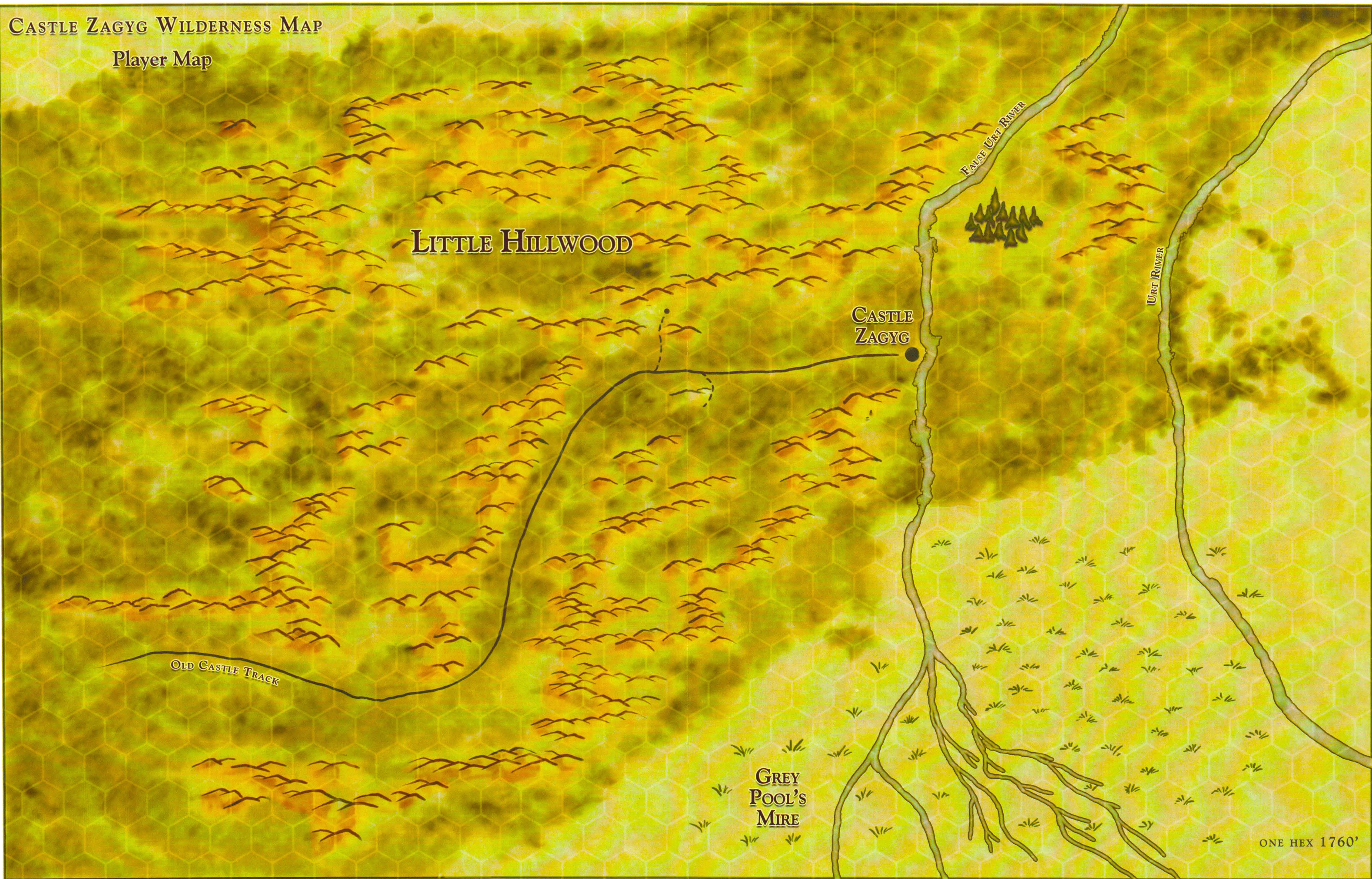


CASTLE ZAGYG WILDERNESS MAP

Player Map



LITTLE HILLWOOD

CASTLE ZAGYG

