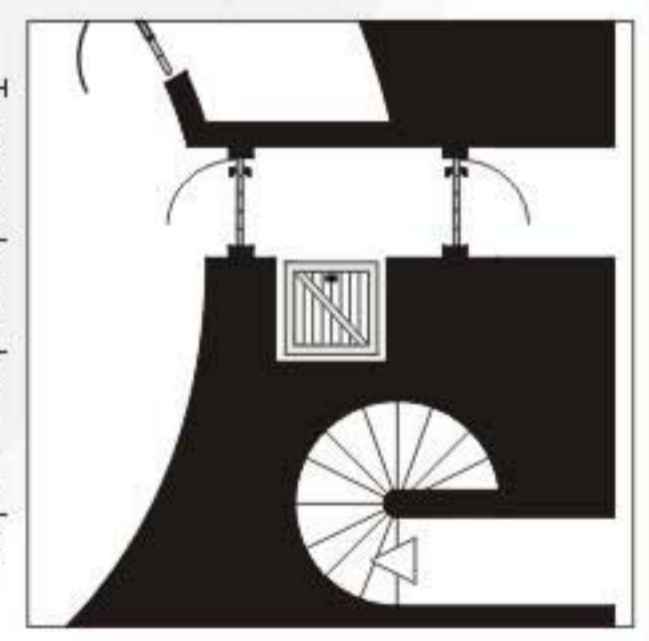


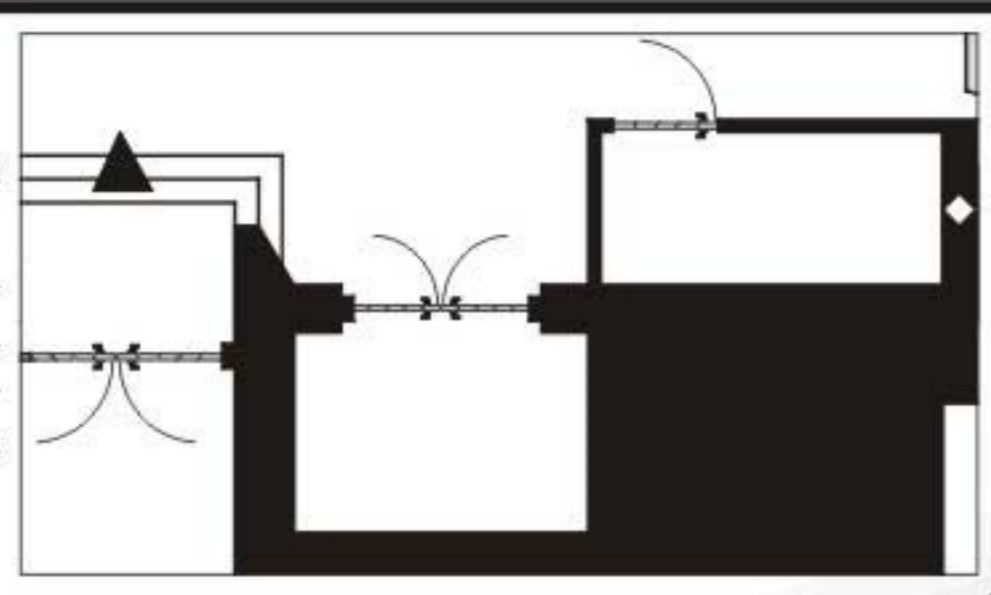
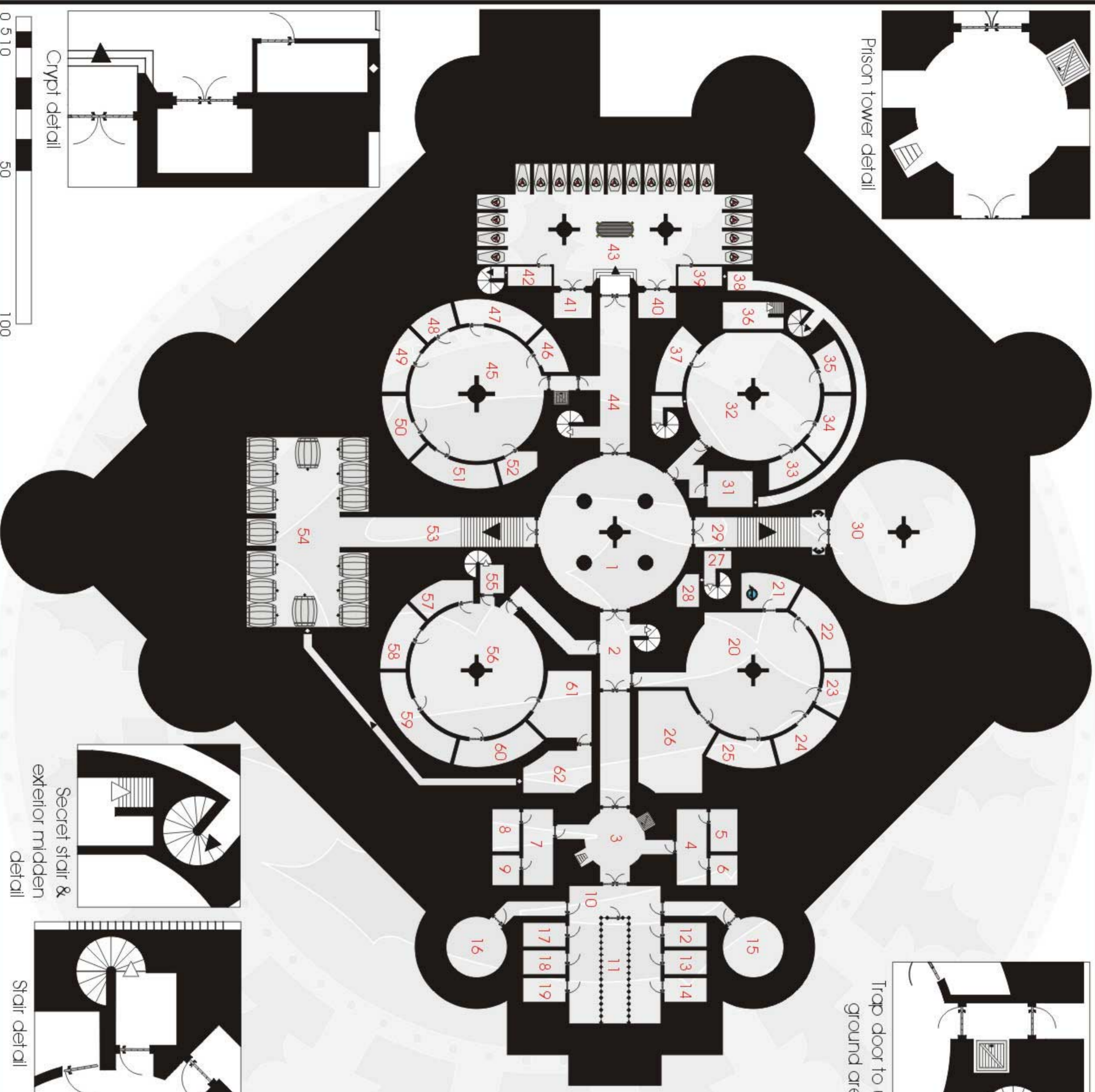
Prison tower detail



Trap door to under ground areas



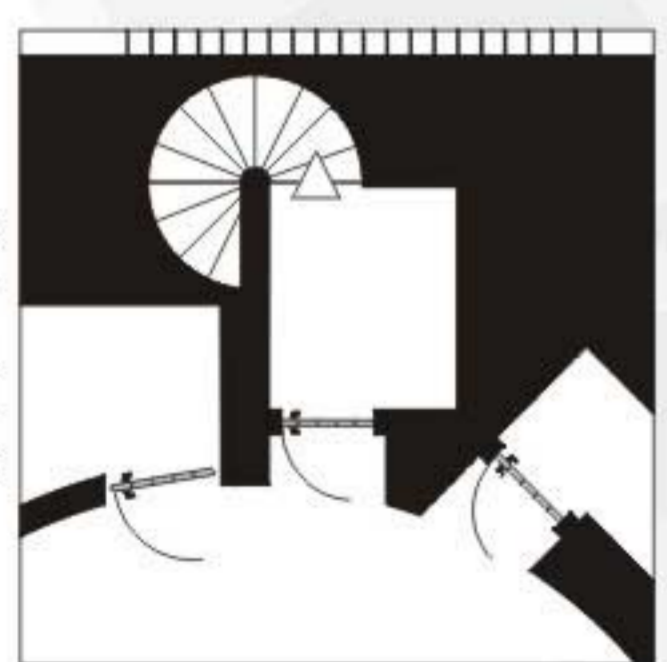
DRAGON
CASTLE
Level: 0
CASTLEWALLS
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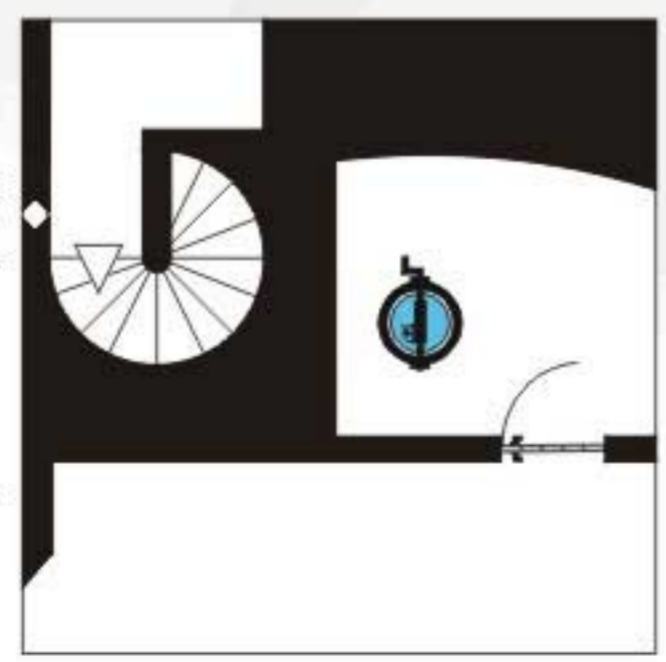
Crypt detail



