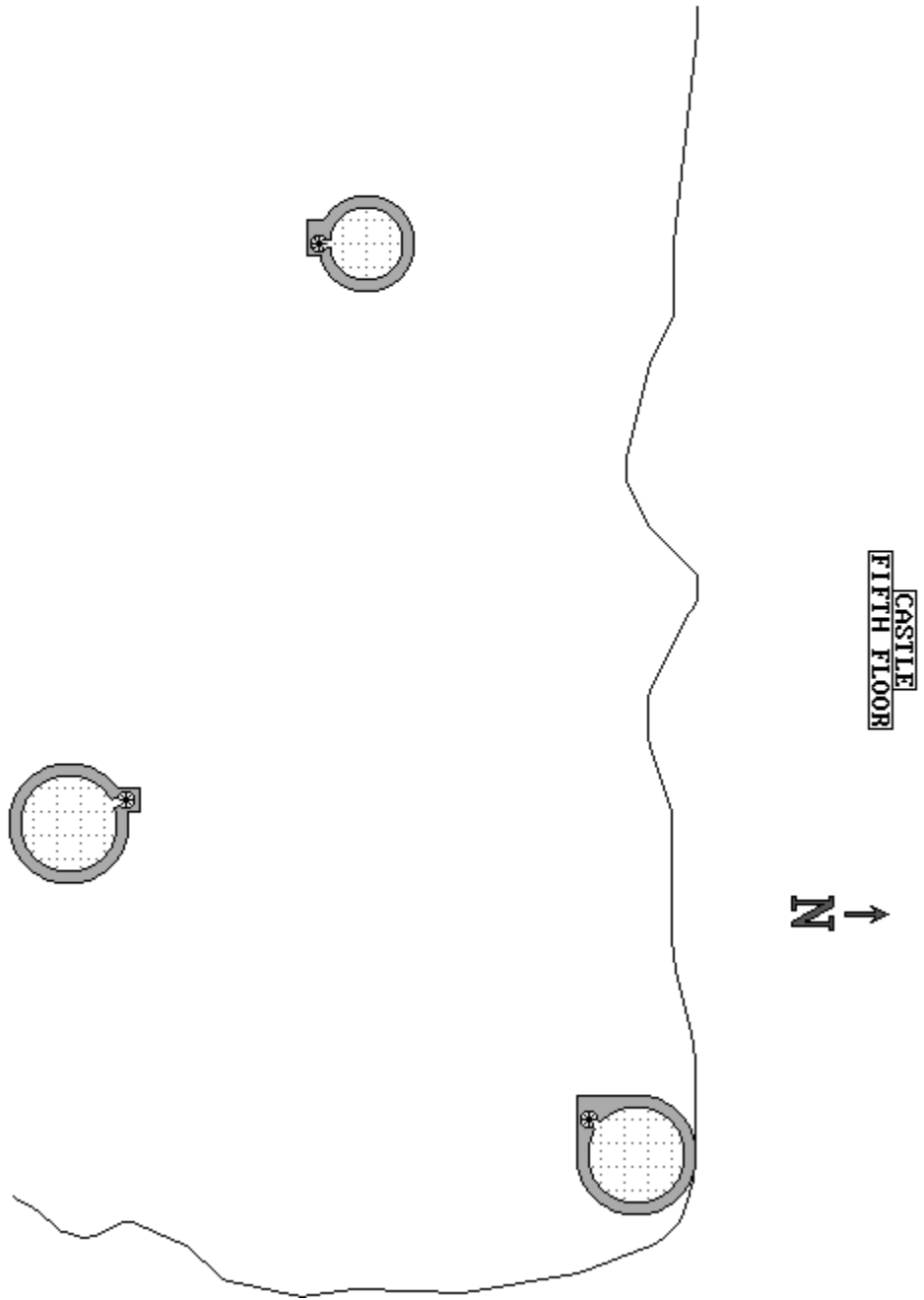
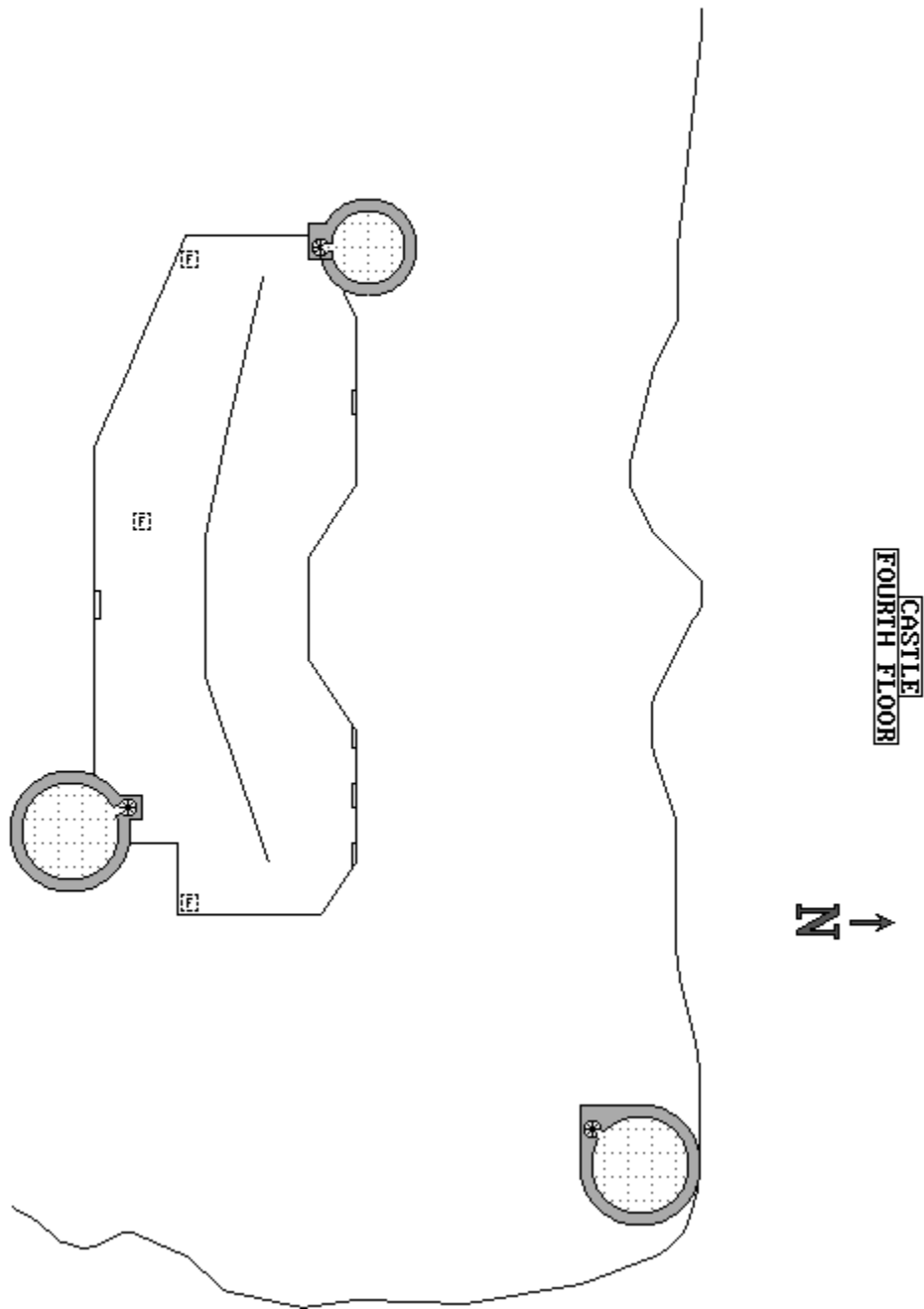


