

# City Gates by Tom Cartos

## Background

After a long time spent in the wilderness, the party is finally able to return to civilisation to recuperate and restock, but as they approach the city gates, they can see a long line of panicked looking citizens trying to enter. Sundown, and the closing of the gates, is still a few hours away, so it is an un-expected occurrence.

After approaching and talking with a few members of the crowd, it becomes apparent that the horns have been sounded, calling all nearby settlements behind the walls. A large warband has been spotted not far away, seemingly with the city as its destination.

Once they are finally inside the walls, and the guards are certain they are not spies for the approaching enemy, they discover that it is not just a warband that is coming, but an entire army! The local militia are preparing for a siege and are looking for mercenary groups to help bolster their numbers.

## Grid Information

**GRID SIZE – 34x44 (300DPI)**

**VTT SIZE – 4760x6160 (140DPI)**

**RECOMMENDED PRINT SIZE – A0/ANSI E**

## Design Notes

### City Gates 01 – Gatehouse

- **01** – Paved Road
- **02** – Drawbridge
- **03** – Portcullis & Gates – At night both the gate and portcullis are closed, but the drawbridge is left down unless an attack is imminent.
- **04** – Tower Base – Levers open and close the portcullis.
- **05** – Walkways – Arrow slits line the walls looking out.
- **06** – Courtyard – Gathering point for new arrivals and marketplace once a week.
- **07** – Guardhouse – Guards rotate in three shifts between rest, gate duty and patrol.
- **08** - Bunks – Guards on rest sleep in here.
- **09** – Stables – Guards horses for patrolling the surrounding areas.
- **10** – Information Desk – New arrivals to the city can get directions to different places, register interest in work, look at job listings, find accommodation and get general information. All for a fee of course.
- **11** – Records Room – Recent records of relevant information.

## City Gates 02 – Ramparts

- **12** – Drawbridge Mechanism – Two wheels lower or raise the drawbridge. Murder holes allow guards to attack assailants in front of the portcullis below.
- **13** – Tower Top – Armed and ready trebuchets are maintained at all times. Stairs lead to **04** below
- **14** - Ramparts