

GARY GYGAX'S

Z CASTLE **AGYG**

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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CASTLE ZAGYG™ MODULE SERIES, VOLUME II THE UPPER WORKS Book 6: MAPS & ILLUSTRATION BOOKLET BY GARY GYGAX WITH JEFFREY P. TALANIAN

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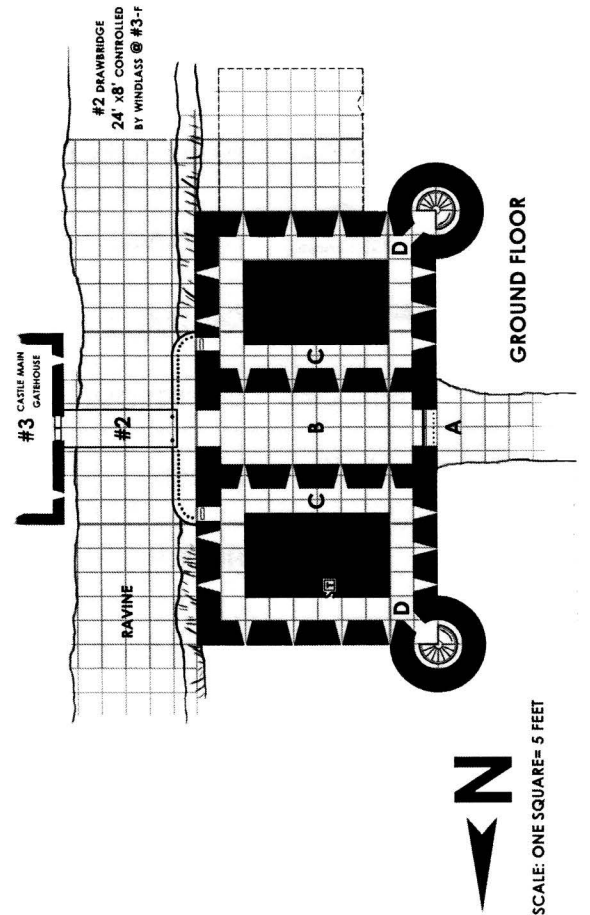
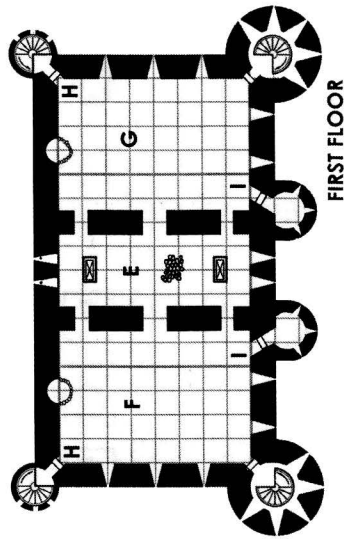
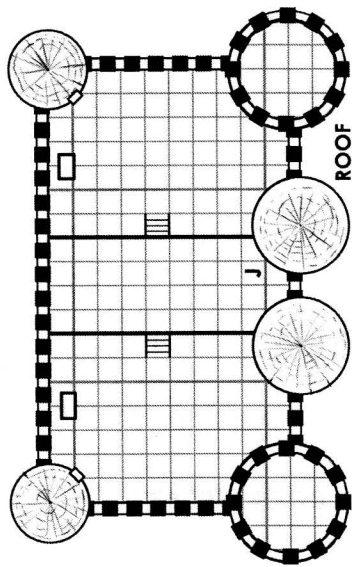
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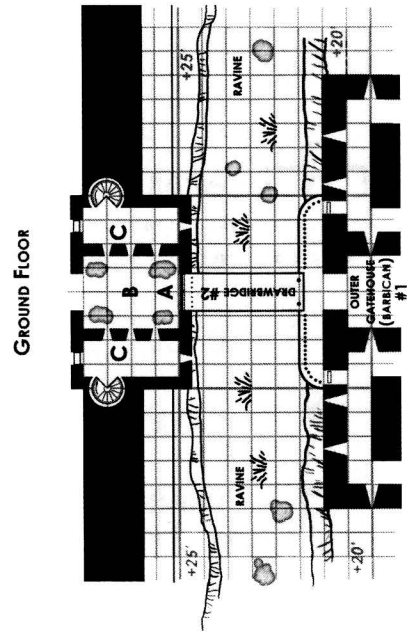
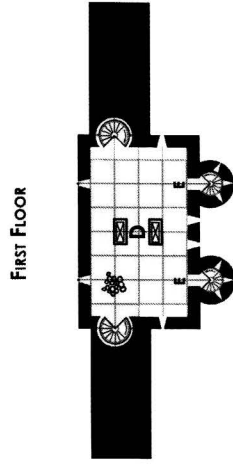
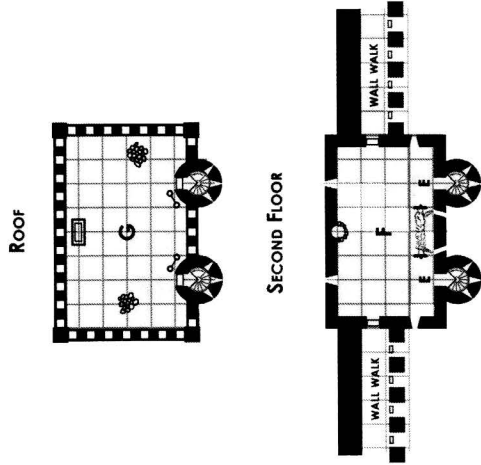
CASTLE ZAGYG: THE UPPER WORKS - MAP & FLOOR PLAN LEGEND

	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 & #2 DRAWBRIDGE
(BARBICAN)



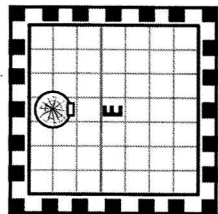
RUINS OF THE CASTLE PRECINCTS
#3 CASTLE MAIN GATEHOUSE



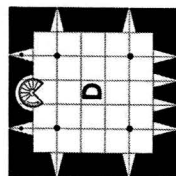
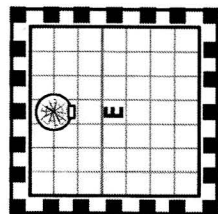
SCALE: ONE SQUARE= 5 FEET

RUINS OF THE CASTLE PRECINCTS

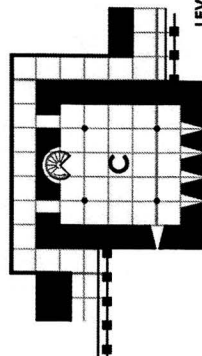
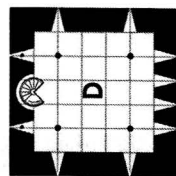
#4 SQUARE WALL TOWER (NORTH) #5 SQUARE WALL TOWER (SOUTH)



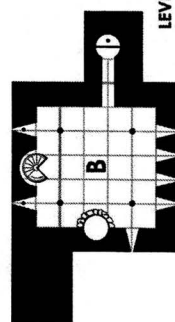
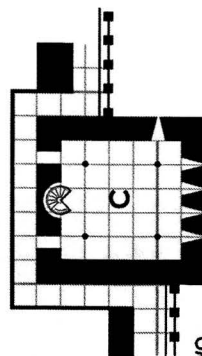
ROOF



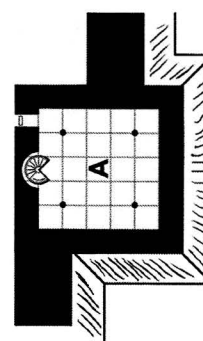
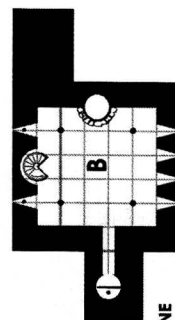
LEVEL THREE



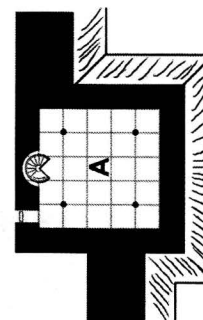
LEVEL TWO



LEVEL ONE



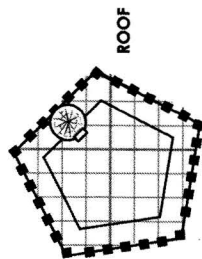
GROUND FLOOR
(BASEMENT)



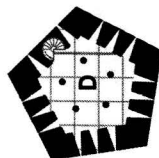
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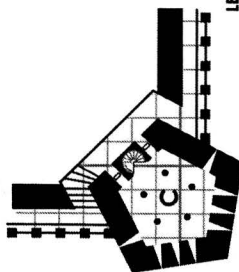
RUINS OF THE CASTLE PRECINCTS



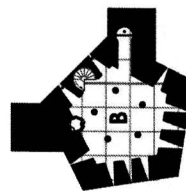
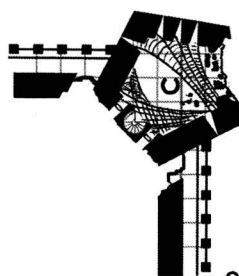
ROOF



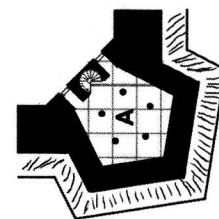
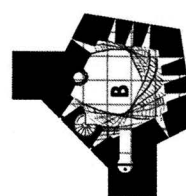
LEVEL THREE



LEVEL TWO



LEVEL ONE



GROUND FLOOR
(BASEMENT)



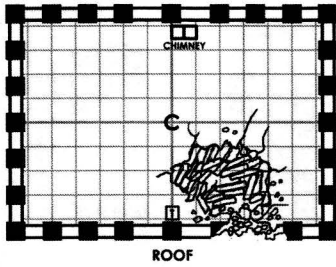
#6 PENTAGONAL WALL
TOWER (NORTH)

#7 PENTAGONAL WALL
TOWER (SOUTH)

ONE SQUARE = 5 FEET

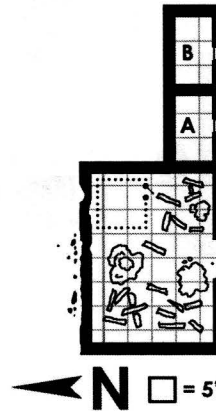
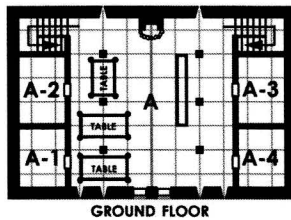
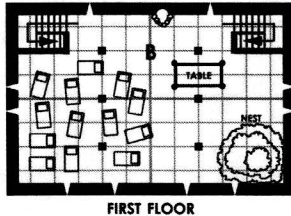