FALSE URT RIVER

URT RIVER

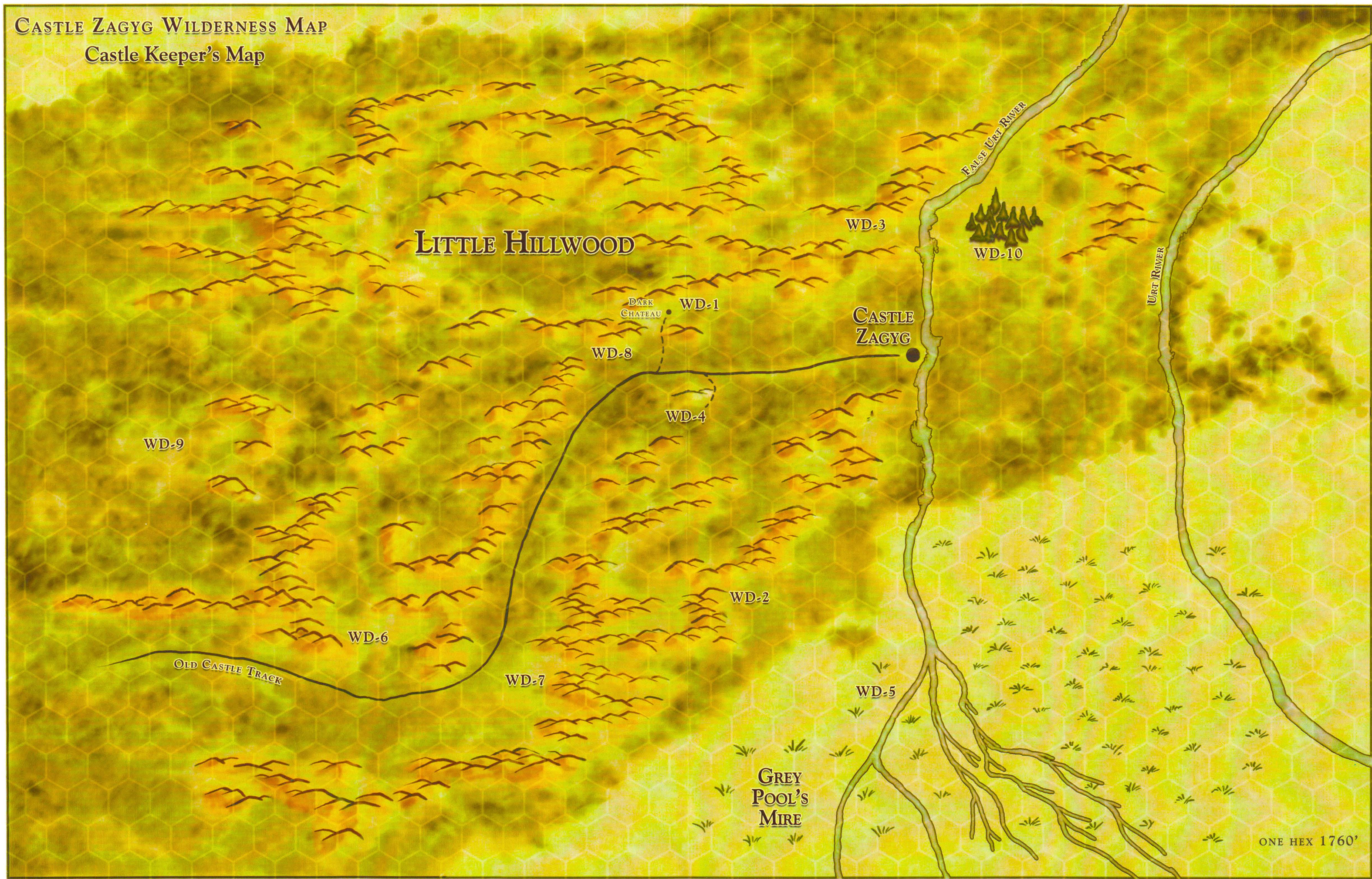
OLD CASTLE TRACK

GREY POOL'S MIRE

ONE HEX 1760'

