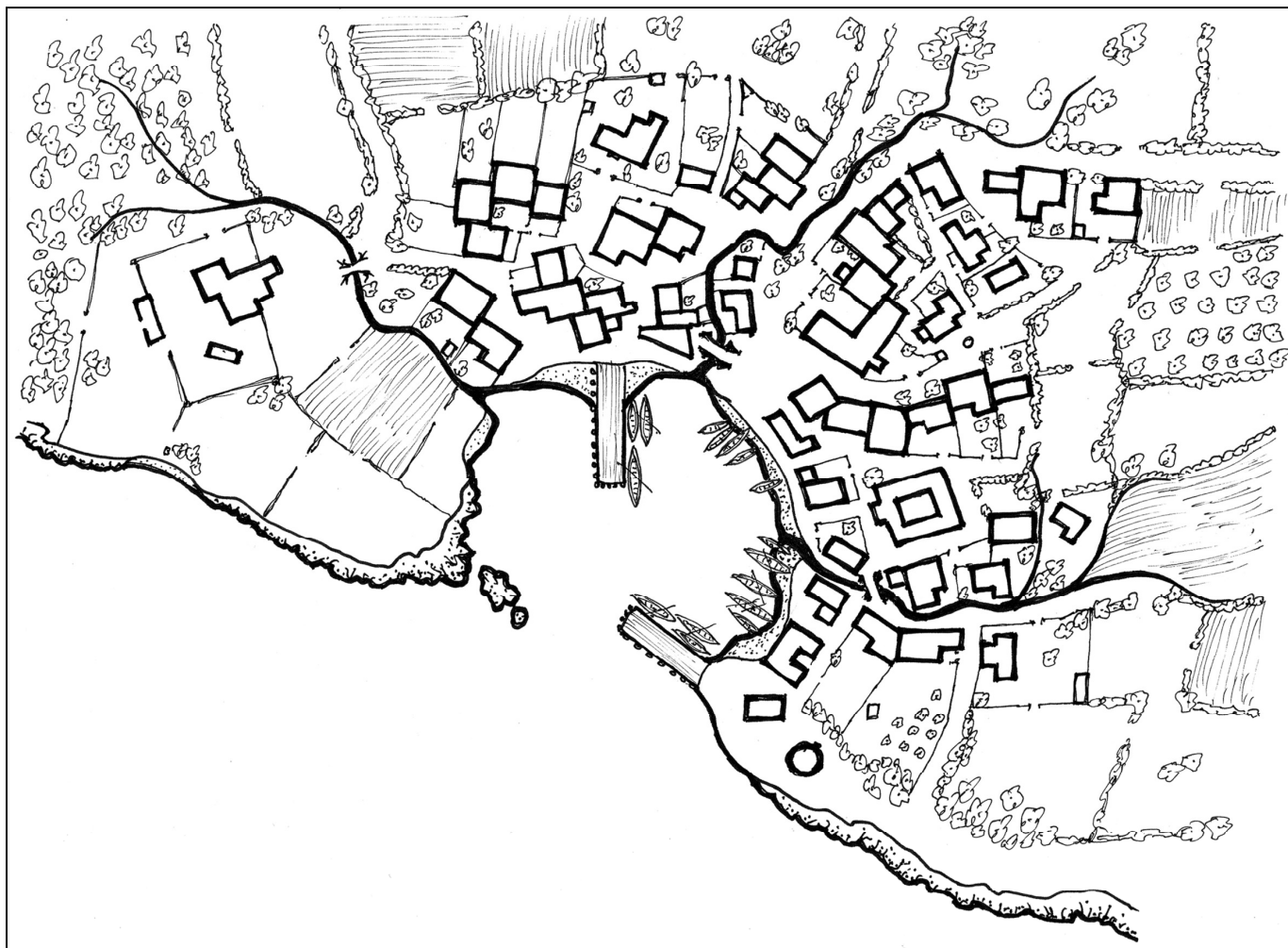


FANTASY FLOORPLANS

MEDIEVAL HARBOUR



COASTAL VILLAGE MAPS

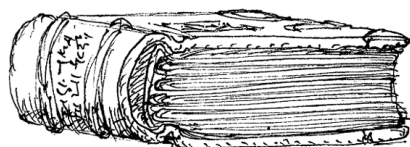
CORNELIUS CLIFFORD

MEDIEVAL HARBOUR FANTASY FLOORPLANS

Maps and plans of a Medieval Harbour and Coastal Village; showing in detail all of the buildings, and describing the residents, inhabitants, their occupations and so on. Broadly based on traditional, historic and existing villages and harbours. Designed for fantasy role playing and war games. Including four maps; house and building descriptions & etc.