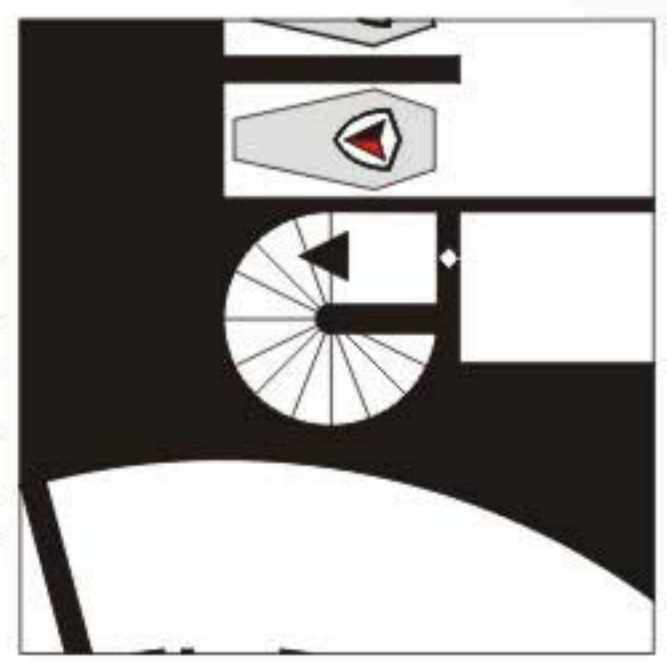
Secret stair & exterior midden detail



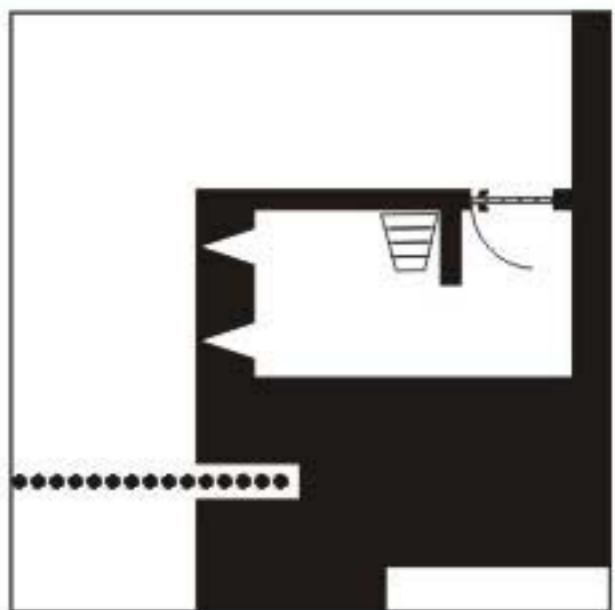
Stair detail



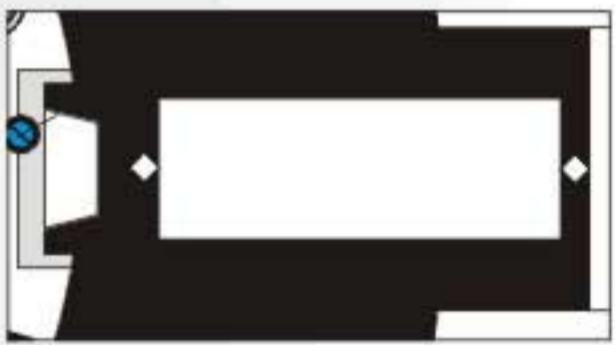
Water room/
secret stair detail



Crypt stair detail



Front gate detail



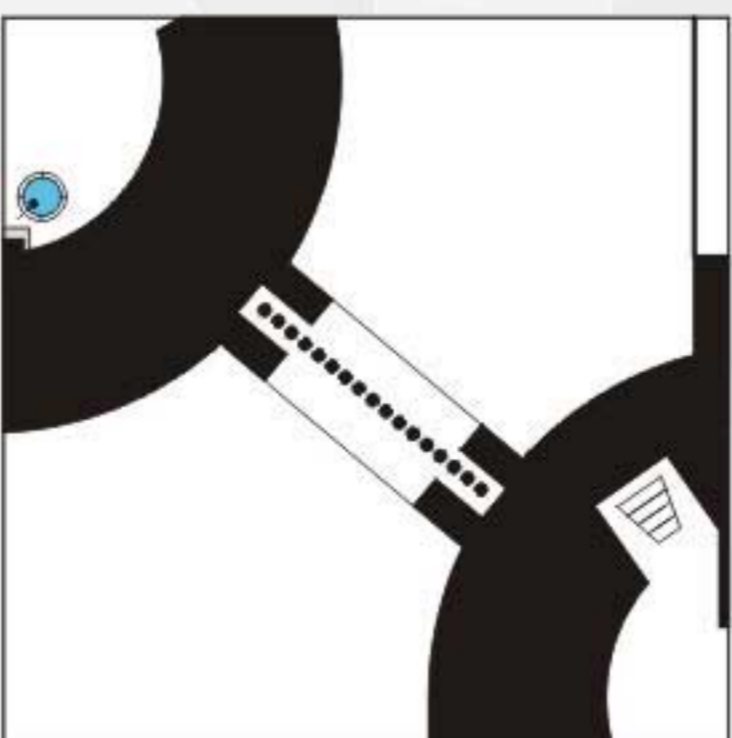
Secret passage



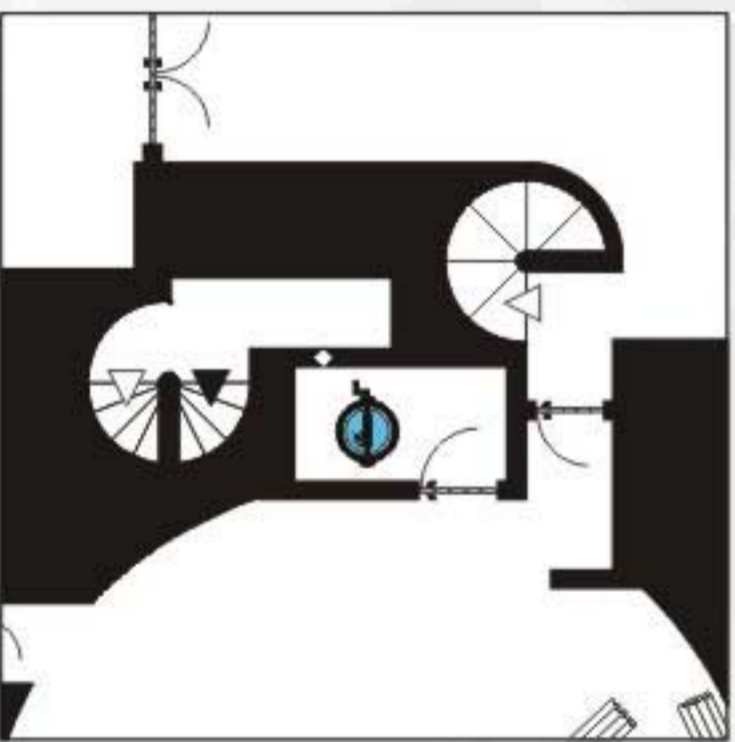
DRAGON CASTLE
Level: 1
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Outside midden



