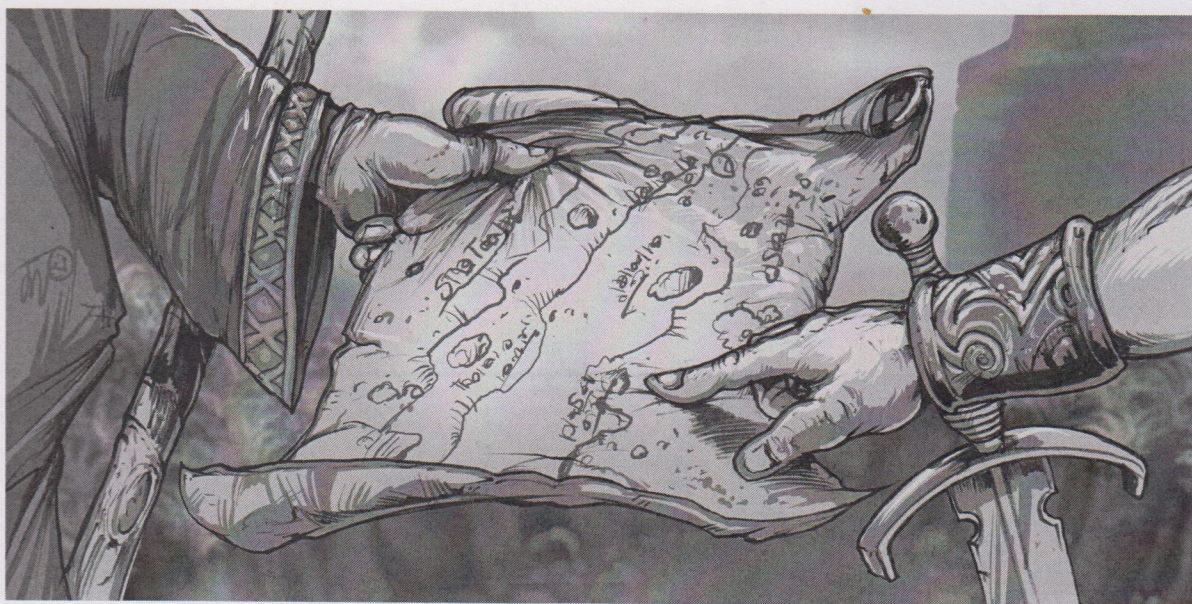


GARY GYGAX'S

CASTLE ZAGYCG

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

MAPS

Upper Works Map & Floor Plan Master Legend

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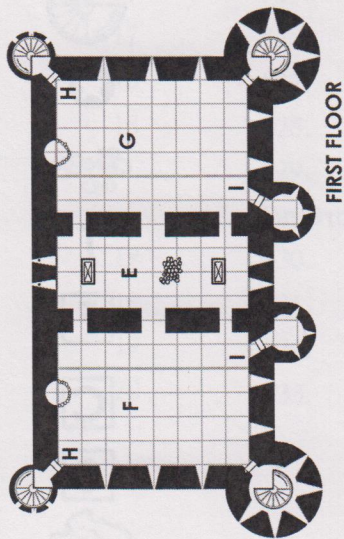
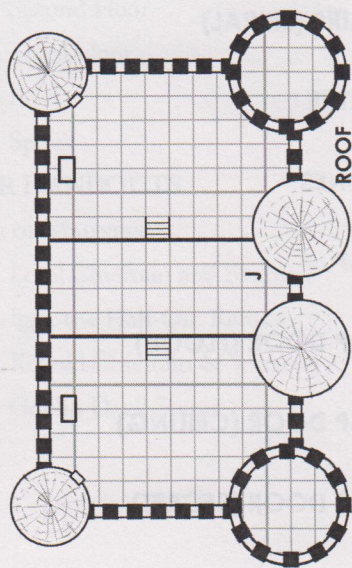
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CASTLE ZAGYG: THE UPPER WORKS - MAP & FLOOR PLAN LEGEND

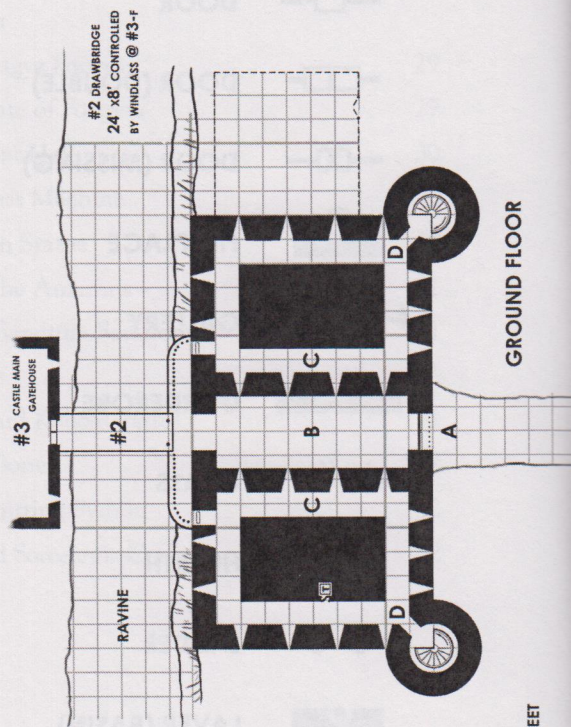
	ALTAR		PIT (OPEN)
	BARS/ PORTCULUS		PIT (COVERED)
	CAGE		PILLAR / PILASTER
	CAVE LOCATION		POOL
	CHIMNEY		RAIL
	CISTERN/DRAIN		SARCOPHAGUS
	CURTAIN		SECRET DOOR
	DAIS		SHRUB
	DOOR		STAIRS (UP)
	DOOR (DOUBLE)		STAIRS (DOWN)
	DOOR (MISSING)		STAIRS (SPIRAL)
	FIREPLACE		STATUE
	GALLERY		STONES
	GARDEROBE		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



