

GARY GYGAX'S

# CASTLE ZAGYGC

UPPER WORKS



MAPS & ILLUSTRATIONS

BOOKLET

# CASTLE ZAGYG™ VOLUME II: THE UPPER WORKS — BOOK 6: MAPS & ILLUSTRATION BOOKLET

AN ADVENTURE MODULE FOR 4 - 6 OR MORE CHARACTERS OF LEVELS 1<sup>ST</sup> - 4<sup>TH</sup>

BY GARY GYGAX WITH JEFFREY P. TALANIAN

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## MAPS

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- Pentagonal Wall Towers: #6, #7 5
- God of Magick Chapel: #8 6
- Barracks: #9 6
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












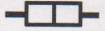




















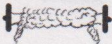


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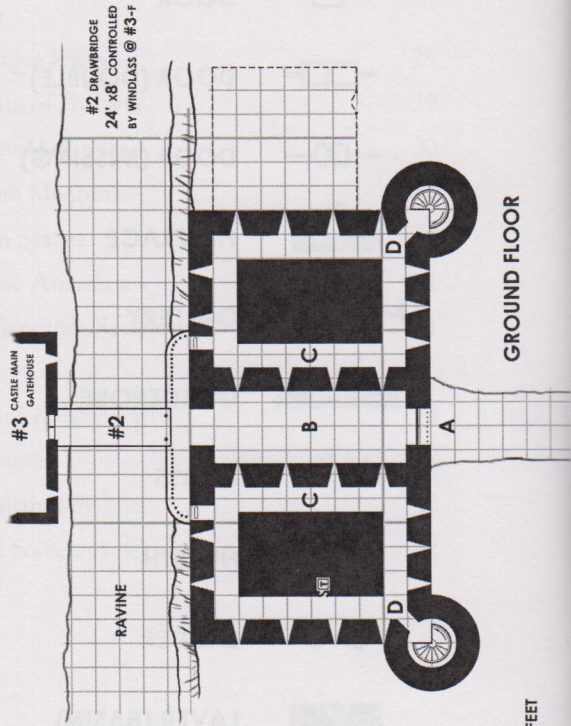
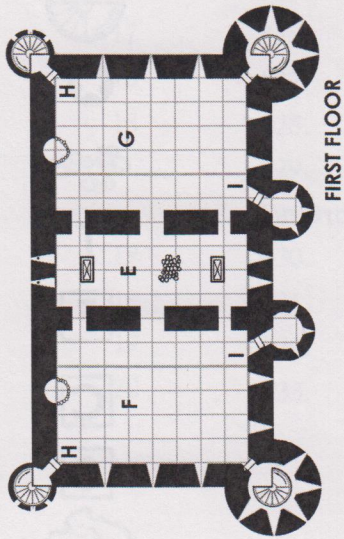
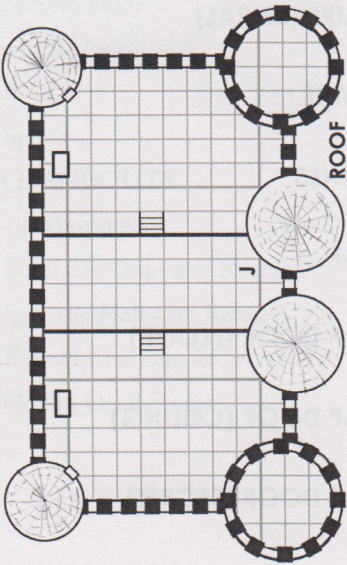
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# CASTLE ZAGYG: THE UPPER WORKS - MAP & FLOOR PLAN LEGEND

	ALTAR		PIT (OPEN)
	BARS/ PORTCULUS		PIT (COVERED)
	CAGE		PILLAR / PILASTER
	CAVE LOCATION		POOL
	CHIMNEY		RAIL
	CISTERN/DRAIN		SARCOPHAGUS
	CURTAIN		SECRET DOOR
	DAIS		SHRUB
	DOOR		STAIRS (UP)
	DOOR (DOUBLE)		STAIRS (DOWN)
	DOOR (MISSING)		STAIRS (SPIRAL)
	FIREPLACE		STATUE
	GALLERY		STONES
	GARDEROBE		TRAP
	GRASS		TRAP DOOR (FLOOR)
	HEARTH		TRAP DOOR (CEILING)
	LADDER		TRAP DOOR (SECRET)
	LAVER (BASIN)		TREE
	LOOPHOLE (ARROW SLIT)		WELL
	MURDER HOLE		WINDLASS
	OVEN		WINDOW (MULLOINED)

RUINS OF THE CASTLE PRECINCTS

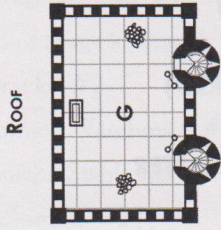
#1 OUTER GATEHOUSE (BARBICAN) & #2 DRAWBRIDGE



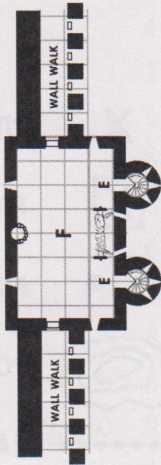
SCALE: ONE SQUARE= 5 FEET

RUINS OF THE CASTLE PRECINCTS

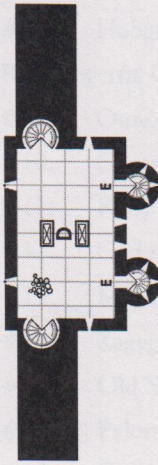
#3 CASTLE MAIN GATEHOUSE



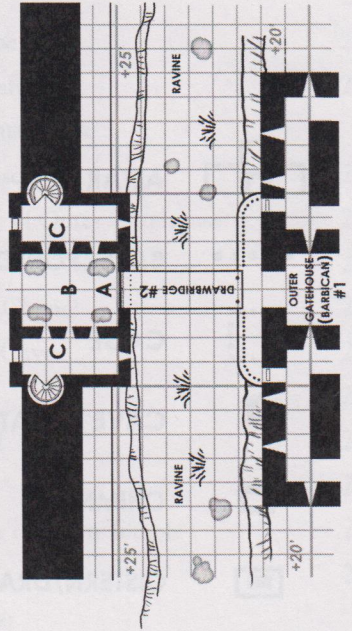
SECOND FLOOR



FIRST FLOOR



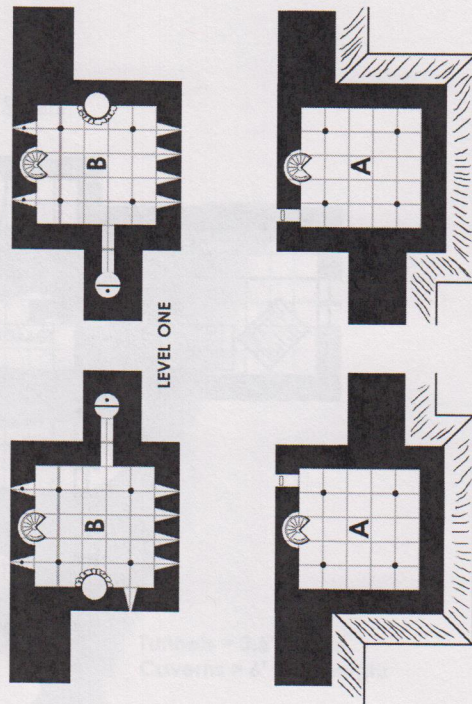
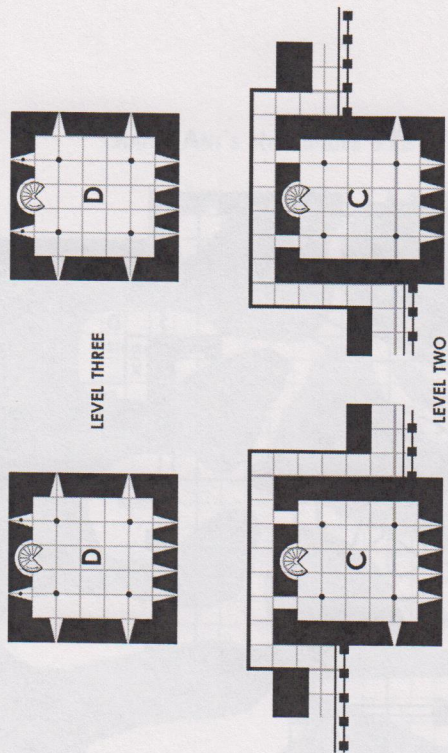
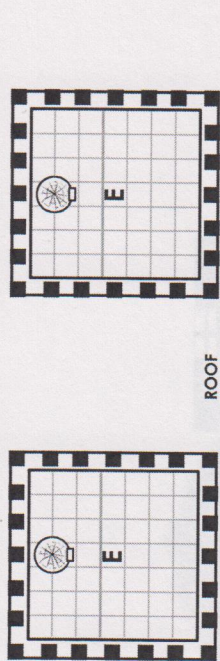
GROUND FLOOR



SCALE: ONE SQUARE= 5 FEET

RUINS OF THE CASTLE PRECINCTS

#4 SQUARE WALL TOWER (NORTH) #5 SQUARE WALL TOWER (SOUTH)

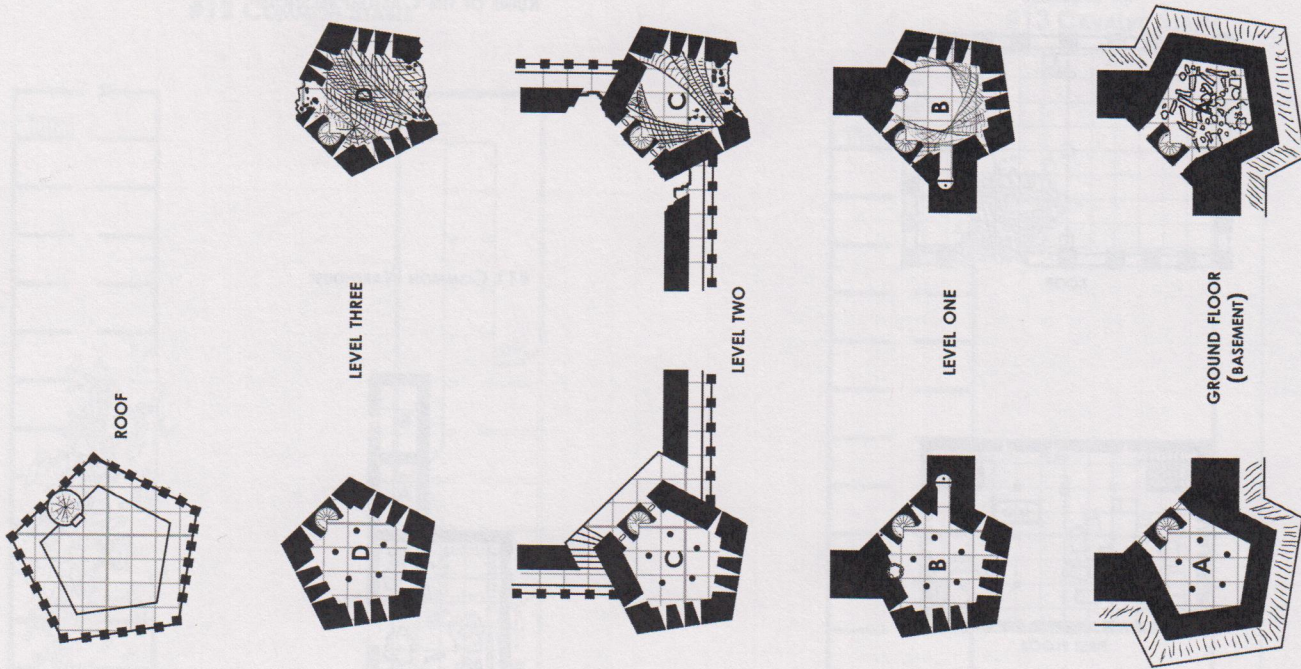


GROUND FLOOR  
(BASEMENT)

ONE SQUARE = 5 FEET



RUINS OF THE CASTLE PRECINCTS



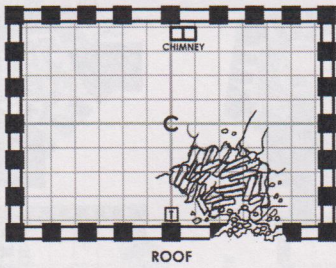
#6 PENTAGONAL WALL  
TOWER (NORTH)

#7 PENTAGONAL WALL  
TOWER (SOUTH)