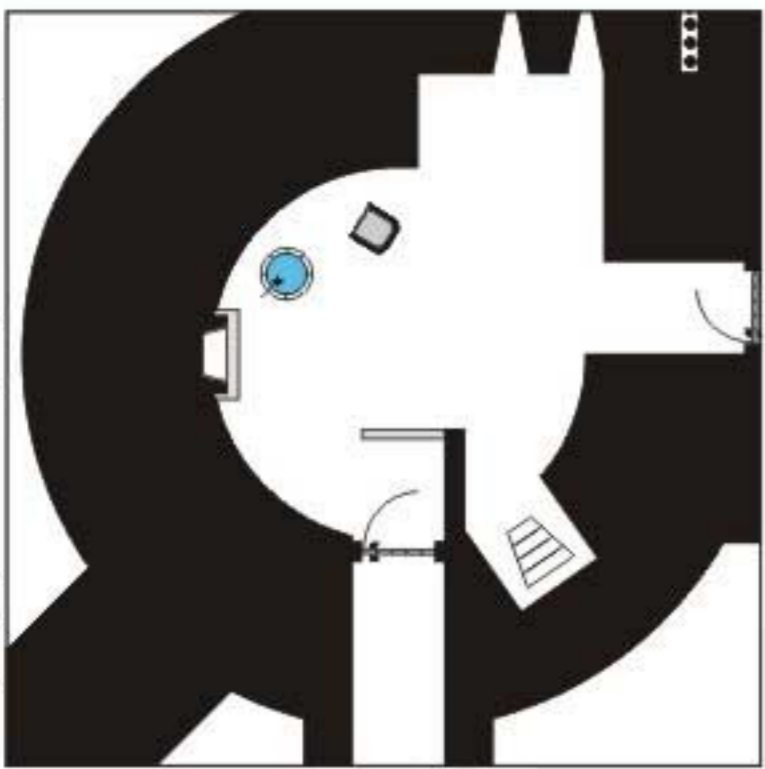
Portcullis detail



Water well/secret stair



Infirmary office



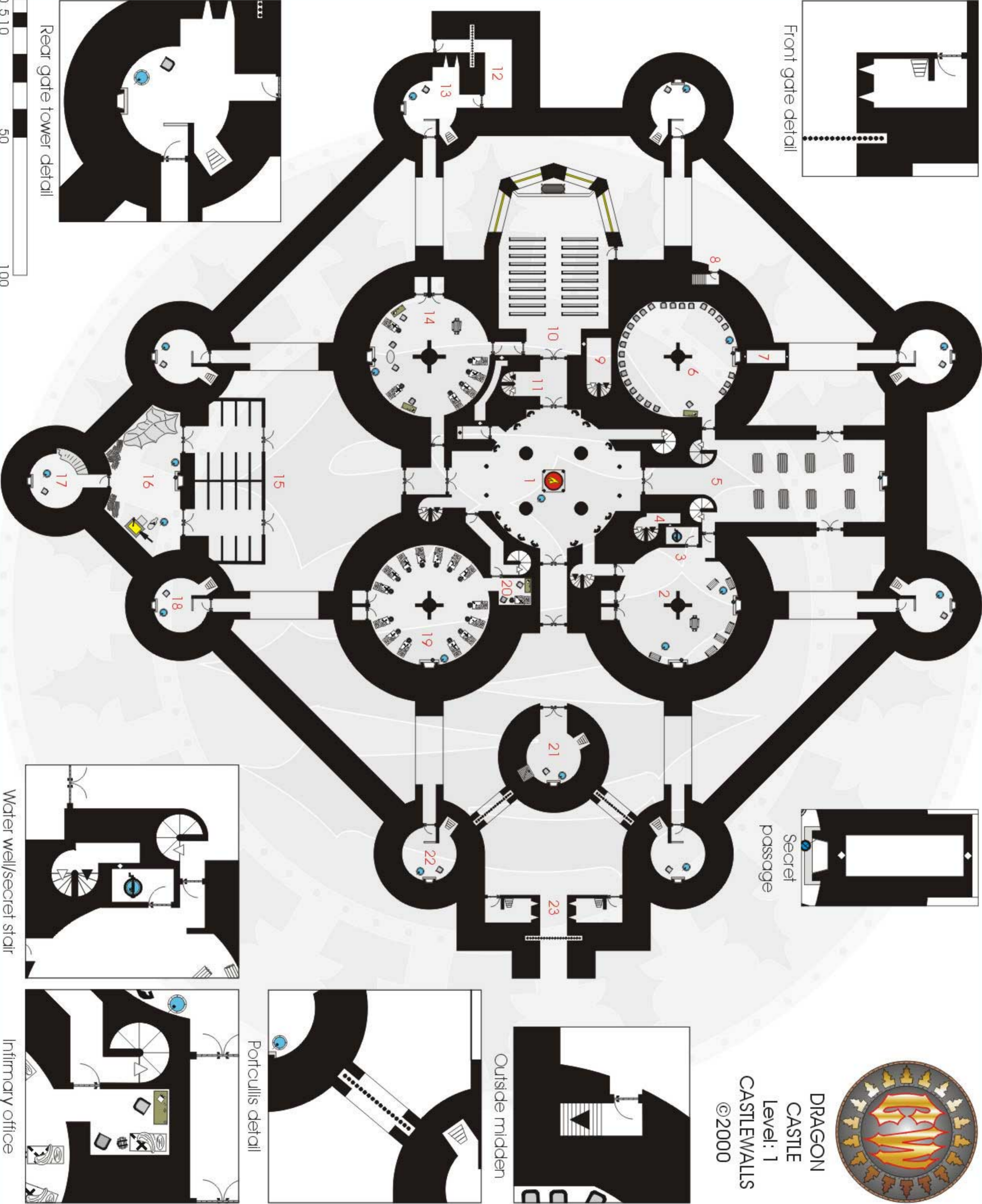
Rear gate tower detail

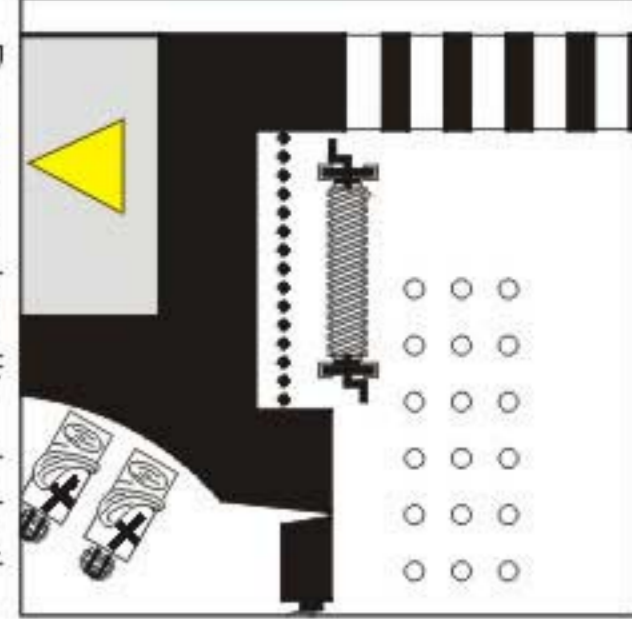


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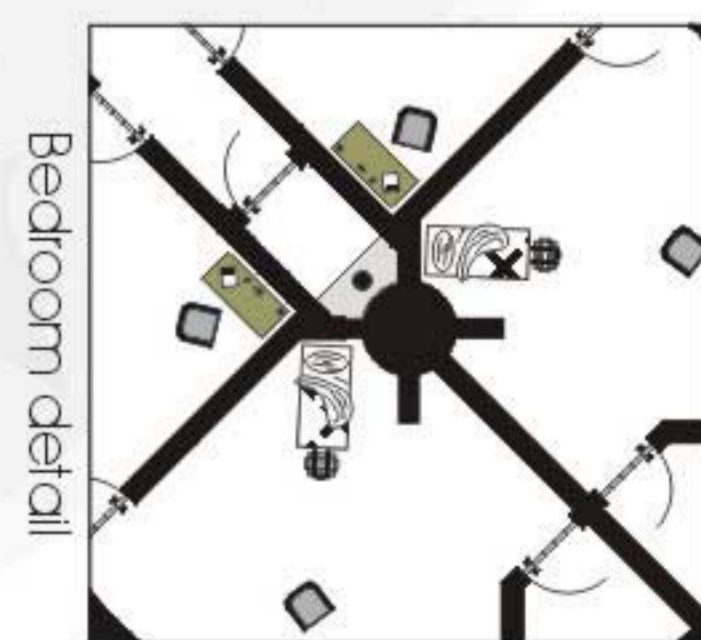
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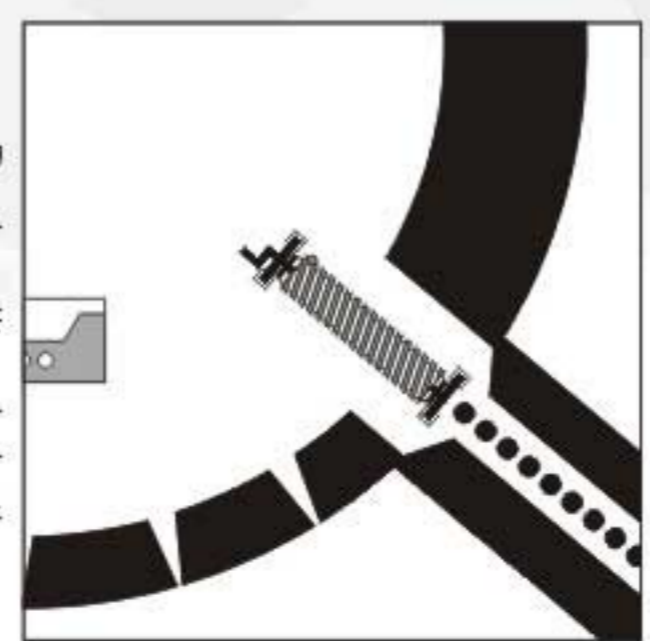
