

FANTASY FLOORPLANS GORGLIS! MEDIEVAL CITY ATLAS



CORNELIUS CLIFFORD

ATLAS OF A MEDIEVAL CITY:

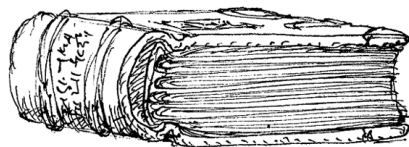
GORGLIS!

FANTASY FLOORPLANS

This book includes detailed maps of the twelve quarters of Gorglis, as well as details of the inhabitants, government, politics, bureaucracy and trade of this great and powerful medieval fantasy city state. The maps have been designed with gaming in mind. Also included are lists of residents you might encounter and suggested street names too. Described and illustrated by Cornelius Clifford.

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INTRODUCTION TO GORGLIS!

A MEDIEVAL FANTASY CITY

Welcome to Gorglis ~ the city of thieves. Here the Merchant Princes rule under the tyrannical hand of the Doge; the richest and most powerful of their number.

Gorglis is a large city-state on the coast to the north of the Duchy of Norbria and east of The Pale. It is a very large city and sits like a great festering dung-heap on the mouth of the River Sall where it enters the sea. It was originally a town of the Gothar people but has absorbed so many different immigrants that it has become a bubbling cauldron of vice governed by money-seeking individuals of just about every race and tribe imaginable.

To the north of Gorglis there lies a wilderness of barren hills and mountains, occupied only by dwarves, miners and a few trappers. To the west and south the land undulates in gentle rolling countryside. This is where much of the city's food is grown. The border to the south is where the hills of Norbria rise from the coastal plain. The border to the west is rather vague but is essentially held to be where the plains of the Pale begin.

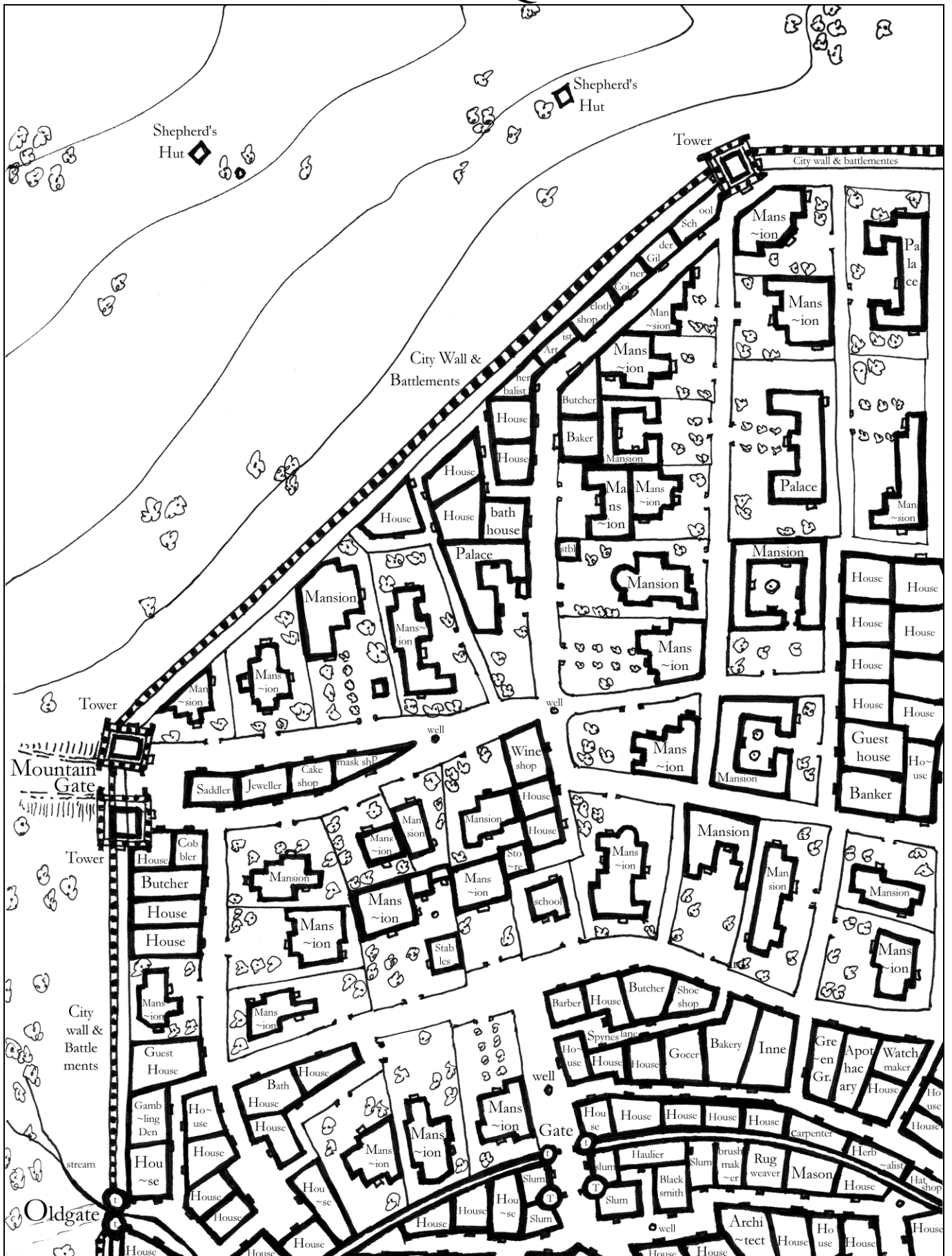
The river Sall is very large where it empties into the Lupcin Sea, since it drains most of The Pale, and so it provided the natural site for a port when Gorglis was founded in the dim distant reaches of time. The river is navigable from the city for many miles inland in most seasons. The ground on which the city is built is solid rock; providing perfect foundations for the city on either side of the deep and fast flowing river. The city of Gorglis is ringed with massive stone walls, pierced by many enormous gates of great thickness. The defences of the city are so strong (they say that in the depths of time the dwarves of Dolg helped construct them) that it has not fallen to siege or assault in living memory.

The walls run in a great circuit cut in half by the estuary of the river Sall. Along the banks of the river, which are steep and rise high above the water level, there many warehouses and docks. On the western side of the city, where the river is relatively narrow, there are a number of walled bridges, built of stone and resting on great piles driven deep into the river bed. On the eastern side, where the estuary is about two hundred feet wide, both banks are crowded with docks and jetties. This is where large numbers of sea-going vessels load and unload their cargos.

Within the city walls the buildings are densely packed together. The streets and alleys are narrow and wind back and forth creating a veritable maze where strangers are often completely lost, much to the delight of pick-pockets and street criminals. There are very few open spaces in Gorglis, the only ones of note being the Doges' Park, his palace and the market places. Some of the larger houses and palaces of the rich and noble have courtyards or small garden in which a few trees and shrubs may be found but that is about all the greenery that is likely to be seen amongst the mass of red tiled rooftops that make up the city skyline.

The markets are never really empty; trade is constant, even at night. The stalls are left in place permanently, although the merchants clear their goods away when they sleep. For theft of all kinds is a proverbial problem in Gorglis. The largest market is called the Tanner's Market, the name is historical and although leather goods are still sold there, it has not really got much connection to tanning hides any more. The Tanner's Market is where you can buy just about anything; from buttons to second hand swords, rope to baskets, books to beefsteaks, apples to arrows, herbal remedies to fur capes, slaves to chain mail shirts.