The highest level, the very tops of the three towers. The lower right tower belongs to the NPC I created based on myself. The left middle tower belongs to the NPC I based on my friend Bubba. And the top tower belongs to the NPC created based on my friend Art. The figures on top of the towers are balistae and catapults. (Bubba has almost all the catapults. He stole them. Art felt he only needed one.)

I had all these areas labelled with numbers and letters, but apparently those files were erased. Now I have to label them all over again.



The second-highest level. Very boring. Needs the details added in. The levels aren't even divided into separate rooms in these versions. Jeez, I lost a lot of work when my files got deleted. :(

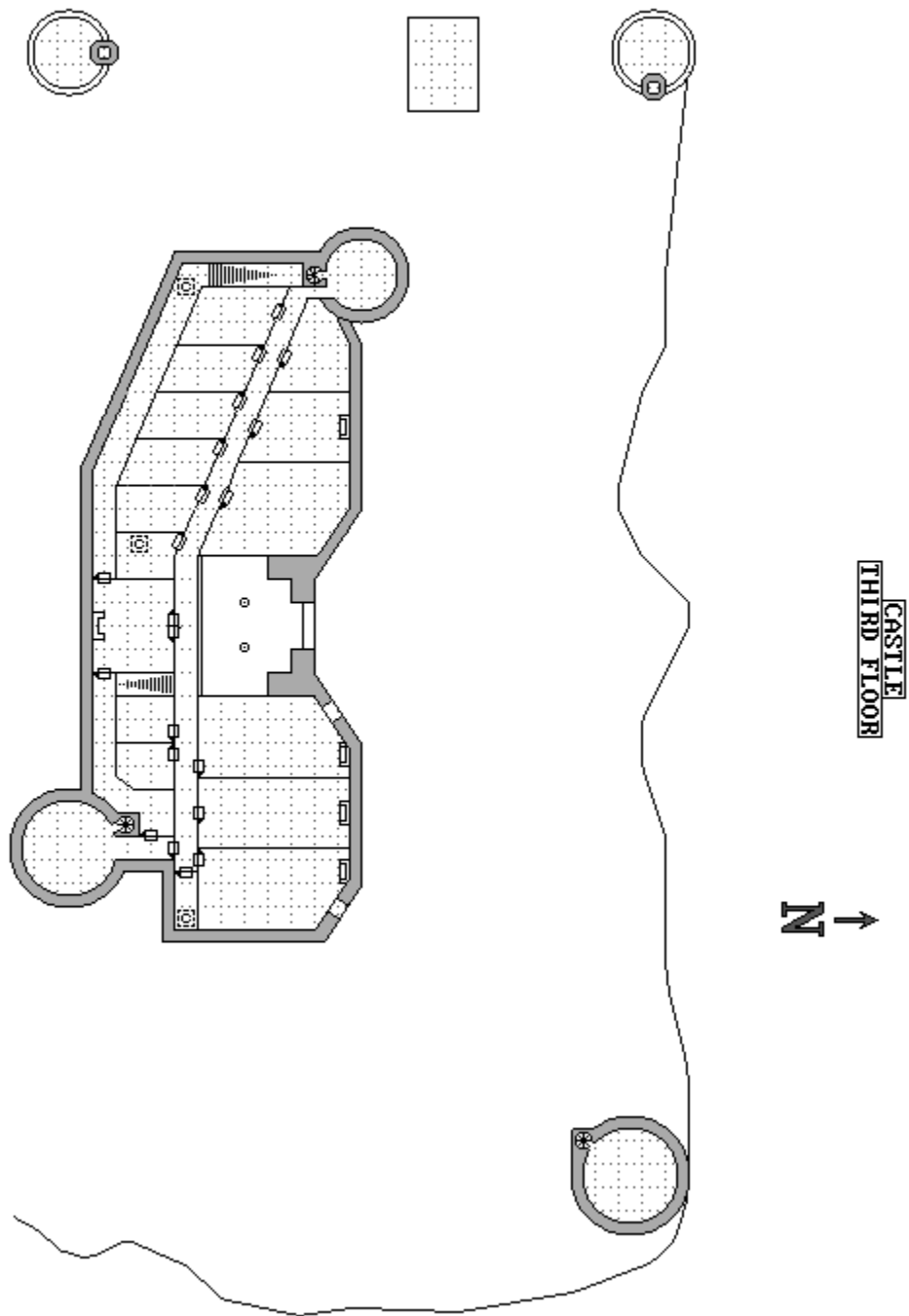


The attic level appear here. That bent line represents the peak of the roof. This copy doesn't even show all the fireplaces; I'll need to place them again. Hopefully I can remember where they go.

At least it's got the trap doors in the floor.

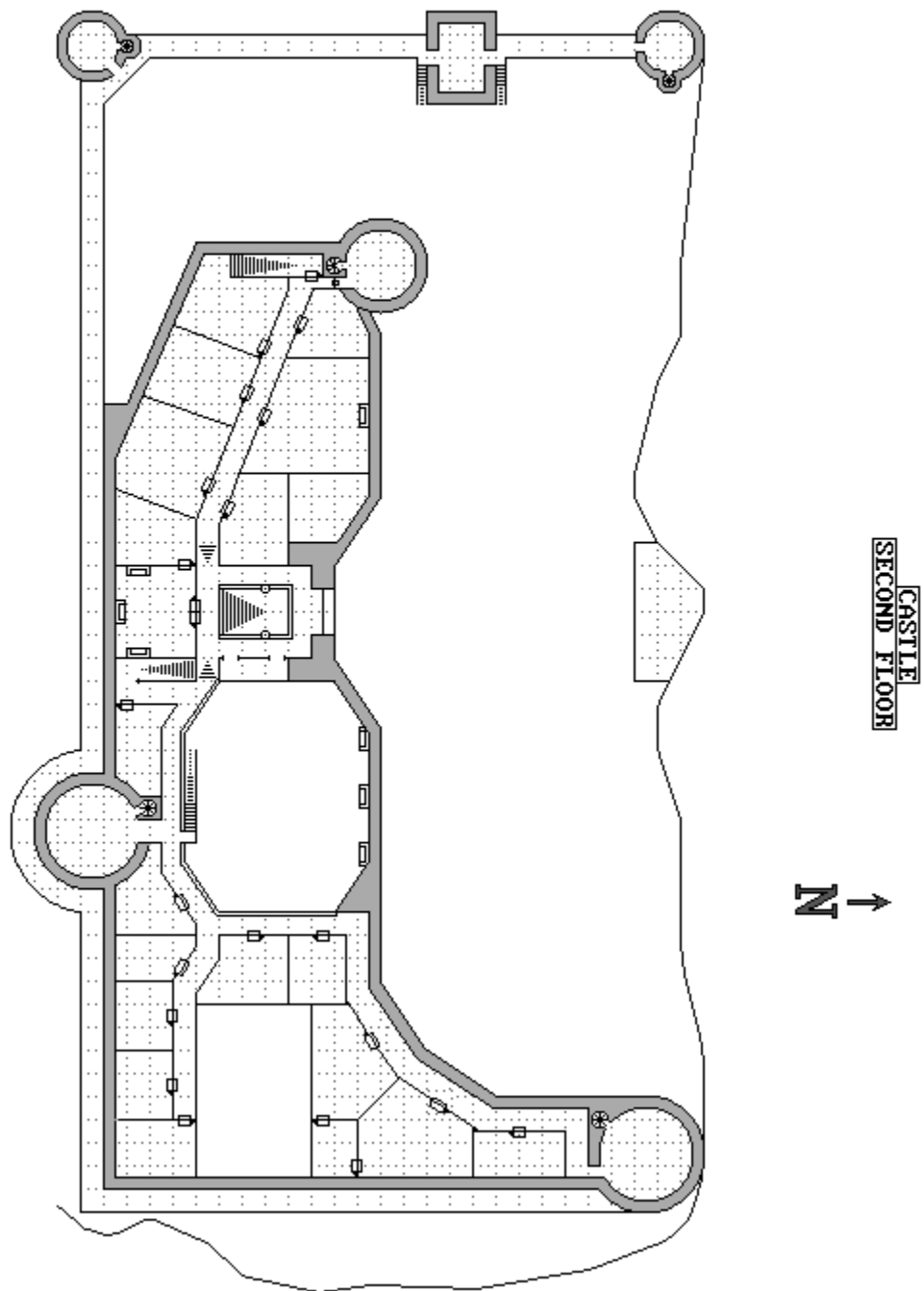
These areas need to be divided into rooms, too.

