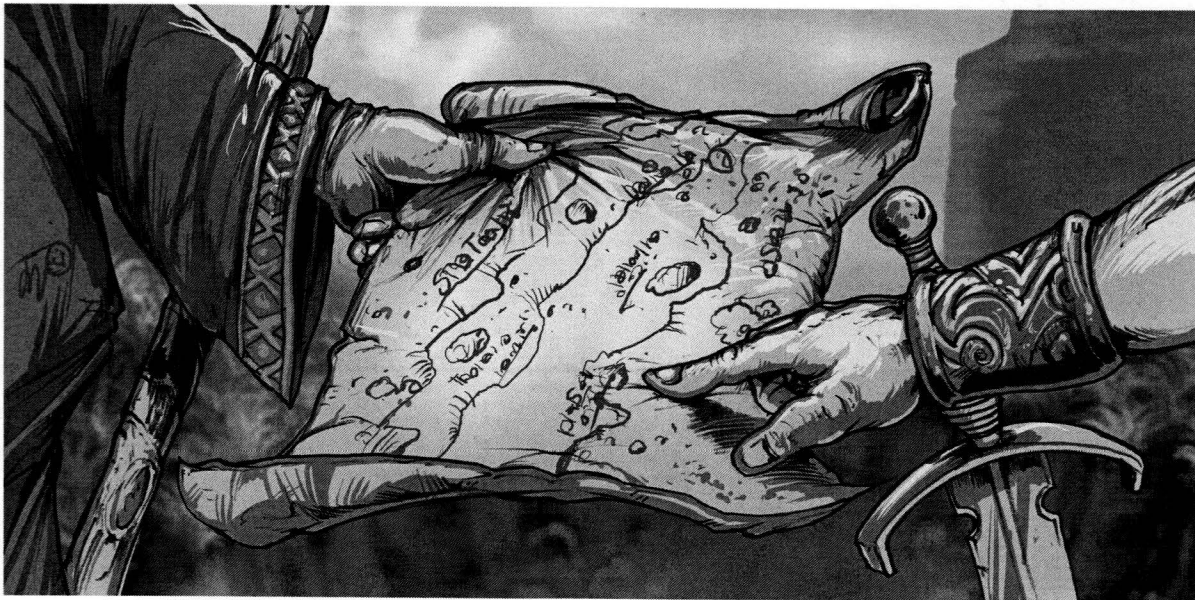


GARY GYGAX'S

ZAGYG CASTLE

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 1ST - 4TH

BY GARY GYGAX WITH JEFFREY P. TALANIAN

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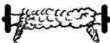


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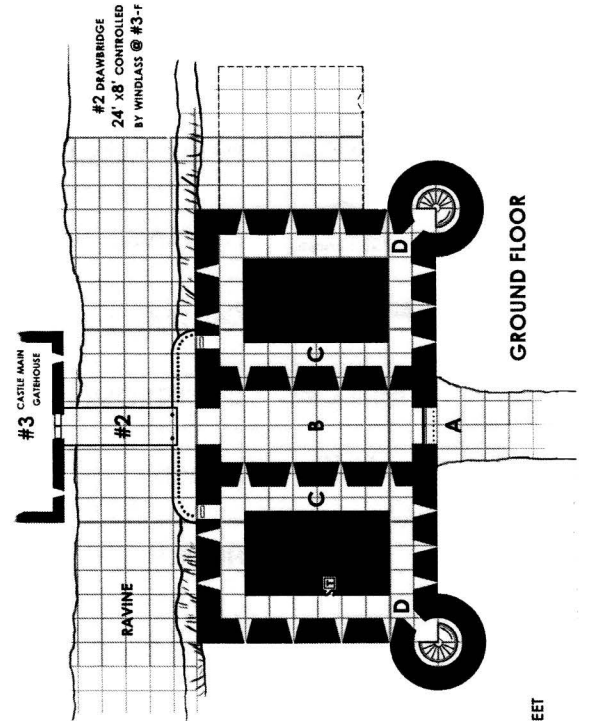
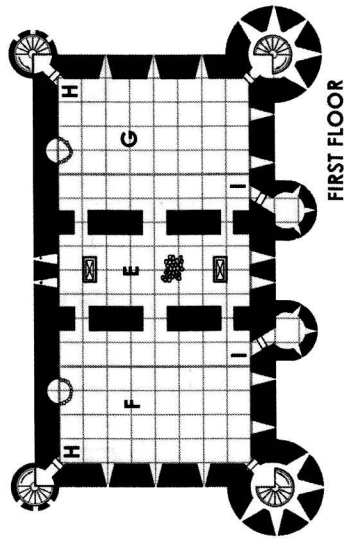
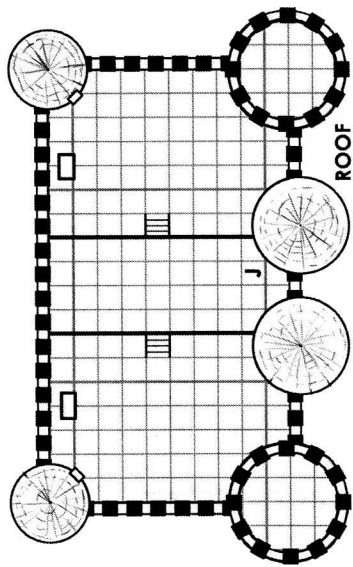
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	CAVE LOCATION		POOL
	CHIMNEY		RAIL
	CISTERN/DRAIN		SARCOPHAGUS
	CURTAIN		SECRET DOOR
	DAIS		SHRUB
	DOOR		STAIRS (UP)
	DOOR (DOUBLE)		STAIRS (DOWN)
	DOOR (MISSING)		STAIRS (SPIRAL)
	FIREPLACE		STATUE
	GALLERY		STONES
	GARDEROBE		TRAP
	GRASS		TRAP DOOR (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

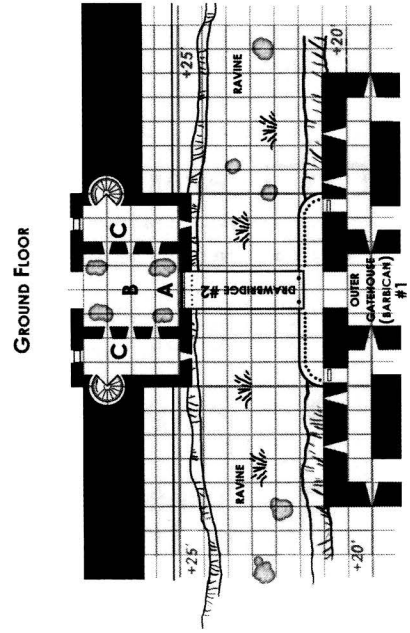
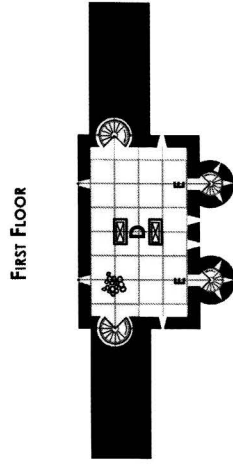
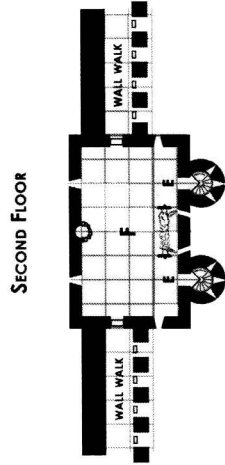
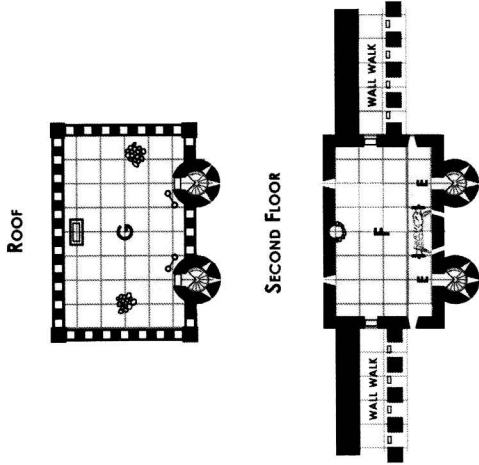
#1 OUTER GATEHOUSE (BARBICAN) & #2 DRAWBRIDGE



SCALE: ONE SQUARE= 5 FEET

RUINS OF THE CASTLE PRECINCTS

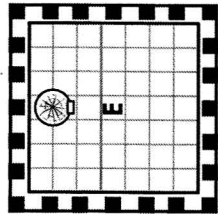
#3 CASTLE MAIN GATEHOUSE



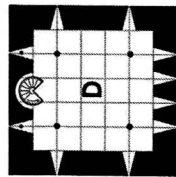
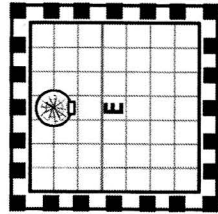
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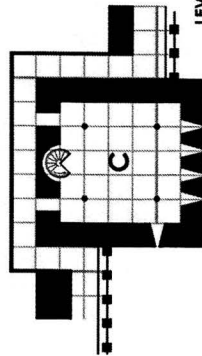
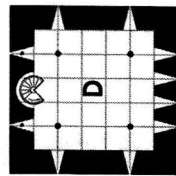
#4 SQUARE WALL TOWER (NORTH) #5 SQUARE WALL TOWER (SOUTH)



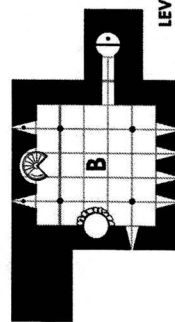
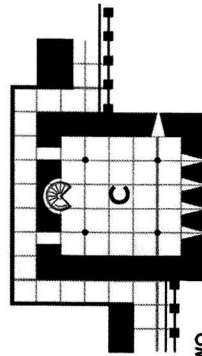
ROOF



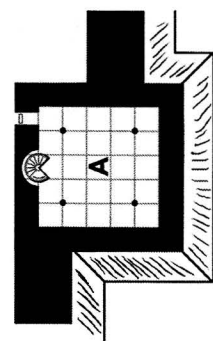
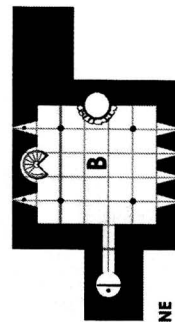
LEVEL THREE



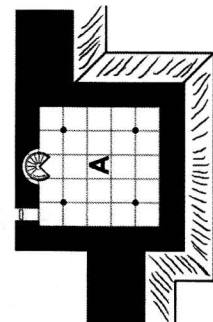
LEVEL TWO



LEVEL ONE



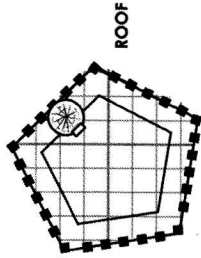
GROUND FLOOR (BASEMENT)



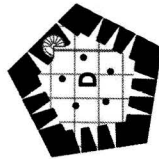
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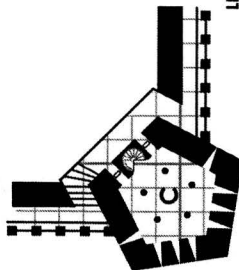
RUINS OF THE CASTLE PRECINCTS



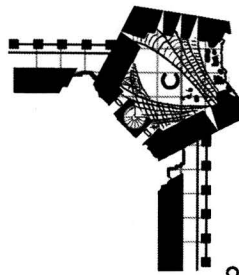
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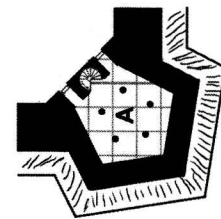
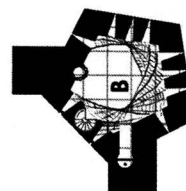
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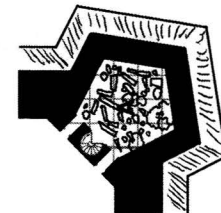
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LEVEL ONE



GROUND FLOOR (BASEMENT)



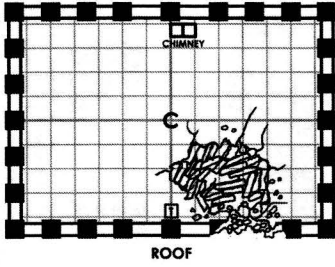
#6 PENTAGONAL WALL TOWER (NORTH)

#7 PENTAGONAL WALL TOWER (SOUTH)

ONE SQUARE = 5 FEET

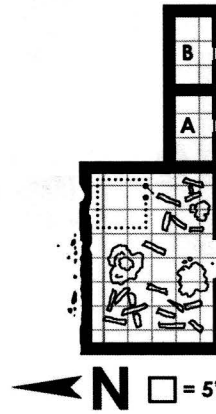
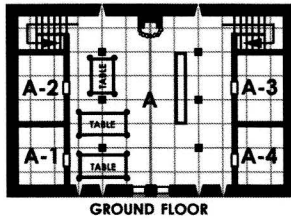
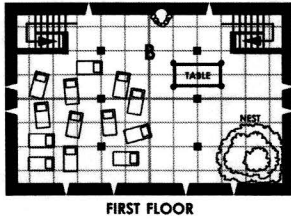


