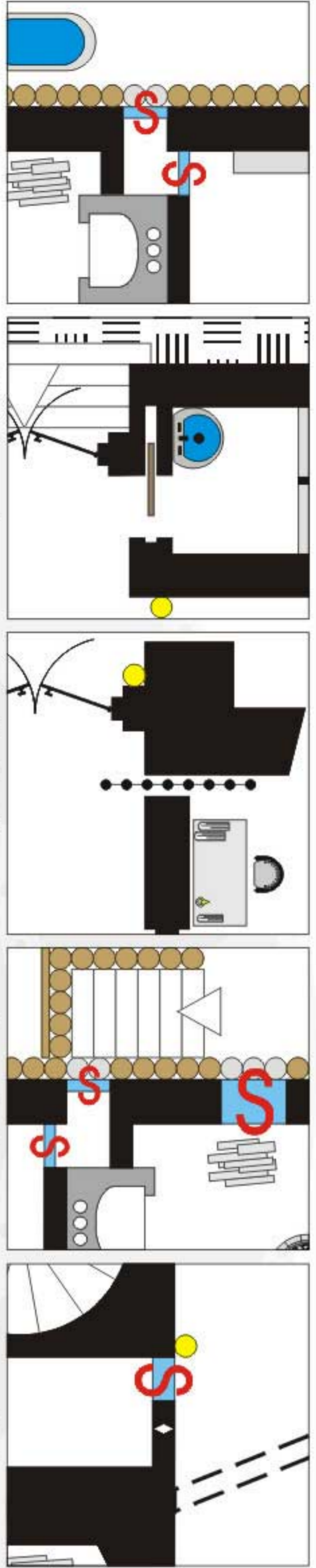


NELLYSYR
MANOR
Level: Cellars
CASTLEWALLS
©2000



Secret door detail

Midden door detail