I don't even have written descriptions of these levels anymore. Just what I can remember.



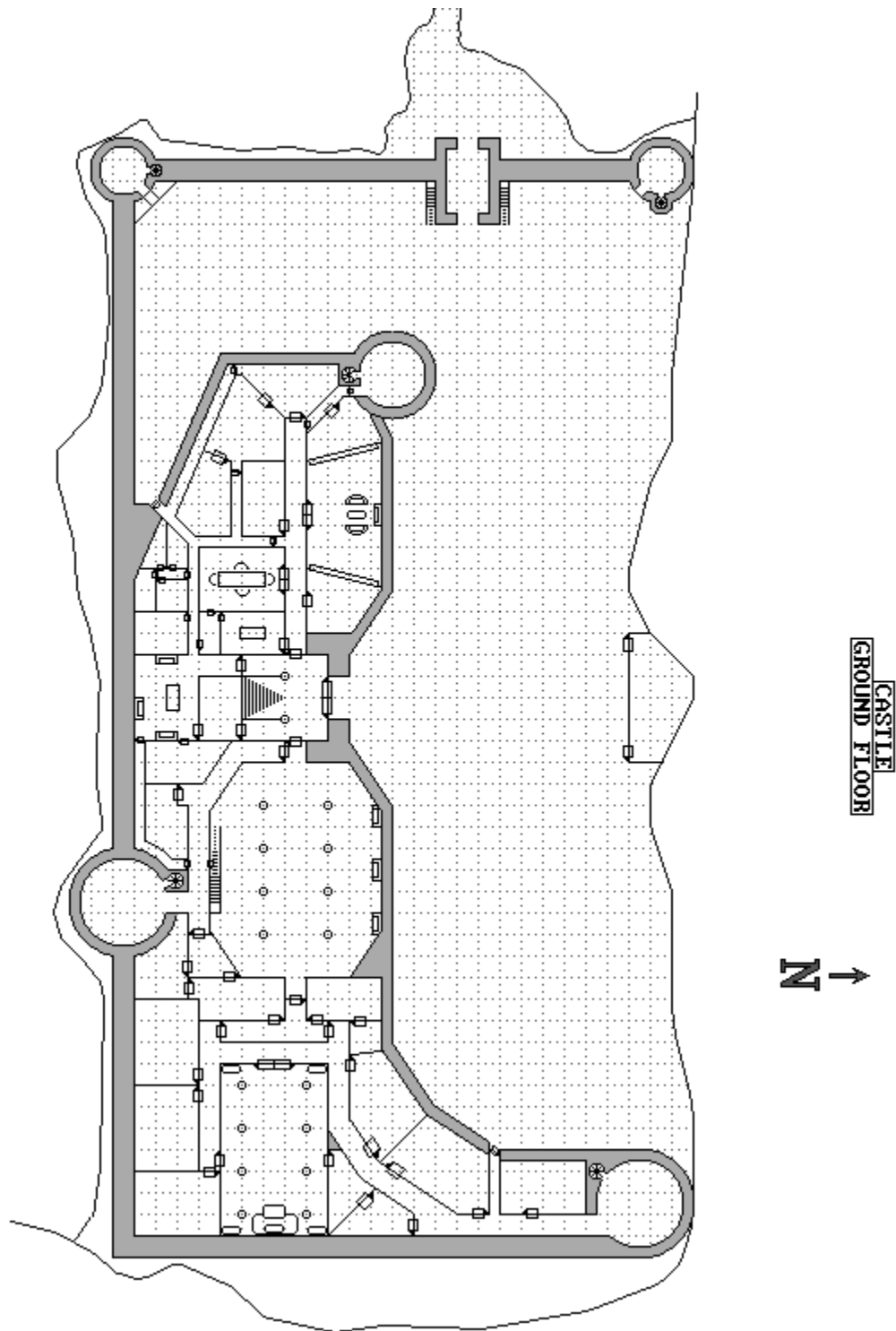
We're getting down to the levels where I did draw in the rooms. Thank goodness! I'd hate to have to remember THESE layouts. The gate tower and the two guard towers show up at the top, too. I notice the spiral staircases aren't even completed in them though.

Bubba's tower was edited after this map was drawn. At some point, "someone" walled up all his entrances as a joke, and he never bothered to repair them.



The tops of the outer walls show up now, as well as the top of the “stables.” Interesting thing about those “stables” -- that building was there long before the castle was ever built. In fact, the flat northern wall at the back of the structure used to lead to the stairs down to Level 3. If you overlay the maps, it should be a straight line going down at a 45 degree angle.

