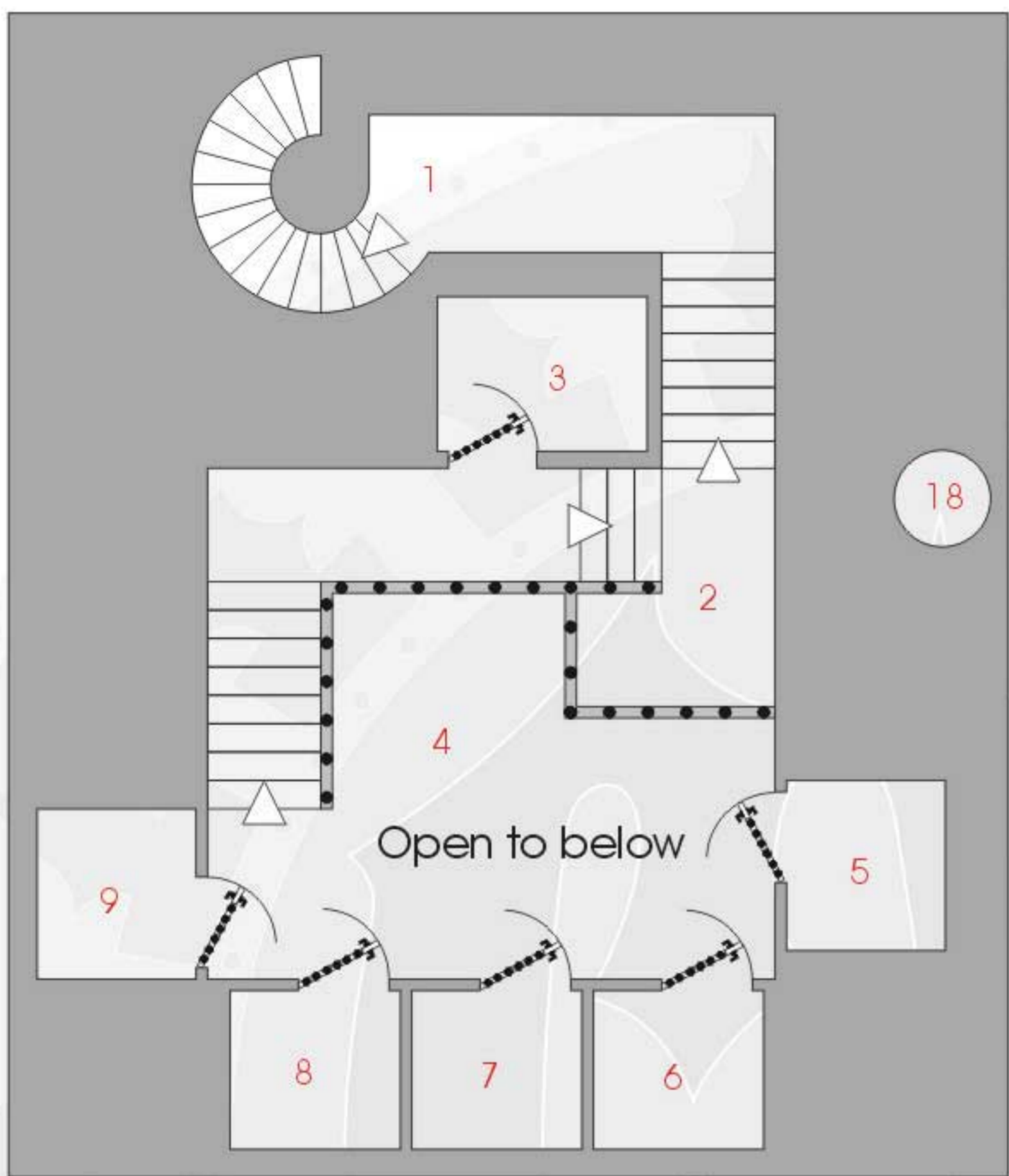
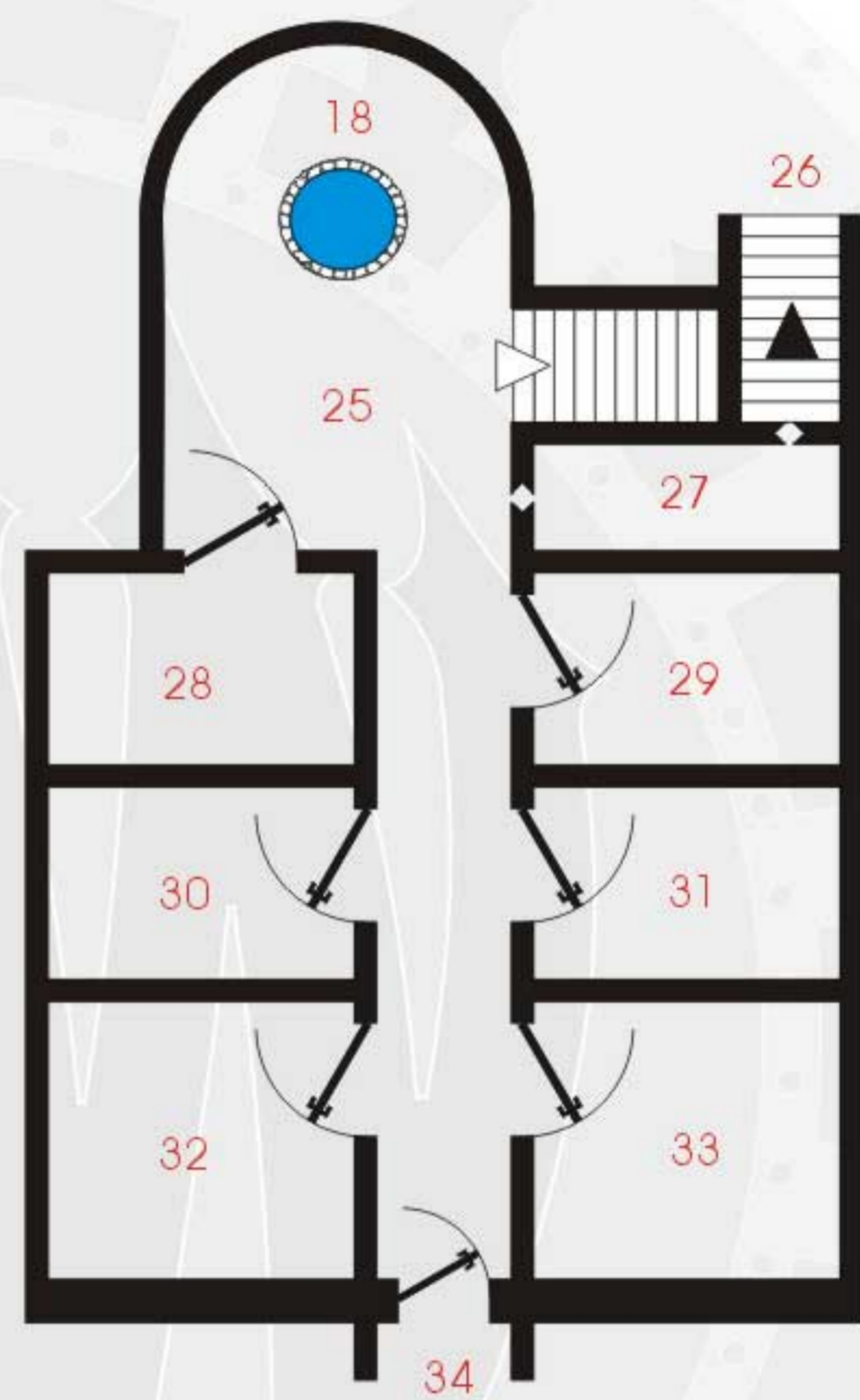