THE NOBLE QUARTER



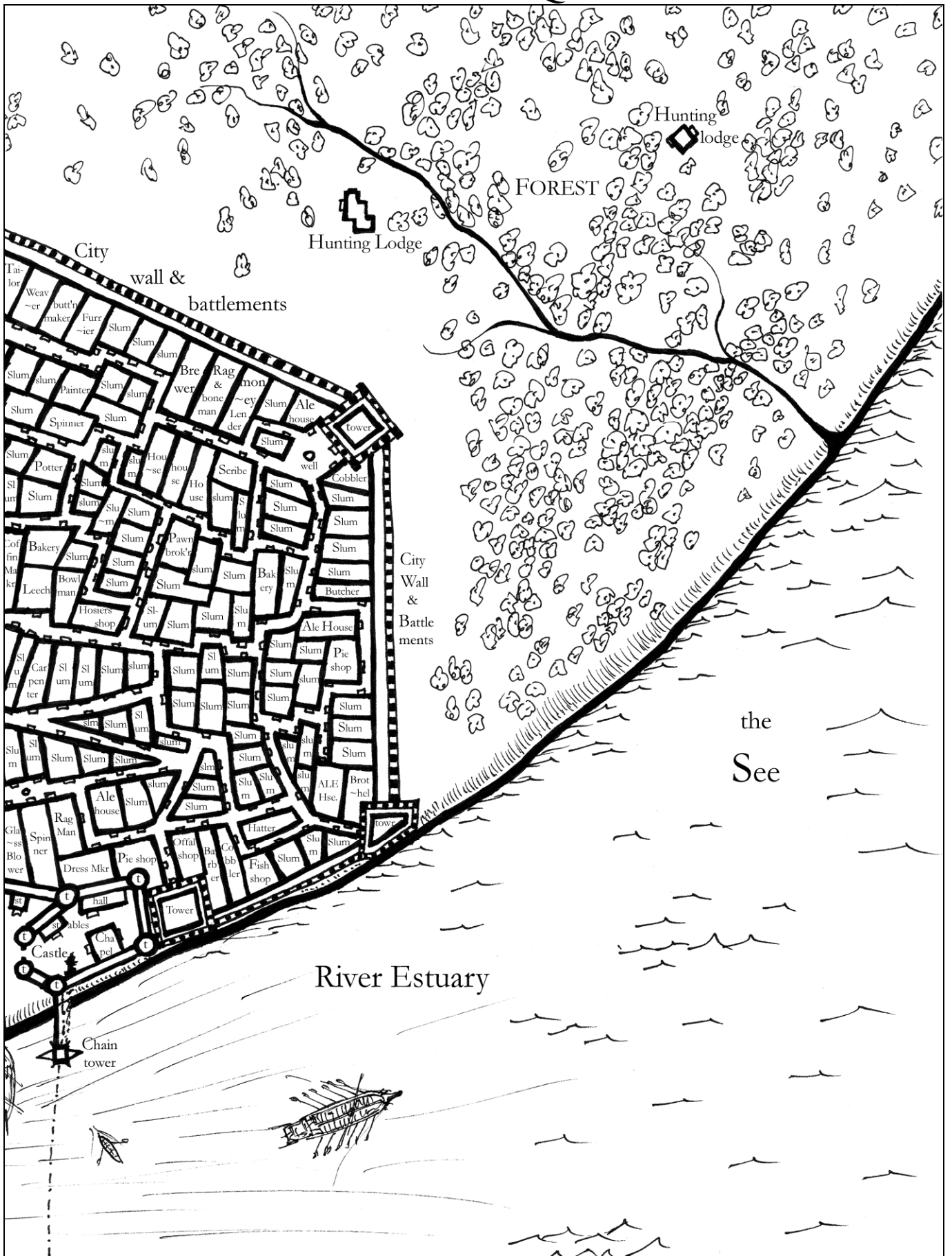
THE MERCHANT'S QUARTER



THE CLOTHIER'S QUARTER

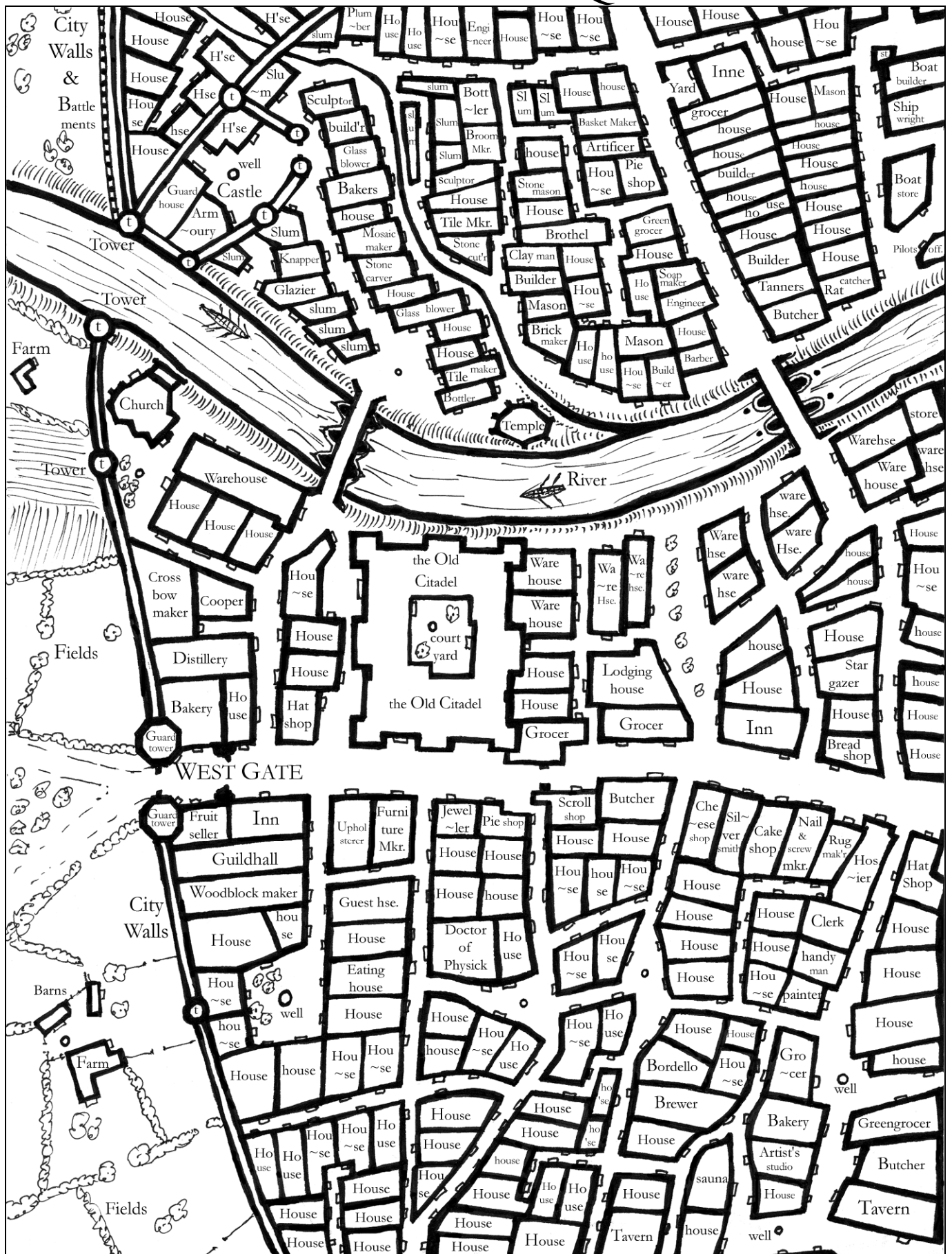


THE SHAMBLES QUARTER

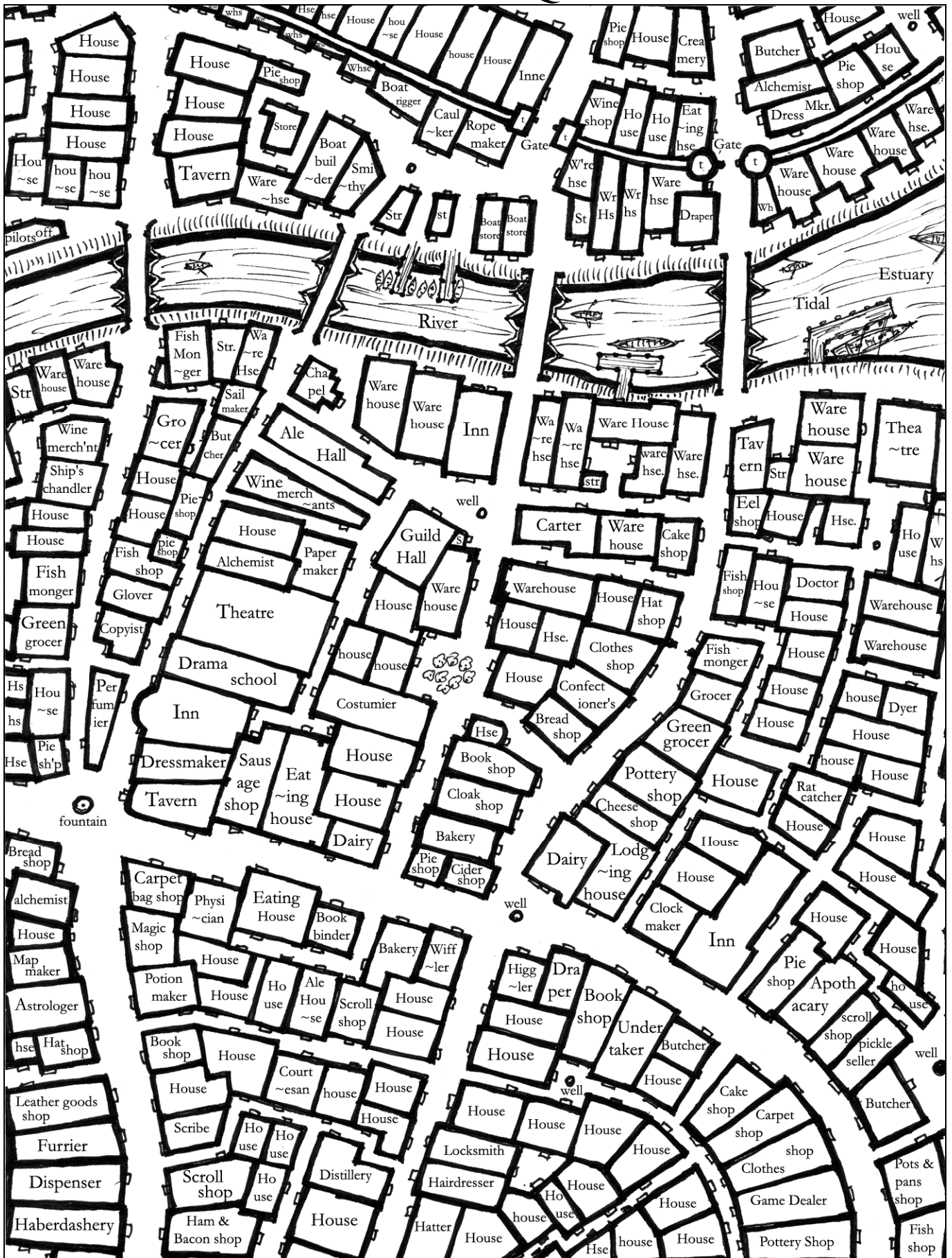


GORGLIS ~ MAP FIVE

THE STONEMASON'S QUARTER



THE THEATRE QUARTER

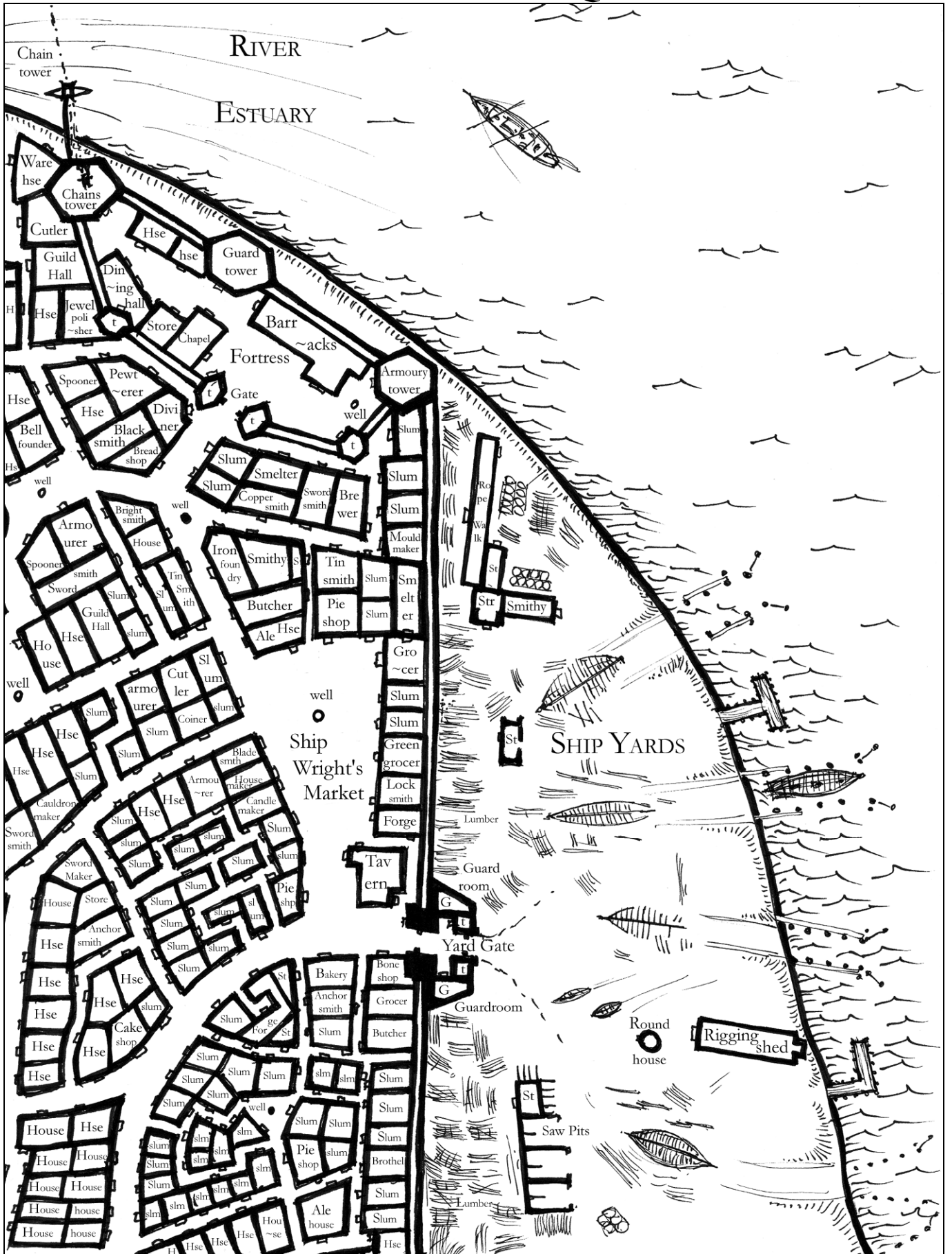


GORGLIS ~ MAP SEVEN

THE DOGE'S QUARTER

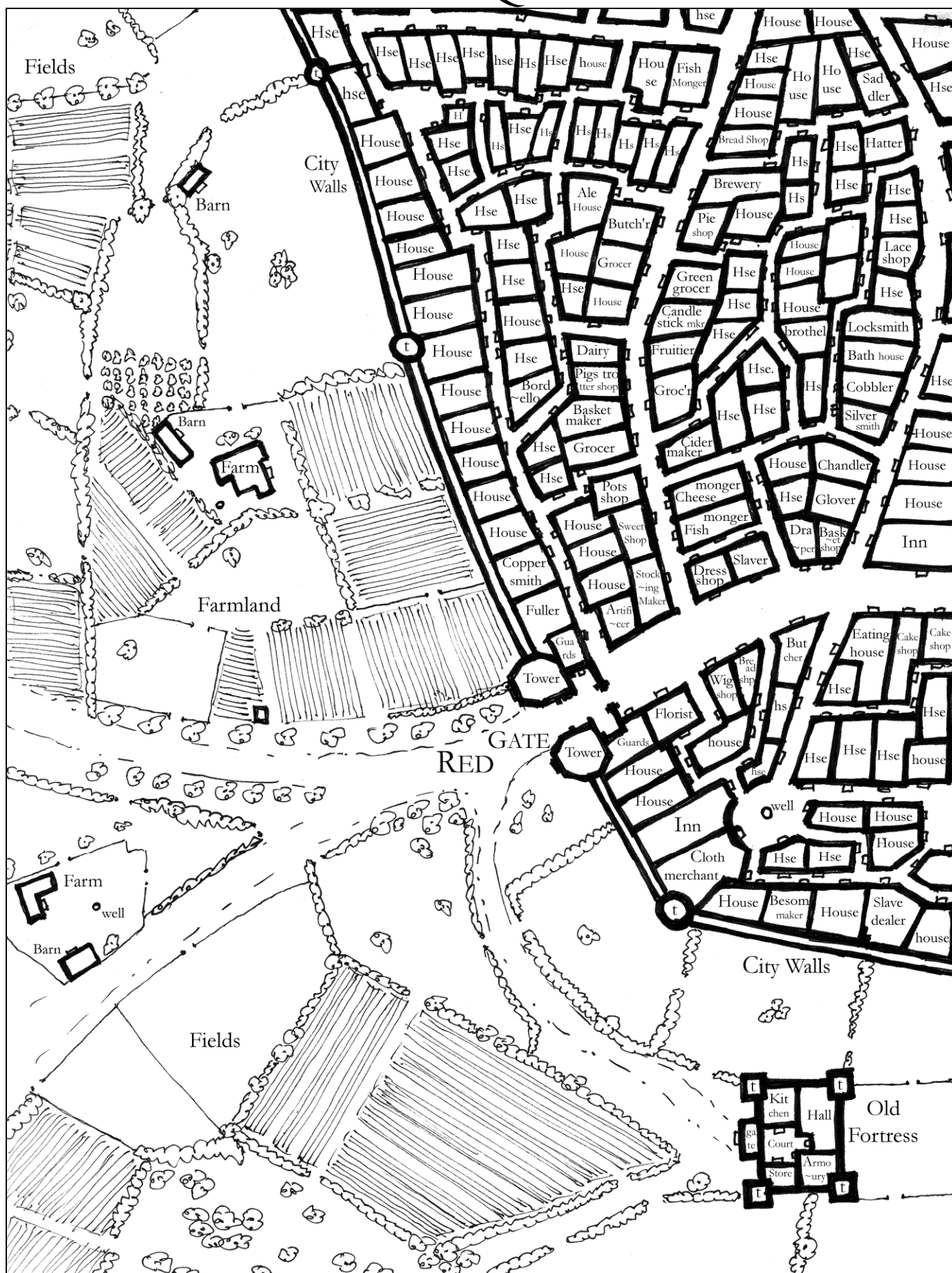


THE SHIPWRIGHT'S QUARTER

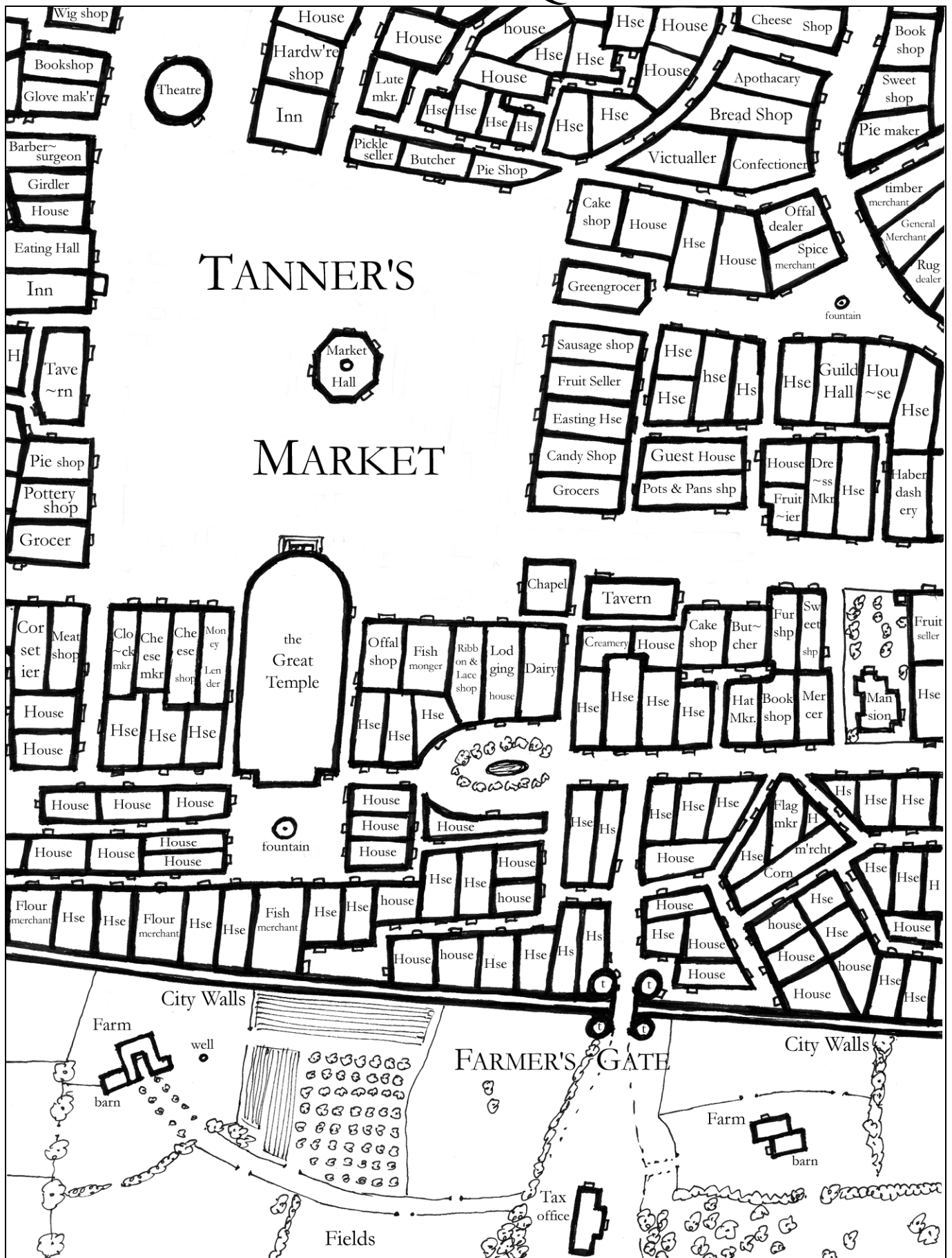


GORGLIS ~ MAP NINE

THE RED QUARTER



THE TANNER'S QUARTER

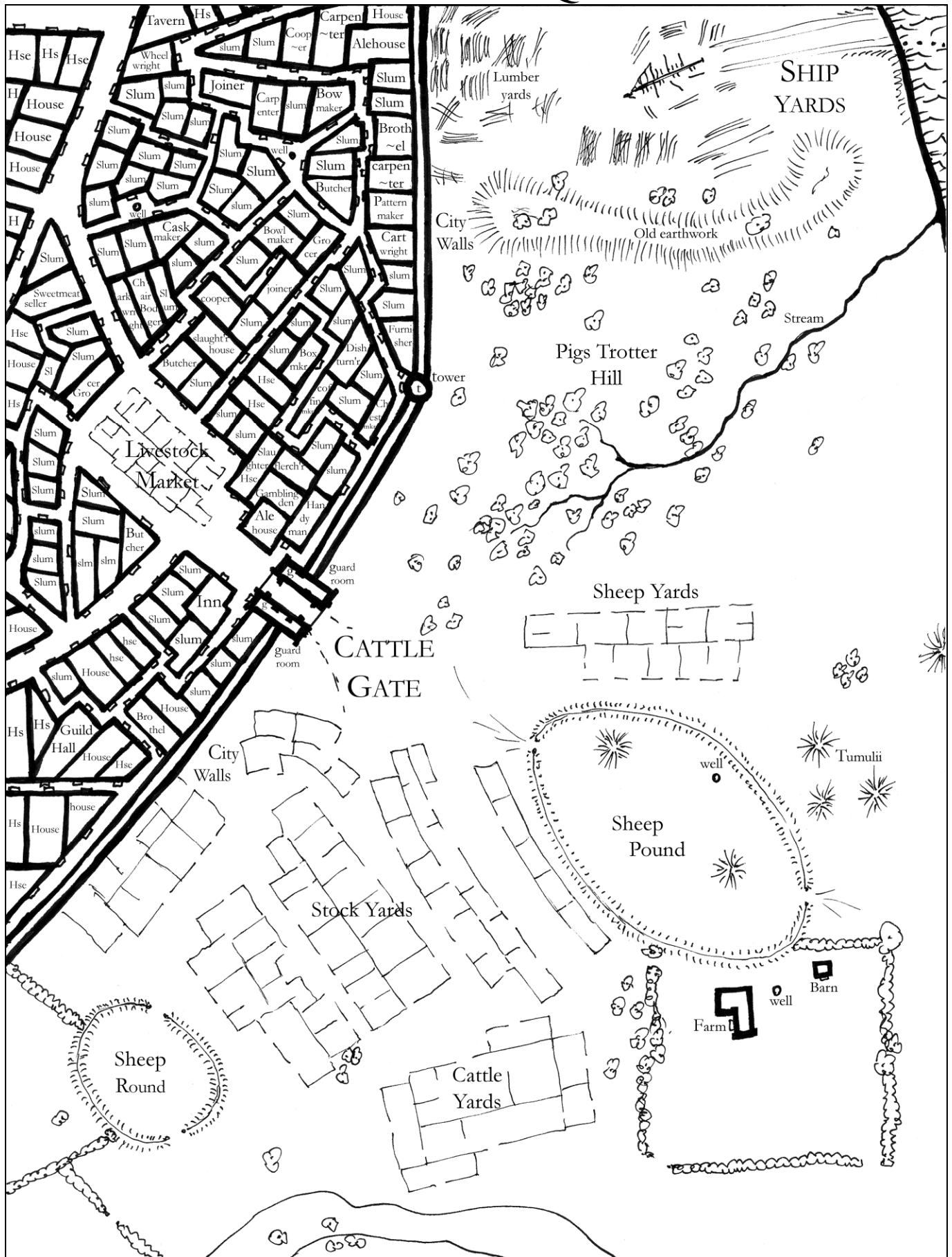


THE MEAT QUARTER



GORGLIS ~ MAP TWELVE

THE LIVESTOCK QUARTER



THE RULERS OF GORGLIS

The Merchant Princes rule Gorglis; they choose one from among their number to be overlord of this great city. Once 'elected' he is crowned 'Doge' of Gorglis. The Doge is usually the most powerful merchant and rogue in the city. Gorglis was founded upon trade and is about money; money and greed. The Doge is generally the richest, greediest and most power-hungry of all the citizens. Money is power in Gorglis, and power controls everything. This is the mantra of the Merchant Princes; the elite ruling class in this city of thieves...

There are around twenty great 'houses,' or families, in the ruling elite, and each owns at least one palace or great villa. They have many and varied business interests; anything from importing and exporting vast quantities of goods in and out of Gorglis, to owning ships, buildings (entire streets sometimes) as well as controlling great trading empires stretching insidiously for hundreds of miles from the great city in every direction. The Doge holds his title and rank, usually, for life, although a truly incompetent Doge might be voted out of office by the Great Council. In reality the other Merchant Princes are more likely to either manipulate him from behind the throne, or simply arrange for an early death (by assassination, of course; poisoning is the preferred method for unpopular Doges; blood stains on the palace steps tends to excite gossip among the masses.)