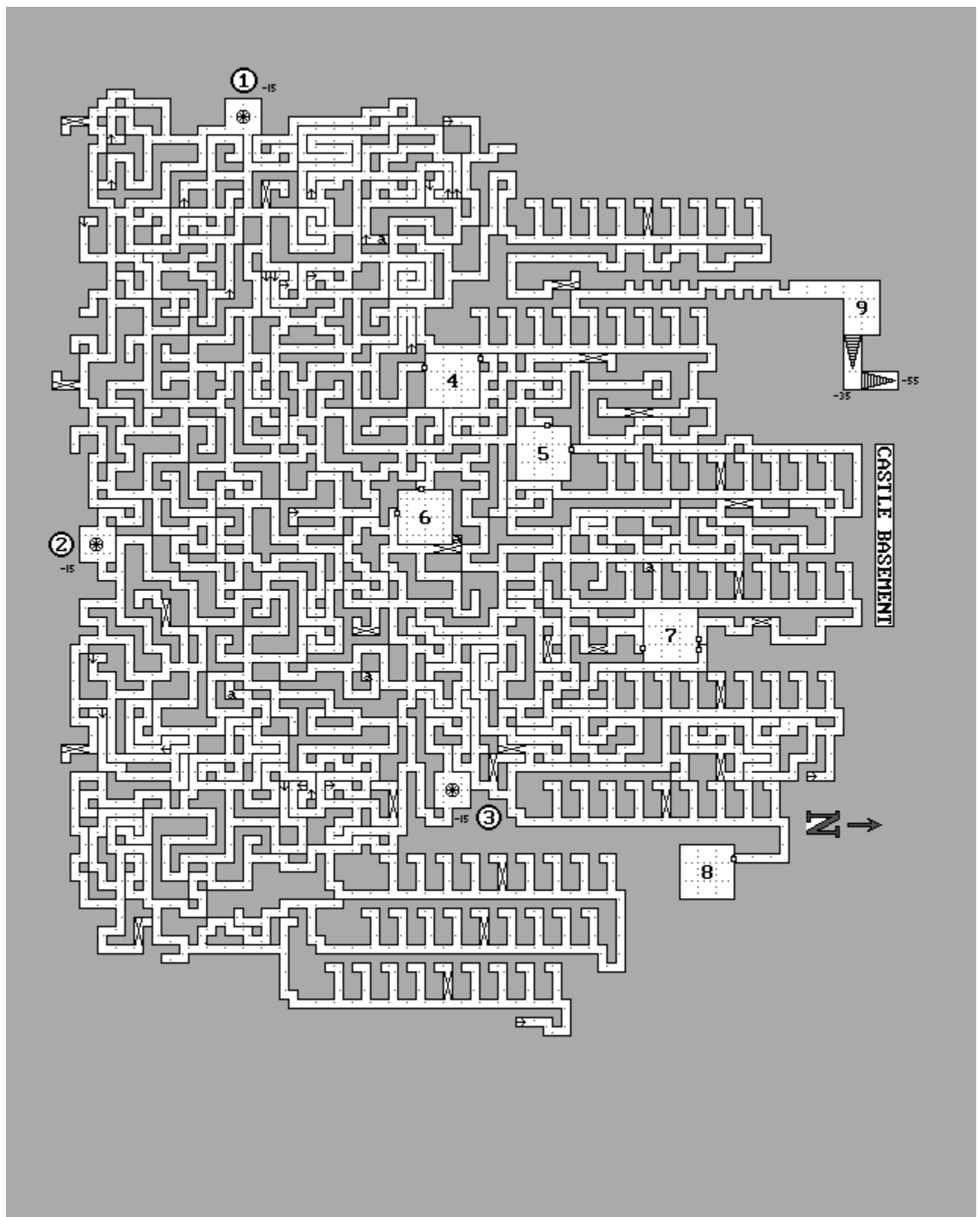
No one has ever lined the maps up to notice that, though. It's been a secret only I knew about for the past 25 years. The whole dungeon is full of secrets like that. I wonder how many I've forgotten?



