



# Part One

# Preview

Chapters One, Two, & Three

[OutlandishScotland.com](http://OutlandishScotland.com)

A Novel Holiday Travel Guidebook

# Culross Village: Site #1



Outlander Season One Film Sites  
Exterior Cranesmuir Scenes  
and *MORE!*



[©2015 Joni Webb cotedetexas.blogspot.com segment (enhanced)]

The lovely little village of Culross (“KOO-russ”) is one of several small ports on the Firth of Forth—the estuary (firth) of Scotland’s River Forth, north of Edinburgh, where it flows into the North Sea.

What makes Culross special is that the village seems to have been frozen in time since the 1600s—long before Claire and Jamie could have trod o’er these cobblestones—largely because many buildings in the village have been owned and managed by the National Trust for Scotland (NTS) since 1932.

“The Royal Burgh of Culross is ... the most complete example in Scotland today of a Burgh of the 17th and 18th centuries. The Town House was built in 1626 and was the administrative centre of Culross with a tollbooth and witches’ prison. The old buildings and cobbled streets create a fascinating time warp for visitors.”

<http://nts.org.uk/RoyalBurghofCulross>



Because the Trust strives to keep the village untouched by the passage of time, and unmarred by visible evidence of modern technology, it comes as no surprise that Culross was selected as a major STARZ *Outlander* film site: the fictional village of Cranesmuir.

Amazingly enough, Ronald D. Moore (*Outlander* TV series creator and executive producer) managed to obtain permission to *repaint* the buildings surrounding the old town square for filming.



[©2015 Joni Webb cotedetexas.blogspot.com segment (enhanced)]

“The buildings at the Mercat Cross in the Royal Burgh of Culross, some of which are owned and managed by the National Trust for Scotland, are undergoing a temporary colour change. They have been specially painted for the filming of a major TV series currently in production in Scotland and will be returned to their usual state by early summer 2014. We actively encourage filming at our locations and are very pleased to be working with the production company, which has been consulting closely with the Trust’s conservators and surveyors.”



[*The Way Out* screenshot (enhanced)] [©2015 Peter of marketplace.500px.com segment (enhanced)]

While some Outlanderites may be disappointed that the real-world buildings are a different color than those seen on screen, the structures weren't altered in any way—making it easy to recognize them.

### Culross Village Film Site: Mercat Cross Square

On the west side of the old Culross market (“mercato”) place stands the village’s Mercat Cross. This type of monument was the symbol of a burgh’s right to trade. Although the cross’ shaft and head were reconstructed in 1902, its stepped, octagonal base is original—built in 1588. The unicorn carving on top was copied from Stirling’s Mercat Cross.

“As you wander through Culross, you’ll see the Mercat Cross once the centre of life in town where trading was conducted and proclamations were read out.”

<http://itraveluk.co.uk/content/602.html>

In November of 2013, many memorable exterior Cranesmuir scenes for Season One of *Outlander* were shot in and around this square. Thus, the Culross Mercat Cross is frequently seen on screen.

- Episode 3, *The Way Out*
- Episode 10, *By the Pricking of My Thumbs*
- Episode 11, *The Devil’s Mark*



[*The Way Out* screenshot (enhanced)]

...[End of Chapter One Sample]

## Charlestown Lime Kilns: Site #2



Outlander Season One Film Site

Episode 14, “The Search”

Dougal’s Cache of Jacobite Weapons and Supplies



[*Outlander* Season 1 screenshot segment (enhanced)]

In Season One, Episode 14—*The Search*—Gypsies give Claire a message that she thinks is from Jamie, identifying a remote cave meeting place. She and Murtagh rush to the meeting place, but find Dougal there instead.

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The Charlestown Lime Kilns film site receives a **Might-Be-Fun** rating because:

- Access is only allowed to a small section of the complex. The vast majority is fenced off and posted with “Danger—Keep Out” signs.
- With the set dressing props long gone, the site looks very little like what was seen on screen. Most Outlanderites will be happier spending their holiday time visiting more recognizable film sites.



- Why not a **Skip It** rating? Stopping at the lime kilns film site while enroute from Culross (Site #1) to Aberdour Castle (Site #3) only adds 20 minutes to that drive. If you keep your Charlestown Lime Kilns visit to 30 minutes, the site adds only an hour to your itinerary.