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A BIT ABOUT THIS MEDIEVAL HARBOUR

This small medieval harbour and coastal village is a modest place, with a population of about three hundred souls, who live in fifty or so houses. It is, essentially, a fishing harbour, where the majority of the populace make their way by fishing or working on the sea. There is also a modest farming side to the village activities; with quite a number of sheep, a few cattle and a small acreage of arable fields where wheat, corn and root crops are grown for the residents' food.

In many ways this little settlement is self-sufficient, producing enough food to survive on by themselves. They also export a good quantity of fish, the surpluses from their catch, as well as sheep's fleeces which are made into wool and then woven into cloth in a nearby wool town, just up the coast. These outward bound goods are balanced by importing finished goods, metals, salt and exotic, 'foreign' foods not otherwise available in the village.

The entire village is the property of the Lord of the Manor, a Squire of the Realm, although it is not really run on a feudal basis these days. His tenants (basically, everyone) pay his Lordship money rents for their houses, farms and so on. The Lord of the Manor is an oldish man, who lives quite comfortably on the incomes from this Manor. He has no other manors or estates elsewhere.

Life in this modest village is generally quiet. Most contact with the outside world is via the sea; for the roads out of the village leading inland are unsurfaced, and therefore only useable by travellers on foot, or mounted on horses and ponies, in the dry season. These paths turn into impassable muddy quagmires whenever it is wet and for most of the wintertime. You could say the life-blood of this place is the sea; goods come in and go out on boats and small ships, as do people and travellers. It is a peaceful place, and, thankfully, of little interest to the Northling (or Viking) raiders who generally seek richer pickings elsewhere along this coast.

The community here is very insular; everyone knowing everybody's business; gossip can be a problem, as well as being a constant source of entertainment for the inhabitants. They say word gets round the village faster than a seagull. By the time a fisherman has walked up the lane from the harbour to his home, his wife will already know; he is back from the sea, what sort of catch he landed, and how tired he looked as he stepped ashore. For this reason it is not a great place to do anything underhand or felonious.

Ships from foreign parts and coastal traders stop in this harbour two or three times a week. It is not large or deep enough to take big, ocean-going great cogs and ships that are much over forty foot long. If such a vessel needed to collect or drop off anything or anyone here, then it would anchor off shore and send a rowing boat into the harbour.

There are no soldiers or guards here; the Lord bore arms as a squire in his youth but could do little with his great sword if attacked in his dotage, as he is now. His plate armour is on display in his hall but could do with oiling and a good polish. Both of his young and vigorous sons are away at present. The Squire has a small store of weapons in the manor; half a dozen swords, some shields, helmets, crossbows and bolts and a few spears. There is a store of longbows and arrows kept in the lookout tower, for defence, should they be needed. Many of the villagers, toughened by a life with the sea, can be very handy in a fight, even if the only weapons to hand are knives, old cutlasses and wooden clubs. If they have enough warning, the men folk would arm themselves with the long bows and put up a stout defence. They practise their archery every week, as is set out in the King's law. No doubt they would all rally round manfully if there were any threat to the village from invaders or hostile forces.

MAP OF THE ENTIRE COASTAL VILLAGE



HARBOUR VILLAGE HOUSEHOLDERS

Arable Fields

There are a number of arable, or ploughed, fields around the village, here crops, mainly grains, are grown. These are worked by the Farmer (north east quarter) and the Ploughman (north west quarter) all year and other villagers (e.g. fishermen and their wives) help out at busy times, such as harvest home.

Barns

There are only two barns in the village, one belongs to the Lord and is in the grounds of his manor, (SW quarter) and the other the only farmer in the village (NE quarter) these are used to store sacks of grain, hay, straw and root crops.

Basket Maker

A small and meticulous man who lives in a cottage off the harbour in the NE quarter. Here he makes baskets and lobster/crab pots as needed by the other villagers. He has a wife and two small children.

Beaches

There are several sandy beaches in the harbour and another can be found close by the Manor.

Blacksmith

A large building, which is the blacksmith's house and forge combined, lies at the centre of the village (SW quarter.) Here the smith, who is a powerful and muscular man, makes metal tools and implements for the village. He forges everything from horseshoes to plough shares, shovels to shackles, nails to chains.

Boat Builder

There are two boat builders in this modest coastal village, one lives off River Lane (NW) and the other has a larger establishment opposite the Blacksmith's (SW.) They both tend to make small boats; rowing boats, fishing boats and the like, up to about thirty foot long. They are fairly well-to-do for such a poor village, for their skills are in much demand.

Boat Rigger

This tall and thin man makes and repairs the rigging for the fishing boats of the village. He is a wheedling sort of fellow but his work is sound. He works closely with the boat builders and the rope-maker.

Bosun

A professional sailor; the Bosun, as he is widely known, is liked in the village and is a loud and rumbustious sort-of fellow. He plies his trade on much larger vessels than any seen in this, his home port. Coastal traders and large Cogs are the Bosun's preferred vessels, so he is away at sea for weeks or months on end. He has a quiet, unassuming wife, who seems to enjoy the peace (when he at sea) and his jolly company, when he returns, equally well.