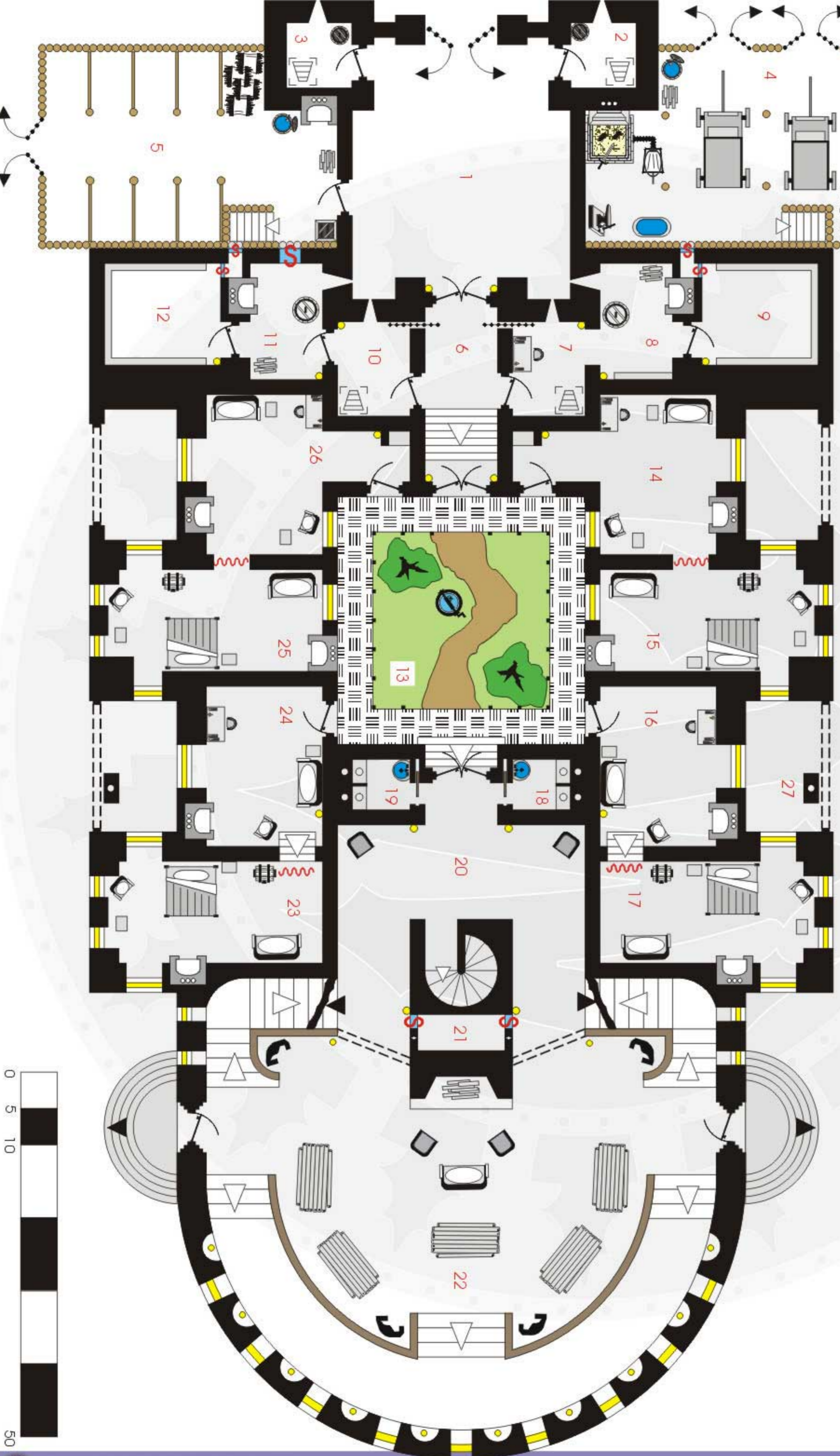
Portcullis detail

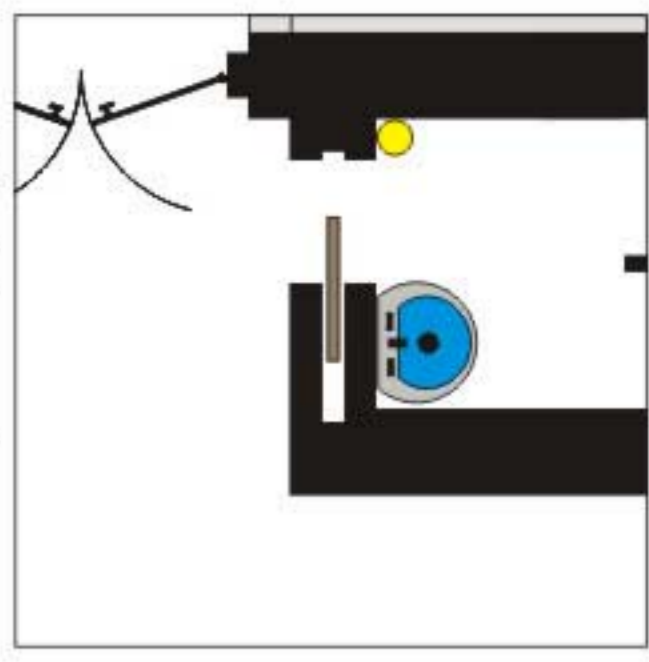
Secret door detail