#9 BARRACKS

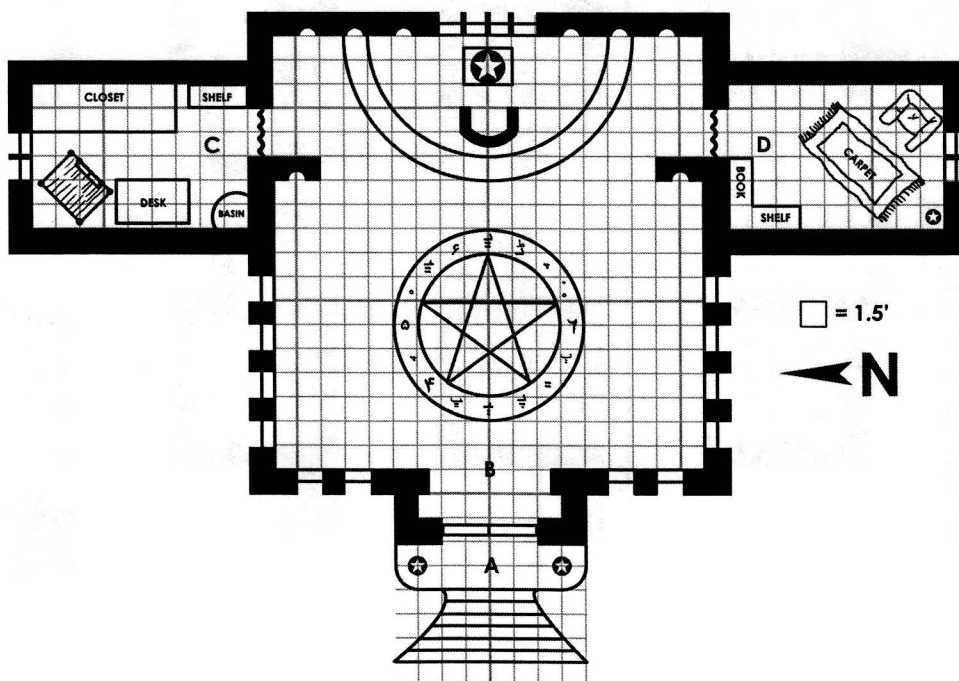


RUINS OF THE CASTLE PRECINCTS

#11 COMMON WAREHOUSE

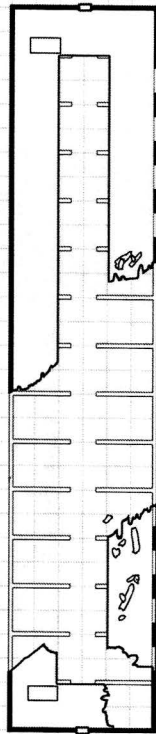


#8 GOD OF MAGICK CHAPEL

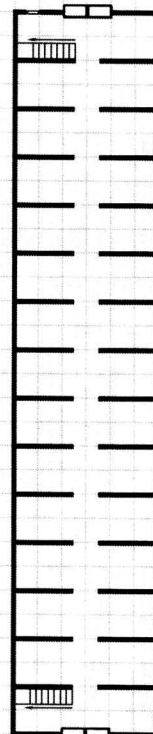




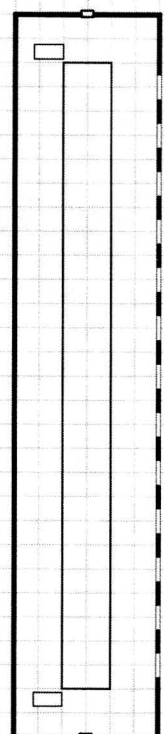
GROUND



LOFT



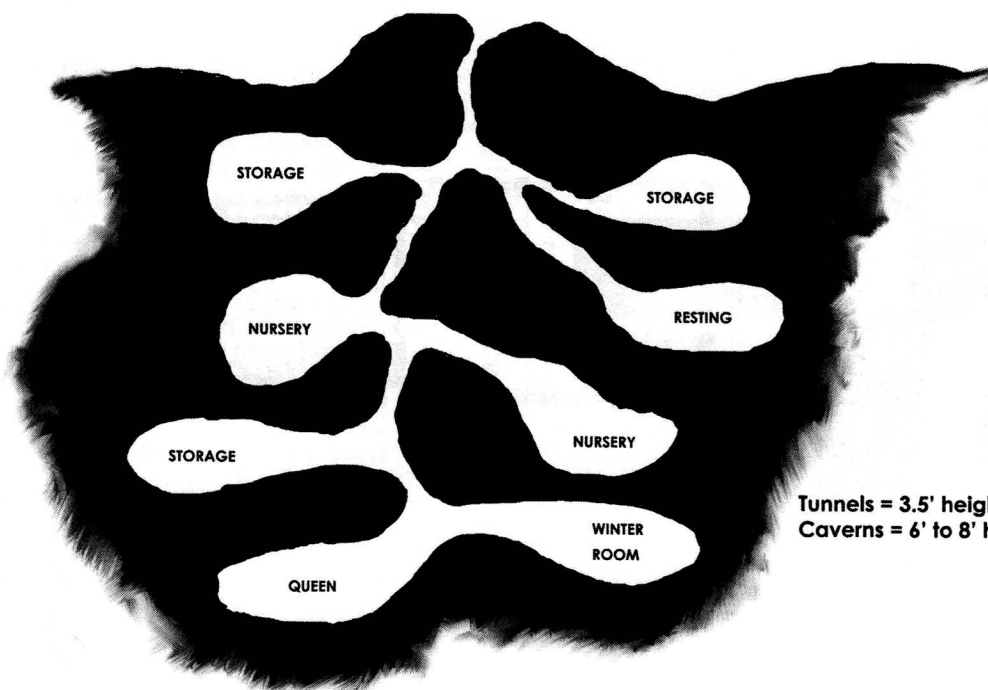
GROUND



LOFT

One Square = 5'

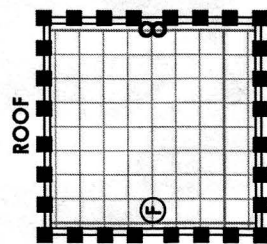
GIANTS ANT'S NEST UNDER #12 COMMON STABLE



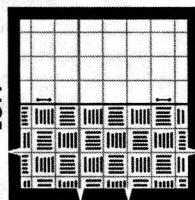
Tunnels = 3.5' height
Caverns = 6' to 8' height

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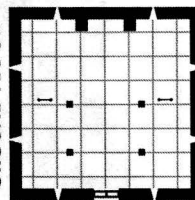
#24 BLACKSMITH/ ARMORER



LOFT



GROUND FLOOR

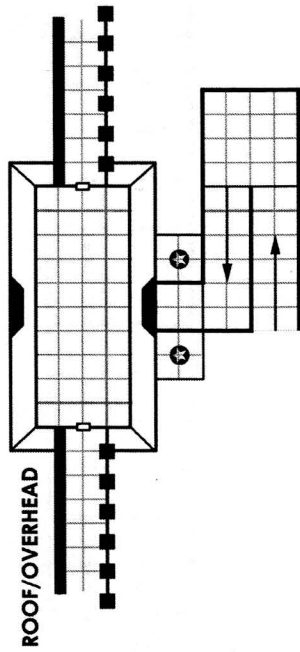


SCALE: ONE SQUARE = 5 FEET

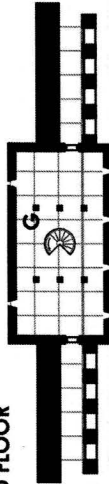


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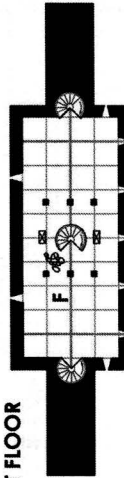
26 MIDDLEGATE PYLON



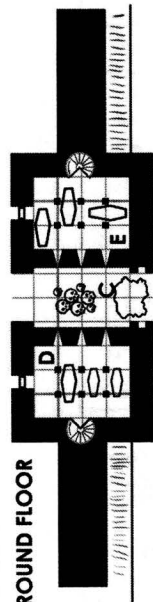
SECOND FLOOR



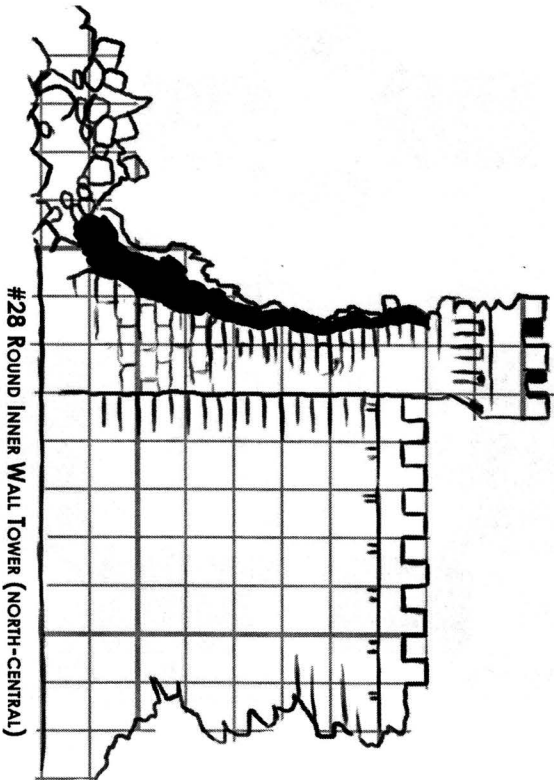
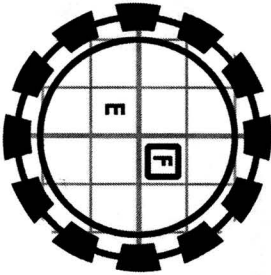
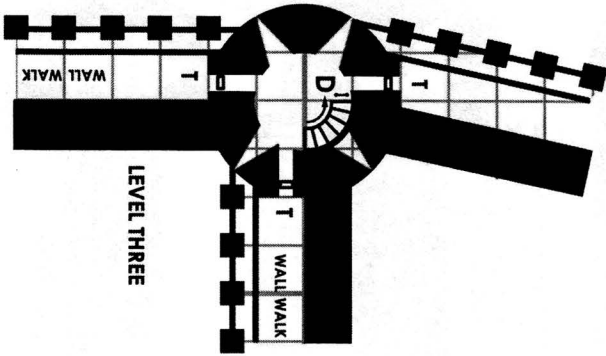
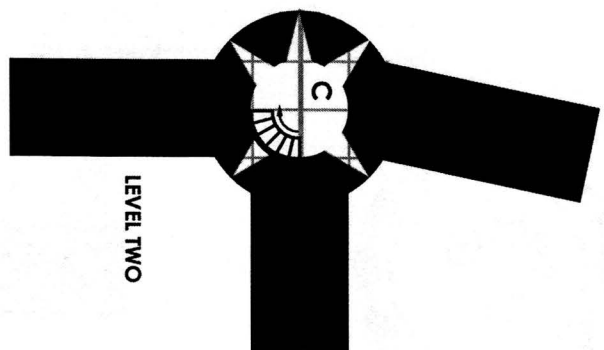
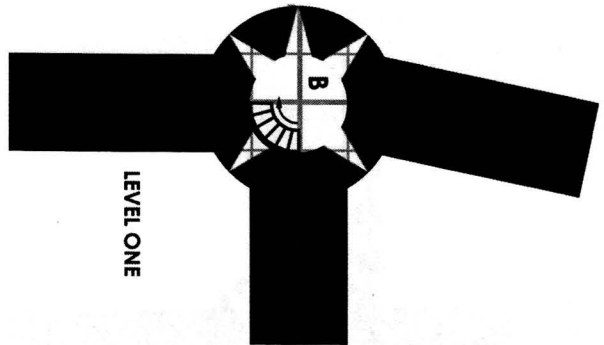
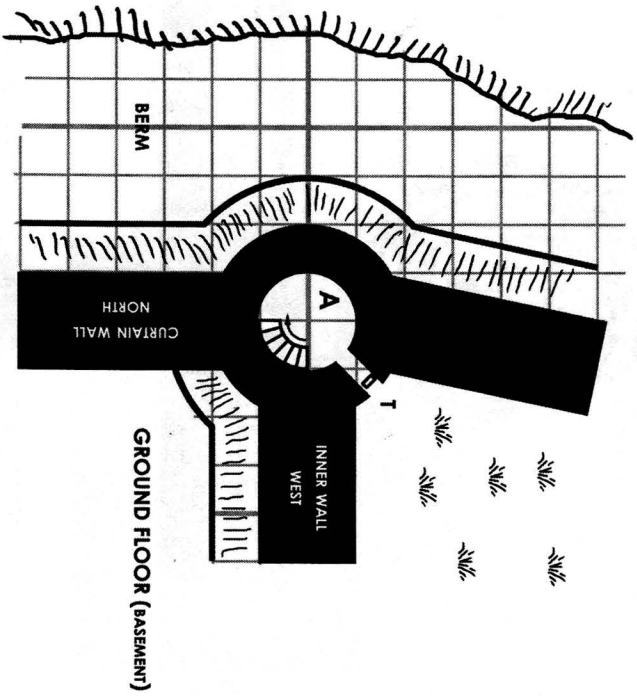
FIRST FLOOR



