

CASTLE ZAGYG WILDERNESS MAP

Player Map

LITTLE HILLWOOD

CASTLE ZAGYG

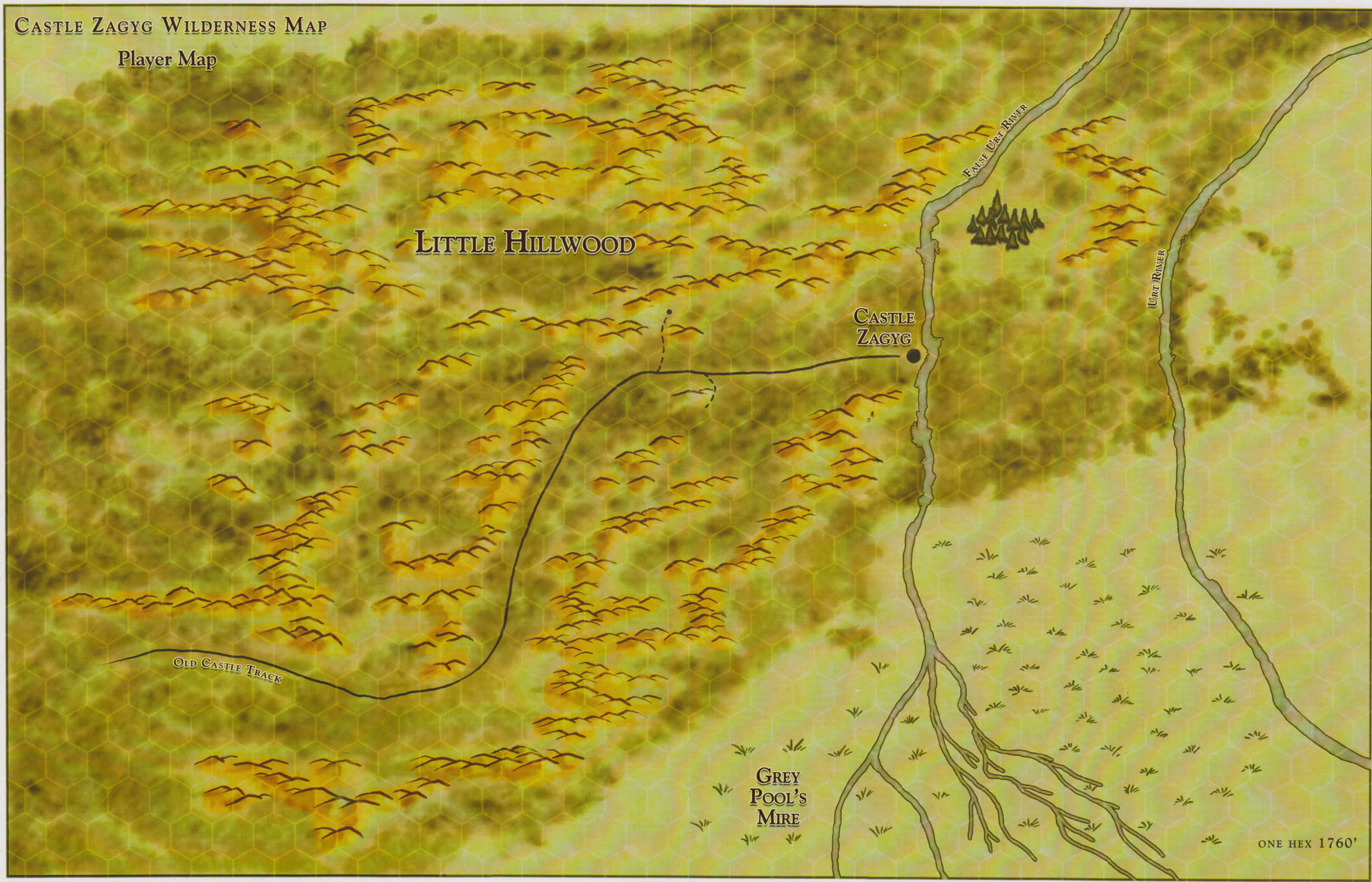
FALSE URT RIVER

URT RIVER

OLD CASTLE TRACK

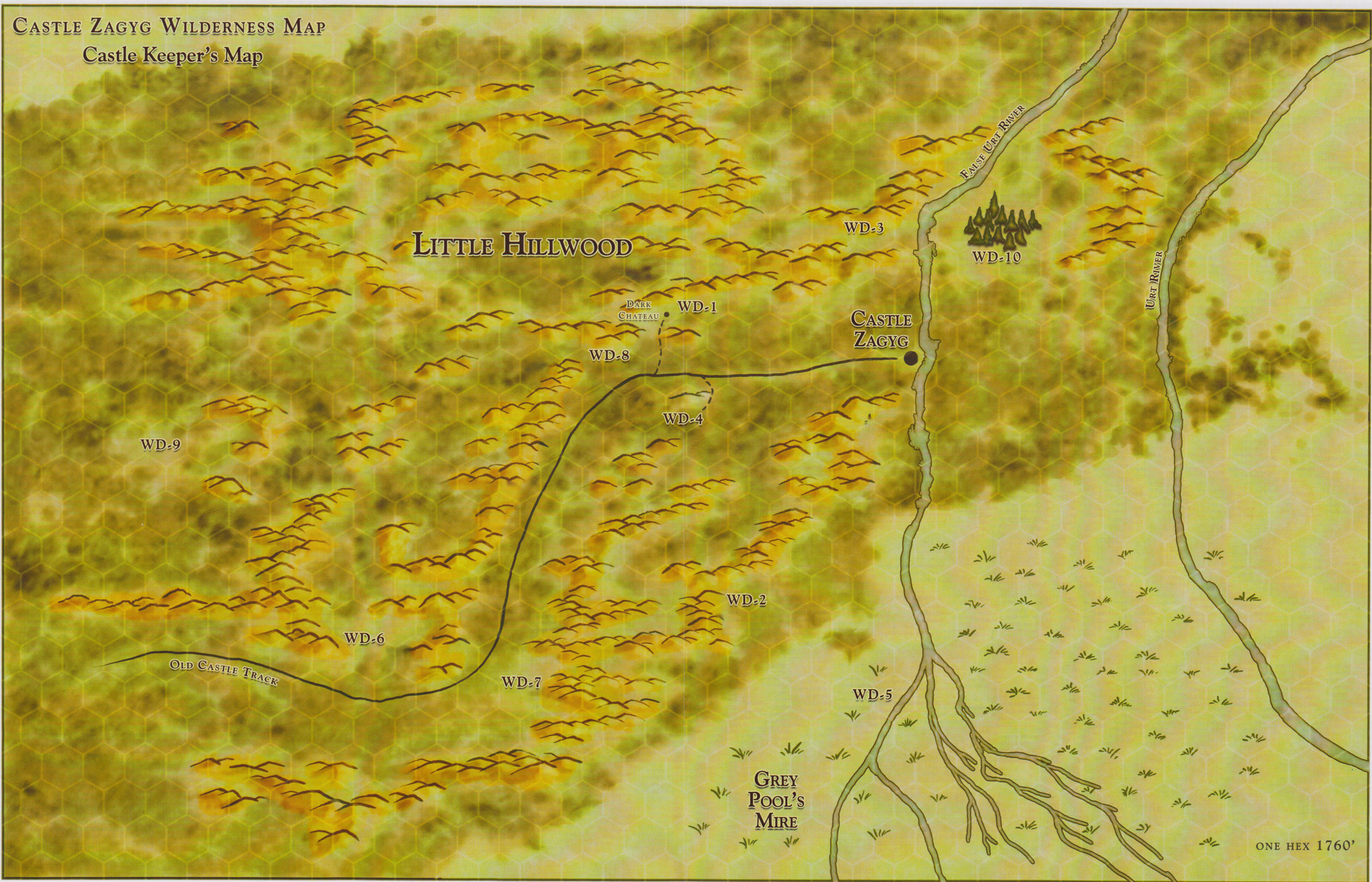
GREY POOL'S MIRE

ONE HEX 1760'



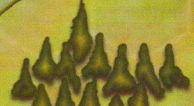
CASTLE ZAGYG WILDERNESS MAP

Castle Keeper's Map



LITTLE HILLWOOD

WD-3



WD-10

DARK CHATEAU

WD-1

CASTLE ZAGYG

WD-8

WD-4

WD-9

WD-2

WD-6

OLD CASTLE TRACK

WD-7

WD-5

GREY POOL'S MIRE

ONE HEX 1760'



FALSE URT RIVER

BLUFF ELEVATIONS

20' 25' 30' 35' 40' 45' 60'

60' 65' 80' 80'

TRACK

RAVINE

RAVINE

DRAW BRIDGE

F

G

H

J

M

L

K

FALSE URT RIVER

60' ELEVATIONS

65

70'

80'

80'

65'

45'

35'

25'

20'

80'

80'

80'

80'

60'

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60'

45'

40'