CASTLE ZAGYG WILDERNESS MAP

Castle Keeper's Map



LITTLE HILLWOOD

WD-3

FALSE URT RIVER

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

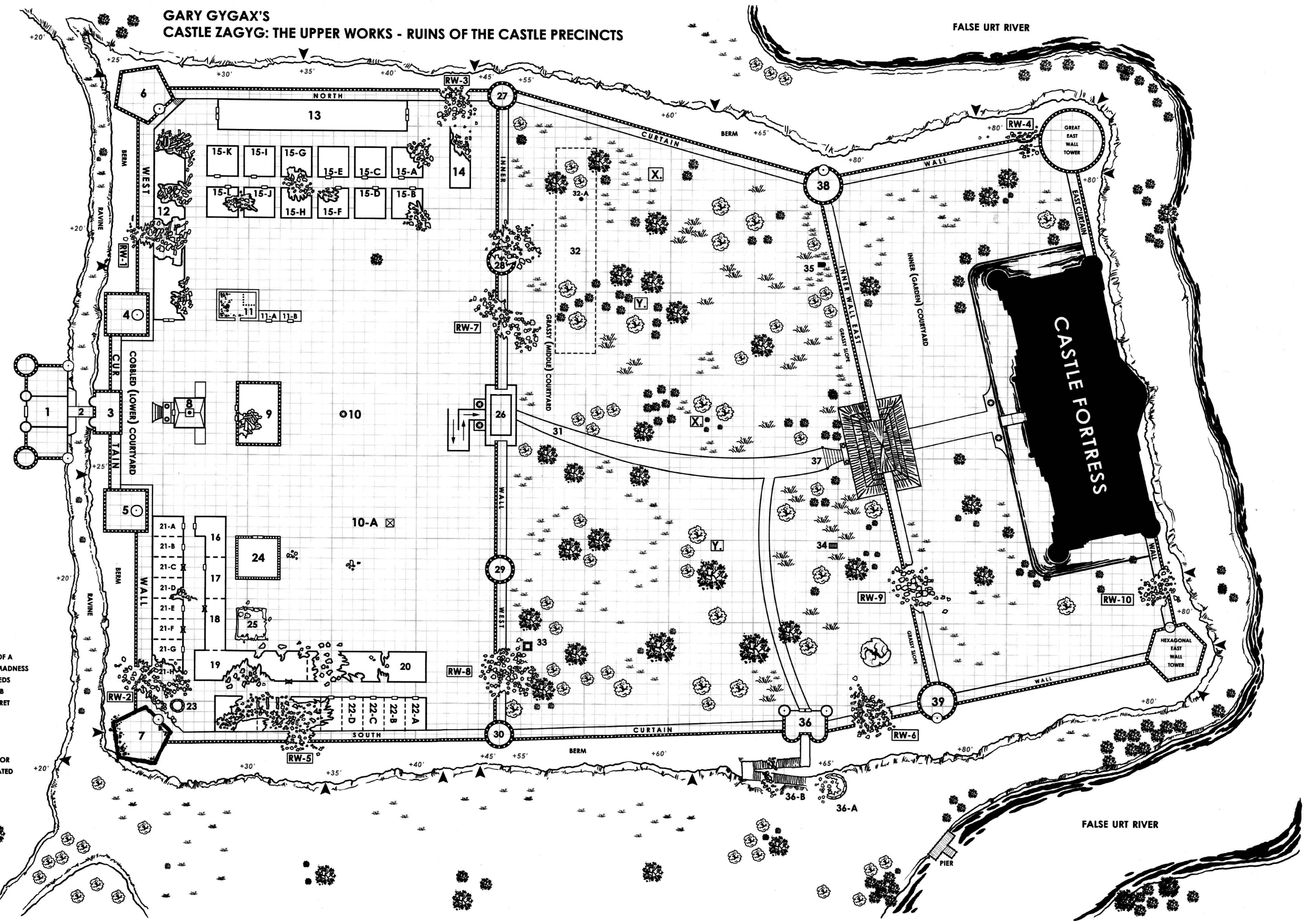
ONE HEX 1760'