Secret door detail

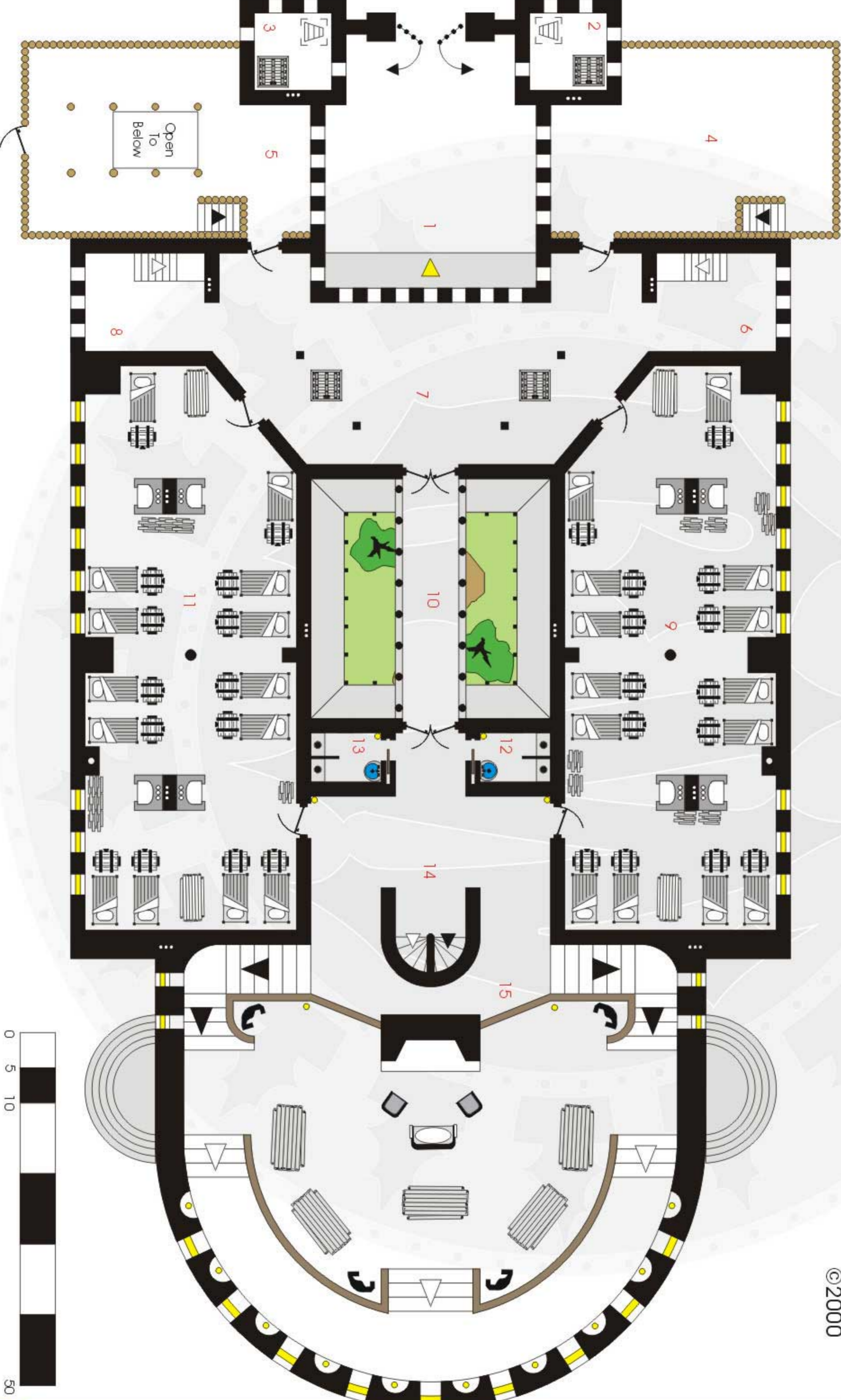


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 MANOR
