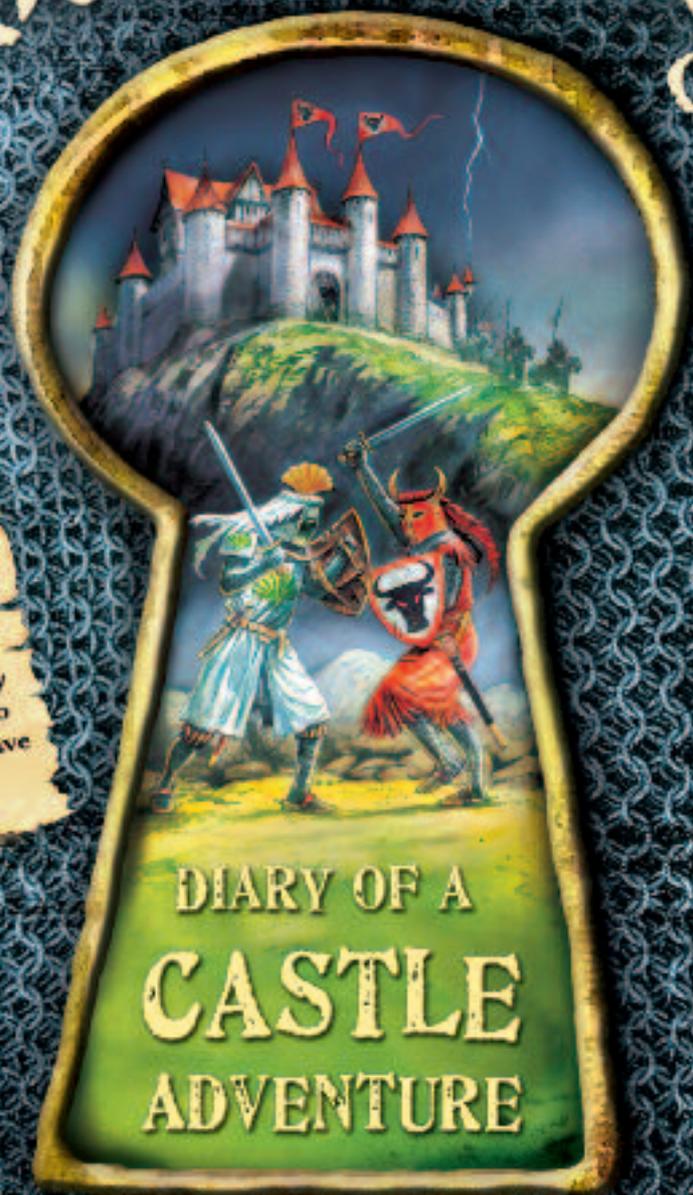




The Time Key



Take a journey
back in time to
battle with brave
knights!

DIARY OF A
CASTLE
ADVENTURE

The Time Key

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CASTLE
ADVENTURE



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The Time Key

DIARY OF A CASTLE ADVENTURE

Dear Reader,

Hey, want to know what it'd be like to live in a REAL castle? Knights in armour, jousts, great feasts, sieges ... that kind of thing? Well, this is EXACTLY what WE did! By some freak accident, we went back in time 700 YEARS to the Middle Ages. It wasn't exactly the safest place we'd ever been, though. Can you imagine how you'd feel to have DEADLY arrows fired at you by ace marksmen or HUGE boulders lobbed in your direction by massive catapults? UNBELIEVABLY SCARY!!!

So we decided to write down everything that happened to us and keep all the cool stuff we found while we were there in this diary. Now we think you'll have to agree that we must be telling the truth about our AMAZING adventure—and discover what it was REALLY like to be in castle under siege!

Josh and Maisie



 Orpheus

"Now!"

With a flick of her thumb, Maisie released the catapult arm and the pencil rubber flew across the desk. "Hey!" she said, "It really works!" We had built a small model of a mangonel, a siege machine used to attack castles hundreds of years ago.



My sister Maisie and I were staying in Granddad's big old house. He knew we were both fascinated by castles. He told us there was a book in his study about how to build a model siege machine. While we were testing it, a book fell out of the bookcase on to the floor. "That's odd", said Maisie. "We were nowhere near that shelf". It was an old book about the history of castles. A page had fallen out. It was about an evil baron whose castle had been besieged and captured.

A BARON OVERTHROWN
CASTLES had, by the end of the 13th century, become extremely strong. The only way one could be taken was to surround it with an army and prevent any food or water entering it. Such sieges could last several months or even years. It was a remarkable turn of events, then, that saw the successful capture of the castle belonging to one Geoffrey de Beauville, a powerful baron, in 1295. The baron had a reputation for exceptional cruelty. On one infamous occasion he ordered all the crops and livestock on his lands to be burned, so that every one of his tenants and their families would starve. His castle, widely reputed to be all but impregnable, fell to the besieging army of a neighbouring baron in a matter of hours. No one has been able to discover how this extraordinary feat was carried out, although it is strongly rumoured that spies in the castle played an important role.

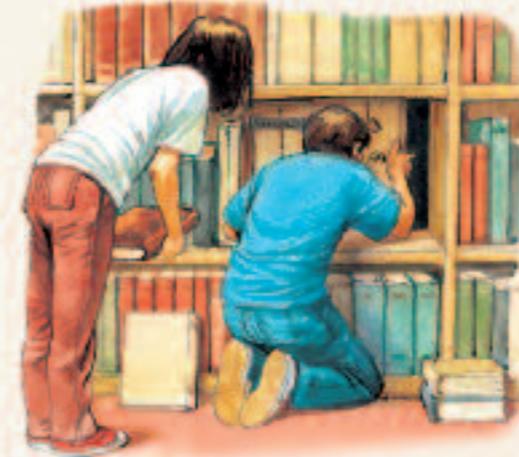


FIG 8. Geoffrey de Beauville ruled his castle and surrounding lands with a rod of iron.

As we were reading about the baron's wicked deeds, we felt a draught of cold air coming from the space left by the fallen book. We took some more books off the shelves. There at the back of the bookcase was a tiny wooden door. I turned the key and eased it open.



"Looks like some kind of larder in there. But it's too dark to see clearly". "Let's go explore, Josh!" whispered Maisie excitedly. It took only a few moments for us to squeeze through. We found ourselves in a cold room, stunned into silence. The walls and floor were all made of stone.



Low arches in the ceiling were held up by heavy columns. It was like the cellar in Granddad's house, only there were huge joints of meat and bundles of vegetables hanging from hooks in the ceiling. Through the open door we could hear people's voices chattering outside.



Peering out, we saw a large gathering of people, all in medieval dress. Was that a knight sitting on a horse over there? "Maybe it's the set of a film", whispered Maisie. Only as we stepped out into the courtyard did we notice that our own clothes had also been transformed. We realized then that we were actually *INSIDE A CASTLE*. Somehow, we had travelled back in time 700 YEARS!

When an important-looking man started barking orders from a high platform, a boy standing nearby grumbled, "Just listen to that old fool. Doesn't he know everyone hates him because of the way he treats us?"

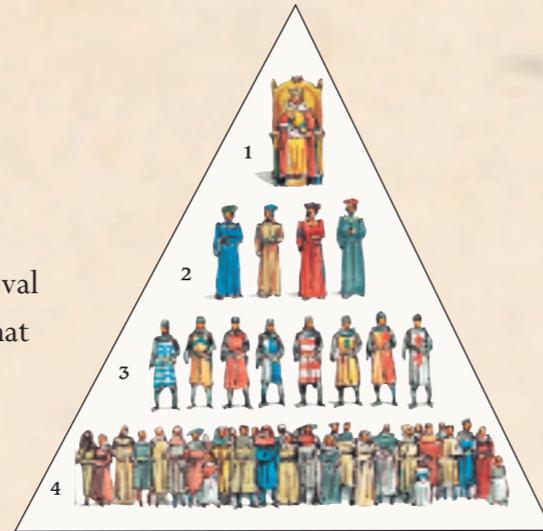
We looked around at the people in the crowd. Most appeared to be listening quietly, but many were also scowling as the man spoke.



A guide to the Middle Ages

THE MIDDLE AGES, also known as medieval times, was a period of European history that lasted from the 1000s to the 1400s. In those days, land was the key to power. The king allowed barons—noble lords—to hold land in exchange for their support in wars. The barons built castles on their land. In turn, the barons gave some of their lands to knights who promised to fight for them. All nobles had control over the peasants who farmed the land. This was called feudalism.

A baron's land was divided into manors and farmed by peasants. In return, they gave some of their crops to their landlord. As well as labouring in their lord's



This is a diagram of the feudal system. The king (1) was the most powerful person, followed by the barons (2), the knights (3) and finally the peasants (4).

