

Kings Landing Update Application

Flea Bottom – District 14

By: RavishMeRed

“The Bottom had a stench to it, a stink of pigsties and stables and tanner's sheds, mixed in with the sour smell of winesinks and cheap whorehouses.” - A Game of Thrones, Arya V



Resume

Frost Ruin	/warp FrostRuin2
Hammerhal Farmstead	/warp hhham2
KL16c – East Flea Bottom Update	/warp KL16c

Flea Bottom is a depravity-stricken section of Kings Landing containing mass amounts of poverty and crime. It is a maze of twisting roads and alleys, the overhangs of houses almost touching. The air is filled with the smell of pigsties, tanneries, and human excrement flowing through the streets. Gambler dens, fighting pits, cheap whorehouses, winesinks, and pot shops can be found in the area.

Kings Landing grew to its current size over the course of 300 years. During these few centuries, the city would grow to surpass the populations of Gulltown, White Harbor, Lannisport, and even Oldtown. During this rapid growth, the creation of multiple slums were built, the most notable being Flea Bottom.

New Canon

“Near a juncture where five alleys came together, the prince’s fall came to its bloody end. He crashed first onto a steep-pitched roof before rolling off to fall another forty feet amidst a shower of broken tiles. We are told that the fall broke his back, that shards of slate rained down about him like knives, that his own sword tore loose of his hand and pierced him through the belly. In Flea Bottom, men still speak of a candlemaker’s daughter named Robin who cradled the broken prince in her arms and gave him comfort as he died” -The Princess and the Queen	It is not known if the roof material is still made of slate, most likely not as repairs can be too much of an expense for slum occupants. It can be reasonable that the chandlers shop nearby is still there.
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Economy

The Flea Bottom slum area is a lawless area containing mass amounts of depravity. Most residents would not own houses and would either live in multi-tenant housing, live there illegally and against will, or share with other tenants. Jobs in Flea Bottom would consist of the lowest and most unwanted jobs, but some residents would also have a hustle or side job to earn income.

Some notable occupations in Flea Bottom include:

- Whores/Prostitution
- Winesinks (run-down taverns)
- Gambling dens
- Potshops
- Tanners
- Butchers
- Smugglers
- Livestock workers
- Chandlers
- Rat catchers
- Leather workers
- Sellswords

Planning

Though Flea Bottom is not the biggest Kings Landing district, it is still fairly decent sized. I plan to split the district into 4 subdistricts.

Plotting

The current plotting of the district does not reflect current plotting standards. What I propose is a general nuke of the area to replot the houses in a manner that will allow smooth transitioning and cohesion between houses. The current infrastructure layout of the roads will be kept. Sections of



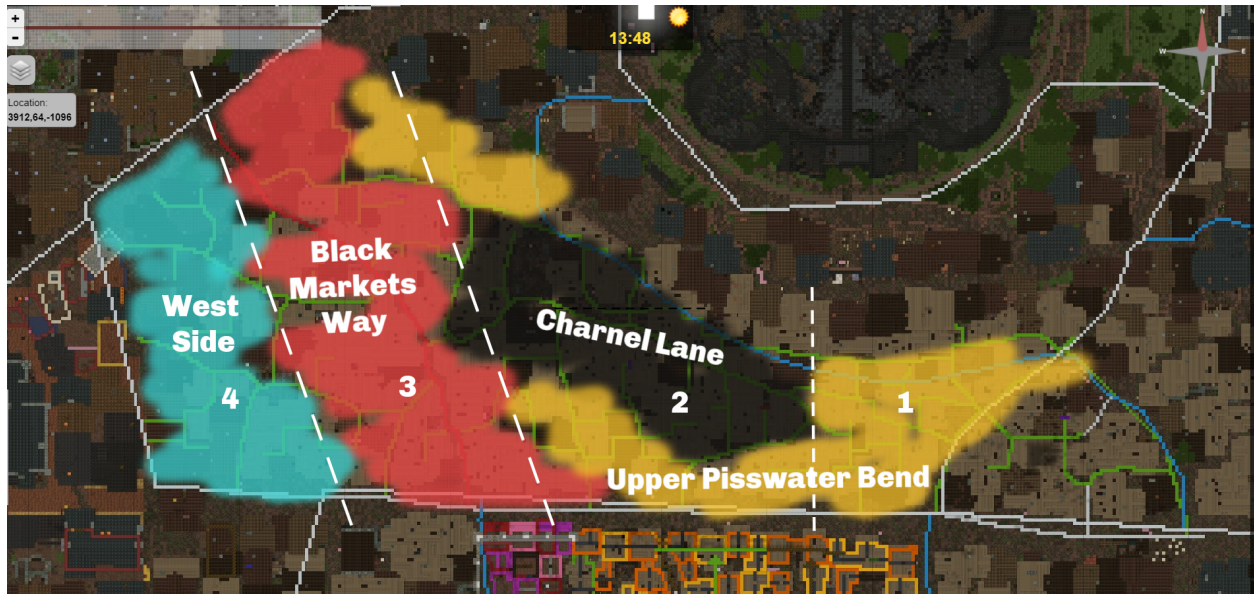
the road will be altered to be less awkward and follow the contour of the hill in the more steep sections of the district.

Unique builds and special plots will be preserved and moved to a separate location to be implemented back into the district for updating. They are marked with green. Builds that also have entrances into the underground city and sewer system are also marked with green. If I come across any interiors I find unique or builders who wish to update a plot they made here, I will



also save those.

Subdistrict Plans



Phase 1: Upper Pisswater Bend

This area includes Gin Alley, home to the infamous Karl Tanner, an assassin for hire who's now a member of the Night's Watch. The retaining wall of the Street of Flour has drains that dump sewage and waste into the area below, the area is notorious for having tanneries.

Phase 2: Charnel Lane

This dense section lies in the heart of Flea Bottom. It contains the Sept of the Stranger, a burnt down sept with entrance to the massive catacombs under the Dragonpit, and a claimed hospital. Charnel refers to death, this area contains mass amounts of depravity and is lined with murderers and rapists. This section is also home to the spread of the Bloody Flux, the name given to dysentery, that Tyrion is told about after the Riot of King's Landing.

Phase 3: Black Market Way

This section is home to a canon road that connects the Street of Silk to the lower part of Aegon's High Hill. Before the building of the great ways, this route would have been the quickest way from the Old Gate to the Red Keep. There are many poor shops and markets that flush the area. This would be a great area for the poor to trade and sell their goods for a profit. NOTE: the entire area will not all consist of black markets and shops and stalls, it's merely the name I'm giving to the area.

Phase 4: West Side

This is the nicer area of Flea Bottom. This section connects to the east side of the Dragonsquare. The houses on the edge of this section create a 'wall' that physically divides the poor from the middle and upper class residents in the square.

Underground

I would ideally like to update the underground city and dwellings of the Flea Bottom area too, similar to the KL16c area. The below ground sections will only consist of gradient and decor updates and minor tweakings of transitions between sections. The underground areas in Flea Bottom have kept their age very well and I strongly believe in keeping the original builder's wishes and ideals.

All tests can be found at:

In game: /warp kl16c

 /warp Ravish (NE section of my plot marked by a big FB)

Forums: Flea Bottom Planning and General Style Discussion thread