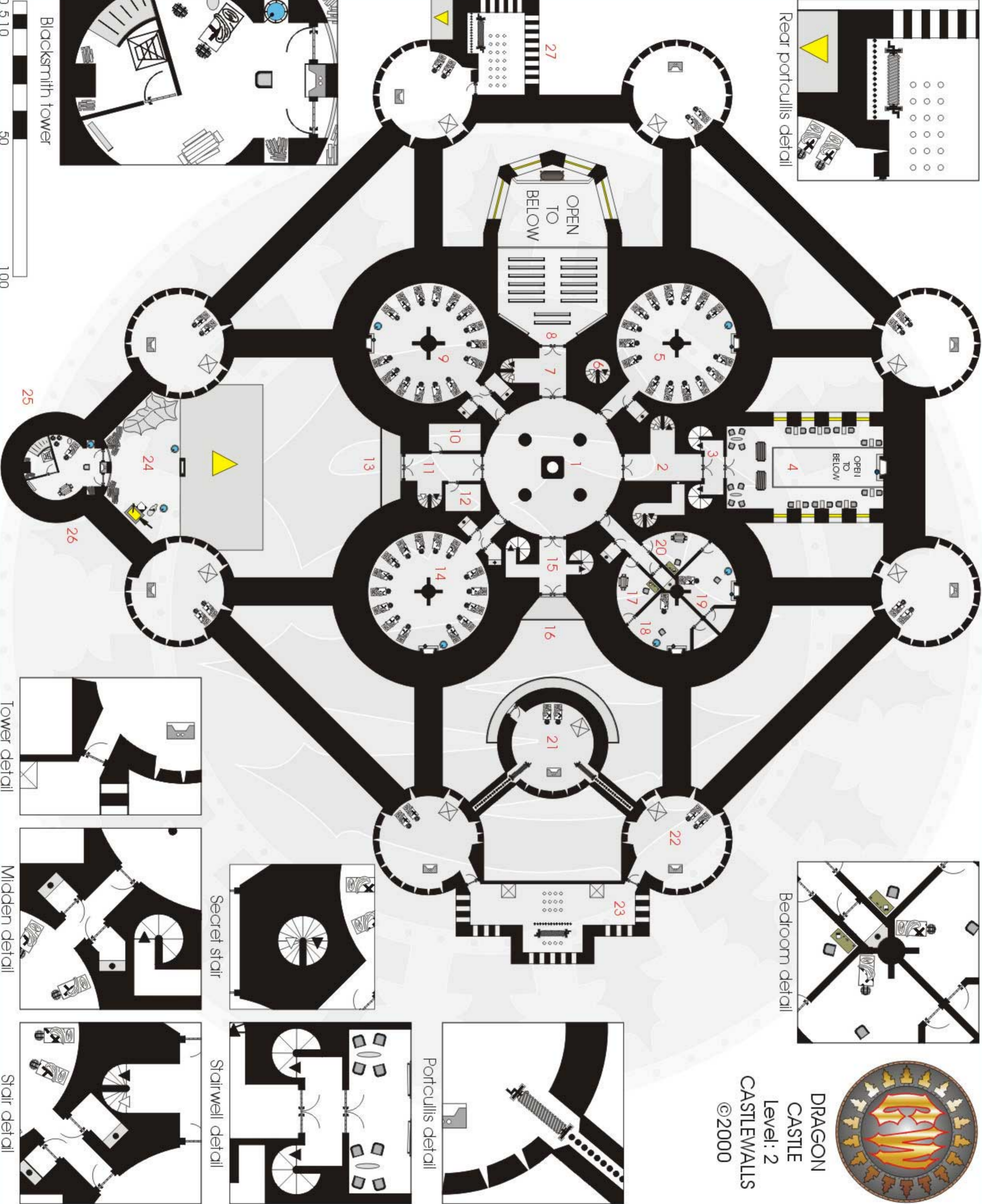
Rear portcullis detail



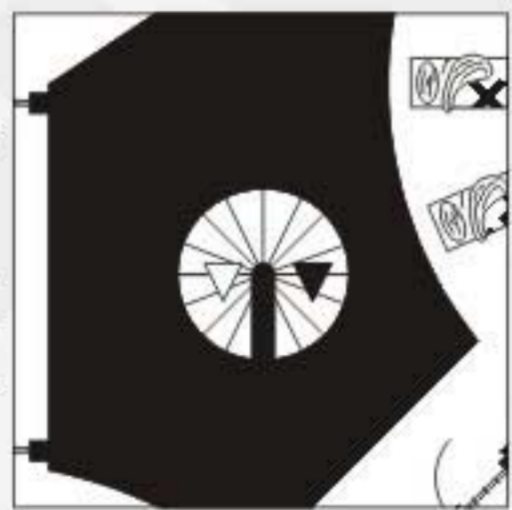
Bedroom detail



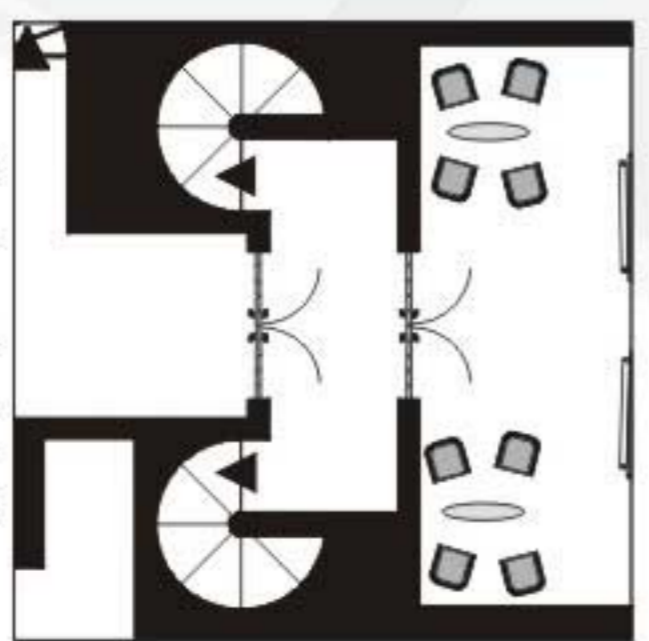
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CASTLE
Level: 2
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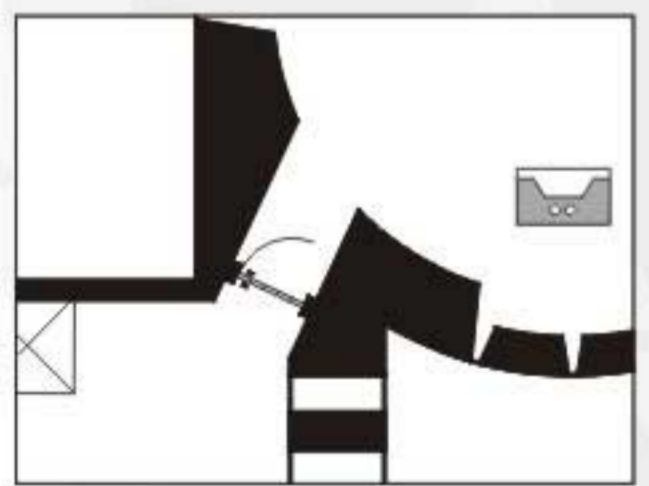
Portcullis detail