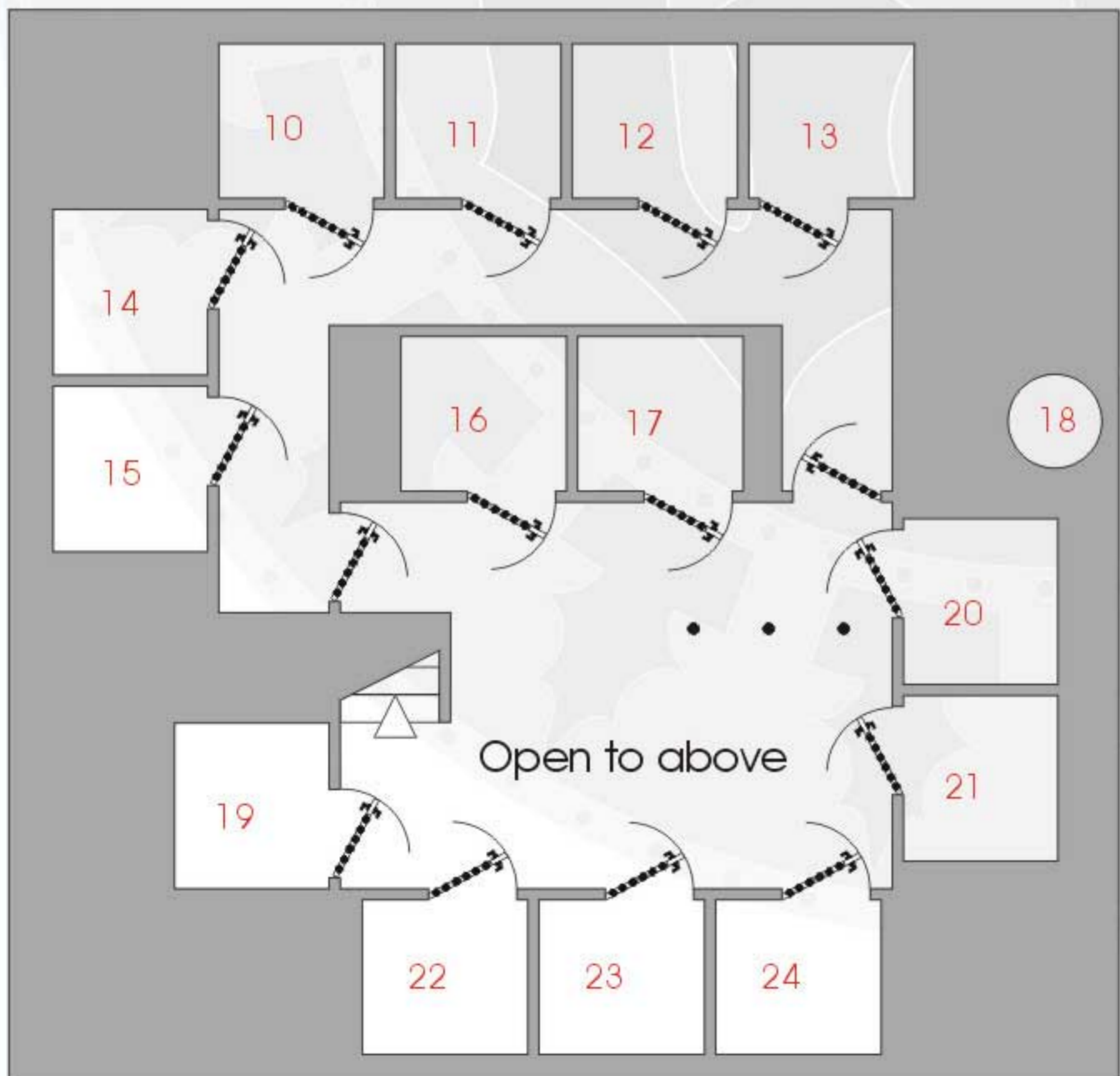
INDELL KEEP
 Level: Dungeon
 CASTLEWALLS
 ©2000