ONE SQUARE = 5 FEET

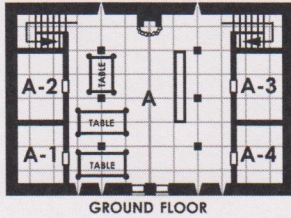
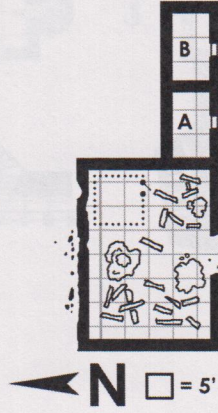
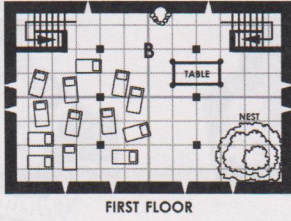


#9 BARRACKS

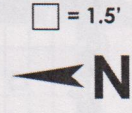
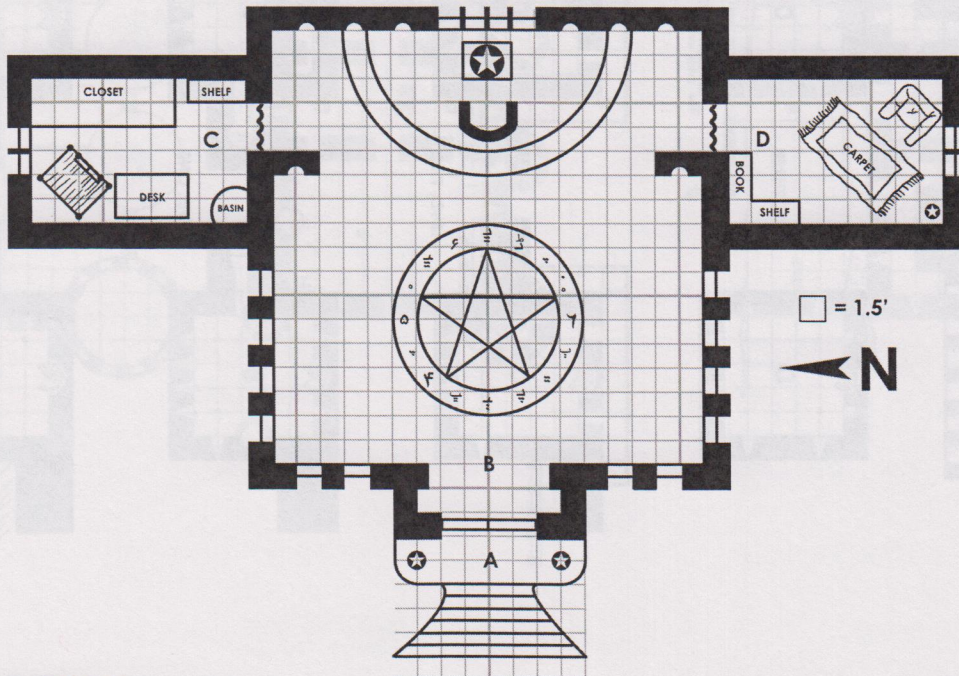


RUINS OF THE CASTLE PRECINCTS

#11 COMMON WAREHOUSE



#8 GOD OF MAGICK CHAPEL

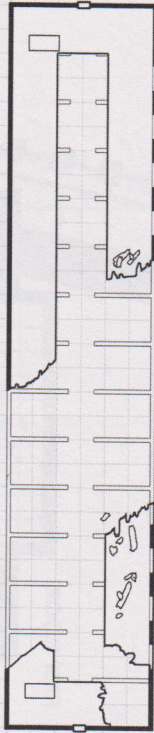


RUINS OF THE CASTLE PRECINCTS

#12 COMMON STABLE



GROUND

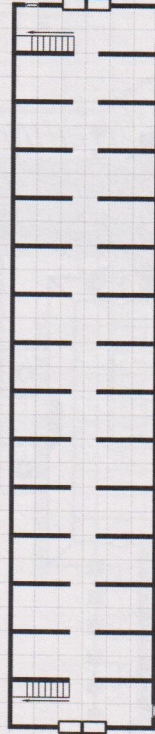


LOFT

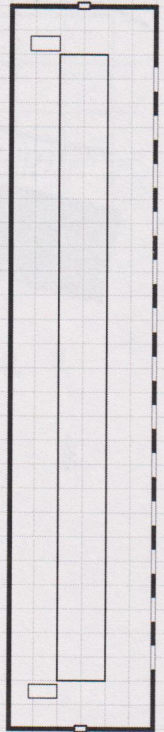


RUINS OF THE CASTLE PRECINCTS

#13 CAVALRY STABLE



GROUND

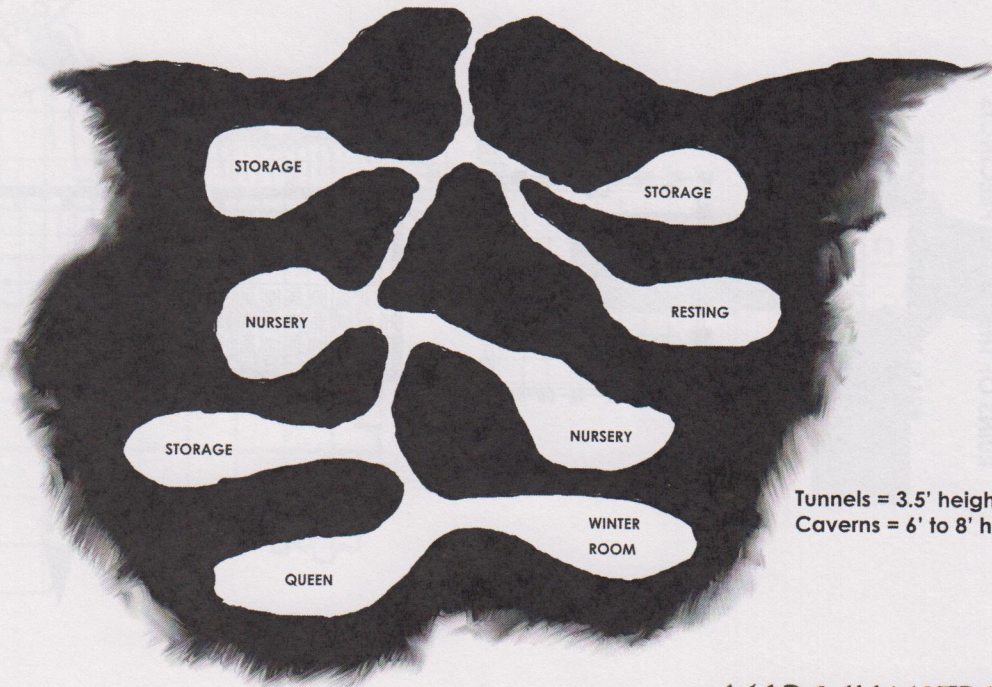


LOFT



One Square = 5'

GIANTS ANT'S NEST UNDER #12 COMMON STABLE

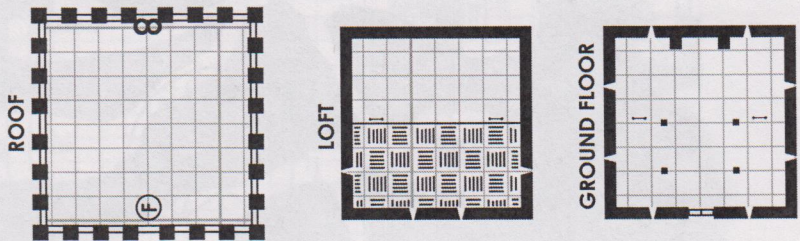


Tunnels = 3.5' height  
Caverns = 6' to 8' height



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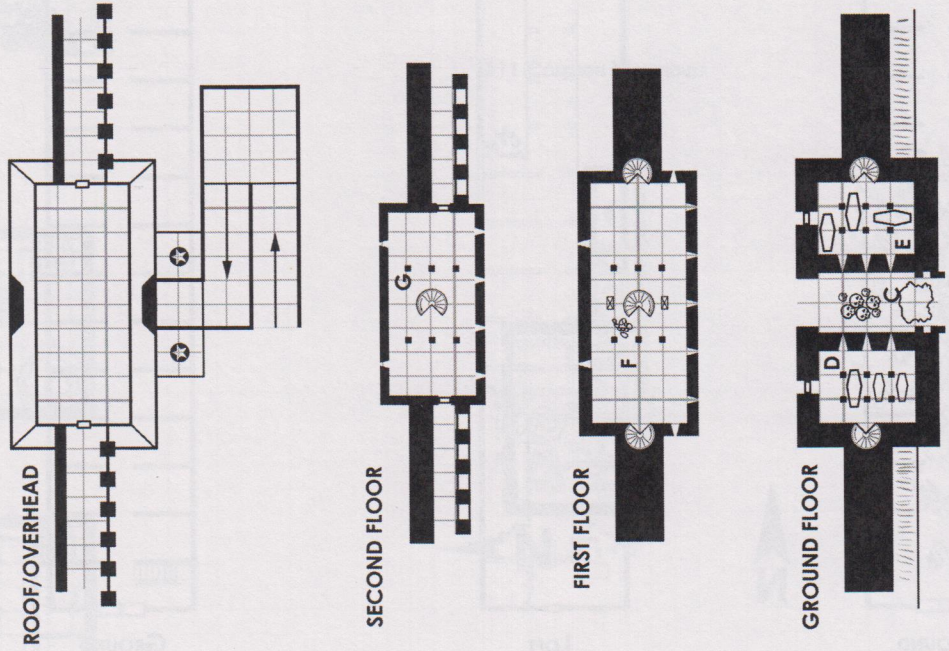
#24 BLACKSMITH/ ARMORER