#9 BARRACKS

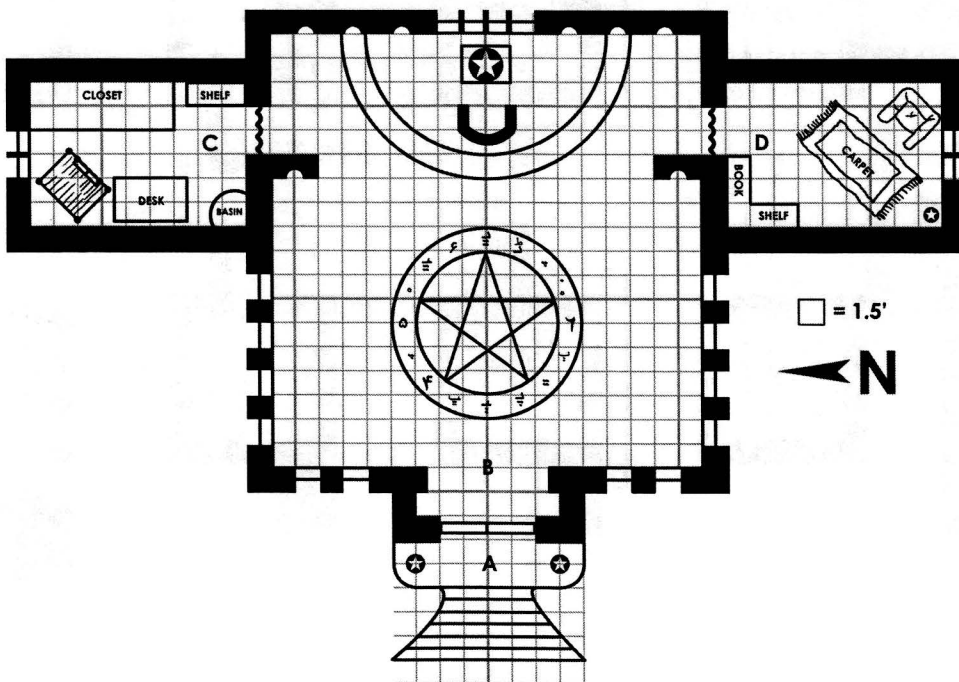


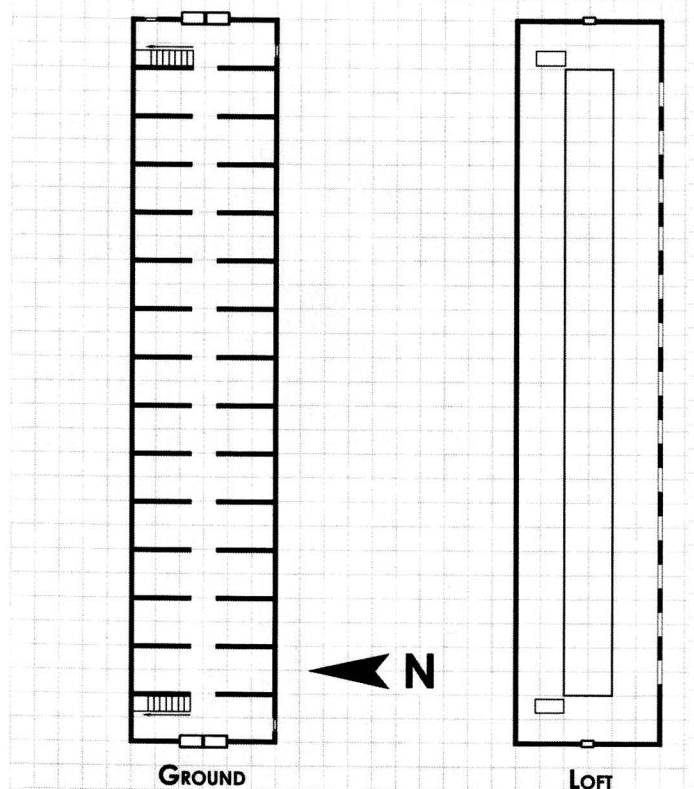
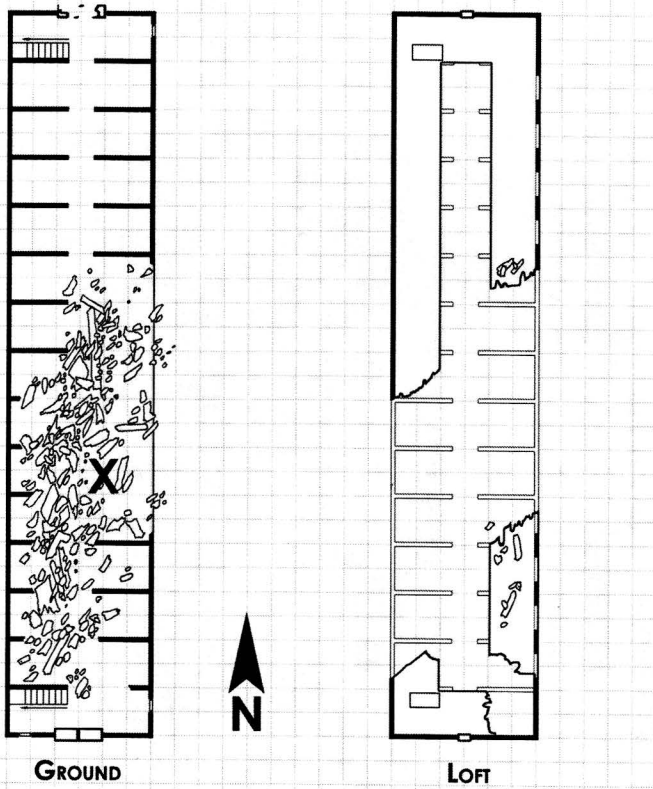
RUINS OF THE CASTLE PRECINCTS

#11 COMMON WAREHOUSE



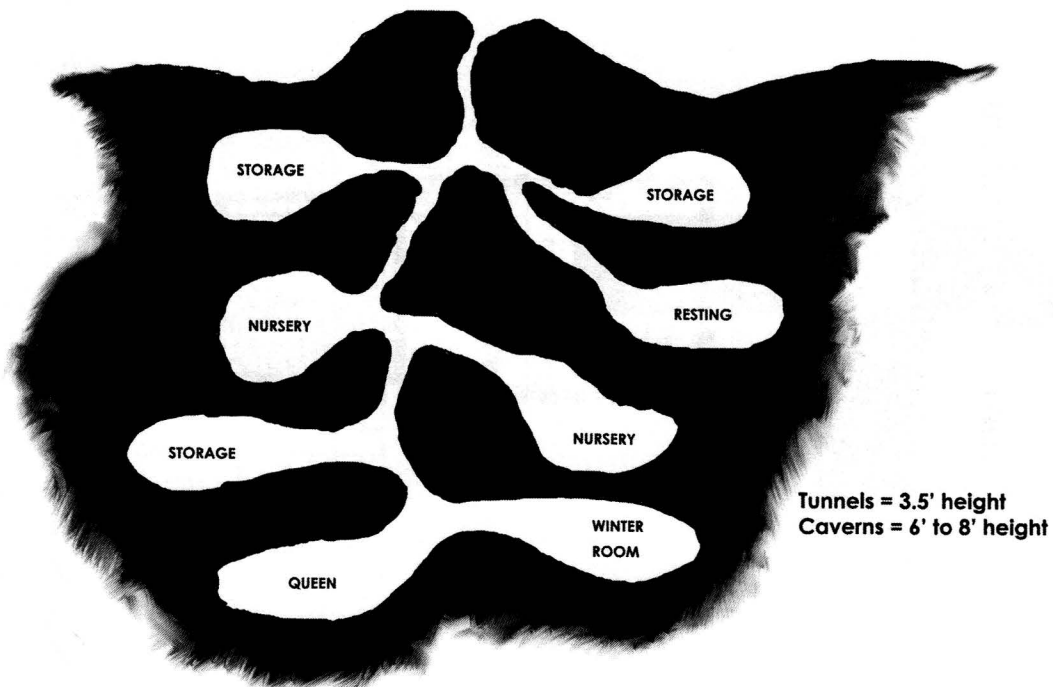
#8 GOD OF MAGICK CHAPEL





One Square = 5'

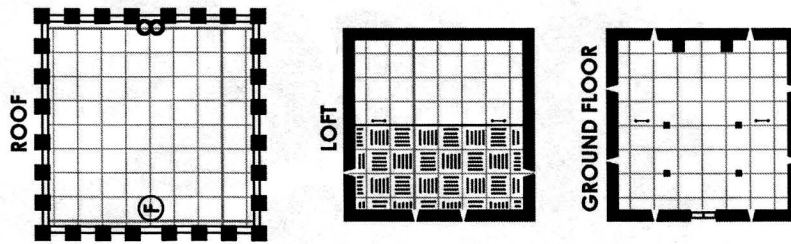
GIANTS ANT'S NEST UNDER #12 COMMON STABLE



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

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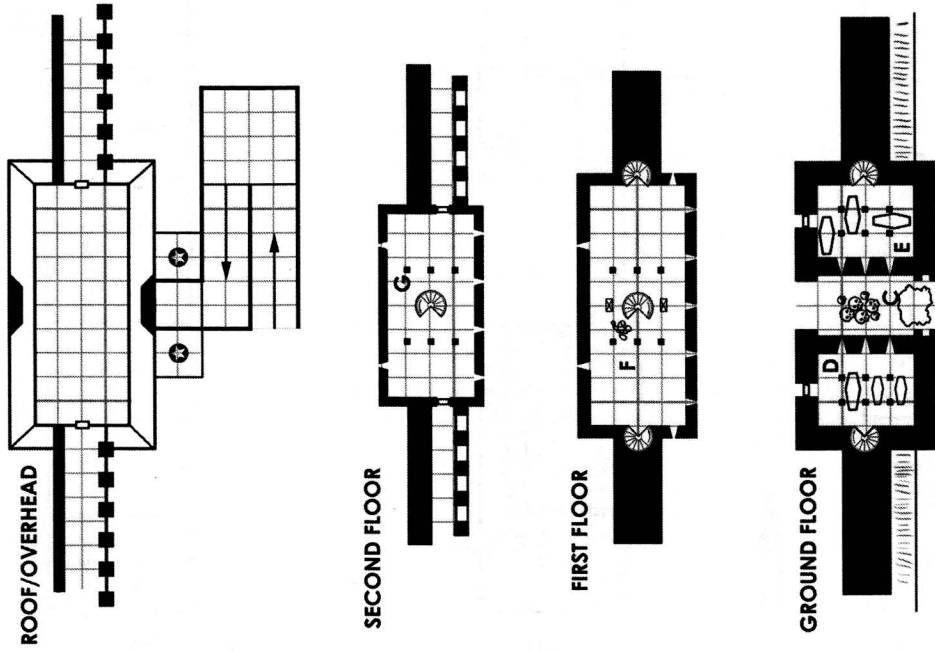
#24 BLACKSMITH/ ARMORER



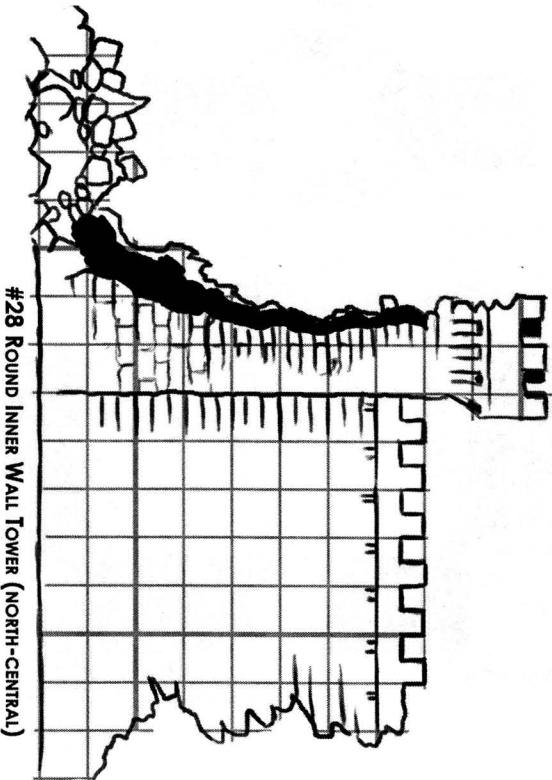
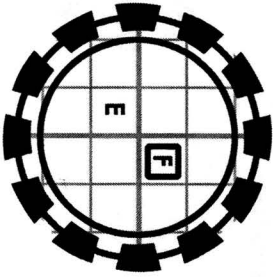
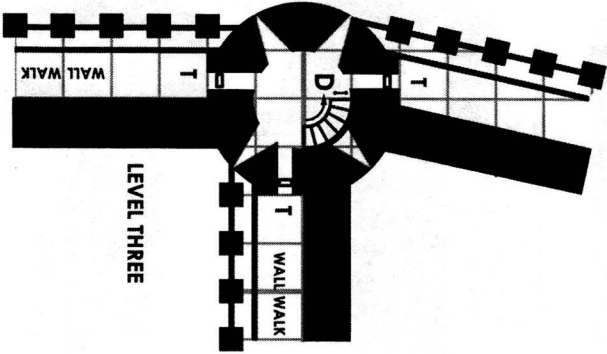
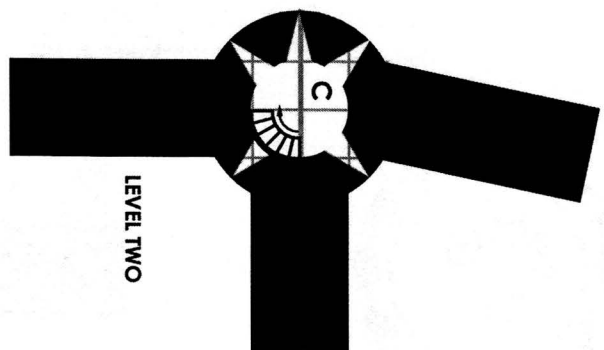
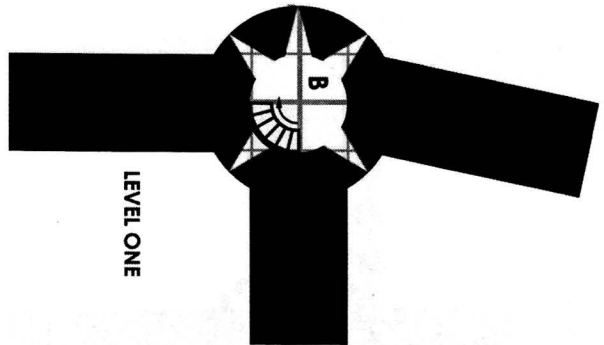
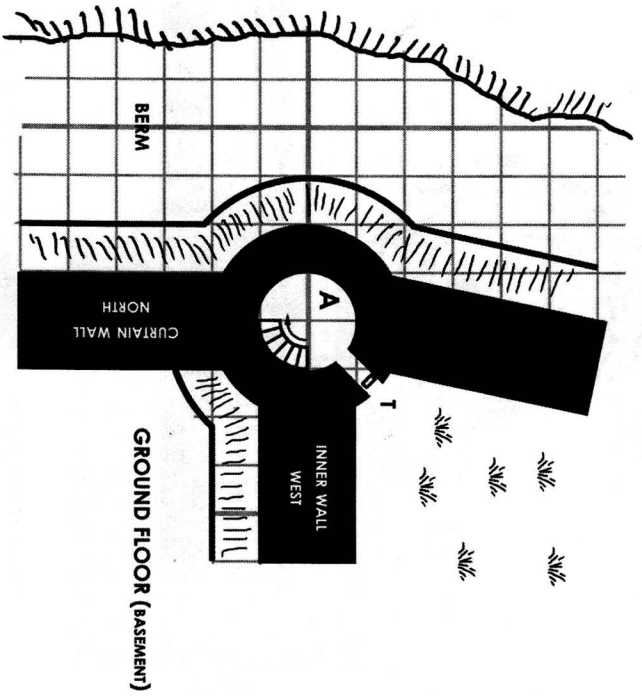
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RUINS OF THE CASTLE PRECINCTS