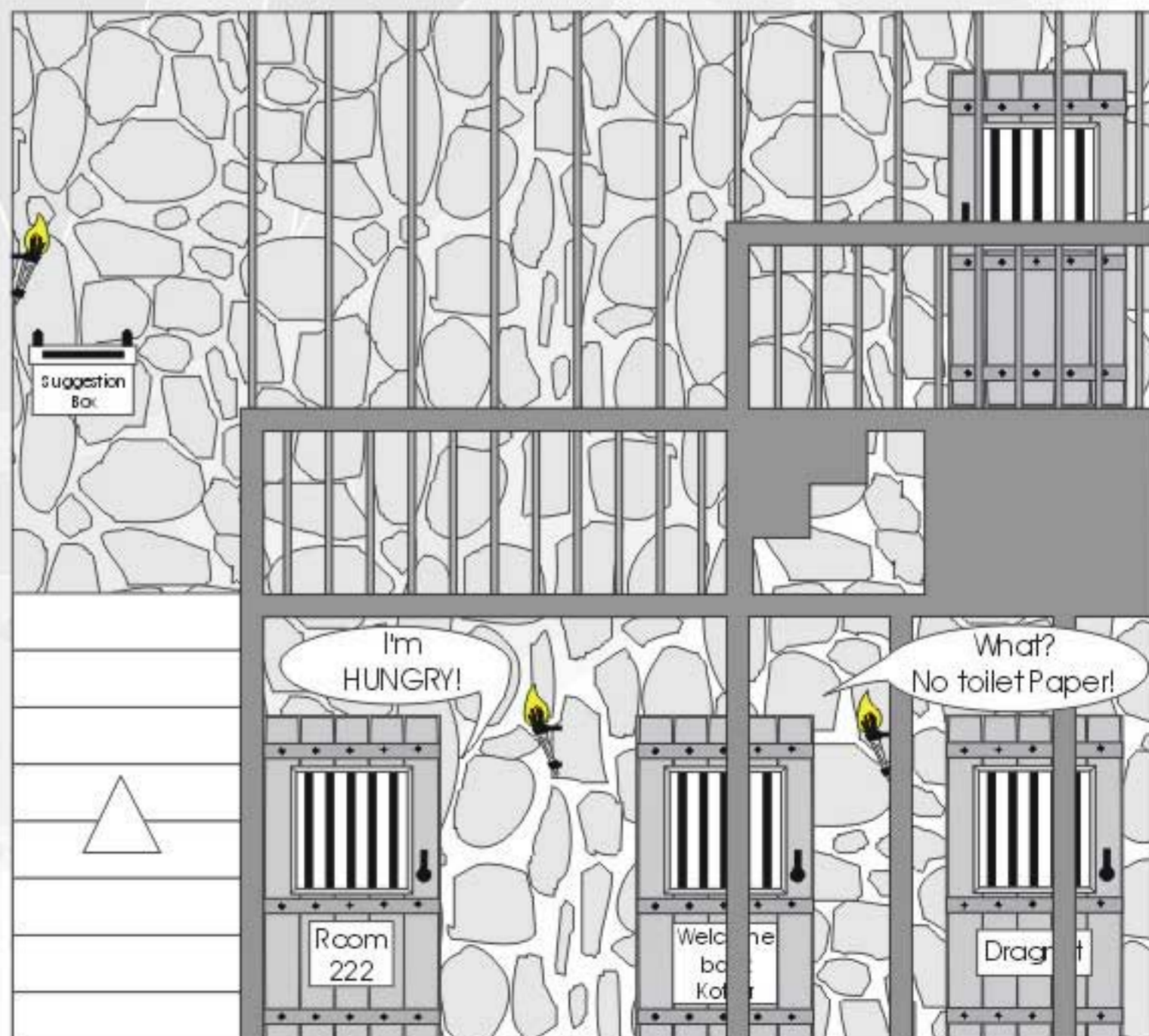
Upper Level View



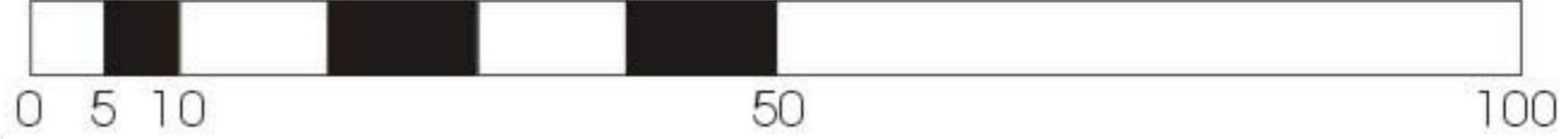
Kitchen Cellars



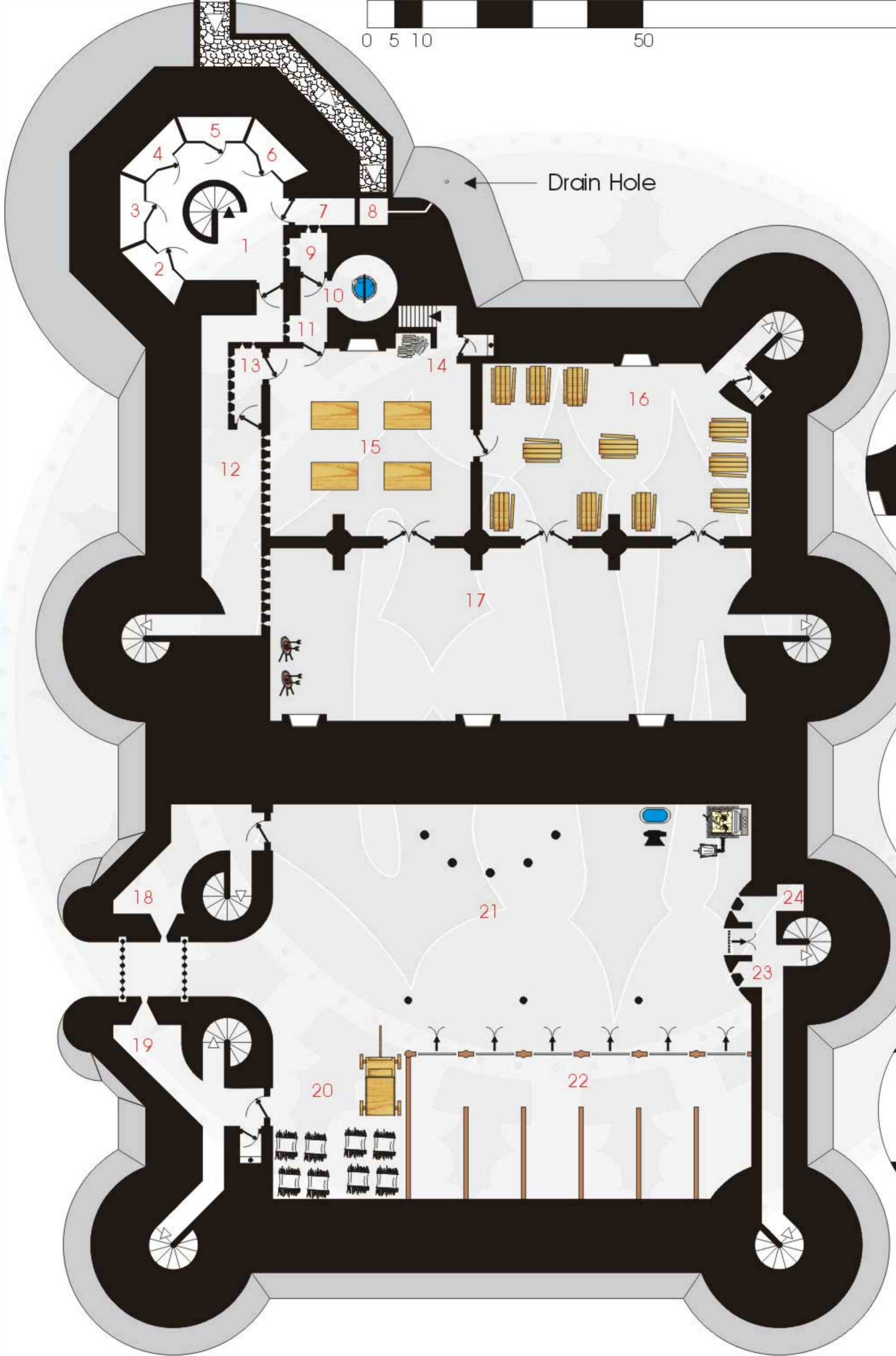
