

# *Big Cities*

# *Map Pack*

# *001*

*This pack contains  
seven hand drawn cities  
created by M Stephen Joy  
for use in your fantasy RPG*



# WEEKLY PATREON BUNDLE

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# Big Cities Map Pack 001

This is a quick set of random tables I put together for the *Big Cities Map Pack 001*. It will likely improve over time but for now is only meant as inspiration. I mostly use the middle ages as examples so some of the terms and names may look strange, however, where I could I included a brief description, and you should feel free to rename things to your satisfaction. I know fantasy isn't historical but I feel history provides the best common ground from which to build a unique world of the imagination.

I made these tables with my own game in mind. It is meant to give the sense of a mad bustling city full of life. Buildings could get as large as 5 stories before becoming structurally unsound so I mean to pile houses, shops and industries on top of each other. On the city maps buildings are only generally indicated. A square could have a single building or maybe it's a whole group of buildings? Anything is possible but cities in the middle ages were centers of commerce and tended to be pretty cramped.

I hope you enjoy these tables and maps.

## 1.0 Building Type/Purpose: D100

1-50	Residence (2.0)
51-80	Business (3.0)
81-90	Military (4.0)
91-96	Religious (5.0)
97-100	Governmental

**Note:** Cities and towns started as economic enterprises and people had to pay a fee to live and do business in them. Eventually the need for labor led to influxes of poor people and cities came to represent what we know them as today.

## 2.0 Residence Type: D100

1-2	Affluent	(nonhereditary nobility, ranking civil servant like constable)
3-10	Upscale	(wealthy merchant, civil servant like reeve)
11-20	Middle Class	(professional like doctor or wizard, civil servant like sheriff)
21-40	Working Class	(tradesman or guilds-men)(likely residence is above workshop)
41-100	Underprivileged	(servants, laborer, villein class, farmer)(crowded multifamily residences)

**Note:** Houses are usually grouped together in neighborhoods. It would be odd to see an affluent house beside underprivileged houses unless they were populated with servants of the affluent person.

## 2.1 Number of occupants in residence:

Affluent	D4 + 1D8+8 servants
Upscale	2D4 + 1D6+4 servants
Middle Class	2D6 + D4+1 servants
Working Class	3D6
Underprivileged	6D6

**Note:** Children were considered a cheap source of labor and they were important to poorer families. The wealthier classes were more concerned with heirs. Wealthier families could employ concubines and bastard children were not considered family so could be easily disposed of.

## 3.0 Business: Just grab whatever looks interesting

- 001 acater (will gather provisions from a list; needed in a time where general stores didn't exist)
- 002 accomptant guild (people who can count and keep official tallies)
- 003 midwife guild (someone who helps birth children see midwife)
- 004 accountant (member of the accomptant guild)
- 005 accoutrement maker (specialty textile maker particularly for the military)
- 006 actuary (asses and calculates risk and will shop for insurance)
- 007 insurance house (sells insurance through actuaries particularly against theft and fire)
- 008 alabasterer (a business that works with and sells alabaster)
- 009 alewife guild (a guild for female owned taverns and inns)
- 010 apothecary guild
- 011 apothecary (makes and prepares drugs to treat ailments)
- 012 architect (designs and supervises construction of houses and other structures)
- 013 arkwright (chest and strong box maker)
- 014 armorsmith (makes and repairs armor)
- 015 arrowsmith (makes arrows)
- 016 artisan guild (this covers many different kinds of guilds that make things)
- 017 attendant guild (guild for people that provide public service on behalf of an employer)
- 018 watchman's guild (guild for members of the city watch)
- 019 baggers guild (guild for professional beggars and vagabonds)
- 020 bailiff guild (a guild for bounty hunters and court)
- 021 bakery (makes baked goods, usually specialized)
- 022 bakers guild (a guild for bakers)
- 023 balancemaker (someone who specializes in weights and measures)
- 024 money house (a place where wealth can be stored under lock, key and guard)
- 025 barber-chirurgeon (a medical professional specializing in military medicine)
- 026 barrister guilds
- 027 barrister services (a pleader for the wealthy)
- 028 basketmaker (a shop that makes baskets)
- 029 bath house (a shop that provides patrons with warm baths)
- 030 beekeeper guild
- 031 honey monger
- 032 beer seller guild
- 033 beer brewer guild
- 034 bellfounder (a shop that makes bells)