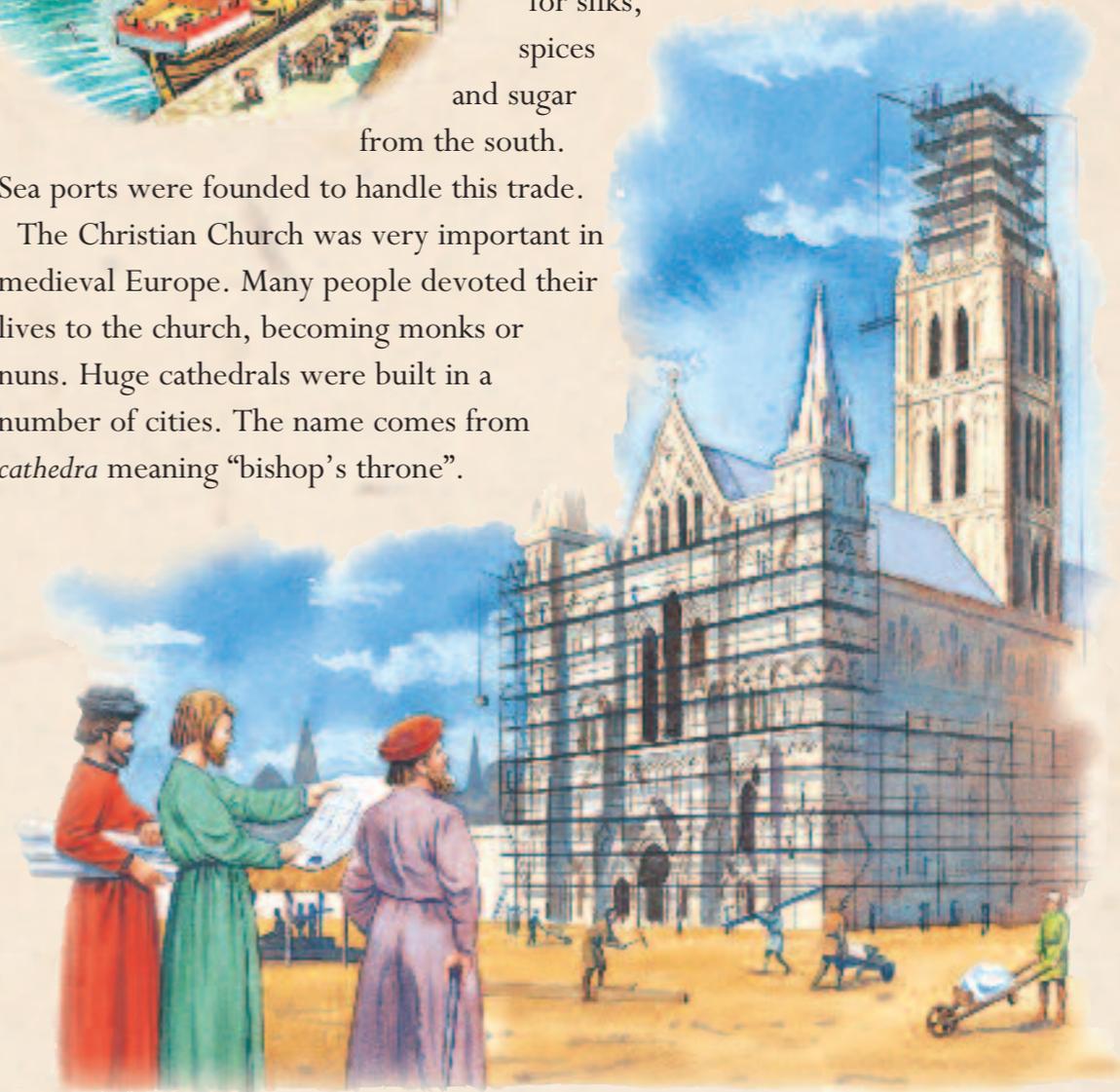
fields, the peasants had small plots of land on which to grow their own food. Some manors had windmills for grinding grain into flour.

Most peasants were villeins. They had to stay on the manor where they were born. A few were freemen: they were free to move from one manor to another.



Sea ports were founded to handle this trade.

The Christian Church was very important in medieval Europe. Many people devoted their lives to the church, becoming monks or nuns. Huge cathedrals were built in a number of cities. The name comes from *cathedra* meaning “bishop’s throne”.



BEFORE the Black Death struck in the 1340s, medieval Europe was becoming wealthy. Food production grew and so did the population. Merchants started to trade goods from further afield. Wool, iron and furs from the north of Europe were traded for silks, spices and sugar from the south.



When the baron had finished speaking, a woman ordered us into the kitchens and back to work. We were still in a daze and did what we were told. It was SO hot in there! A pig was roasting in the fireplace. I had to turn the spit over the fire, which was very hard work, while Maisie plucked feathers from a goose. We heard someone grumble out loud: "He's a cruel man that baron. My brother went to him to complain about not being paid. The baron had him chased out of the castle by hounds. Lucky to escape with his life!"

We were given lots of tasks. Cook ordered us to go to the stores (the same place where we had arrived through our door). Suddenly, the boy we had met in the courtyard rushed past, with guards in hot pursuit.



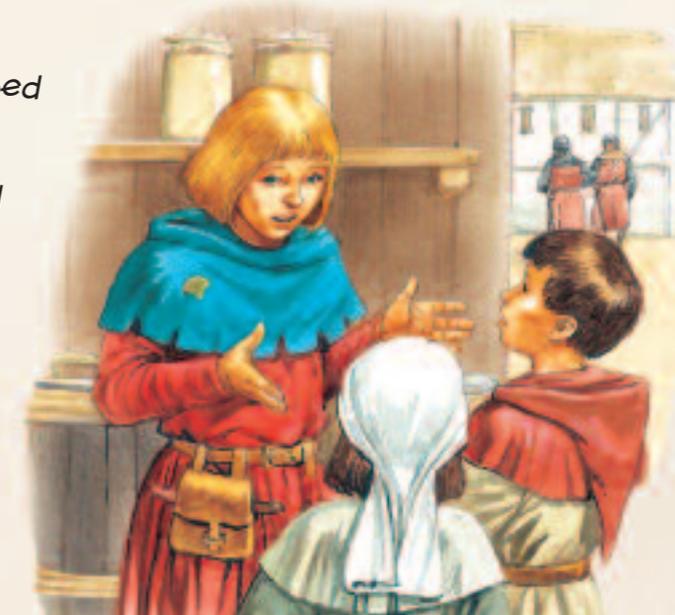
"Hey", I shouted. "In here". Quick as a flash, the boy dived into one of the barrels and Maisie clamped the lid down. The guards came up to us, looking stern-faced. "Did you see a boy running past here?"

"N-no, not us. We were busy collecting these jars".



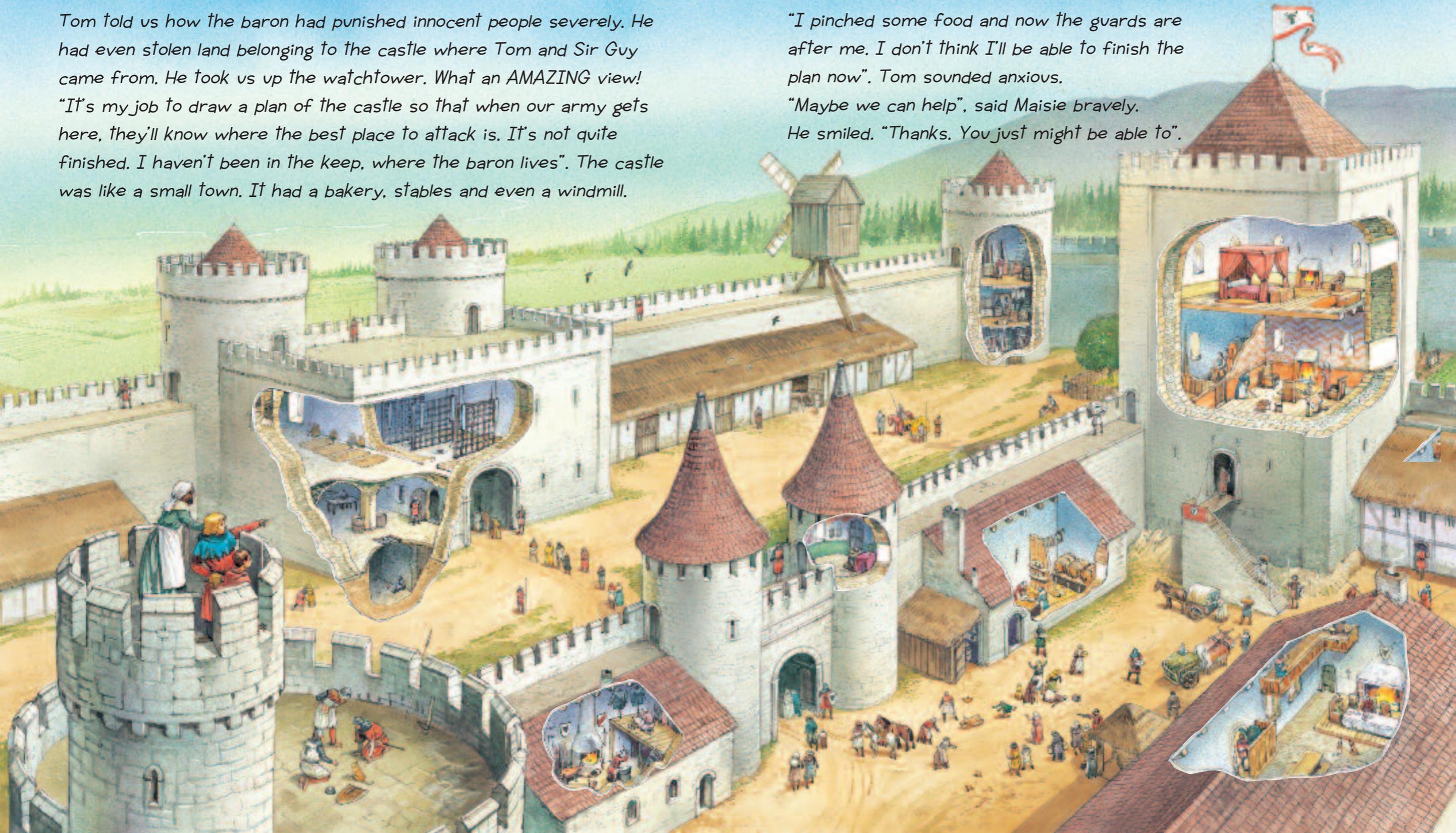
"He's a little thief. Nothing but trouble. When we find him he's going to the dungeons, that's for sure".