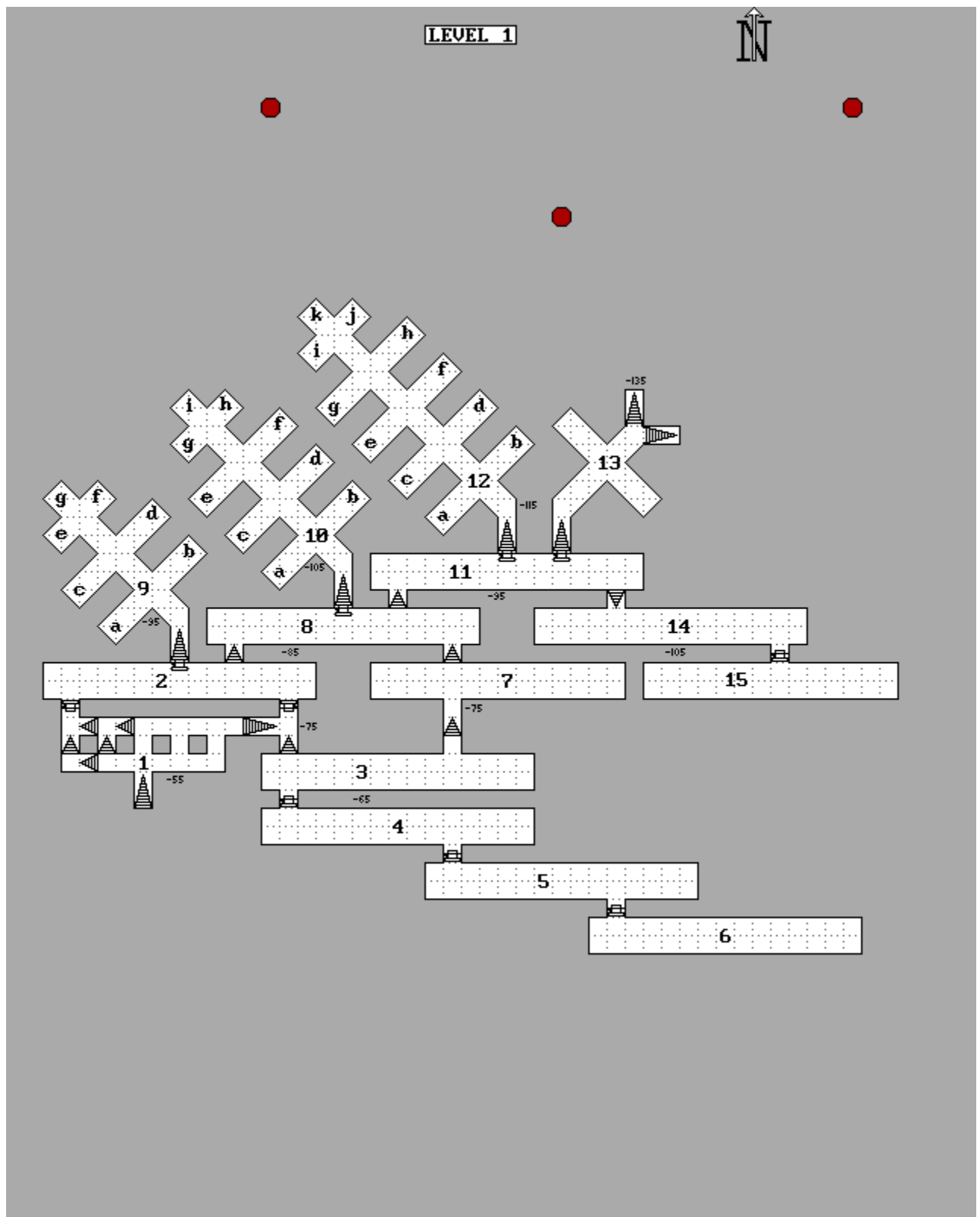
Ground level. I'll point out now what a horrible situation this castle was built in; on two sides, there are cliffs towering over the whole thing. Attackers could get up above the castle and just drop things down onto it.

This wasn't an error on my part. The castle was built on this specific spot because it's the site that's important. Whether someone wanted to protect the world from what's down there, or else someone just wanted to live in a castle, I can't remember. Maybe it was both.

Note the path. It leads down a full revolution around the mountain to a town.



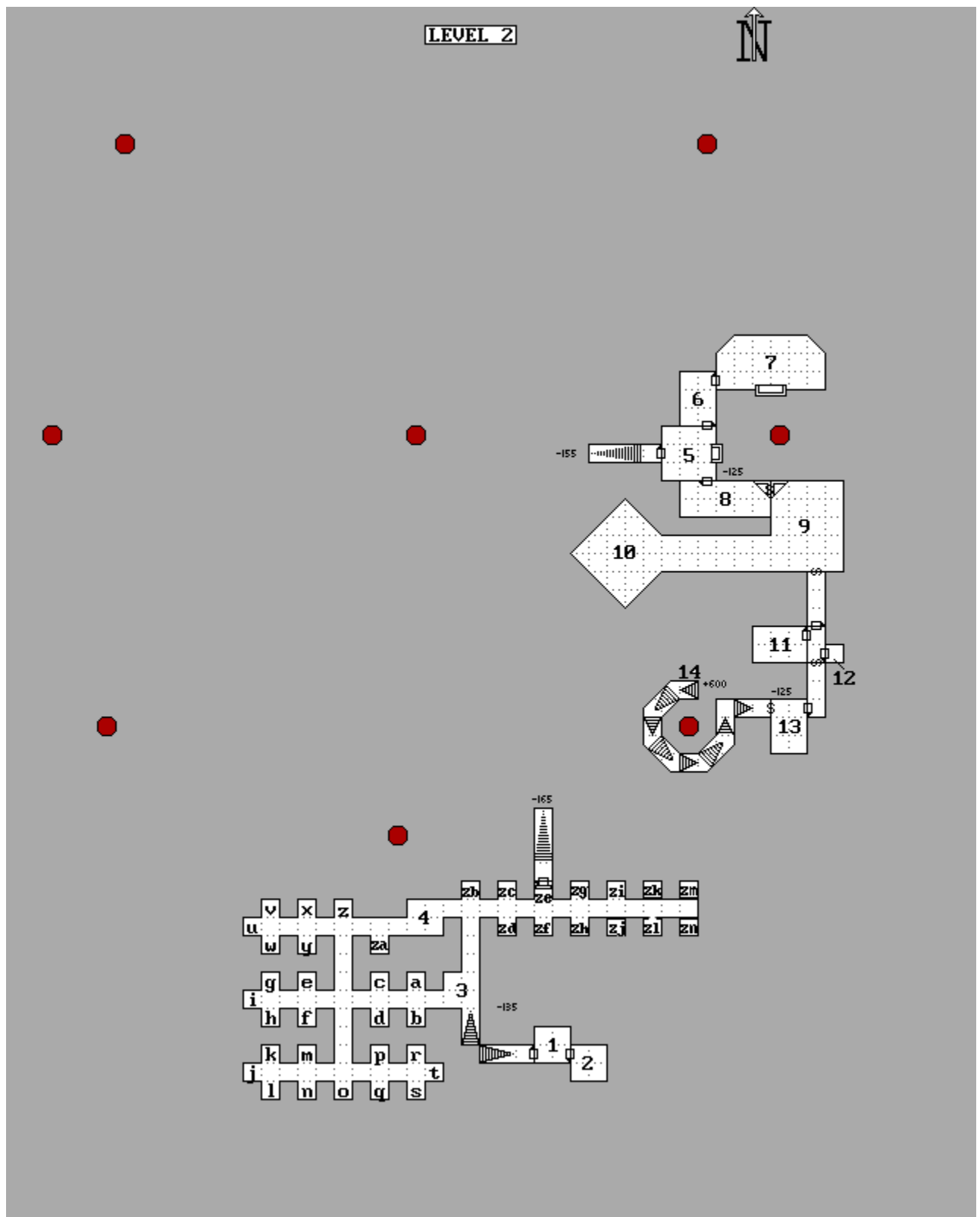
The labyrinth. I was never happy with it, but I needed a filler area that the players wouldn't want to try mapping themselves. Then I could regulate their comings and goings. Servants from the castle have the routes memorized, and will lead the party down to the next level.