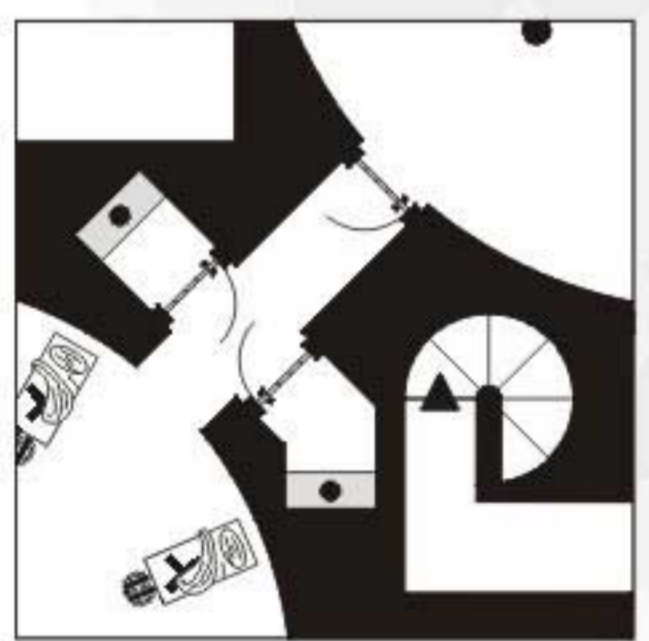
Secret stair



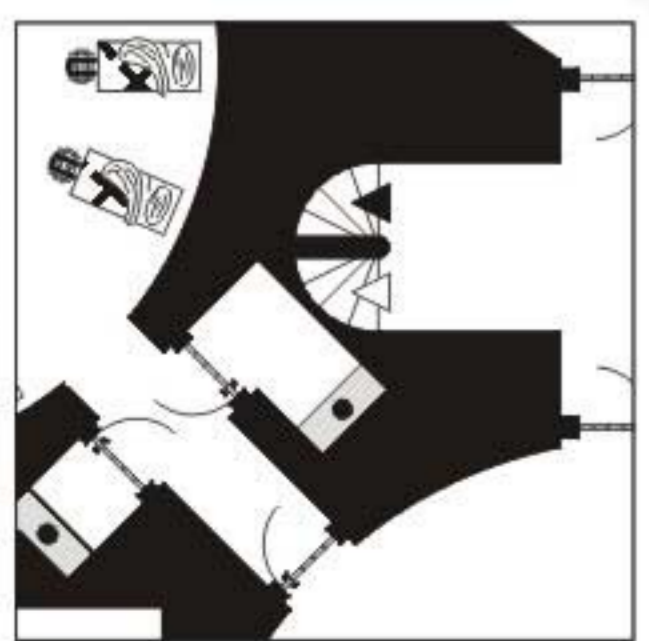
Stairwell detail



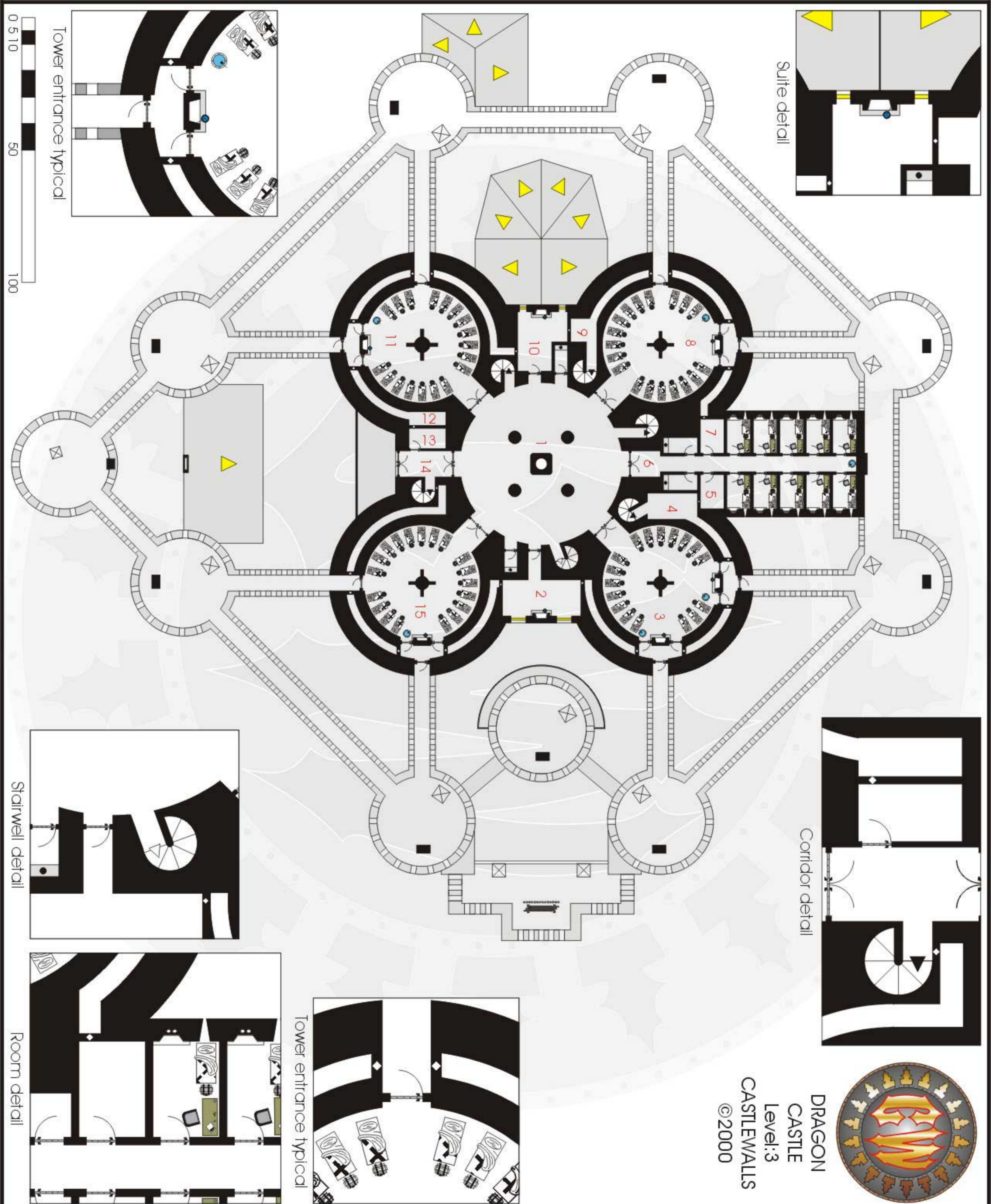
Tower detail



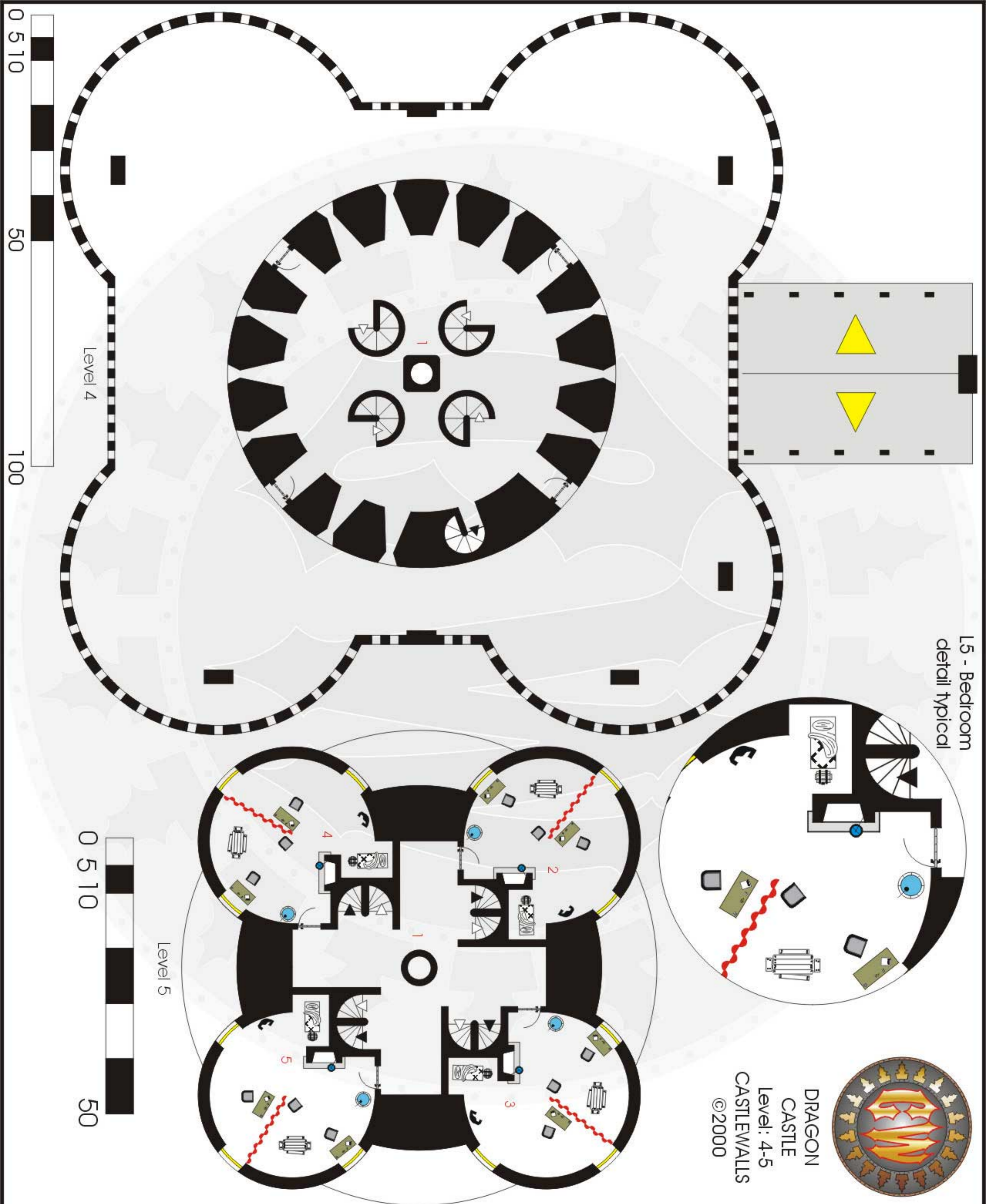
Midden detail