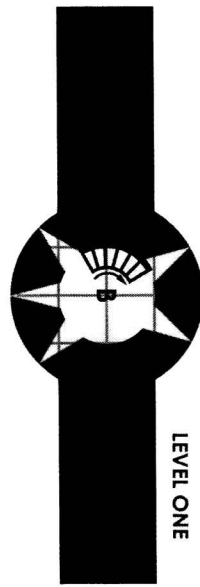
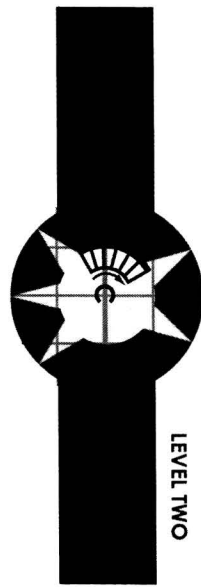
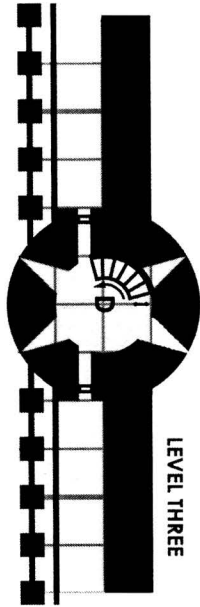
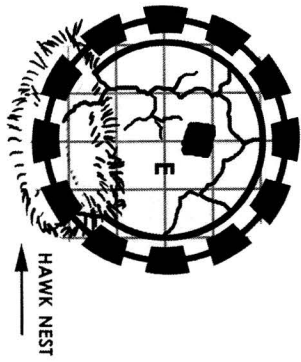
26 MIDDLEGATE PYLON



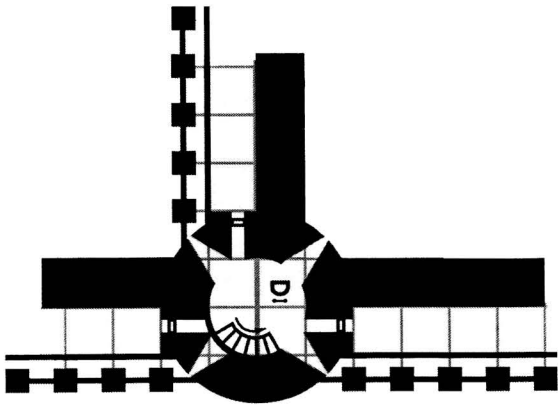
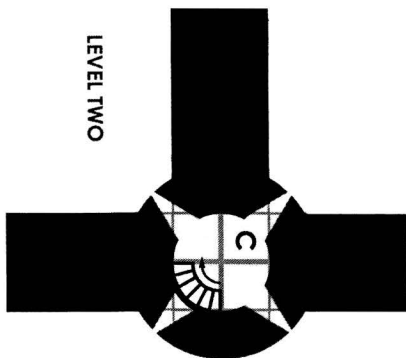
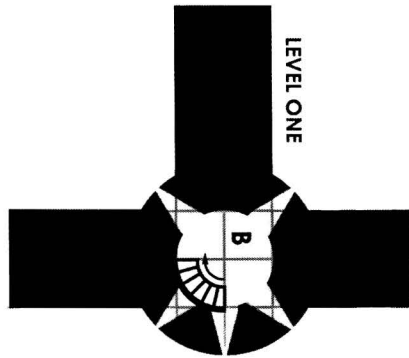
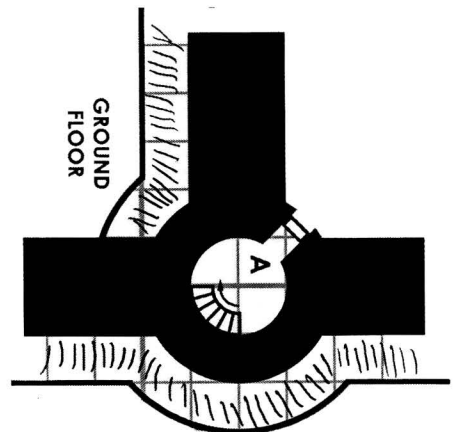
**RUINS OF THE CASTLE PRECINCTS
#27 ROUND INNER WALL TOWER (NORTH)**



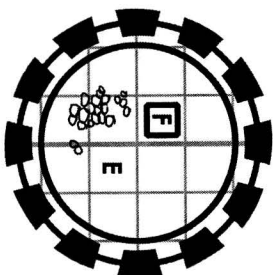
N #29 ROUND INNER WALL TOWER (SOUTH-CENTRAL)



RUINS OF THE CASTLE PRECINCTS

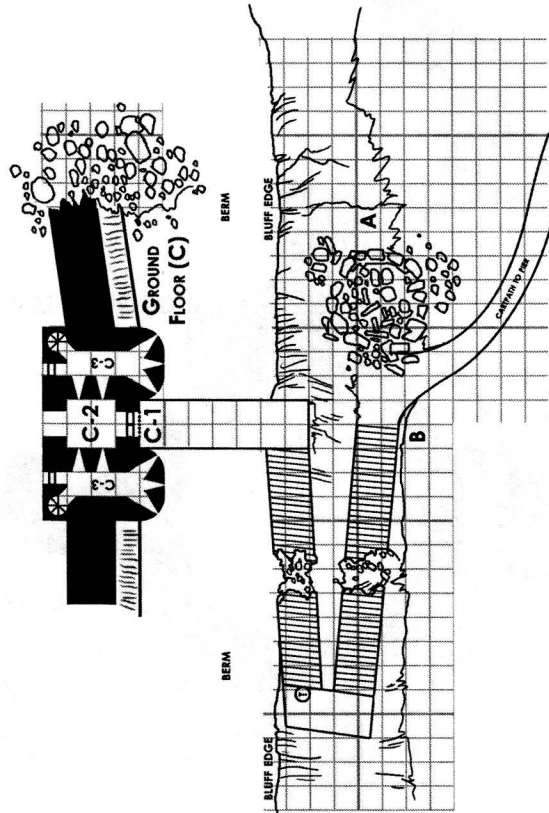
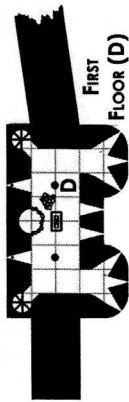
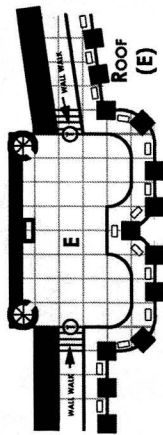


N #30 ROUND INNER WALL TOWER (SOUTH)



RUINS OF THE CASTLE PRECINCTS

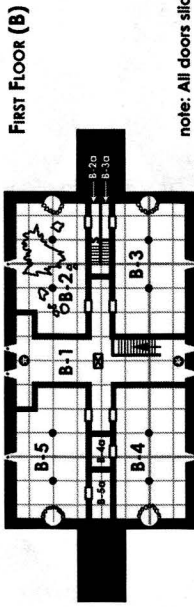
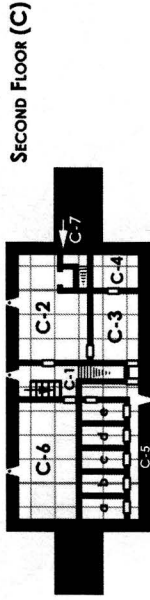
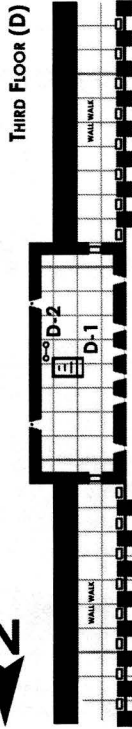
#36 POSTERN GATE



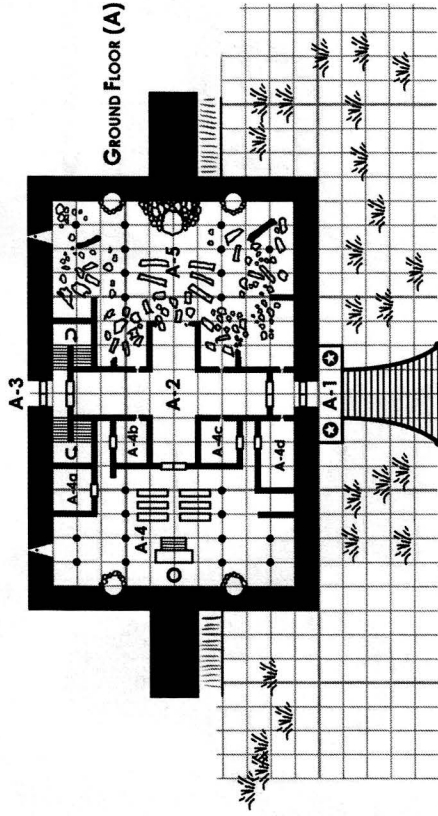
SCALE: ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS

#37 PAGODA



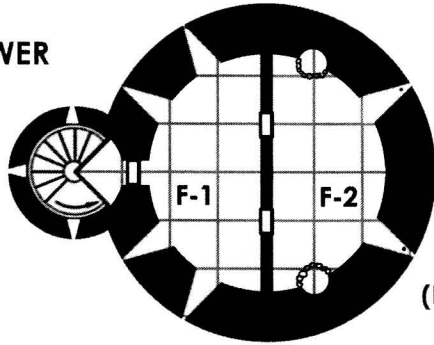
note: All doors slide into walls



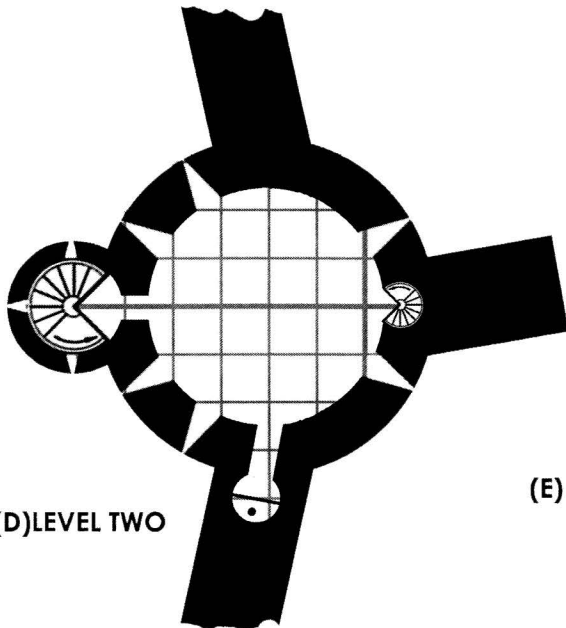
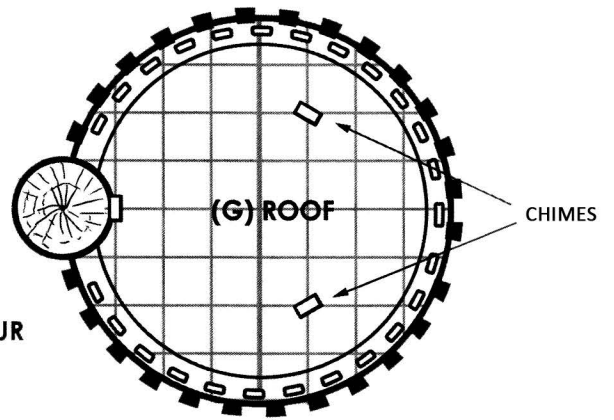
SCALE: ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS

