

North Gatehouse

History: The North gate house was once the great main gate of Grey Helm guarding the original Castle walls. Since then the Castle has expanded into the Outer Sanctum and the once grand main gate stands as the last defense into the Keep. This stalwart structure served as a rally point before the final breach of the Undead during the chaos of the plague. Many soldiers attempted to hold out in the high tower, dropping Hot Tar upon the Undead pounding against the gates, but infection would soon spread within the walls and the Inner Sanctum would tear itself apart from within. In a last ditch effort one of the tower bowman attempted to destroy the gate lift preventing the infection from escaping the Castle Walls, but only managed to damage the chain coils before the Undead overwhelmed him leave Vincent now locked in with the rest of the swarm. This was a hold out for many guard, this was there battle of Thermopylae. Wave after wave of Undead gathered in the Turrets of the tower, funneling them for a while. But soon food would give out, and fatigue set in and they accepted their fate.

Tone: This was a hold out for some time, it has some of the same sensibilities of safety as the safe room, but gone awry. This was a failed attempt. Just as the Inner Sanctum it has a similar war torn feel to it.

Purpose: This is where the ultimate goal of this section rests. You must raise the gate to begin your search for your lost party, and inevitable escape from Castle Sanctum.

Asset List:

- **Iron gate** – A solid iron gate, ornate but tarnished by the relentless beating of Undead flesh against the solid metal.
- **Gate Lift Wendell** – A great Wendell with various pulleys and chains that distributes the weight enough that one man could perceivable raise the gate.
 - **Gate Lift Chains** – However, such a complex contraption relies on many chains and one such the snap when Vincent attempts to raise the Gate for the first time.
- **Weapon Rack** – A bettered wooden rack used as barricades, possible rusty or worn weapons could be found on these, but most long been looted by remaining survivors.
- **Crates** – Storage barrels for pitch that would be used for the siege cauldron that have all but been drained.
- **Siege Cauldron** – A Large pot on a pivot that can tip it over the ledge of the murderhole to spill hot pitch onto their foes below. It still very much functional but lacks the pitch necessary to use it properly.
- **North Gate Building** – The great north gate stands almost as tall as the keep with three great towers that house the gate with a connected interior.
 - **Interior**
- **Hot Tar** – A thick dark fluid that fills the cauldron when the Vincent possesses the distilled pitch. This then activates the Cauldron to drop the burning pitch, once Vincent equips his torch.
- **Gatehouse Doors** – Busted and barricaded doors leading into the turrets of the Gatehouse.