After they had gone, the boy climbed out. "Thanks, you two", he gasped. "I'm Tom. I'm not really a thief. I'll let you into a secret. I'm the squire of a good knight, Sir Guy de Lacy. We've come from another castle. We're going to help get rid of the evil baron".



Tom told us how the baron had punished innocent people severely. He had even stolen land belonging to the castle where Tom and Sir Guy came from. He took us up the watchtower. What an AMAZING view! "It's my job to draw a plan of the castle so that when our army gets here, they'll know where the best place to attack is. It's not quite finished. I haven't been in the keep, where the baron lives". The castle was like a small town. It had a bakery, stables and even a windmill.

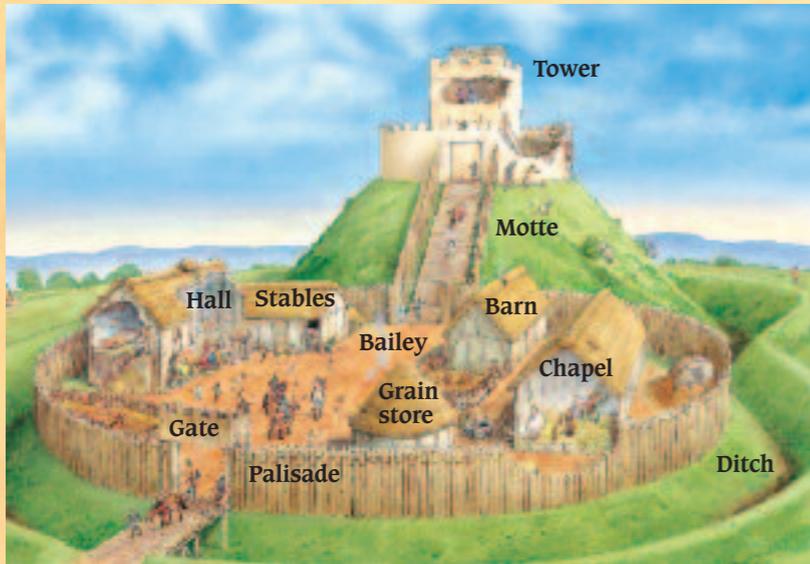
"I pinched some food and now the guards are after me. I don't think I'll be able to finish the plan now". Tom sounded anxious. "Maybe we can help", said Maisie bravely. He smiled. "Thanks. You just might be able to".



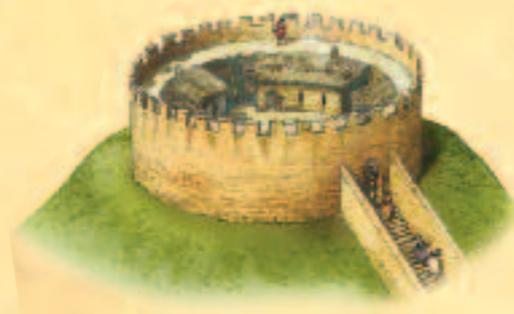
Castles: a historical guide

THE FIRST CASTLES date from the 11th century. They were wooden towers built on top of large mounds of earth called “mottes” (*below*). If there were no natural hill, one had to be built. Hundreds of local men were forced into digging earth and hauling timber. The tower was surrounded by a high fence, called a palisade, which was plastered so that it looked as if it were made of stone. The Lord, his family and his guards lived in the tower. At the base of the motte was the

bailey. This open space was protected by a second palisade and a surrounding ditch. It could be used to house people and their livestock in times of war. Here, too, were a hall, chapel, grain store and stables. A drawbridge linked the motte to the bailey.



Wooden castles offered little protection against fire. Shell keeps, in which stone walls replaced wooden palisades, appeared in the late 1000s (*right*). Instead of a tower, the living quarters and other buildings were built against the side of the wall, leaving a small courtyard in the middle.

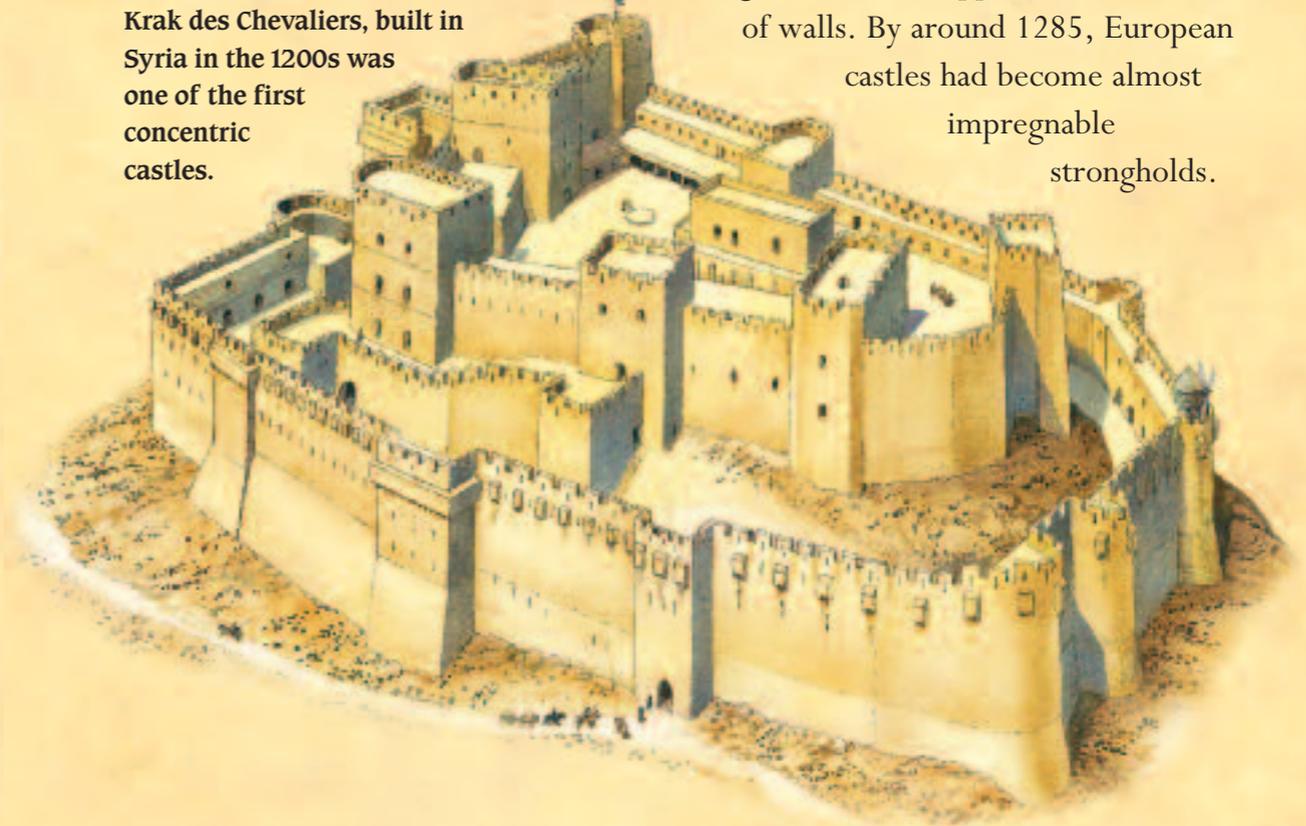


During the 12th century, large stone keeps were built (*left*). A thick stone “curtain” wall was erected around the bailey, along with a large gatehouse and drawbridge. In the late 1100s, castle-builders started to add towers to the curtain wall. Archers could now shoot down on enemy soldiers attempting to scale the walls.