Lower Level View



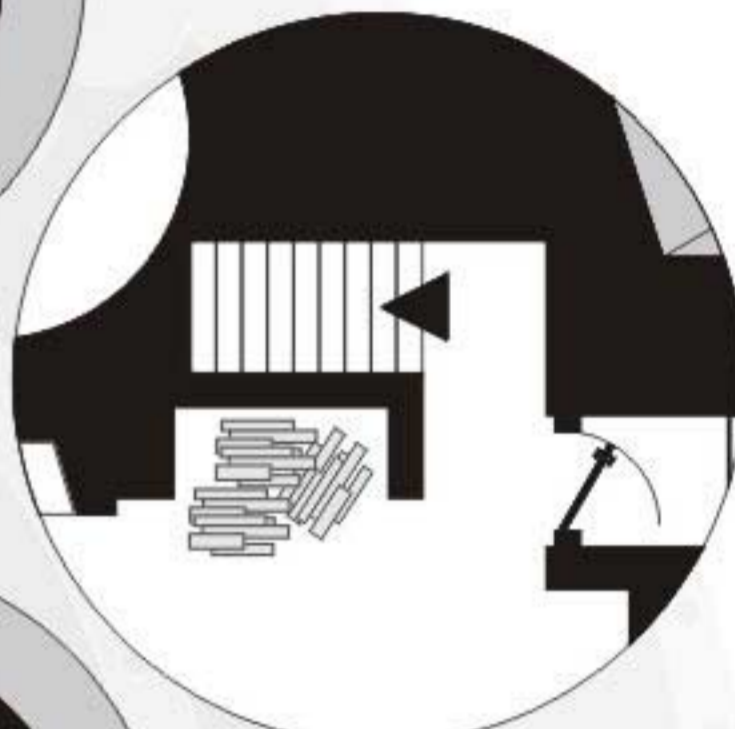
Side View - not to scale



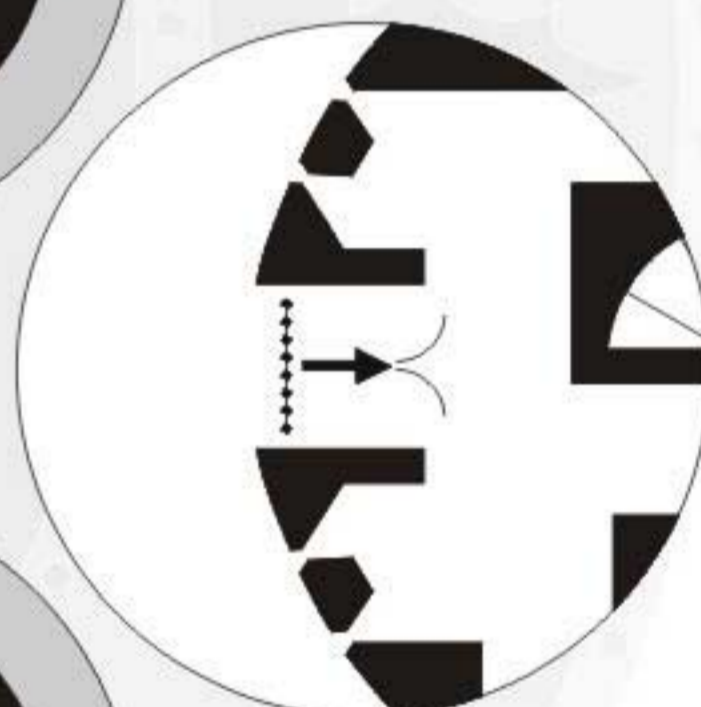
INDELL KEEP
 Level: 1
 CASTLEWALLS
 ©2000