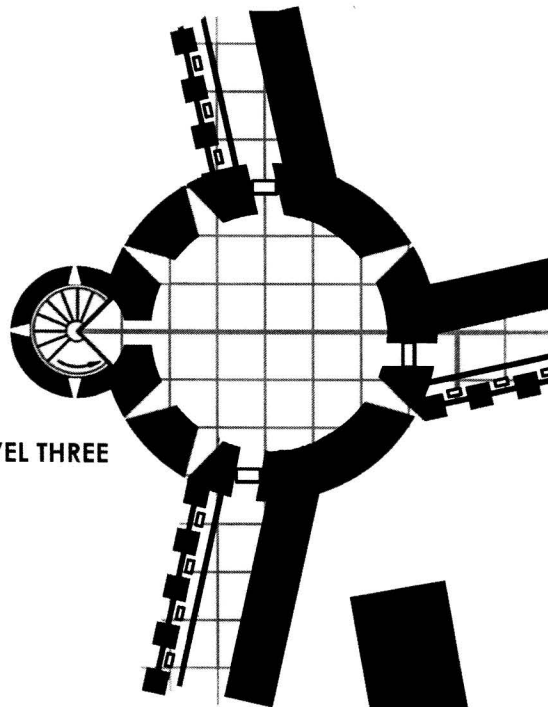
#38 PRISON TOWER



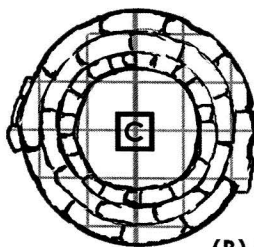
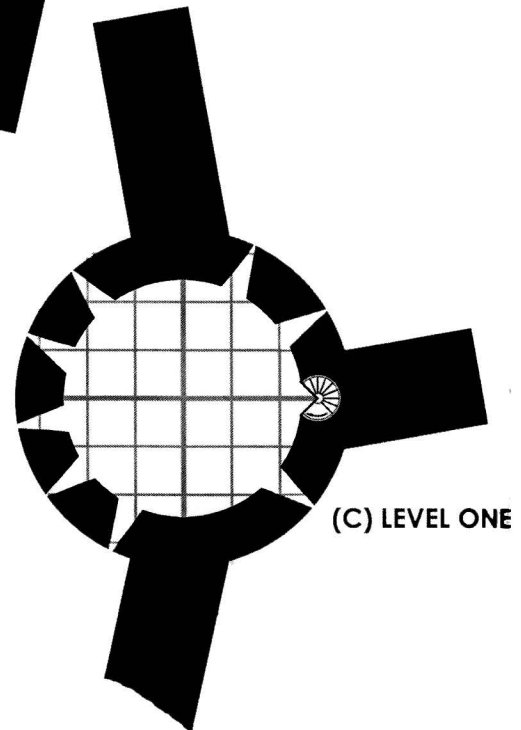
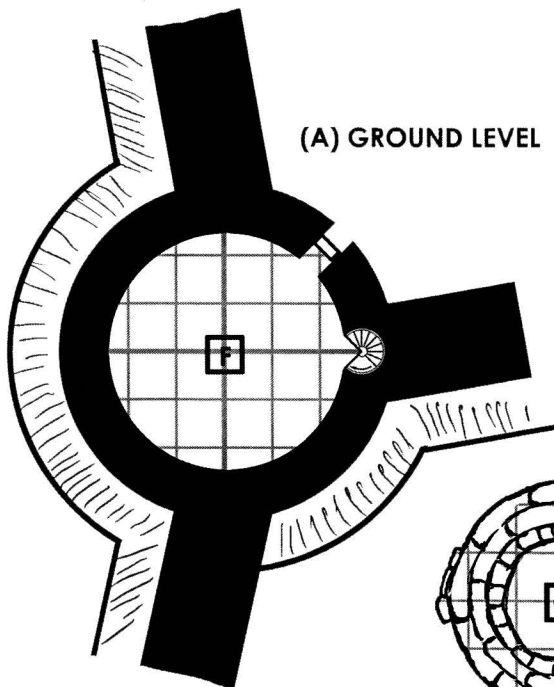
(F) LEVEL FOUR



(D) LEVEL TWO



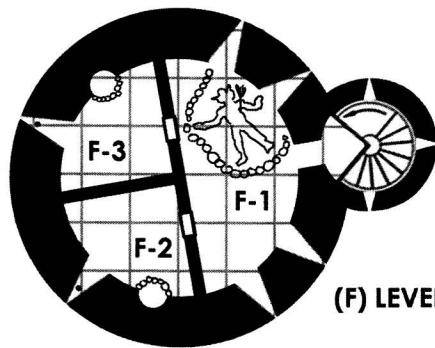
(E) LEVEL THREE



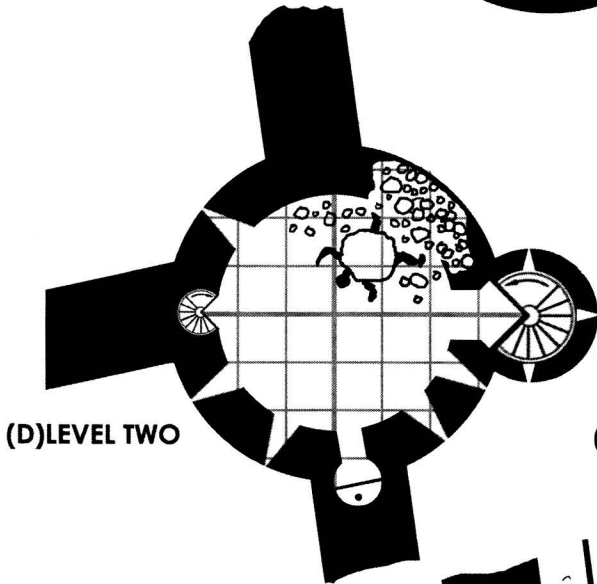
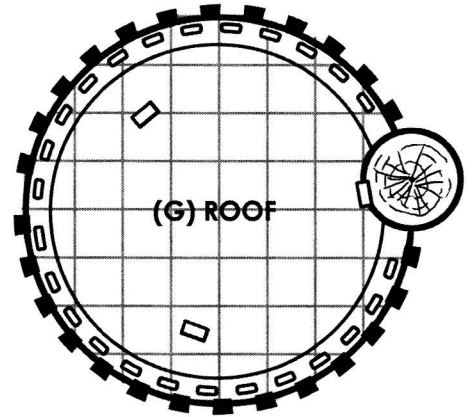
SCALE: ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS

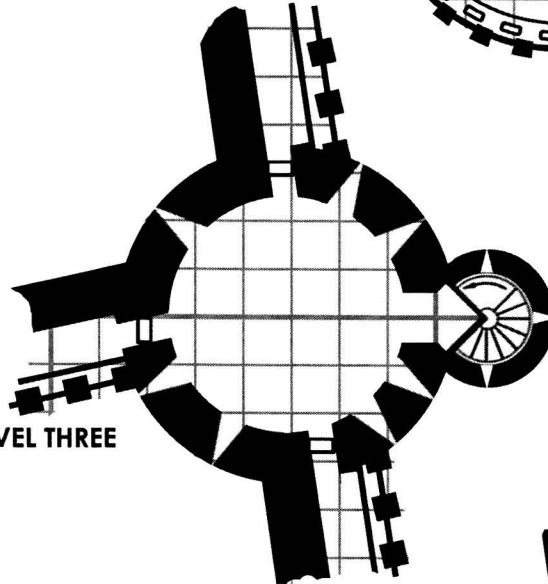
#39 PRISON TOWER



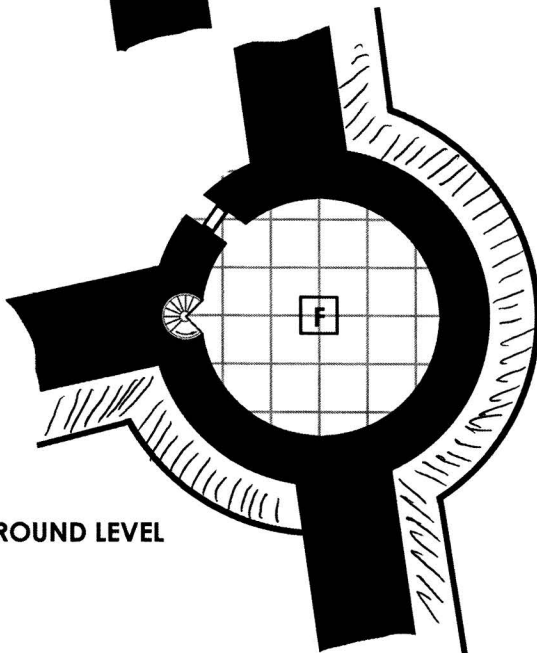
(F) LEVEL FOUR



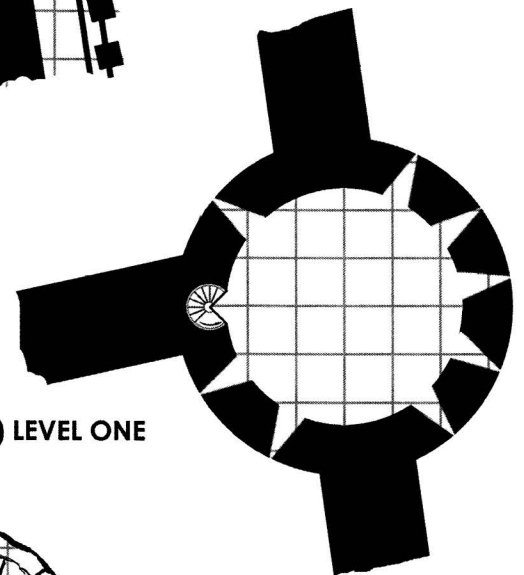
(D) LEVEL TWO



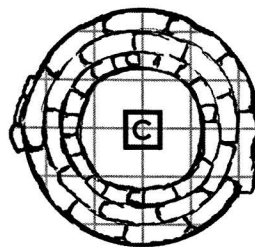
(E) LEVEL THREE



(A) GROUND LEVEL



(C) LEVEL ONE

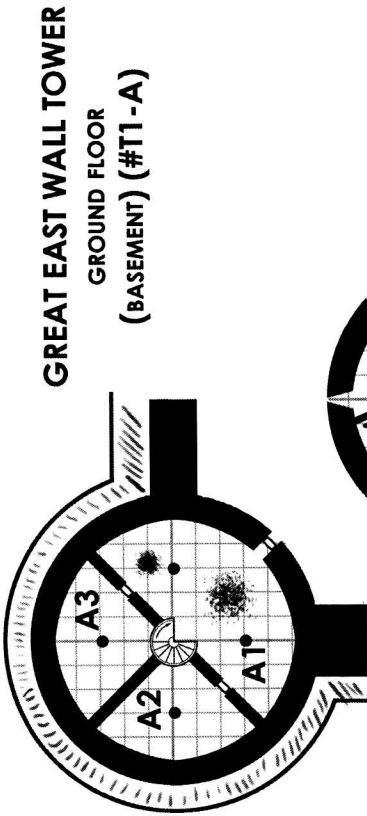


(B) SUB BASEMENT

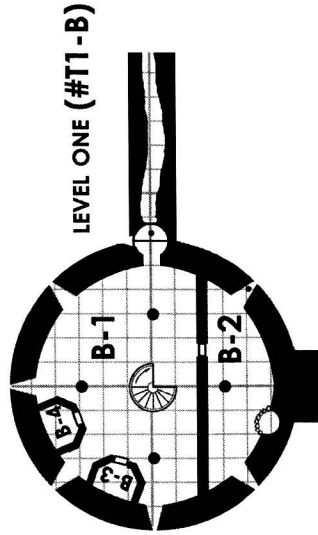


SCALE: ONE SQUARE = 5 FEET

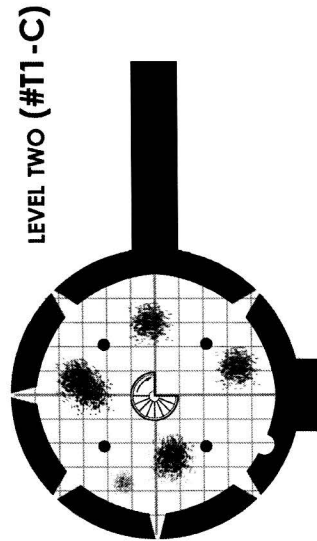
EAST WALL TOWERS



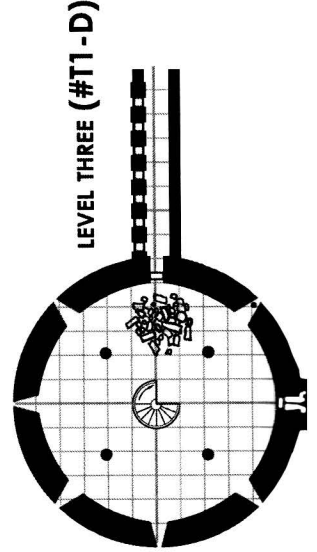
GREAT EAST WALL TOWER
GROUND FLOOR
(BASEMENT) (#T1-A)



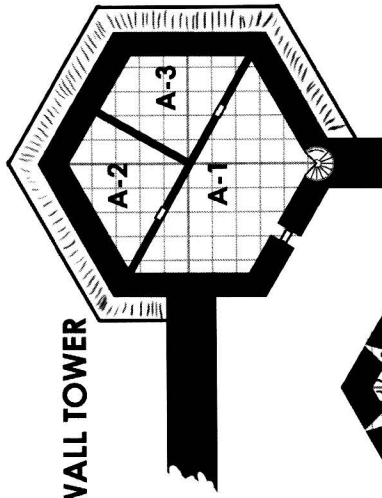
LEVEL ONE (#T1-B)