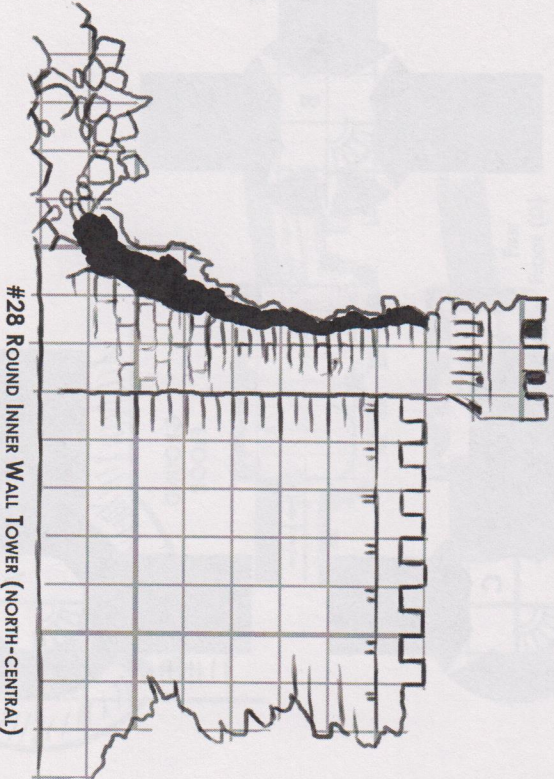
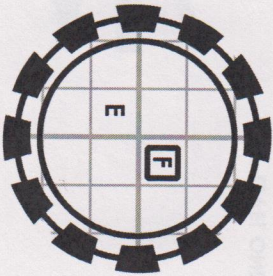
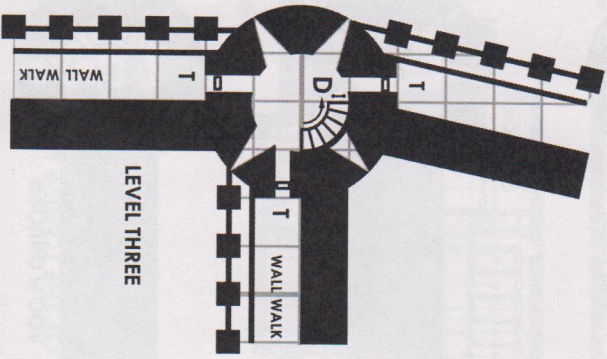
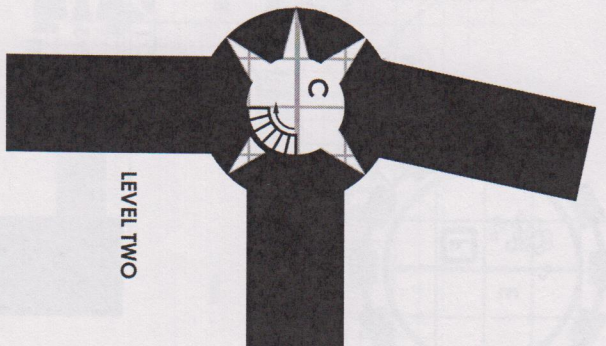
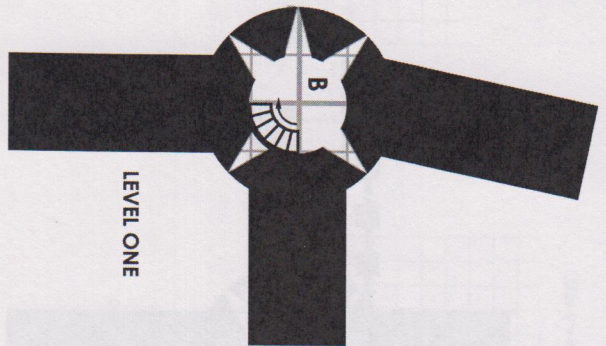
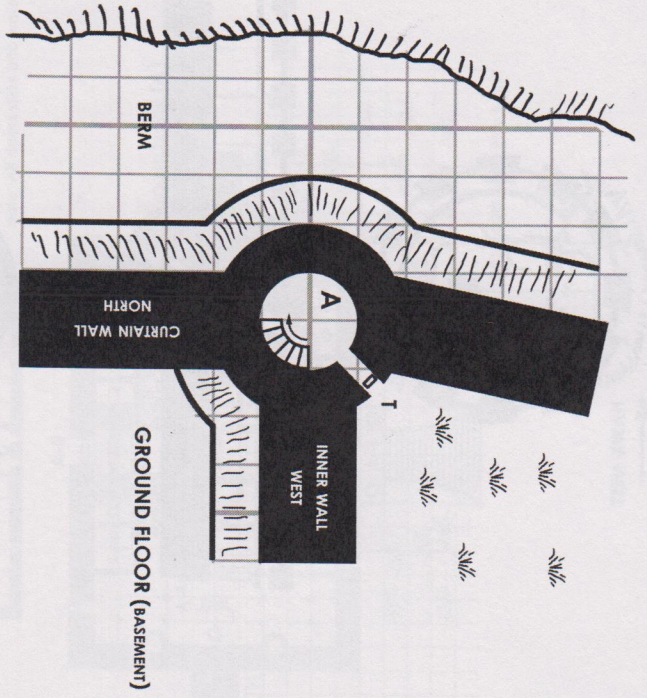
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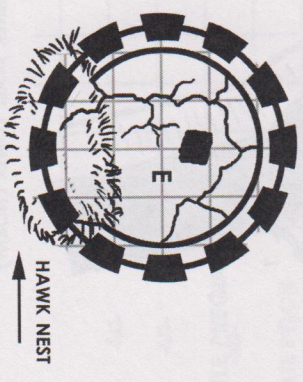
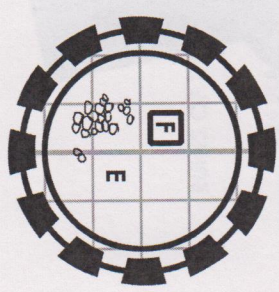
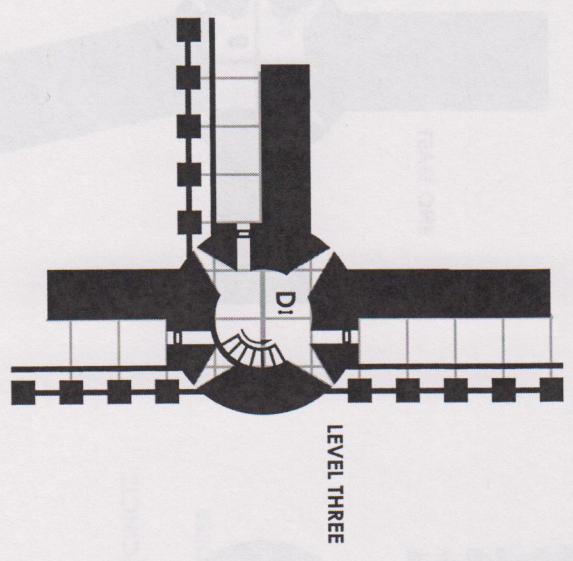
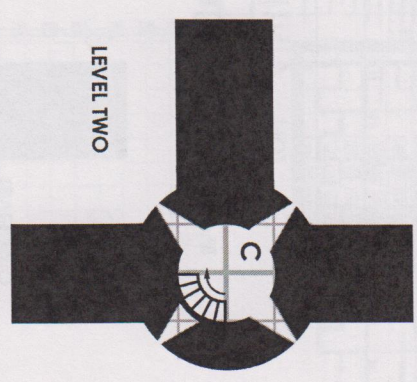
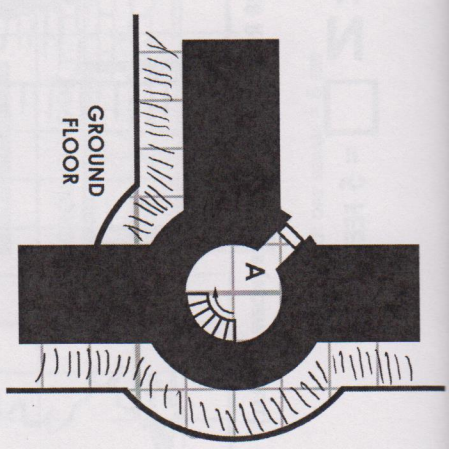
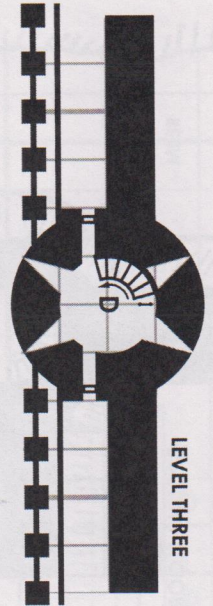
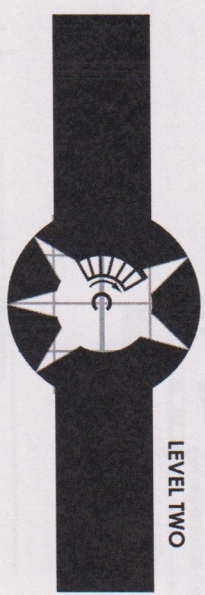
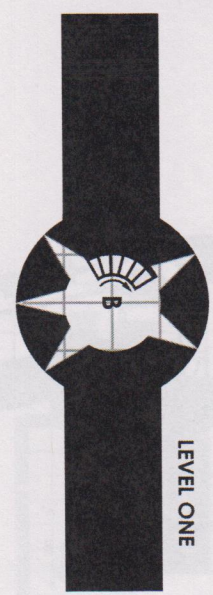
# 26 MIDDLEGATE PYLON



**RUINS OF THE CASTLE PRECINCTS**  
**#27 ROUND INNER WALL TOWER (NORTH)**



RUINS OF THE CASTLE PRECINCTS



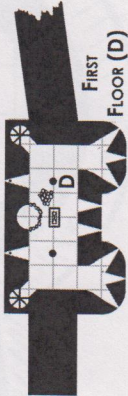
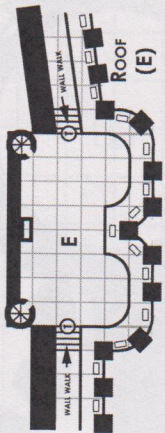
HAWK NEST

#29 Round Inner Wall Tower (South-Central)

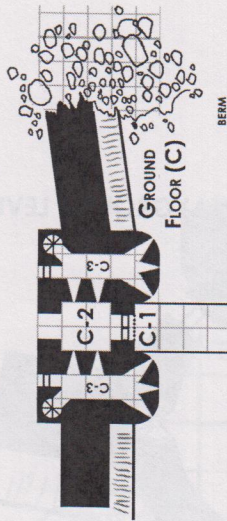
#30 Round Inner Wall Tower (South)

RUINS OF THE CASTLE PRECINCTS

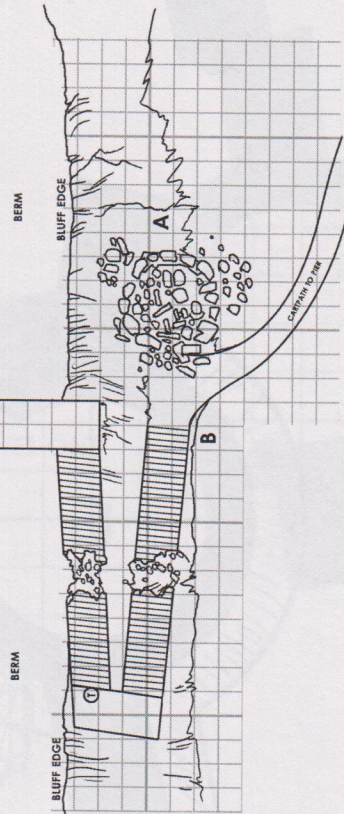
#36 POSTERN GATE



FIRST FLOOR (D)



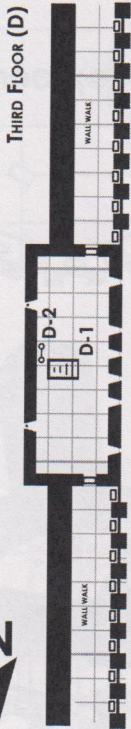
GROUND FLOOR (C)



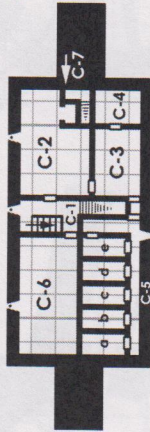
SCALE: ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS

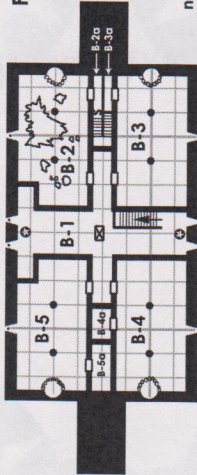
#37 PAGODA



THIRD FLOOR (D)

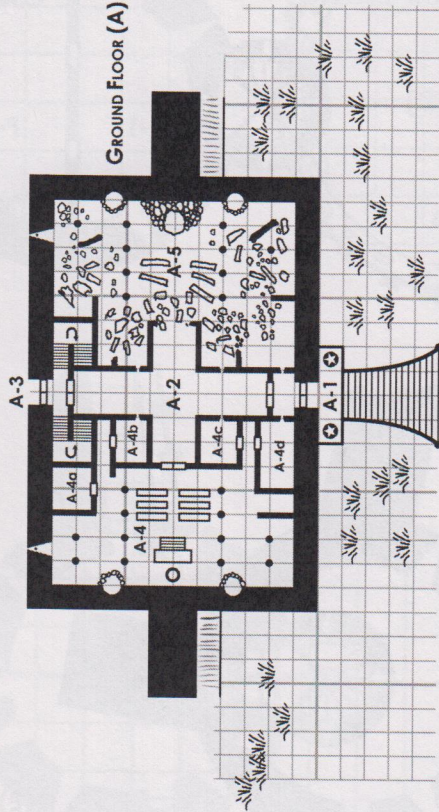


SECOND FLOOR (C)



FIRST FLOOR (B)

note: All doors slide into walls

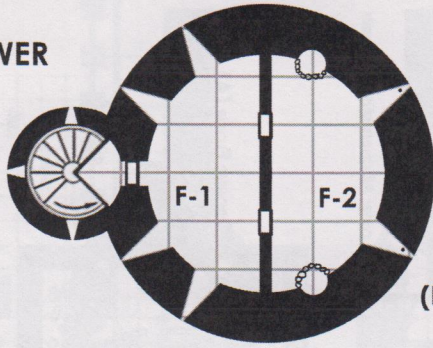


GROUND FLOOR (A)