The Doge is 'advised' and guided by the Council of Nine or 'the Great Council'; these are all very powerful men and effectively appointees of the great families; the Merchant Princes or their puppets. To all intents, the Merchant Princes are the nobility of Gorglis. Often they have titles to reflect this, such titles are awarded by the Doge, with the Great Council's support or coercion. The titles don't mean much but it pleases these great and powerful men to be addressed as Duke or Baron of this or that, even though they do not have great land holdings, which would normally be the case for nobles of this rank. In other feudal states a duke or count might control a county, and a baron several. In the great city state that is Gorglis the titles are every bit as important (a duke in Gorglis could easily be four or five times more wealthy, and therefore more powerful, than a duke from any other state) but they do not have huge land holdings or peasants.

If a Merchant Prince from Gorglis wishes to conduct a war, he will do so using either hired mercenaries, or, more likely, use his vast wealth to manipulate other forces, even entire countries, to fulfil his will without necessarily dirtying his own hands into the bargain.

Below the houses of the Great Merchant Princes come the lesser merchants and guild masters; there are maybe five or six hundred householders in this class. They are the lesser nobility of Gorglis, if you like, and the equivalent to squires and knights in a feudal hierarchy. The appointed magistrates and senators from this class make up the 'Lesser Council,' which has around two hundred members. Each of the twelve quarters of the city 'elects' twelve to fourteen senators and three magistrates (the latter administer justice and law in their quarter) who all sit on the Lesser Council. Senators and magistrates are 'selected' from amongst the normal merchants and guild masters, and perhaps a few of the lower ranking relatives of the great merchant houses too. In reality the voting is rigged; only rich men can vote (to qualify they have to own property worth two thousand gold ducets; equivalent to a large villa or three or four normal town houses in the city. Money and wealth is absolutely a pre-requisite to getting elected. In addition to the voting restriction, which effectively excludes nine tenths of the population of Gorglis, the candidate is expected to 'gift' these well off voters (basically; bribe them) to vote for him.

