in the main, well armoured and equipped; at their own expense, which is part of their feudal duty. They provide military service on a feudal basis and as a result pay little or no rent for their estates. Their holdings do provide the Duke with a some income, by way of taxes, duties, dues and levies on just about everything they import or export. This force of knights are the Duke's elite troops, all are mounted on war horses, most have full plate armour, as well as lances, shields, full helms, swords, maces and so on.

Finally, in extremis, the Duke can muster the peasants from his and his tenant's estates. These yeoman and peasant farmers form a rabble armed with pitchforks, scythes, daggers and clubs. This force might amount to several hundred tough peasants who despise the soft townsfolk in general and the militia in particular. However, if the town were under siege and the Duke's entire holding under threat, he might well 'call the countryside to arms.' Once roused the peasants and farmers (led by some of the Knights) can quite effectively break a siege by attacking the besiegers in the rear.

NORTH QUARTER



NORTH QUARTER

Alchemist

A brewer of potions, slaves and ointments, this Alchemist serves the town with mostly medicine and cures for a fee. But he does dabble in magical elements in secret, in his lodgings above the shop.

Baker

A large shop and busy bakery on the ground floor, with accommodation above. A robust baker, with his wife and family, bakes large quantities of good bread, pies and pastries here.

Barn

A long barn by the farm outside the Town Walls, used to store, hay, straw and fodder.

Bottler

A maker of glass and pottery bottles works on the ground floor and lives above the shop with his old mother and an apprentice.

Butcher

A fairly good quality butcher who supplies all cuts of meat; beef, pork, lamb and mutton. He buys animals from local farmers and butchers them himself.

Castle

The Castle is mostly an extension of the Town Walls, and effectively a barbican within. The North gate, set in the town walls, is actually quite modest in size. But a secondary or inner gate is much more substantial and the two half round towers defending it overlook the entire castle, making the court or bailey a 'killing ground' for any attackers who get through the outer defences. There is also a tall round tower in the bailey where the bailiff resides.

Castle Market

A goodly wide street under the inner castle gate, here goods are bought and sold from simple stalls and barrows on Wednesdays and Saturdays.

Cliffs

There are steep, virtually impassable cliffs on the west side of the town, under the round tower.

Corn Dealer

A buyer and seller of corn and other grains lives here. Of modest means, this dealer buys grain locally, sells it to bakers, and householders in the town, both rich and poor, and keeps some back for future year's seed corn, which he can sell at a premium.

Dress Maker

A fine lady and her sister make dresses for the ladies of the town here and live over the shop.

Farm

Outside the town wall is a large and prosperous farm house, surrounded by fertile fields and barns. The Farmer is well off and sells his produce to the townsfolk and shopkeepers (Butchers, Bakers etc.)

Fields

The North side of this Hill Town is relatively level and many fertile fields can be found here; both grazing (grass) and arable (crops.)

Fish Monger

A dealer in fish, mostly caught or trapped in the local rivers and streams, has a shop and home here. Smells a bit fishy!

Game Dealer

An arrogant and haughty man who buys game birds and animals (deer, rabbits, wild pigs) from local land owners lives here. Because he deals with the gentry and nobility, he sees himself as one of them.

Gate (Inner, Castle)

A large and forbidding gate which forms a key part of the defences of the town and castle. Two strong 'd' shaped towers actually face into the town. Presumably the builders were allowing for the possibility of the town itself falling and the Castle holding out independently. The castle includes the North Gate, the strong Inner Gate, a tall round tower, stables, a smithy, barn, store and guardroom. These buildings are built against the high walls around a large court or barbican.

Gate Towers x 6

There are two towers each on the three gates in this part of town (the East gate, North Gate and Inner castle Gate. All of these towers are well built with only arrow slits for light and battlemented roofs.

Grocer & Provisioner

This man and his family sell dry goods, mainly food stuffs, in small quantities to the townsfolk. Beans, grains, pulses, vegetables, hams, cold meats, pies, bread and so on. These are all sourced locally from other tradesmen in the town, or farmers without.

NORTH QUARTER

Glover

A small and mild man lives here and makes gloves, pouches, purses and small leather or kid skin items here.

Hair Dresser

A barber for ladies, if you will, a friendly and gossipful lady cares for women's hair here. Also makes and supplies wigs.

Horse School

A large building within the castle where the Duke's horses are exercised and trained.

Hosier

This hosier makes woollen hose (leg coverings) and stockings, for men and for women, here.

House, Hse x 12

These are the homes of 'middling' sort of people who do not live above their workshop or shop. Each house is two stories high (some with attics) and built of rough field stone, as is the entire town. The gentry and nobility live in Tower Houses or Palaces and the poor live in Slums.

Inn x 2

There are two Inns in the quarter of the town, one near the West gate and the other close to the Castle market. Both are simple alehouses that serve food with accommodation above for the Innkeeper, family and paying guests. One big 'common' sleeping room plus a couple of smaller rooms for richer guests.