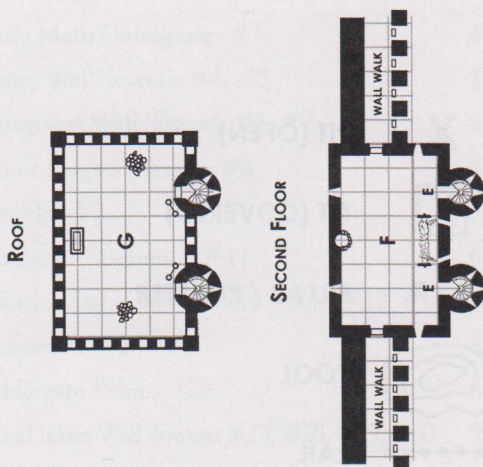
FIRST FLOOR



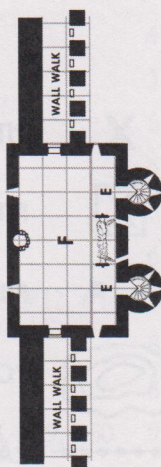
SCALE: ONE SQUARE= 5 FEET

RUINS OF THE CASTLE PRECINCTS

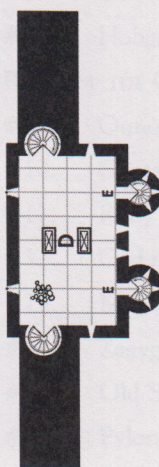
#3 CASTLE MAIN GATEHOUSE



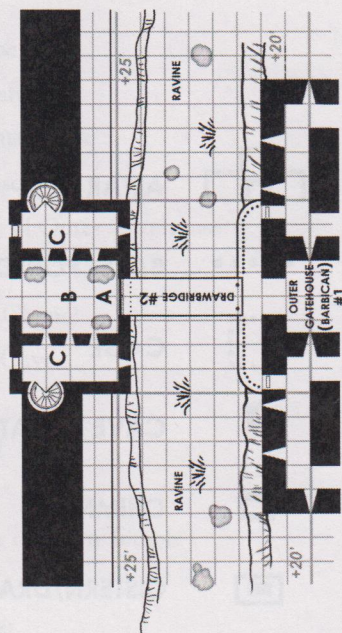
SECOND FLOOR



FIRST FLOOR



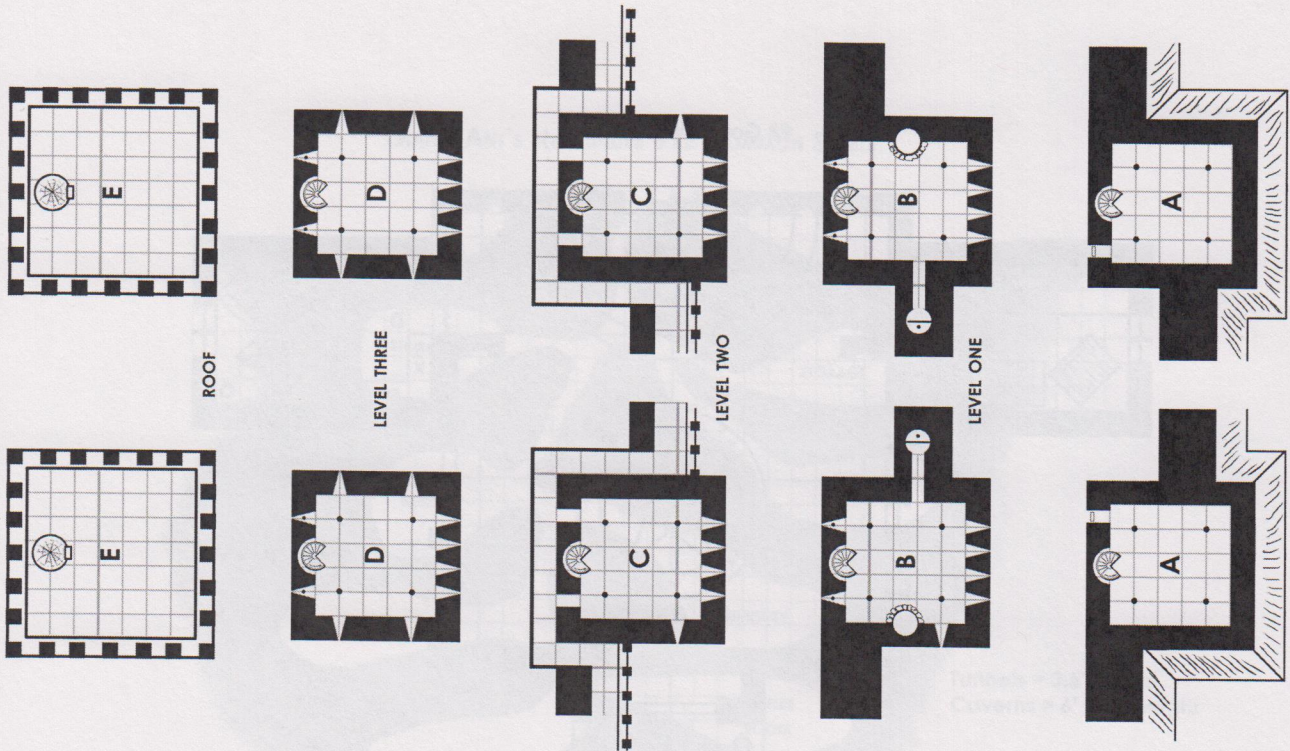
GROUND FLOOR



SCALE: ONE SQUARE= 5 FEET

RUINS OF THE CASTLE PRECINCTS

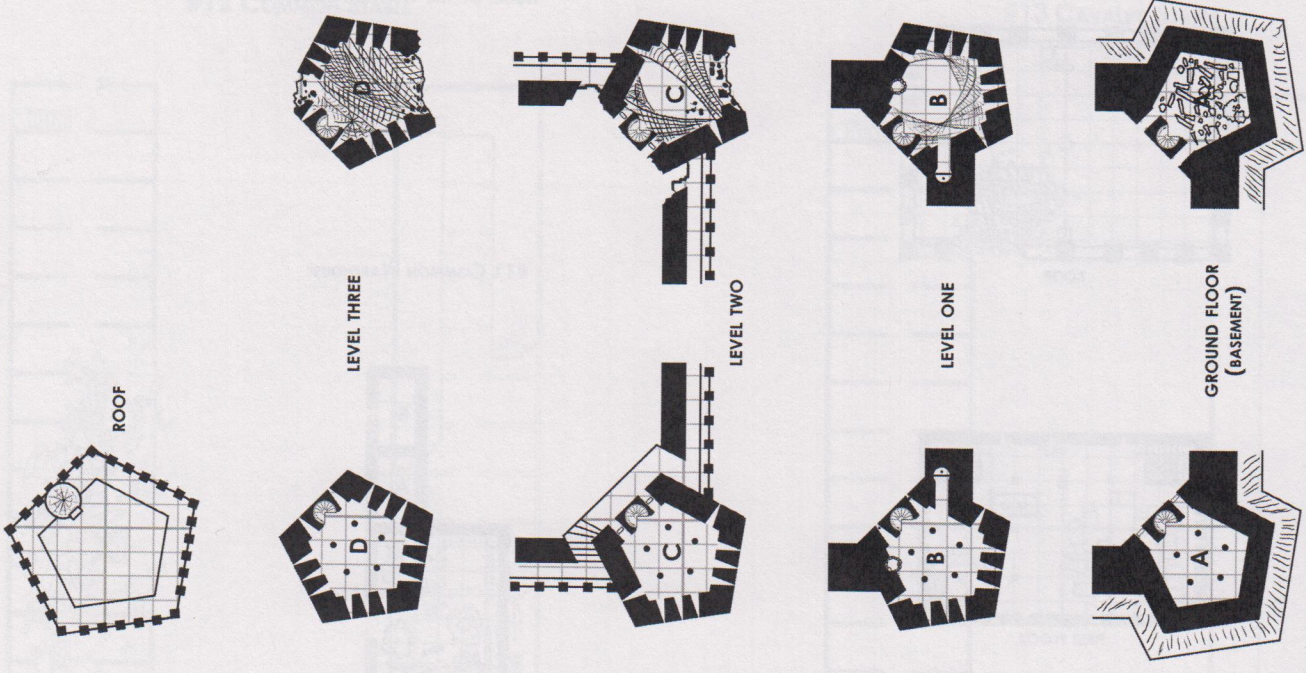
#4 SQUARE WALL TOWER (NORTH) #5 SQUARE WALL TOWER (SOUTH)



GROUND FLOOR (BASEMENT)

ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS



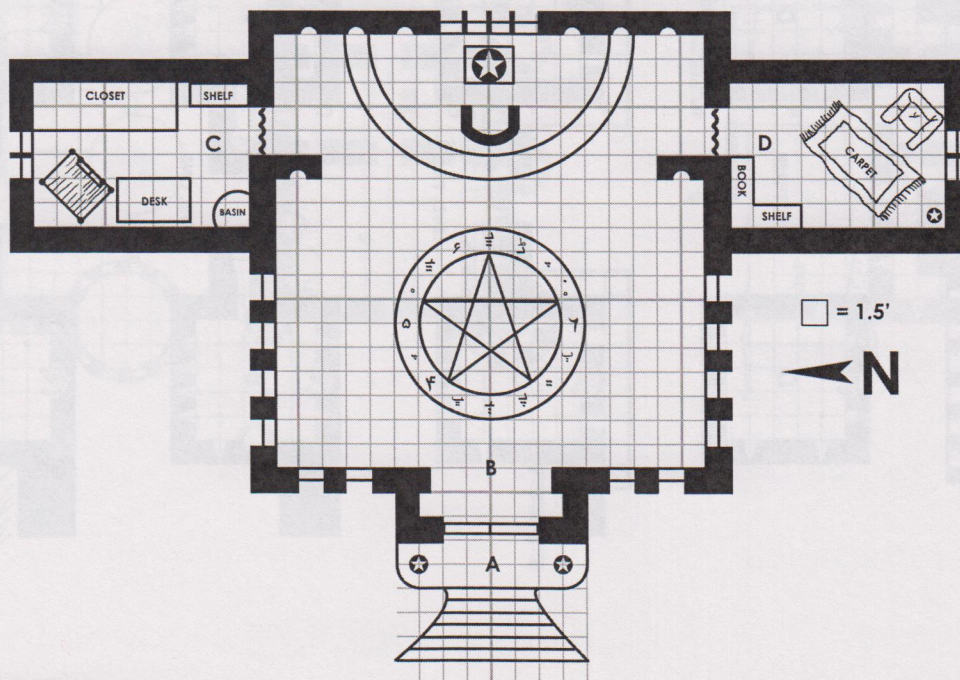
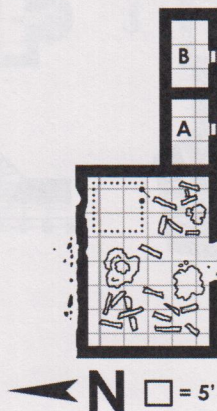
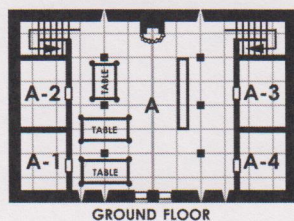
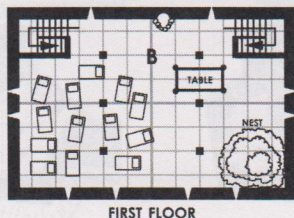
GROUND FLOOR (BASEMENT)

#7 PENTAGONAL WALL TOWER (SOUTH)

#6 PENTAGONAL WALL TOWER (NORTH)

ONE SQUARE = 5 FEET

#11 COMMON WAREHOUSE

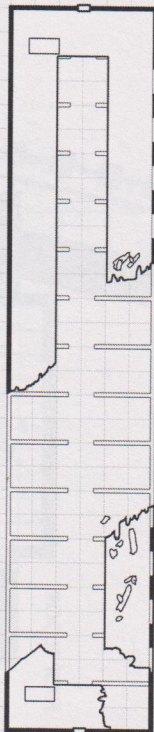


RUINS OF THE CASTLE PRECINCTS

#12 COMMON STABLE



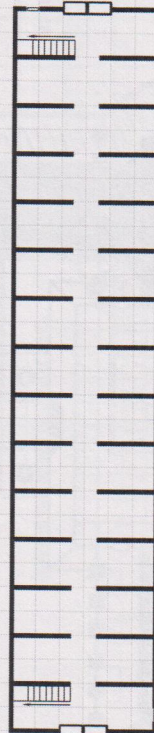
GROUND



LOFT

RUINS OF THE CASTLE PRECINCTS

#13 CAVALRY STABLE



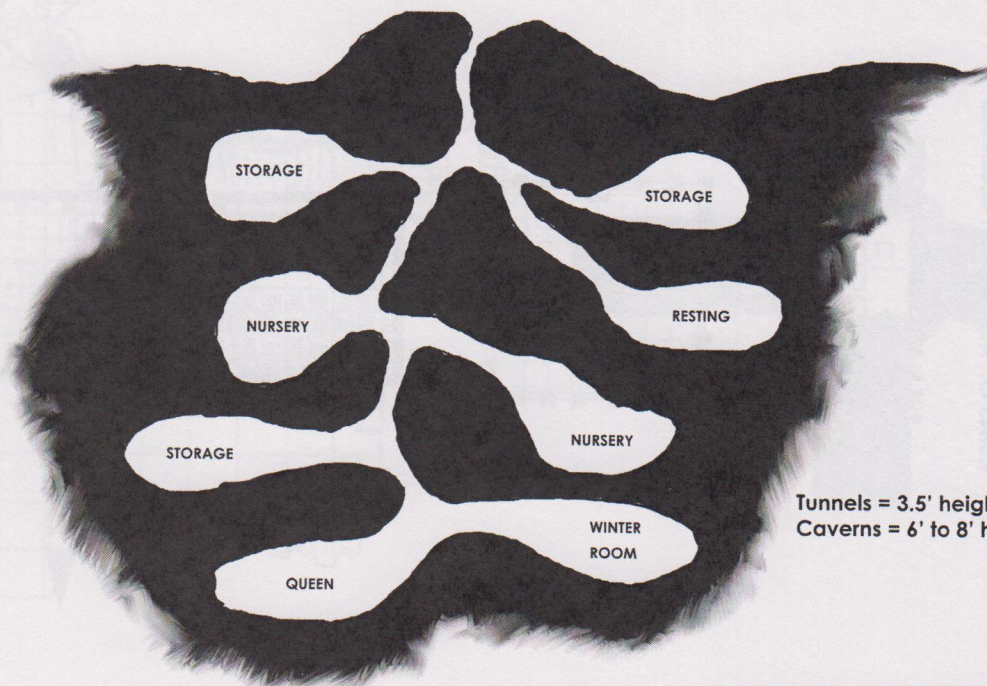
GROUND



LOFT

One Square = 5'