The senators have some responsibilities for their 'quarter' of the city. The quarters vary in size and influence considerably. Each 'quarter' also raises a band of militia; volunteers who man the walls or fight for their city, should occasion arise. This can make a very formidable army indeed, if the general populace of the city feels strongly enough about the war or battle, and the majority decide to volunteer. There are also relatively small numbers of paid city guards and night-watchmen, as well as gate wardens and beadies who keep law and order, these soldiers are paid for from the city coffers.

The more powerful Merchant Princes also have any number of retainers; these can be anything from junior relatives to hired thugs and servants. In some cases these amount to small private armies which the Princes use to further their own ends, or carry out feuds with the other great houses, which are commonplace.

THE BUREAUCRACY OF GORGLIS

There is a strong and powerful army of clerks who serve the Doge and his Councils, perhaps three or four hundred in number. These civil 'servants' are lettered men, in the main, who keep track of who pays what taxes to whom and so ensure the smooth running of the city finances. A successful Doge makes sure the clerks are singing to the same tune as he, otherwise he is likely to fall from power all too swiftly. The clerks are dedicated, hard-working but often corrupt. Bribery is rampant. If a citizen of Gorglis wants to get on and does not belong to one of the great merchant families, he might seek a post in one of the Doge's Offices. He will need to find a sponsor (probably a member of one of the councils) and pay them a fee. He might then need to bribe (or 'fee' as they call it) any number of senior clerks and officials in order to get appointed. However, once he is appointed, he can reap back his considerable investment tenfold by receiving 'fees' of his own, or by 'creaming of the top' a little bit of the tax revenue he is responsible for collecting. This practise is treated magnanimously, so long as the 'cream' taken is not excessive. Up to about a tenth seems fairly normal.