Musical Instrument Maker

A skilled artisan who makes musical instruments, string and wind, plus other cunning devices out of wood, bone and other locally available materials.

Lace Maker

A spinster and a jolly, cheerful soul, the Lace maker makes pretty decorative work for ladies to adorn themselves and their tables with.

Magician

The court magician lives and works here. He works for the Duke, partially as an entertainer, but also as a sage advisor in magical matters such as divination.

North Gate

The main entrance to the town on this side, leading directly into the castle. Small, compared to the Inner gate, but strong and well defended with steep earthworks on the outside.

North Road

The main road north from the town, leading to hilly, agricultural countryside.

Palace

A corner of the Duke's Palace - see East Quarter.

Pig Herder

A rough and course fellow who cares for a large herd of pigs which are kept outside the town walls. These are owned by a variety of people, who pay him to care for their animals, either in money or meat.

Priory

A small priory or religious house which is home to an elderly Prior and five nuns. They live a frugal and holy life here. The nuns minister to the poor.

Smithy

Within the castle compound is a large smithy, hard by the north gate. Here a Blacksmith, who works for the Duke and others, makes and repairs farm implements, small iron items and basic weapons.

Stables x 2

Either side of the Horse School are a pair of commodious stables where the horses of the Duke, his Household and noble visitors, knights etc. are housed, groomed and cared for.

Steepe Slopes

All around this section of the town wherever there are no cliffs there are very steep slopes. Intentionally made steeper and more difficult to climb these earthworks make any kind of assault very forbidding!

Store, Str x 3

These are like small warehouses where various people keep sacks or chests of dry goods.

Tailor

A maker of fine clothes for men; doublets, cloaks and so on, lives and works here. He is a quiet and unassuming fellow.

NORTH QUARTER

Tower House x 6

There are six Tower Houses in this quarter of the town. These are the homes of well-to-do families; gentry, wealthy merchants and nobility. Each tower house is a status symbol, showing the family's power by its height and magnificence. They are generally five to seven storeys tall (any higher and the Tower is likely to collapse!) and have battlemented roofs. Obviously space is at a real premium within the town walls, so the answer was to build upwards. There is a lot of rivalry between the wealthier families in the town; generally this is restricted to showing off with finery or acts of bravado by the junior male members of the clan. But it sometimes descends into feuds, intrigue, assassinations and even open warfare.

Town Walls

Very strong, well built stone walls protect the town on all sides. Reinforced with strong towers at regular intervals, the walls are around twenty feet tall.

Towr (tower)

A tall round tower sits in the middle of the castle court and is home to the bailiff, a paid military man who is responsible for the castle and is under the command of the Duke (rather than the Council of Burghers.)

Wall Towers x 4

There are three towers strengthening the walls in this quarter (not counting the gate towers) two are modest square towers. The third is a great round tower that overlooks the springs of the river, which is the main water source for the town. This strong tower is used as a dormitory for the town guards and visiting military men; knights, squires and men-at-arms.

Weaver

A maker of woollen cloth by weaving it on wooden looms, he lives on the ground floor with his family and the attic floor is a large workshop with many windows.

West Gate

A strong gate which allows entry from the West Road into the town.

West Road

A modest road leading out into open countryside.