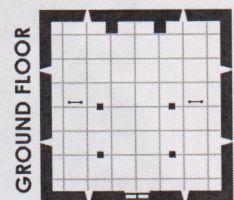
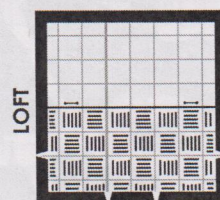
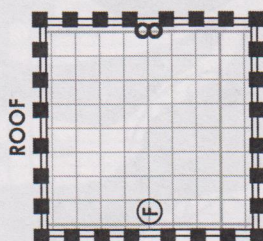
GIANTS ANT'S NEST UNDER #12 COMMON STABLE



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

RUINS OF THE CASTLE PRECINCTS

#24 BLACKSMITH/ ARMORER

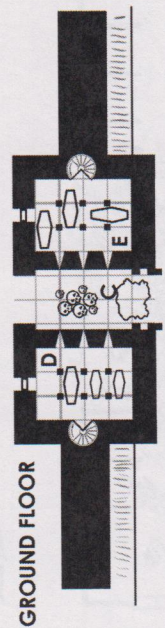
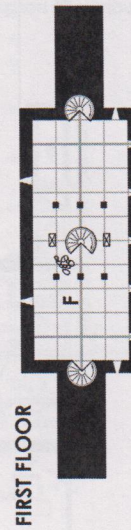
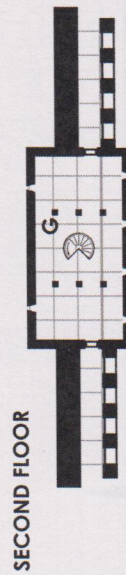
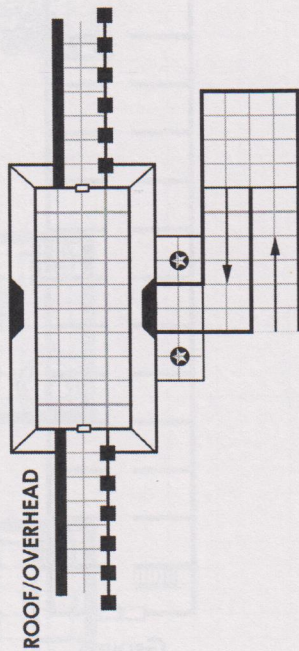


SCALE: ONE SQUARE = 5 FEET

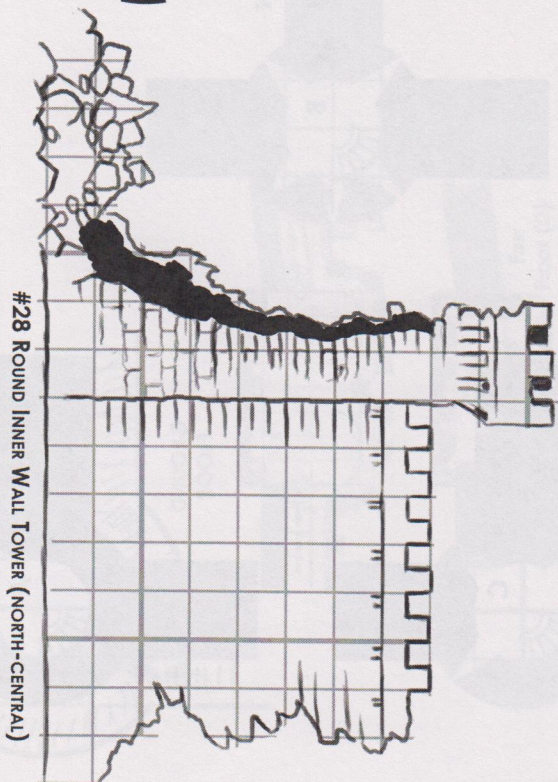
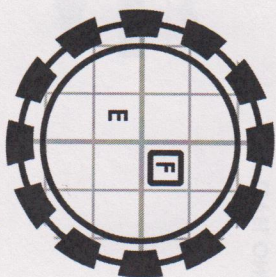
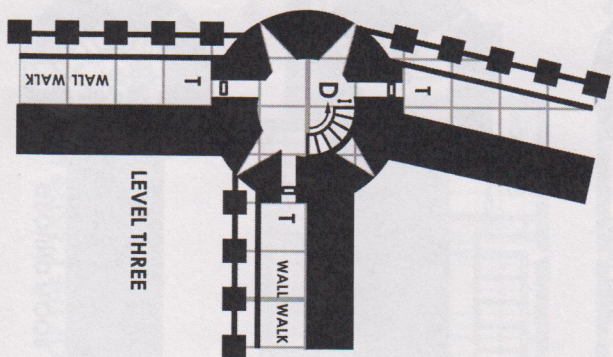
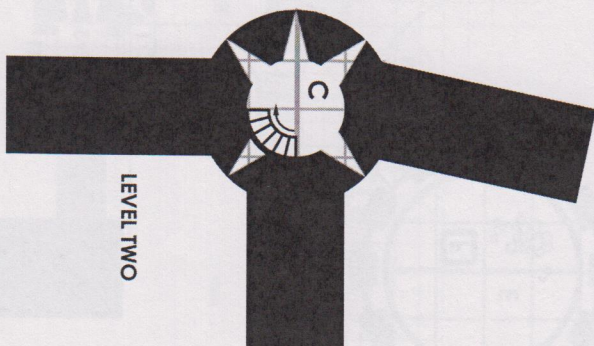
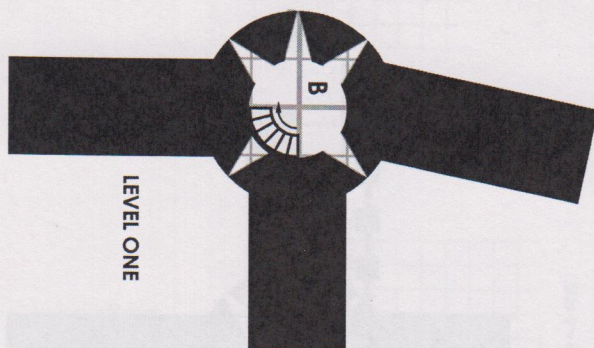
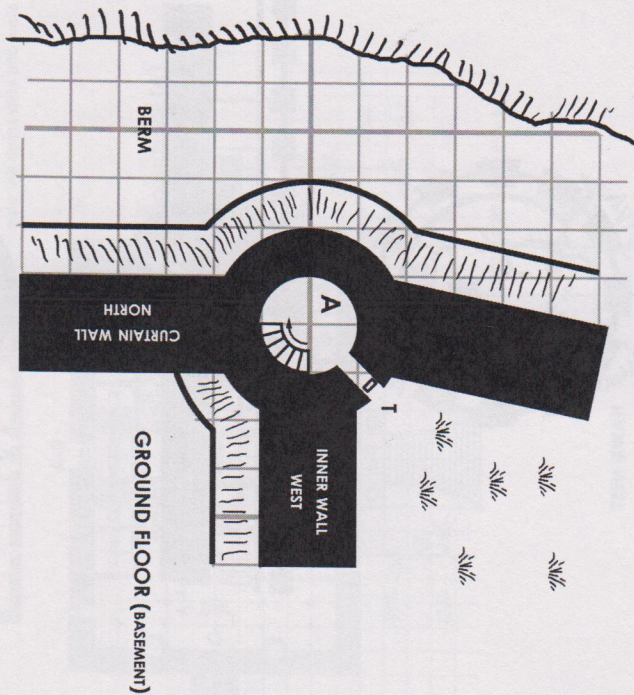


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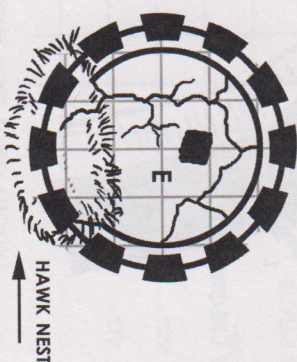
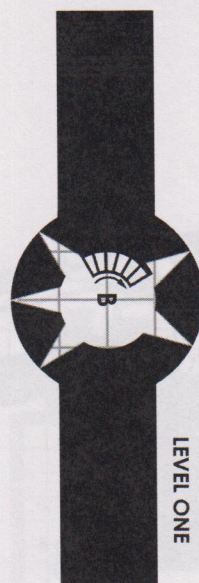
26 MIDDLEGATE PYLON