A large amount of revenue for the Doge and his servants comes from duties or taxes charged on importing and exporting goods through the docks of the city. As a consequence of this, smuggling (to avoid paying these duties) is rife.

As well as collecting taxes, and as a way of keeping track of those taxes and making sure citizens and outsiders pay their dues, the Clerks and Officials of the Doge perform mammoth bookkeeping and paper shuffling tasks. Every barrel of wine coming into the city is accounted for in a ledger somewhere; if not in the Doge's official tax records, then in the secret ledger or account book of some merchant seeking to avoid paying duty. But the administration is not (yet) a brake on the growth of the city and its relentless accumulation of wealth. If a clerk gets too bureaucratic or powerful, he will come to the attention of one of the powerful Merchant Princes or even the Doge himself. Clerks can be publically flogged for various crimes, and this is used as a way of keeping them in check. A rich and powerful man can always arrange for an intractable bureaucrat to be privately beaten up by hired thugs, or even assassinated, if he proves to be too much of a nuisance. It isn't just, or fair, but it works.

Each of the twelve quarters of the city appoints three magistrates who administer the Doge's law in their quarter, these judges also have seats on the Lesser Council. Each of these three magistrates wears different coloured robes, depending on what level of crime or misdemeanour he is responsible for judging.

The Blue Magistrates (generally the most junior and inexperienced) are often called 'Blue Robes,' they deal with minor misdeeds and dish out fines; anything from a silver soldi to hundreds of gold ducets. The income from such fines is an important source of income for the Doge and his government. Blue robed magistrates judge things such as petty theft, minor violence against a fellow citizen (where no blood is spilt) and trading without a permit.

The Red Magistrates oversee the trials of serious criminals and sentence them to imprisonment, banishment from the city, public flogging or heavy fines (such as confiscating a merchant's ship or premises.) The crimes a Red Robe might be concerned about would be; failure to pay duty on imports or exports of significant value, destroying another citizen's business, premises or goods, drawing the blood of a fellow citizen but not killing them outright, by severing a limb, perhaps.

The Black Robes are ancient and experienced magistrates who have the power of life and death over the accused; a punishment reserved for some types of murder, treason and other 'capital' crimes, including 'disloyalty to the Doge and city' a favourite accusation to throw at someone who has fallen from high favour! Generally speaking, killing a fellow citizen in a fair fight or brawl, is seen as an 'unhappy outcome from a personal dispute' and does not attract the death penalty. Having someone assassinated, on the other hand, is definitely a capital crime in Gorglis. But it is usually impossible to prove who ordered the assassination and the only person likely to be sentenced to death for it is the assassin, if he or she is caught. The heads of criminals who have been executed are displayed on metal spikes adorning the two 'head spike towers' in Mutton Circus; these grim structures dominate the main south gateway into the city and are a gruesome reminder to newcomers of the consequences of falling foul of a black robed magistrate in Gorglis!

Informers are an important source of information for the Magistrates and are the main way in which felons are brought to justice. Since paying a fee for 'snitching' is an acceptable way for criminals to be accused, false accusations are commonplace and corruption endemic.

THE BUILDINGS OF GORGLIS

Many of the superior buildings in the city are built of local stone, which is a yellowy-grey limestone. The poorer sort of dwelling is timber-framed with wattle and daub or rubble in-fill. Nearly all of the roofs are of clay tiles, thatch being unpopular because of the risk of fire. Some houses have stone slates and a few have oak shingles but the former are rare because the building needs to be so much stronger to take the weight. Oak trees are fairly hard to find around Gorglis, since most have been chopped down and used for shipbuilding ages ago, so the people have to import timber in large quantities from elsewhere.

A typical Gorglisian house is of four or five floors, each overhanging the one below by up to a foot. This means that in narrow alleys the upper stories almost touch and it is quite easy to climb from one upstairs window to another across the street, without descending any stairs. Most houses have small windows, secured against the weather and intruders by strong wooden shutters, these are barred on the inside, and for good reason. Glass is quite rare in windows, generally being held to be of more use to make drinking vessels for wine and beer rather than for letting light into a room. The fashion for glass windows, so popular in Imradd, has not yet spread to Gorglis in the North. For some reason there are also very few towers in Gorglis, this may be because of the foul weather they have in winter or simply that their masons know not how to build buildings of more than six floors or so.

On the ground floor of most houses in Gorglis the shop or workshop of the owner can be found. Here things are made and sold. An apprentice might have his quarters under a bench, surrounded by the tools of his trade. Often the front of the house has a large opening, secured at night by a wide board. This can be dropped down during the day to make a display area for the householder's goods; things he makes or sells from the premises. It is common to have a trapdoor leading down to a damp cellar where foodstuffs are stored (and eaten by rats) in the cool darkness. Above the 'shop,' on the first floor, can be found the principal living chamber where a fire is likely to be found alight at all times. Here all cooking, eating and entertaining is carried out. On the second floor will be found the bed chamber in which the master and his wife sleep. On the third and fourth floors are more sleeping chambers for children and servants, and sometimes another workshop or even a study.

Attics are almost always used as rooms, with several dormer windows looking over the higgledy-piggledy skyline of the city. Poorer houses do not have a yard and gardens are almost unheard of. The back door, if there is one, usually leads straight out into another street or alley.

The byways are generally cobbled with stones of varying size which slope towards the centre where a gutter takes away rain water and waste. The gutters all ultimately empty into the river. Since all human and animal waste in the city ends up in these gutters, they can be most foul. In the better sort of areas apprentices can be seen washing and sweeping the streets clean in front of their master's shops every morning.

Many of the streets in Gorglis are narrow, where a small cart can pass along, in one direction, without touching the walls on either side. Some alleys are so narrow that two people have difficulty passing without brushing against one another. Often the narrow streets open out into a passing place or small square with a well, fountain or statue. Here there is sufficient room for carts and people to pass. Needless to say, the roads of Gorglis are very crowded in the daylight hours and pick pocketing is rife.

DOCKS, GUILDS AND TRADE

The Docks

The docks of Gorglis are crucial to the City's wealth and prosperity. Trade and commerce are the life blood of the state and the Docks are the pumping heart of the city. As well as sea-going ships, there are plenty of ferries providing easy access from the north to the south bank and up and down the river, plus water taxis, barges and lighters taking goods and passengers upstream and inland. The bridges on the eastern side of the city are also busy and crowded, at least in the daytime.

A huge fleet of great cogs, galleons and lesser trading coastal vessels operate from the extensive docks in the eastern quarters of Gorglis, from whence they set out for many lands, near and far. Gorglis is a powerful maritime city state dedicated to trade and profit, and is independent of any King or Emperor.

Guilds

Guilds are important in Gorglis, as in any medieval town or city. Each trade has its own guild, some are hugely powerful and influential, others obscure and insignificant. The most important guilds are called 'Liveried Companies;' their officers and masters wear uniforms (or livery,) carry paraphernalia and wear metal 'badges of office' as evidence of their status. There are craft guilds, of course, and merchant guilds (which are often influential and powerful, since they count among their members some of the Merchant Princes.) More obscurely there are 'Thieves' Guilds, the Assassins Guild and so on. The Codpiece Maker's Guild might well be the smallest, with only two members (one master and one journeyman) whereas the 'Great Merchant's Guild of Gorglis' has hundreds of members, including some of the most prominent Merchant Princes in the city, and is a significant force to be reckoned with in the politics of Gorglis, by all accounts.

Trade

Trade is fundamental to the survival and success of Gorglis as a city state. The fields and farmland around the city barely grow enough food for the population of the city and certainly do not produce a significant excess which could be sold to other countries and markets. Similarly, there are many artisans and makers of this and that in the city; from silversmiths to sword smiths, broom makers to cloth weavers. But they are, for the most part, employed in meeting the needs of their fellow citizens and little of what they produce is sent abroad. What really makes Gorglis tick is the trade carried out by the merchants; high and low, most of it which is transported in the vast fleet of great cogs and coastal trading vessels that are based in the city. The merchants invest their capital in buying, say, furs from the North. These might be brought back to Gorglis, processed into garments and then either sold in the city or exported to other lands. Or it might be spices from the south, bought in bulk and then stored in the dockside warehouses before being sent out again to any one of hundreds of towns, countries and states, where the goods are sold for high prices; many times the amount the merchant paid for them in the first place. This is where the profits lie. No other city, town or state can compare with Gorglis, when it comes to trade and commerce.

In Gorglis the coiners mint gold ducats and silver soldi (commonly called 'soldiers') under licence from the Doge and there are huge numbers in circulation. Obviously the stamping of coins is strictly controlled. The coins from Gorglis are found all across the region, for hundreds of miles in every direction, and are similar in value to the equivalent coins of Imradd and the Empire.

RESIDENTS OF GORGLIS

There are four types of 'house' or home in Gorglis these have been broadly categorised as:

Palaces; The palatial home and headquarters of a Merchant Prince and his family, often built in ornate styles with many decorative features; pillars, towers, domes and so forth.

Mansions; Large and luxurious houses, with several staircases and many rooms. These are the homes and places of business of the untitled Merchants and high ranking Guild Masters.

Houses; These town houses can be either the place of business of the householder and his family and are marked on the maps as such (e.g. 'Butcher') or, they can be homes only, where the householder does not carry out some sort of trade from his house, in which case they are marked simply as 'house' on the maps.

Slums; Finally there are 'Slums' these are poorer dwellings, usually with multiple occupants; poverty stricken workers, vagabonds and other scum who have no fixed place of business, pay rents (sometimes) and move on fairly quickly.

Many of the buildings on the maps are marked as a place of business, e.g. 'butcher.' In this case the occupants are likely to be the butcher himself, his wife, children, maybe some elderly relatives and possibly an apprentice or two. If he is successful he might have one or two live in servants but is more likely to employ 'daily' staff who would live elsewhere, probably in one of the slums. Not all tradesmen have servants or family and a few live and work alone in their house.