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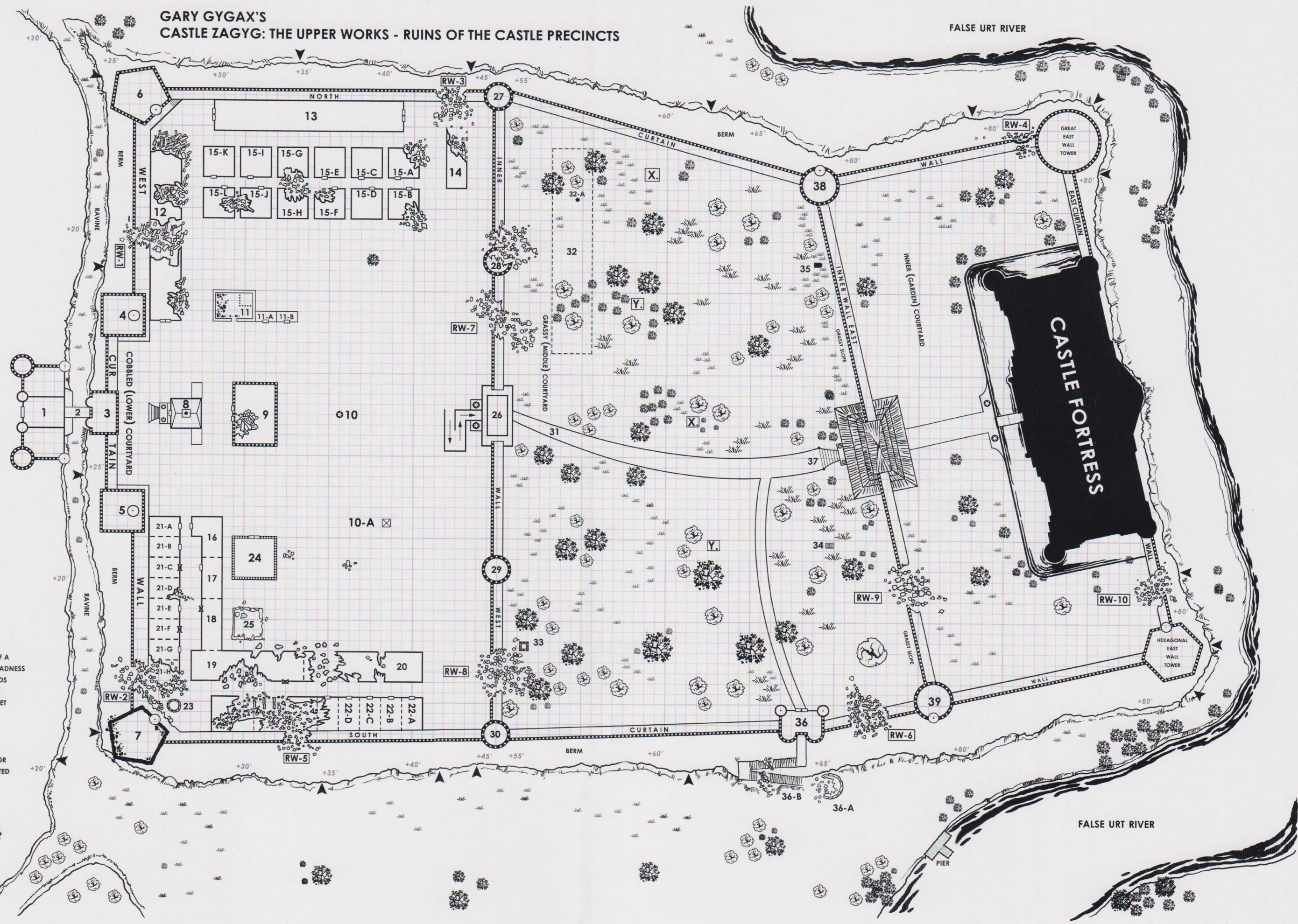
60'

60'

GARY GYGAX'S
CASTLE ZAGYG: THE UPPER WORKS - RUINS OF THE CASTLE PRECINCTS

FALSE URT RIVER

- KEY
SQUARE = 10'
- = DOOR
 - = STATUE
 - = LOCATION OF A MOUTH OF MADNESS
 - = GRASS / WEEDS
 - = BUSH / SHRUB
 - = CAPPED TURRET
 - = STAIRS
 - = PIT
 - = BARS
 - = BLUFF
 - = MISSING DOOR
 - = MACHICOLATED PARAPET
 - = TREE



FALSE URT RIVER

**GARY GYGAX'S CASTLE ZAGYG:
THE UPPER WORKS**

**MOUTHS OF MADNESS AND
THE STOREROOMS (LEVEL ONE)
ALSO INCLUDES CASTLE FORTRESS CELLAR**

- SCALE: ONE SQUARE = 10 FEET**
- TREE
 - CAVE MOUTH
 - PIT
 - DOOR
 - STAIRS UP
 - STAIRS DOWN
 - CURTAINS
 - PILLARS
 - STATUE
 - ARROW TRAP
 - OPEN PIT
 - GUARD AREA
 - FIRE PIT
 - PORTCULLIS
 - STONES
 - GRASS
 - ALTAR
 - DAIS
 - POOL OF WATER
 - CAGE / JAIL CELL
 - SECRET DOOR
 - SECRET TRAP DOOR
 - ARCHWAY
 - TRAP
 - WELL
 - CAGE TRAP
 - COVERED PIT
 - LADDER

#1 - #61 see Mouths of Madness
#101 - #150 see The Storerooms
#CT + #CC see Castle Fortress