Stair detail

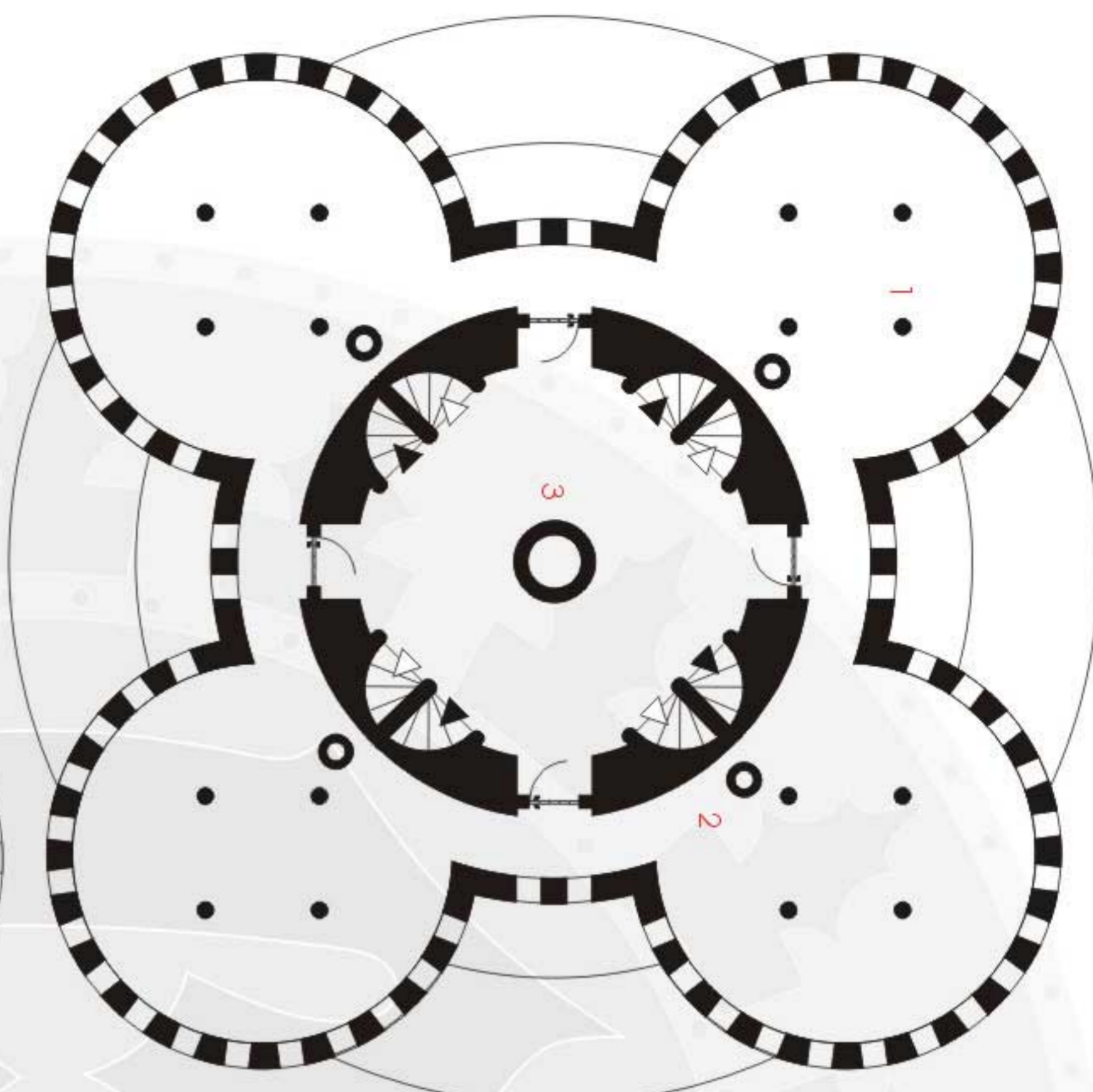


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 Level:3
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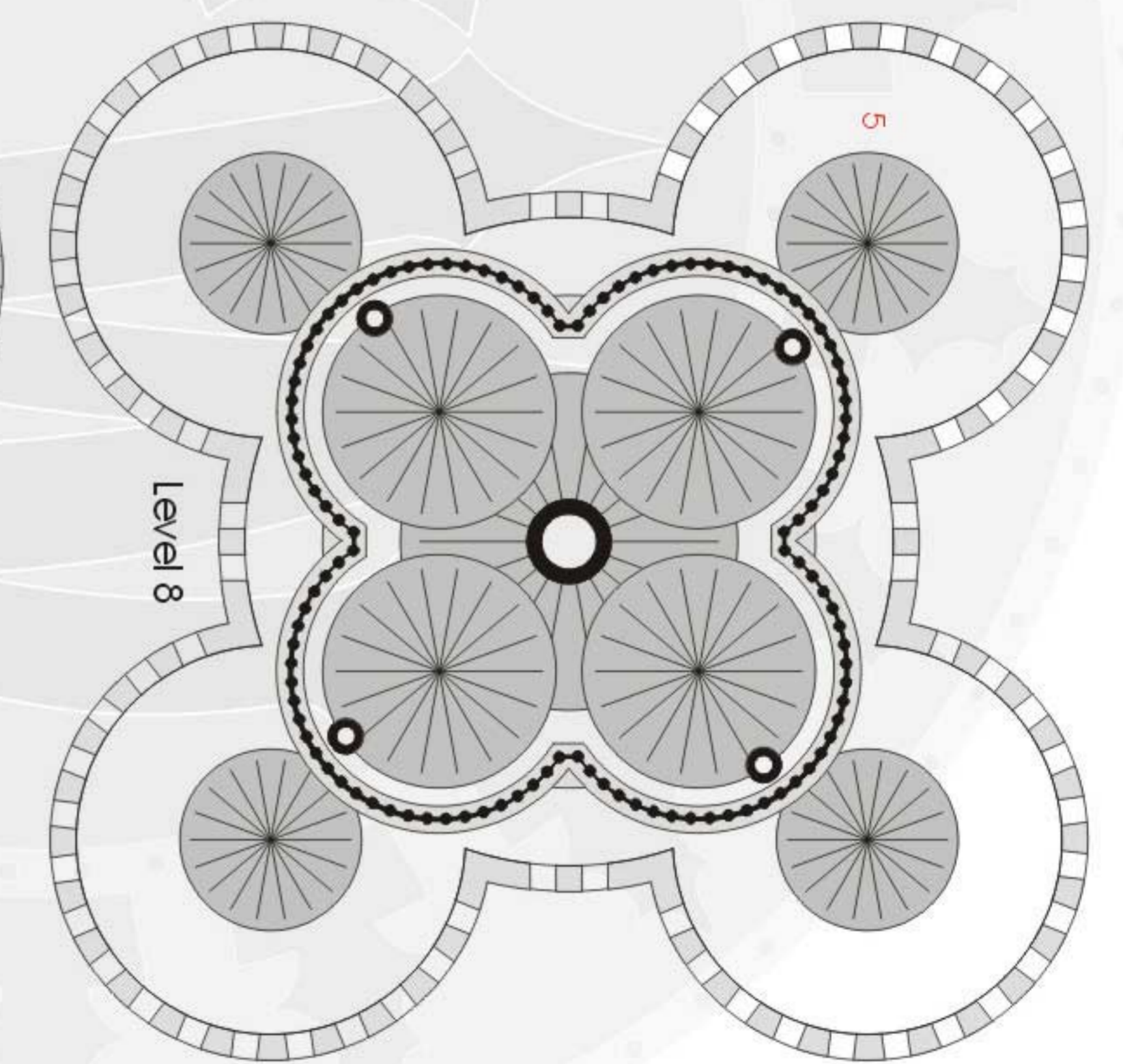