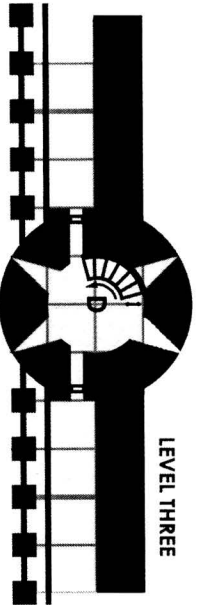
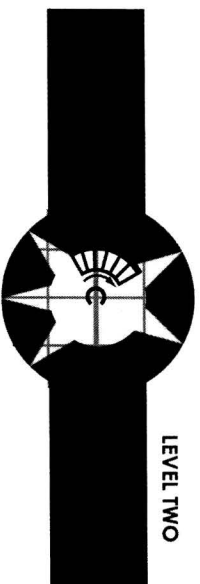
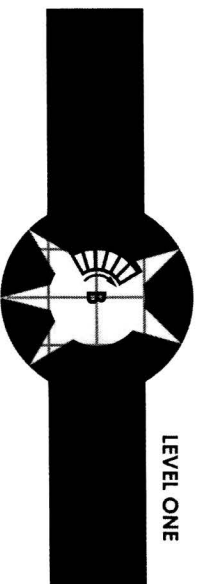
GROUND FLOOR



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

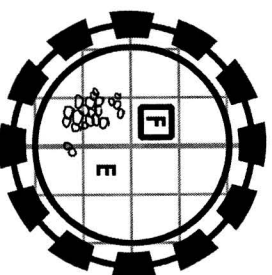
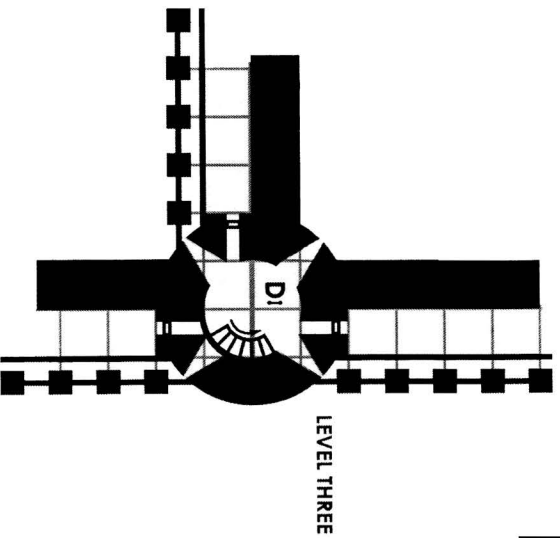
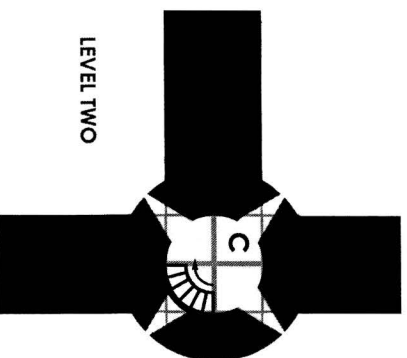
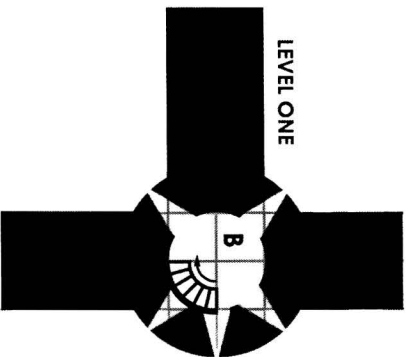
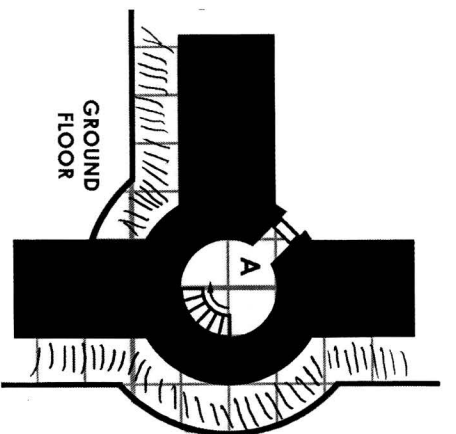


RUINS OF THE CASTLE PRECINCTS



HAWK NEST

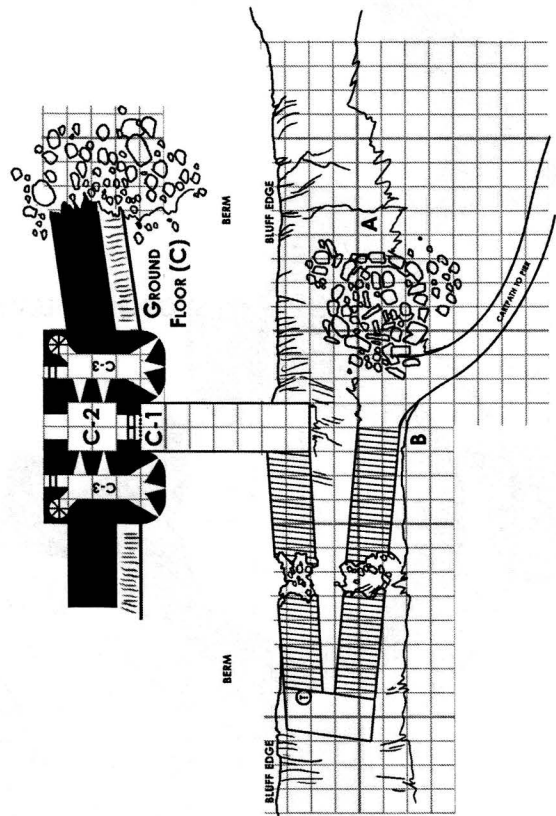
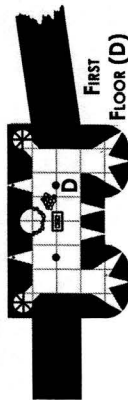
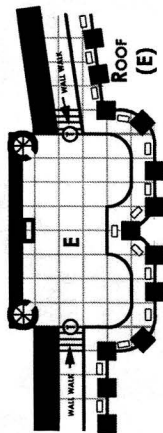
N #29 ROUND INNER WALL TOWER (SOUTH-CENTRAL)



N #30 ROUND INNER WALL TOWER (SOUTH)

RUINS OF THE CASTLE PRECINCTS

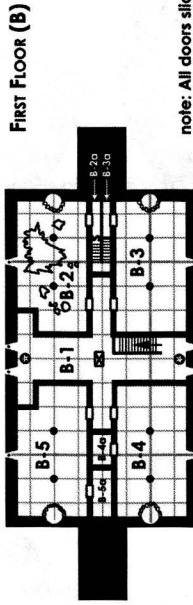
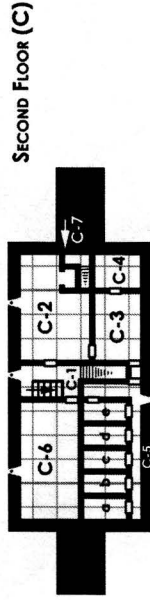
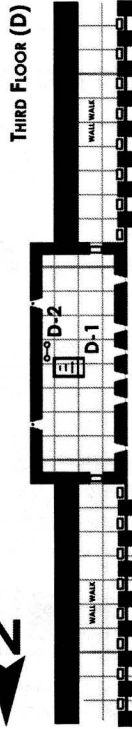
#36 POSTERN GATE



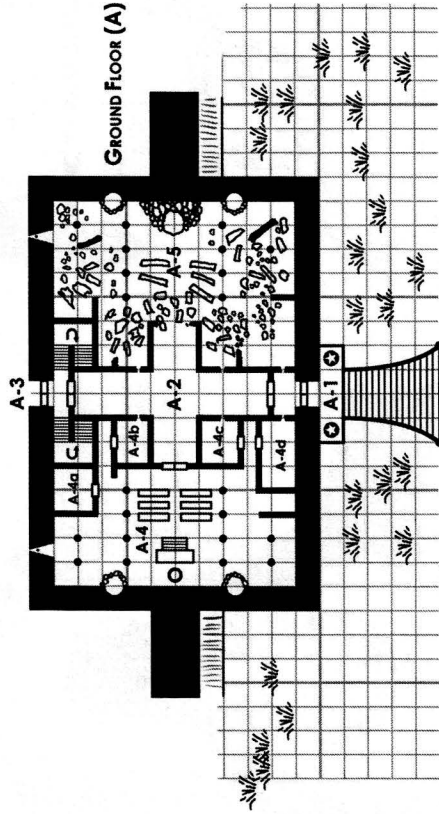
SCALE: ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS

#37 PAGODA



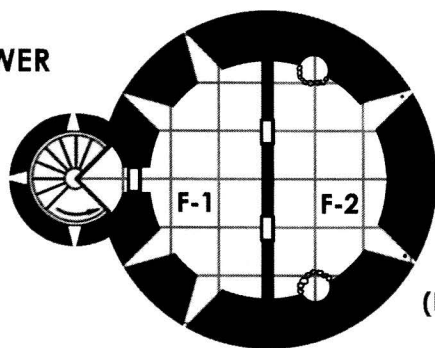
note: All doors slide into walls



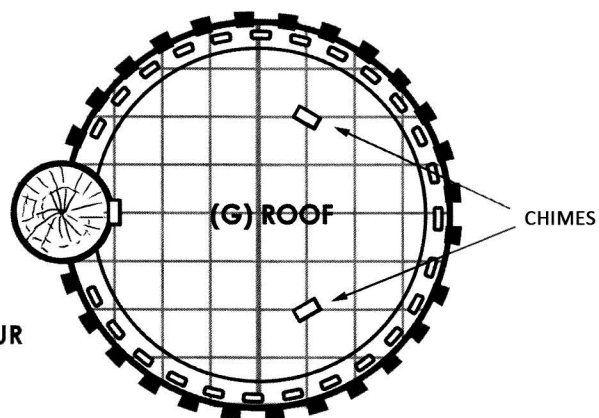
SCALE: ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS

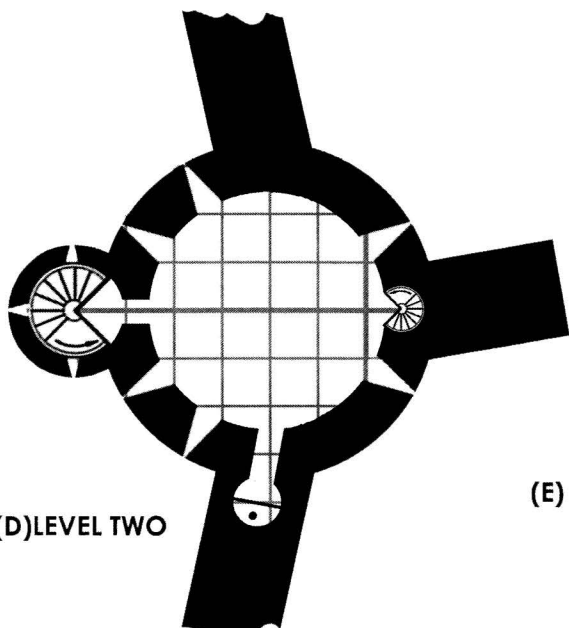
#38 PRISON TOWER



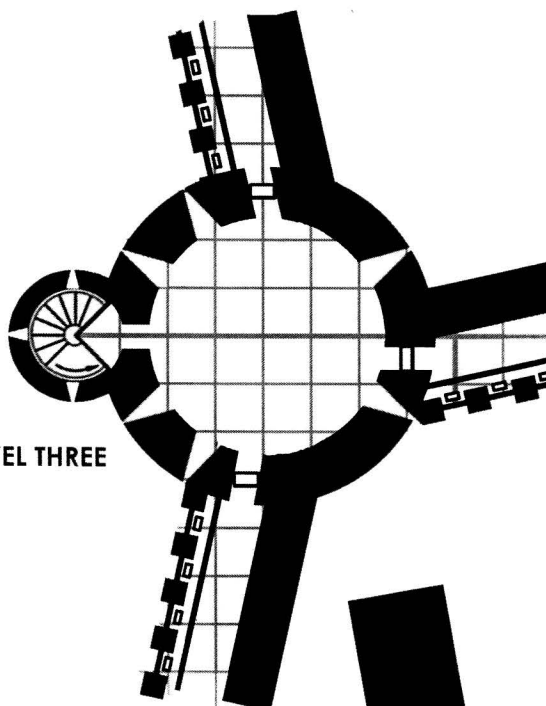
(F) LEVEL FOUR



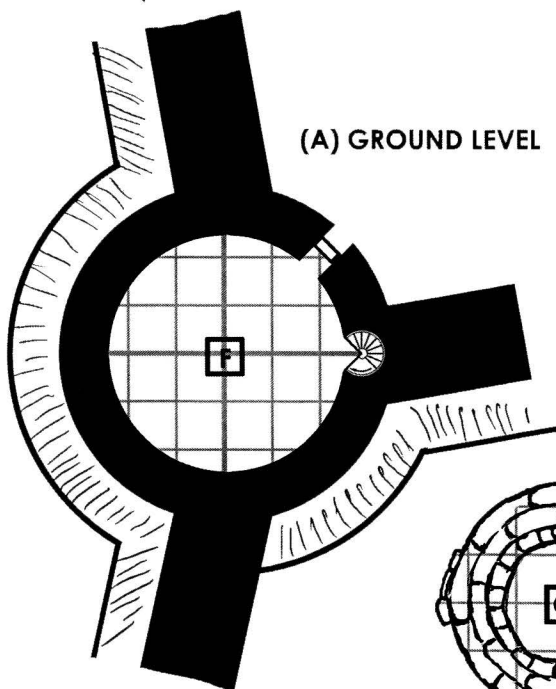
CHIMES



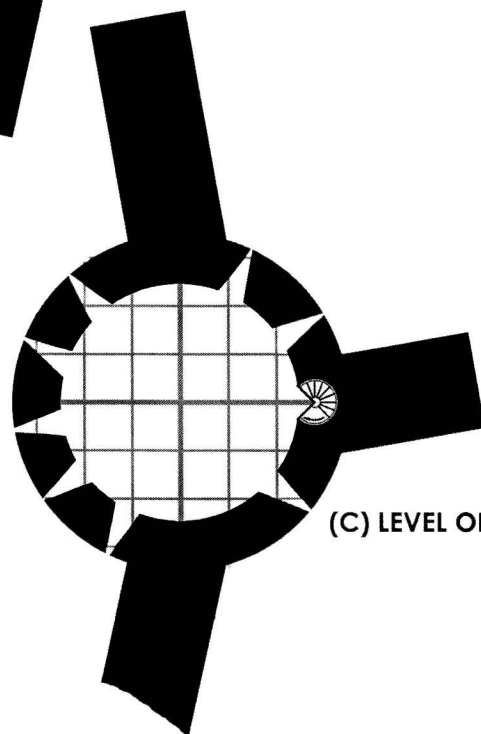
(D) LEVEL TWO



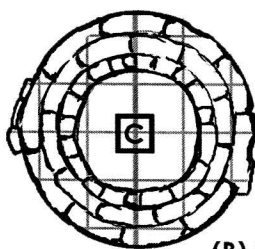
(E) LEVEL THREE



(A) GROUND LEVEL



(C) LEVEL ONE



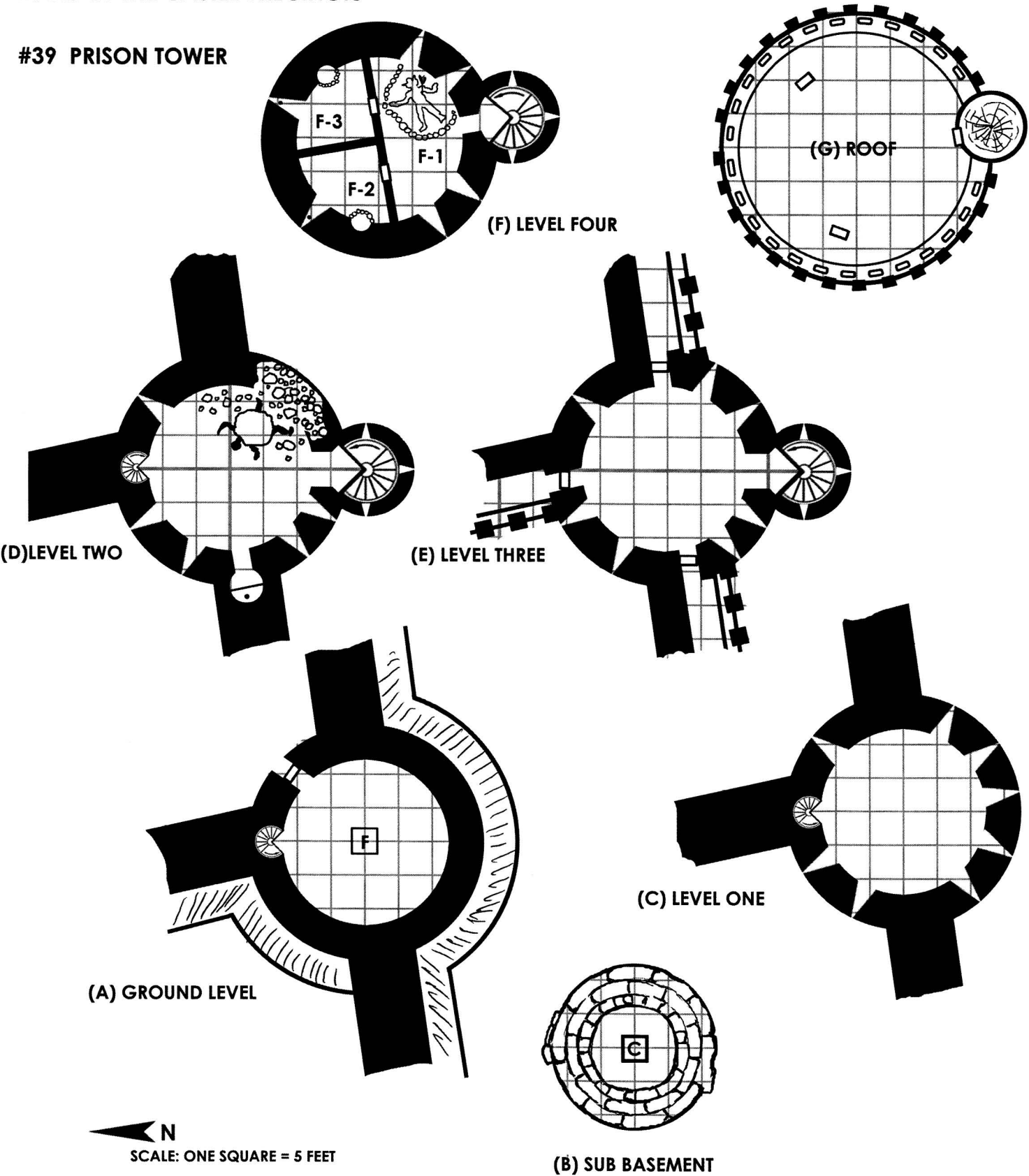
(B) SUB BASEMENT



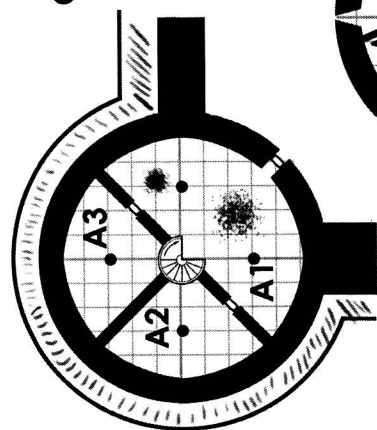
SCALE: ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS

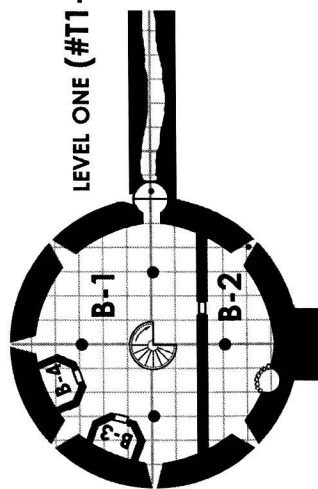
#39 PRISON TOWER



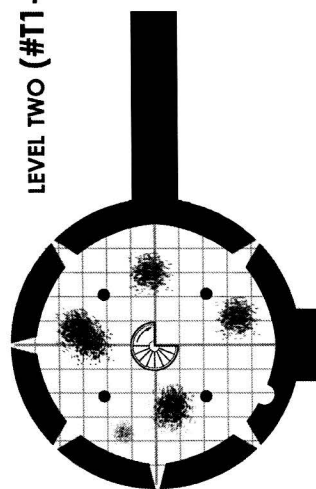
EAST WALL TOWERS



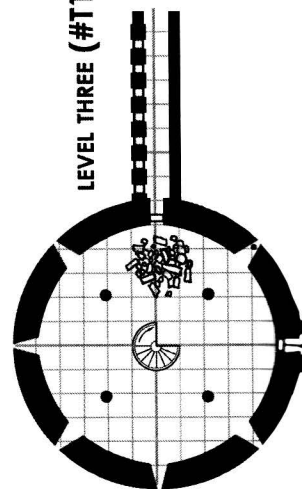
GREAT EAST WALL TOWER
GROUND FLOOR
(BASEMENT) (#T1-A)



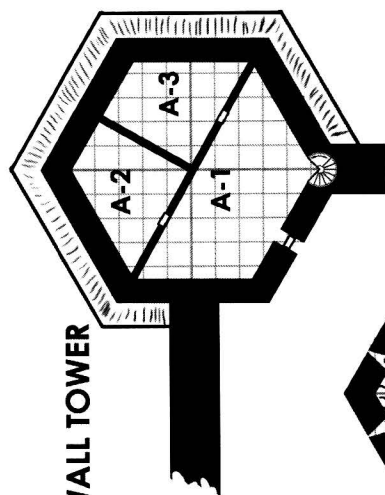
LEVEL ONE (#T1-B)



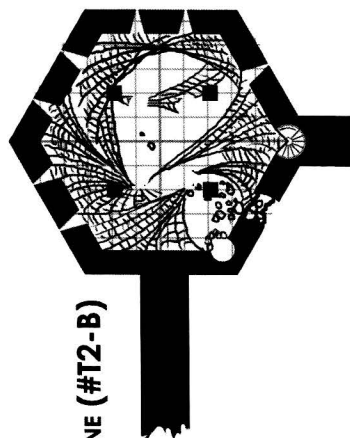
LEVEL TWO (#T1-C)