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## Time & Travel: Charlestown

Charlestown lies north of Edinburgh, across the Firth of Forth bridge.

Although it is as easy to stop at Charlestown while driving to **Culross (Site #1)**, we think it best to begin your holiday with a **Great Site**, rather than a Might-Be-Fun site. Those who wish to visit the Charlestown lime kilns can conveniently do so when driving from Culross to **Aberdour Castle (Site #3)**.

**Visit Time:** 30 minutes

That ought to be sufficient to visit the accessible lime kilns section.

**Hours of Operation:** None

This is an unmanaged public place without fees or guidance. Keep in mind, however, that the lime kilns' interior is not illuminated. Thus, it is best to visit during the brightest time of day.



[©2013 M J Richardson] [©2014 Heritage Landscape Creativity]

**Charlestown Limekilns Site Coordinates:** 56.035594, -3.503375

These coordinates are for the approximate center of the Charlestown lime kilns complex—the one place where access is allowed. Look for the small section that isn't fenced in. (Photo above, left.) There's also a Charlestown lime kilns information sign here.

...[End of Chapter Two Sample]

## Aberdour Castle: Site #3



Outlander Season One Film Site  
The Abbey of Ste. Anne de Beaupré



[©2008 Andy Hawkins segment (enhanced)]

Aberdour Castle is located in the Fife county village of Easter Aberdour and managed by Historic Scotland. It may be the oldest standing masonry castle in Scotland.

“Hidden away in [Aberdour Castle’s] extensive complex are the remains of a two-storey hall-house. Its cubed ashlar masonry walls are remarkably similar to those in the nearby parish church of St Fillan’s, dated to the mid 12th century. ... The splayed base course and clasping angle-buttresses at the corners are further evidence of Norman mason work.

“Hitherto the accolade of oldest standing castle in Scotland has gone to Castle Sween, in far-off Argyll, which is dated to the end of the 12th century. However, Aberdour’s hall-house could conceivably have been built around 1150 ...”

[http://www.historic-scotland.gov.uk/index/places/propertyresults/propertyoverview.htm?PropID=PL\\_001](http://www.historic-scotland.gov.uk/index/places/propertyresults/propertyoverview.htm?PropID=PL_001)

Filming for the finale of *Outlander* Season 1—events that occurred in the novel’s Abbey of Ste. Anne de Beaupré—took place at Aberdour Castle.

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## Time & Travel: Aberdour Castle

The upper floors of Aberdour Castle are not suitable for visitors using wheelchairs or those with limited mobility, as access is by turnpike stairs: a circular flight of steps composed of treads winding around a central pole. Gravel paths to the grounds can be difficult for visitors using wheelchairs, however access is possible with assistance.

### Visiting Time

We suggest scheduling at least **2 hours** at Aberdour Castle—preferably **3 hours**.

- **1 hour:** A quick visit of just the film sites can be accomplished in one hour, though that allows little time in the gift shop and you'll miss all the other marvelous Aberdour Castle aspects.
- **2 hours:** Add another hour to enjoy all portions of the castle and its ruins, *or* the gardens and doocot.
- **3 hours:** To do both.
- **4 hours:** Add one more hour to visit St. Fillan's church and its 16th-century graveyard.

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### Public Transportation Directions

Take a train to Aberdour railway station [AUR].

ScotRail Aberdour Station info:

<https://scotrail.co.uk/plan-your-journey/stations-and-facilities/aur>

### Driving Directions

Program Aberdour's village car park coordinates into your vehicle's SatNav/GPS device.

### Lodging in Aberdour

Trip Advisor lists 3 hotels, 2 B&B/Inns, and 15 Vacation rentals *in* Aberdour.

[http://tripadvisor.com/Hotels-g551742-Aberdour\\_Fife\\_Scotland-Hotels.html](http://tripadvisor.com/Hotels-g551742-Aberdour_Fife_Scotland-Hotels.html)

Alternatively, there is a collection of Fife county guesthouse proprietors whose website is a great resource for finding a place to stay from which you can conveniently reach all of the first six Outlandish Scotland Journey sites.

"All members of the 'A Stay in Fife' collection have been chosen for their high standards of hospitality, cleanliness and friendliness. Family owned and located throughout the county of Fife, they're some of the best bed & breakfasts on offer."

<http://astayinfife.co.uk/>