The Bridge

A solid stone bridge crosses the largest of the three rivers in the village, it connects the square, the centre of the village, with the south west quarter of the settlement and is a favourite place for the locals to meet and gossip.

Butcher

A red faced and slightly portly man, vigorous and jolly, the butcher not only sells meet, but he slaughters and butchers it too. He is the only purveyor of meat in the village and does very well by it. The butcher, his wife, and a handful of noisy children live at the heart of the village, opposite the large inn.

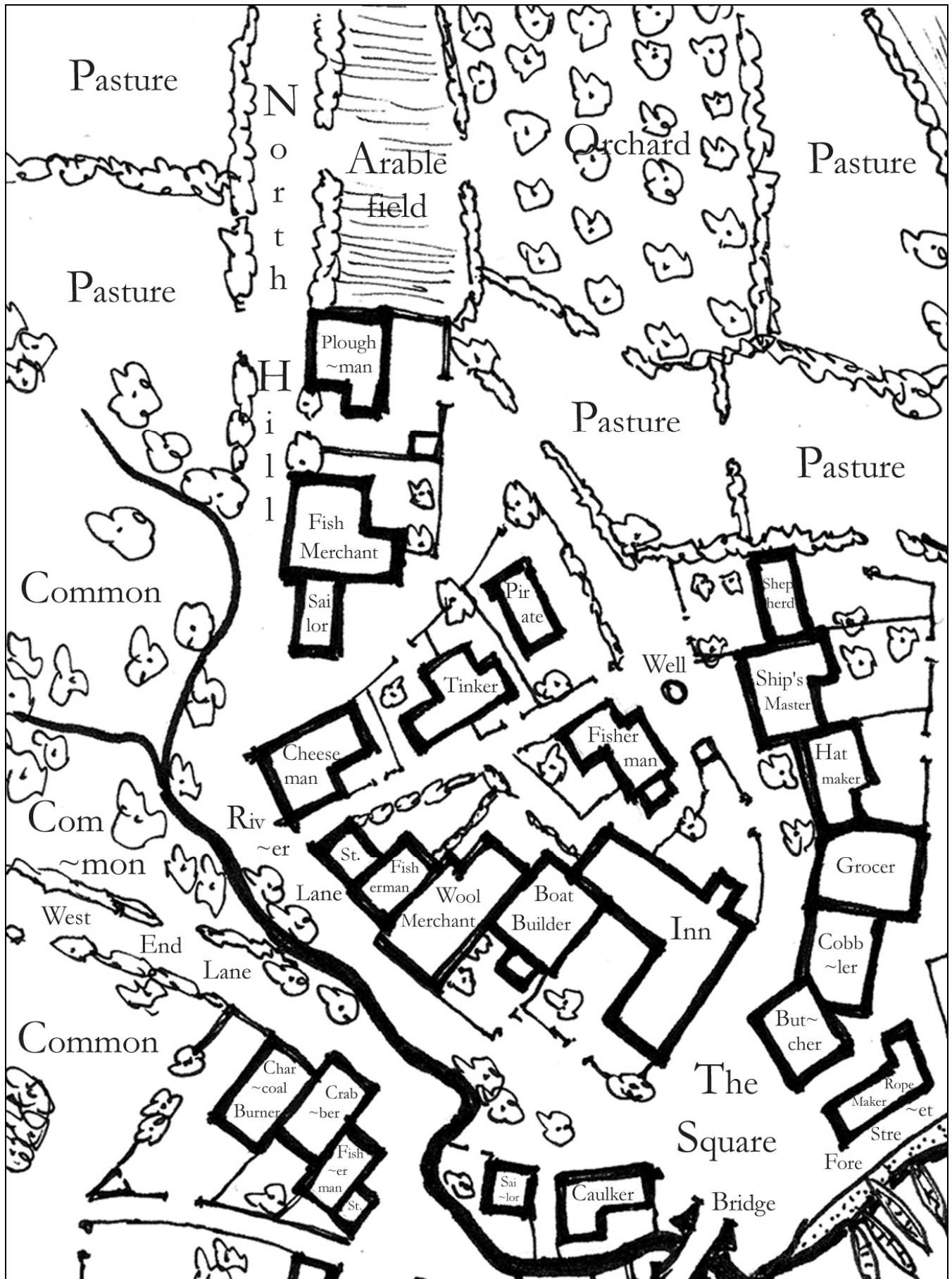
Chair Bodger

This scrawny and scruffy little man makes his living by making chairs and small tables to meet the needs of the villagers. He cuts his wood from the forest, and pays the Lord a modest fee for the privilege. These poles and branches he turns on a whip lathe (operated with his feet) into chair legs and the like.