In the Palaces and Mansions, most of the residents are, in fact, servants and staff, including guards and the like.

The following lists have been grouped into blocks of 100 to a page, so that you can use them for encounter tables (for when, in Role playing Games, the players enter a building and you want to establish whom they might meet) or can easily be adapted for street encounters. You will need percentage, percentile or a pair of ten sided dice for this. It is important to use each of the tables (if there are several for the category of building be visited) so that a balanced spread of residents is encountered.

The following tables list the people who might live in buildings where an obvious trade is not carried out; those marked as either; 'Palace, Mansion, House or Slum' on the maps. The type of occupants will be influenced by the quarter the building is in, as well as the size and status of the building. For example; there is a far greater likelihood of a sailor or dockworker living in a slum dwelling near the river than in a house or mansion in the Noble Quarter or the Meat Quarter. But there are no rigid rules and although groups of people who work in similar trades tend to congregate in one quarter, they can be scattered randomly throughout the city.

Note that these tables only list the occupations of residents of the city ~ which is why you will not find farmers, farm workers and the like here. But those people can easily be encountered in the streets, so you may want to add another list of 'outsiders' encountered in the streets; visiting merchants, farmers, farm workers bringing produce to market and so on.

Note also that the racial origins of the encountered resident has not been specified ~ this is to allow you to adapt the city to your own world. In its original setting of the Hidden Realms there are large numbers of Dwarves present, quite a lot of Elves and even a few Goblins and Trolls. This is all up to you. Feel free to use the lists as you like, or create your own!

RESIDENTS OF PALACES & MANSIONS IN GORGLIS

Palaces

00	Assistant Cook
01	Baron
02	Baroness
03	Bodyguard
04	Chaplain
05	Chef
06	Dairy Maid
07	Dowager
08	Duchess
09	Duke
10	Falconer
11	Food Taster
12	Footman
13	Gardener
14	Governess
15	Groom
16	Guard
17	Herald
18	Jester
19	Kitchen Boy
20	Lady
21	Lady's Maid
22	Laundry Maid
23	Lord High Executioner
24	Lord
25	Maid
26	Master of Hounds
27	Night Watchman
28	Nurse Maid
29	Nursery Maid
30	Page
31	Palace Guard
32	Pastry Chef
33	Porter
34	Prince
35	Princess
36	Scullery Maid
37	Scullion
38	Stable Boy
39	Steward
40	Turnspit
41	Valet

Mansions

42	Abbot
43	Admiral
44	Advisor to the Doge
45	Assistant Cook
46	Bailiff
47	Banker
48	Bishop

Palaces

49	Bodyguard
50	Cardinal
51	Chamberlain
52	Chancellor
53	City Official
54	City Treasurer
55	Cloth Merchant
56	Cook
57	Corn Merchant
58	Cup Bearer
59	Dairy Maid
60	Dock Master
61	Doctor
62	Esquire
63	Exchequer
64	Fish Merchants
65	Flour Merchant
66	Fur Merchant
67	Gardener
68	General Merchant
69	Gentleman
70	Gold Smith
71	Guard
72	Guild Master
73	High Priest
74	Jeweller
75	Judge
76	Kitchen Boy
77	Knight
78	Lady
79	Lady's Maid
80	Laundry Maid
81	Lawyer
82	Magistrate
83	Maid
84	Marshal
85	Milk Maid
86	Money Lender
87	Nurse Maid
88	Nursery Maid
89	Porter
90	Scullery Maid
91	Silk Merchant
92	Silver Smith
93	Sorcerer
94	Spice Merchant
95	Squire
96	Stable Boy
97	Theatre Owner
98	Timber Merchant
99	Wine Merchant
00	Wool Merchant

RESIDENTS OF TOWN HOUSES IN GORGLIS (I)

Houses	Resident	Houses	Resident
01	Academic	51	Cake Seller
02	Actor	52	Candle Maker
03	Administrator	53	Candlestick Maker
04	Alchemist	54	Cape Maker
05	Alderman	55	Captain of the Guard
06	Alehouse Keeper	56	Carpenter
07	Anchor Smith	57	Carpet Bag Seller
08	Antiques Dealer	58	Carpet maker
09	Apothecary	59	Carter
10	Apprentice	60	Cartographer
11	Architect	61	Cartwright
12	Arkwright	62	Cask Maker
13	Armourer	63	Cauldron Maker
14	Artificer	64	Caulker
15	Artist	65	Cavalryman
16	Assassin	66	Cellarer
17	Astrologer	67	Chandler
18	Astronomer	68	Chaplain
19	Auctioneer	69	Cheese Maker
20	Axe Man	70	Cheese Seller
21	Baggage Maker	71	Cheesemonger
22	Baker	72	Chef
23	Barber Surgeon	73	Chest Maker
24	Bard	74	Churchman
25	Beadle	75	City Officer
26	Bee Keeper	76	Cleric
27	Bell Founder	77	Clerk
28	Blacksmith	78	Cloak Maker
29	Blade Smith	79	Clock Maker
30	Boarding Officer	80	Clothier
31	Boat Builder	81	Coastal Trader
32	Boat Rigger	82	Cobbler
33	Boatswain	83	Coiner
34	Book Seller	84	College Bursar
35	Bookbinder	85	Confectioner
36	Bookkeeper	86	Constable
37	Boot Maker	87	Cook
38	Bosun	88	Cooper
39	Bottler	89	Copper Smith
40	Bow Maker	90	Copyist
41	Box Maker	91	Corset Maker
42	Brewer	92	Costumier
43	Bright Smith	93	Courtesan
44	Buckler	94	Coxswain
45	Builder	95	Crossbow Maker
46	Burgess	96	Crumhorn Player
47	Burgher	97	Cutler
48	Butcher	98	Dancer
49	Butler	99	Dispenser
50	Button Maker	00	Distiller

RESIDENTS OF TOWN HOUSES IN GORGLIS (II)

Houses	Resident	Houses	Resident
01	Diviner	51	Iron Founder
02	Doctor of Physick	52	Jailer
03	Draper	53	Jewel Polisher
04	Dress Maker	54	Jobber
05	Dresser	55	Joiner
06	Dyer	56	Journeyman
07	Enchanter	57	Lace Maker
08	Engineer	58	Lancer
09	Excise man	59	Land Agent
10	Executioner	60	Leather Goods Seller
11	Explorer	61	Leech
12	Farrier	62	Librarian
13	Fishmonger	63	Locksmith
14	Flag Maker	64	Luggage Maker
15	Florist	65	Lute Maker
16	Fruitier	66	Lute Player
17	Furbisher	67	Mage
18	Furnisher	68	Magician
19	Furniture Maker	69	Man at Arms
20	Furrier	70	Map Maker
21	Game Dealer	71	Marine
22	Gamekeeper	72	Masseur
23	Gilder	73	Master Mason
24	Girdler	74	Master
25	Glazier	75	Meat Seller
26	Glove Maker	76	Mercenary
27	Glover	77	Mercer
28	Green Grocer	78	Midwife
29	Grocer	79	Miller
30	Haberdasher	80	Milner
31	Hair Dresser	81	Minstrel
32	Harbour Master	82	Money Lender
33	Hat Maker	83	Mosaic Maker
34	Hatter	84	Mould Maker
35	Haulier	85	Mounted Sergeant
36	Hay Monger	86	Music Tutor
37	Helmsman	87	Musician
38	Herbalist	88	Mystic
39	Hero	89	Nail & Screw Maker
40	Horn Blower	90	Navigator
41	Horse Dealer	91	Nun
42	Hose Maker	92	Nurse
43	Hosier	93	Old Sea Dog
44	Hosteller	94	Outfitter
45	House Wright	95	Packhorse Man
46	Hunt Master	96	Packsaddle Man
47	Hunter	97	Painter
48	Huntsman	98	Pamphleteer
49	Illuminator	99	Pannier Man
50	Inn Keeper	00	Paper Maker

RESIDENTS OF TOWN HOUSES IN GORGLIS (III)

Houses	Resident	Houses	Resident
01	Parson	51	Shoe Maker
02	Pattern Maker	52	Shoe Seller
03	Pawnbroker	53	Siege Engineer
04	Perfumer	54	Singer
05	Pewterer	55	Slave Dealer
06	Physician	56	Smith
07	Pilot	57	Soap Maker
08	Pimp	58	Spearman
09	Player	59	Spy
10	Plumber	60	Star Gazer
11	Poet	61	Steersman
12	Portraitist	62	Stocking Maker
13	Potion Maker	63	Stone Carver
14	Pots & pans Seller	64	Stone Cutter
15	Potter	65	Stone Mason
16	Priest	66	Story Teller
17	Printer	67	Sweet Seller
18	Professor	68	Sword Maker
19	Prospector	69	Sword Smith
20	Puppeteer	70	Swords Master
21	Purse Seller	71	Swordsman
22	Purser	72	Tailor
23	Quarryman	73	Tallyman
24	Quill Maker	74	Taverner
25	Rector	75	Tax Collector
26	Reeve	76	Teacher
27	Ribbon Maker	77	Tin Smith
28	Rope Maker	78	Torturer
29	Roper	79	Town Crier
30	Rug Dealer	80	Trader
31	Rug Maker	81	Treasurer
32	Saddler	82	Trumpeter
33	Sail Maker	83	Undertaker
34	Sapper	84	Upholsterer
35	Sauna Attendant	85	Verger
36	Sausage Maker	86	Victualler
37	Scholar	87	Waggonier
38	School Keeper	88	Waiter
39	Scribe	89	Waitress
40	Scrivener	90	Warden
41	Scroll Seller	91	Warder
42	Sculptor	92	Watch Man
43	Sea Captain	93	Watchmaker
44	Sergeant	94	Wheelwright
45	Sexton	95	Wig maker
46	Ship Builder	96	Wizard
47	Ship's Captain	97	Woodblock Maker
48	Ship's Chandler	98	Writer
49	Ship's Surgeon	99	Yardman
50	Shipwright	00	Yeoman