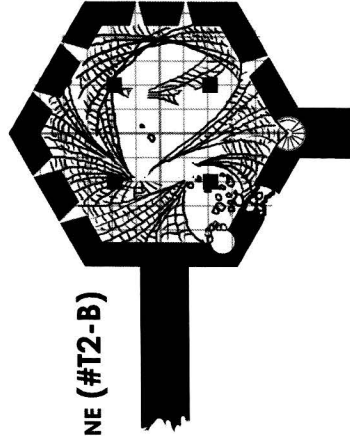
LEVEL TWO (#T1-C)



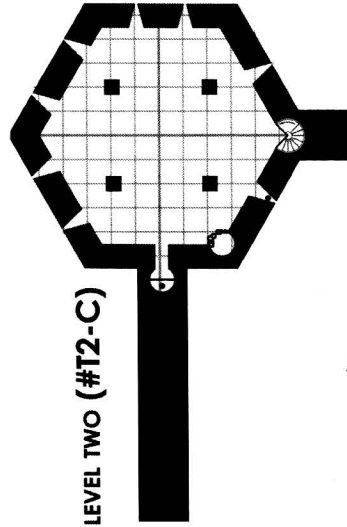
LEVEL THREE (#T1-D)



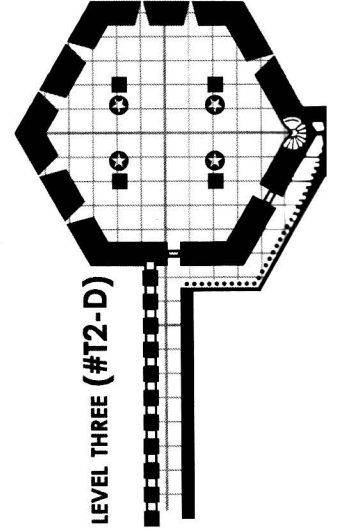
HEXAGONAL EAST WALL TOWER
GROUND FLOOR
(BASEMENT) (#T2-A)



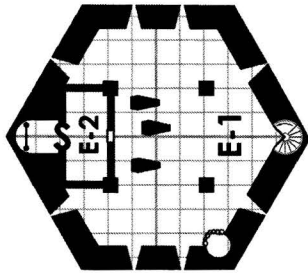
LEVEL ONE (#T2-B)



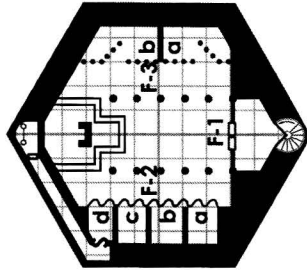
LEVEL TWO (#T2-C)



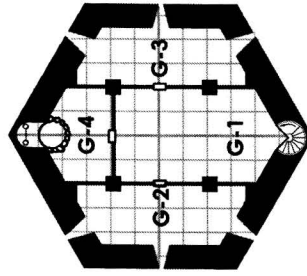
LEVEL THREE (#T2-D)



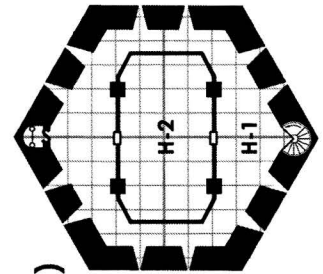
LEVEL FOUR (#T2-E)



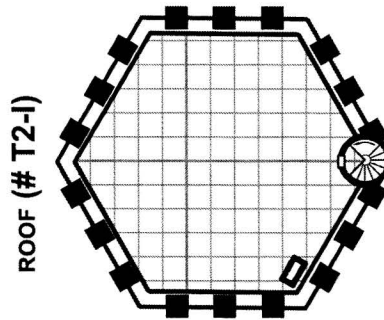
LEVEL FIVE (#T2-F)



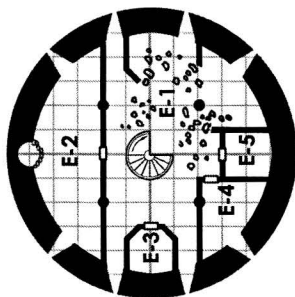
LEVEL SIX (#T2-G)



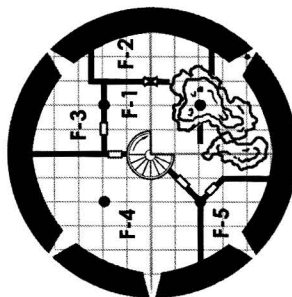
LEVEL SEVEN (#T2-H)



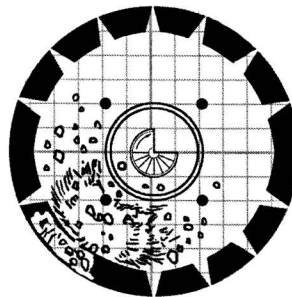
ROOF (#T2-I)



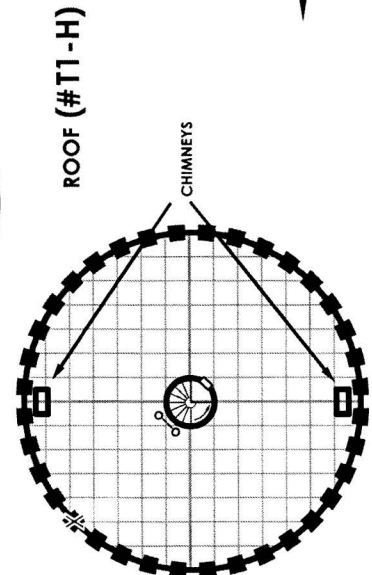
LEVEL FOUR (#T1-E)



LEVEL FIVE (#T1-F)

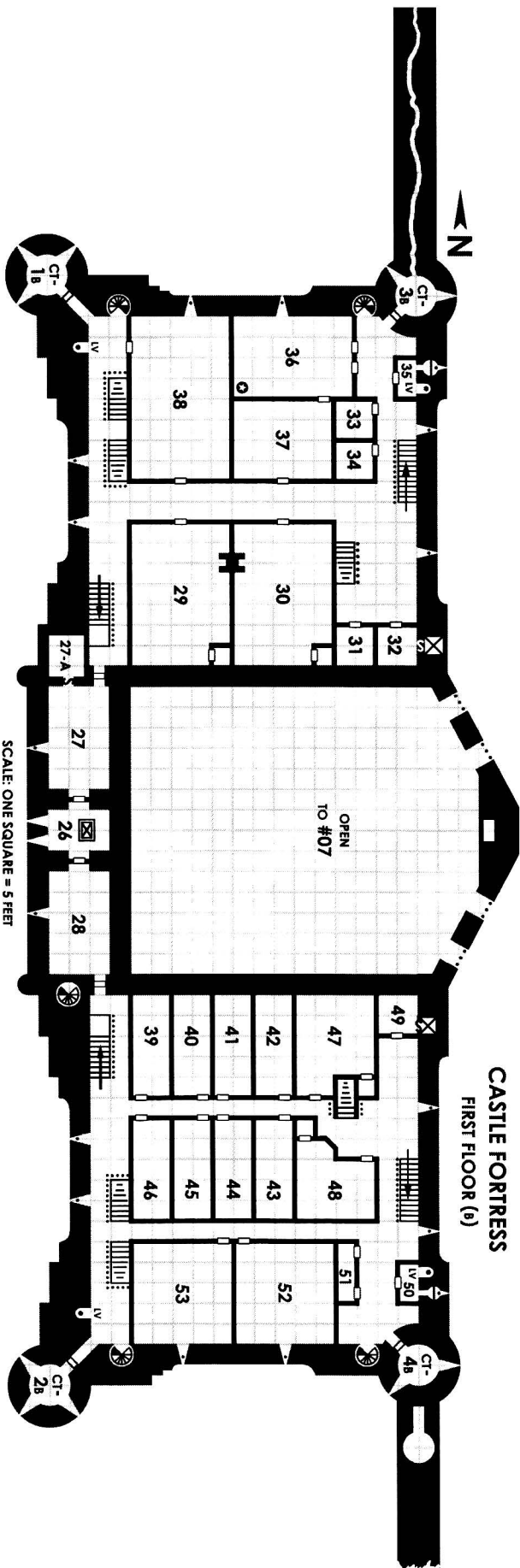
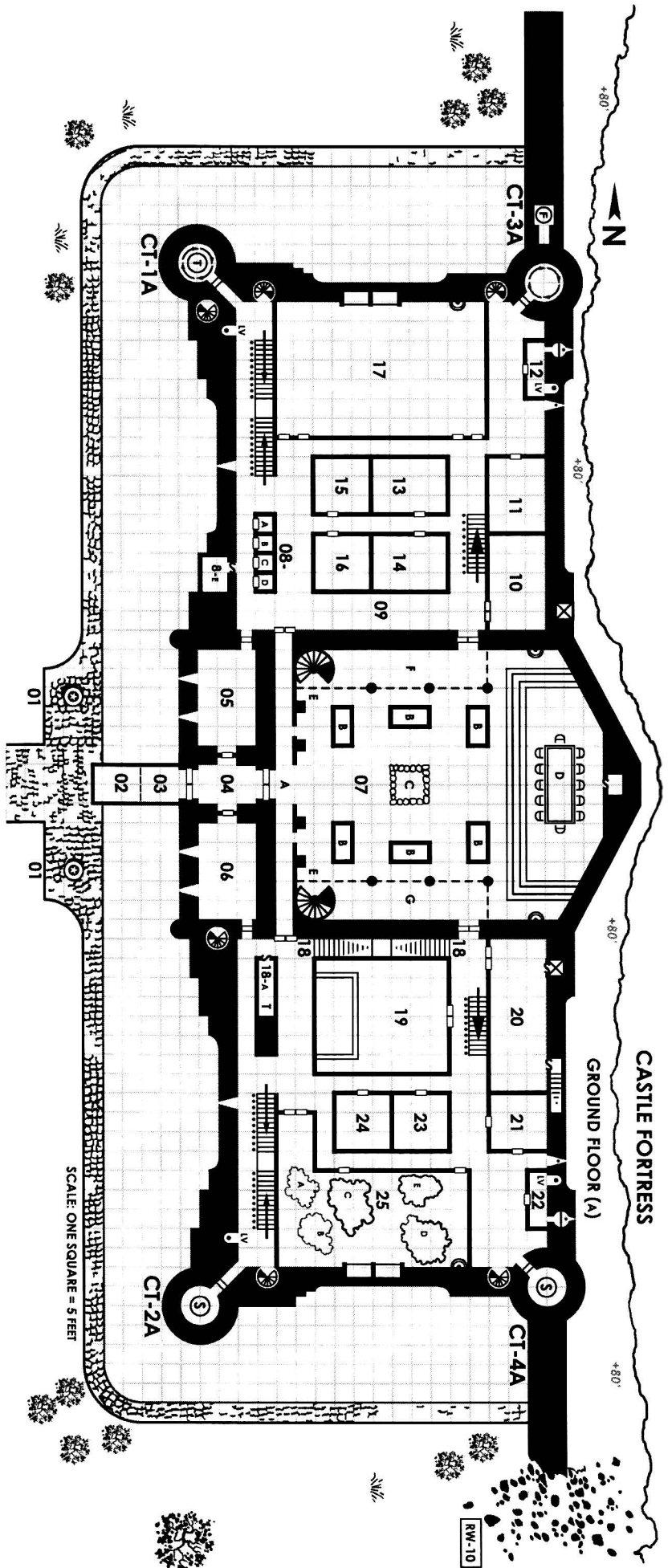


LEVEL SIX (#T1-G)

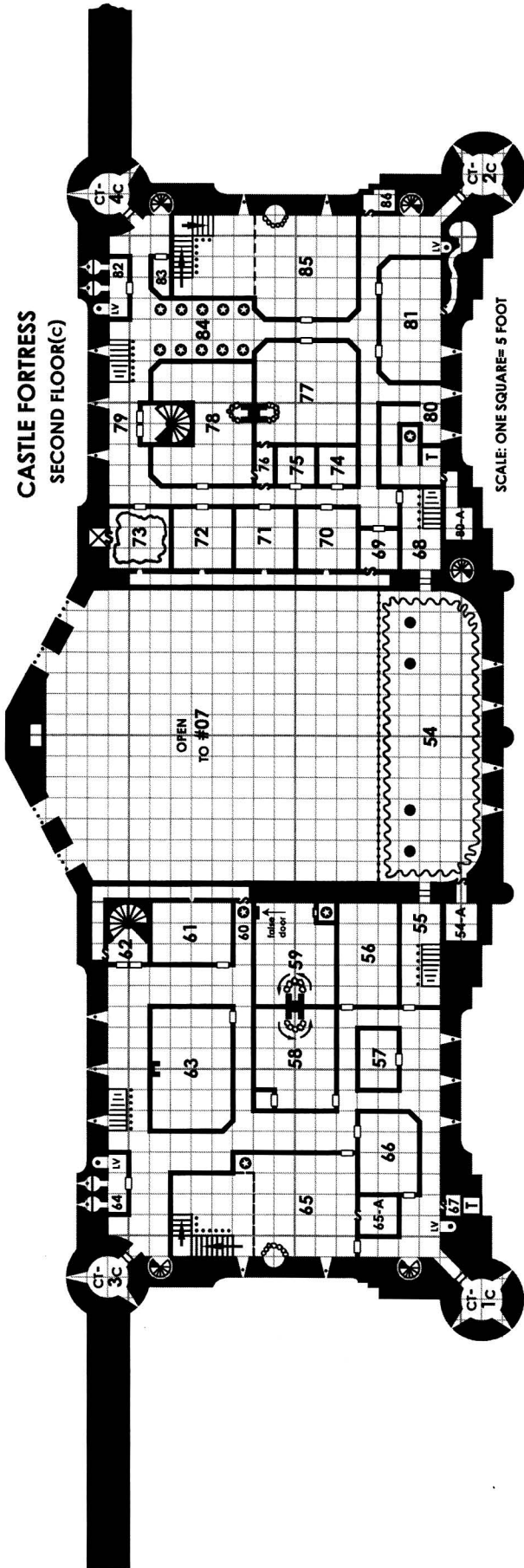


ROOF (#T1-H)