About 100 years later, the first concentric castles were built. These had two rings of defensive walls, the outer one lower than the inner. Attackers now had now to break through several barriers if they were to take the castle—with the extra risk of finding themselves trapped between two sets

Krak des Chevaliers, built in Syria in the 1200s was one of the first concentric castles.

of walls. By around 1285, European castles had become almost impregnable strongholds.





Tom handed us the unfinished plan. "Go and find Agnes, my cousin. She works as a seamstress in the Lady's wardrobe, a room near the private apartments. She knows every room and passage in the keep and would be happy to help you". We found her sewing with another one of the Lady's maids. We made

up a story about how Agnes was urgently needed by the Lady so we could get her to come with us. "We're friends of Tom", Maisie whispered once we were out of earshot. "Could you show us round the keep please, Agnes?" Agnes smiled. "Call me Aggie. You've DEFINITELY come to the right person!" She took us to the solar first. That's the baron's private apartment.



Through the keyhole we could see the Lord and Lady playing a board game. The coast was clear, so Aggie showed us his bedroom. "Don't you wish you had a bouncy bed like this?" she laughed. "The rest of us have to make do with a cold, hard floor".



We skipped from room to room, sketching out their shapes and positions on the plan. We were just on our way down the spiral staircase when Aggie let out a gasp and bundled us behind a curtain. We held our breaths as the Lord and Lady brushed right past us.

"Hey Maisie!" I whispered. "Isn't that the guy in the picture from Granddad's book?" Before we had a chance to think, Aggie whisked us off to see the Great Hall across the courtyard. "This is where the baron performs knighting ceremonies,

meets with other lords about business, sorts out arguments between the people who farm his land—that kind of thing. It's also where they have great feasts". Servants bustled in and out of the hall carrying tablecloths and trays of food and silver. I wondered who had to sit up in the balcony near the ceiling. A shield and two crossed spears were hanging above the high table. I guessed that was where the Lord and Lady sat. "Well, I'd best be getting back to work", said Aggie. "Are you OK on your own?"





We thanked Aggie for her help and ran off to find Tom to give him the plan. Unfortunately, the guards had found him first. We heard him yelling as they dragged him off. How were we going to get the plan back to his castle now? "Let's wait until tonight",

said Maisie. "He showed us where the dungeons were when we were up on the watchtower, didn't he? Don't worry, we'll find him".

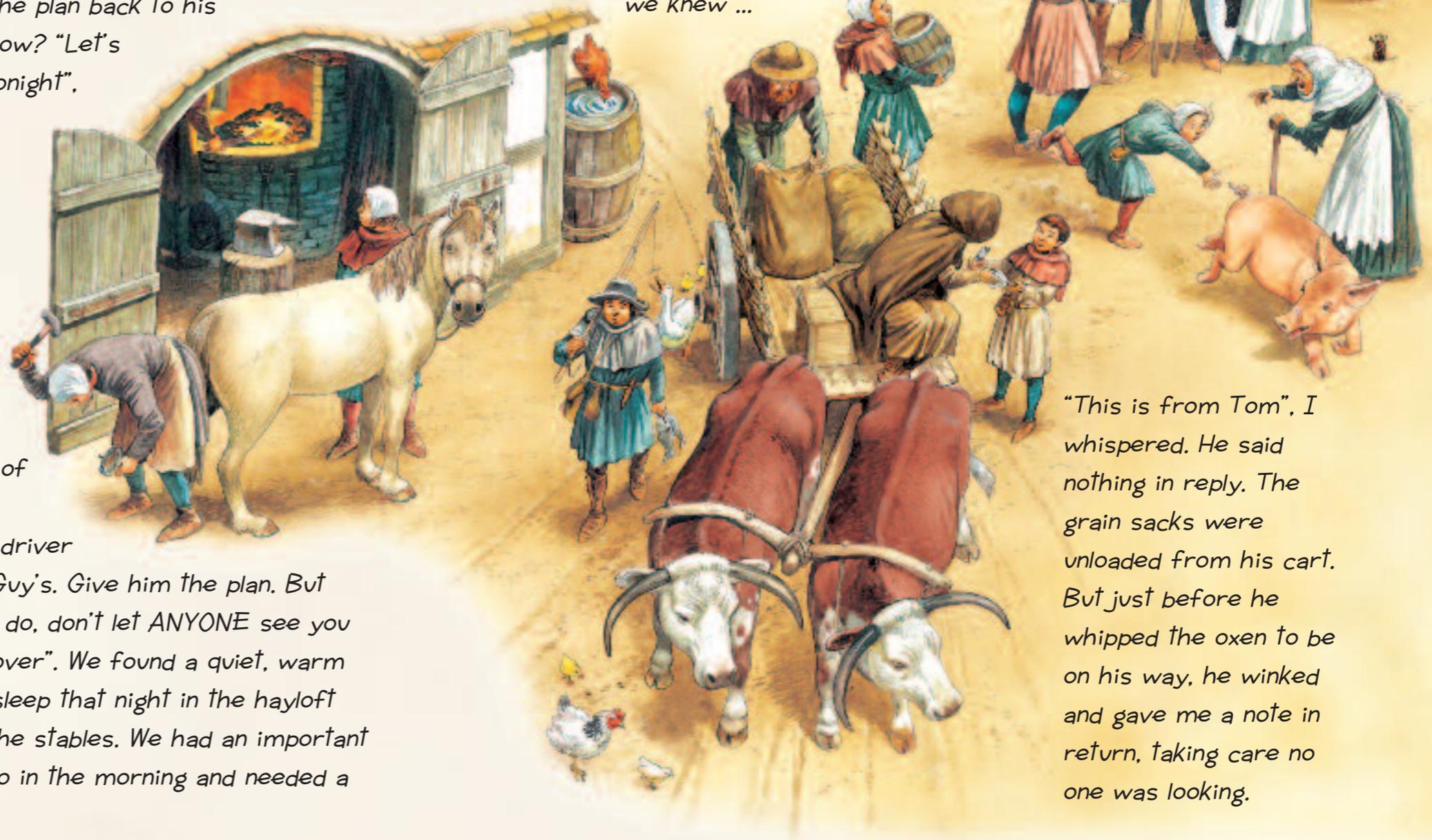
Tom's cell was cold and dark. The only opening was a grating in the ceiling. "Tom", we whispered, anxious not to alert the guards. "What shall we do with the plan?" Tom called up to us: "Tomorrow an ox cart will deliver sacks of grain to the castle. It'll stop outside the

blacksmith's forge. The driver

is a friend of Sir Guy's. Give him the plan. But whatever you do, don't let ANYONE see you handing it over". We found a quiet, warm place to sleep that night in the hayloft above the stables. We had an important job to do in the morning and needed a rest.



The next day the ox cart arrived, just as Tom said. While Maisie distracted the guards, I handed the plan to the driver. I couldn't really see his face properly but he kind of reminded me of someone we knew ...



"This is from Tom", I whispered. He said nothing in reply. The grain sacks were unloaded from his cart. But just before he whipped the oxen to be on his way, he winked and gave me a note in return, taking care no one was looking.

Like you, I travelled back in time. I know everything that goes on at this castle.