- 035 bellmaker guild
- 036 besom maker (a shop that makes brooms)
- 037 besom guild
- 038 billier ( a shop that makes pole arms for the military)
- 039 blacksmith (a shop that makes and produces a product out of metal)
- 040 bladesmith guild
- 041 bleacher (a textile shop that prepares linen by bleaching it)
- 042 bleacher guild
- 043 blockcutter (a shop that makes wooden blocks for use in other industries)
- 044 blockcutter guild
- 045 bodger (a shop that specializes in turning wood and making dowel)
- 046 bodyguard services (a place to hire a tough guy for protection)
- 047 bodyservant guild (a guild for body servants)
- 048 bonecarver (a shop that carves and produces products made of bone)
- 049 bookbinder (a specialty shop that binds paper into books)
- 050 bookprinter (a specialty shop that will duplicate books)
- 051 boothman guild (a guild for small tiny businesses like street vendors)
- 052 bowyer (a shop that makes bows for the military)
- 053 brazier (a shop that cooks and prepares meat for consumption)
- 054 brazier guild
- 055 brewer (a specialty shop that brews anything except beer or wine)
- 056 brewer guild (a guild for brewers of anything except beer or wine)
- 057 bricker guild (a guild house for bricklayers)
- 058 brick monger (a place where bricks can be purchased)
- 059 brick house (a place where bricks are made and fired)
- 060 brightsmith (tin smith shop usually specializes in a single item like pots, may do repairs)
- 061 broderer (a shop that specializes in embroidering or producing embroidered cloth)
- 062 bronzefounder (a shop that works with copper and tin)
- 063 bronzefounder guild (a guild for bronzefounders)
- 064 broom-dasher guild (yes there is a guild for people who sweep out shops)
- 065 brushbinder (a shop that makes a brush)
- 066 brush makers guild (a guild for brushbinders)
- 067 buckle maker (a shop that makes buckles, may be for belts, harnesses, chests etc, specialized)
- 068 builder guild (a guild for people who specialize in building and repairing houses)
- 069 butcher (a shop that butchers a specific animal type)
- 070 butcher guild
- 071 butler guild (a guild for personal man servants)
- 072 buttonmaker (a shop that makes buttons for the textile industry)
- 073 buttonmaker guild (a guild for buttonmakers)
- 074 cabinetmaker (a shop that makes cabinets but not chests or strong boxes)
- 075 cabinetmaker guild (a guild for cabinetmakers)
- 076 camp followers guild (a guild for traveling prostitutes)
- 077 campaner guild (a guild for bell ringers and criers)
- 078 canvasser guild (a guild for people who specialize in information gathering)
- 079 carder (a shop that combs and straightens fibers for the textile industry)
- 080 carder guild (a guild for carders)
- 081 cardmaker (a shop that produces specialty combs for carders)
- 082 carman guild (a guild for people that provide a service to gather and collect goods of a kind)
- 083 carpenter (a shop that makes certain products out of wood)