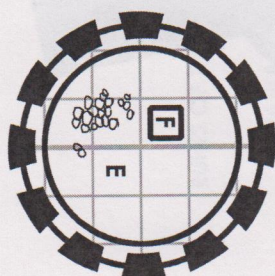
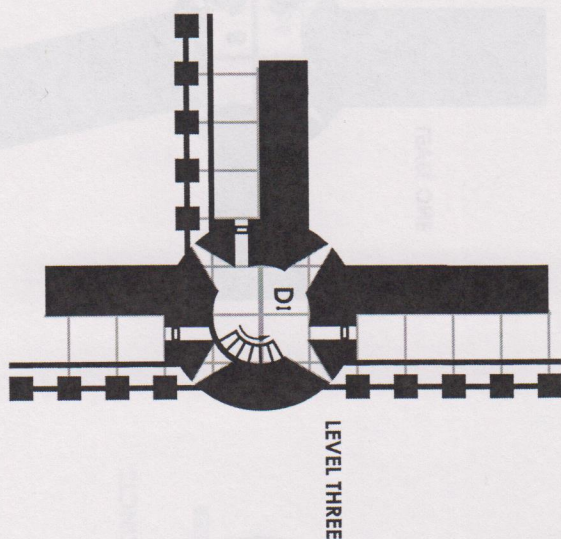
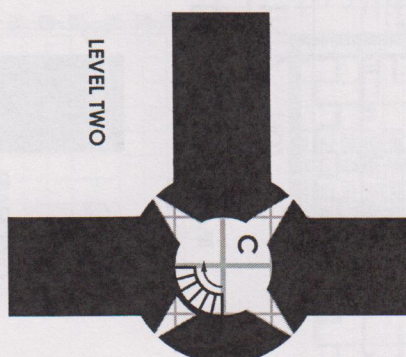
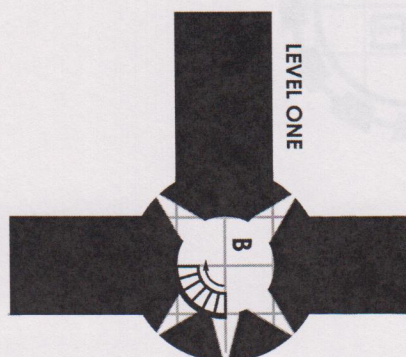
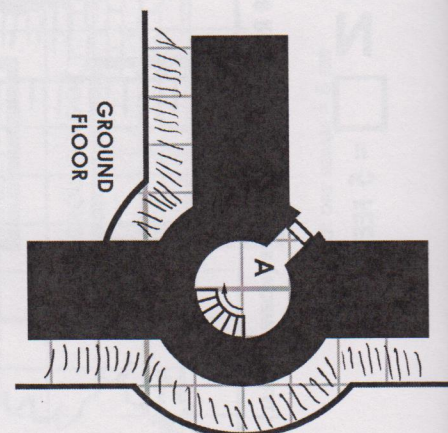
RUINS OF THE CASTLE PRECINCTS
#27 ROUND INNER WALL TOWER (NORTH)



RUINS OF THE CASTLE PRECINCTS



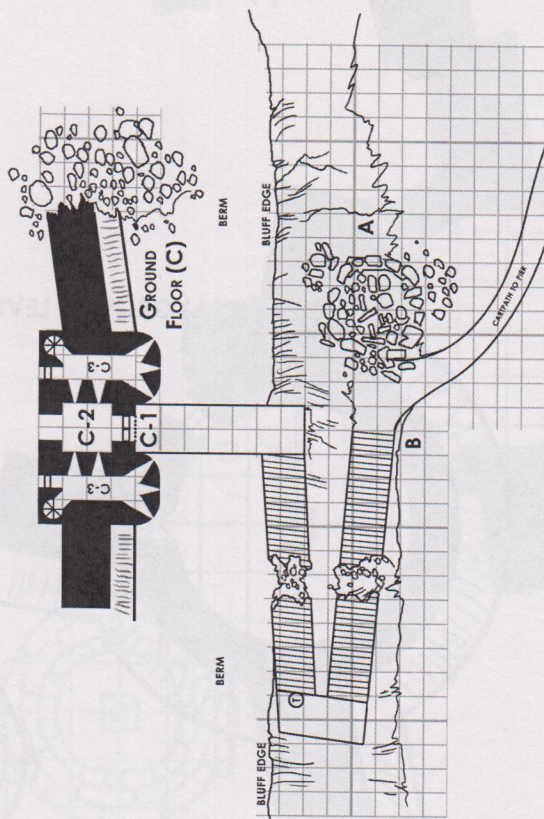
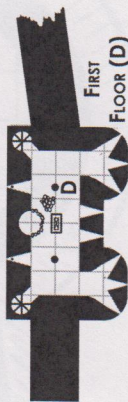
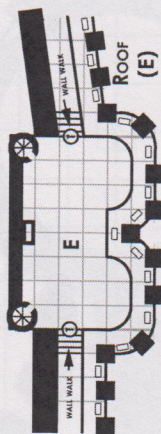
N #29 ROUND INNER WALL TOWER (SOUTH-CENTRAL)



N #30 ROUND INNER WALL TOWER (SOUTH)

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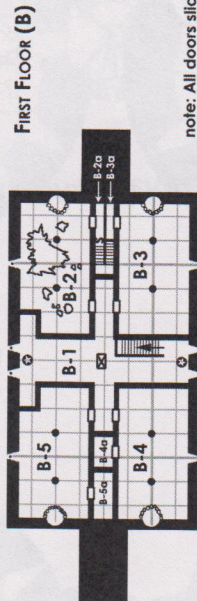
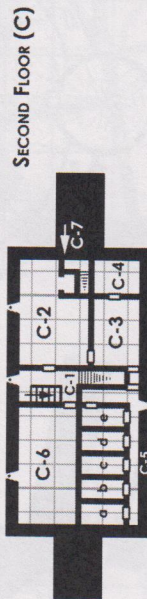
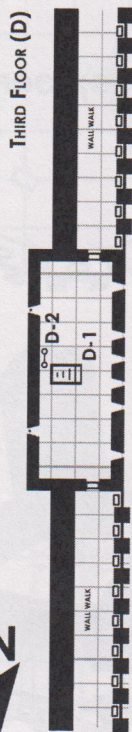
#36 POSTERN GATE



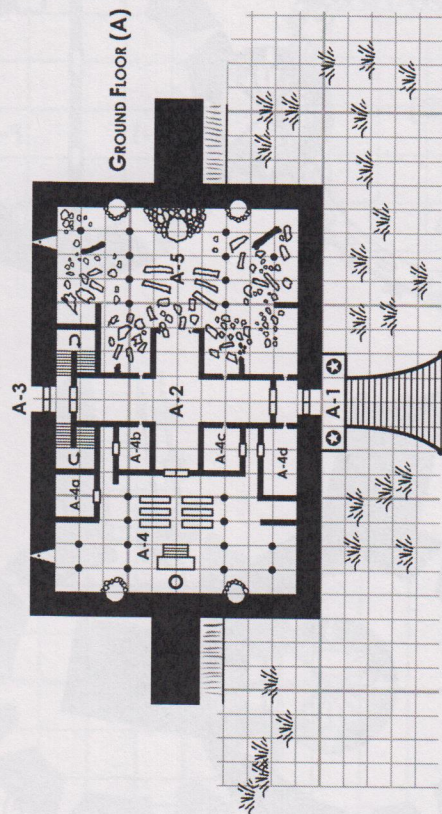
SCALE: ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS

#37 PAGODA



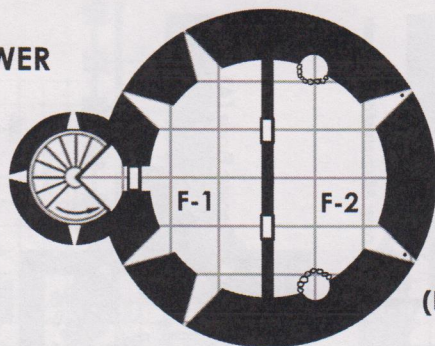
note: All doors slide into walls



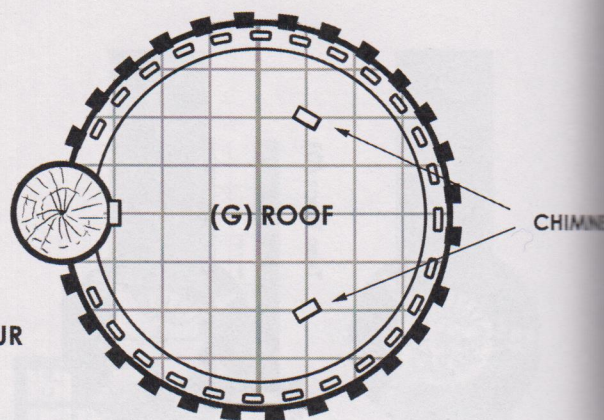
SCALE: ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS

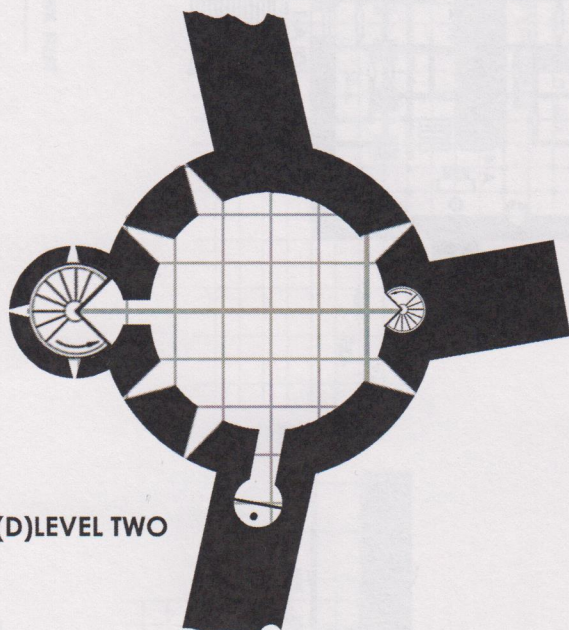
#38 PRISON TOWER



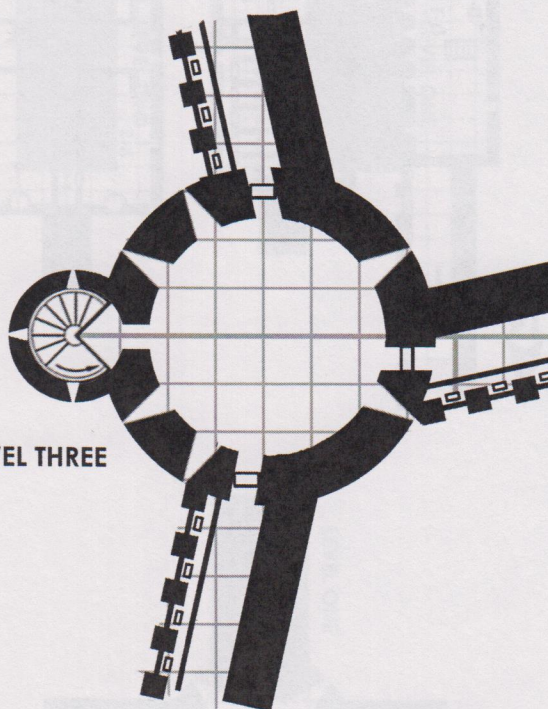
(F) LEVEL FOUR



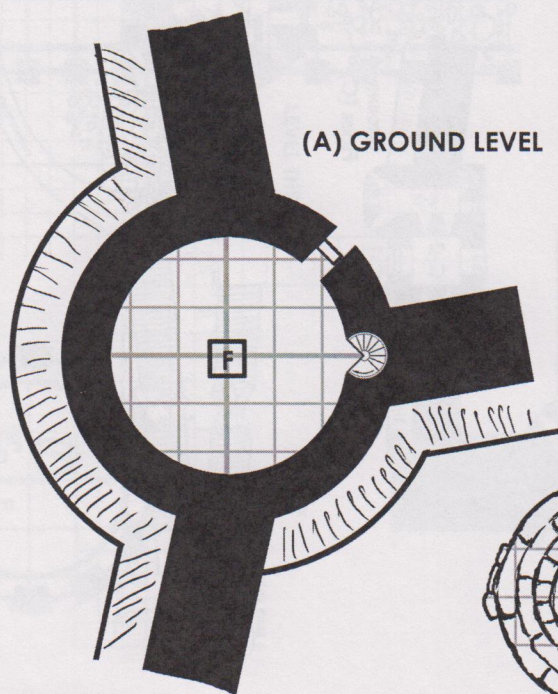
CHIMNEY



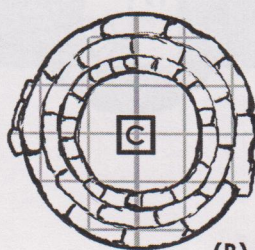
(D) LEVEL TWO



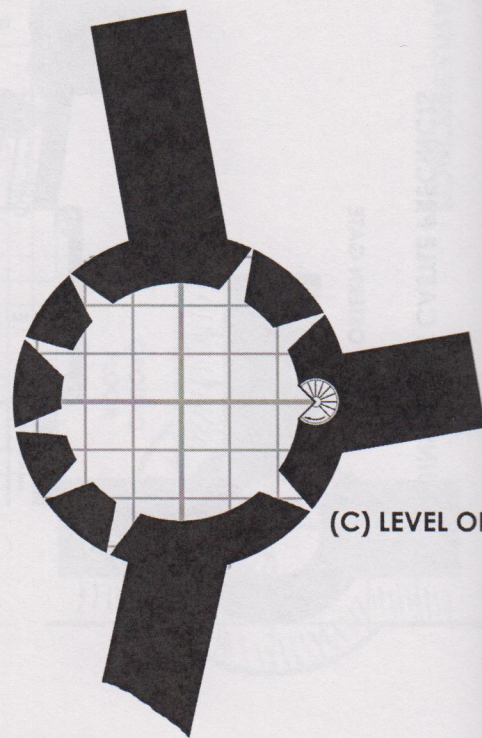
(E) LEVEL THREE



(A) GROUND LEVEL



(B) SUB BASEMENT



(C) LEVEL ONE

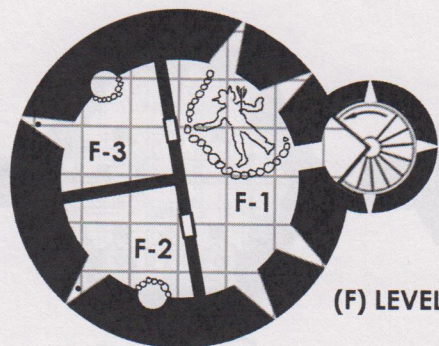


N

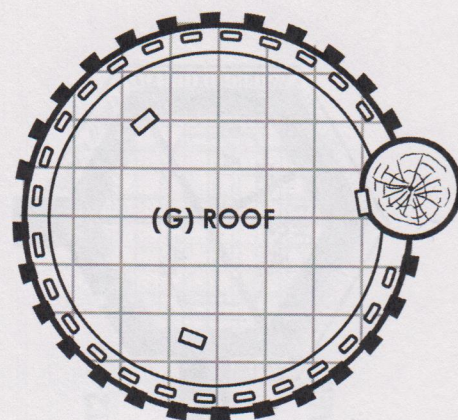
SCALE: ONE SQUARE = 5 FEET

RUINS OF THE CASTLE PRECINCTS

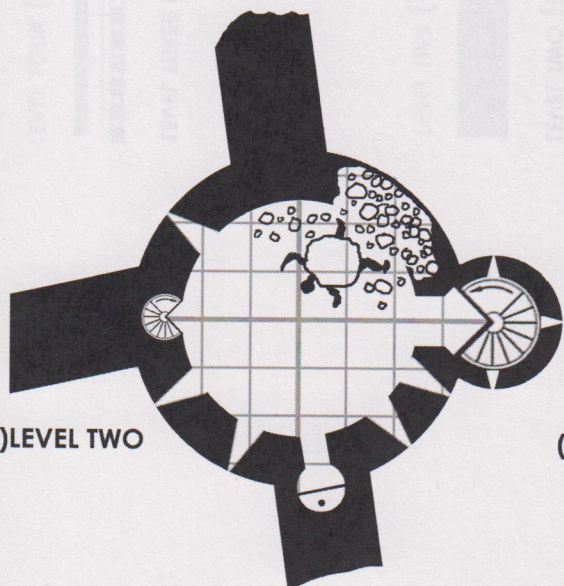
#39 PRISON TOWER



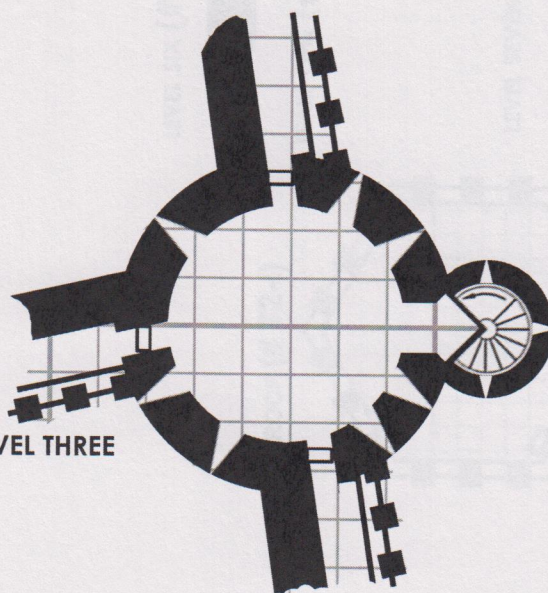
(F) LEVEL FOUR



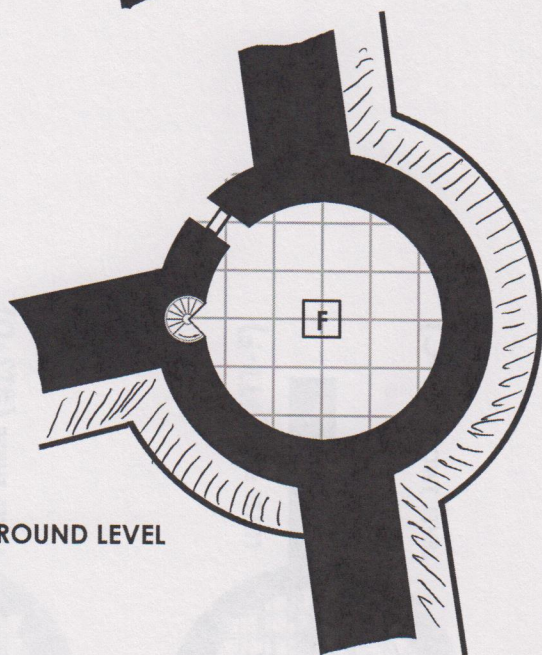
(G) ROOF



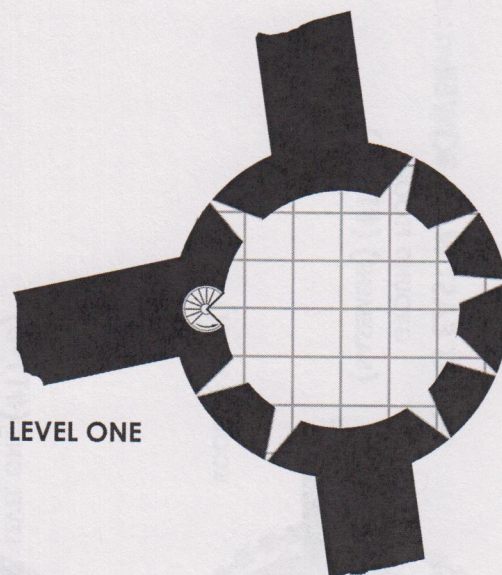
(D) LEVEL TWO



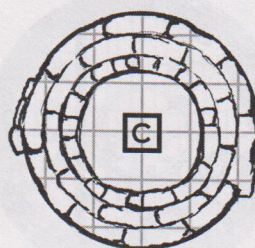
(E) LEVEL THREE



(A) GROUND LEVEL



(C) LEVEL ONE



(B) SUB BASEMENT

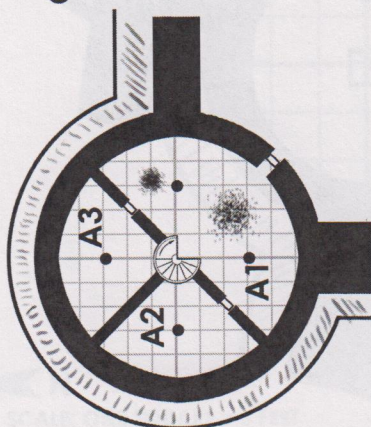


SCALE: ONE SQUARE = 5 FEET

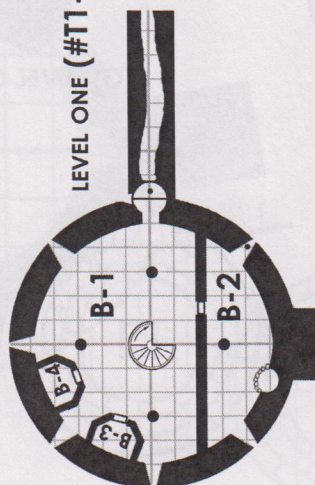