 Level: 1
 CASTLEWALLS
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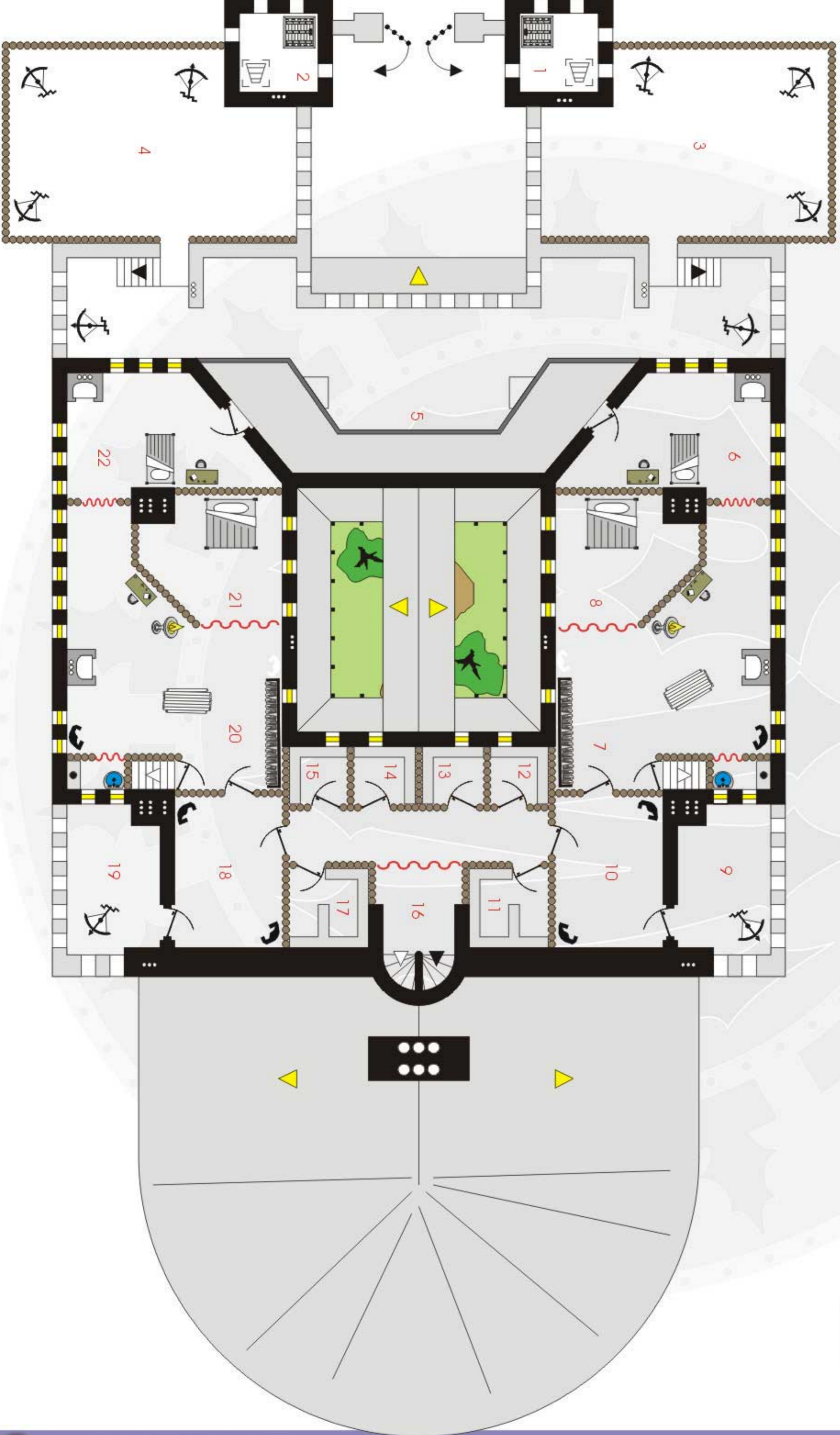