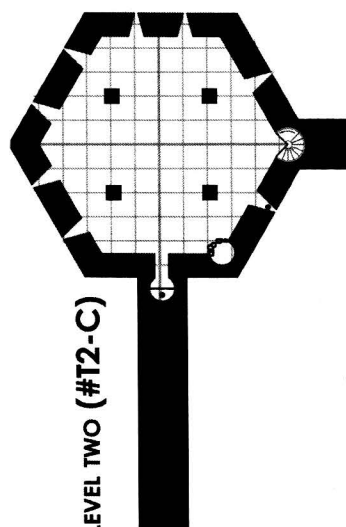
LEVEL THREE (#T1-D)



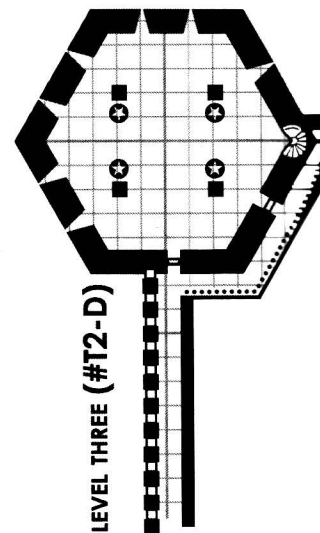
HEXAGONAL EAST WALL TOWER
GROUND FLOOR
(BASEMENT) (#T2-A)



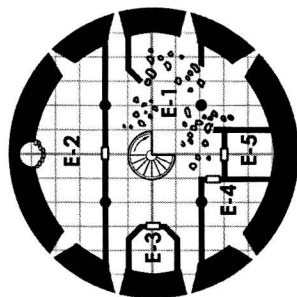
LEVEL ONE (#T2-B)



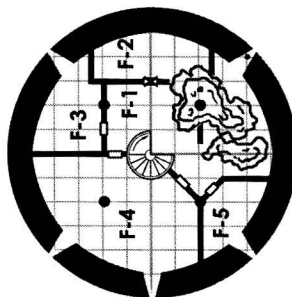
LEVEL TWO (#T2-C)



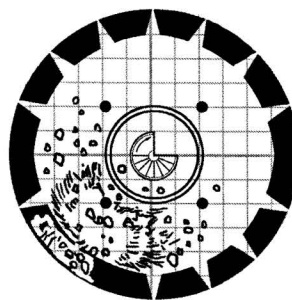
LEVEL THREE (#T2-D)



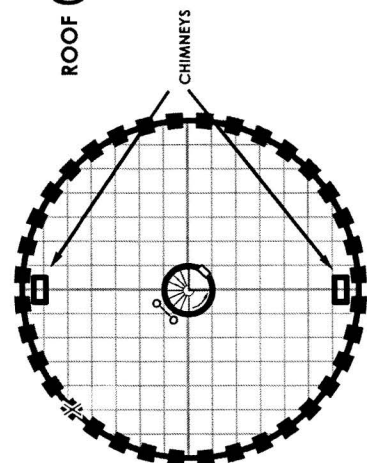
LEVEL FOUR (#T1-E)



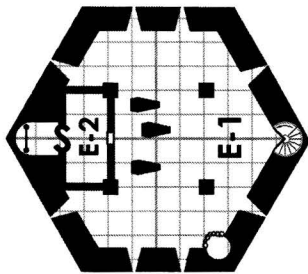
LEVEL FIVE (#T1-F)



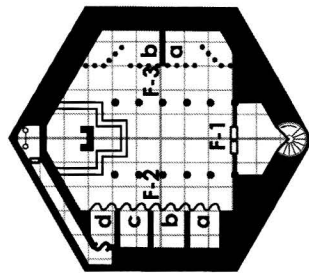
LEVEL SIX (#T1-G)



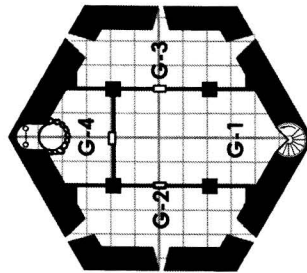
ROOF (#T1-H)



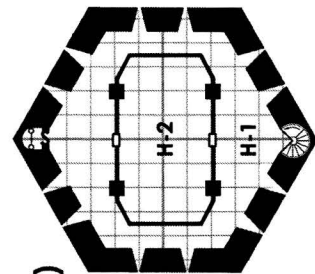
LEVEL FOUR (#T2-E)



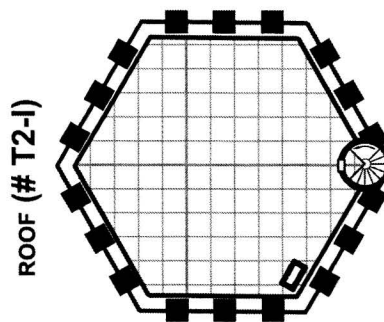
LEVEL FIVE (#T2-F)



LEVEL SIX (#T2-G)

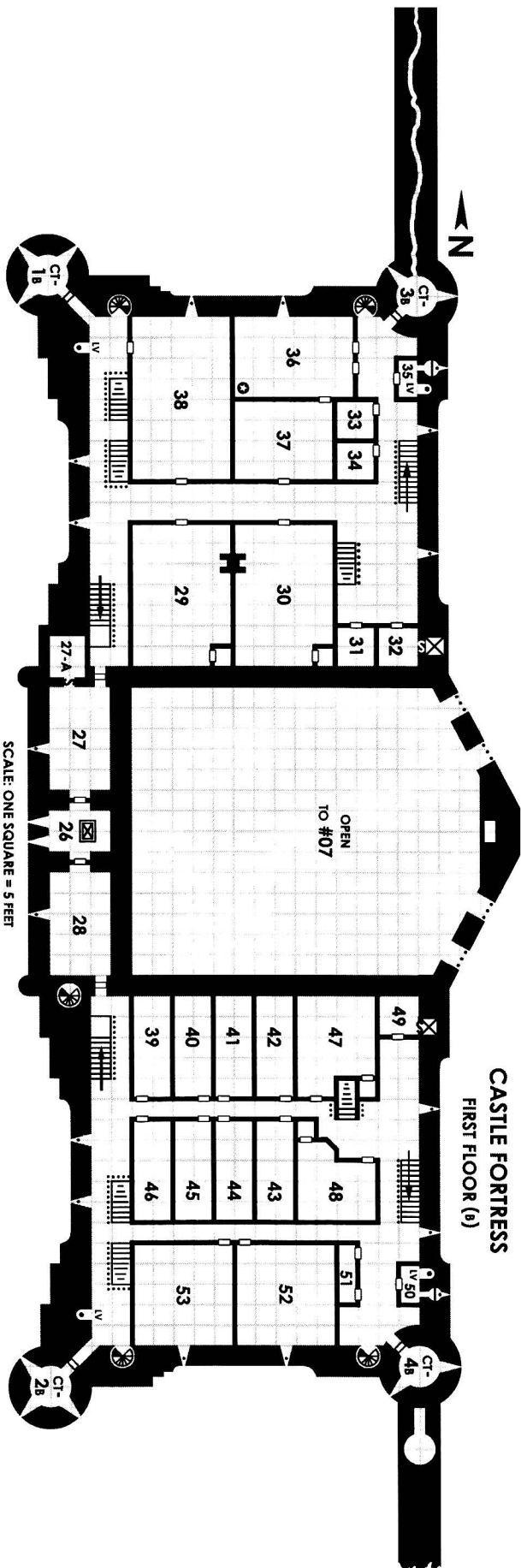
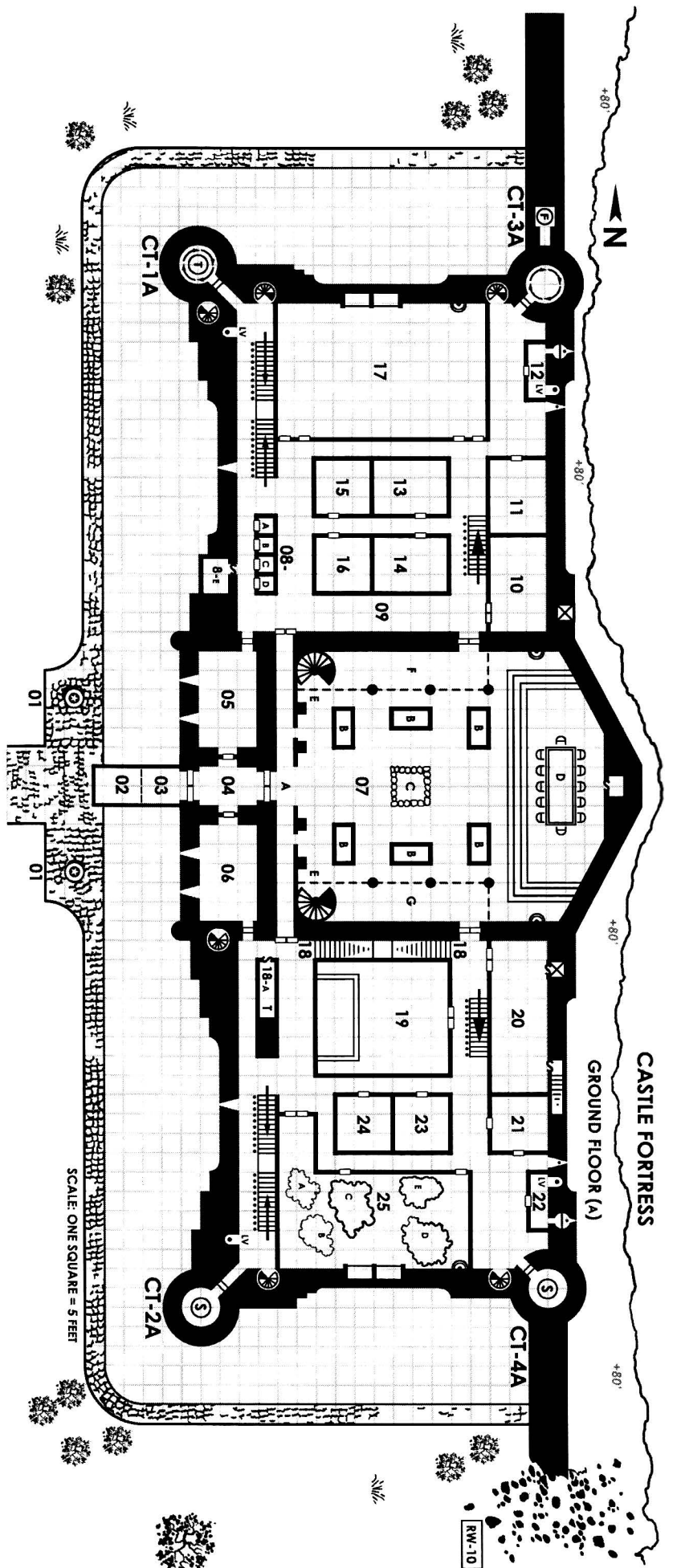


LEVEL SEVEN (#T2-H)