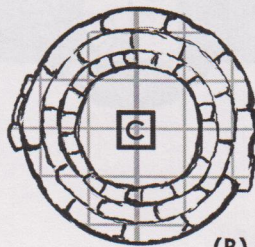
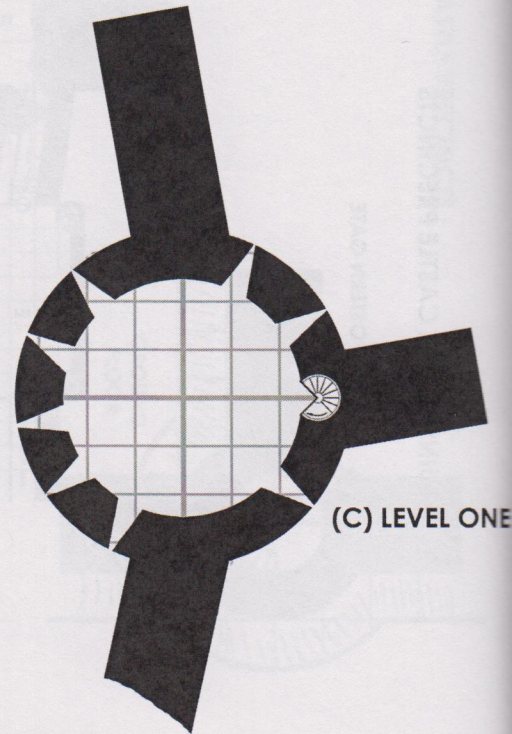
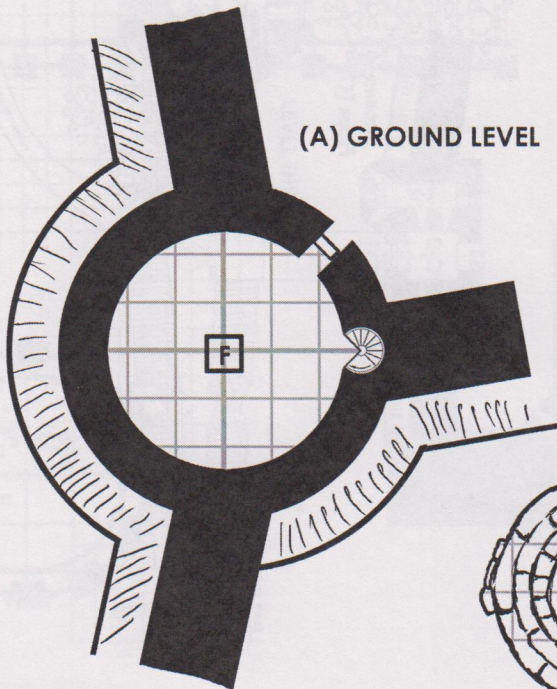
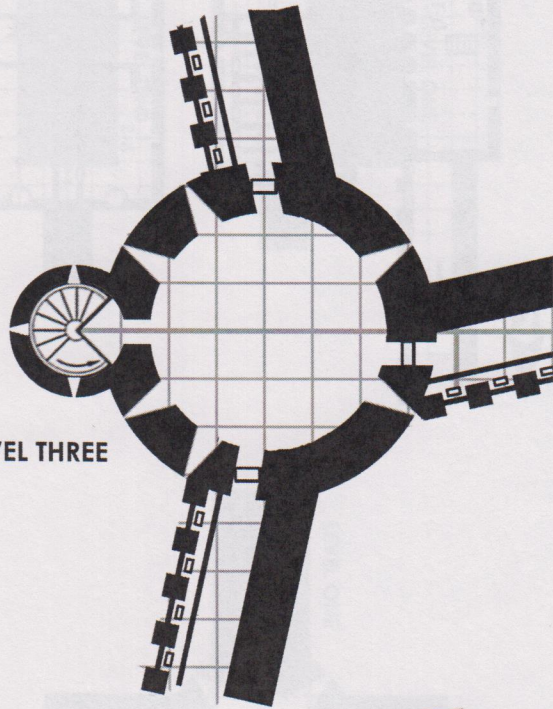
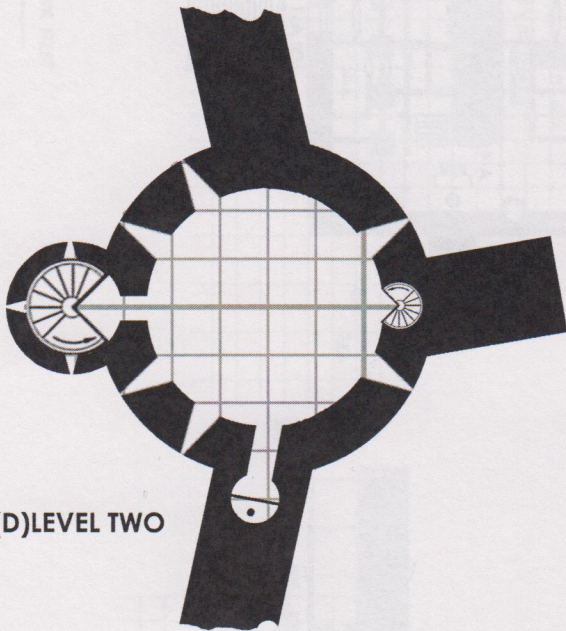
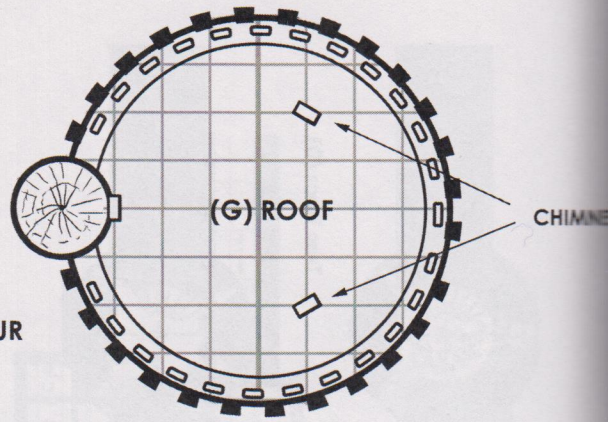
SCALE: ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS

#38 PRISON TOWER



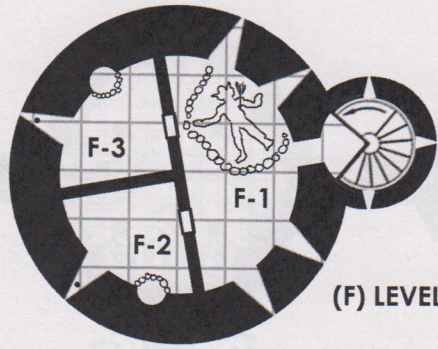
(F) LEVEL FOUR



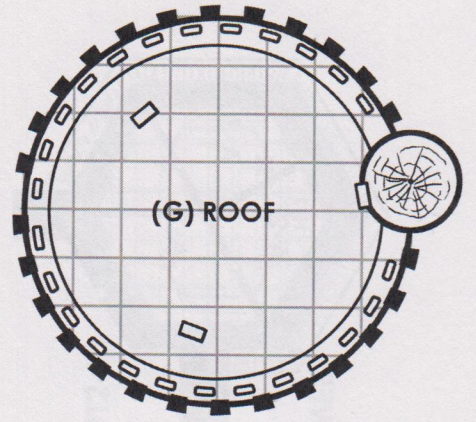
SCALE: ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS

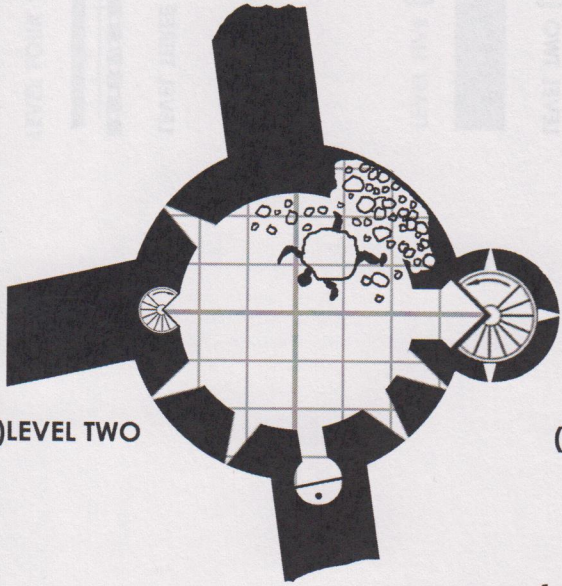
#39 PRISON TOWER



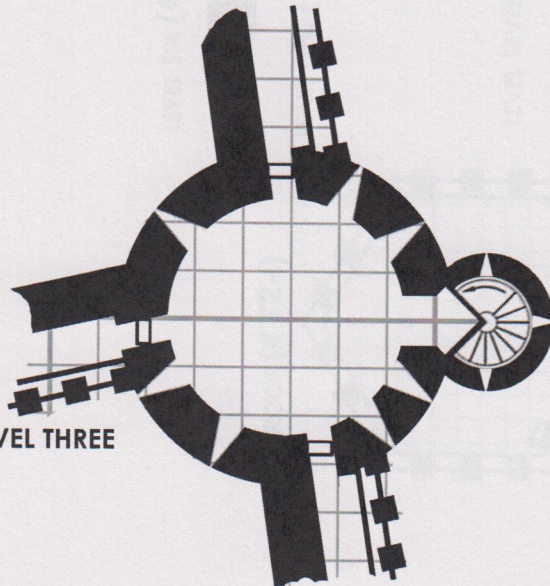
(F) LEVEL FOUR



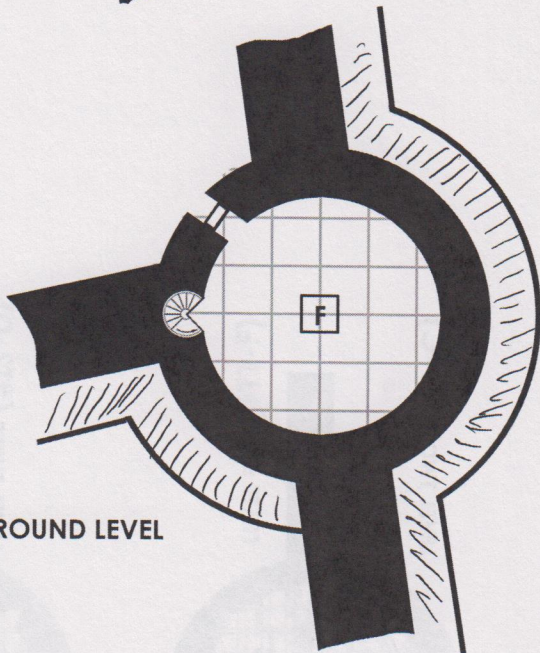
(G) ROOF



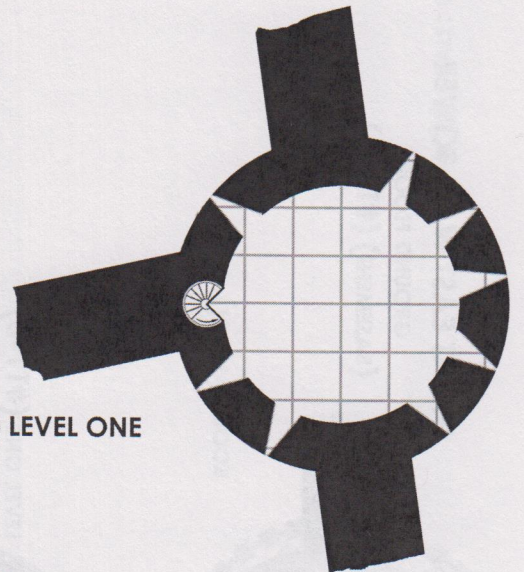
(D) LEVEL TWO



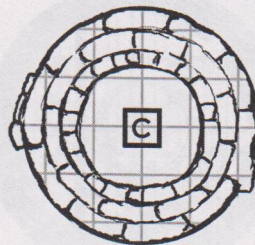
(E) LEVEL THREE



(A) GROUND LEVEL



(C) LEVEL ONE



(B) SUB BASEMENT

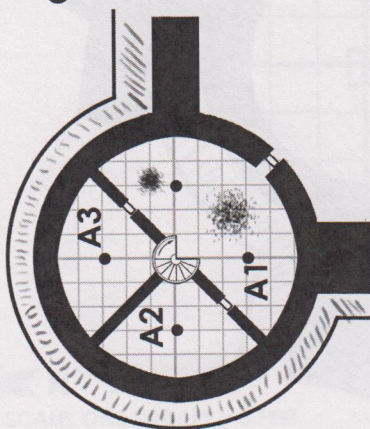


SCALE: ONE SQUARE = 5 FEET

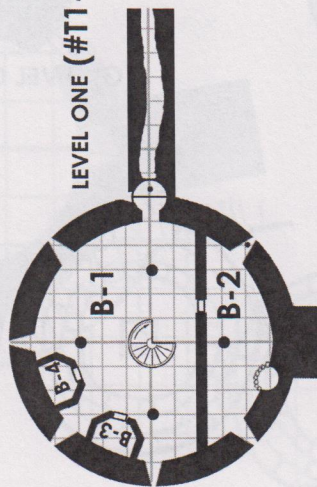
EAST WALL TOWERS

GREAT EAST WALL TOWER

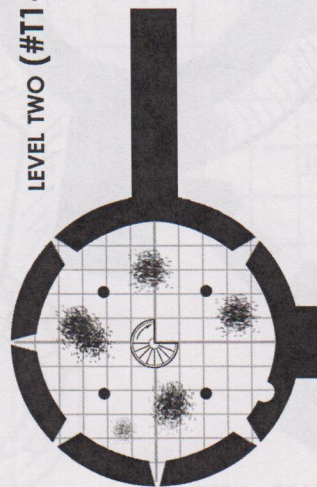
GROUND FLOOR  
(BASEMENT) (#T1-A)