Catacombs. There are undead in those slanted alcoves behind those barred doors. There are also signs that say, "Please don't disturb the dead anymore!"

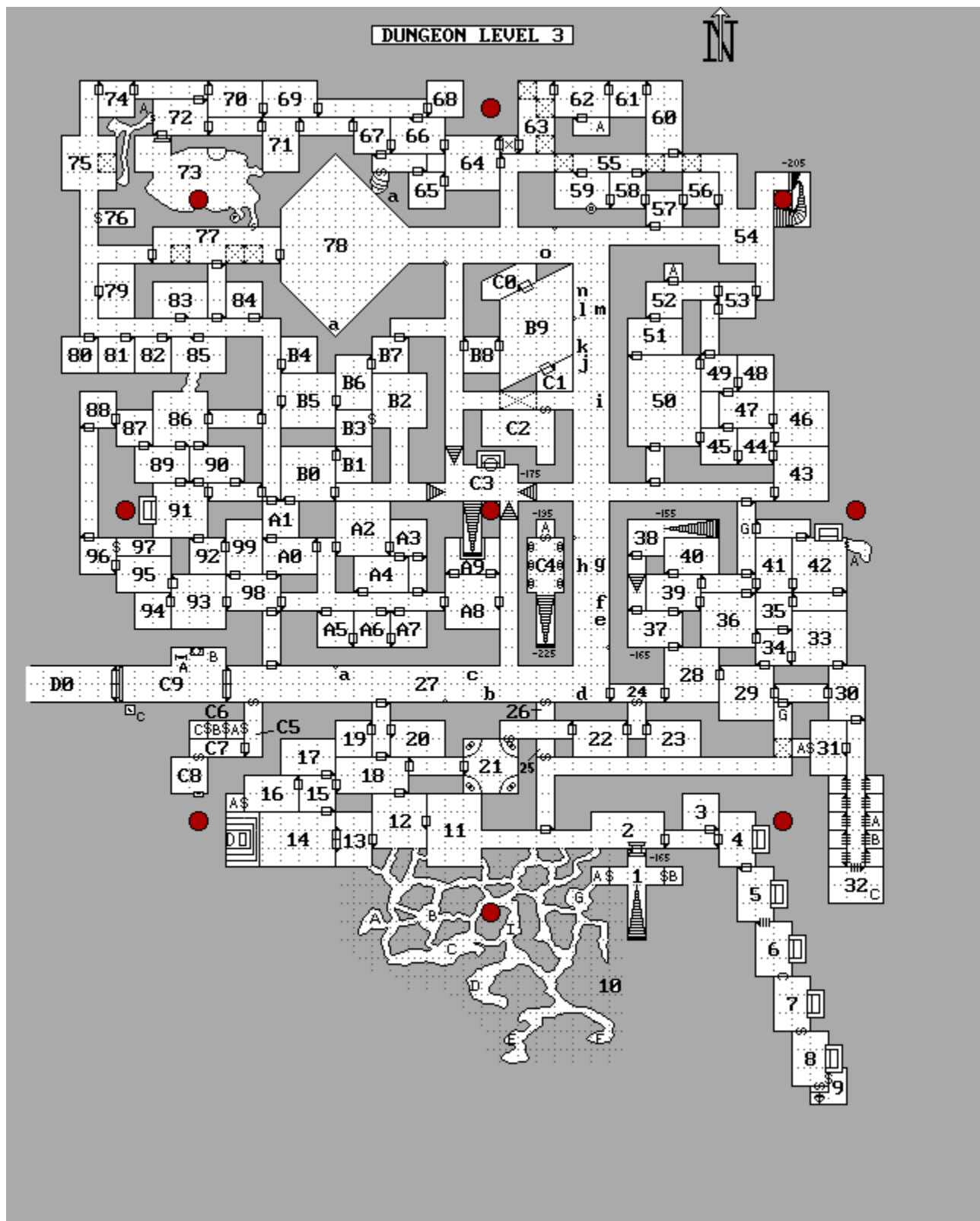
The long rooms are storage areas. They're all barred from the inside.