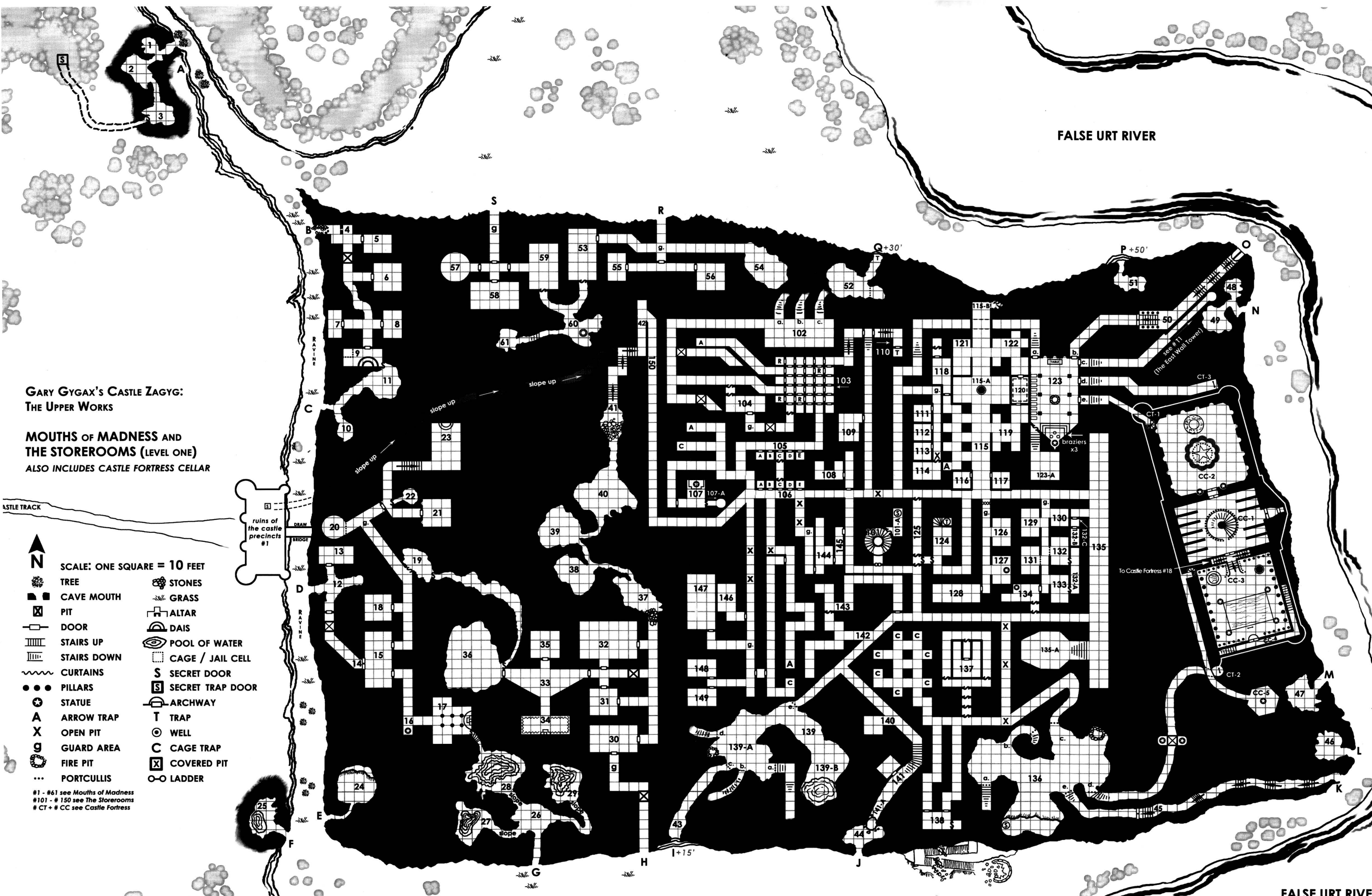
**GARY GYGAX'S  
CASTLE ZAGYG: THE UPPER WORKS - RUINS OF THE CASTLE PRECINCTS**

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

FALSE URT RIVER

FALSE URT RIVER

CASTLE TRACK

ruins of the castle preincts #1

see #11  
(The East Wall Tower)

To Castle Fortress #18

slope up

1+15'

Q+30'

P+50'