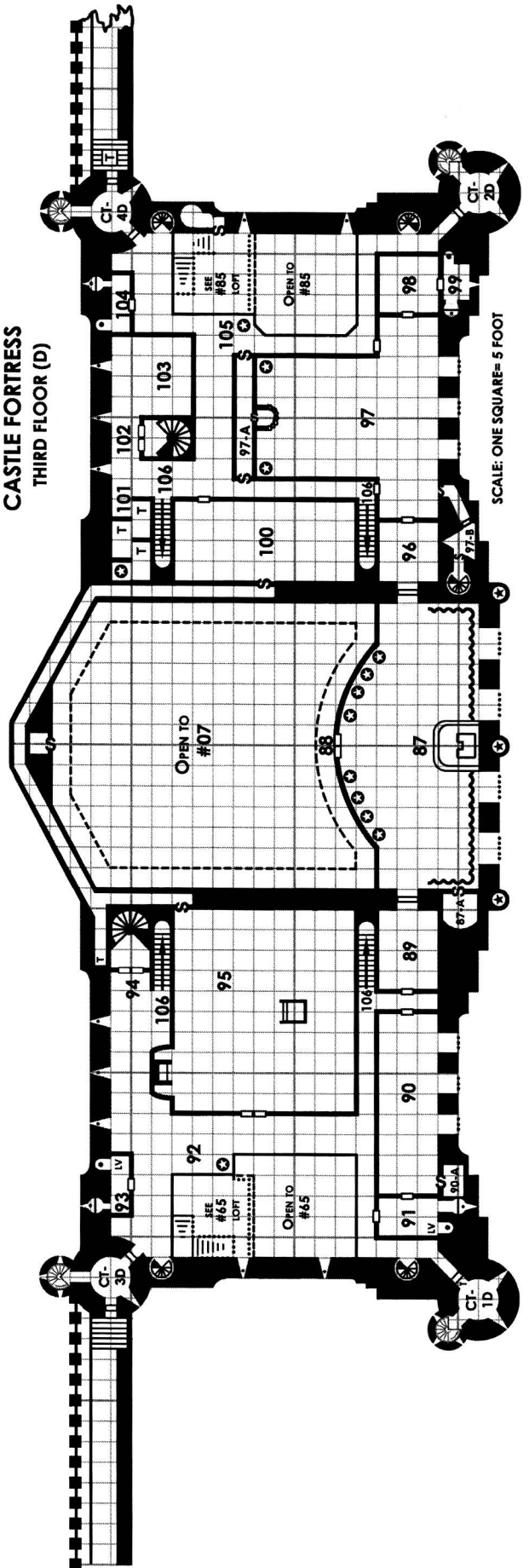
▲ N SCALE: ONE SQUARE = 5 FEET



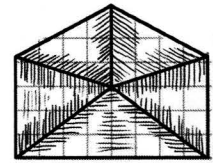
**CASTLE FORTRESS
SECOND FLOOR (C)**



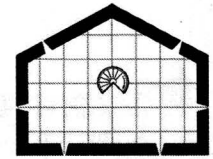
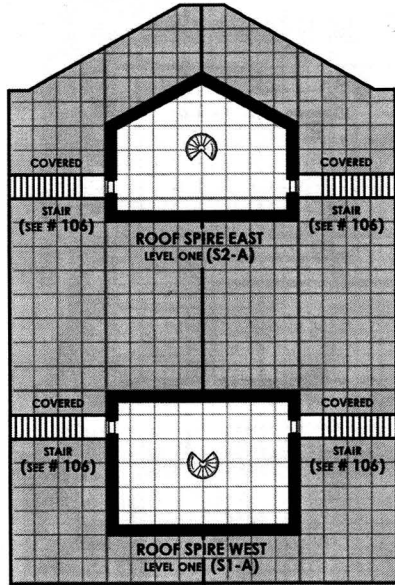
**CASTLE FORTRESS
THIRD FLOOR (D)**



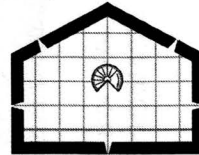
CASTLE FORTRESS
ROOF SPIRE EAST (#S1)
ROOF SPIRE WEST (#S2)



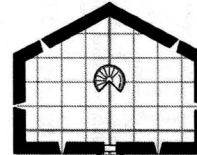
CENTRAL SECTION ROOF



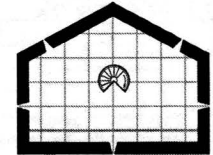
LEVEL FIVE (S2-E)



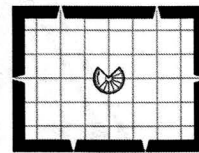
LEVEL TWO (S2-B)



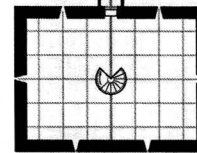
LEVEL THREE (S2-C)



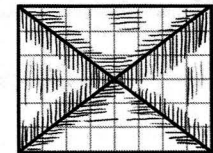
LEVEL FOUR (S2-D)



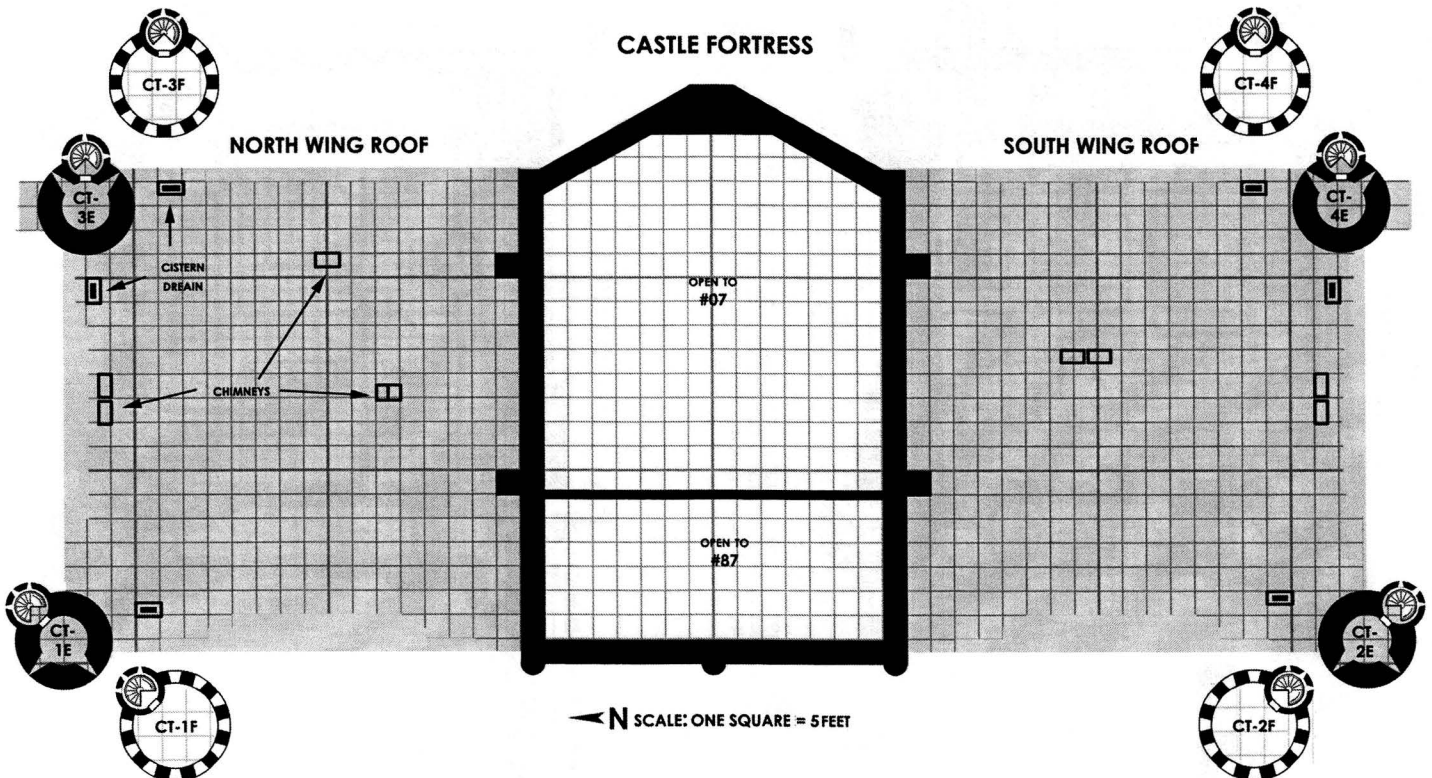
LEVEL TWO (S1-B)



LEVEL THREE (S1-C)