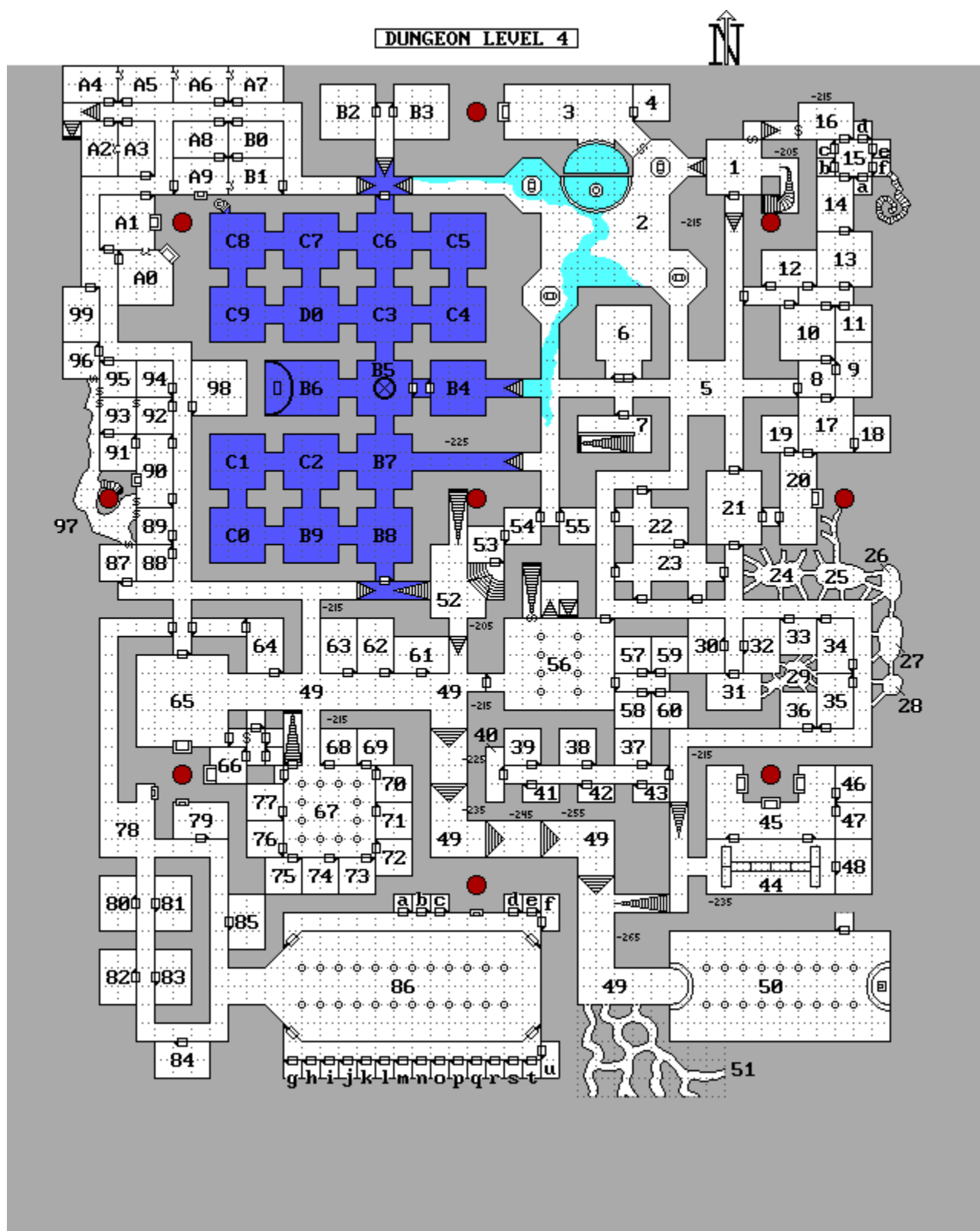


The southern area was built to be a place to bury the dead, but it was never used for that purpose. Now it's a wine cellar. Oh, and rooms #1 and #2 are where the vampire sleeps. "Do Not Disturb!"

The northern section is the top level of the goblin's domain. The long stairway leads to the surface.



This is the first level of actual dungeon. My players called it “Level 1,” which confused me later when I had to label everything. Sometimes I called this Level 3, sometimes I called it Level 1. When I got down to Level 10 (also known as Level 8!), my confusion became complete. Then I was extremely happy I'd been recording all those depths! They were how I finally figured out what I'd done wrong.



Second dungeon level. Note the flooded areas. The constant flowing of the water has caused some major damage in the lower levels, especially the one directly beneath this one. And the source of all the water is a fountain in area #2. It's fed by a *decanter of endless water*. (I've had four parties come through this room, and nobody ever took it! I don't think they understood what it was.)