The Chapel

A small church, presided over by the Parson. This building is little more than a converted house, with a few larger than usual windows. It is sparsely furnished and services are held there every Sunday, as well as marriages, funerals and so forth. The villagers are not especially religious, although there are a few who are keen, most attend when and if they feel like it.

THE NORTH WEST QUARTER



HARBOUR VILLAGE HOUSEHOLDERS

Charcoal Burner

This tall and thin fellow burns twigs and branches in the forest, turning the wood into charcoal. His biggest customer is the smith, who uses copious amounts of it in his forge. The charcoal burner always has black smudges on his face, clothes and hands, something which irritates his peevish wife no end!

Char Woman

This widower is very poor and makes a few pennies washing clothes and house cleaning for tradesmen and the other wealthier folk in the village. She is a small, meek, woman who has a mysterious secret.

Cheese Man

The cheese maker and dairy man for this small community. He processes the milk from the farmer's small herd of cows into cheese, cream, butter and so on. The 'cheese man' also sells milk from door to door around the village.

Cliffs

Apart from the sandy beaches in the harbour and by the manor, the rest of the coastline around the village is craggy, rough and steep cliffs. Very difficult to climb or land on, these cliffs make a good natural defence against attack from the sea.

Cobbler

A smiling, friendly fellow, the cobbler makes shoes and boots for the villagers. He is fairly poor but content with his lot. He has a pretty wife and several older children; his teenage son works as a deck hand on the fishing boats and his daughter as a maid at the manor house.

Commons

There are quite a few enclosures and areas of common land to the north west and north east of the harbour. Here the village sheep are kept, both the Lord's considerable flock, and a fair number owned by several of the villagers, as well as the farmer's stock. Obviously the common land is 'owned' by the Lord of the Manor. But the villagers have rights to graze their animals on it and collect fallen firewood, although they may not cut any trees down.

Crabber

A fisherman who has his own small rowing boat and specialises in catching crabs. He has a number of crab pots; round basket-like snares with a flat bottom and a hole in the top which allows crabs to get in but not back out again. He is a solid, reliable kind of a man, who quietly gets on with his trade, come rain or shine. He has a wife and three small children.

Caulker

This rough, tough rogue earns some money working for the boat builders. His job is to 'caulk' the gaps between the planks that make up the hull of the fishing boats, sealing them with string soaked in tar and thus reducing the chance of leaks. He is a greedy fellow and always on the lookout for ways of making a bit more money. The Caulker is not above stealing, should the opportunity arise.

Deck hand

An unskilled young man, who lives with his widowed mother, he works for various fishermen in the village in return for a penny or two a day. Not the cleverest of men but reliable enough if given clear instruction. He hopes to become a deep-sea sailor one day and to get work on a grand ship plying the wide oceans.