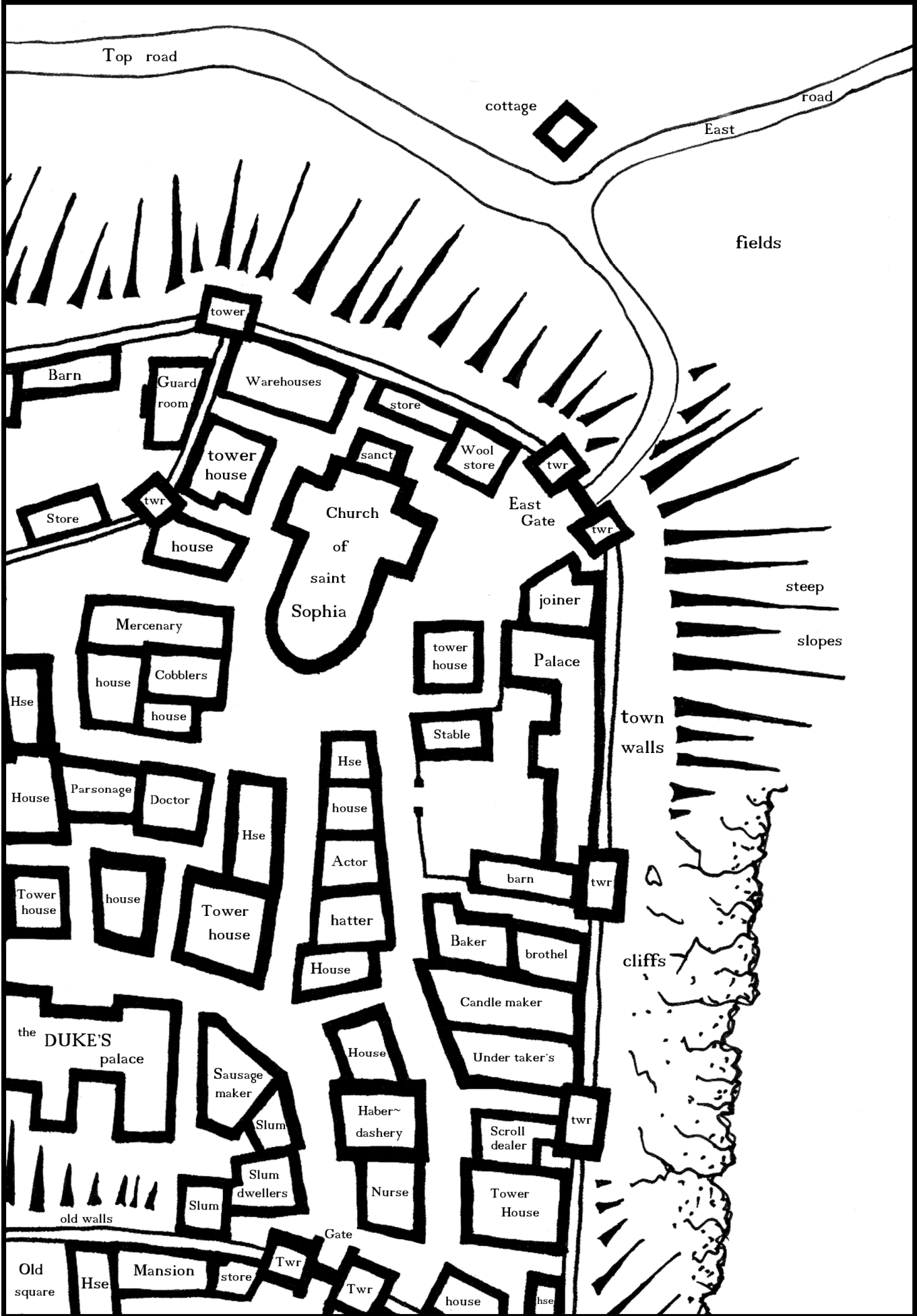
Wheelwright

A skilled man who makes wheels for carts, wagons and barrows, lives and works here.

Yarde (By round tower)

An enclosed yard where military (siege) equipment and horses are sometimes kept or stored.

EAST QUARTER



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EAST QUARTER

Actor

The home of an actor who sometimes performs in the street, to the Duke's court, or at the revels and parties of the noble families.

Baker

A small bakery where the baker specialises in cakes and buns rather than bread.

Barn x 2

There is a barn in the Castle court, used to store fodder for the Duke's horses, and another in the grounds of the Palace near the Church of St Sophia.

Brothel

A house of ill repute where pleasures may be obtained for a price.

Candle Maker

A mean and miserly man makes candles and wicks in this large building; it smells of beeswax and tallow. As do he and his family.

Church of Saint Sophia

A huge cathedral like church, which is the main place of worship for the townsfolk. It is a magnificent and richly ornate building.

Cliffs

On the Eastern side of the town are some very steep and rocky cliffs which are pretty well impassable.

Cobbler

A shoe and boot maker lives and works here with two apprentices. His wares are in demand and he is always busy.

Cottage

Outside the town walls, not far from the East Gate is a modest cottage. Here a shepherd (sheep herder) lives with his pretty young wife.

Doctor

A Doctor of Physick, a healer of the sick using potions and salves rather than magic or mysticism to cure ills and diseases, lives and sees patients here.

Duke's Palace

This is the Duke's town residence. He is the ruler of the Hill Town and, of course, has the largest, most magnificent dwelling in it. There are several wings, many grand rooms and several staircases. The Duke entertains here often; he enjoys a party, as well as balls, dances and entertainments. These lavish occasions are good for his popularity with the nobility and wealthy citizens, who are nearly all invited to the larger events. The Duke spends much of his time in his country villa (which is larger than his town palace, and surrounded by his rich and productive estates.) But he stays in his palace several times a month.

East Gate

A minor entrance and exit to the town near Saint Sophia's church. Guarded by two strong square towers, which are always manned by at least one town guardsman.

East Road

A small country road leading into the open countryside and ultimately to the great forest.

Fields

Arable and grazing fields surround the town on this side, with plenty of crops and livestock.

Gate (Old Walls)

The North and East quarters of the town are really an extension of the settlement. This gate in the old walls was once an important entrance. The gates can still be closed and defended if one or other half of the town falls to an enemy.

Guard Room

A largish building within the castle. Here the town guards eat, rest and store their equipment and weapons. There are likely to be half a dozen off duty guards here at any one time.

Haberdasher

A maker and supplier of all kinds of frippery; cottons, threads, ribbons, bows, felt hats, gloves, stockings and hose etc. The Haberdasher is a bit soft and his wife wears the trousers!

EAST QUARTER

Hatter

A mad hat maker (the madness came from sniffing the glue used in millinery) lives here with his meek wife. He is a tall, gangly and very jolly fellow.

House (Hse) x 15

Houses of the middling sort where no specific trade is carried out.