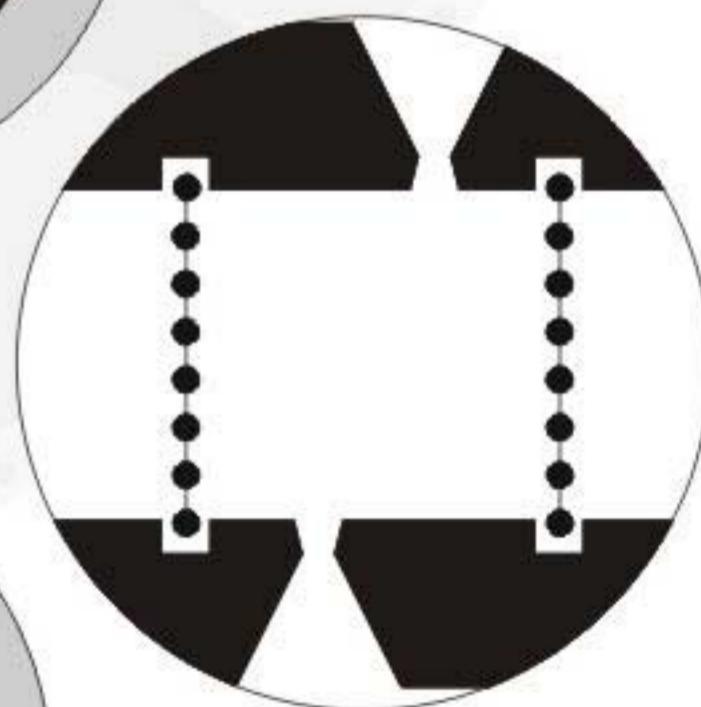
Drain Hole



Kitchen cellar stairway



Tower gate detail



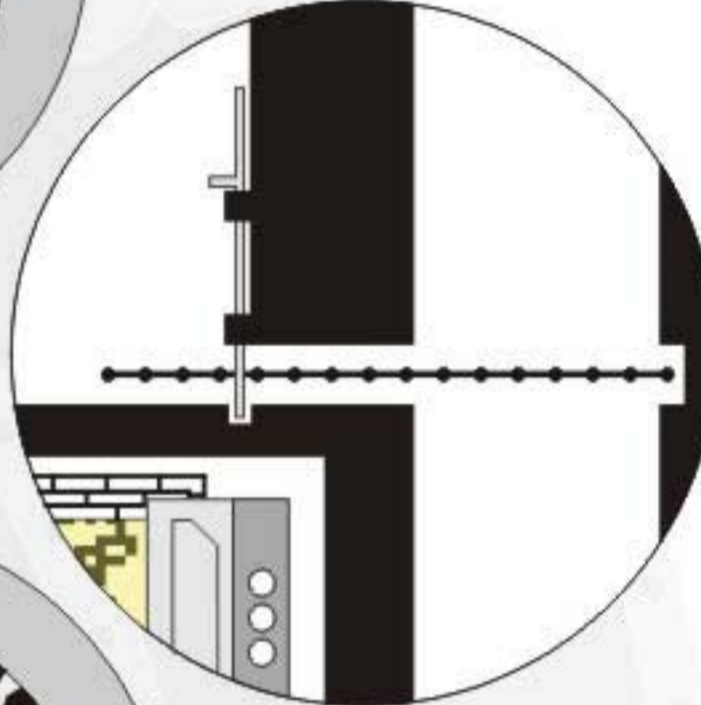
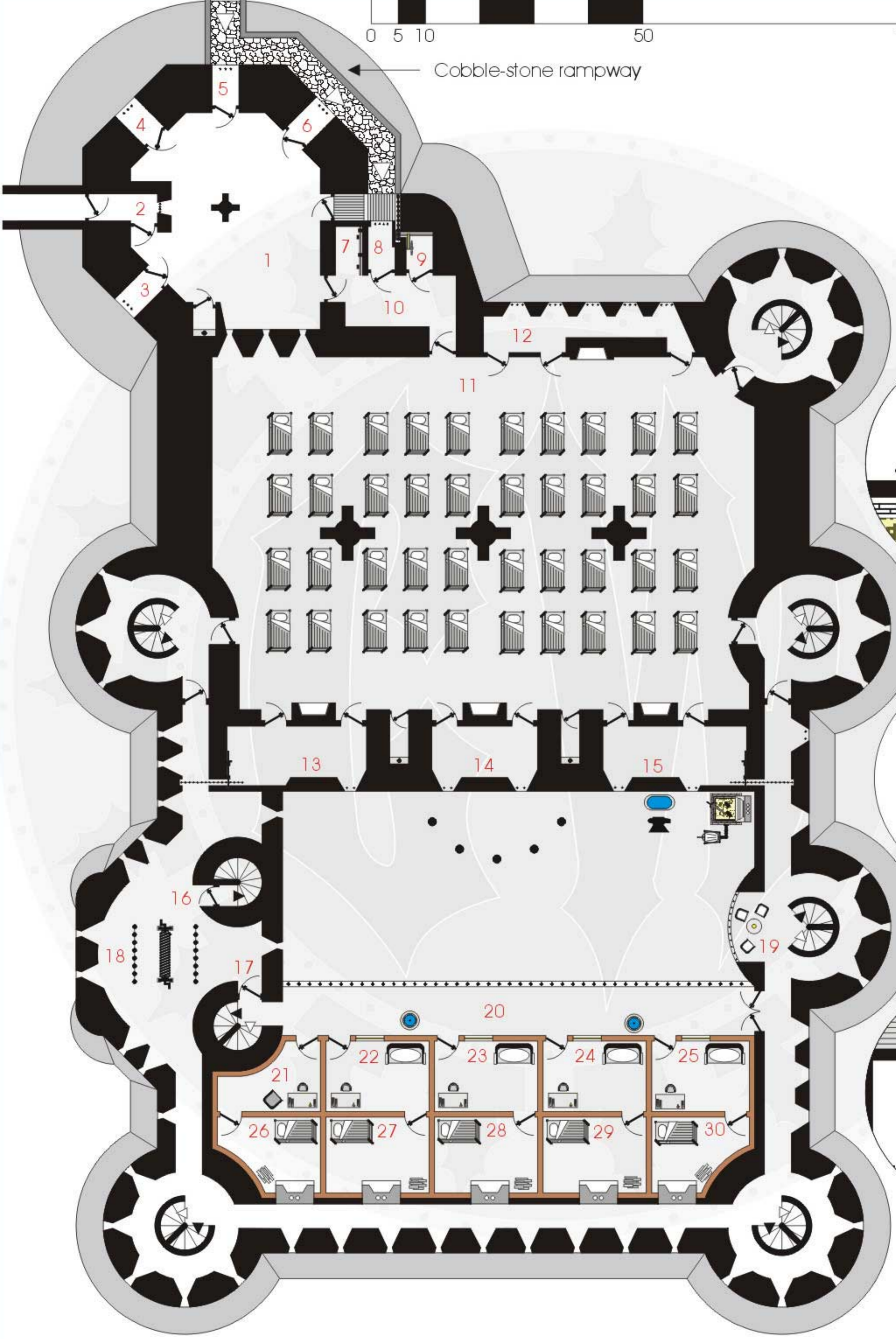
Portcullis detail