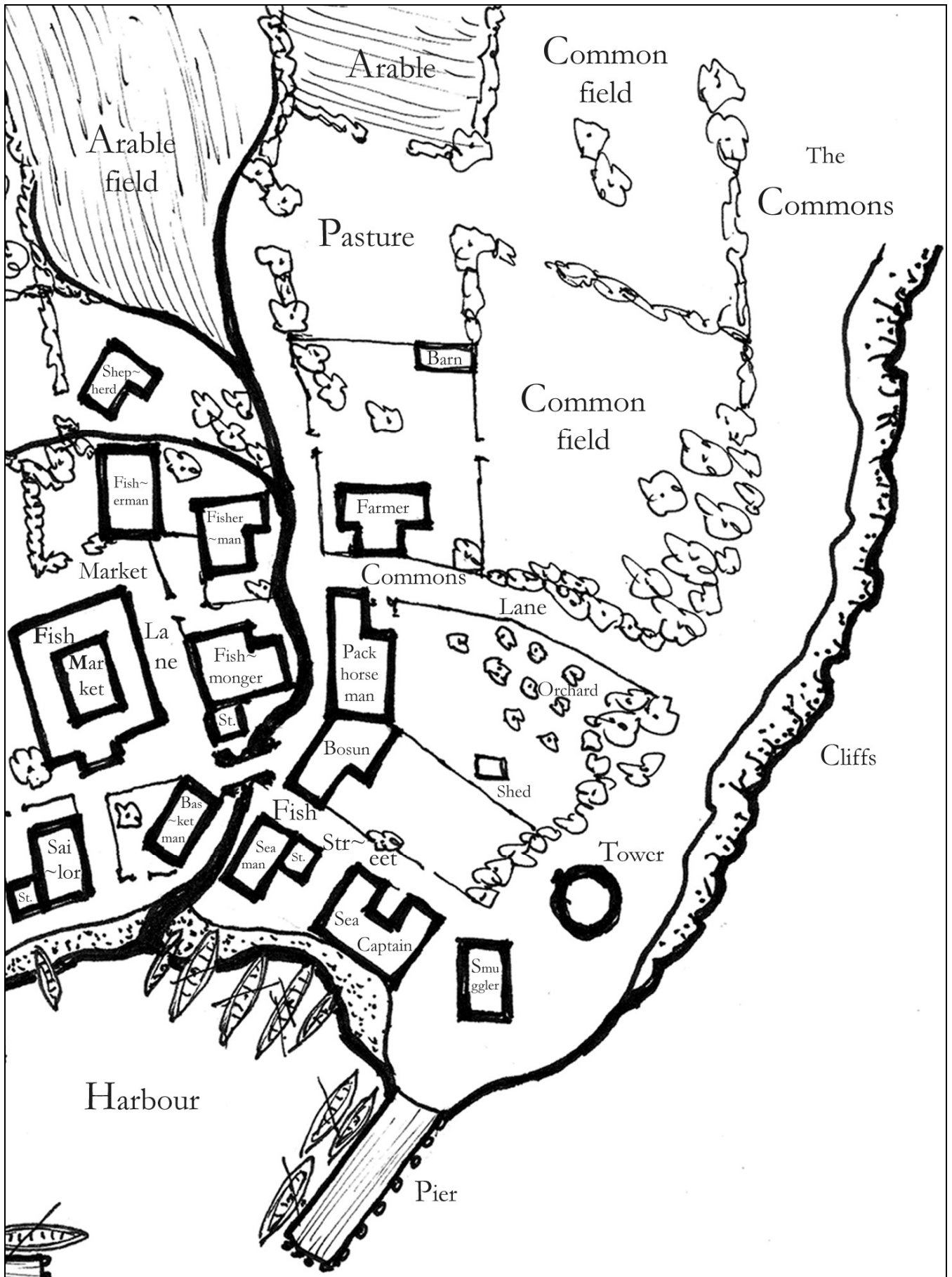
Farmer

The only farmer in the village, he is a well-to-do, down to earth fellow; rotund, hard working and jovial. Like all farmers he pleads poverty but his table is never bare and he has a small herd of cattle (for milking and beef) as well as a goodly number of sheep. He also grows corn and wheat. An important man in the village, his wife is round and jolly too and between them they seem to have an endless number of children, ten or more, ranging in age from three to twenty something.

Fisherman

There are around ten full-time fishermen in the village and most of them live around or near the harbour and the fish market. Most have their own boats, which vary in size and condition, depending on the success of their fishing and their dedication to the job. They are all married, with children, and live in modest circumstances. A close group who enjoy each others company and are suspicious of strangers.

THE NORTH EAST QUARTER



HARBOUR VILLAGE HOUSEHOLDERS

Fish Market

A low, square building, built around a courtyard which is paved with pebbles. Here the fishermen sell their catches, the crabber his crabs, and so on. In fact not only the harvest of the sea is sold here; all kinds of produce made or grown locally is available from time to time. Bread, cheese, milk, dairy produce, and sometimes local craftwork too; lace, knitted hats or scarves and the like, made by the women of the village to supplement their husband's meagre earnings from fishing.

Fish Merchant

There is one fish merchant in the village and he has the monopoly on the wholesaling of fish. He buys direct from the fishermen, often on the foreshore of the harbour, and exports the fish to other towns and ports. He uses coastal trader's ships, one of which visits this village every few days, to transport the fish he handles to bigger markets. However, since much of the fish caught is eaten in the village, he does not make a great fortune from his dealings, and since the price he can pay is fairly low, the fish merchant is not terribly popular with the fishermen.

Fish Monger

A proper fish shop, the owner buys fish from the fishermen, the fish merchant, and even imports some from other ports. He generally pays a better price than the fish merchant and saves the fishermen the bother of standing around in the fish market (where they can get a still better price) waiting for customers. The 'better' sort of folk prefer to buy from the fish monger and don't mind paying a bit more to have their fish cleaned and gutted.

Fore Street

The north side of the harbour, this paved road overlooks the foreshore and beach. A good spot to watch the boats coming in and out and where the boats are stored and maintained in the winter.

Forest

To the south of the Lord's Manor is a large and untamed forest. Here the chair bodger and the charcoal burner ply their trade. The villages also gather faggots (bundles of fallen twigs) with which to start their fires; the only form of heating available.

There are rumoured to be wild beasts and fae folk in the forest; certainly there are wild pigs, wild boar and deer. The Lord occasionally hunts in the forest. But not as much as his ancestors used to.

The Front

The cobbled roadway above the foreshore on the west side of the harbour, this overlooks and gives access to the south west pier.

Grazing

Several enclosures of grazing land on the cliffs to the south of the harbour are kept by the Lord for his own exclusive use. Here his shepherd fattens up his masters' flock of sheep before they are sent off to market in a coastal trading vessel.