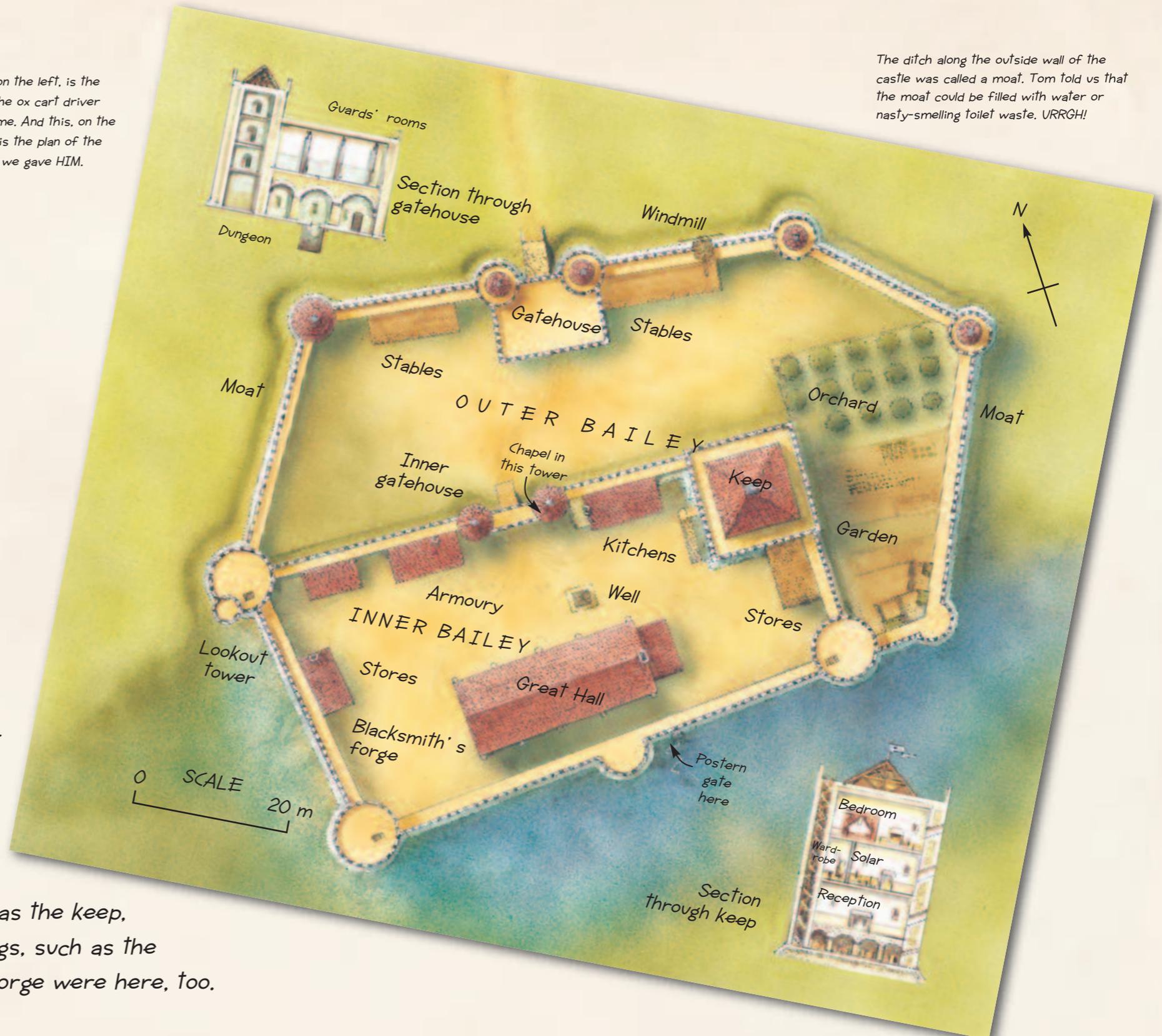
Tom's master, Sir Guy de Lacy, is in great danger. Once more, we need your help, my young friends. The baron has discovered that Sir Guy is a spy with him. But the baron is a clever man: he knows he must tread carefully. Sir Guy is popular with the other knights, and he fears that open rebellion would result if they were to suspect foul play.

There is a tournament to be held later today. Be sure to deliver the Sir Guy's helmet from the armoury to him **IN PERSON**. You must then warn him about the baron's plot.

Good luck!

This, on the left, is the note the ox cart driver gave me. And this, on the right, is the plan of the castle we gave HIM.

The ditch along the outside wall of the castle was called a moat. Tom told us that the moat could be filled with water or nasty-smelling toilet waste. URRGH!

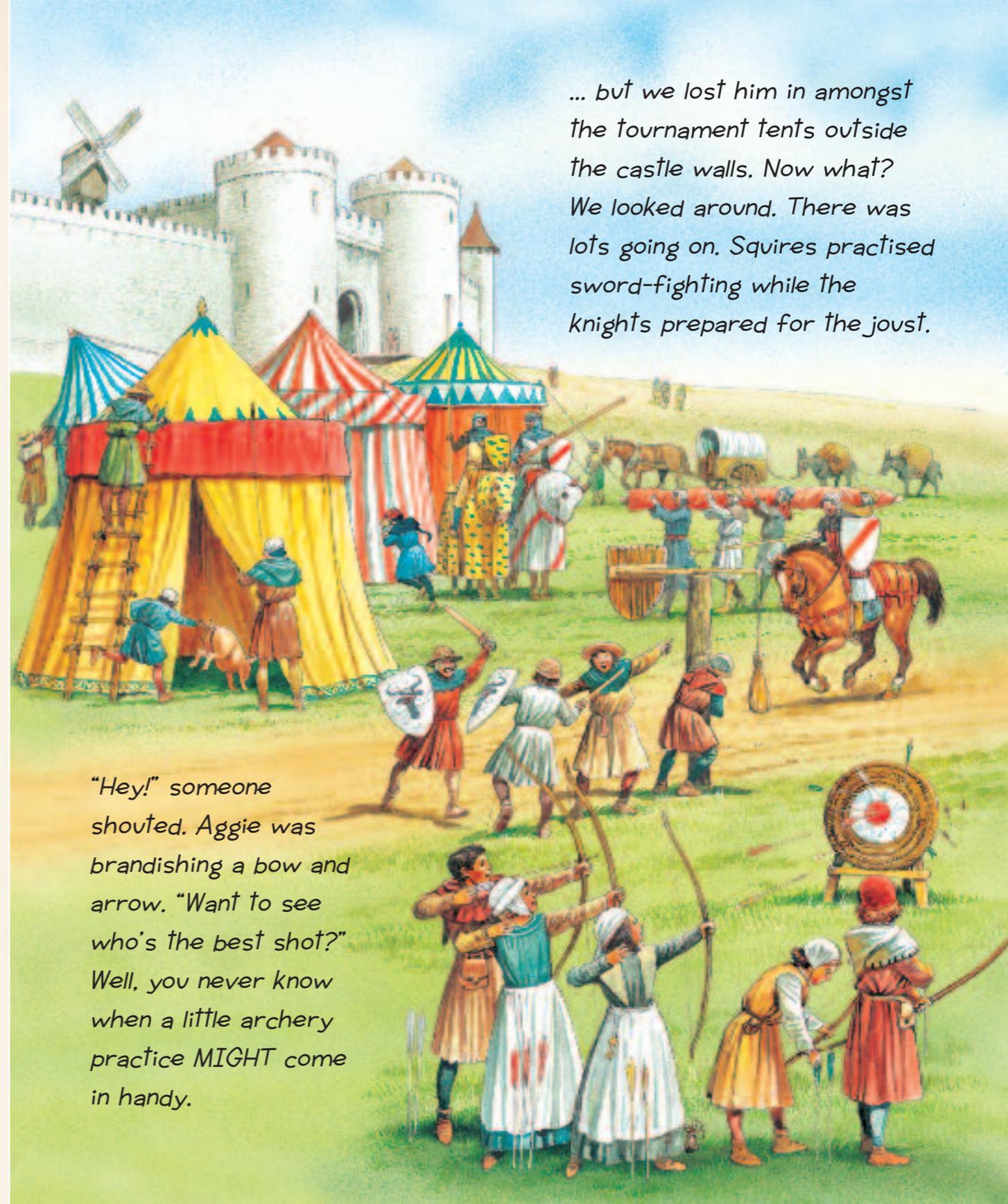
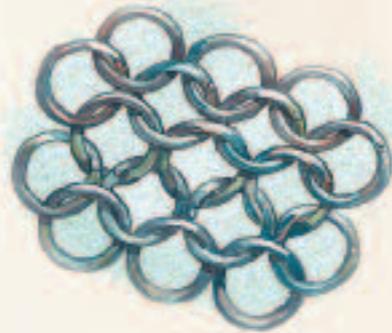


The walls were built with extra-thick layers of stone, several watch towers and high walks for guards to patrol. Inside were two courtyards called the outer bailey and inner bailey. The outer bailey was where they held markets. The gatehouse was the only way into the castle (or so everyone thought!) and was had heavy gates, a portcullis and a drawbridge that was raised or lowered over the moat. Inside the inner bailey was the keep, where the lord and his family lived. Other buildings, such as the kitchens where we worked or the blacksmith's forge were here, too.