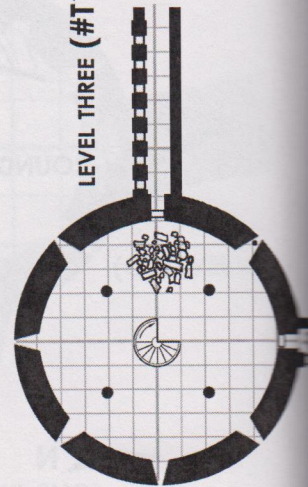
LEVEL ONE (#T1-B)



LEVEL TWO (#T1-C)

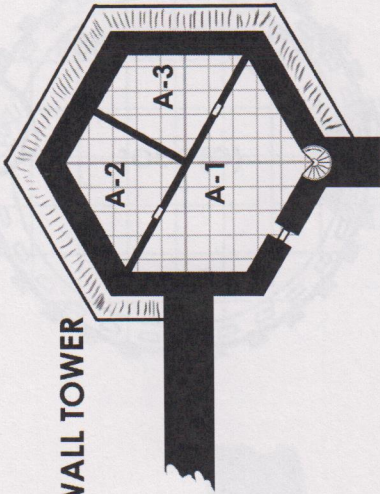


LEVEL THREE (#T1-D)



HEXAGONAL EAST WALL TOWER

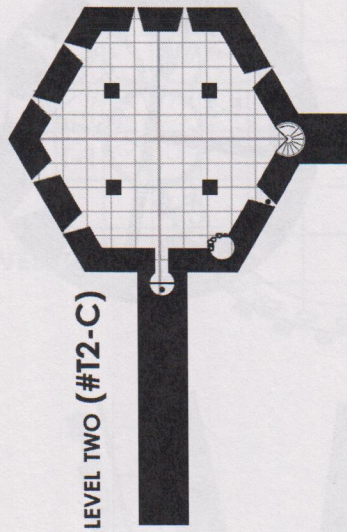
GROUND FLOOR  
(BASEMENT) (#T2-A)



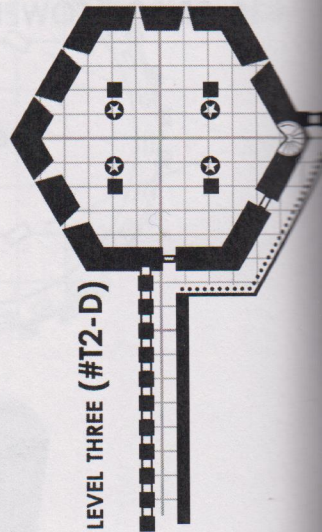
LEVEL ONE (#T2-B)



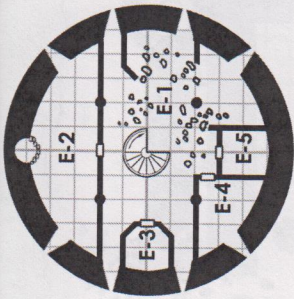
LEVEL TWO (#T2-C)



LEVEL THREE (#T2-D)



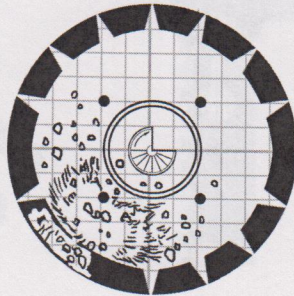
LEVEL FOUR (#T1-E)



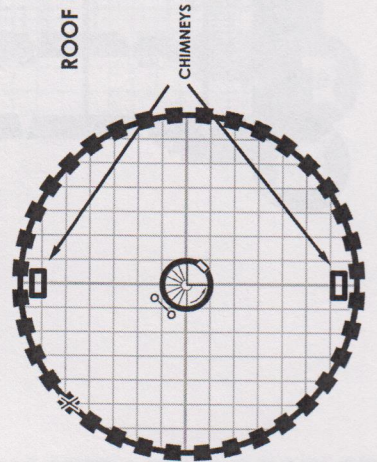
LEVEL FIVE (#T1-F)



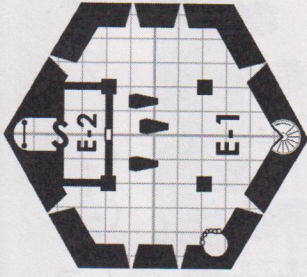
LEVEL SIX (#T1-G)



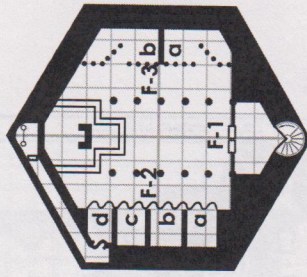
ROOF (#T1-H)



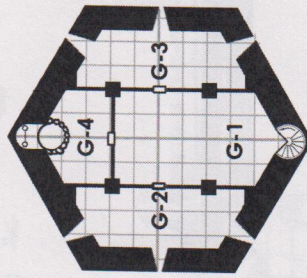
LEVEL FOUR (#T2-E)



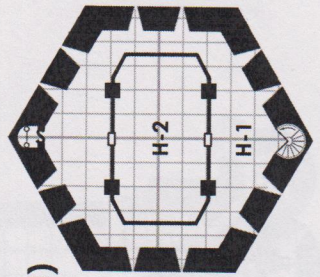
LEVEL FIVE (#T2-F)



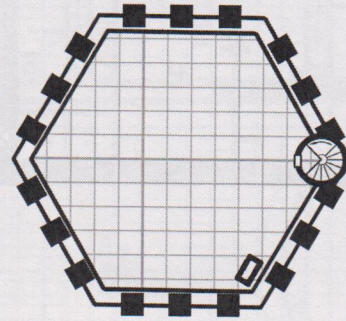
LEVEL SIX (#T2-G)



LEVEL SEVEN (#T2-H)

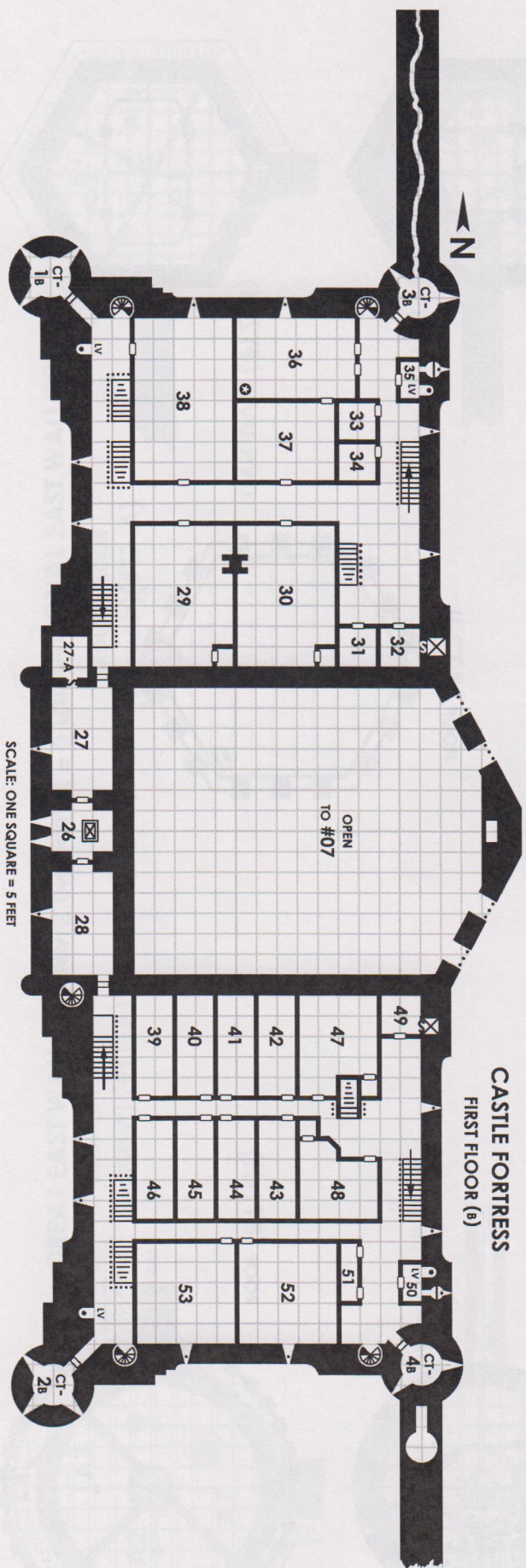
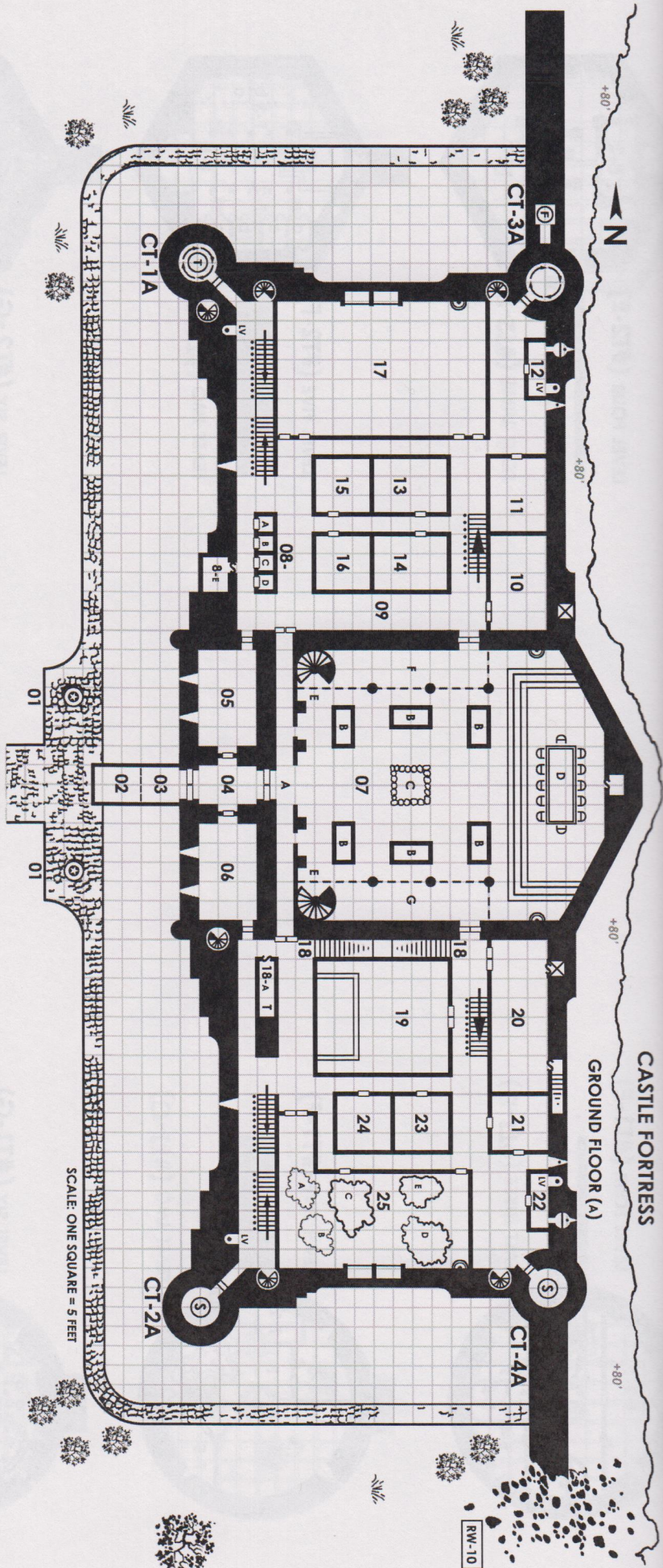