Grocer

This shop sells all sorts of dry goods and foods; pretty much everything not already provided by the butcher or the fish monger. It is like a general store; with sacks of grain, flour and peas, as well as candles, tools, nails, clothes, bolts of cloth and so on. The Grocer himself is fairly prosperous but he makes the mistake of extending credit to some of the poorer fisherfolk and then is unpopular when it the time comes to settle up the 'slate' (an account of what he is owed, written on a piece of slate with chalk.)

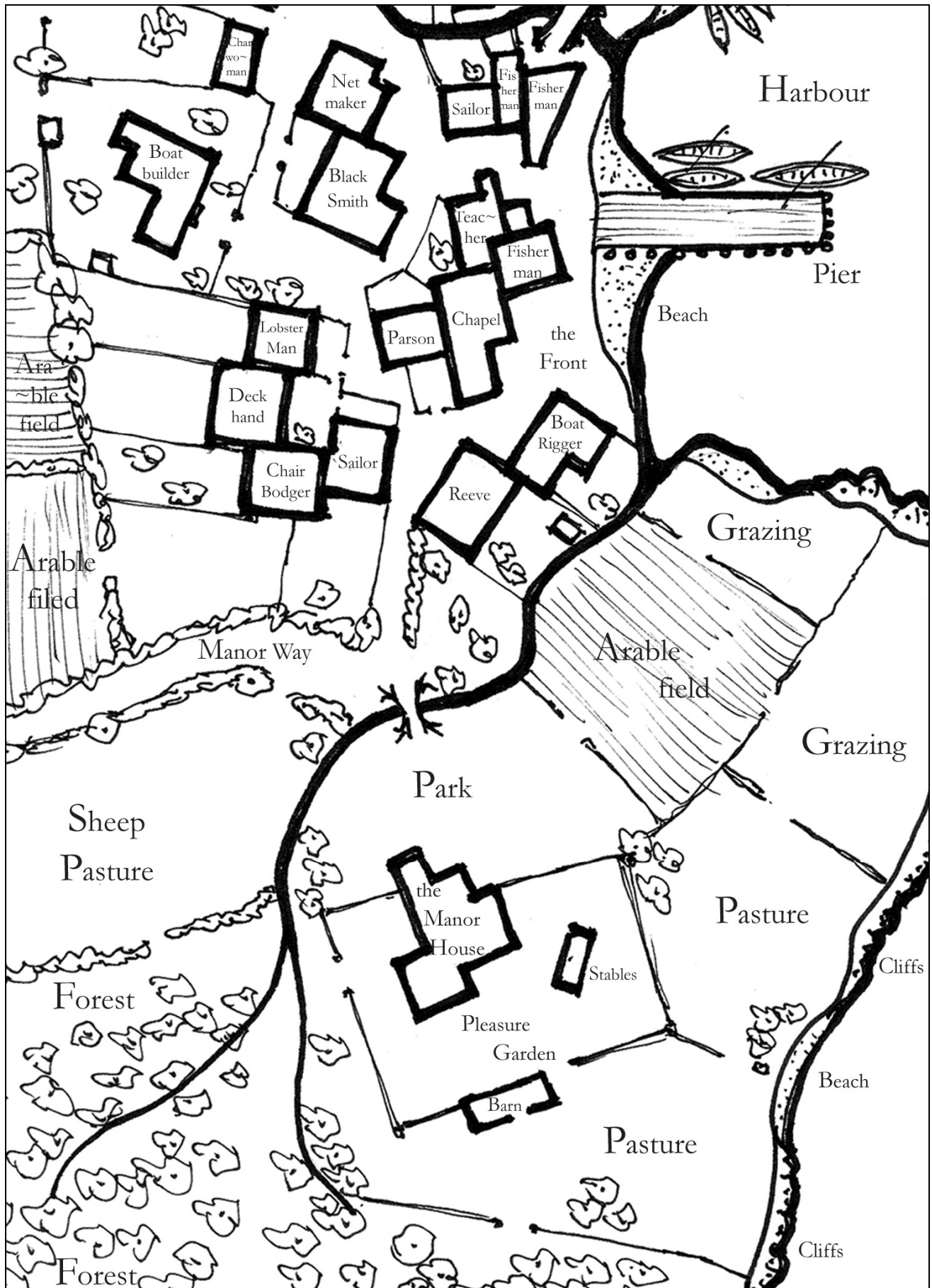
The Harbour

The whole reason for there being a settlement here in the first place. Originally a modest cove created by three small rivers cutting through the rocky cliffs. Now developed, with the piers and cobbled roads, into a successful little community. There are always a number of boats in the harbour or coming and going; up to thirty rowing boats (up to fifteen feet long) and a similar number of sailing boats used for fishing and coastal trade, the latter are from twelve to thirty foot long.