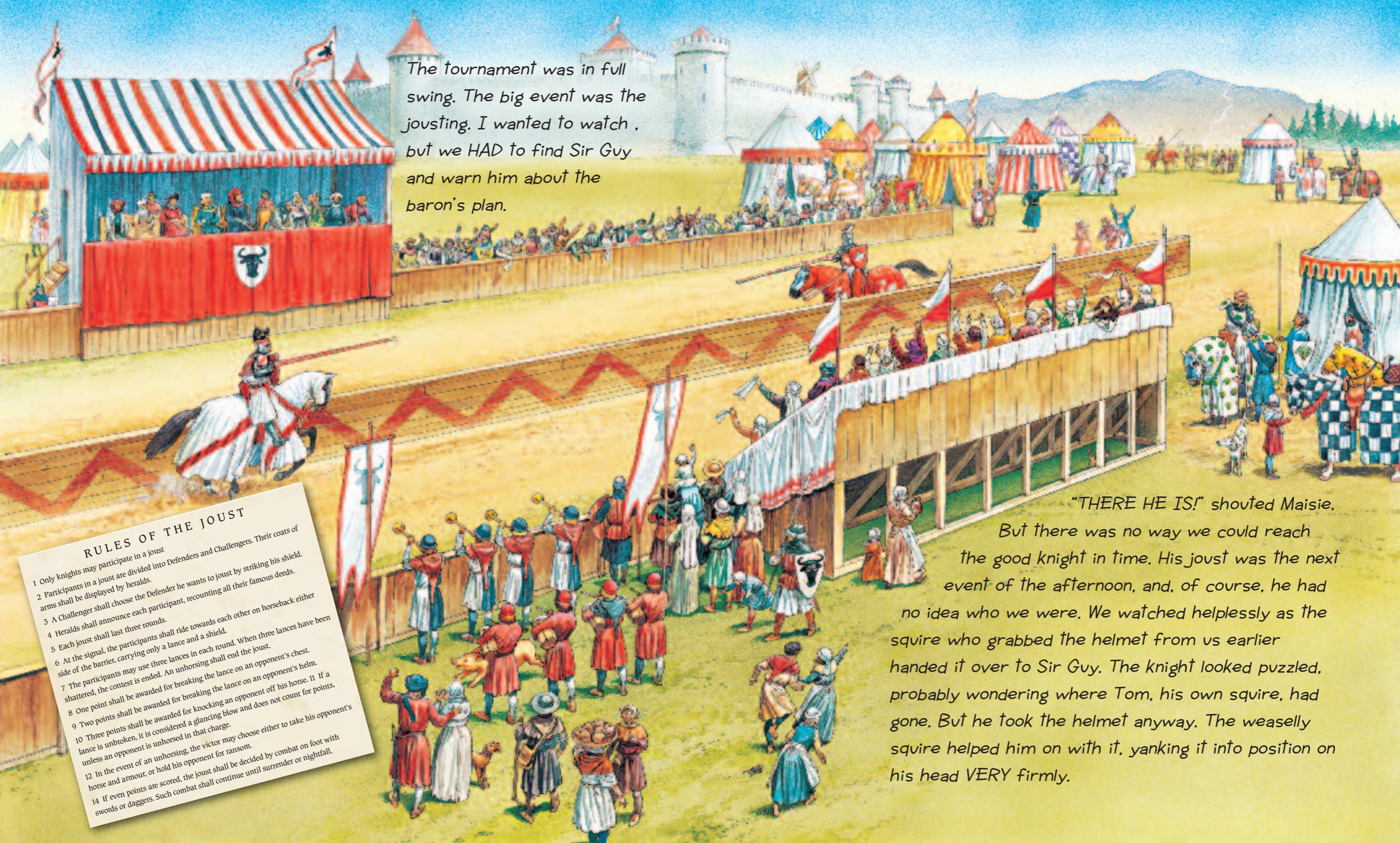
We had to act fast. If Sir Guy were harmed, the planned attack on the castle might not succeed. We went straight to the armoury. Inside it was baking hot. We had to shout to be heard above the din of metal being hammered and swords sharpened. The armourer was a friendly, smiley man.

"Here you are: Sir Guy's helm (what he called the knight's helmet), all ready for the tournament". As we stepped out into the bailey, a skinny, weaselly-looking boy came up and grabbed it from us. "I'll have that, kids", he sneered. "I am under orders from the baron to deliver this helm personally to Sir Guy". He ran off. We chased him ...



... but we lost him in amongst the tournament tents outside the castle walls. Now what? We looked around. There was lots going on. Squires practised sword-fighting while the knights prepared for the joust.

"Hey!" someone shouted. Aggie was brandishing a bow and arrow. "Want to see who's the best shot?" Well, you never know when a little archery practice MIGHT come in handy.



The tournament was in full swing. The big event was the jousting. I wanted to watch, but we HAD to find Sir Guy and warn him about the baron's plan.

RULES OF THE JOUST

- 1 Only knights may participate in a joust
- 2 Participants in a joust are divided into Defenders and Challengers. Their coats of arms shall be displayed by heralds.
- 3 A Challenger shall choose the Defender he wants to joust by striking his shield.
- 4 Heralds shall announce each participant, recounting all their famous deeds.
- 5 Each joust shall last three rounds.
- 6 At the signal, the participants shall ride towards each other on horseback either side of the barrier, carrying only a lance and a shield.
- 7 The participants may use three lances in each round. When three lances have been shattered, the contest is ended. An unhorsing shall end the joust.
- 8 One point shall be awarded for breaking the lance on an opponent's chest.
- 9 Two points shall be awarded for breaking the lance on an opponent's helm.
- 10 Three points shall be awarded for knocking an opponent off his horse. 11 If a lance is unbroken, it is considered a glancing blow and does not count for points, unless an opponent is unhorsed in that charge.
- 12 In the event of an unhorsing, the victor may choose either to take his opponent's horse and armour, or hold his opponent for ransom.
- 14 If even points are scored, the joust shall be decided by combat on foot with swords or daggers. Such combat shall continue until surrender or nightfall.

"THERE HE IS!" shouted Maisie. But there was no way we could reach the good knight in time. His joust was the next event of the afternoon, and, of course, he had no idea who we were. We watched helplessly as the squire who grabbed the helmet from us earlier handed it over to Sir Guy. The knight looked puzzled, probably wondering where Tom, his own squire, had gone. But he took the helmet anyway. The weaselly squire helped him on with it, yanking it into position on his head VERY firmly.

A guide to heraldry

METALS



or



argent



azure



gules



purpure



sable



vert

TINCTURES

ORDINARIES



fess



pale



bend



chevron



saltire



cross



bordure

DIVISIONS



party per fess



party per pale



party per bend



party per chevron



party per saltire



party per cross



party per pall

VARIATIONS



engrailed



invecked



embattled



indented



wavy



nebully



raguly

GEOMETRIC DIVISIONS



gyronny



lozengy



chequy



barry



paly



bendy



chevrony

DIMINUITIVES

FURS



ermine



vair



potent

CHARGES



lion



gryphon



roundel

SEMÉ



semé de lis

CLAD in full armour, knights often looked the same. So, in order to be recognized, each knight decorated his outfit with his own coat of arms. The way in which these coats of arms were designed was called heraldry. When families married, the shield was divided between the two coats of arms (*below left*). When their children married, it was divided again, or quartered (*below right*).

The background to the arms was called the field. It was coloured with either metals—*or* (gold) and *argent* (silver)—or a range of colours called tinctures. The field often featured simple shapes called ordinaries. These could be divided or varied in different ways. There were also pictorial symbols, called charges, and complex patterns, which included furs and *semés*.



Heralds were responsible for designing coats of arms. They kept a record of them in books called armorials.



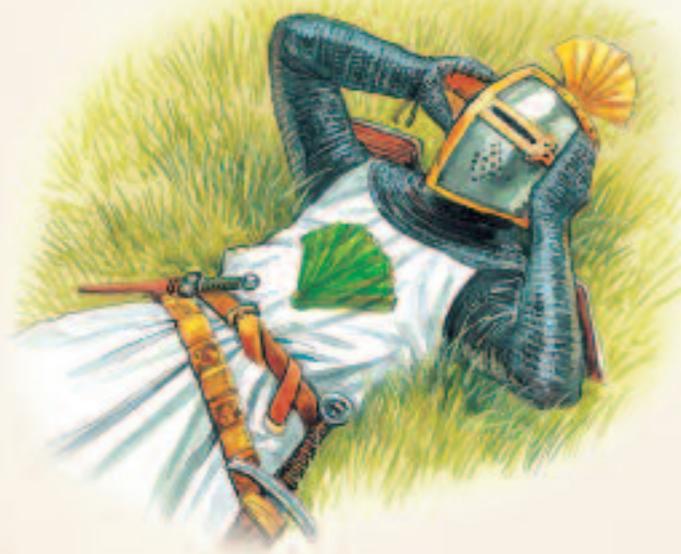
A coat of arms was constructed by combining elements. A metal charge always had to be placed on a tincture field or vice versa.