EAST WALL TOWERS

GREAT EAST WALL TOWER

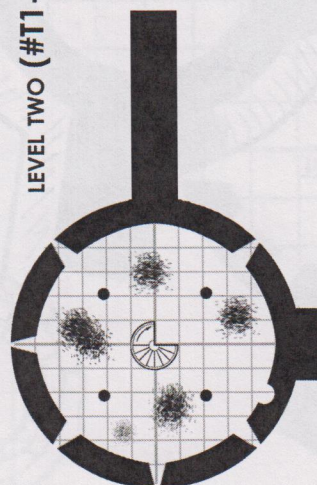
GROUND FLOOR
(BASEMENT) (#T1-A)



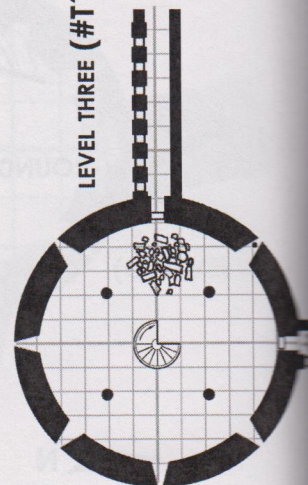
LEVEL ONE (#T1-B)



LEVEL TWO (#T1-C)

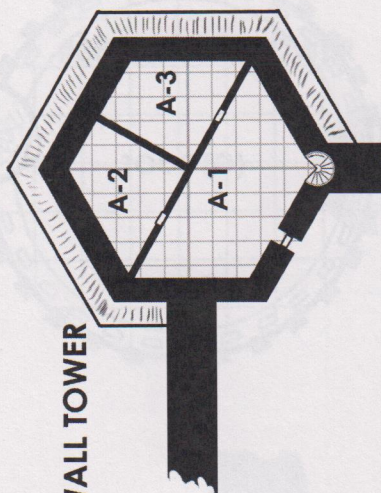


LEVEL THREE (#T1-D)



HEXAGONAL EAST WALL TOWER

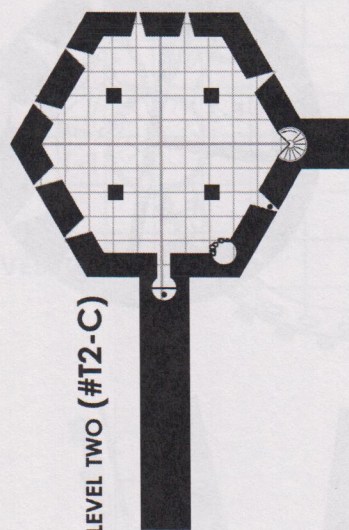
GROUND FLOOR
(BASEMENT) (#T2-A)



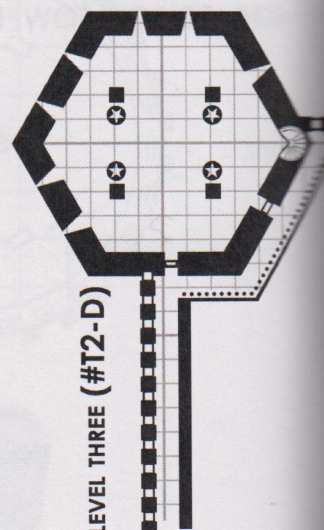
LEVEL ONE (#T2-B)

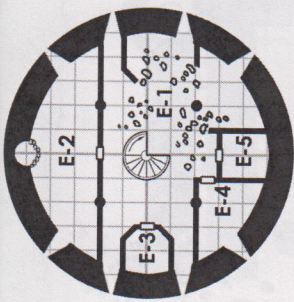


LEVEL TWO (#T2-C)



LEVEL THREE (#T2-D)

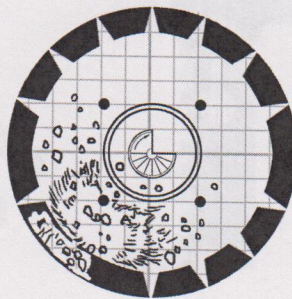




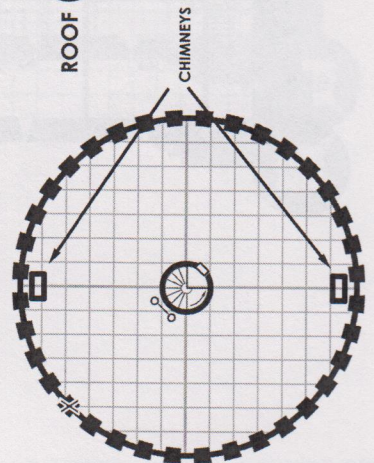
LEVEL FOUR (#T1-E)



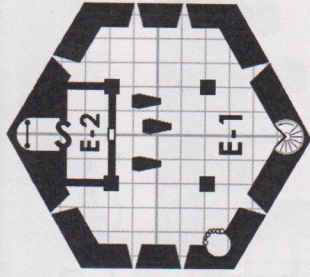
LEVEL FIVE (#T1-F)



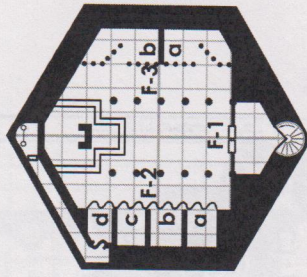
LEVEL SIX (#T1-G)



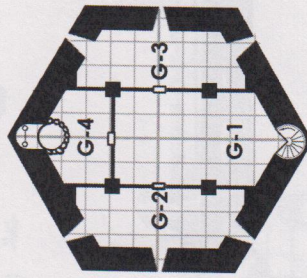
ROOF (#T1-H)



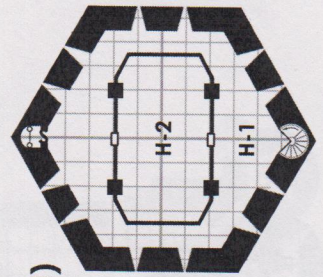
LEVEL FOUR (#T2-E)



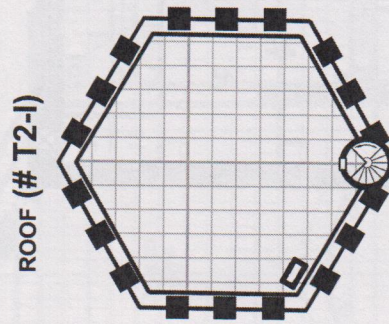
LEVEL FIVE (#T2-F)



LEVEL SIX (#T2-G)