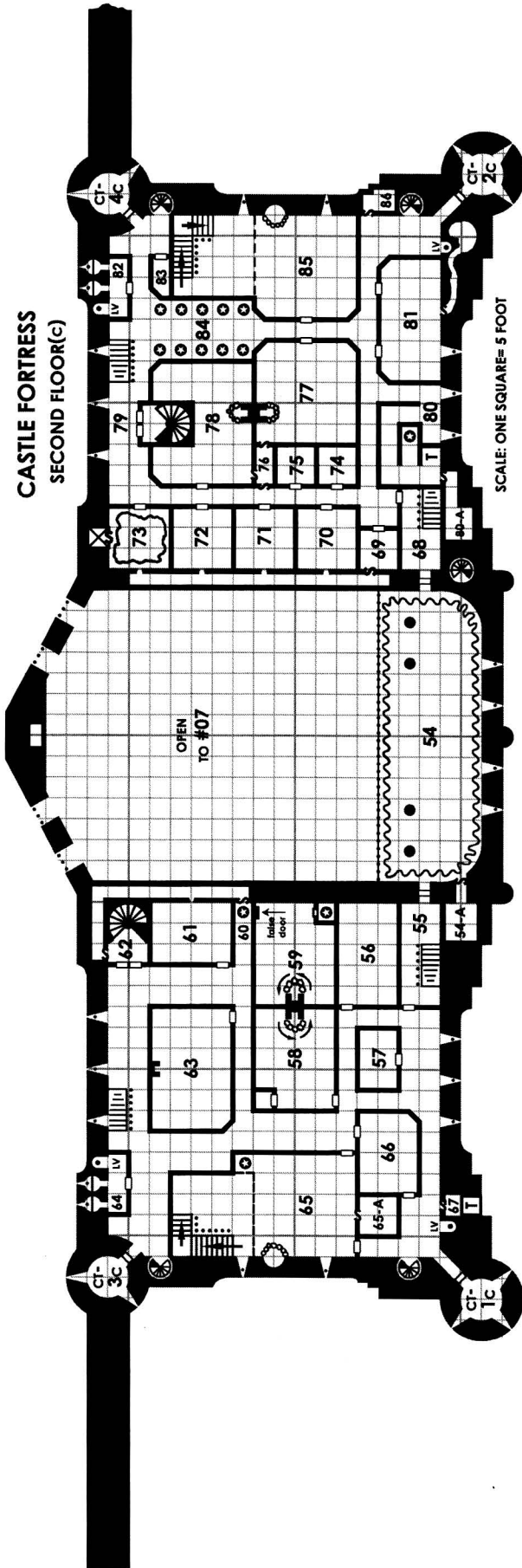


ROOF (#T2-I)

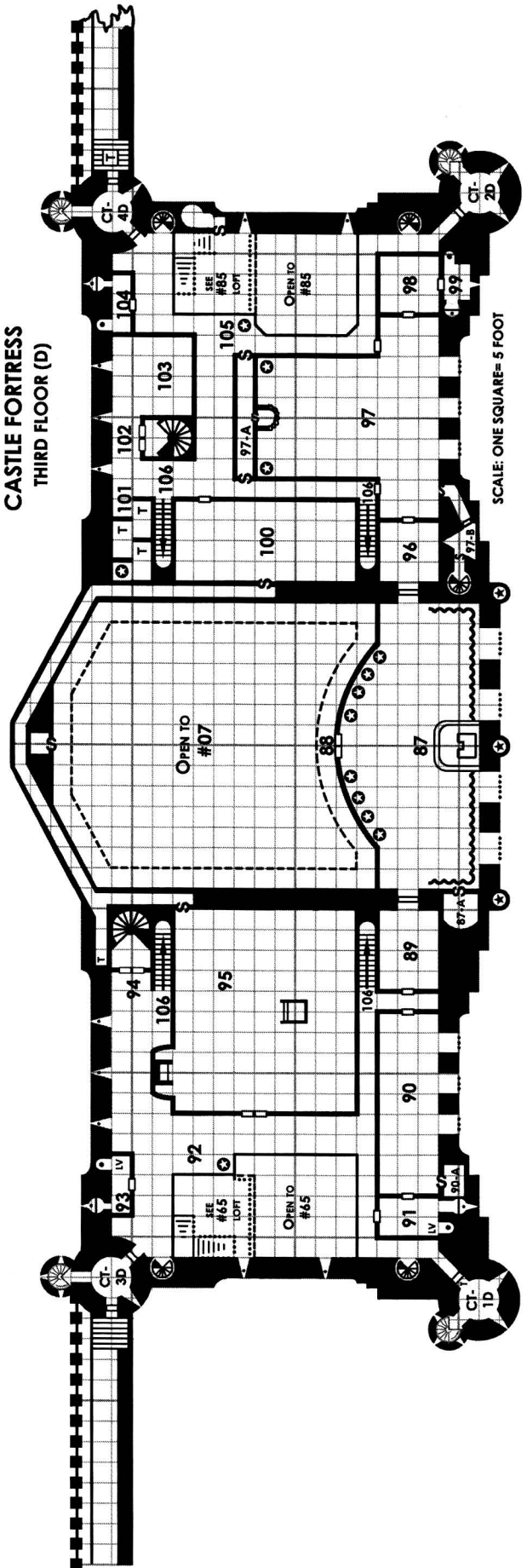

N SCALE: ONE SQUARE = 5 FEET



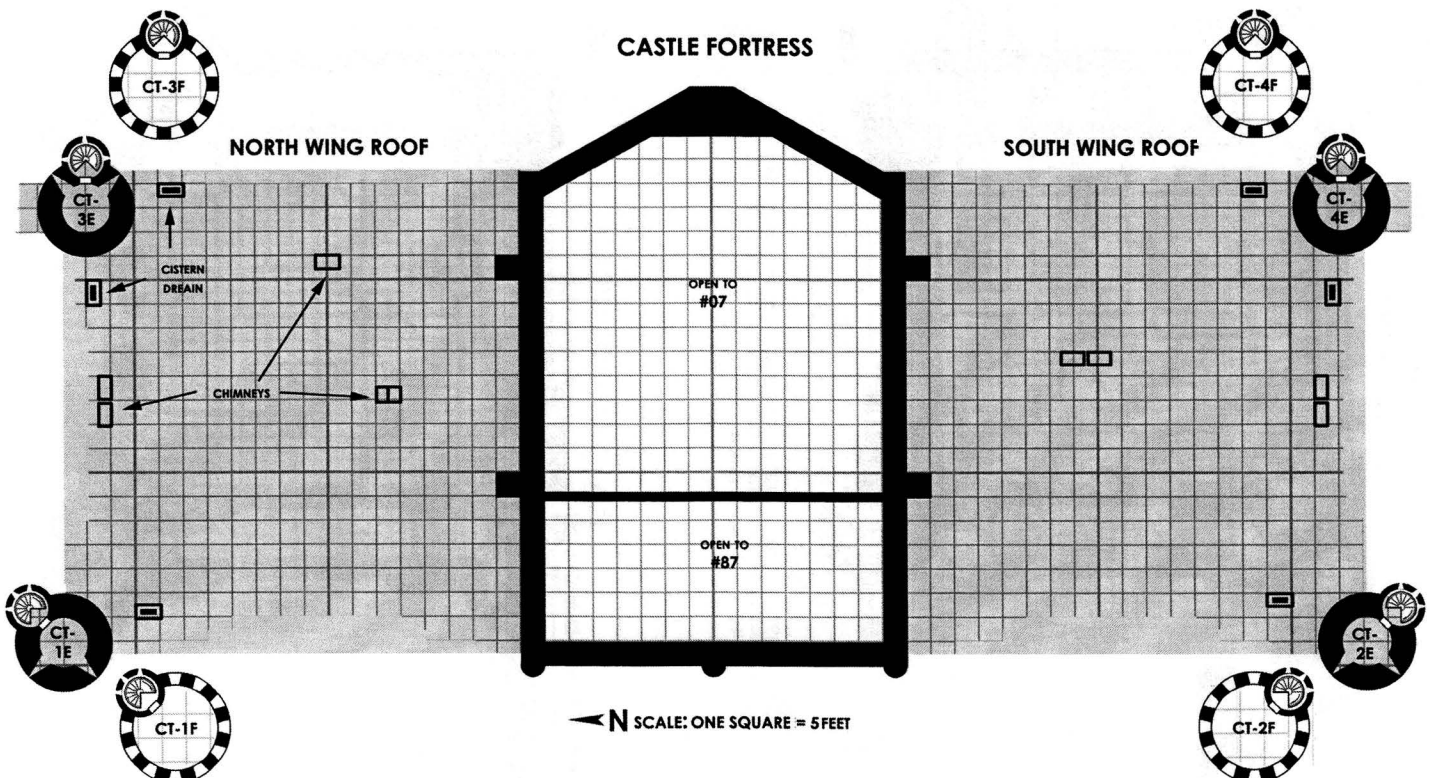
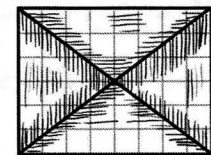
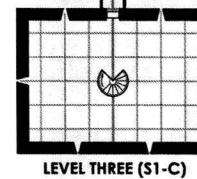
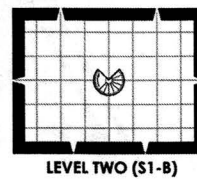
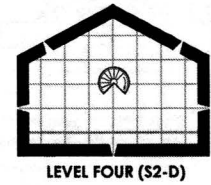
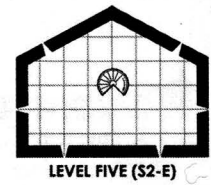
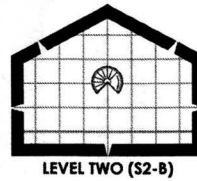
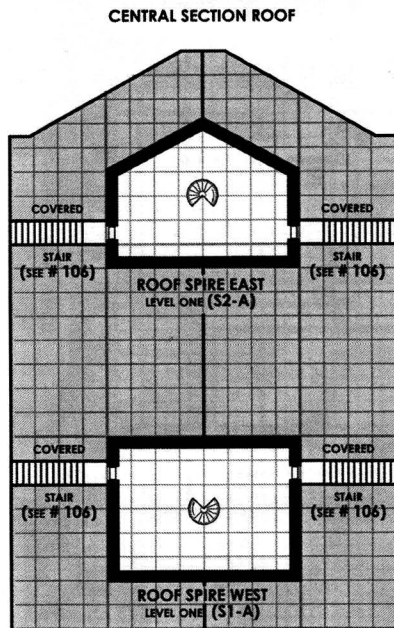
CASTLE FORTRESS SECOND FLOOR (C)



CASTLE FORTRESS THIRD FLOOR (D)