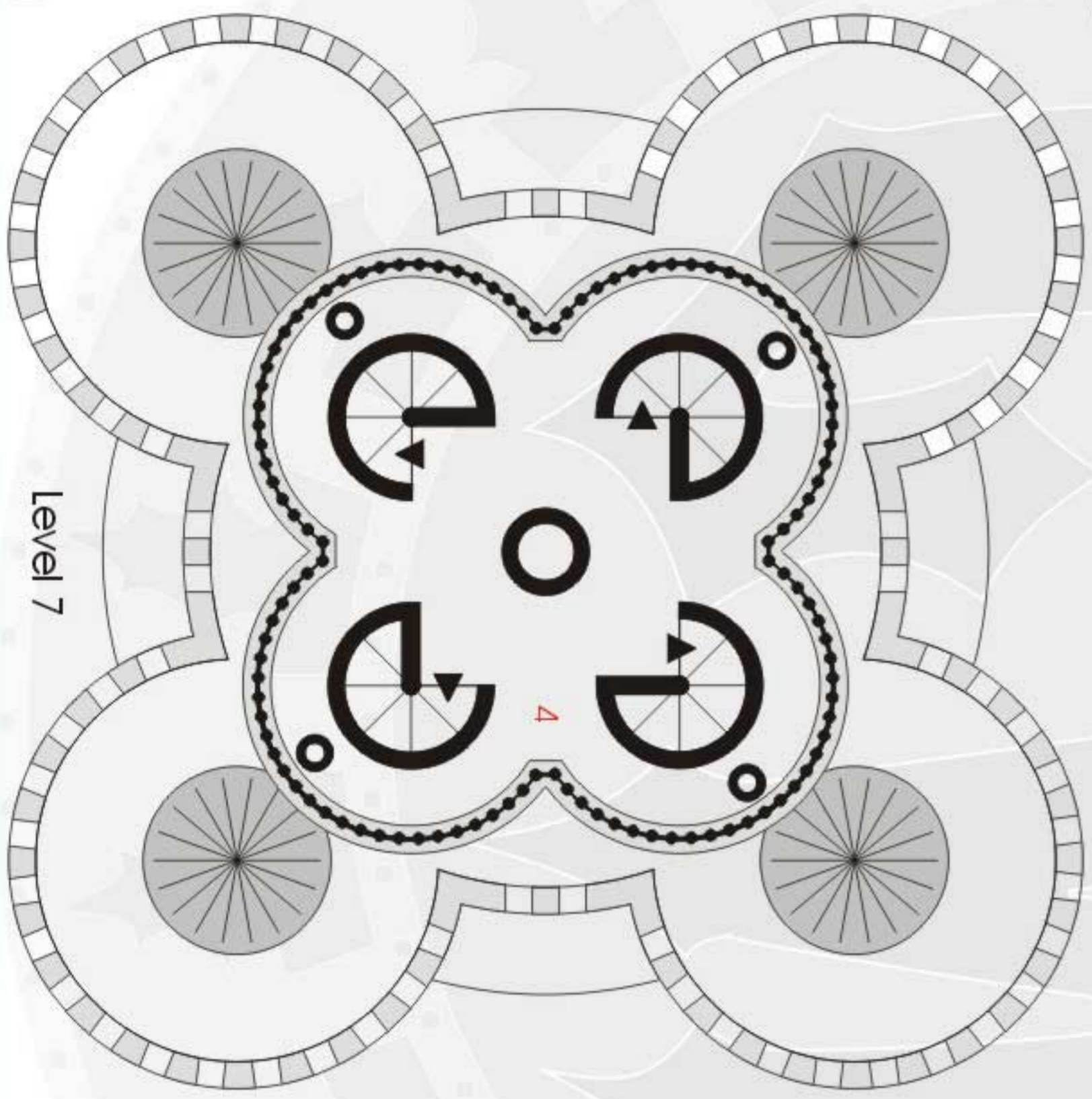
DRAGON
CASTLE
Levels: 6-8
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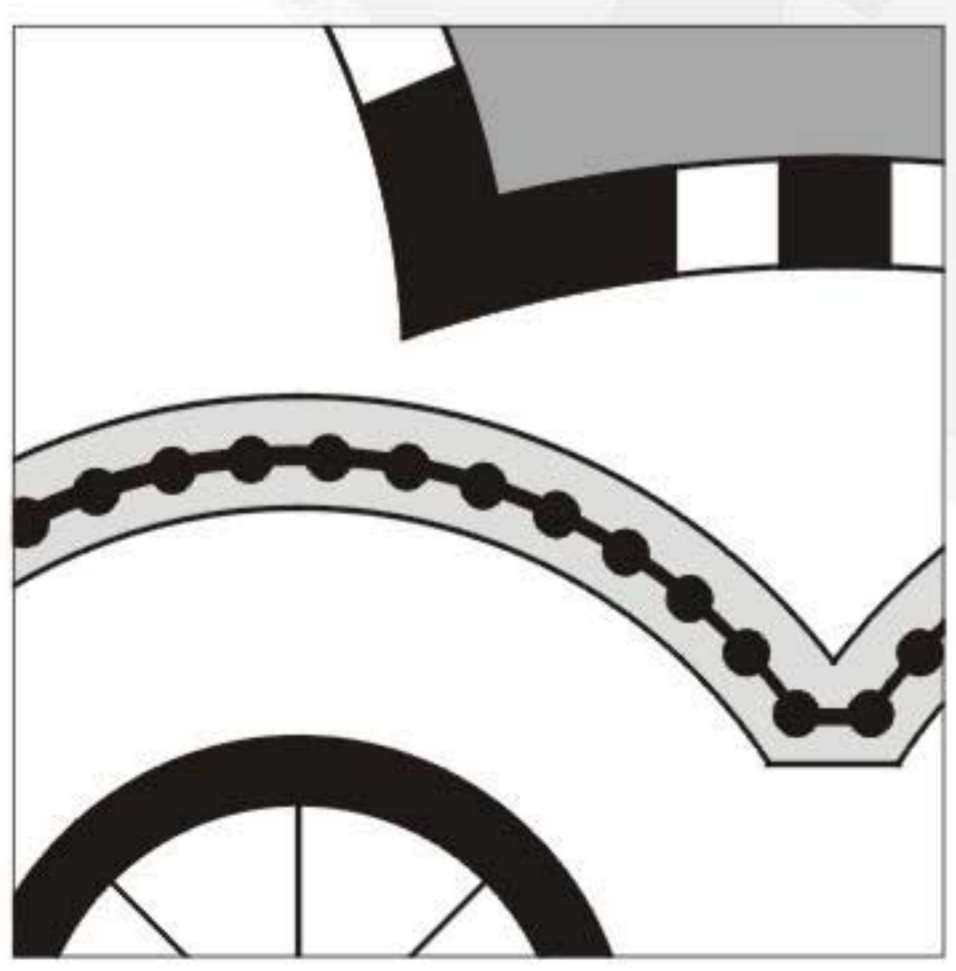
Level 6



Level 8



Level 7



Railing detail



- Level: 0 Foundation FUA = future underground area S/CD = secret/concealed door
- Area: 1 Center hall. Five 5' dia pillars support the arched ceiling.
- Area: 2 East corridor. Spiral staircase on north wall leads up to Level: 1 & Level: 2.
- Area: 3 Prisoner hall. Trapdoor in alcove on north wall leads down to FUA. Ladder in alcove on south wall leads up to Level: 1 Area: 21.
- Area: 4 & 7 Prison warden offices/storage.
- Area: 5, 6, 8 & 9 Records storage.
- Area: 10 Prison.
- Area: 11 A large heavily barred cage for holding prisoners.
- Area: 12-14 & 17-19 Prison cells.
- Area: 15 & 16 Interrogation cells/solitary confinement.
- Area: 20 Northeast hall. A large 5' dia pillar supports the arched ceiling.
- Area: 21 Water well room.
- Area: 22-26 Storage rooms.
- Area: 27 Secret room with S/CD to Area: 28 & spiral staircase leading up to Level: 1.
- Area: 28 Secret room/storage.
- Area: 29 North corridor. Staircase leads down to double doors guarded on either side by a golem/guardian in an alcove.
- Area: 30 North hall. Could be a treasure holding area or council hall...
- Area: 31 Room of records. S/CD in north wall leads around to a secret spiral staircase that leads down to FUA and also to Area: 38.
- Area: 32 Northwest hall. A large 5' dia. pillar supports the arched ceiling. A S/CD on the south wall leads to a spiral staircase leading up to Level: 2.
- Area: 33, 34, 35 & 37 Storage.
- Area: 36 Outside middens (see - Level: 1, Area: 8).
- Area: 38 Secret room.
- Area: 39-42 Rooms with embalming tools & others assorted accouterments of the trade.
- Area: 43 Two 5' dia. pillars support the arched ceiling. A large altar stands between the pillars for viewing of the bodies prior to internment. The east, south & west walls have alcoves for the coffins of the keeps deceased ruling members or when it's just too cold to dig a hole or carry them to the river...
- Area: 44 West corridor. The spiral staircase on the south wall leads up to Level: 1, Level: 2 & Level: 3. The corridor on the south wall leading to Area: 45 has an alcove with a trapdoor that leads down to FUA.
- Area: 45 Southwest hall. A 5' dia. pillar supports the arched ceiling.
- Area: 46-52 Storage.
- Area: 53 South corridor. Staircase leads down to wine/ale cellars.
- Area: 54 Wine/ale cellars. A S/CD in the east wall behind an empty keg leads at a long slope, up to Area: 62.
- Area: 55 Storage. A spiral staircase leads up to Level: 2, Level: 3 & Level: 4.
- Area: 56 Southeast hall. A 5' dia. pillar supports the arched ceiling.
- Area: 57-61 Storage.
- Area: 62 Storage. A S/CD on the south wall leads down to Area: 54.