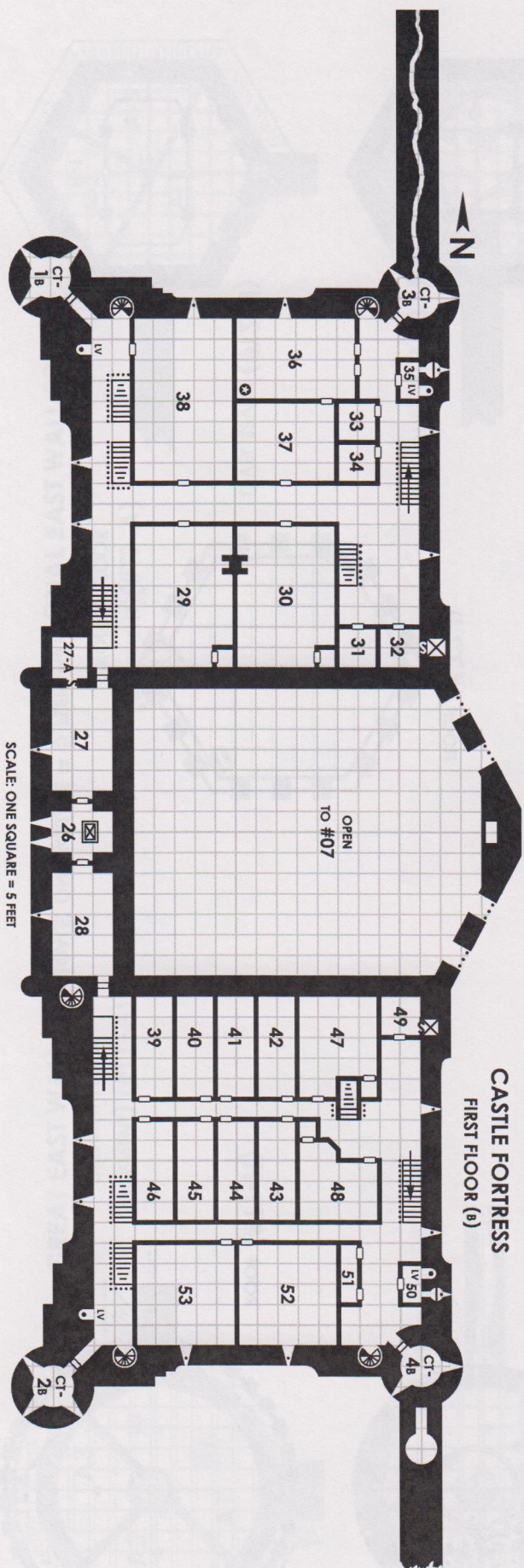
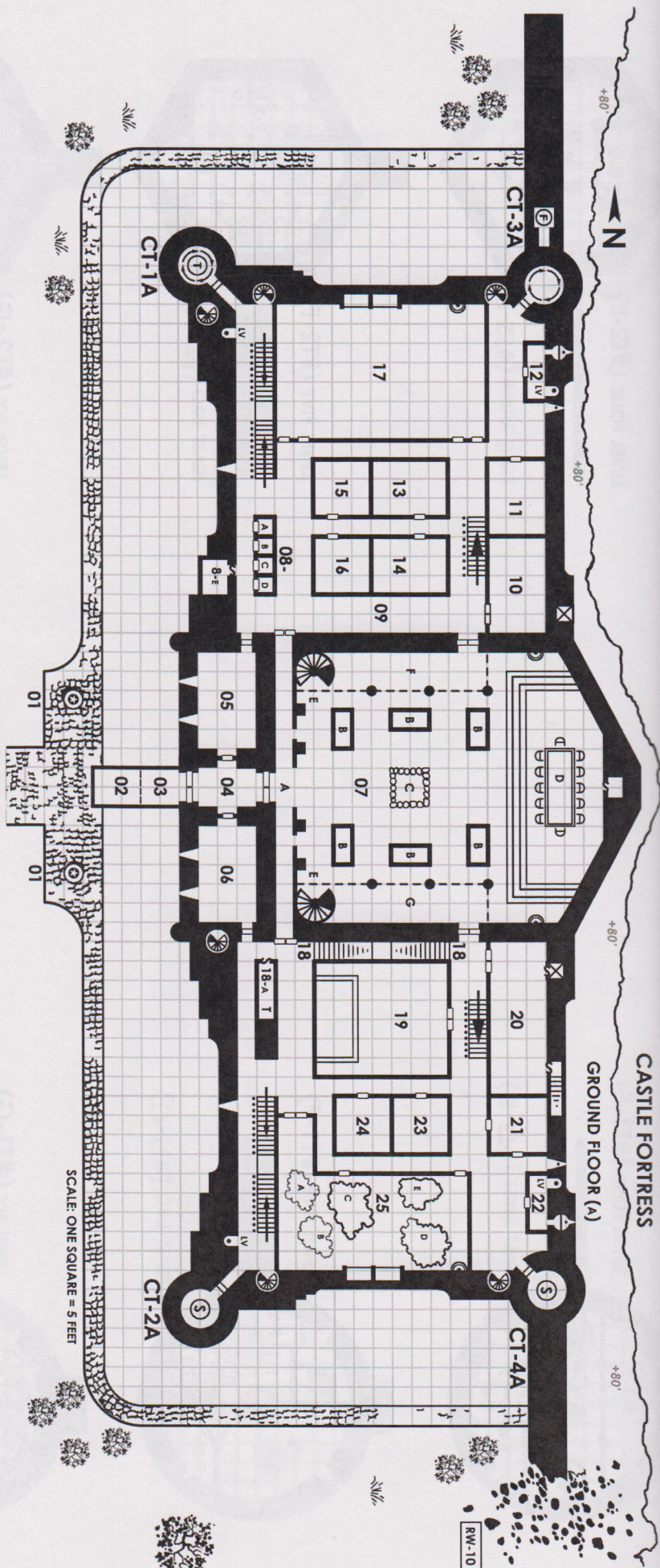


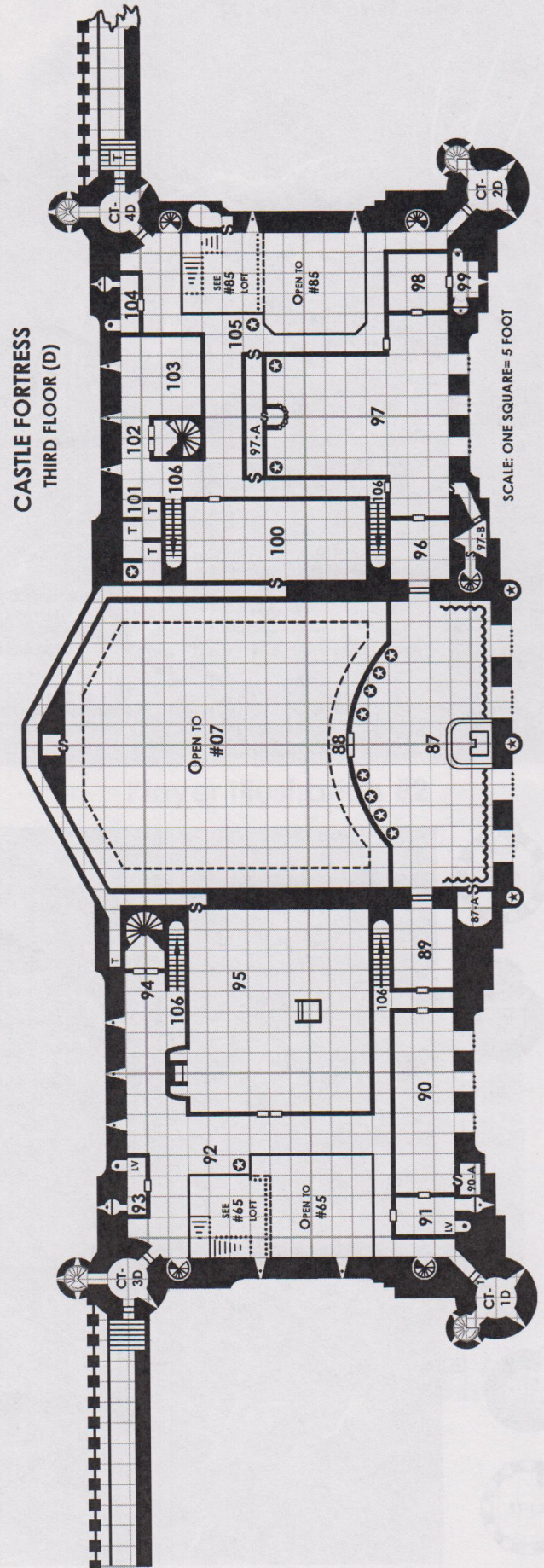
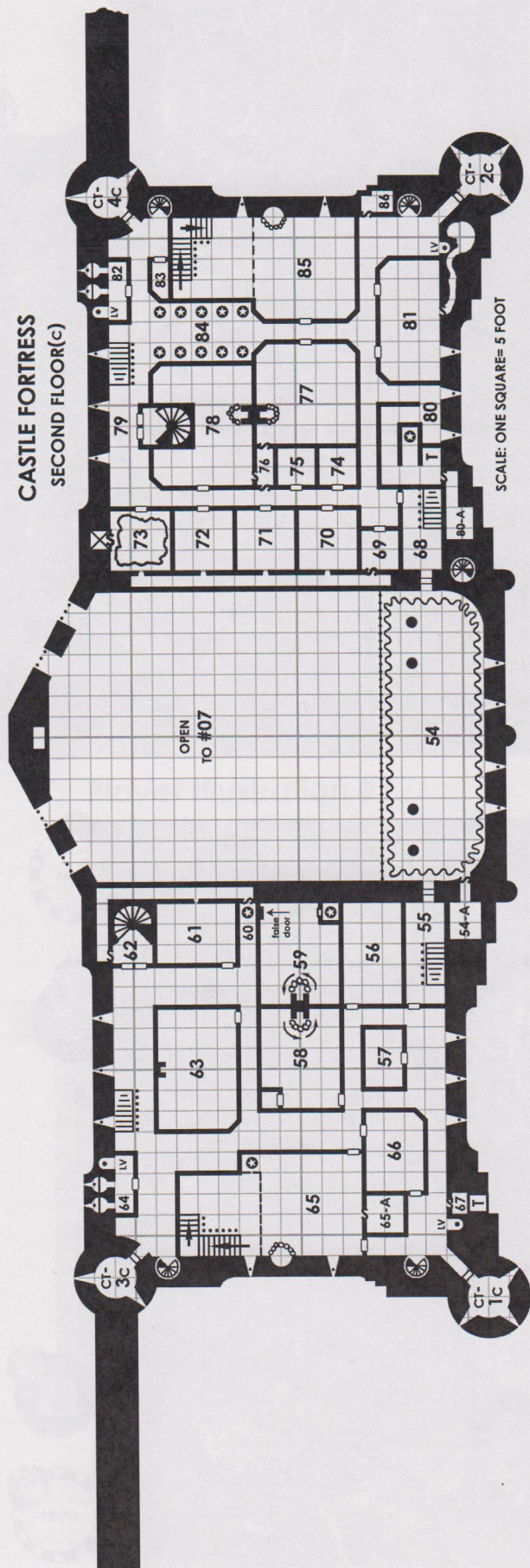
LEVEL SEVEN (#T2-H)



ROOF (#T2-I)


 N SCALE: ONE SQUARE = 5 FEET



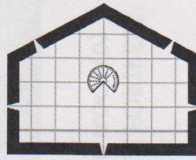
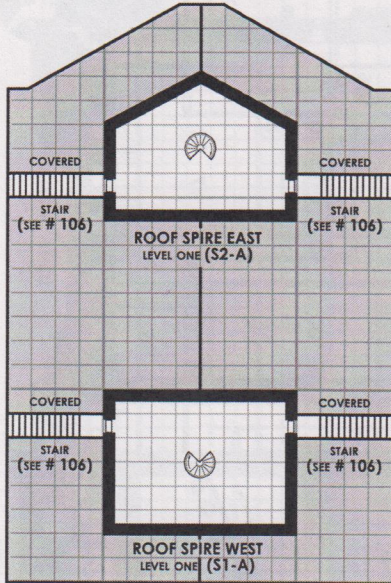


CASTLE FORTRESS

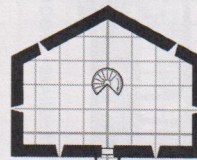
ROOF SPIRE EAST (#S1)

ROOF SPIRE WEST (#S2)