Just as Sir Guy was about to joust, a cry went up. "Enemy soldiers approaching!"

We looked over to where some guards were pointing and and could just see a massive army approaching. It wouldn't be too long before they were upon us. People around us began to panic. Everyone at the

tournament—knights on horseback, ladies-in-waiting, guards, castle residents—made a dash for the drawbridge. Only when they were inside the castle walls would they be safe. We started to join in the rush, but Aggie noticed that Sir Guy was lying on the ground, writhing in agony. Something was very wrong.



It looked like he was struggling to breathe. He was being suffocated by his OWN HELMET! The three of us sprang into action. While Aggie and Maisie pulled on it, I used a dagger to cut the leather straps at the back.

"Phew!" Sir Guy gulped in air gratefully when we finally managed to pull it off. "Lucky you spotted me. I really was in trouble there". We told him that we were friends of Tom's and that we knew all about the attack on the castle AND how we had helped draw Tom's plan. Sir Guy said he was sure that the helmet had been deliberately tampered with, The baron had clearly found out somehow who he was and tried to have him killed.



The siege army was coming but Sir Guy told us it was vital we got back INSIDE the castle. Our most important work to help Sir Guy's army defeat the evil baron was about to begin! As we ran off, Aggie spotted something left behind in the grass ...



BOOM! Great lumps of rock crashed into the walls just beneath us. Phsst!! Arrows whizzed narrowly past our noses. This was DEFINITELY NOT a film set!!! Shivering with fright, Maisie and I ducked behind the merlons—the high parts of the battlements. All around us archers and crossbowmen were shooting back.



“LOOK!” shouted Maisie. “Real-life mangonels! Just like our model”. “Yes,” I shouted back, “and real-life missiles, too. Keep your head down!”.

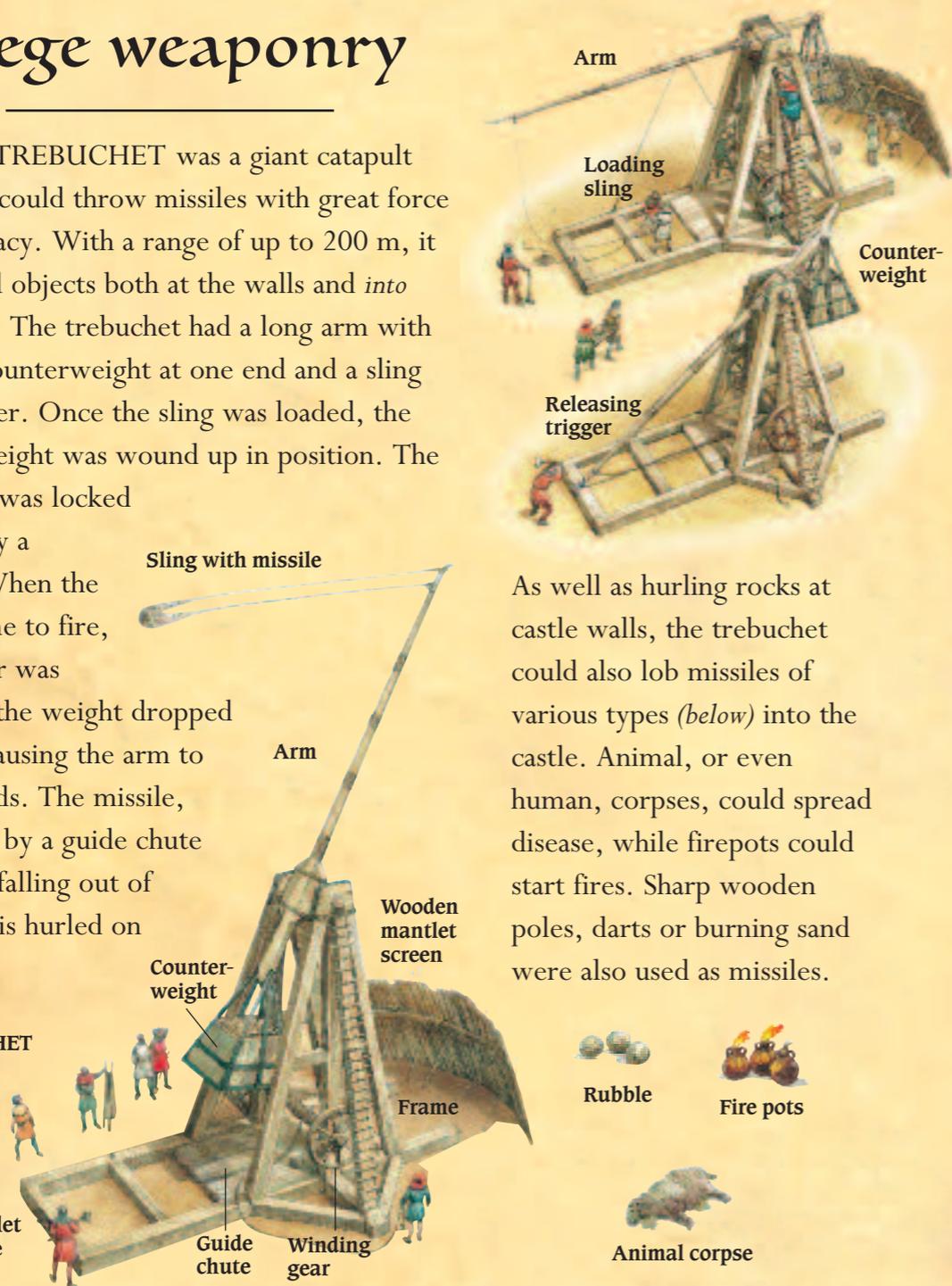
Just then, a massive tower, covered in what looked like animal skins, started to rumble forward. Siege tower, I thought. And that’s a battering ram coming this way. This was going to get ugly!

Siege weaponry

THE TREBUCHET was a giant catapult that could throw missiles with great force and accuracy. With a range of up to 200 m, it could hurl objects both at the walls and *into* the castle. The trebuchet had a long arm with a heavy counterweight at one end and a sling at the other. Once the sling was loaded, the counterweight was wound up in position. The sling arm was locked in place by a trigger. When the order came to fire, the trigger was released, the weight dropped rapidly, causing the arm to fly upwards. The missile, contained by a guide chute to stop it falling out of the sling, is hurled on its way.

TREBUCHET

Operator with mallet to release trigger



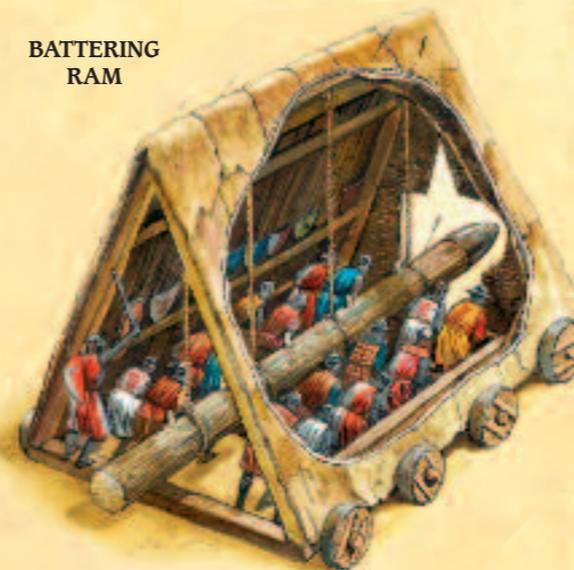
As well as hurling rocks at castle walls, the trebuchet could also lob missiles of various types (*below*) into the castle. Animal, or even human, corpses, could spread disease, while firepots could start fires. Sharp wooden poles, darts or burning sand were also used as missiles.



THE MANGONEL was another type of catapult, smaller and easier to move into position than a trebuchet. It consisted of an arm and bucket mounted on a wooden frame. The power was provided by a tightly-wound rope. Only two men were needed to operate it. One winched the arm back, twisting the rope, while another locked the arm into position and loaded a missile into the cup. When released, the twisted rope sprang back, thrusting the arm forwards. It slammed into a padded beam, sending the missile onwards with force. Rocks and fire pots were the most commonly used missiles. The mangonel was particularly effective for smashing walls.



BATTERING RAM



THE BATTERING RAM was used to break down the castle gate. It was contained inside a timber carriage, called a penthouse, to protect the soldiers from arrows. Wet hides were fixed to the roof to prevent it from being set alight. Inside, a thick tree trunk was suspended on chains from the frame. The tapered front end was reinforced with iron. The soldiers then swung the ram backwards and forwards against the target with great force.



The siege was SO exciting, it was easy to forget what danger we were both in. We could have been goners at any moment! We also had to remember we were under attack from OUR OWN SIDE. Just then, Sir Guy appeared on the battlements.

“Hey! What are you

two doing here? Do

you want an arrow through your heads?