Hat Maker

An odd fellow, who somehow manages to make his way by making hats of every description. Some he sells to the better off villagers (the poor nit their own woollen hats) and the gentry. The rest he seems to export to nearby towns, where he rents a stall in the market to sell his wares. He is a bachelor and viewed with suspicion by the fishing community.

THE SOUTH WEST QUARTER



HARBOUR VILLAGE HOUSEHOLDERS

The Inn

A huge building, the biggest in the village, and the only place where it is possible to buy a drink, a meal, or rent a bed or a room for the night. Here just about everybody in the community comes to drink and make merry. In the evenings, this is the heart of the village. The Innkeeper rents his Inn from the Lord of the Manor, and he runs a successful and thriving business. He and his wife cook in the kitchen and his older children serve drinks and food to their guests. Since there are no brewers in the village, the Innkeeper has to import beer and wine from further afield. There are deliveries of beer, food and wine several times a week, which all come in by sea. There are three or four large rooms on the ground floor, all with roaring fires and many benches and tables. Some are better furnished than others, the poorest always having a few old fishermen tucked in the corner, keeping warm, smoking pipes and muttering into their small beer (which is basically beer mixed with water.) Upstairs are a number of guest rooms, or sleeping chambers, which can be had for two or three silver pennies a night. The food is simple and hearty.

Lobster Man

A fisherman who mainly catches lobsters in barrel-shaped baskets with a flat bottom. Every day he rows around his pots, which he finds by way of small floats on the surface, attached to a line down to the pot. He draws up the pot, takes out any lobsters, refreshes the bait and then lowers it back to the bottom. Most days he lands (brings ashore) a few lobsters, sometimes a dozen. Since they fetch a high price (the meat is delicately flavoured like crab meat but smoother and creamier in taste) in the village and the nearby towns, the Lobster man manages to survive doing this one very specialised trade.

The Manor House

A large and commodious house on the southern edge of the village. The Lord is an elderly man, and a traditionalist who doesn't like change. His wife is obedient, graceful, and rarely leaves the manor. The Lord has four children, his two sons have both gone off to seek their fortunes in the world, one as a soldier (a gentleman mercenary, if you like) and the other is studying for the clergy. His two daughters are both married to local gentry a day or twos' ride away and now have children of their own.

Manor Way

A small road leading out of the village from near the manor house. It goes inland and soon reverts to little more than a pathway for pack ponies and small carts.

Net Maker

A craftsman who makes and repairs fishing nets, he buys his string, lines and rope from the rope maker, using these raw materials to knot into fishing nets which he then sells to the fishermen.

North Hill

The biggest track way in the village, heading pretty much due north out of the settlement. It heads up the coast and leads to the nearest market town, about a days walk distant.

Orchards

There are a couple of small orchards in the village; a small one in the grounds of the packsaddle man's house, he takes his apples and fruit abroad and sells it in markets around the local area. The other Orchard is larger and on the north side of the village, it belongs to the Lord of the Manor.

Packhorse Man

A small, slightly built man, who transports goods on his pack ponies for a fee. He takes out produce in panniers hung on the backs of his half a dozen animals and brings other goods back into the village on the return journey. His is the only way to have goods brought in or taken out overland. Anything heavy or bulky usually goes by sea.

Park

An open area of grassland in front of the Manor House. On a large estate this might be the deer park. Here, however, it is little more than a level field of closely cropped grass, where sheep munch and fairs are occasionally held on high days and holy days.

Parson

An ineffectual man who preaches in the chapel and presides at weddings, funerals and christenings. He is a scholar who lives alone with his many books. Thought dull by the fishing community, he occasionally enjoys a high-brow conversation with the Lord of the Manor.

HARBOUR VILLAGE HOUSEHOLDERS

Pastures

There are quite a number of enclosed pastures around the village, mainly to the north and around the Manor. These are mainly used for grazing sheep and the farmer's small herd of cattle.

Piers

There are two piers protecting the harbour; one to the south west and one the north. The piers were built simply by driving two rows of piles (tree trunks sharpened at one end) into the seabed. These piles are pinned together with iron bars, the resulting enclosure filled with rock, rubble and soil and then topped off with a plank deck. They are effective at holding back most waves but a really powerful storm can damage or even wash away such structures.

Pirate

This middle-aged gentleman does not openly declare his piratical career but it is common knowledge amongst the gossips of this small community. Born in the village he went to sea young, had many piratical adventures, married a barmaid and brought her back, along with a chest full of gold, to settle in his home town. This is his story according to the villagers; if you want to know the truth of it, you might ask him. But he is tight-lipped and minds his own business. The cutlass and tricorne hat he sports do tend to lend some credence to the rumours.

Pleasure Garden

Behind the Manor house the Lord keeps a pleasure garden, maintained by an elderly gardener. There are lawns, beds stocked with flowers and shrubs etc. Here the Lord and Lady might be seen taking a stroll arm in arm on a Sunday afternoon.