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





Player Illustration #1



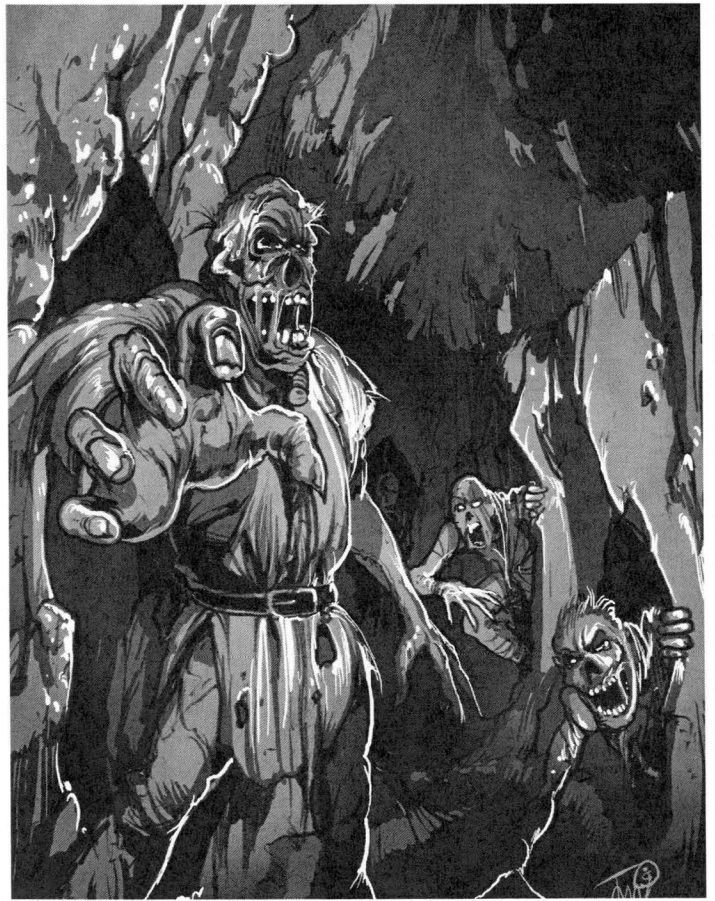
Player Illustration #2



Player Illustration #3



Player Illustration #4



Player Illustration #6





Player Illustration #7



Player Illustration #8





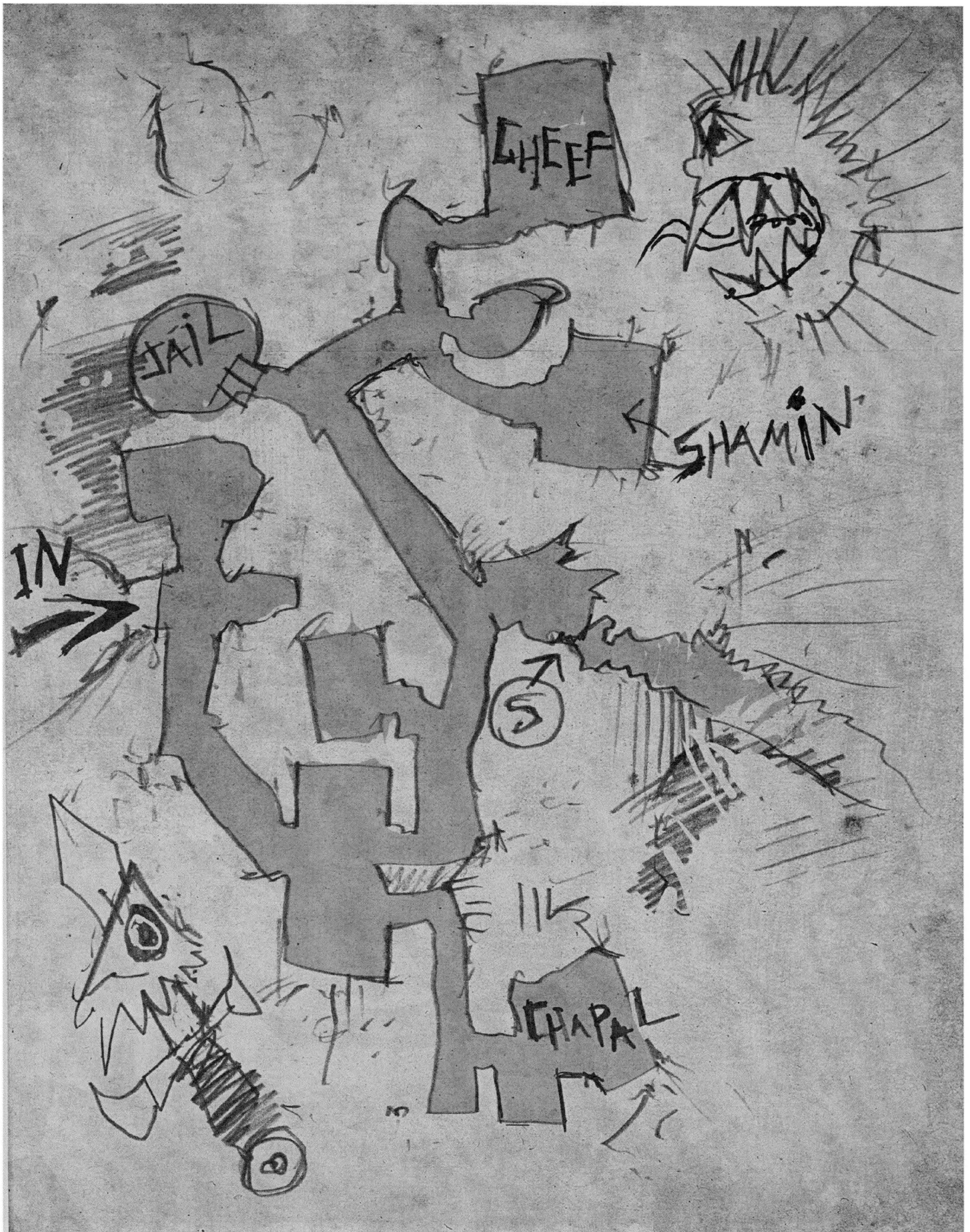
Player Illustration #10



Player Illustration #11



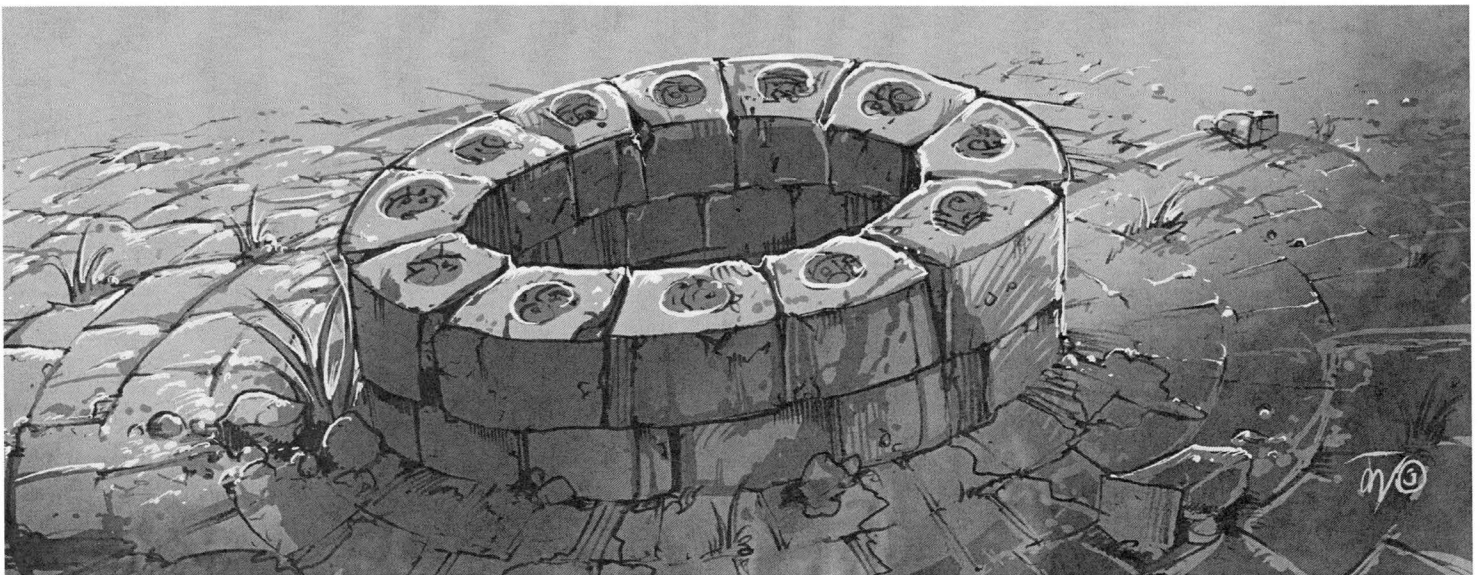
Player Illustration #12



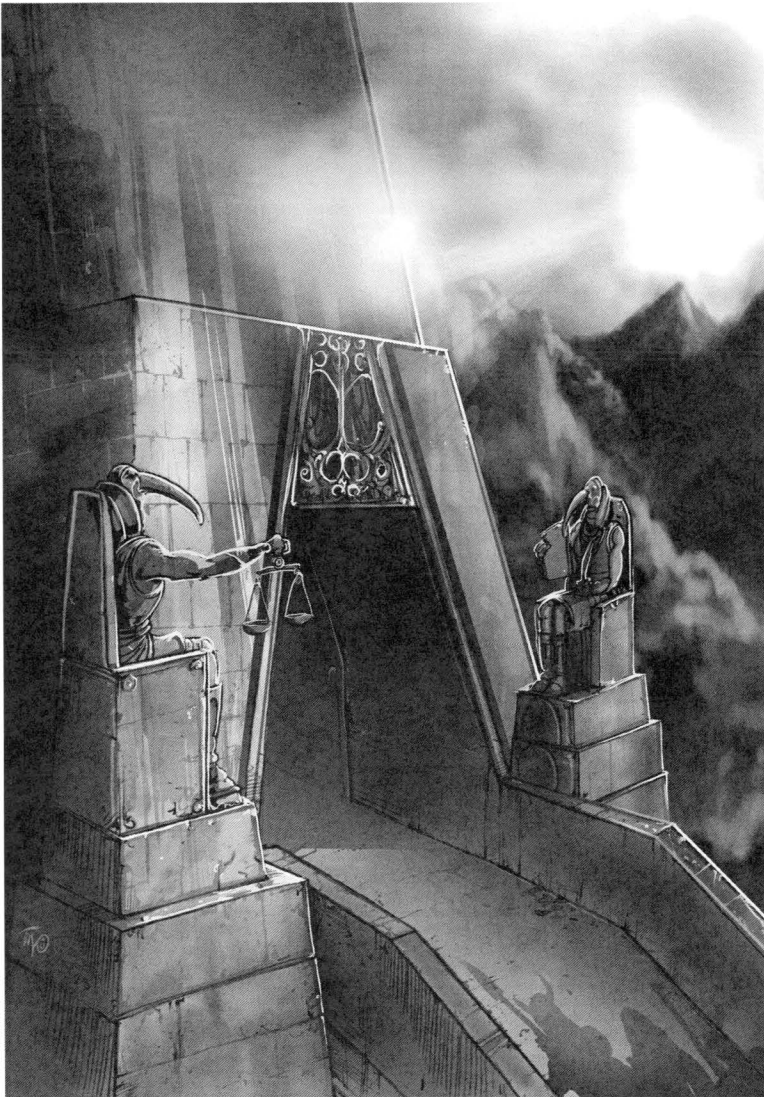
Player Illustration #13



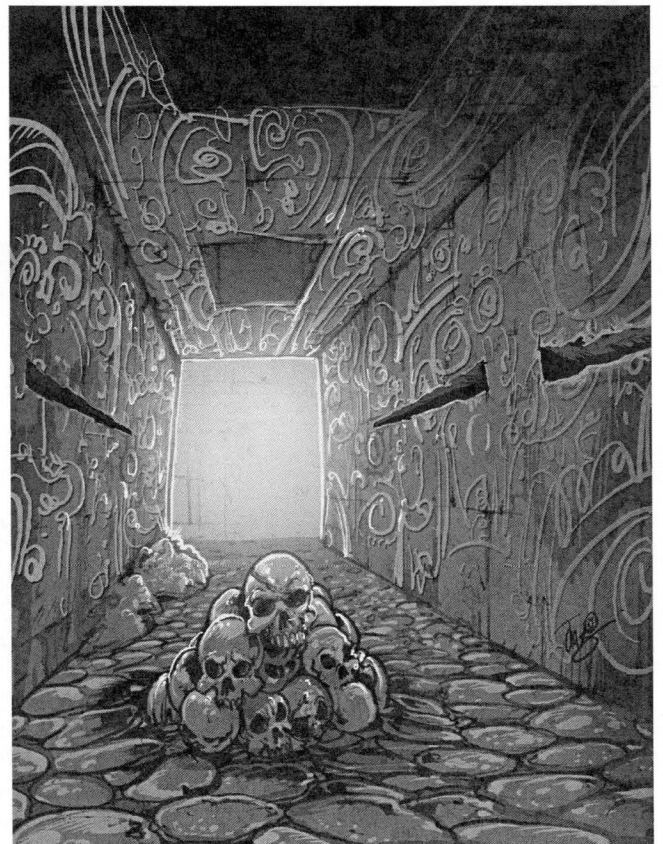
Player Illustration #14



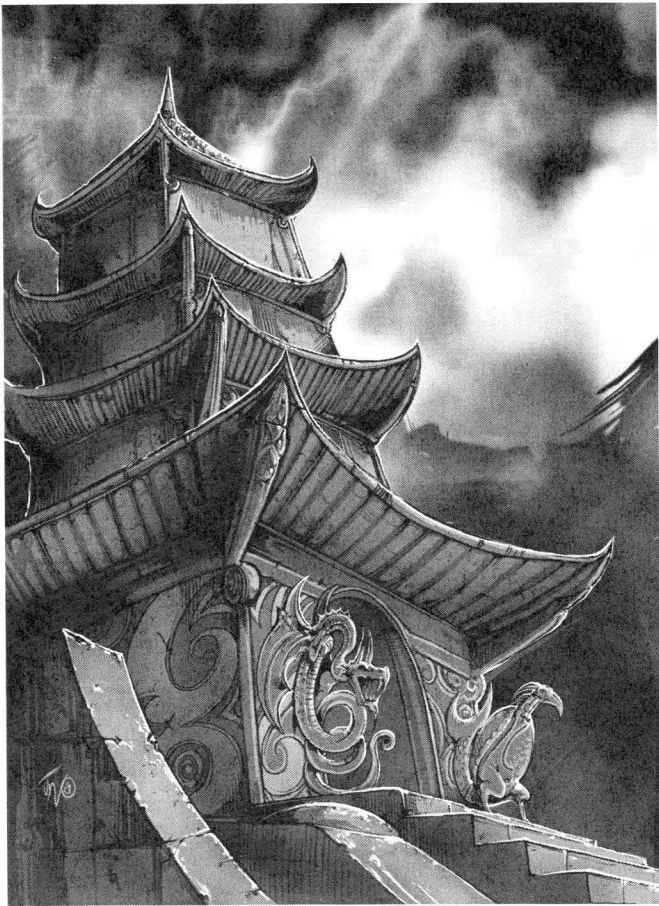
Player Illustration #15



Player Illustration #16



Player Illustration #17