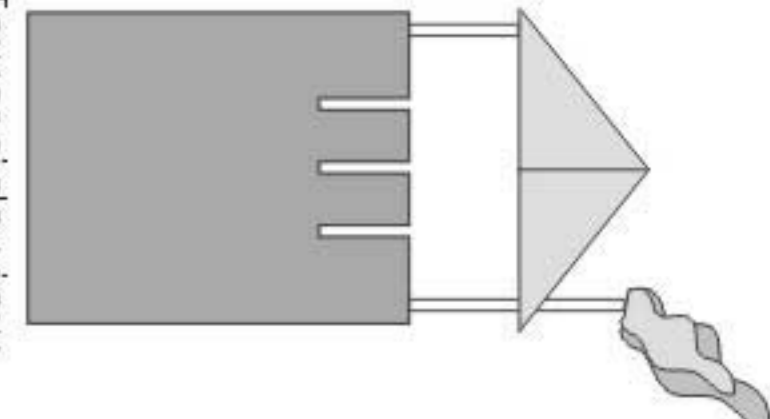
Midden door detail



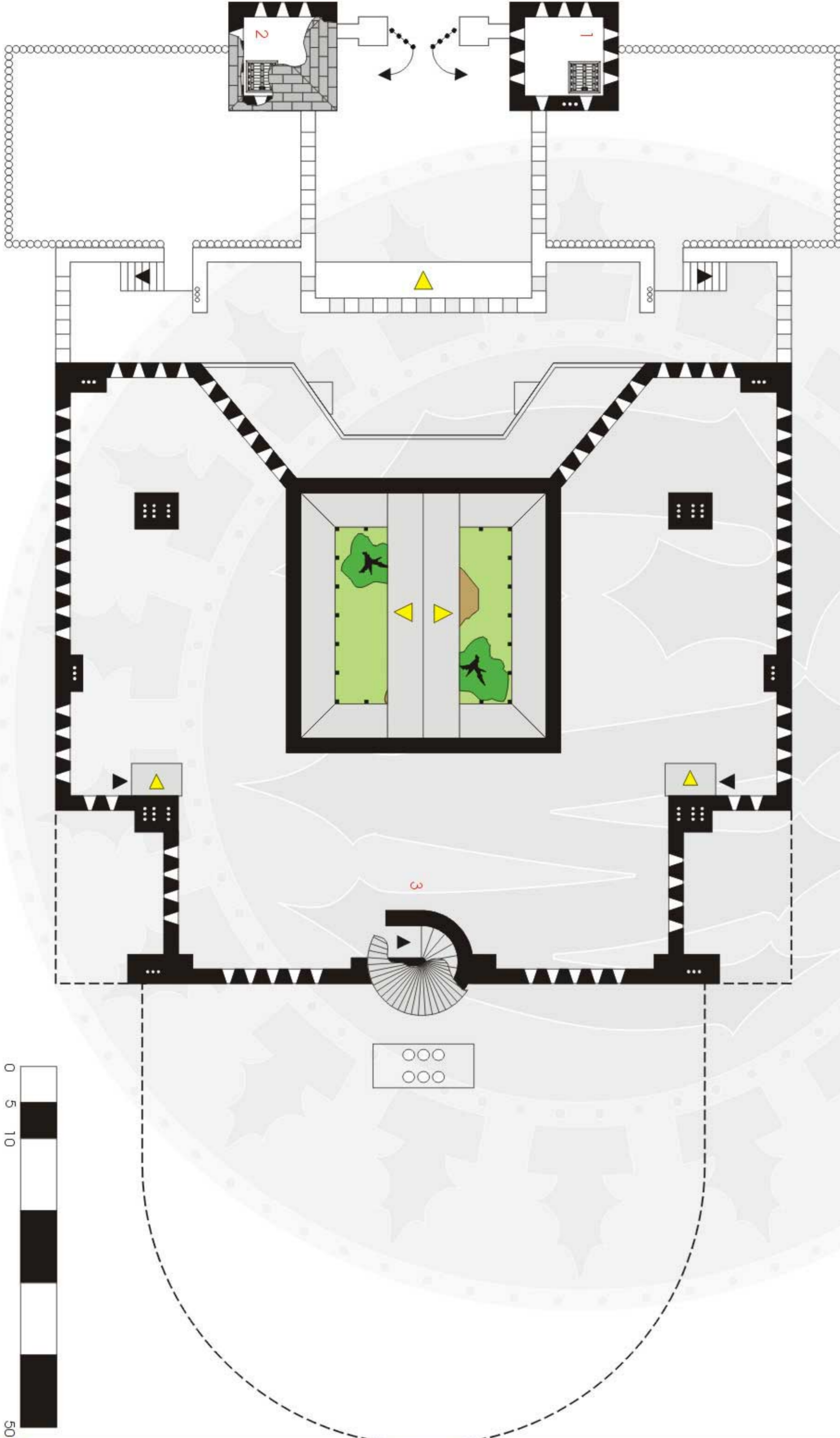
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MANOR
Level: 2
CASTLEWALLS