ROOF (#T2-I)

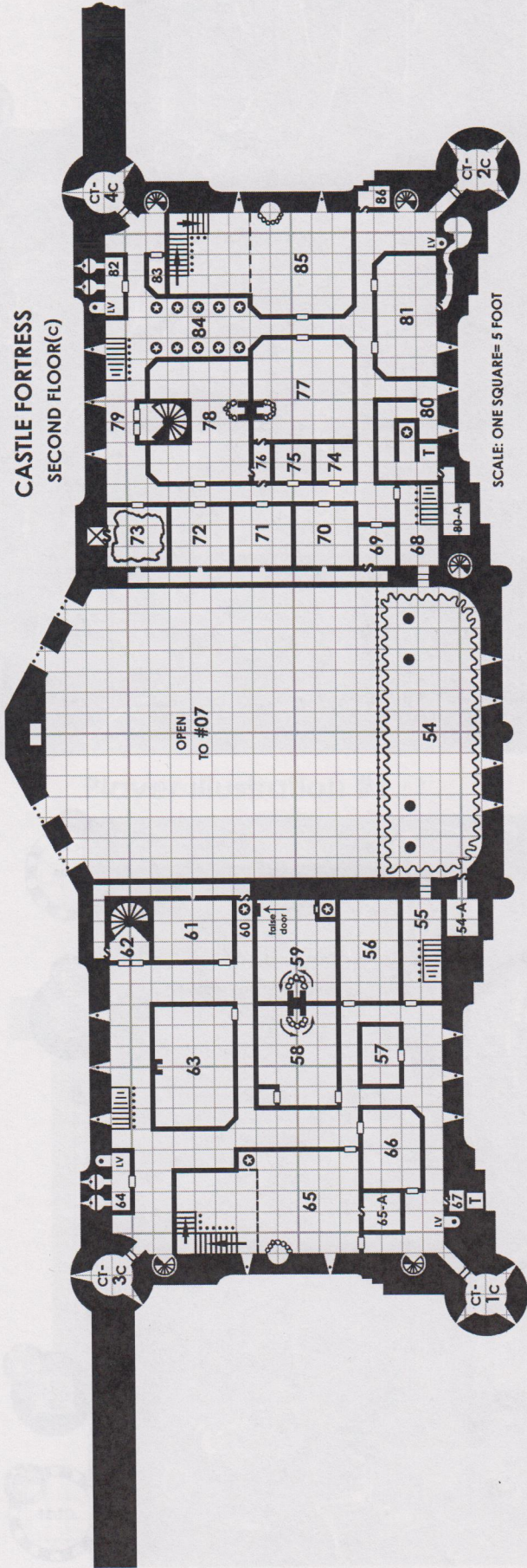


N SCALE: ONE SQUARE = 5 FEET

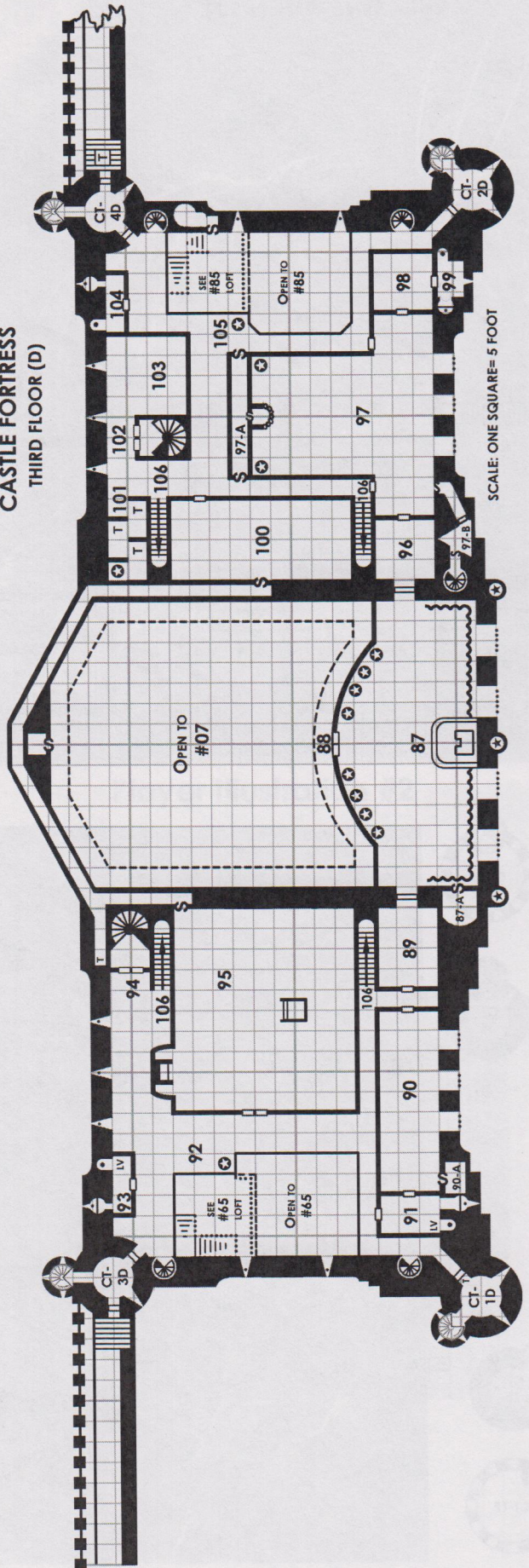




**CASTLE FORTRESS  
SECOND FLOOR (C)**



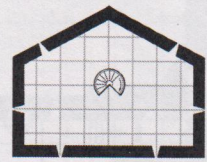
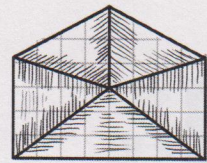
**CASTLE FORTRESS  
THIRD FLOOR (D)**



CASTLE FORTRESS

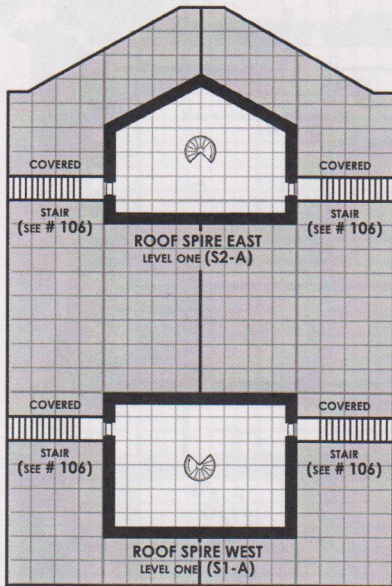
ROOF SPIRE EAST (#S1)

ROOF SPIRE WEST (#S2)

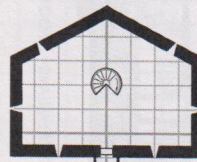


LEVEL FIVE (S2-E)

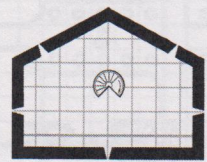
CENTRAL SECTION ROOF



LEVEL TWO (S2-B)



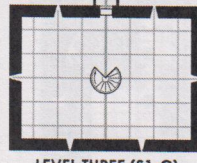
LEVEL THREE (S2-C)



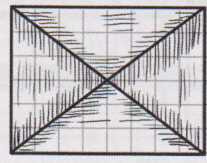
LEVEL FOUR (S2-D)



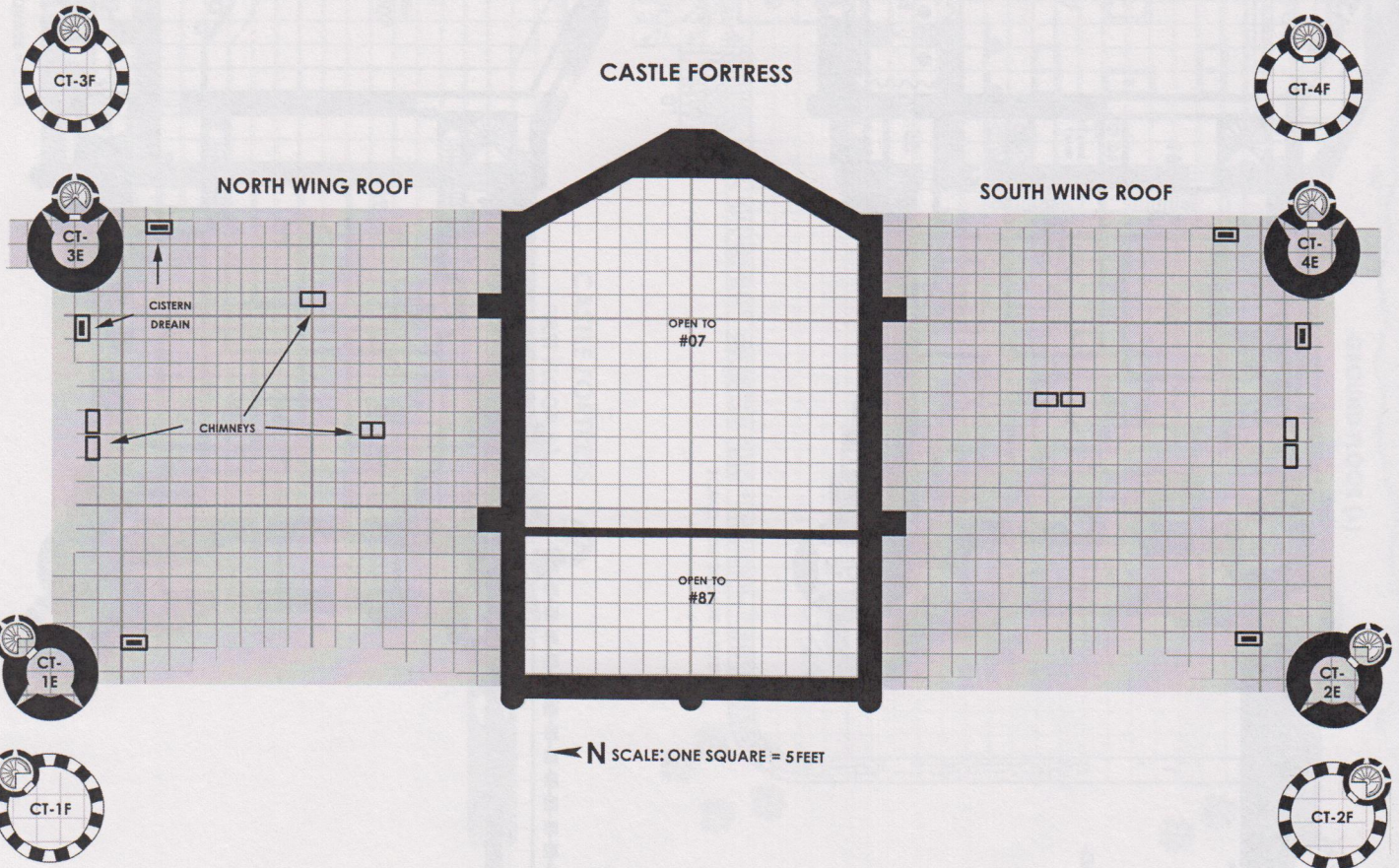
LEVEL TWO (S1-B)



LEVEL THREE (S1-C)