Joiner

A maker of wooden things, principally furniture, that is held together with joints rather than pegs or nails. He is a skilled craftsman and makes a lot of cupboards, chests, tables and chairs for the middling and richer townsfolk.

Mercenary

A professional soldier who can be hired for money, he is a tough and grizzled character, hardened by many wars. Often away for months at a time, usually during the campaign season (the summer months when the ground is dry!) he is a skilled swordsman and halberdier.

Nurse

An old nurse maid really, but happy to administer drugs and potions, herbal and alchemical, to anybody who will pay for her modest healing skills.

Old Walls

The original northern walls of the town, now enclosed by later, larger walls from when the town expanded many years ago. These walls are crumbling and not kept in good repair, but would be serviceable at a pinch.

Palace

A large palatial mansion or town house, belonging to a very rich merchant or noble. It is near St. Sophia's and backs against the East wall. As well as many rooms, and attics, this Palatial house has a large court out front, with a stable and barn. The owner of this house is likely to be a very influential man, possibly related to the Duke.

Parson

A junior priest lives here by himself. He holds minor services and masses in the Church of St. Sophia. The Parson is a pious and honest man and popular with religious folks.

Sanct (uary)

A small cell at the holy east end of the Church of St Sophia, here criminals and refugees sometimes seek sanctuary. If they manage to get in (the priests have cleverly bricked the doors up!) then they can legally avoid punishment by accepting banishment and leaving the town forever.

Sausage Maker

A popular shop where the owner makes sausages of all kinds. he buys the poorer cuts of meat and offal from the butchers of the town and makes this into delicious sausages. His smoked sausages are good.

Scroll Shop

A shop selling scrolls and parchments, both blank and written on. Anything from songs, poems and rhymes, to historical and learned treatise, and even a few magic scrolls.

Slum x 3

Where the poor people live like rats in a sewer. Lots of poor and starving people live packed into these small houses, a family per room is common.

Stable

A modest stable for horses in the smaller Palace.

Steep Slopes

On the north and north eastern parts of the perimeter the defences have been strengthened by man-made slopes and earthworks.

Store x 3

Small stores; the one in the castle contains weapons and is kept locked. The others contain merchandise.

Top Road

A small lane linking the North and East roads.

Tower House x 5

The five Tower Houses in this quarter are the homes of wealthy merchants and nobility. Each tower house is a status symbol and defensible fortified house. The rivalry between the wealthy families in the town centres on these grand buildings. The younger male gentleman of each family, along with their servants and retainers make up small armed bands that sometimes fight openly in the streets. The town guards will stop such impromptu battles if possible.

EAST QUARTER

Town Walls

Strong and well-built, the town walls are re-enforced by stout towers at regular intervals and stand at around twenty feet tall.

Twr (Gate Towers x 4)

Each strong entrance gate has two towers. The East gate towers will always have one or more town guards on duty there.

Twr (Wall Towers) x 4

Modest but strong square or rectangular towers help to make the town walls virtually impregnable.

Undertaker's

A miserable, gloomy man 'takes' the dead 'under' the ground by performing the burial duties. He makes coffins, organises the procession (on a suitable cart) of the dead person to the cemetery (which lies outside the town) digs the grave and erects the gravestone. All for a price, of course.