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NELLYSYR
MANOR
Level: 3
CASTLEWALLS
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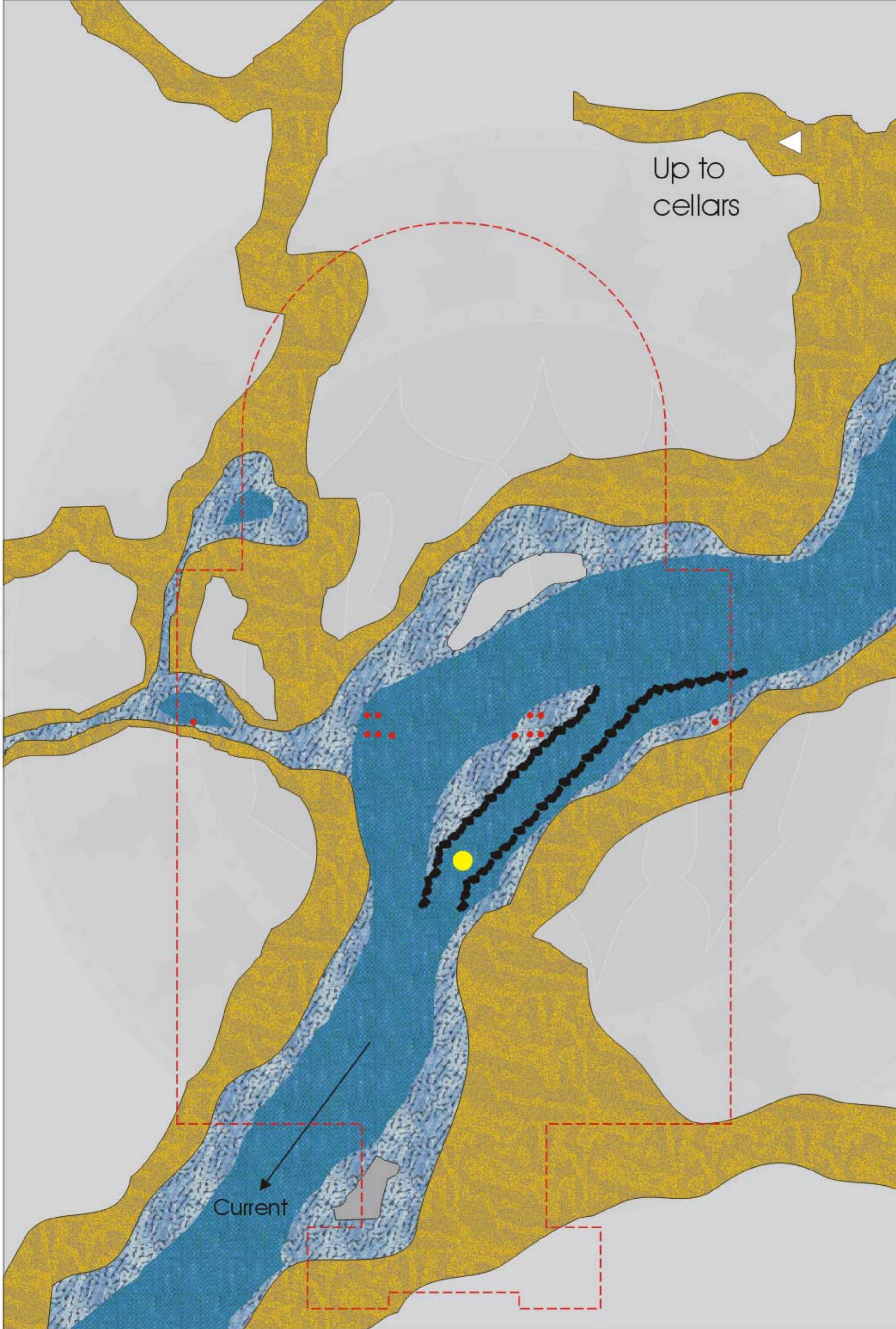
Tower side view
Not to scale