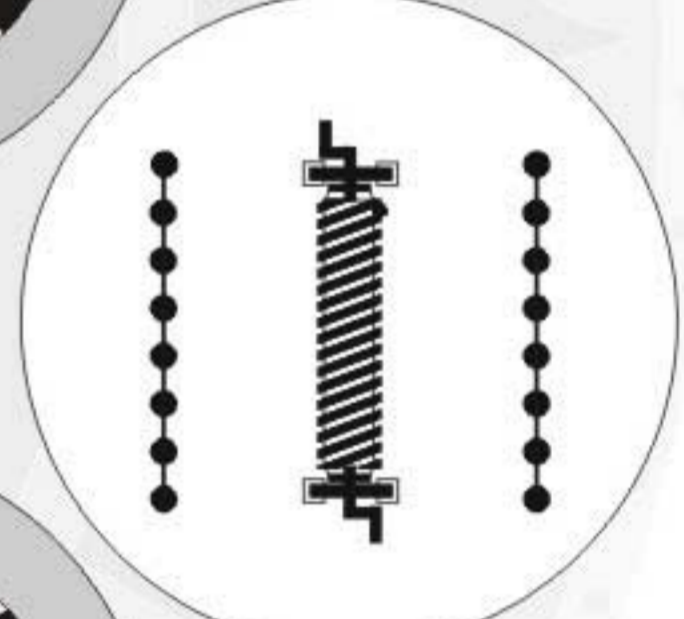
Cobble-stone rampway



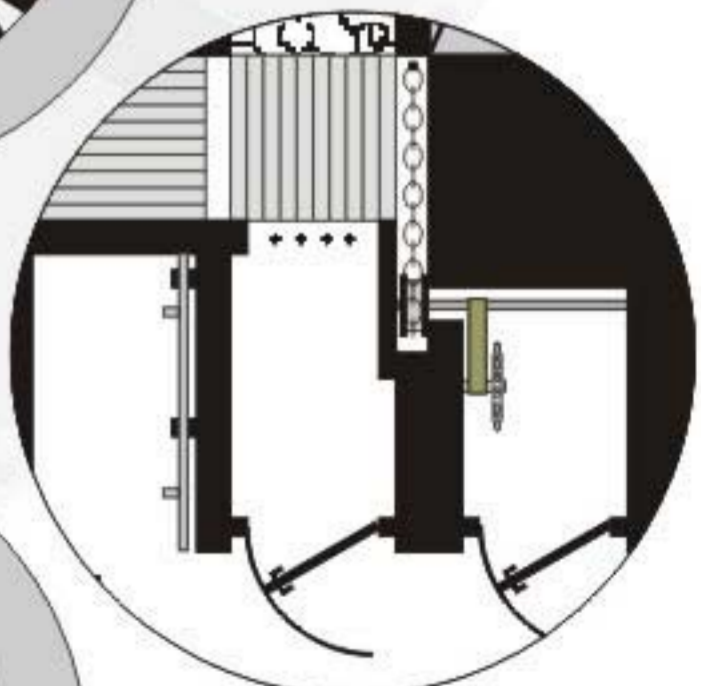
INDELL KEEP
Level: 2
CASTLEWALLS
©2000



Wall portcullis detail



Gate portcullis detail

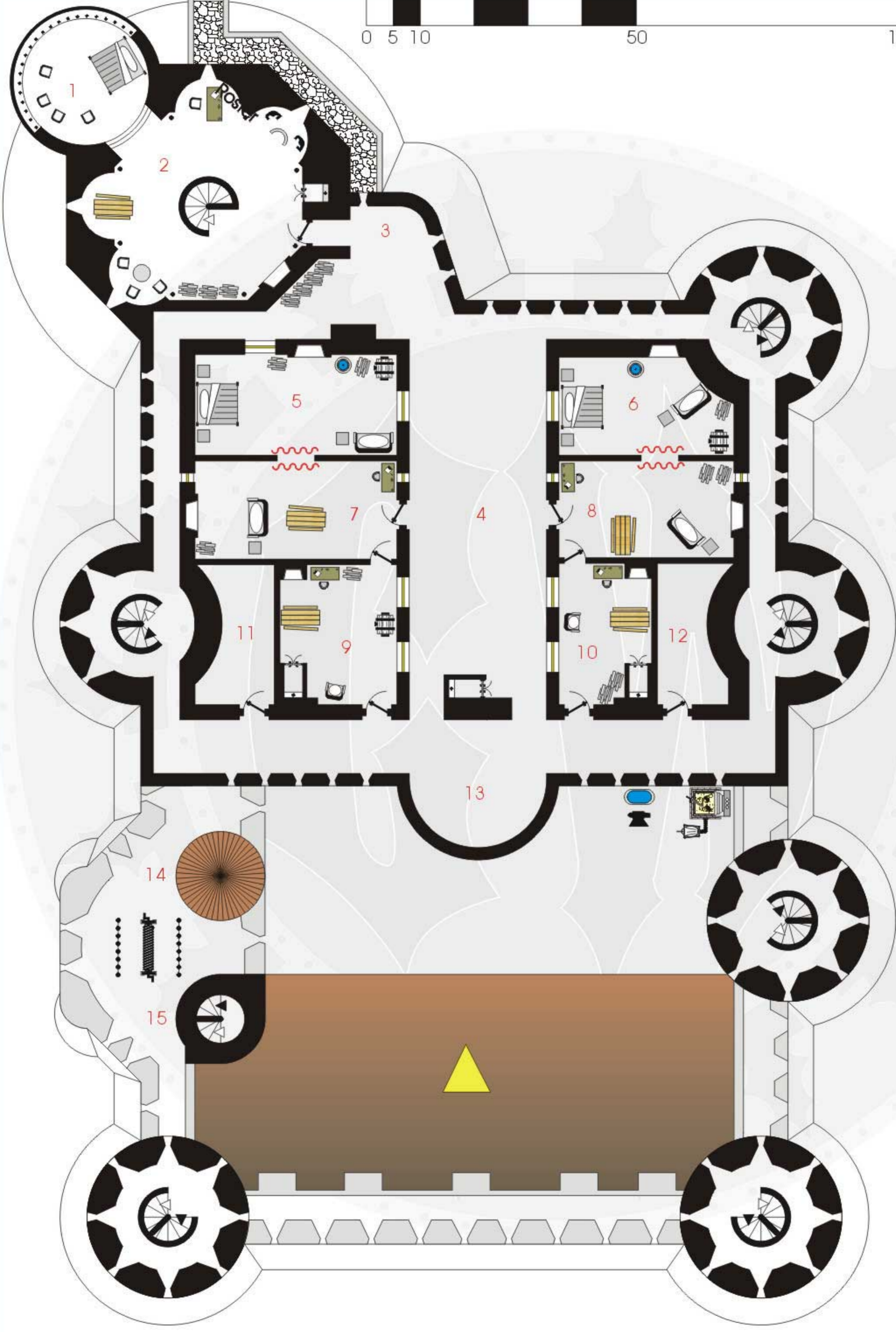


Drawbridge control rooms

0 5 10 50 100



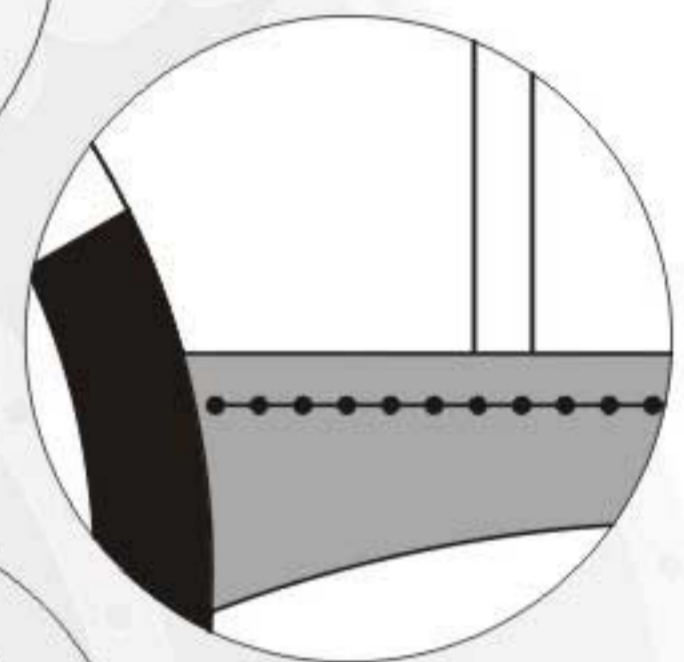
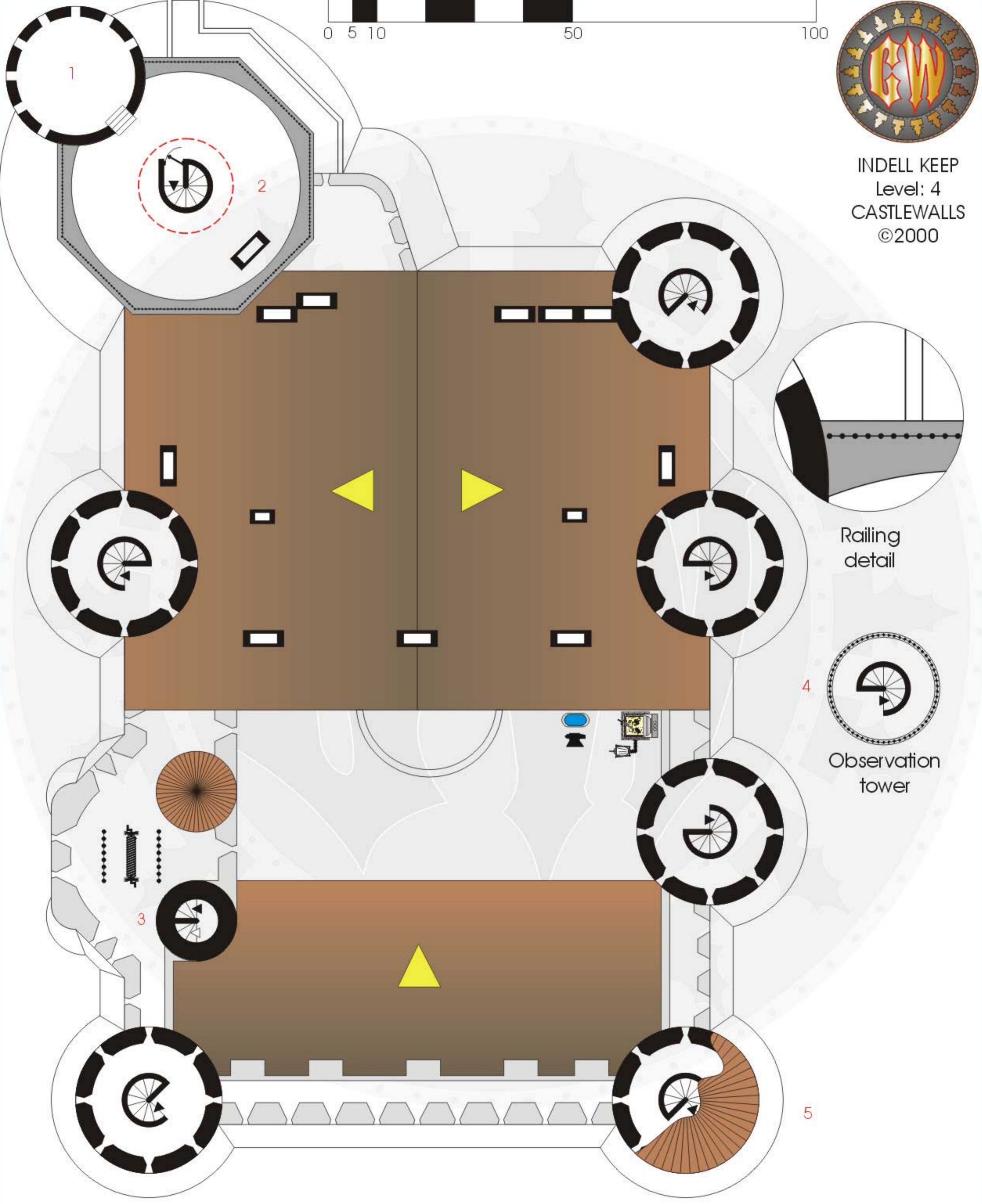
INDELL KEEP
Level: 3
CASTLEWALLS
©2000



0 5 10 50 100



INDELL KEEP
Level: 4
CASTLEWALLS
©2000



Railing detail



Observation tower



Note: All barred alcoves have foldable wooden planking that can be inserted to keep out the winter weather. These inserts have small glass apertures or "windows" at eye level to allow light in and to still allow viewing of the surroundings.