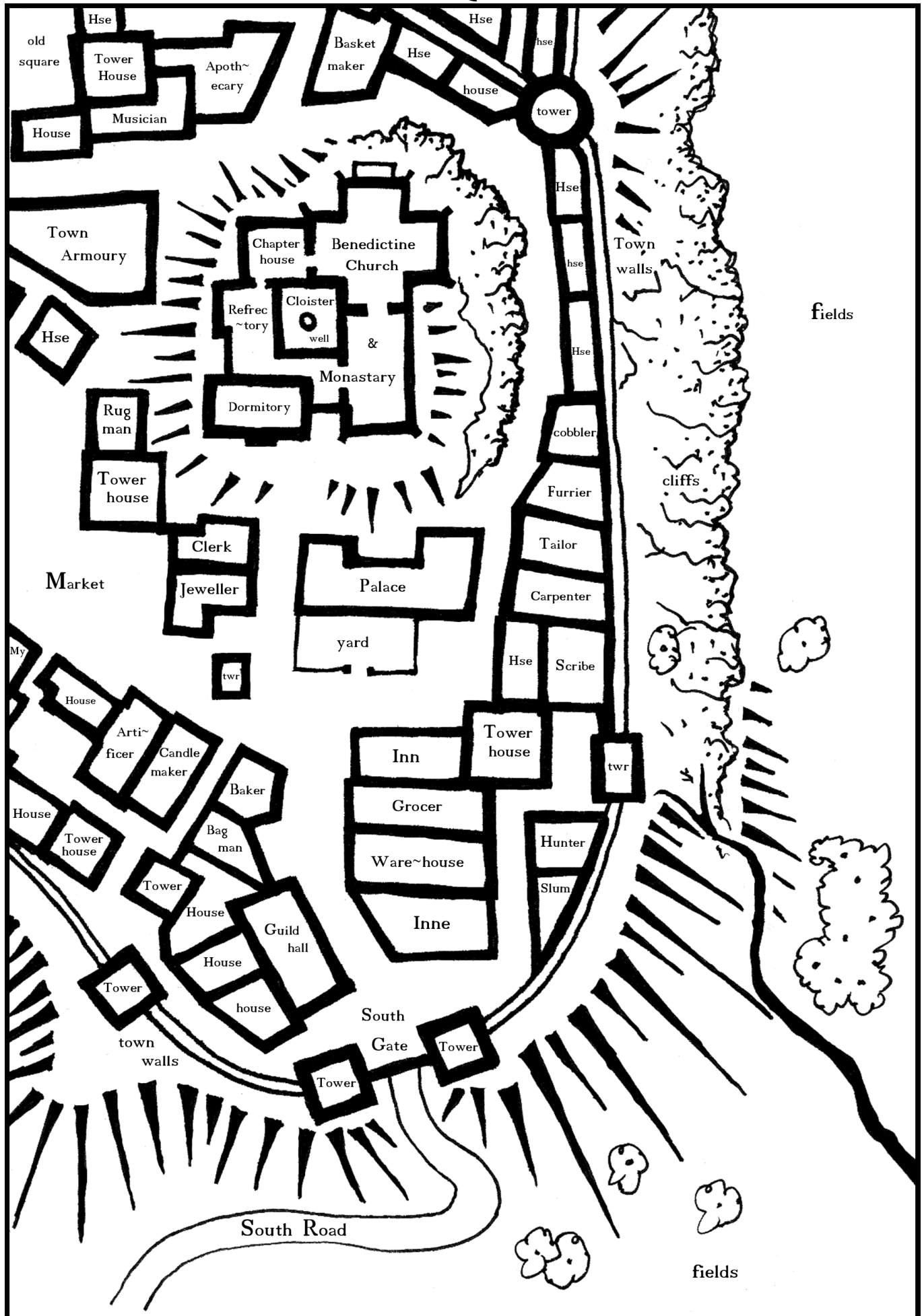
Warehouse

A large and commodious store, owned by the clerics, here they keep sacks of wool and other dry goods in large quantities.

Wool Store

A store for wool, owned by a consortium of wool merchants who are quite influential in the town.

SOUTH QUARTER



SOUTH QUARTER

Apothecary

A wise man who makes pills and medicines for the Doctor and patients, mostly townsfolk. The Alchemist claims he is a quack, but the Apothecary is surprisingly efficient for the period.

Artificer

A maker of cunning devices, including locks, cross bow mechanisms and the like, lives and works here.

Bag Man

A maker and seller of bags, mainly made from heavy canvas of leather, plies his trade here.

Baker

A common baker of bread, pies and cakes has his shop here. His wares are popular with the market people and stall holders.

Basket Maker

A weaver of baskets and his daughter (who is actually better at it than him) has his workshop here.

Benedictine Church & Monastery

A huge establishment, built upon a craggy hillside and the highest vantage point for miles around. The church is large and well endowed with lands and income. There is an Abbot (who is old and frail) and a dozen or so Benedictine monks. There are also twenty or so lay brothers and servants who work or live in the monastery precinct. The buildings are magnificent and many of the townsfolk worship in the public nave on Sundays.

Candle Maker

A small candle maker casts tallow candles and bottles up oil for lamps which he sells here to the poorer townsfolk. A disreputable man.

Carpenter

A worker in wood on a fairly basic level, mainly occupied in working on houses (windows, doors, timber frames) and very crude furniture.

Chapter House

The meeting place for the monks and Abbot within the monastery. Here they decide on important issues and administer their monastery and lands.

Clerk

A clerk who writes documents and scrolls for the illiterate (most of the commoners) draws up leases and other legal documents and copies letters for a fee.

Cliffs

Steep and rugged cliffs run along a big section of the Eastern side of this part of the town.

Cloister

An open courtyard with a well in the middle and pillared galleries on all four sides. This is where the monks of the Monastery study, walk and meditate.

Cobbler

A shoemaker of the commonest sort lives and works here making crude leather shoes and clogs.

Dormitory

The sleeping chamber for the Benedictine Monks who live in the Monastery. It is frugal and the rows of beds are simple but clean.

Fields

Good pasture fields lie on this side of the town, plenty of livestock, cattle and sheep mainly, can be seen here at most times. Also a flock of geese.

Furrier

A clever artisan who cures pelts, furs and animal skins and makes them into fur coats and cloaks.

Grocer

A seller of dried food, grains and pulses, as well as hams, sausages and other preserved meats. some fruit and vegetables in season too.

Guild Hall

A handsome and well built stone building which is the headquarters and meeting place of the Guild of Merchants - a powerful group of townsmen.

House (Hse) x 16

Normal houses for the middle classes in the town where no trade is carried out on the premises.