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MANOR
Level: Roof
CASTLEWALLS
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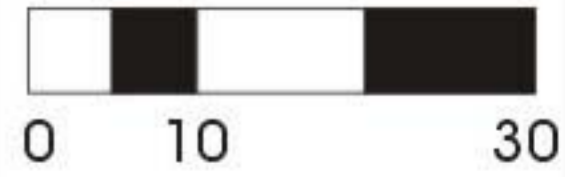
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MANOR
Level: Caves
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Up to
cellars

Current

-  Slope Up
-  Deep Water
Low Tide
-  Shallow Water
High Tide
-  Stone
-  Cave Floor
-  Water
Guidance
Stone Wall
-  Well Access
Hole
-  Sewage
Drop Hole





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MANOR
Overview
CASTLEWALLS
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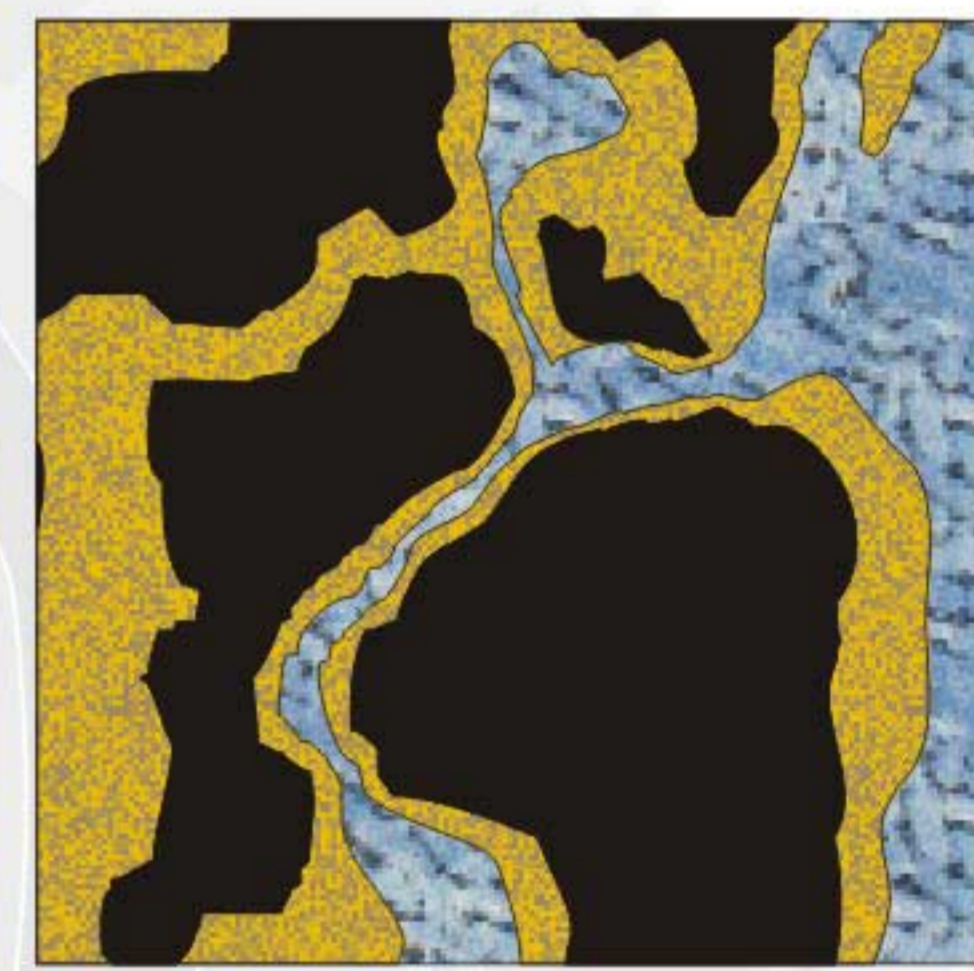












- ✕ Collapsed Tower Ruins
- ◄ Cave Entrance
- Path
- Road
- Watch Tower
- ▭ Bridge
- Trees
- Scrub Brush
- Lowlands - Marsh
- Highlands - Grass
- Sand
- Deep Water - Low Tide
- Shallow Water - High Tide





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MANOR
Cavern
Overview
CASTLEWALLS
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-  Path
-  Road
-  Collapsed Tower Ruins
-  Manor Location
-  Cave Entrance
-  Bridge
-  Trees
-  Scrub Brush
-  Lowlands - Marsh
-  Highlands - Grass
-  Sand
-  Stone
-  Deep Water - Low Tide
-  Shallow Water - High Tide
-  Cave Floor