- Level: 1
Area: 1 Great Hall. Four 5' dia. pillars support the arched ceiling. Two 1' dia. pillars support the ceiling of the north & south alcoves. The smoke from a large fire pit in the center of the hall drifts up to a chimney that leads straight up through the castle. Four smaller 1' dia. pillars are at each corner of the fireplace providing additional support to the ceiling above. Various statues are spaced around the hall. A corridor off the northwest wall has a spiral staircase that leads up to
- Level: 2
& Level: 3. The spiral staircase on the south wall leads down to Level: 1 & up to Level: 2 & Level: 3. The spiral staircase on the east wall leads down to Level: 0 & up to Level: 2.
- Area: 2 Kitchens. A 5' dia. pillar supports the arched ceiling.
- Area: 3 Water well room. Water is drawn up through the hole in the floor from Level: 0 Area: 21. A S/CD in the west wall leads to Area: 4 secret spiral staircase.
- Area: 4 Secret spiral staircase. Leads down to Level: 0 & up to Level: 2 & Level: 3.
- Area: 5 Mess hall. The 2 spiral staircases at the head of the hall lead up to Level: 2.
- Area: 6 Meeting hall. A 5' dia. pillar supports the arched ceiling. A small desk & chair for a scribe sits next to the door. Chairs line the walls. A S/CD inside the fireplace opens to Area: 7 in case a siege against the castle is not going well...
- Area: 7 Secret passageway leads to the outside.
- Area: 8 Exterior middens.
- Area: 9 Secret room & spiral staircase that leads down to Level: 0 & up to Level: 3.
- Area: 10 Chappel. The pious sit in rows of benches with a view of the altar on the west wall. Great panes of glass starting at 8' above floor level reach up to the ceiling.
- Area: 11 Spiral staircase. Leads down to Level: 0 Area: 44.
- Area: 12 Rear gatehouse. The rear portcullis is controlled by guards on Level: 2 Area: 27.
- Area: 13 Rear gatehouse guard tower.
- Area: 14 Priest quarters. Doubles as extra infirmary in times of need. A 5' dia. pillar supports the arched ceiling.
- Area: 15 Stables.
- Area: 16 Blacksmith yard. A smithy forge (covered by a wooden roof not shown) & various tools can be found here along with staked metals under a protective tarp.
- Area: 17 Blacksmith tower/storage. Some small amount of forging may be accomplished here in the winter months.
- Area: 18 Typical guard tower layout.
- Area: 19 Infirmary.
- Area: 20 Physicians office.
- Area: 21 Guard check-in tower. All visitors must report here & be signed in. A ladder in the alcove on the north wall leads up to Level: 2 Area 21. A trapdoor in the alcove on the south wall leads down to Level: 0 Area: 3 for those who don't want to sign in...
- Area: 22 Typical front gate guard tower layout.
- Area: 23 Front gate. A 10' wide corridor with a heavy portcullis that lowers from above is the main entrance to the castle. Guards stationed in both the north & south guard areas keep watch for trouble and have access to the roof via ladders.



- Level: 2
- Area: 1 Main hall. Four 5' dia. pillars support the arched ceiling. The central chimney passes through this level.
- Area: 2 North corridor. A spiral staircase leads down to Level: 1 & up to Level: 3. A S/CD on the east wall leads to spiral staircase that leads down to Level: 1 & Level: 0 & up to Level: 3.
- Area: 3 Spiral staircases that lead down to Level: 1.
- Area: 4 Upper mess hall balcony. Chairs, tables & benches for additional eating space or conversation when off duty.
- Area: 5 Barracks. A 5' dia. pillar supports the arched ceiling.
- Area: 6 Secret spiral staircase passes through this level.
- Area: 7 Spiral staircase leads down to Level: 1 & Level: 0 and up to Level: 3.
- Area: 8 Upper balcony of chappel.
- Area: 9 Barracks. A 5' dia. pillar supports the arched ceiling.
- Area: 10 Office/storage.
- Area: 11 Spiral staircase leads down to Level: 1 & Level: 0 and up to Level: 3.
- Area: 12 Office/storage.
- Area: 13 Balcony.
- Area: 14 Barracks.
- Area: 15 The spiral staircase on the north wall leads down to Level: 1 & Level: 0. The spiral staircase on the south wall leads down to Level: 1.
- Area: 16 Balcony.
- Area: 17
& 20 Offices/living quarters.
- Area: 18
& 19 Bedrooms.
- Area: 21 Inner portcullis control tower. A doorway on the southwest wall leads out to a narrow balcony where guards can overlook the inner courtyard.
- Area: 22 Typical guard tower layout.
- Area: 23 Front gate roof. The portcullis is controlled from here and there are also murder holes...
- Area: 24 Blacksmith yard & roof of stables.
- Area: 25 Blacksmith front room/storage area. A ladder against the inner wooden wall leads up to the roof. The doorway opens into the living quarters.
- Area: 26 Blacksmith's living quarters. A doorway on either side of the fireplace open out upon the smithy yard.
- Area: 27 Rear gatehouse roof. The portcullis is controlled from here and there are also murder holes...
- Level: 3
- Area: 1 Main hall. Four 5' dia. pillars support the arched ceiling. The central chimney passes through this level. The spiral staircase on the north wall leads down to Level: 2 & Level: 1. The spiral staircase on the southwest wall leads down to Level: 2, Level: 1 & Level: 0. The spiral staircase on the northeast wall leads up to Level: 4.
- Area: 2 Officer quarters. A S/CD on the north wall leads to Area: 3. A S/CD on the south wall leads to Area: 15.



- Area: 3 Barracks. A 5' dia. pillar supports the arched ceiling. Passageways behind the fireplaces lead outside to the outer walls.
- Area: 4 Secret room/storage. A spiral staircase leads down to Level: 2, Level: 1 & Level: 0. A S/CD on the north wall opens into Area: 5.
- Area: 5 Storage/linens. A S/CD opens into Area: 4.
- Area: 6 Guest bedroom corridor.
- Area: 7 Storage/linens. A S/CD on the west wall leads to Area: 8.
- Area: 8 Barracks. A 5' dia. pillar supports the arched ceiling. A passageway behind the fireplace & door on the west wall lead outside to the outer walls.
- Area: 9 Secret room. A S/CD on the south wall opens into Area: 10. A spiral staircase on the east wall leads down to Level: 1 & Level: 0.
- Area: 10 Officer quarters. A S/CD on the north wall opens into Area: 9. A S/CD on the south wall opens into a secret passageway leading to Area: 11.
- Area: 11 Barracks. A 5' dia. Pillar supports the arched ceiling. A passageway behind the fireplace & door on the west wall lead outside to the outer walls.
- Area: 12 Secret room/storage. A S/CD on the east wall opens into Area: 13. A passageway on the south wall leads to Area: 11.
- Area: 13 Office/storage. A S/CD on the west wall opens into Area: 12.
- Area: 14 The spiral staircase leads down to Level: 2, Level: 1 & Level: 0.
- Area: 15 Barracks. A 5' dia. pillar supports the arched ceiling. A passageway behind the fireplace & door on the south wall lead outside to the outer walls.
-
- Level: 4
- Area: 1 Main tower. The spiral staircase in the northeast wall leads down to Level: 3. The four inner spiral staircases lead up to Level: 5. The chimney passes through this level. Doorways lead outside to roof studded with chimney flues from below.
-
- Level: 5
- Area: 1 Master suite foyer. The chimney flue passes through this level. The spiral staircases lead down to Level: 4 and up to Level: 6 & Level: 7.
- Area: 2-5 Master bedroom/living quarters.
-
- Level: 6 - 8
- Area: 1 Observation platforms/roofs. Four 10" dia. wooden posts support the overhead roof.
- Area: 2 Chimney flues from the bedrooms below.
- Area: 3 Chimney flue from Level: 1 passes through this level.
- Area: 4 Open observation deck. Four spiral staircases lead down to Level: 6, Level: 5 & Level: 4. The chimney flues from the master bedroom suites & the Level: 1 firepit, pass through this level. A 2' high wall with a 3' high barred "fence" surround the perimeter of this deck.
- Area: 5 Typical roof coverage.