CASTLE FORTRESS





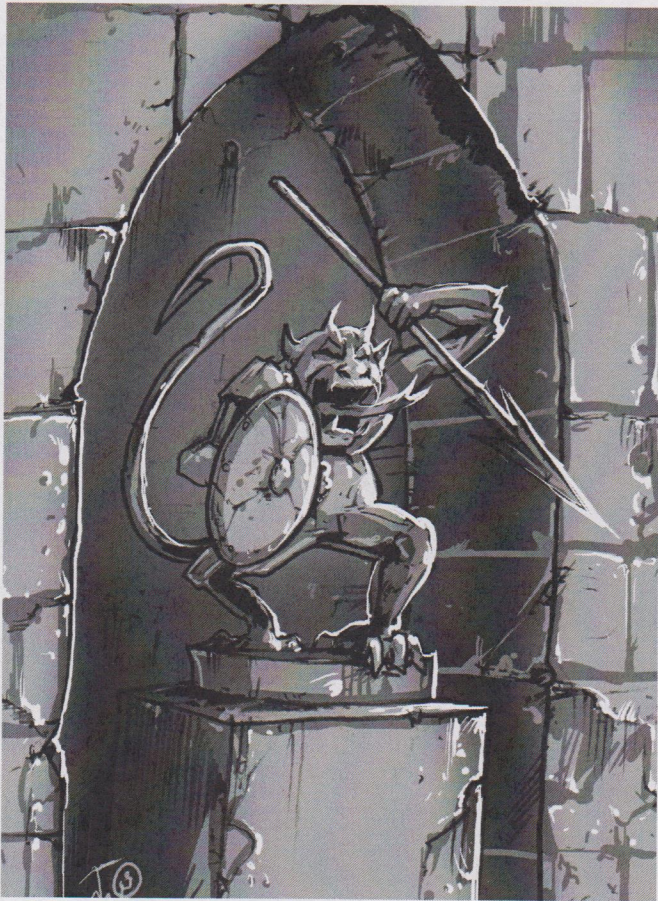
Player Illustration #1



Player Illustration #2



Player Illustration #3



Player Illustration #4



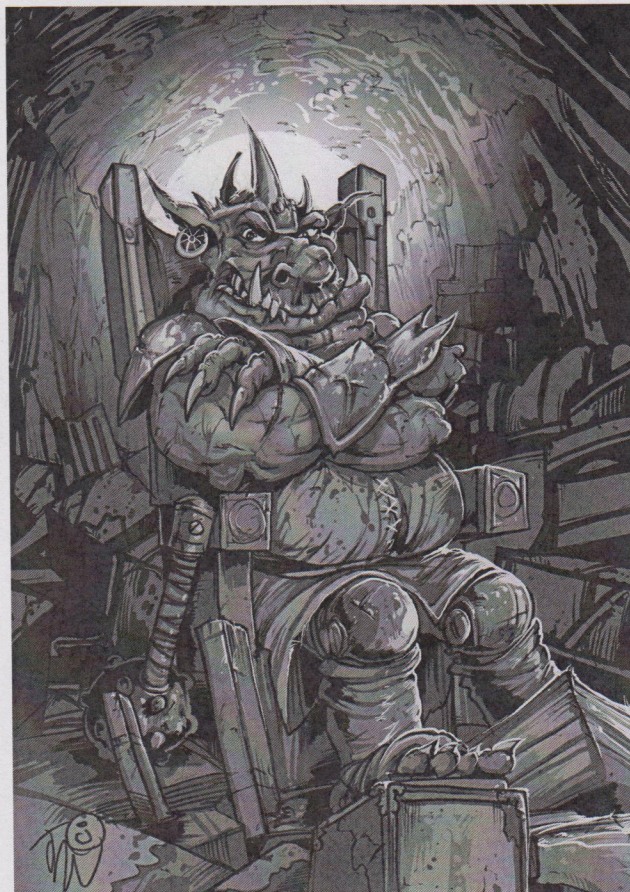
Player Illustration #6



Player Illustration #5



**Player Illustration #7**



**Player Illustration #8**



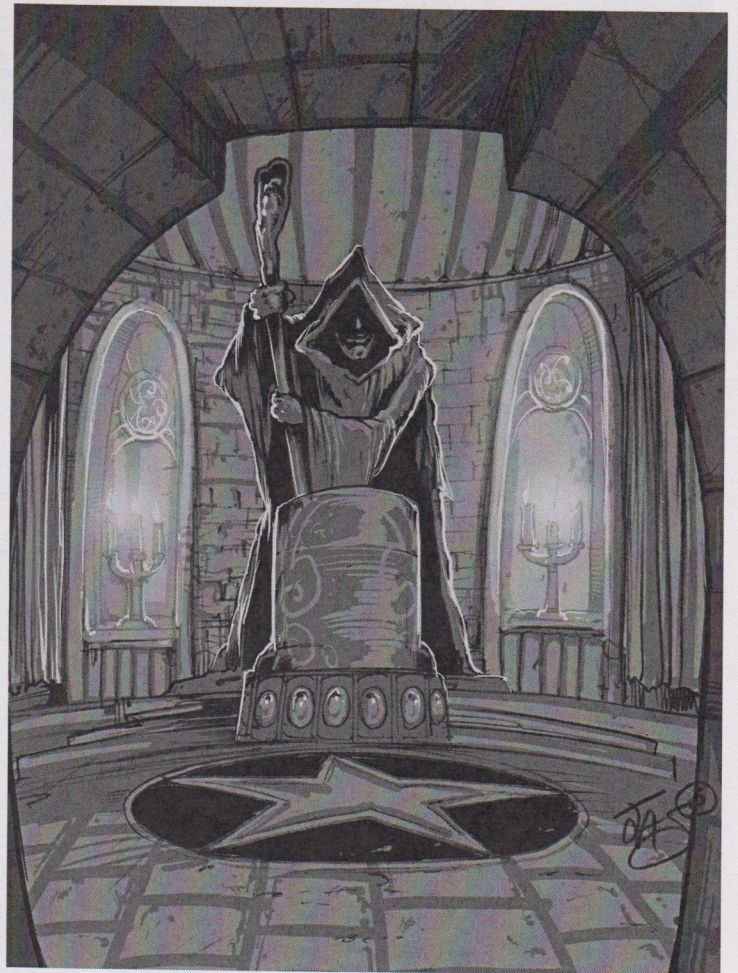


Player Illustration #10

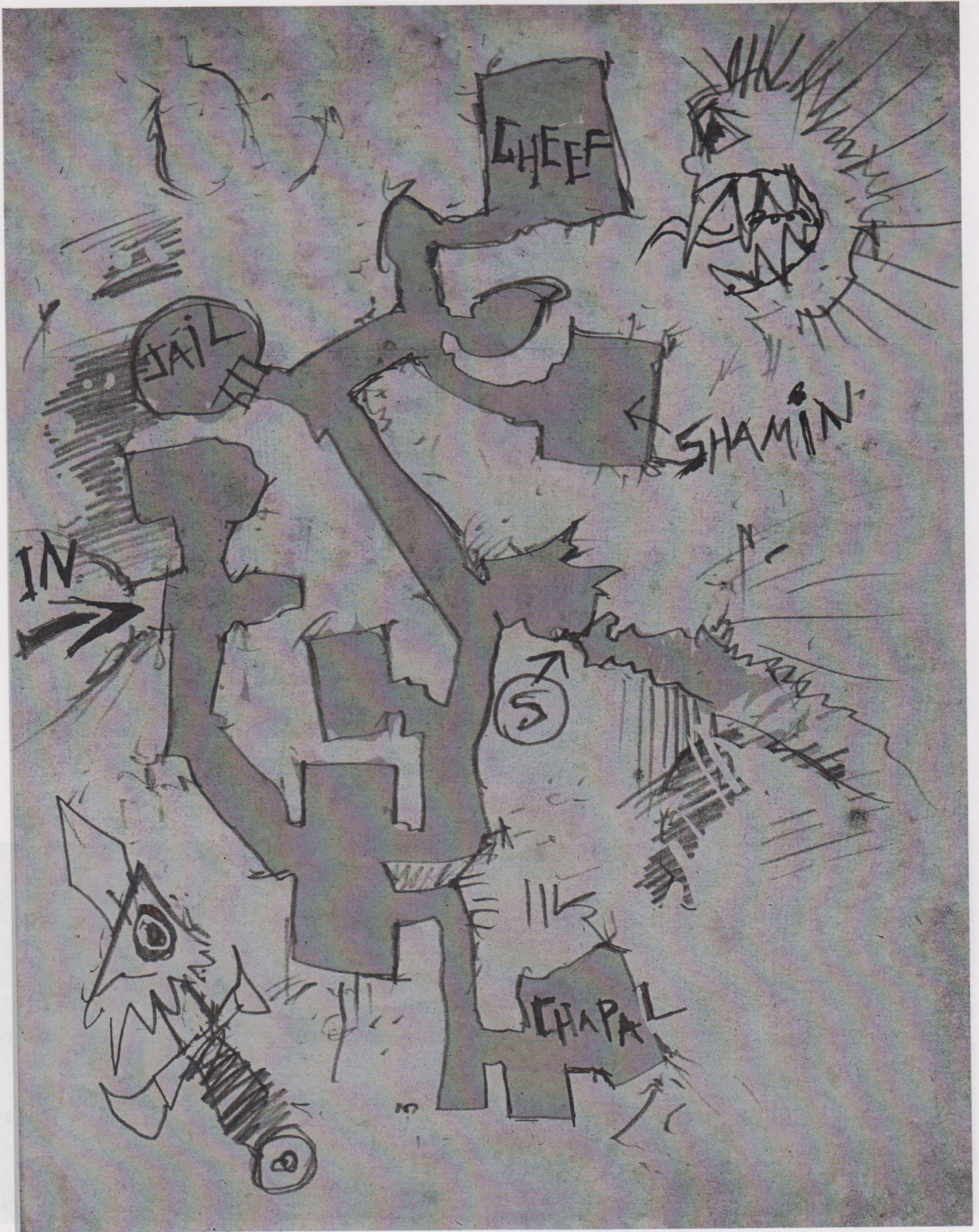




**Player Illustration #11**



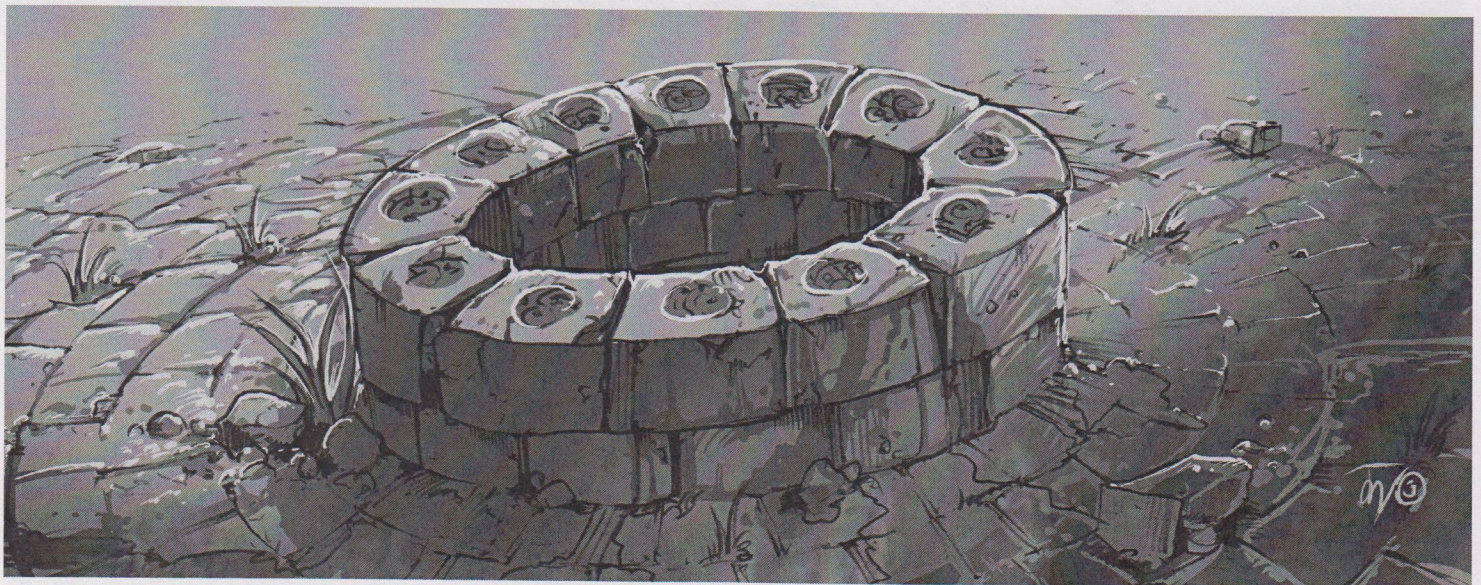
**Player Illustration #12**



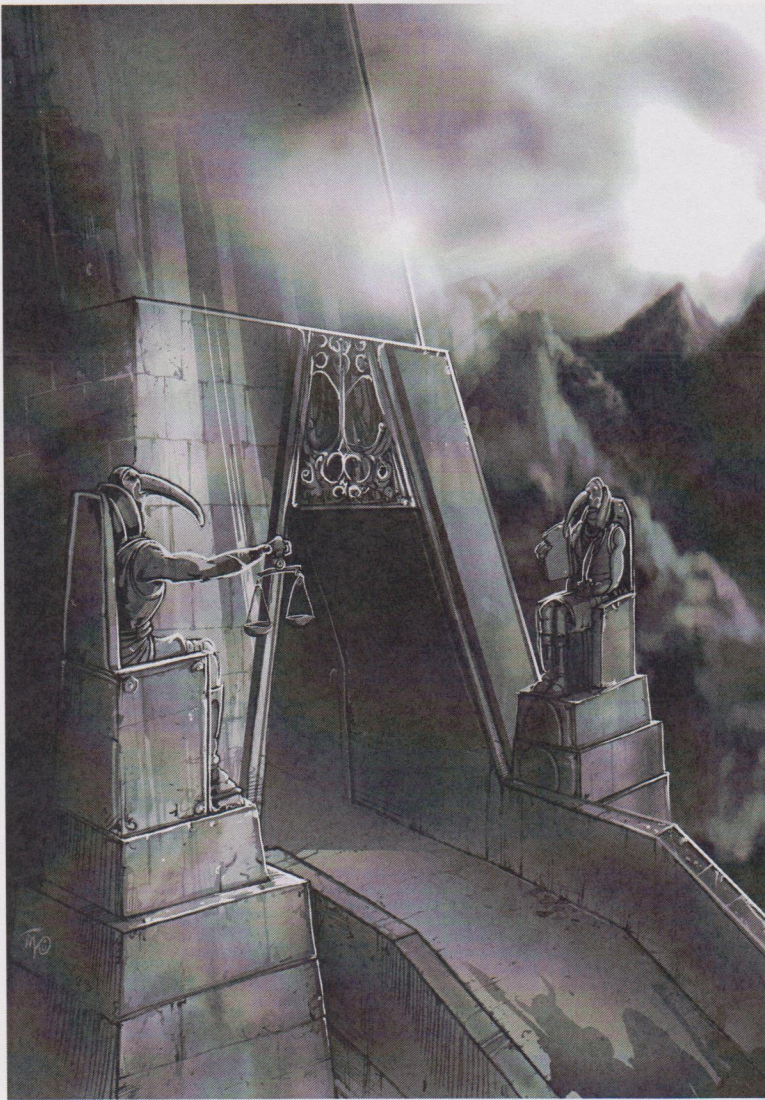
Player Illustration #13



Player Illustration #14



Player Illustration #15



**Player Illustration #16**



**Player Illustration #17**

Player Illustration #21

Player Illustration #21



