

Tollgate

Tollgate is the Duchal capital of the [[Ex Mortia/Locations/Kingdom of Eusia/Duchy of Ironwood/Duchy of Ironwood|Duchy of Ironwood]]. It lies within the [[County of Verstrad]]. [[Duke Cedric Blackwood]] rules from his Duchal estate within the northern district of the city, while [[Baron Joseph Dawkins]] sees to the day-to-day affairs of the City from within the southern Hall. It supports a population of 8000 people within it's walls, though that number balloons to about 12,000 with surrounding suburbs and dependent hamlets. The walls are 25 feet high in most places, but rise to 35 feet near the gates.

Layout

The city is built onto a hill, and is surrounded by stone walls. The area inside these walls is about one square mile of dense built-up area. The King's Highway enters the city through an enormous and old portcullis built into a great stone arch in the south wall. The weigh-house and storehouses are next to the gate. The Baron's Hall is not far from these, and sits adjacent to the market square. Further up the hill are more well-to-do houses. The top of the hill against the north wall sees the Duke's Estate, effectively a small castle which overlooks the surrounding country and city to it's south. There is a smaller gate near the castle, but it is generally not used by anyone who is not on official business, and acts as a means to maneuver during the defense of the city. Towers are found every 150 feet on important stretches (near the gate, castle, and hall) and farther apart elsewhere.

Food and Lodging

The city contains some 12 taverns, 4 large inns, 10 bakeries, 8 butchers, 10 breweries, and 4 public granaries/storage houses.

Trade and Finance

There is one general market square, 2 covered market halls, 3 moneylenders, 10 warehouses, 1 weighhouse, and 3 customs offices.

Craft and Repair

6 blacksmiths, one armorsmith and one weaponsmith, 8 carpenters, 4 coopers, 4 tanners/leatherworkers, 4 masons, 10 tailors, 5 cobbers

Civic and protective

8 guard posts, 3 gate houses (main gate, gate between lower and upper), 3 city watch barracks, 1 main court and 2 minor magistrate halls, one main prison below the Baron's Hall and several small lockups, one hospital and four alms houses.

The full wartime garrison capacity is 1000 soldiers, but currently the garrison actually comprises 450 men. Permanent guards number 150.

Religion and Learning

2 Major temples, 8 smaller chapels, 2 Monastic houses, 1 school

District	Function	Est. Population
1. Ducal Quarter	Duke’s estate, court offices, elite retainers, diplomatic housing	700
2. Baron’s Ward	Barony hall, city administration, watch offices, tax clerks, guild oversight	900
3. Market Ward	Main markets, stalls, inns, taverns, moneychangers, warehouses	2,200
4. Crafts Ward	Smiths, tanners, leatherworkers, carpenters, coopers, small workshops	1,700
5. Temple Ward	Major temples, cloisters, hospitals, schools, charity housing	1,000
6. North Gate Ward	Garrison housing, armories, stables, road and gate support	1,500
7. River/Lower Ward	Mills, docks if any, laundries, laborers, poor housing, waste trades	1,400
8. Outer Boroughs	Farmers, handlers, common housing, service yards, seasonal workers	2,500

Politics

To function adequately, the city should collect 14,000gp of taxes annually. In the last two years, they have struggled to collect more than 10,000gp. Thus, the garrison is thinning, repairs are being delayed, the walls are becoming neglected, guard patrols are fewer and less frequent, and the

cities reputation has become one of harsh taxation. The Duke and the Baron are thusly very unpopular.

Processess

Standard Charges

Situation	Cost
Foot entry	1 sp
Mounted entry	2 sp
Pack animal	1 sp per beast
Cart / small wagon entry	5 sp
Large wagon / caravan wagon	1 gp
Trade goods inspection	5 sp per load
Market stall, one day	5 sp
Prime / covered stall, one day	1 gp
Weighhouse / valuation	2 sp per shipment
Warehouse storage, one day	2 sp per crate or bundle
Bridge / gate / road use for goods	1-5 sp
Exit toll, no goods	1 sp
Exit toll, with goods	5 sp per load or 10% of declared value, whichever is less
Sales duty	10% of sale value

These amounts are tuned so a routine stay usually drains a few silver pieces, while active trade can approach roughly 10% of a low-level party's spending money.

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