RESIDENTS OF SLUM HOUSING IN GORGLIS (I)

Slums	Resident	Slums	Resident
01	Acrobat	51	Delivery Boy
02	Alewife	52	Dish Turner
03	Archer	53	Ditcher
04	Ash Man	54	Dock Hand
05	Bag Man	55	Dog Handler
06	Barbarian Warrior	56	Dog Whipper
07	Bargeman	57	Donkey Man
08	Barman	58	Door Keeper
09	Basket Maker	59	Door Ward
10	Basket Man	60	Drayman
11	Bath House Attendant	61	Drover
12	Bear Baiter	62	Druid
13	Beggar	63	Drummer
14	Bellows Boy	64	Dung Collector
15	Besom Maker	65	Eel Man
16	Bird Catcher	66	Faker
17	Board Hewer	67	Feather Dresser
18	Bondsman	68	Fence Maker
19	Bone Picker	69	Fettler
20	Boot Boy	70	Fiddler
21	Bowl Man	71	Fisherman
22	Bowman	72	Fletcher
23	Braider	73	Flower Seller
24	Brick Maker	74	Forge Man
25	Broom Maker	75	Forger
26	Brush Maker	76	Fowler
27	Buccaneer	77	Fraudster
28	Cabin Boy	78	Friar
29	Cadger	79	Fruit Seller
30	Candy Man	80	Fuller
31	Card Shark	81	Fur Seller
32	Carder	82	Gaffer
33	Carpet Weaver	83	Gambler
34	Cattle Thief	84	Gangs Man
35	Cattleman	85	Gipsy
36	Chair Bodger	86	Glass Blower
37	Charcoal Burner	87	Goat Carriage Man
38	Charwoman	88	Goose Herder
39	Chimney Sweep	89	Grave Digger
40	Cider Maker	90	Grazier
41	City Guard	91	Guard
42	Clay Man	92	Guttersnipe
43	Cock Fighter	93	Gymnast
44	Codpiece Maker	94	Hag
45	Coffin Maker	95	Handyman
46	Con Artist	96	Hangman
47	Crabber	97	Harlot
48	Dancing Bear Keeper	98	Hawker
49	Dealer	99	Hemp Heckler
50	Deck Hand	00	Herdsmen

RESIDENTS OF SLUM HOUSING IN GORGLIS (II)

Slums	Resident	Slums	Resident
01	Hewer	51	Rover
02	Higgler	52	Rower
03	Honey Dipper	53	Rug Man
04	Horse Thief	54	Runner
05	Hostler	55	Sailor
06	Hurdle Maker	56	Sawyer
07	Husbandman	57	Scrubber
08	Informer	58	Seaman
09	Juggler	59	Serving Wench
10	Knapper	60	Shanty Man
11	Lamp Oil Man	61	Sheep Shearer
12	Laundress	62	Shepherd
13	Layabout	63	Skinner
14	Ledger man	64	Slaughterer
15	Lighter Man	65	Smelter
16	Lobster Man	66	Smuggler
17	Longbow Man	67	Soldier
18	Lout	68	Spinner
19	Lumber Man	69	Spinster
20	Messenger	70	Spooner
21	Milk Seller	71	Steeplejack
22	Miner	72	Stevedore
23	Moll	73	Street Seller
24	Monk	74	Street Vendor
25	Net Maker	75	Swain
26	Night Soil Man	76	Sweetmeat Seller
27	Oarsman	77	Swineherd
28	Offal Seller	78	Tanner
29	Oyster Dredger	79	Tapster
30	Peddler	80	Tapster
31	Pickle Seller	81	Thief
32	Pie Maker	82	Thresher
33	Pie Man	83	Thug
34	Pie Seller	84	Tile Maker
35	Pig Herder	85	Tinker
36	Pirate	86	Toe Rag
37	Plate Maker	87	Top Sawyer
38	Porter	88	Trencherman
39	Post Boy	89	Trickster
40	Pot Boy	90	Trotter
41	Prisoner	91	Water Boatman
42	Prostitute	92	Water Carrier
43	Rag & Bone Man	93	Water Seller
44	Rag Man	94	Weaver
45	Rat Catcher	95	Wench
46	River Boatman	96	Whore
47	River Man	97	Wiffler
48	Riveter	98	Winkle Picker
49	Rogue	99	Witch
50	Roofer	00	Wood Cutter

THE STREET NAMES OF GORGLIS

Below you will find several pages of street names that you might care to use for Gorglis. Most of the street names listed are genuine medieval (English) street or road names, although a few are tongue in cheek fantasies, which have been included just for fun! There are over six hundred names for you to choose from, more than actual exist in Gorglis itself.

The streets, roads and alleys on the maps have intentionally not been named, for several reasons; Firstly, by naming the streets and thoroughfares yourself you can give the city a unique flavour to suit your own particular campaign. Secondly, in medieval times there were no 'street atlases' nor were street signs, giving the name of the street on a permanent sign, used much until the eighteenth century. Streets and roads were named but it was usually only by word of mouth or verbally and they changed often, some streets had several names at once and so on.

Feel free to use some, all or none of the names listed, just as you like. We hope you enjoy this atlas of Gorglis; a fantastic, intricate, demanding, infuriating and massive medieval fantasy city! I have enjoyed drawing it and hope it brings you pleasure too.

Cornelius Clifford

At the sign of the Hanged Duck
Gorglis

STREET NAMES OF GORGLIS

Abbey Fields	Binkwold Lane	Chapel Lane	Deadman's Hill
Abbey Green	Bird in the Hand Street	Chapel Street	Deadmeat Market
Abbey Lane	Bishop Lane	Charterhouse Lane	Deep Grove
Abbot's Close	Bishop's Corner	Charters Lane	Depressing Street
Abbot's Reach	Bishops Dings	Cheap Street	Diggle's Mount
Admiral Street	Bishops Walk	Cherry Tree Lane	Ding Flags
Albert Terrace	Black Breath Row	Chittlin Row	Dingle Dell
Alford Way	Black Dirt Lane	Church Lane	Dog and Duck Lane
Alforth Street	Black Friar Lane	Church Row	Dog's Breath Road
Almott Lane	Blackberry Path	Civil Ferment lane	Doge Alley
Anchor Way	Blackear Street	Clapgate	Doge's Approach
Angry Alley	Bleach Yard	Cobbler Passage	Doom Alley
Anvil Street	Blind Durk Street	Cock Pit Hill	Dovecot Street
Apothecary Lane	Blister End	Cockinthepit Alley	Dragon Street
Apple Alley	Bloody Hand Street	Cockle Alley	Dribbleback Lane
Apple Orchard Street	Bluebay Hill	Coin Street	Drifter place
Appleby Lane	Bluthering Street	Cookingate Place	Driving Lane
Arch Street	Bob's Street	Cooper Lane	Dross Street
Archery Street	Bog Hill	Cooper's Drubble	Drovers End
Arrears Alley	Boggle Lane	Corn Exchange	Drovers Way
Asger Lane	Boot Hill	Corn Hill	Dry Parson's Ride
Audit Alley	Bottom Garden	Corn Market	Duke's Street
Auger Lane	Bottom Road	Cottingham Road	Duncumb Street
Axe Street	Bowbridge Lane	Cough Street	Dungheap Street
Back Alley Stairs	Bradwell Gate	Couper Lane	Dwarf Street
Back Bridge Street	Bradwell Lane	Coyner Lane	Dyer Lane
Back lane	Brains Alley	Crab Alley	East Green
Back Street	Bridal Path	Creature Street	Eastgate
Buckthorn Alley	Bridge Street	Creeping Pox Street	Eastwood
Bad Auspices Row	Bullaxe Lane	Cringe Street	Elf Grove
Badger's Rest	Burton lane	Crock Hill	End Croft
Bakehouse Lane	Butcher's Corner	Cross Bridge	End of the Road Corner
Baker Lane	Butcher's Lane	Cross Fair	Endfield Lane
Baker's Row	Butcher's Row	Cross Garths	Fair Bottom Hill
Barking Lane	Butchery Street	Cross Lane	Fangfoss Lane
Barley Holme	Butt Lane	Cross Street	Far Sight Lane
Batsbreach Hill	Butter Street	Crumble Heights	Far Street
Beak Street	Button Street	Crumbofcomfort Lane	Farrier Lane
Bear Alley	Byrdhall lane	Crying Alley	Fat Hog Circus
Bearpit Alley	Calf's Foot Lane	Cuckingstool Lane	Fatdung Street
Beaver Road	Campfield Street	Cuckold Street	Fatpie Street
Backside North	Captain Lane	Cuckstool Pit	Fermentation Street
Bed Row	Carnage Street	Cunning Plan alley	Fibble Street
Beggar's Row	Cartwright Lane	Cutpurse Alley	Fiddle Street
Beggar's Reach	Castle Street	Dalton lane	Figgy Pudding Road
Bell View	Catcough Alley	Dark Path	Figham Street
Bellman Lane	Catfoss Lane	Darkspittle Lane	Fish Head Alley
Beyond the Pale	Causeway Lane	Dead Apostle Street	Fish Market
Bibble Bobble Street	Champney Road	Dead Hand Alley	Fisherman's Lane
Biggun' Road	Change Lane	Dead Lane	Fishmarketgate
Bilious Barton	Chantry Lane	Dead Rat Passage	Flemingate