SOUTH QUARTER

Hunter

A hunter of game animals lives here. He is usually employed by landowners, including the Duke, to hunt and catch animals such as deer, boar, rabbits, pheasants and partridges. He is very skilled with bow and trap and not someone to cross.

Inn

A modest inn near the market. There is little accommodation for guests, the innkeeper's main business is selling beer, wine and simple meals to the market people and their customers.

Inne

A large inn close to the south gate. This large and bustling establishment is the most popular place for outsiders and visitors to stay when in the town. The food is good and the rooms relatively clean.

Jeweller

A maker of decorative fripperies for ladies, and gentlemen, of the town; rings, bracelets, broaches and so forth. He uses little gold or silver and much copper, tin and bronze.

Market

A large open space which is filled with stalls and barrows twice a week and on fair days; selling just about anything you could imagine. This is the commercial hub of the town. A place to buy, sell and meet friends and associates. Farmers and producers from all around bring their produce to sell at this market and there are likely to be at least some stalls or street sellers here on any day including Sunday.

Musician

A jolly entertainer, the musician plays and performs on all the festive occasions in the town, as well as at private parties and gatherings.

Old Square

The original market square and piazza before the town expanded northwards. Still used for markets, but more specialist than the main market. Arts, crafts and second hand items such as furniture, clothing and tools.

Palace

A goodly sized Palace can be found just south of the Monastery. Originally built for a Bishop but sold off by the Church to a wealthy family who still own it. They are merchant adventurers and rather nouveau riche, giving themselves airs and graces.

Refectory

The dining hall within the Monastery, here the monks and lay brothers eat and relax.

Rug Man

A seller and dealer in rugs, which he imports from exotic lands to the East. Rugs are not only used on the floor, but on the walls and as table coverings or even thrown over wooden chests.

Scribe

A professional writer who writes scrolls, letters, documents, leases and so forth.

Slum

A house full of poor people living cheek by jowl.

South Gate

A large and ancient gate, protected by two large square towers. This is the main entrance to the town and is well defended by battlements, very thick oak doors and a portcullis. There are always two or three guards on duty here.

South Road

The main road southwards from the town.

Tailor

A maker of men's clothes who caters for the tradesmen, merchants and guildsmen in the main.

Tower House x 5

The five tower houses in this part of town are owned and occupied by noble and merchant families who have some connection with the church or the wool trade. Each tower house stands tall above the adjacent buildings, from five to seven storeys tall. There may be up to forty occupants; members of the family or clan, plus cousins, aunts, uncles and half a dozen servants.

SOUTH QUARTER

Towers (Gate) x 2

There are two very strong towers on either side of the South Gate; the walls are six or more feet thick and the battlements some thirty or more feet above the street levels.

Towers (Wall) x 3

The three towers strengthening the walls in this part of town are all fairly substantial and the round tower, where the old walls join the main walls, is especially tall and strong. This tower is sometimes used as a prison for malcontents or captured enemies. There are lockable barred doors to every chamber.

Town Armoury

A very large and solid warehouse type of building, with iron doors and only arrow slits for windows. Here a great store of weapons and armour is kept and maintained by the Town Guards. This armoury is not just for the Town Guards but also for the town militia and any townsfolk who might be needed to defend the town in the event of a prolonged siege.

Town Walls

Running along the top edge of steep cliffs or slopes, these strong walls, at around twenty feet tall, battlemented and eight foot thick at the base, are a very formidable defence.

Twr (Market)

In the market square there is an isolated little square tower. This is used as a lock up by the Council of Burghers to secure drunks and other petty criminals overnight (to sober up) or whilst awaiting trial.

Ware house

A good sized stone building where a number of wealthy merchants store their goods. Divided into bays by wooden screens, there are a large variety of goods awaiting sale or transport here, most of the time.