**Player Illustration #18**



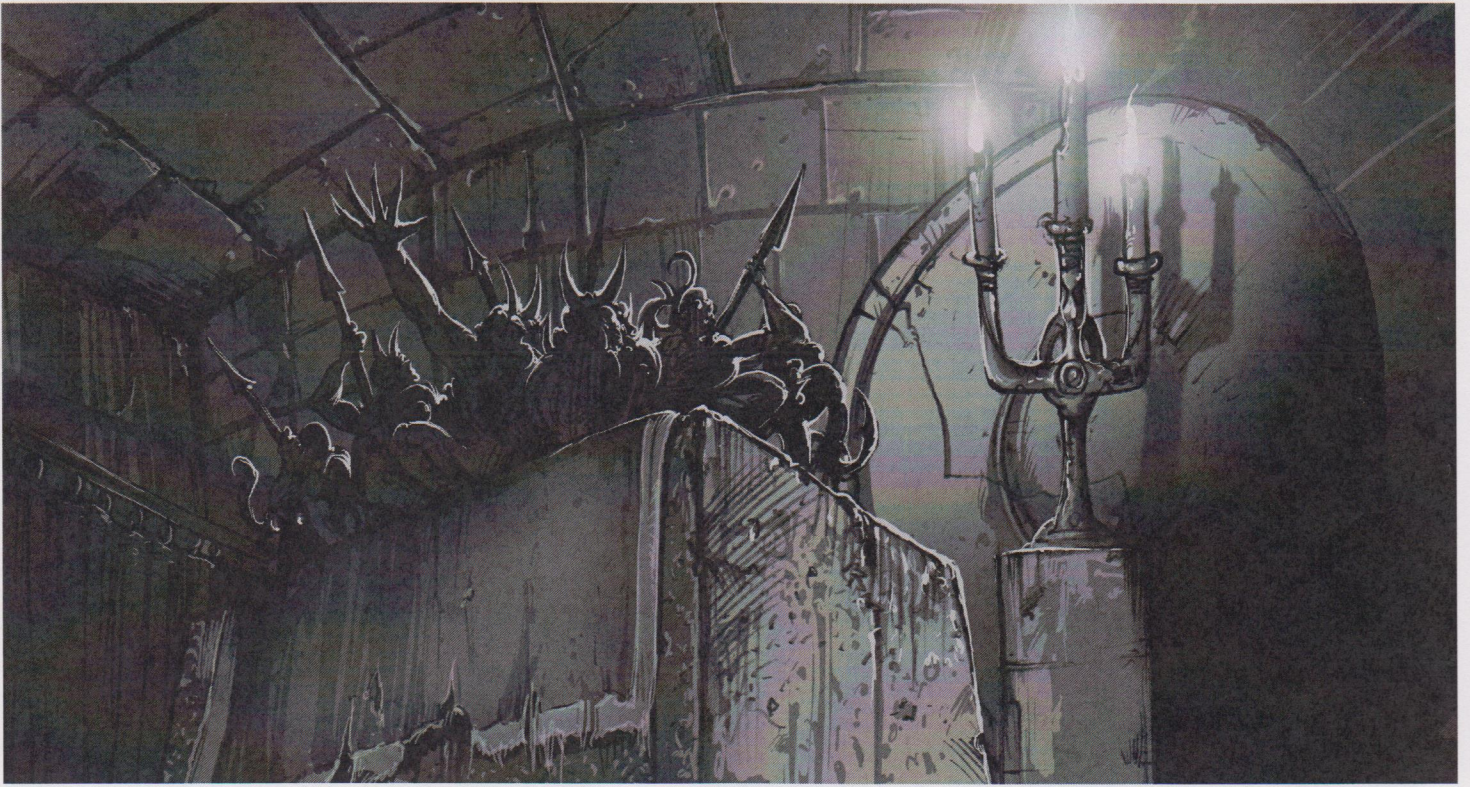
**Player Illustration #19**



**Player Illustration #20**



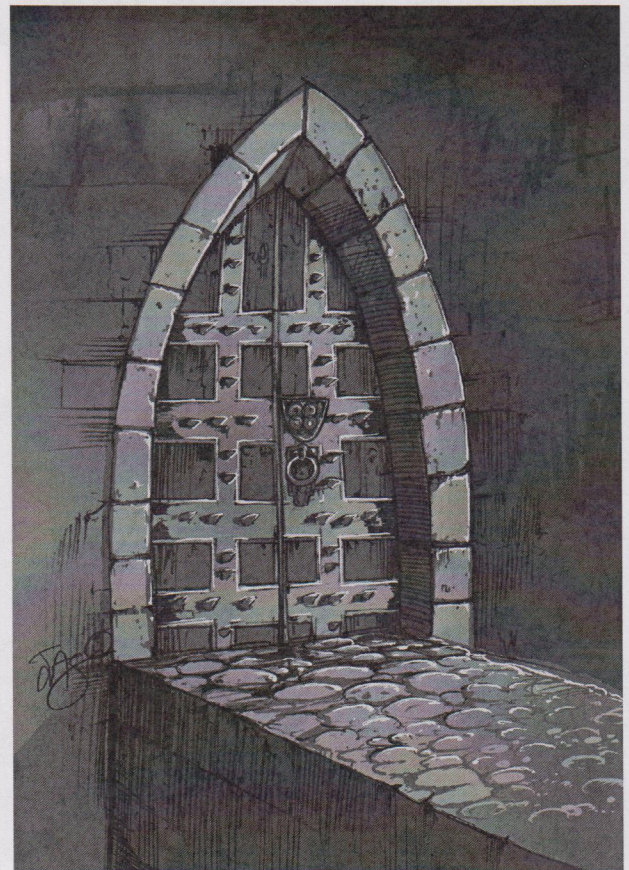
**Player Illustration #21**



**Player Illustration #22**



**Player Illustration #23**



**Player Illustration #24**

Player Illustration #25

Player Illustration #26



Player Illustration #25



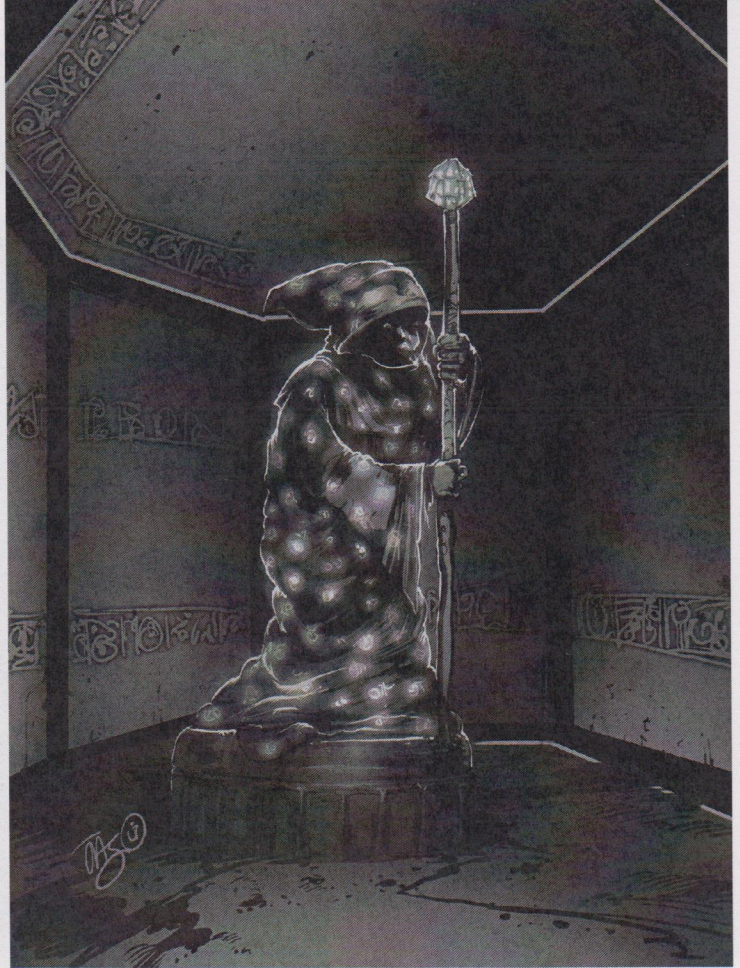
Player Illustration #26



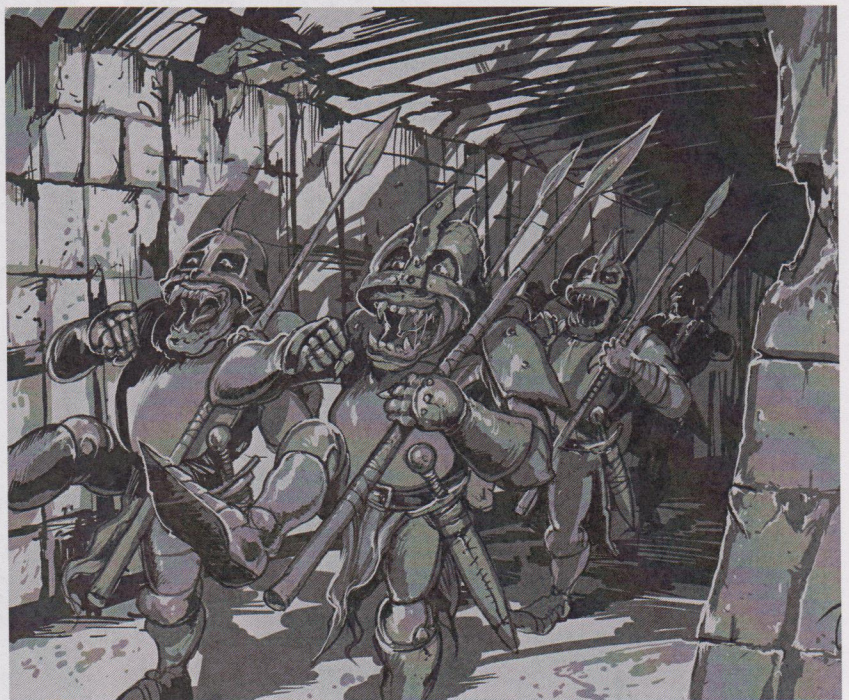
Player Illustration #27



Player Illustration #28



Player Illustration #29



Player Illustration #30





Player Illustration #31



Player Illustration #32



Player Illustration #33



# TROLL LORD GAMES

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