STREET NAMES OF GORGLIS

Flim Gribble	Grimble Road	Jordan Lane	Longwobble Lane
Flimm Gibbet	Grovehill	Keldgate Lane	Lord's Manor Hill
Flinton Lane	Grovehill Green	Keldgate Street	Lordsblessing Lane
Floppers Dross	Grovehill Low Lane	Killing Orchard	Lordsford
Flumping Lane	Grovel Lane	Killingberry Street	Lordsmill Street
Fordton Lane	Grumble Alley	King's Circus	Lothar's Beach
Fore Street	Gryphon Row	King's Quadrant	Love Lane
Forester Street	Hair of Hide Street	King's Spit Alley	Lover's Lane
Fortress Street	Hair of the Dog Alley	Kings Puddle	Low Bridge
Foundry Lane	Hair Street	Kirk Lane	Low Lane
Fountain Street	Haire Lane	Kitchen Lane	Lumbert Lane
Fox lane	Halibut Street	Knackers End	Lumphammer Lane
Foxy Street	Hammer Street	Knight's Close	Lund Gate
Freak Street	Hangman's Row	Knight's Corner	Lurk lane
Free Lane	Harbour Way	Knightstone Hill	Lurt Gate
Friar's Corner	Harrald Lane	Lady Church Lane	Lynchgate
Friar's Lane	Hat Street	Lady Grove	Mad Passage
Friar's Minor	Hayrick Lane	Lady of the Night Alley	Madam's Way
Fulsome End	Headless Street	Ladygate	Madge Street
Fumble Parade	Headspike Street	Lair Gate	Maid's Corner
Fynton Lane	Heartless Street	Lairgate	Makefray Lane
Gelly Lane	Heathgate	Lamb Street	Manor Lane
Gibbet Hill	Hellgarth Road	Landlubber Street	Manor Road
Gilesgate	Hellgate Street	Laundress Lane	Mariner's Parade
Glade Hill	Hells Garth	Lathebridge	Market Lane
Glover Row	Henfold Bottom	Lathegate	Meat on a Stick Corner
Glum Truckle	Hengate	Laundress Lane	Meatfray Lane
Goatherd Street	Herald Lane	Laundry Lane	Mercer Row
Goblin Coombe	Herbert Lane	Leeming Lane	Mercer Street
Goblin's Surprise Lane	Higgle Street	Leer Street	Merchant's Row
Gode Lane	High Cross	Leg of Mutton Lane	Merryman Lane
Godechep Lane	High Reach	Legless Street	Midden Street
Godfearing Street	High Street	Lesser Frubble Street	Middling Lane
Godric Lane	Highgate	Lighterman Street	Middle Lane
Goforth Hill	Hillgate Alley	Lightfoot Street	Middlemarsh Flutch
Goggemire Lane	Hobgoblin Alley	Lingate	Mill Dam Drain
Gold Street	Hoggle Street	Lion Lane	Mill lane
Golden Arcade	Hog's Fettle	Little Bridge Street	Mills Cut Bridge
Golden Lane	Holderness Road	Little Devil Street	Minster Moorgate
Goodness Street	Holdgate	Little Grovel lane	Minster Street
Gothish Place	Holme Church	Little Nesting Way	Minster Yard North
Goth's Lane	Holme Church Lane	Littlepath Street	Minster Yard South
Grass Lane	Home Church lane	Livestock Market	Molescroft Lane
Grassy Lane	Hooper's Row	Lobley Lane	Molls Place
Grayburn Lane	Horn's Lane	Lobotomy Street	Money Street
Great Grove	Horrible Row	Lombard Lane	Monster Street
Great Grovehill Lane	Horse Fair	Long Con Street	Mortician Street
Great Trick Street	Hundgate	Long Drain Street	Murder Alley
Greater Wally Street	Hyegate	Long Lane	Murder Mile
Greenberry Grove	Jack's Lane	Long Middle Street	Murton Lane
Greystoke Lane	Johnson's Lane	Long Reach	Mutton Circus

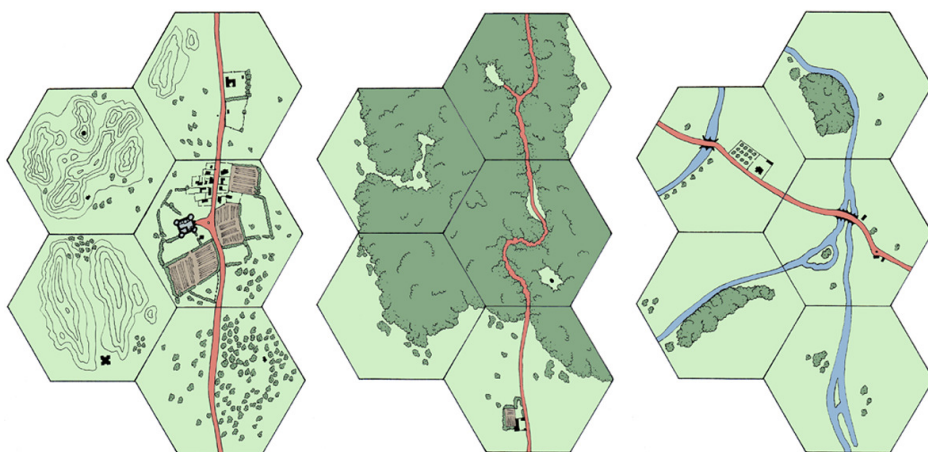
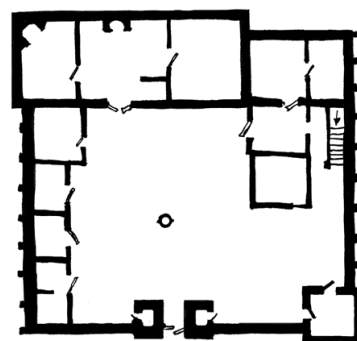
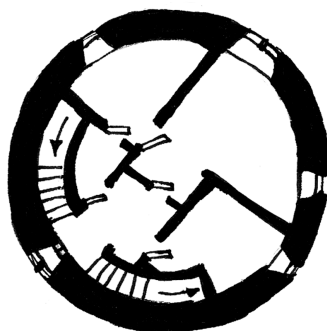
STREET NAMES OF GORGLIS

Mutton Lane	Payne Lane	Silvermaster's Street	Tom's Way
Mutton Pie Alley	Pennyman Lane	Simpsons Lane	Tooth Alley
Naddir Lane	Picklehill Lane	Skipper Lane	Tooth Lane
Narrow Lane	Pickled Herring Street	Slee Lane	Top Hill
Narrow Lane	Pie Street	Slitgut Street	Top Lane
Neap Street	Piestocker Hill	Sloe Lane	Town Ditch
Neat Street	Pigbell Lane	Slug Street	Tree Lane
Neatedrete Lane	Piggs Trotter Hill	Slutt Lane	Trinity Lane
Neatherd Lane	Pighill Lane	Slutwell Lane	Troll Gavel
Neddar Lane	Poleaxe Street	Smelly Street	Troll Street
Nell's Path	Poleaxe Terrace	Smith Hill	Troth Lane
Nestofshilling Street	Pork Pie Row	Smith Row	Turnpike Lane
Nete Bridge	Potter Hill	Smith Street	Under Wall
Nettleflitch Lane	Potter Lane	Smithy Corner	Unicorn Street
New Walk	Pottergate	South Market	Upper Clock Hill
Newbegining Street	Pox Street	South Moorgate	Upper Town
Night Path	Pretty Face Street	South Quay	Vale Gardens
Nomansland	Pudding Lane	Southbargate	Vest Street
Nook Heights	Pump Street	Southernmarket	Vicar Lane
Nook Street	Queen's Gardens	Spencer Street	Walker Beck
North Bar	Queensgate	Sperryfold Hill	Walker's Gate
North Bar Within	Quipple Street	Spice Road	Waltham Fields
North Quay	Rascal Lane	Spiggot Dell	Waltham lane
North Street	Rascal Street	Spitroast Circle	Watergate
North View	Rat Alley	Spode Square	Wayland Grove
Northwood Ferris	Rattish Row	Spurious Street	Wayoffcourse Passage
Noseridge Hill	Raw Lane	Spurryer Lane	Weeping Lane
Nout Bridge	Readymoney Fields	Spy Alley	Well Lane
Nuffin Doin' Lane	Redrag Lane	Spynes Lane	Wellsbottom
Offalgate	Register Street	St Giles Croft	West Cove Street
Old Buildings	Riding Fields Lane	St Giles Lane	West Quay
Old Chancellor's Street	Rotton Row	St Thomas Chapel Lane	West Ride
Old Cove Hill	Sail's Place	Stickleback Passage	West Road
Old Hall Place	Saint Marygate	Straw Lane	Westwood
Old Harbour Street	Salt Cellar Hill	Strawberry Hill	Wheatsheaf Lane
Old Newbegin	Saviour Lane	String Shirt Passage	Whimper Lane
Old Orchard	Saviour Street	Summer Lane	Whitelace Hill
Old Place	Sawyer Street	Sutt Lane	Whyte Lane
Old Town Wall Street	Scoreburgh Lane	Swineherd Place	Wig Street
Old Wall Street	Screw Street	Swinemoor Lane	Wilbert lane
Old Waste	Sea Road	Swinesbag Hill	Willow Road
Oldgate	Seditious Street	Sylvester Lane	Winding Alley
Oldgate Street	Serpent Street	Taylor Lane	Wizard Street
Orchard Street	Severed Head Street	Tenter Lane	Wolfrick Passage
Oswaldgate	Sheep Close	The Causeway	Wolfsbane Hill
Packsaddle Lane	Shepherd Lane	The Leys	Wood Arcade
Palace View	Ship's Reach	The Old Ding	Wood Lane
Pannier Street	Shoemaker Lane	Tindale Lane	Woodland
Parson's Bridge	Sigston Street	Tiresome Terrace	World's End
Passage to Hell Street	Silverlance Lane	Toll Lane	World's End Lane
Pauper's Row	Silverless Lane	Tollgate Bottom	Wyvern Alley

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