CASTLE FORTRESS





Player Illustration #1



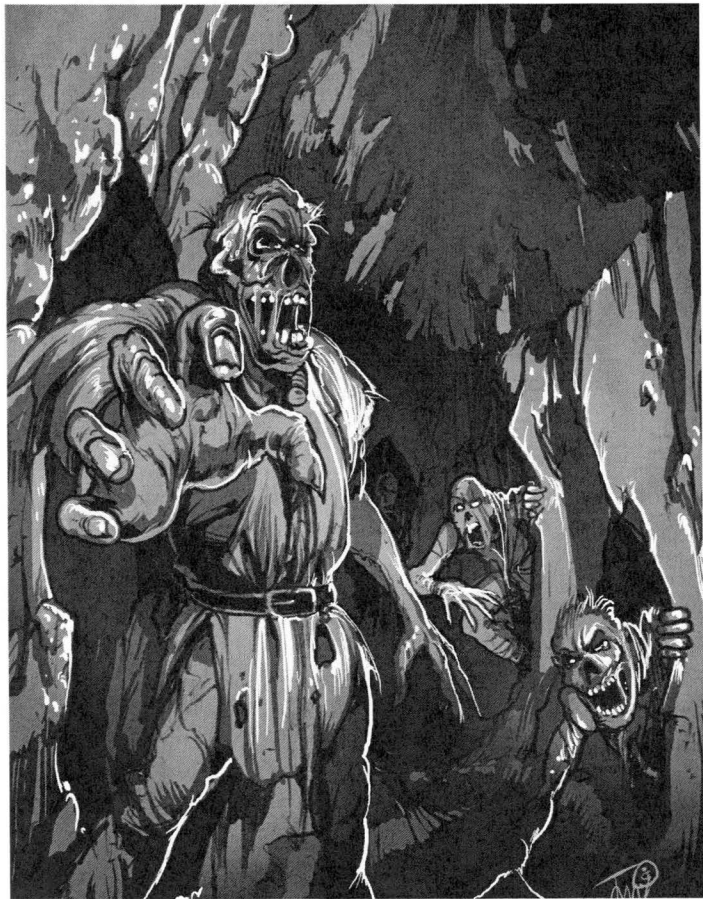
Player Illustration #2



Player Illustration #3



Player Illustration #4



Player Illustration #6



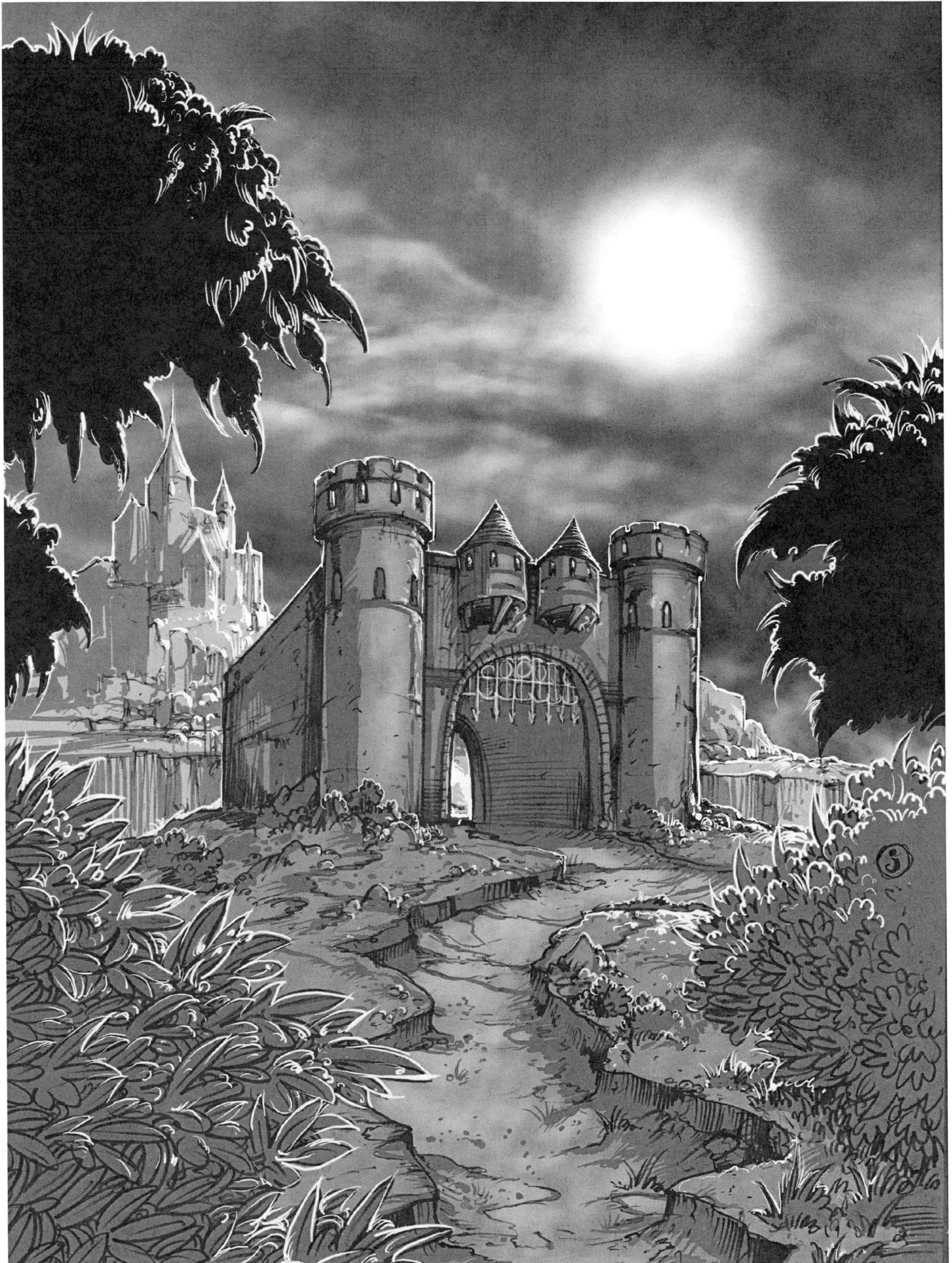
Player Illustration #5



Player Illustration #7



Player Illustration #8





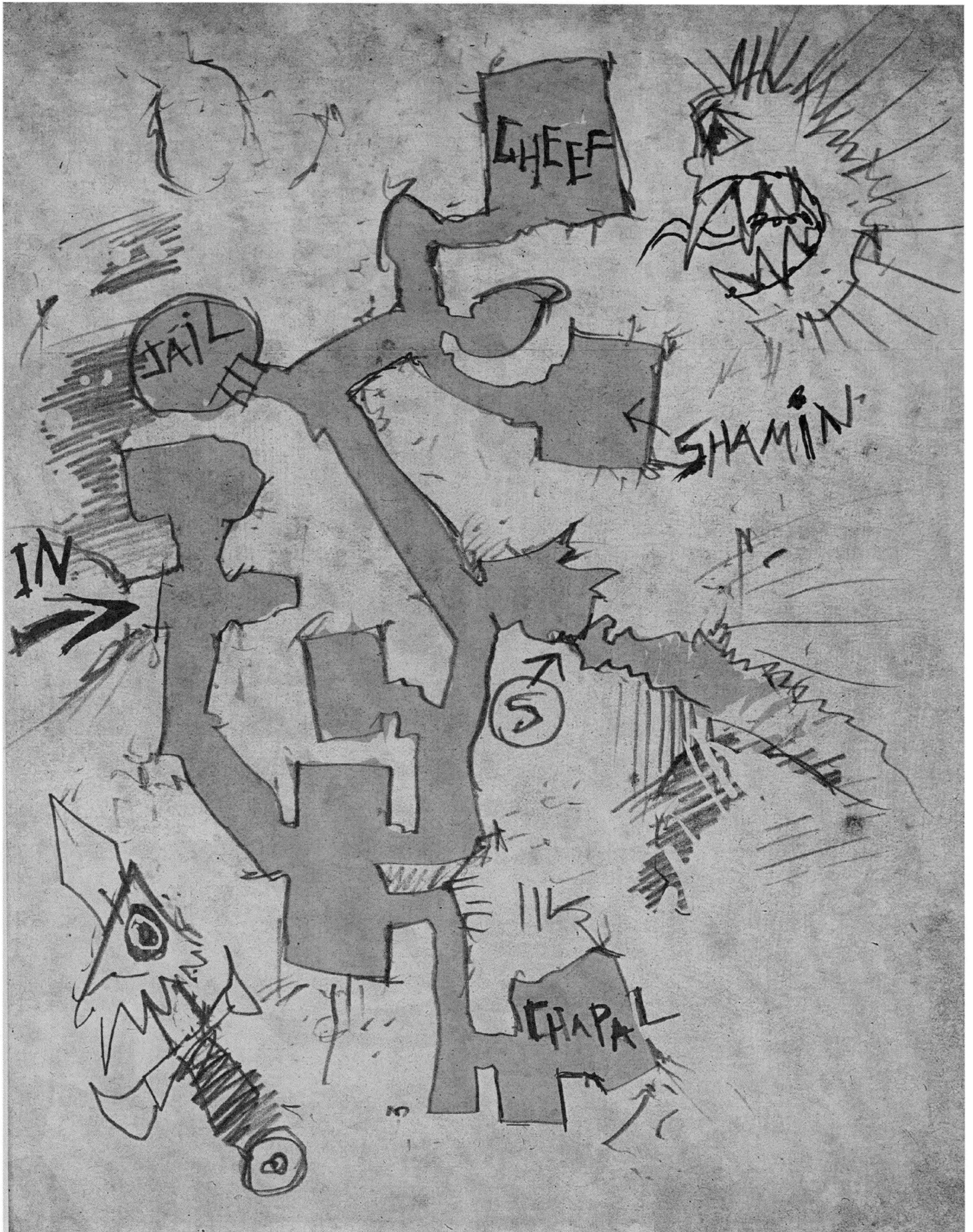
Player Illustration #10



Player Illustration #11



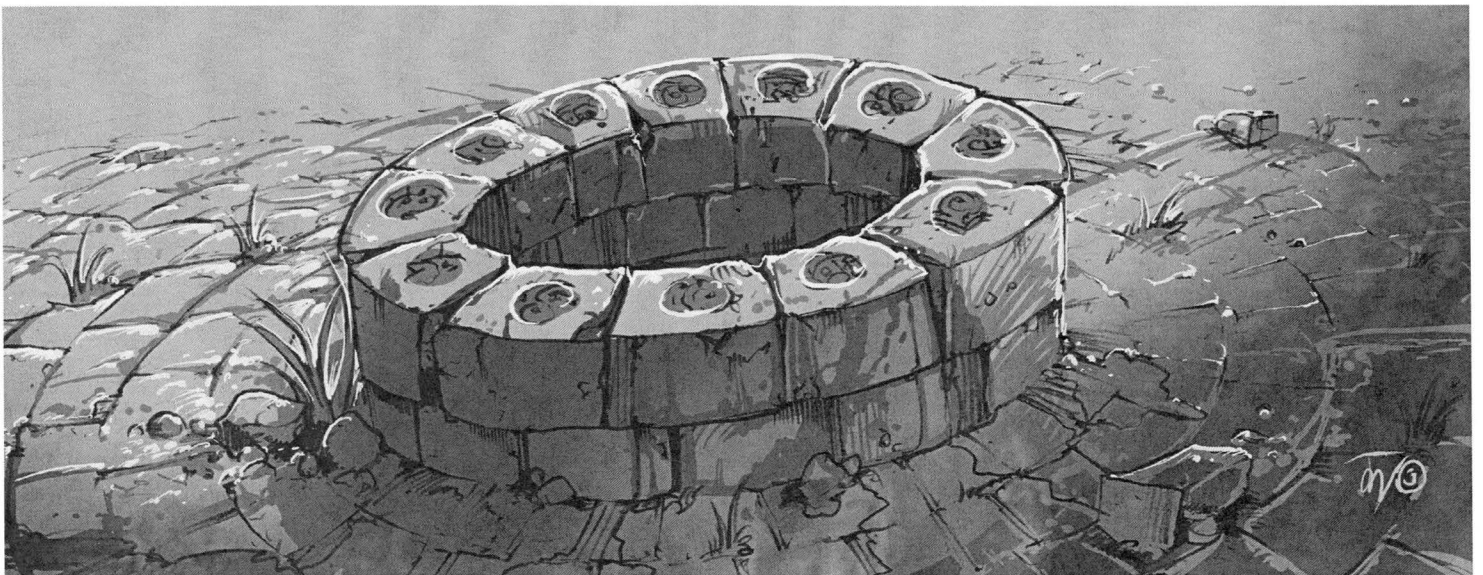
Player Illustration #12



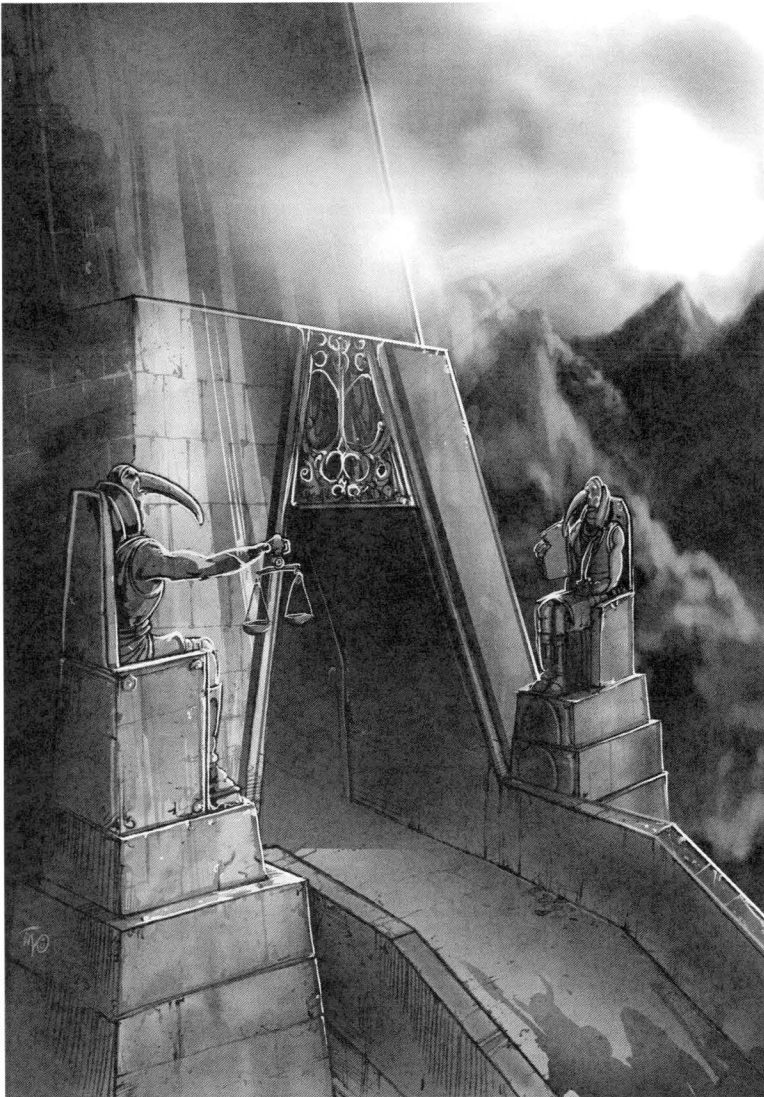
Player Illustration #13



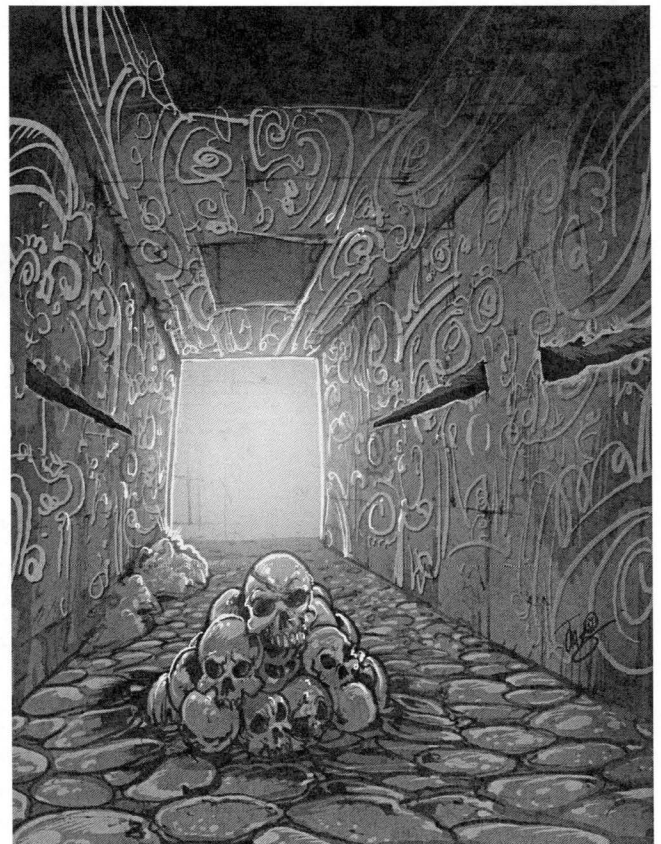
Player Illustration #14



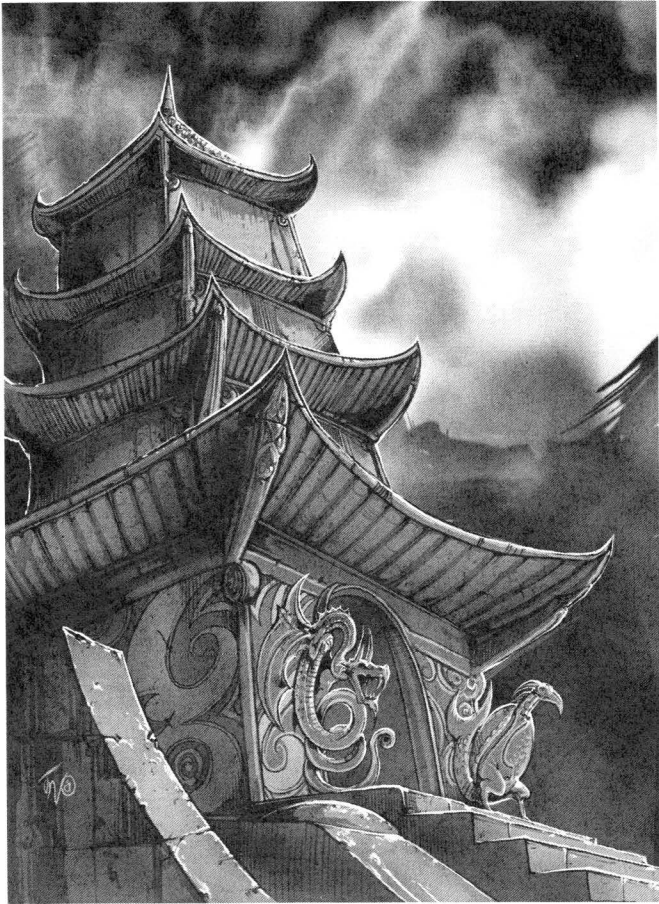
Player Illustration #15



Player Illustration #16



Player Illustration #17