- 084 carpenter guild
- 085 carter guild (a guild for people who sell products from a mobile cart)
- 086 cartier (a shop that sells but does not produce jewelry)
- 087 cartographer (a draftsmen that specializes in maps)
- 088 cartwright (a shop that produces a specific kind of cart wheel)
- 089 cartwright guild
- 090 carver (a shop that specializes in carving products adding ornamentation)
- 091 carver guild
- 092 cellarer guild (a guild for people who provision holy places)
- 093 chainmaker (a shop that makes chain)
- 094 chamberlain guild (a guild for people who manage middle-class and upscale homes)
- 095 chandler (a shop that provides domestic supplies like soap, wash cloths and buckets)
- 096 chandler guild
- 097 chapman (a small shop that sells miscellaneous small items)
- 098 chapman guild
- 099 charcoalburner (a shop that sells charcoal)
- 100 cheesemaker (a shop that makes a certain kind of cheese)
- 101 chicken butcher (a butcher that specializes in butchering chickens)
- 102 chicken butchers guild (a guild for chicken butchers considered not the same as butchers)
- 103 chimney sweepers guild (a guild to manage children that clean chimneys)
- 104 chirurgeon (a shop that specializes in surgery, always a last resort)
- 105 clockmaker (a shop that makes clocks)
- 106 clockmaker guild
- 107 clothier (a shop that makes clothing for the working classes or lower)(may sell cloth)
- 108 clothier guild
- 109 clouter guild (a guild for people who specialize in beating materials in manufacturing)
- 110 cobbler (a shop that repairs shoes and boots)
- 111 coiner (a shop that makes counterfeit coins or shaves coins – illegal – will have a front)
- 112 coistsell guild (a guild for people who groom horses)
- 113 collier guild (a guild for people that transport and deliver coal)
- 114 colporteur (a shop that sells books)
- 115 combmaker (a shop that makes and sells combs)
- 116 compasssmith (a shop that makes compasses – if allowed in game)
- 117 confectioner (a shop that makes sugary treats)
- 118 cook (a shop that cooks food)
- 119 cooks guild (a guild for cooks)
- 120 cooper smith (a shop that makes barrels or coffins)
- 121 cooper guild
- 122 coppersmith (a shop that specializes in working with copper)
- 123 copyist guild (a guild for scribes)
- 124 cordwainer (a shop that makes new shoes but isn't allowed to do repairs)
- 125 corsetier (a shop that makes undergarments)
- 126 costermonger guild (a guild for sellers of fruit and vegetables from a cart)
- 127 courtesan guild (a prostitutes guild meant to service the affluent classes)
- 128 currier guild (a guild for people who deliver packages)
- 129 cutler (a shop that makes cutlery)
- 130 cutler guild
- 131 dairymaid guild (a guild for women that milk cows and goats)
- 132 dapifer (a shop that prepares and delivers meat for consumption)

- 133 diamantaire (a shop that specializes in cutting diamonds)
- 134 dishmaker (a shop that makes dishes for eating off of and serving food)
- 135 ditchers guild (a guild for people who dig and repair ditches)
- 136 doctor (a shop that specializes in medical advice)
- 137 doctors guild (a guild for doctors)
- 138 dog trainer (a shop that trains and sells dogs)
- 139 draper (a shop that manufactures draperies)
- 140 drayman guild (a guild for beer delivery people)
- 141 drycooper (a shop that makes wooden crates)
- 142 dung carter (a shop that collects and sells dung from the streets)
- 143 dyer guild (a guild for people who specialize in drying things for manufacture)
- 144 eggler (a shop that sells eggs)
- 145 embroiderer (a shop that embroiders cloth)
- 146 engraver (a specialist shop that will engrave certain metals)
- 147 fabricshearer (a shop that specializes in cutting cloth)
- 148 falconer guild (a guild for low-class falcon handlers)
- 149 famulus guild (a guild for magic-user assistants)
- 150 farrier (a shop that fastens shoes to horse hooves)
- 151 feltmaker (a shop that makes felt)
- 152 fletcher (a shop that makes arrows)
- 153 fortune teller (a shop that tells omens and makes predictions)
- 154 foundry (a shop that produces metal ingots to smiths)
- 155 fruiterer (a shop that buys and sells fruit particularly for the wine industry)
- 156 fuller (a shop that cleans cloth)
- 157 furniture maker (a shop that makes stools and tables)
- 157 furrier (a shop that buys and sells furs)
- 158 gardner guild (a guild for people that look after ornamental vegetation)
- 159 gemcutter (a shop that cuts rare stones for jewelry)
- 160 gilder guild (a guild for people that offer a gilding service)
- 161 girdler (a shop that makes girdles)
- 162 glass seller (a shop that sells items made of glass)
- 163 glassblower (a shop that makes items out of glass)
- 164 glazier (a shop that makes glass windows for buildings)
- 165 glover (a shop that manufactures gloves)
- 166 goldbeater (a shop that produces gold leaf for gilders)
- 167 greengrocer (a shop that sells produce)
- 168 groomers guild (a guild for people who groom horses)
- 169 guide guild (rangers guild)
- 170 guild hall (pick some rare item or service the rulers have made exclusive to someone)
- 171 harberdasher (a shop that sells clothing)
- 172 harlot guild (prostitutes)
- 173 harness maker (a shop that makes harnesses for animals)
- 174 hatmaker (a shop that makes hats)
- 175 hatmaker guild
- 176 hay merchant (a shop that sells hay for horses and flooring)
- 177 herald guild (a guild for criers)
- 178 hetheler (a shop that sells leather for fuel, will buy worn out leather)
- 179 horse trainer (a stable where horses can be trained)
- 180 horseleech (a shop that tends to sick horses)