Ploughman

This ploughman works for the Farmer and the Lord of the Manor in turn. He likes his independence and plays one master off against the other when it suits him. He is a large and muscular man who keeps a team of four oxen, these effectively the only animals able to pull a plough in the village.

Reeve

An upright man, whose house is close by the Manor. He has the management of the Lord's lands and estate in return for a salary. The Reeve is a good man, if old-fashioned and stiff-backed in his views. He treats the villagers fairly and serves his master well.

River Lane

A wide path beside the river, leading from the village square out towards the commons to the west of the village.

Rope maker

A short, rough character who winds and plaits ropes and lines which he sells to the fishermen and the net maker. His house, on Fore Street, overlooks the harbour and has a long attic workshop where he winds his ropes and twines using wooden machinery.

Sailor

There are five or more sailors living in the village, when they are not away at sea. These are seamen who work on larger ships than the fishing boats based in the harbour. Being a deep sea sailor is an obvious choice of career for any youngsters in the village who want to see more of the big wide world. They learn basic boat skills from a very young age and so are natural recruits for working on the great trading cogs that ply the high seas, or the small coastal trading ships that call into this little harbour regularly.

School Teacher

A single woman, or maiden if you like, who is supervised by the parson. She teaches a few of the village children to read, write and add up in return for a fee. Most of the villagers and their children cannot read and write but the middling sort; tradesmen, merchants and so on, like to have their offspring educated a little. The school teacher's school is her own front room and her house is next to the chapel.

Sea Captain

A successful sea captain who was the son of a long shore fisherman in the village. He no longer has his own vessel but occasionally takes command of coasters for a fee or a share of the profits of the voyage. A good leader and a popular man, fairly comfortably off and nobodies' fool.

HARBOUR VILLAGE HOUSEHOLDERS

Seaman

A hardened sea-faring man, who has sailed the nine seas for many a year. He rarely goes to sea anymore but has not completely retired. He is a well-muscled, much tattooed individual who enjoys a tot of rum and gambling of an evening.

Shepherd

There are two shepherds in the village, one works mainly for the Lord of the Manor, the other for the Farmer, he also cares for the sheep owned by a few of the other well-off villagers. The shepherds live near to each other in the north of the village. There is a gentle rivalry between them as they herd their sheep from pasture to pasture with their well-disciplined sheepdogs and whistles.

Ship's Master

A professional ship's master (another name for captain really) this man has commanded Royal naval vessels as well as merchant ships of considerable size. He still goes to sea a couple of times a year, for weeks at a time, and lives fairly comfortably on the proceeds. His wife makes exquisite lace and embroidery, perhaps to amuse herself whilst he is away on a long voyage.

Smuggler

This rogue does not openly admit to being a smuggler, of course. He illicitly brings small quantities of valuable merchandise such as wine, rum or jewellery, into the village and avoids paying the harbour dues and taxes. He would, privately, call himself a 'free trader' others would call him a thief and an untrustworthy rogue.

The Square

The centre of the village and an open, cobbled, space, which isn't square; the villagers like to call it 'The Square.' This is the bustling hub of activity and here you can meet and chat with all and sundry, most of the roads and paths of the settlement lead to or through the Square.

Stables

The Lord is the only resident to have proper stone built stables, although the Inn has a few wooden lean-tos for guests' horses. The Lord of the Manor has several horses and ponies and they are housed in his stable, which is in the grounds of the Manor.

Stores (St.)

Most of these small buildings, separate from but attached to a number of houses in the village, are 'net lofts.' This term is used to describe the fishermen's stores where they keep their nets hanging up in the eaves to dry; because wet nets rot and fall to pieces quickly. Also their equipment and fish are stored here; either in barrels or in stone-lined holes in the ground which keep the catch cool and fresh for as long as possible.

Tinker

A travelling pots, pans and hardware salesman. He has a large back pack which he stocks up with goods when he visits larger towns and markets. He then travels the country and this, his home village, selling these wares. He is a bit sharp in his bargaining's and dealings but essentially honest when it comes to the pinch.

The Tower

A fortified and battlemented stone lookout tower which is principally used as a way marker to enable vessels travelling along the coast to find the harbour, and also to spy out either approaching enemies or shoals of fish rising to the surface.

The Well

The main fresh water supply in the village, to the north of the Square. That said, many of the villagers are happy to dip their water jars in one of the rivers to get water, although these are often muddy and murky.

Wool Merchant

A wealthy and prominent man, he buys the fleeces from the Lord, the Farmer and the other sheep owning folk hereabouts and then exports them to bigger and richer markets further afield, mainly towns and cities further up or down the coast. There it is made into woollen cloth or clothes and he sometimes imports some of these finished goods back into the village as well.