- Level: Cellar FUA = future underground areas. S/CD = secret or concealed door
- Area: 1 Secret staircase leading down to FUA from Level: 1, Area: 12.
- Area: 2, 3, 4, 5, 6 & 8 Storage.
- Area: 7 Water well room. Here the cooks can rest and relax between duties.
- Area: 9 Midden drop to cavern stream below.
- Area: 10 & 13 Cookery storage. Pots, pans, etc.
- Area: 11 & 12 Middens.
- Area: 14 Kitchens. A 3' dia. pillar supports the arched ceiling.
- Area: 15 Storage. A heavily locked door on the east wall opens to the crypt areas & lower caverns.
- Area: 16 Storage. Heavily locked doors on all 4 walls. The door on the east wall is exceptionally sturdy with extra locks.
- Area: 17 & 18 Crypts.
- Area: 19 Excavated tunnel leading down to caves through the softer limestone.
- Level: 1
- Area: 1 Main courtyard. Entrance is through 2 large heavy barred swinging gates.
- Area: 2 & 3 Guard towers.
- Area: 4 Smithy. Staircase leads up to Level: 2, Area: 4 storage.
- Area: 5 Stables. Staircase leads up to Level: 2, Area: 5 hay loft.
- Area: 6 Outer foyer. Along with heavy double swinging doors are 2 sliding portcullis' that help secure the main house at night.
- Area: 7 & 10 Guard posts. Area: 7 is also an office where all visitors are "signed in". The outside hall portcullis' are controlled from these rooms as well.
- Area: 8 & 11 Storage. Doubles as guard posts & spare living quarters for servants. Area: 11 has a S/CD leading out & through the timbered log wall of Area: 5.
- Area: 9 & 12 Storage & records library. Doubles as confinement areas for troublemakers. S/CD's next to the fireplaces lead out & through the timbered log walls of Areas: 4 & 5. The S/CD of Area: 12 leads down under the staircase to Level: Cellar, Area: 1.
- Area: 13 Inner courtyard. A cobblestoned walkway surrounds a dirt path that winds it's way through a grassy yard complete with well & berry bushes.
- Area: 14, 16, 24 & 26 Guest living quarters.
- Area: 15, 17, 23 & 25 Guest bedrooms.
- Area: 18 & 19 Middens.



- Area: 20 Inner foyer. Spiral staircase leads up to Level: 2, Area: 14. Staircases on the north & south walls lead down to the kitchens, Level: Cellars, Area: 14.
- Area: 21 Secret room. Peepholes in the north & south walls allow concealed viewing.
- Area: 22 Feast hall. Heavy doors on the north & south walls lead outside to stepped patios. Great stained windows cover the north, east & south walls while small curved alcoves contain braziers that provide additional light at night. 3 steps on the east side of the hall leads up to a low 3' high balcony while 2 grand staircases in the northwest & southwest corners lead up to Level: 2, Area: 15.
- Area: 27 Midden drops from Level: 3, Area: 7 & 20 respectively.
- Level: 2
- Area: 1 Entrance roof.
- Area: 2 & 3 Guard towers.
- Area: 4 Storage.
- Area: 5 Hay loft.
- Area: 6 & 8 Guard posts. Staircases on the west walls lead up to Level: 3, Areas: 3 & 4 respectively.
- Area: 7 Guard post. Off duty guards can exercise here or just enjoy the weather.
- Area: 9 & 11 Barracks.
- Area: 10 Covered walkway. Overlooking the courtyard and rooftop of the lower walkway.
- Area: 12 & 13 Middens.
- Area: 14 Upper foyer. The spiral staircase leads down to Level: 1, Area: 20 & up to Level: 3, Area: 16.
- Area: 15 Balcony, overlooking the feast hall.
- Level: 3
- Area: 1 & 2 Guard towers.
- Area: 3 & 4 Stables & smithy roofs. Staircases on the east walls lead down to Level: 2, Areas: 6 & 8 respectively.
- Area: 5 Balcony.
- Area: 6 & 22 Sleeping quarters.
- Area: 8 & 21 Sleeping quarters.
- Area: 7 & 20 Living quarters. The staircases in both quarters lead up to Level: Roof, Area: 3.
- Area: 9 & 19 Outer guard post roof top.
- Area: 10 & 18 Foyers/storage.
- Area: 11, 12, 13, 14, 15 & 17 - Storage.



Area: 16 Spiral staircase leads down to Level: 2, Level: 1 & up to Level: Roof.

Level: Roof

Area: 1

& 2

Guard towers.

Area: 3

Manor rooftop. The spiral staircase leads down to Level: 3, Level: 2 & Level: 1.

Level: Caves

The lower caverns here are used mainly for sewage drainage. The drop holes in the cavern ceiling (marked as red circles), let the waste from the manors inhabitants fall into the underground stream to be carried out with the tides. The well water is drawn up through a large hole in the ceiling (marked as a yellow circle). The man-made stone walls provide separation of the water flow for waste water from the fresh water flow for drinking.

Level: Caverns & Overview

Basic overview of the underground areas of the manor & surrounding areas.