- 181 hurdle maker (a shop that makes fencing)
- 181 innkeeper guild (a guild for male innkeepers)
- 182 ironmonger (a shop that sells iron ingots and ore)
- 183 ivorist (a shop that deals in ivory and provides it to ivory carvers)
- 184 jeweler (a shop that makes and sells jewelry)
- 185 joiner guild (a guild for carpenters that build stairs, doorways and windows)
- 186 knacker guild (a guild for people who collect and dispose of dead animals)
- 187 knapper (a shop that makes stone tools)
- 188 knifesmith
- 189 lacemaker
- 190 lady's maid guild (a guild for poor women that serve wealthy women)
- 191 lampwright (a shop that manufactures lamps)
- 192 lanternmaker
- 193 lapidary (a shop that cuts, polishes and engraves precious stones)
- 194 latoner (a shop that works with brass)
- 195 laundress (a shop that cleans clothing)
- 196 laundress guild
- 197 leadworker
- 198 leech (a shop where someone applies leeches to sick people)
- 199 legerdemainist guild (a guild for slight of hand artists – thieves guild)
- 200 lighterman guild (a guild for people who operate barges)
- 201 limner guild (an artisan guild for illustrators and painters)
- 201 linen-draper (a shop that deals in cloth, maybe clothing)
- 202 linener guild (a guild for people who decorate and line homes and objects with paint)
- 203 linenspinner (a shop where linen is spun into cloth)
- 204 link boy guild (a guild for people who provide torches and lanterns for pedestrians at night)
- 205 locksmith (a shop that makes locks)
- 206 lorimer (a shop that makes bits, spurs and other small metal objects)
- 207 lutemaker
- 208 luthier maker (stringed instrument)
- 209 maidservant guild
- 210 mailer guild (a guild for people who deliver messages throughout the city)
- 211 mailmaker (a shop that makes chain mail)
- 212 marler monger (a shop that sells crushed stone for farm land and gardens)
- 213 marley monger (a shop that produces this specialty cloth for embroidery)
- 214 mason monger (a shop that sells blocks and statues made of stone)
- 215 mason guild (a guild for people who build with stone, also known as a dwarf lodge)
- 216 mercer (a shop that deals in fine cloth)
- 217 merchant guild (a guild that taxes and regulates merchants)
- 218 milk monger (a shop that deals in milk and cheese)
- 219 miller (a shop that grinds grain for people)
- 220 milliner (a shop that makes hats for women)
- 221 miner guild (a guild for people that mine minerals)
- 222 miniaturist (a shop that makes small ornamental objects)
- 223 mirrorer (a shop that makes and installs mirrors)
- 224 moneyer (a shop that makes coins)
- 225 nailmaker
- 226 napier (a shop that cleans linen)
- 227 netmaker

- 228 oil cloth maker
- 229 oil merchants
- 230 oilmaker (buys dead animals)
- 231 oynter (a shop that sells old cloths)
- 232 panter (a shop that makes pants)
- 233 paperer (needlemaking)
- 234 paper shop
- 235 parchment shop
- 236 pastrycook shop
- 237 pattenmaker
- 238 pavior guild (a guild for people who lay paving stones)
- 239 pavyler (a shop that makes tents and canvases)
- 240 peddler guild (a guild for people who sell small items – thieves guild)
- 241 perfumer guild (often competes with thieves guild)
- 242 pewterer (a shop that makes items out of pewter)
- 243 pie shop
- 244 pinmaker
- 245 pissprophet (a shop with a doctor that diagnoses disease by tasting urine)
- 246 plasterer guild
- 247 plattner (a metallurgists shop)
- 248 pleader (poor mans lawyer)
- 249 pleaders guild
- 250 poleturner (a shop that makes spears and pole arms)
- 251 porter guild
- 252 pot mender
- 253 potboy guild (a guild for boys that deliver drinks in taverns)
- 254 potter's shop
- 255 potter's guild
- 256 poulters shop
- 257 purse make
- 258 quilter maker's shop
- 259 rag and bone man guild (a guild for people who buy old cloths and items for resale – thieves guild)
- 260 ragpicker guild (a guild for people who collect scrap in the streets for resale – thieves guild)
- 261 rat catchers guild
- 262 Reed & Heald Maker (a shop that makes tools for textile industry)
- 263 renderwaller guild
- 264 restaurant (not a thing in medieval times but fantasy doesn't care)
- 265 roofer guild
- 266 ropemaker
- 267 food taster guild (a guild for people who taste food against poison – assassins guild)
- 268 rugweaver shop
- 269 saddler shop
- 270 sailmaker shop
- 271 saltboiler shop (sells salt from boiling salt water)
- 272 sawyer shop (saws timbers into boards)
- 273 scabbard shop
- 274 scribe service
- 275 scythesmith
- 276 seamstress