Player Illustration #18



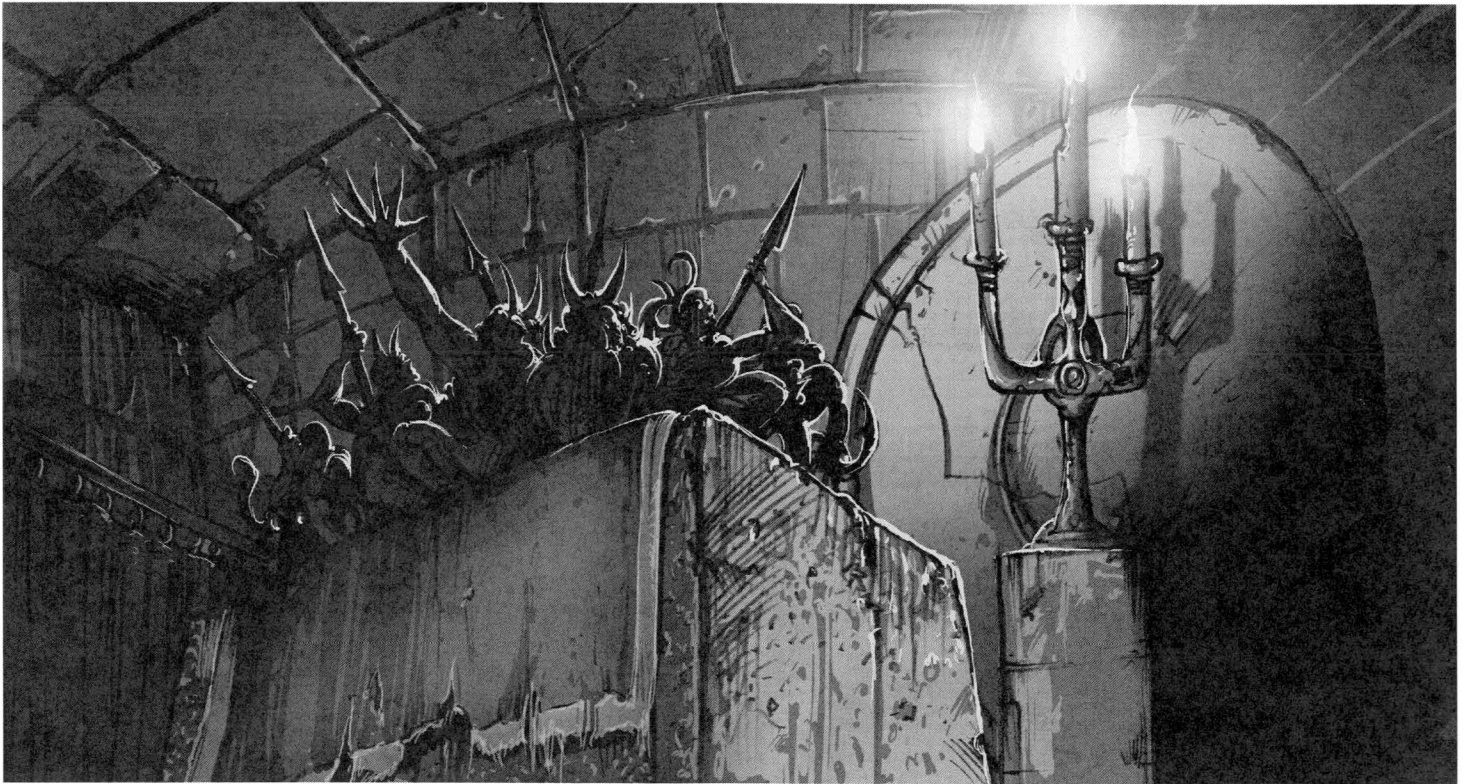
Player Illustration #19



Player Illustration #20



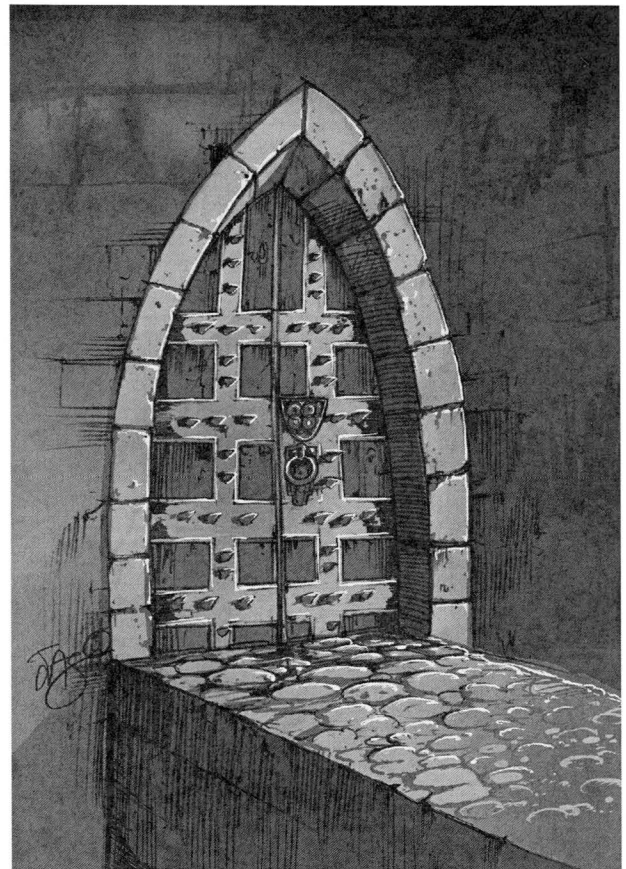
Player Illustration #21



Player Illustration #22



Player Illustration #23



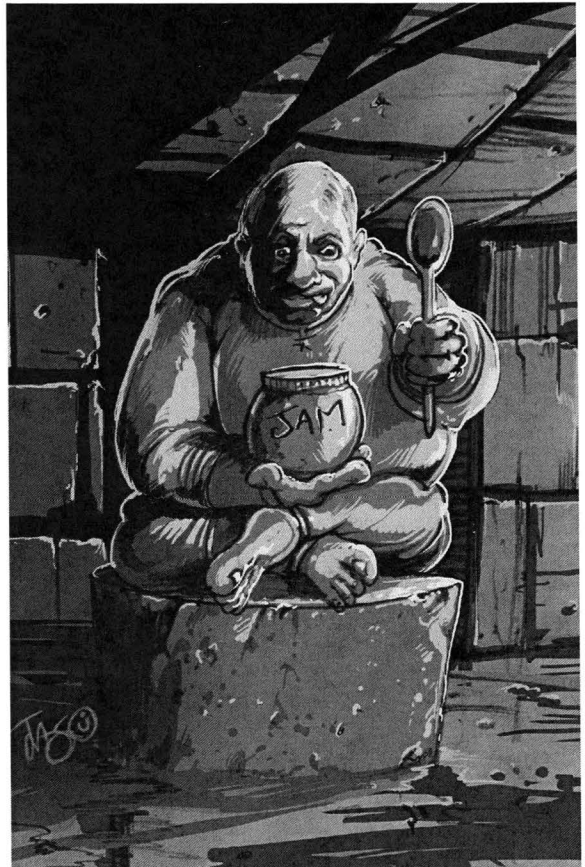
Player Illustration #24



Player Illustration #25



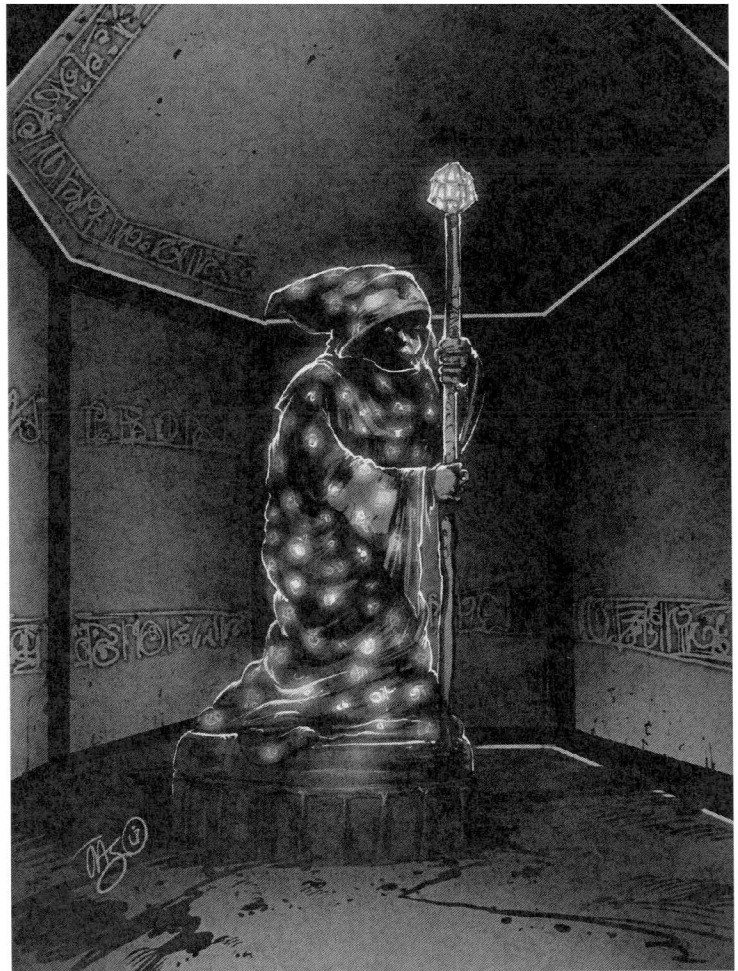
Player Illustration #26



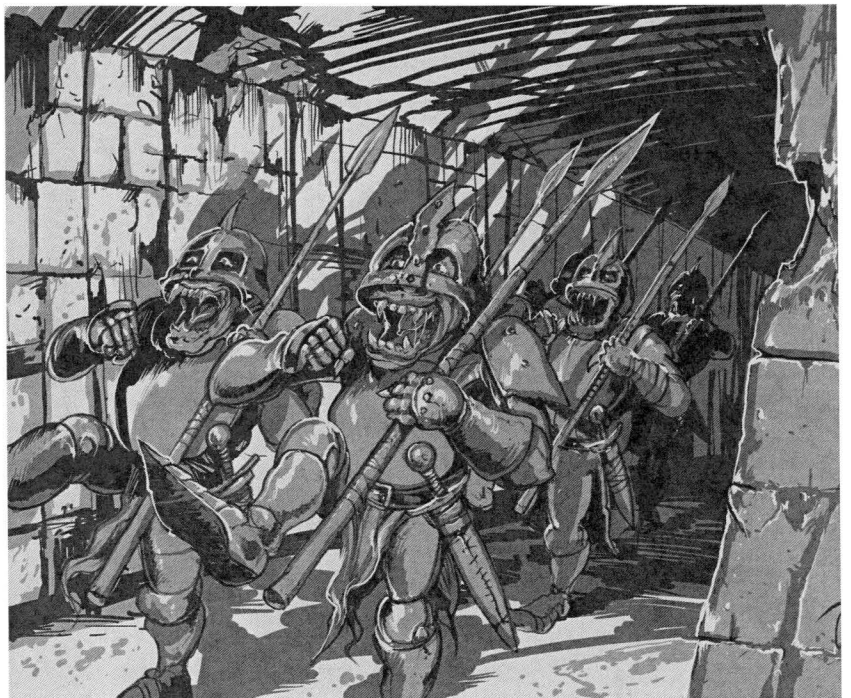
Player Illustration #27



Player Illustration #28



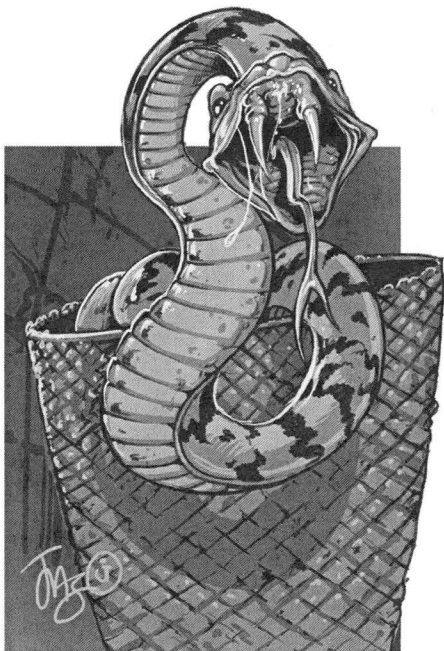
Player Illustration #29



Player Illustration #30



Player Illustration #31



Player Illustration #32



Player Illustration #33



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