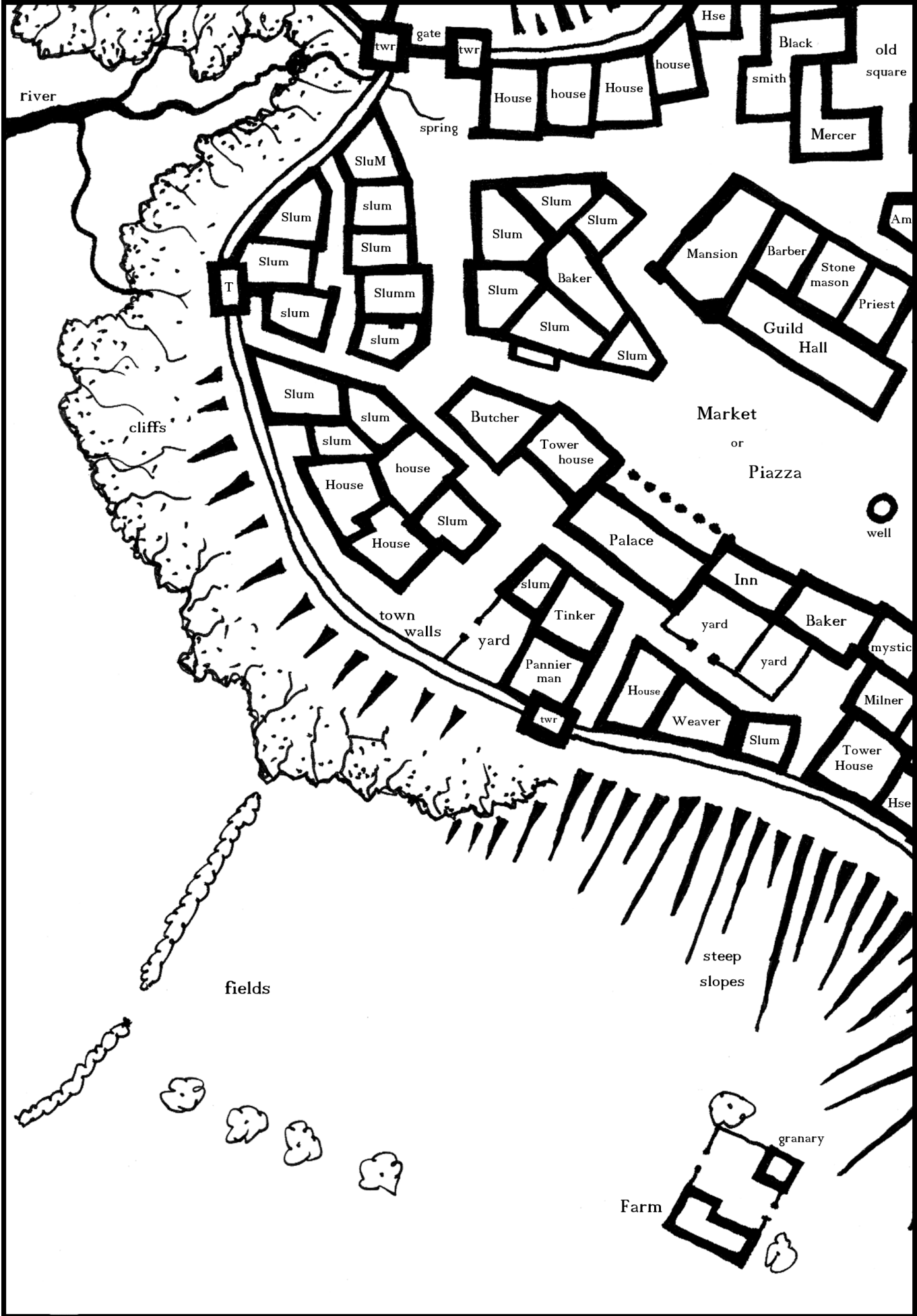
Well

There is a good stone well in the middle of the Monastery Cloister. This allows the monks to remain independent of the town and the monastery is so well built that it can stand a siege on its own, even if the town around it has fallen.

Yard

There is a good sized yard behind the Palace (see separate entry) here the Merchant prince who owns it keeps his carts and carriages, and some horses too.

WEST QUARTER



Cornelius Clifford © 2016

WEST QUARTER

Am (Town Armoury)

A small corner of the Town Armoury peeks onto this map, see South Quarter for details.

Baker x 2

There are two Bakers in this corner of the Town, one, amid the slums, is the worst sort of place. The bread is cheap, but it is heavy, grey in colour and rumoured to be bulked out with sand and chaff. The other Baker's shop is near the well and Market. His bread is of a better quality, but still pretty basic.

Barber

A barber's shop backs onto the Guildhall. Here the barber cuts hair, shaves stubble, trims beards and pulls teeth. An unsavoury man with breath that smells of Garlic, who delights in telling lewd tales.

Black Smith

A very large and prosperous smithy can be found hard by the Old Square. Here the smith makes horseshoes, tools and simple weapons, as well as wheel and barrel hoops and a whole lot more.

Butcher

A rough and ready butcher's shop, here the cheapest cuts of meat can be purchased cheaply for a few coins. Plenty of fat and gristle bulk out his sausages!

Cliffs

The steepest cliffs in the town can be found on the West side of this quarter. impassable to all but mountain goats or someone equipped with ropes or ladders.

Farm

Beyond the Town walls there is a modest fortified farmhouse, with its own granary, protected by a high stone wall around the farm yard.

Fields

The fields in this part of the countryside are largely given over to growing grain of various sorts.

Gate (in old walls)

A smallish gate, protected by two square towers, that leads from the West to North Quarters. This was originally one of the main town gates before the town was enlarged years ago.

Granary

A small stone building on staddle stones to keep the rats out. It is usually well-filled with sacks of grain.

Guild Hall

The hall of a Tradesmen's Guild overlooks the Market. Cobblers, wheelwrights and other practical craft based artisans make up the membership of this guild.

House (Hse) x 11

Town houses of the middling sort where no trade is carried out on the premises.

Inn

A modest Inn, where ruffians, louts and vagabonds hang out, can be found overlooking the Market. Enter at your own risk, pick pockets abound!

Mansion

A large and luxurious merchant's mansion leans against the Guildhall on one side and is close by the Market.