- 277 serf broker (someone who manages and trades in surfs)
- 278 shingler guild
- 279 shingler (a shop that makes and sells shingles for houses)
- 280 shipwright shop
- 281 shoemaker shop
- 282 shrimper
- 283 silk-carder shop
- 284 silk-dresser shop
- 285 silversmith
- 286 skinner
- 287 smelter
- 288 soap maker shop
- 289 sperviter shop (keeper, trainer and seller of hawks)
- 290 spice merchant
- 291 spinner/spinster shop
- 292 spooner shop (makes spoons)
- 293 stables
- 294 stainer
- 295 stillroom shop (prepares and makes preserves)
- 296 stonecarver shop
- 297 stonecutter shop
- 298 stonemason shop
- 299 wordsmith
- 300 tailor
- 301 tailor guild
- 302 tallowchandler shop (a shop that makes and sells candles)
- 303 tanner (allowed only in the poorest part of the city if at all)
- 304 tapestrymaker's shop
- 305 tapicer shop ( makes and sells tapestries)
- 306 tasseler shop
- 307 tavern
- 308 taylor
- 309 teamster guild
- 310 thacker guild (a guild for people that thatch roofs)
- 311 threadmaker shop
- 312 thresher shop
- 313 tile maker shop
- 314 tinker guild (a guild for people who travel around making small repairs – thieve guild)
- 315 tinsmith
- 316 toad doctor (someone who heals by magic)
- 317 travel house
- 318 treen maker (makes household goods like spoons and stools by carving wood)
- 319 upholster shop (upholsterer)
- 320 userer shop (lends money at high interest)
- 321 vaginarius shop (makes scabbards)
- 322 valet guild (a poor male servant to a wealthy male)
- 323 vintner shop (a shop that sells wine)
- 324 wagoner guild (a guild for people who drive wagons)
- 325 waller guild

- 326 water carrier guild
- 326 waterseller shop
- 327 waxchandler shop (a shop that deals in wax and candles)
- 328 weaponsmith
- 329 weave shop
- 330 wetnurse guild
- 331 wheelwright
- 332 wiredrawer
- 333 wood seller's shop
- 334 woodcarver's shop
- 335 woodcutter's shop

**Note:** You can randomly generate results off of this list, use it for inspiration or just pick results. The idea of this list is that it should give you the feeling of a bustling chaotic city with people rushing around in all directions.

In the middle ages rulers handed out monopolies in the form of guilds to pay people for services. It wasn't a free market economy with general stores on every corner like we have today but if you wanted something you had to find someone that made it. Wealthy people could hire others to collect the things they needed for them.

Weapons and armor were made for the military and weren't just available to anyone who asked. In fact anyone dressed in armor and armed would be quickly met with suspicion and questioned heavily if not outright killed or run off. Everyone was always on the lookout for spies sent by greedy neighbors.

Shops were most commonly located on the ground floor of houses where living quarters were located above. Stairs were usually located outside.

#### 4.0 Military: D6

- 1 stables
- 2 barracks
- 3 weapons
- 4 stores (storage)
- 5 rallying hall
- 6 mess hall

**Note:** Military buildings are almost always made of stone and located against or attached to city walls. The entire city is in service to the military so there is no need to specify a kitchen for example since food is provided by the guilds and brought to the mess hall.

## 5.0 Religious: D12

- 1 temple
- 2 church
- 3 library
- 4 scriptorium
- 5 vault
- 6 shrine
- 7 monastery
- 8 barracks
- 9 school
- 10 stables
- 11 stores (storage)
- 12 crypt

**Note:** In general religious buildings tend to be clustered together and comprise small private communities. Therefore it is a good idea to create a few buildings together that are all part of the same religion.























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