Follow me. I need your help.”

We followed the knight along the walls, into one of the towers and down a long, dark passageway.

“There it is,” he beamed. “Exactly as on Tom’s plan!” We could make out a door at the bottom of the steps.



“That’s called the postern gate. It’s a secret way in and out of the castle. Some of our men are waiting to get in. I want you to unlock it when I give the signal.” We waited, tight-lipped with nerves. There was a shout from up on the tower as Sir Guy took care of the guard watching the door. “NOW!”



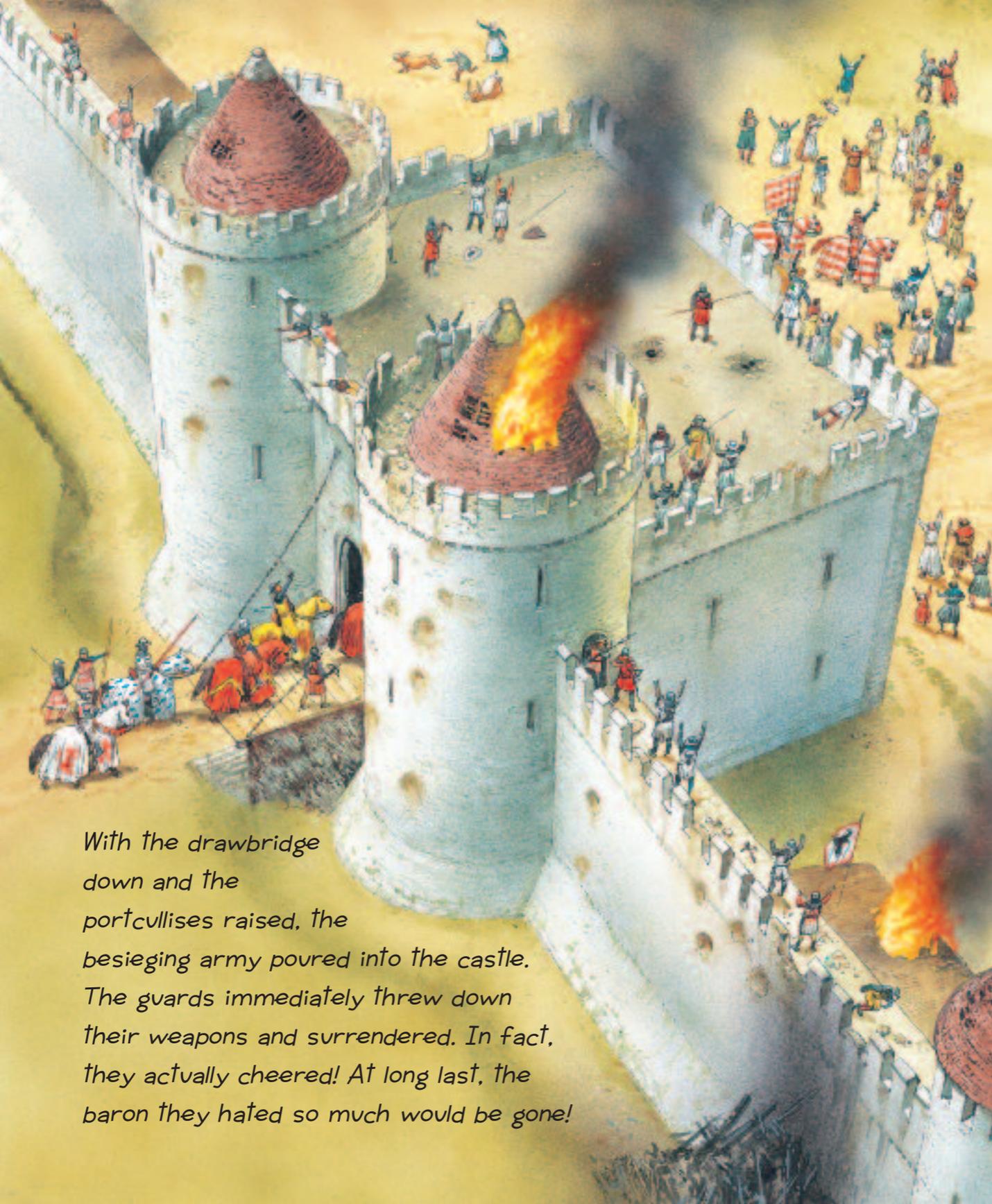
We pulled the heavy wooden door open with all our might. Outside, a dozen or so guards were waiting, just as Sir Guy had said. Grim-faced and silent, they filed past us into the castle and quickly climbed the steps. The evil baron’s guards were so busy battling it out with Sir Guy’s army at the main gates, they didn’t notice that some of the enemy were already INSIDE their castle. We made for the gatehouse. The guards there were no match for us! Seconds later, we had released the winch mechanism and the portcullises creaked open. Maisie added her weight to try and make them go up a bit faster!



Castle defences

THE CASTLE GATEHOUSE had extra defences. Two towers stood either side of the entrance. Archers (*left*) could fire arrows through narrow slits, called arrow loops, in the walls. When under attack, the entrance could be blocked with a raised drawbridge, two portcullises and heavy gates. Portcullises were wooden grilles that slid down grooves in the stone walls on either side. They were raised or lowered using winding gear. Trapping the enemy between the two portcullises gave the guards opportunities to shoot arrows and drop boulders or hot sand down through the “murder holes” in the ceiling (*right*). Before a siege, wooden hoardings were fixed to the battlements. Wet animal hides were nailed to them to prevent them from being set alight. The hoardings protected the defenders from arrows, while the floor had openings through which missiles could be dropped.





With the drawbridge down and the portcullises raised, the besieging army poured into the castle. The guards immediately threw down their weapons and surrendered. In fact, they actually cheered! At long last, the baron they hated so much would be gone!



But where was he? "We need the old villain alive", said Sir Guy. "He must answer for his crimes".

"I think I can help", came a little voice. It was Aggie! We had lost her in the confusion before the siege began. "I know every nook and cranny in this place, and I'm pretty sure where the Lord and Lady will be hiding".

Aggie led the way up the steps in the keep. She showed us into what looked like an empty room at the top of the tower. "There", she said, pointing at a trapdoor in the floor. Sir Guy flicked it open with the tip of his sword. Whimpering "Mercy, please", the baron slowly climbed out. His expression turned to a snarl when he



saw Sir Guy, "I thought I'd had you got rid of", he growled as they took him away. We dashed off to get the dungeon key so we could rescue Tom. It took all three of us to pull him up by a rope!





The dungeon wasn't empty for long. Sir Guy thought the baron would like to try it out for himself that night. Meanwhile the victorious lord of Tom and Sir Guy's castle held a great feast to celebrate. Sir Guy, Aggie, Maisie and I were guests of honour. (Being a respectful squire, Tom stood to one side of the table to wait on his knight.) Musicians played, acrobats performed and there were amazing things for us all to eat. Suddenly we remembered we had to get back. But ... WHERE WAS THE KEY?

Glossary

Bailey An open area enclosed by castle walls. Many castles had more than one: the inner bailey, around which the lord's residence and important buildings were built, and the outer bailey, where the stables, marketplace and gardens could be found.

Baron A wealthy nobleman, who pledged his loyalty to the king and used his army to defend the king's realm in return for lands.



Blacksmith A person who makes or shapes iron objects, such as horseshoes, using heat from a fire to melt or soften the metal.

Chivalry The rules of polite and honourable behaviour that knights were meant to follow. These included protecting the weak and being courteous to women.

Drawbridge A wooden bridge across a moat or ditch that could be lifted up and lowered.

Dungeon A prison cell in the castle basement.

Feudalism An arrangement by which land was granted in return for loyalty and military service during wars. These landowners, in turn, had control over the peasants, called serfs, who farmed their land.

Gatehouse The entrance to the castle. It usually had extra defences such as a drawbridge, portcullises and heavy gates.

Joust A contest at a tournament in which two knights clad in armour and riding on horseback charged at each other with lances.

Keep The main stone tower inside the castle walls. It housed the living quarters for the lord and lady, as well as the Great Hall.

Knight A fighting man who promised loyalty to a baron. He was expected to follow a code of chivalry.

Mangonel A large catapult that fired rocks and missiles at a castle during a siege.

Moat A ditch surrounding a castle that could be filled with water or other waste material. It was the first line of defence for a castle.

Portcullis A heavy wooden grille that could be lowered to close a gateway at the entrance of a castle.

Siege The surrounding of a castle by an enemy army to prevent supplies from entering it and anyone inside from leaving it.

Squire A young male attendant to a knight, often a trainee knight himself. During battles, squires would ride with their lords, bearing their weapons.

Tournament An event where knights showed off their military and fighting skills at jousting or other mock battles.