Market or Piazza

A very large open space where the main markets are regularly held, two days a week and on fair days and holidays. Most common produce and products can be bought here from the many traders working from canvas covered stalls or farmers selling vegetables off the back of their carts.

Mercer

A small-time merchant dealing mostly in cloth, especially wool and linen, lives here.

Milner

A hat maker, generally creating soft woollen or felt hats for the poorer townsfolk, lives and plies his trade here. A surly and unhelpful fellow.

Mystic

A strange and exotic mystic who wear orange robes and speaks in riddles lives here and offers to reveal the mysteries (of what?) in return for a few coins.

Old Square

An old market place, now used for specialist markets and fairs.

WEST QUARTER

Palace

A large and ancient palace with a row of massive stone columns along the front facing onto the market or Piazza. This Palace is occupied by an ancient family headed by an old Count. They have no truck with this new-fangled fashion for tower houses which has been around for the last couple of hundred years.

Pannier Man

A carrier who uses a troupe of pack ponies to carry goods in panniers. his customers are merchants and farmers. He keeps his animals in the yard behind.

Priest

The home and small chapel of a priest who follows an obscure religion which is disapproved of by the main Churches in the town. He has a very small number of followers who attend his odd services.

River

The source of a significant river that is an important source of fresh water to the town, rises from the cliffs and springs in this part of town.

Slum x 20

There are a very large number of slum dwellings in the West Quarter. These are multi-occupied houses where every room houses several poor people, if not an entire family. Vagabonds, thieves and wretches of all kinds congregate and exist here. There are also many servants, labourers and low-paid workers who eke out an existence in this area.

Spring

A small spring rises in the middle of the street within the town walls, this feeds into the river just outside. It is a good source of fresh water.

Steep Slopes

Wherever there are no cliffs, the natural hill has been worked by men to make it very steep and virtually impassable slopes.

Stone Mason

A stone worker who builds houses and walls all around the town lives and carves stones here.

Tinker

A travelling 'salesman' who sells small metal items and trinkets from his pack. His goods includes metal pots and pans, as wells as ribbons and bangles.

Tower House x 2

There are only two of the Tower Houses in this poorer part of town. These are occupied by relatively lowly merchants and their families who hope one day to climb the ladder to nobility.

Town Walls

Strong and well-built stone walls circumnavigate the town here, as elsewhere. The walls follow the highest contour of the cliffs and slopes, making them virtually impregnable.

Twr x 2 (T, wall towers)

Two modes rectangular towers reinforce the Town Walls in this quarter.

Twr x 2(gate towers)

A pair of smallish (but strong) towers protects one of the old gates in the Old Town walls here.

Weaver

A weaver of woollen cloth lives here in penury with his wife and a dozen or so children. He weaves his bolts and yards in an attic workshop.

Well

A large stone-lined well can be found in the middle of the market or Piazza. This well is an important source of water for the town, a meeting place for gossips and a place for washing laundry on non-market days.

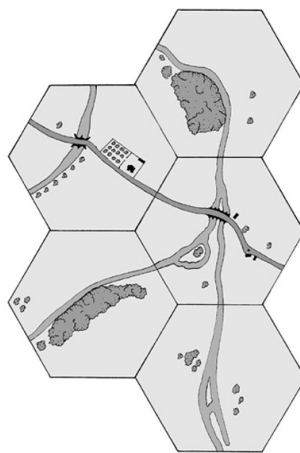
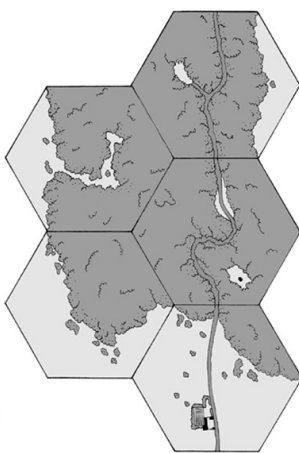
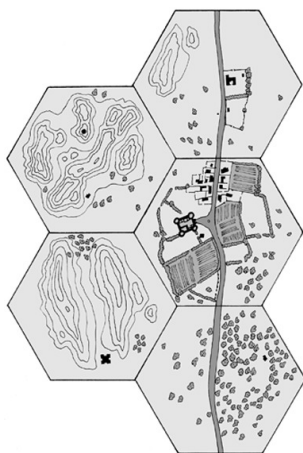
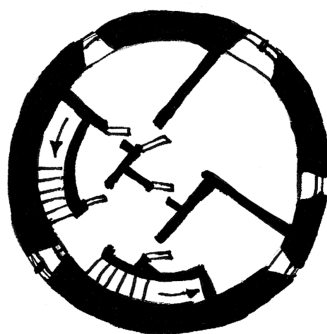
Yard x 3

One of these yards is used by the pannier man to keep his ponies when he is not out on the road. Another is behind the rough Inn by the Market; here customer's horses can be kept if they are foolish enough to stay in this dive overnight. The third yard is next to the Inn yard and belongs to the Bakery next door.

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