Level: Dungeon

- Area: 1 Spiral staircase leading up to Level: 1, Area: 1.
- Area: 2 Guard balcony.
- Area: 3 Prison wardens office/records.
- Area: 4 Foyer.
- Area: 5-17
& 19- 24, Prisoner cells.
- Area: 18
& 25 Water well.
- Area: 26 Secret stairs down to FUA (future underground areas).
- Area: 27 Secret room/passageway.
- Area: 28-33 Food storage.
- Area: 34 Doorway to FUA.

Level: 1

- Area: 1 Main prisoner tower/storage.
- Area: 2-6 Cells.
- Area: 7 Secondary drop pit. This alcove has a spiked floor. The secondary drawbridge from Level: 2 opens to this area. The alcove door plank spacing matches that of the above drawbridge so when it is down, arrows can be fired through at any survivors of the fall.
- Area: 8 Main drop pit. This alcove has a spiked floor. An 8" drain in the floor runs through the foundation to remove accumulated water in the alcove.
- Area: 9 & 11
12 & 13 Guard posts.
- Area: 10 Water well room.
- Area: 14 Stairway down to kitchen storage.
- Area: 15 Kitchens.
- Area: 16 Mess hall.
- Area: 17 Practice area/storage.
- Area: 18
& 19 Main entrance guard posts.
- Area: 20 Storage area. Wagons, tack & food are stored here for horses.
- Area: 21 Main courtyard. 5 - 1' dia. pillars arrayed in a semi-circle on the north side support the balcony above. 3 - 1' dia. pillars on the south side support the guest room balcony above.
- Area: 22 Stables. The stable doors pivot up & latch to the underside of the above balcony (Level: 2 Area: 20).
- Area: 23 Guard tower/post. A barred gate can pivot down from the ceiling to enclose the tower in time of siege.

**Level: 2**

A 5' wide cobblestone rampway leads up from ground level to this floor.

- Area: 1 Main guard tower. The heavy barred door on the east wall leads out to the main & secondary drawbridges.
- Area: 2 Access to the exterior fortification wall (not shown).
- Area: 3- 6 Guard post alcoves. The bars that cover the openings of these alcoves run floor to ceiling.
- Area: 7 Secondary drawbridge control room. Pulling back on a long heavy bar will cause the secondary drawbridge to be released and pivot downwards from the main tower doorway, dropping anyone standing on it into the spiked pit below (Level: 1 Area: 7). A heavy chain & pulley system above the bar (not shown) is used to bring the drawbridge back up into place. The planking of the drawbridge is matched to that of the door below to allow arrows to be fired upon any survivors through both when under siege.
- Area: 8 Guard post/lookout room. Heavy bars run floor to ceiling in this alcove.

OPTIONAL: *A small wooden roof (not shown) overhangs the drawbridge controlled from this room to help keep out the elements.*

- Area: 9 Main drawbridge control room. A heavy chain & pulley system can bring up this drawbridge in times of siege. The drawbridge pivots up along the south side effectively enclosing the guard post (Area: 8). The planking is spaced apart enough to allow arrows to be fired through at any oncoming attackers on the rampway.
- Area: 10 Guard post.
- Area: 11 Barracks.
- Area: 12 Guard post. The 2" dia. bars in the alcoves extend from floor to ceiling.
- Area: 13 & 15 Guard post/portcullis gate control room. The 2" dia. bars in the alcove extend from floor to ceiling. When the keep is under siege, a large, floor to ceiling barred gate, can be pushed through the wall and across the opposite passageway and locked in place with a heavy iron bar, effectively locking the gate in place. The passageway has a receiving slot in both the floor & ceiling and also the wall, preventing the gate from being pulled or bent away. A heavy chain & pulley system above the bar (not shown) is used to pull the gate back up into place.
- Area: 14 Guard post. The 2" dia. bars in the alcoves extend from floor to ceiling.
- Area: 16 Spiral staircase down to level: 1.
- Area: 17 Spiral staircase down to level: 1 and up to level: 4, Observation tower balcony.
- Area: 18 Main gate portcullis controls.
- Area: 19 Guard post. Chairs & a small table provide a resting place for off duty guards or guests with a wide view of the inner courtyard through a 10' wide opening in the tower wall with 2" dia. bars running from floor to ceiling.
- Area: 20 Guest room balcony/walkway. Although the railing of the walkway only comes to waist height, the 1" dia. bars extend up to the overhanging roof.
- Area: 21-25 Guest room living quarters.
- Area: 26-30 Guest bedrooms.

**Level: 3**

- Area: 1 Master bedroom. Half of the tower wall is open to the outside with 2" dia. bars running from the floor to the ceiling. Heavy curtains shut out the elements in warm weather.
- Area: 2 Master suite. A spiral staircase in the center of the tower leads up to the roof. Various semi-circular alcoves contain the living areas of the quarters.
- Area: 3 Guard post.
- Area: 4 Suite corridor.
- Area: 5
& 6 Bedrooms.
- Area: 7
& 8 Living quarters.
- Area: 9
& 10 Offices.
- Area: 11
& 12 Storage.
- Area: 13 Balcony.
- Area: 14 Typical staircase roof.
- Area: 15 Observation tower spiral staircase.

Level: 4

- Area: 1 Observation deck/roof.
- Area: 2 Observation deck/roof. The surrounding roof wall is 2' high with a 4' barred "fence" made of 1" dia bars around the perimeter. The spiral staircase has a roof (shown by the red dotted line).
- Area: 3 Observation tower spiral staircase.
- Area: 4 Observation tower balcony. The walkway & railing are made from wood. Typical roof (Level: 3, Area: 14).
- Area: 5 Typical tower roof of wood beams & slate shingles.