Player Illustration #18



Player Illustration #19



Player Illustration #20



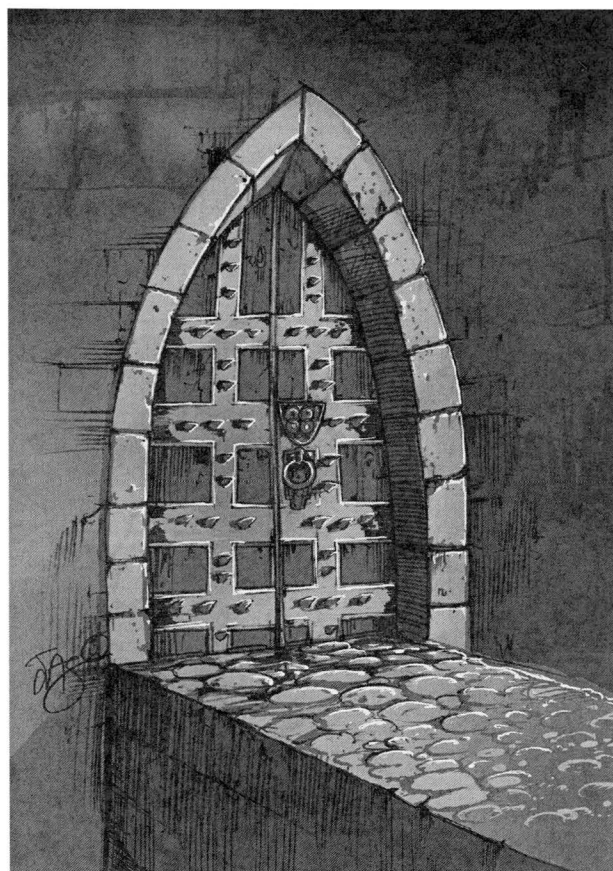
Player Illustration #21



Player Illustration #22



Player Illustration #23



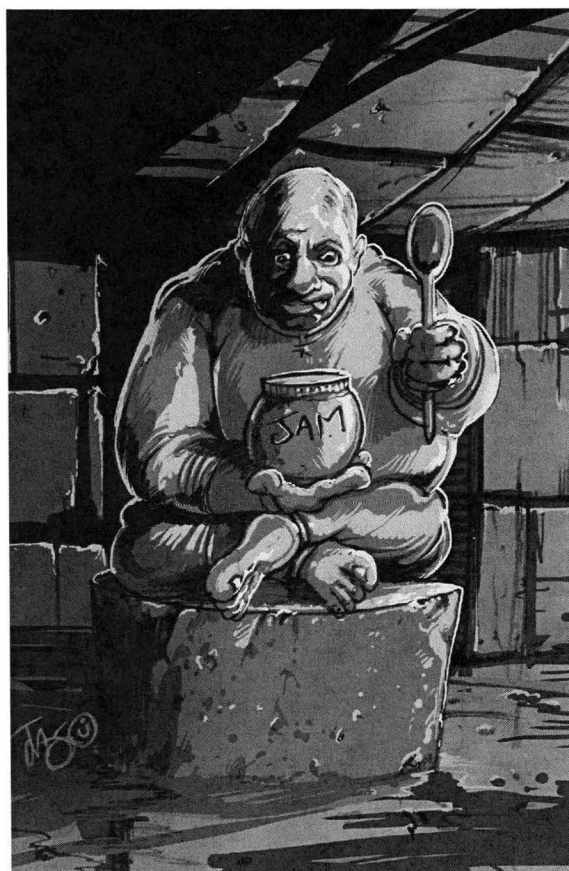
Player Illustration #24



Player Illustration #25



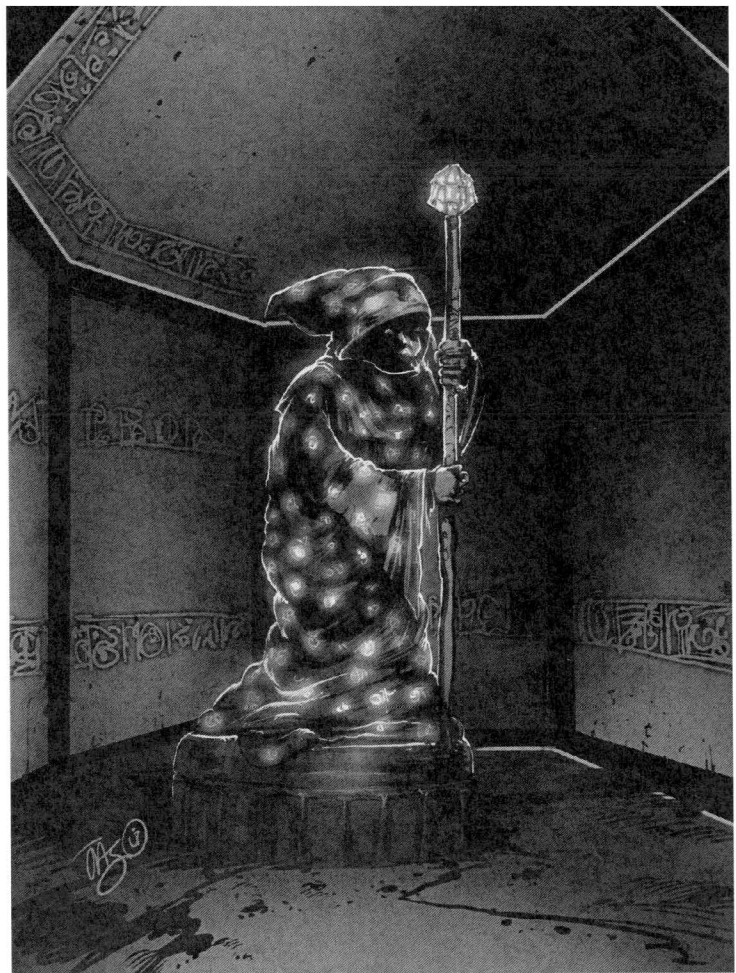
Player Illustration #26



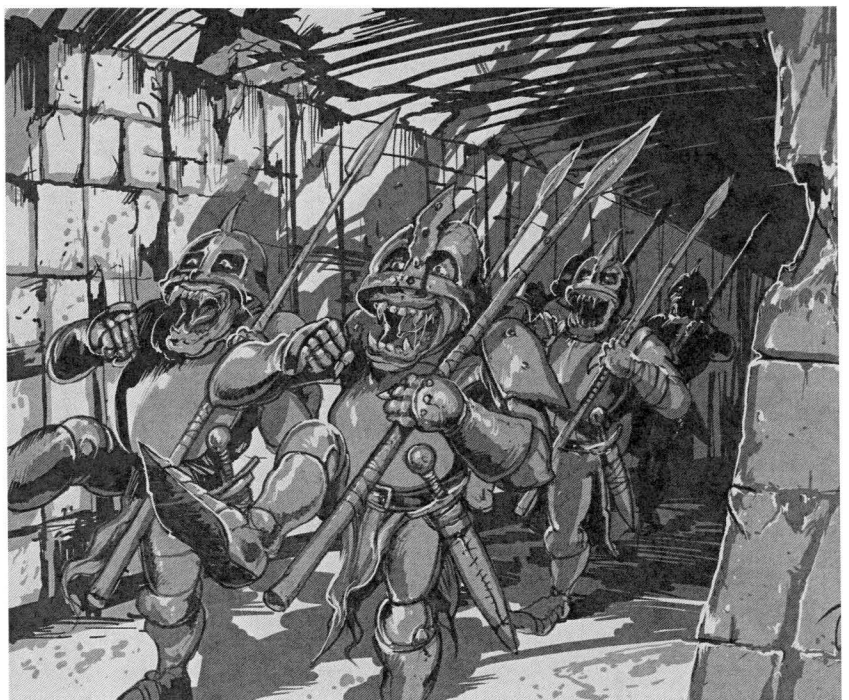
Player Illustration #27



Player Illustration #28



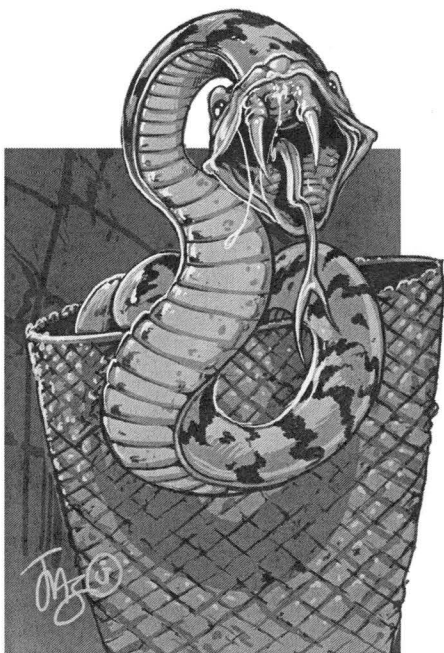
Player Illustration #29



Player Illustration #30



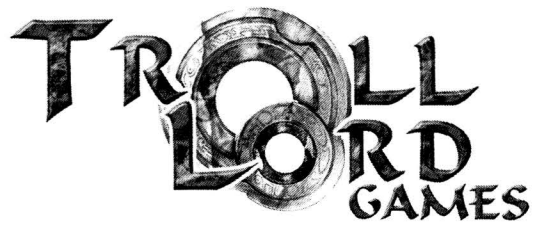
Player Illustration #31



Player Illustration #32



Player Illustration #33



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