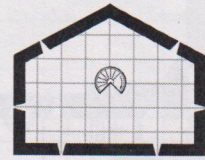
CENTRAL SECTION ROOF



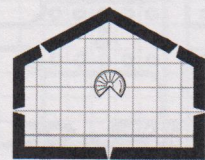
LEVEL TWO (S2-B)



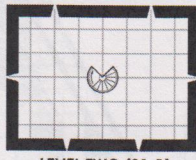
LEVEL THREE (S2-C)



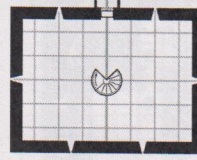
LEVEL FIVE (S2-E)



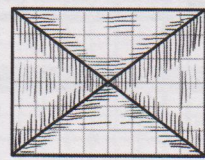
LEVEL FOUR (S2-D)



LEVEL TWO (S1-B)



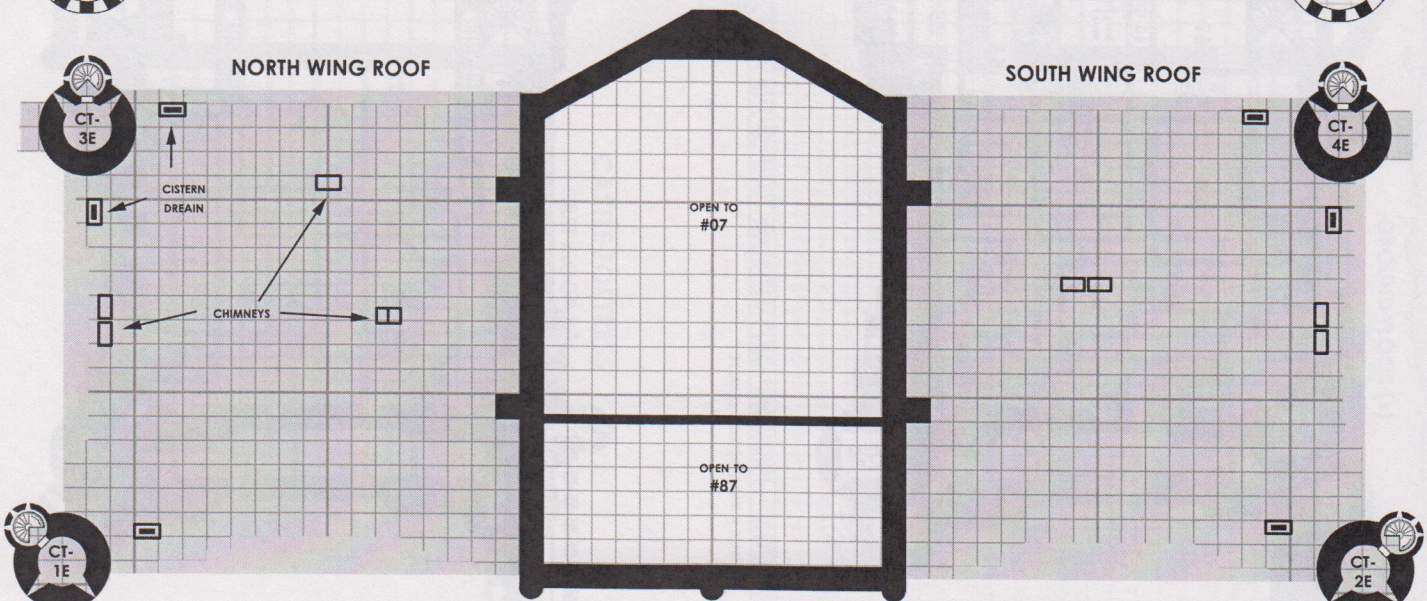
LEVEL THREE (S1-C)



CASTLE FORTRESS

NORTH WING ROOF

SOUTH WING ROOF



N SCALE: ONE SQUARE = 5 FEET



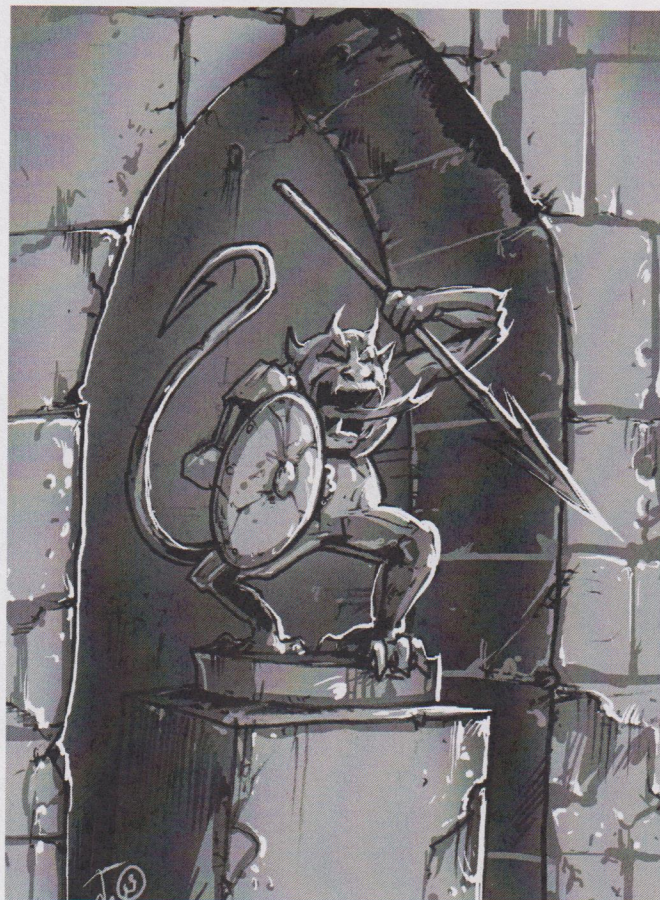
Player Illustration #1



Player Illustration #2



Player Illustration #3



Player Illustration #4



Player Illustration #6

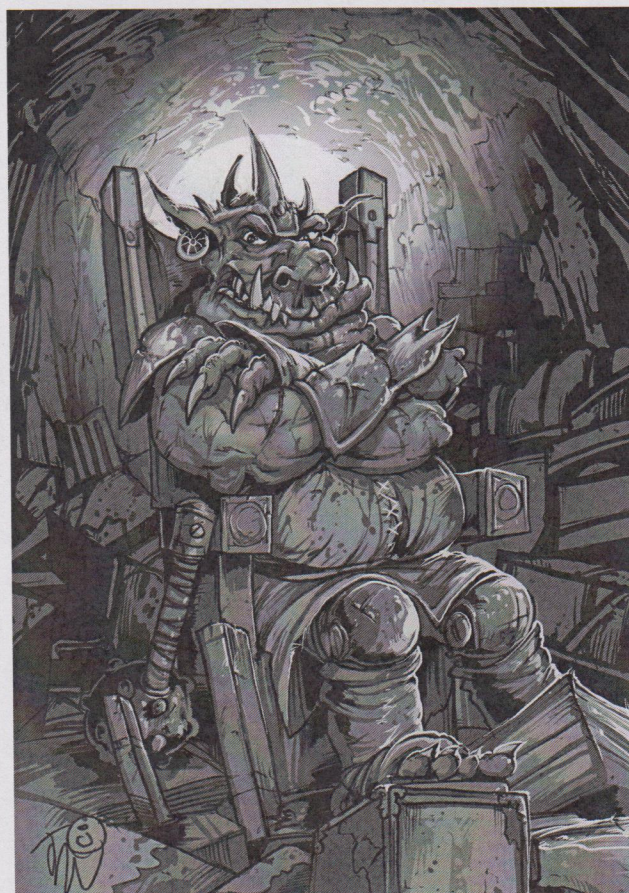


22 CASTLES & CRUSADES

Player Illustration #5



Player Illustration #7



Player Illustration #8

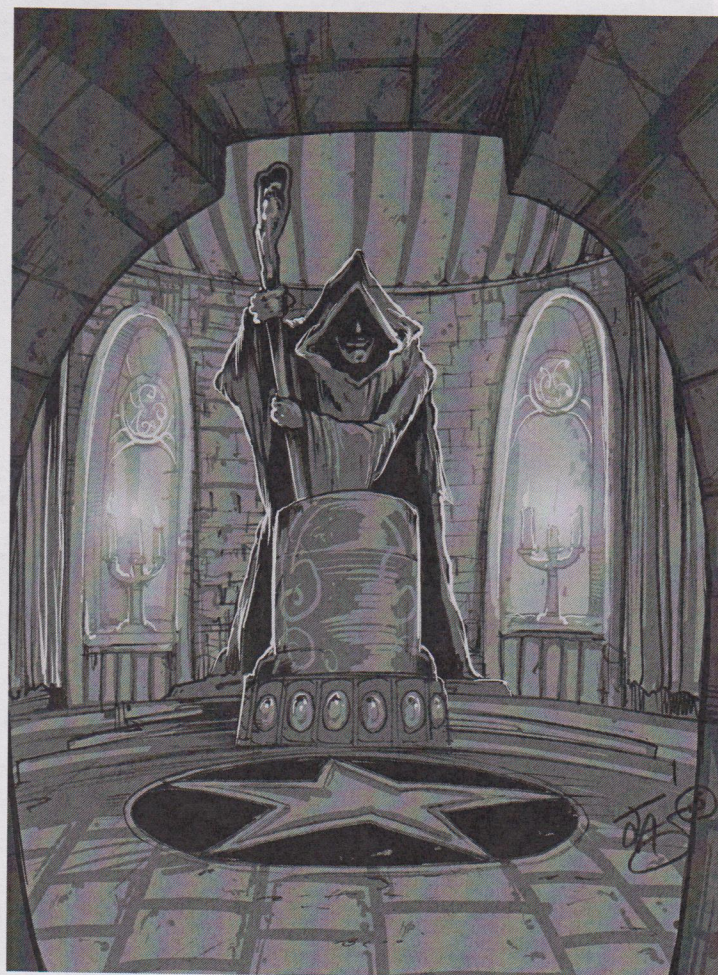




Player Illustration #10



Player Illustration #11

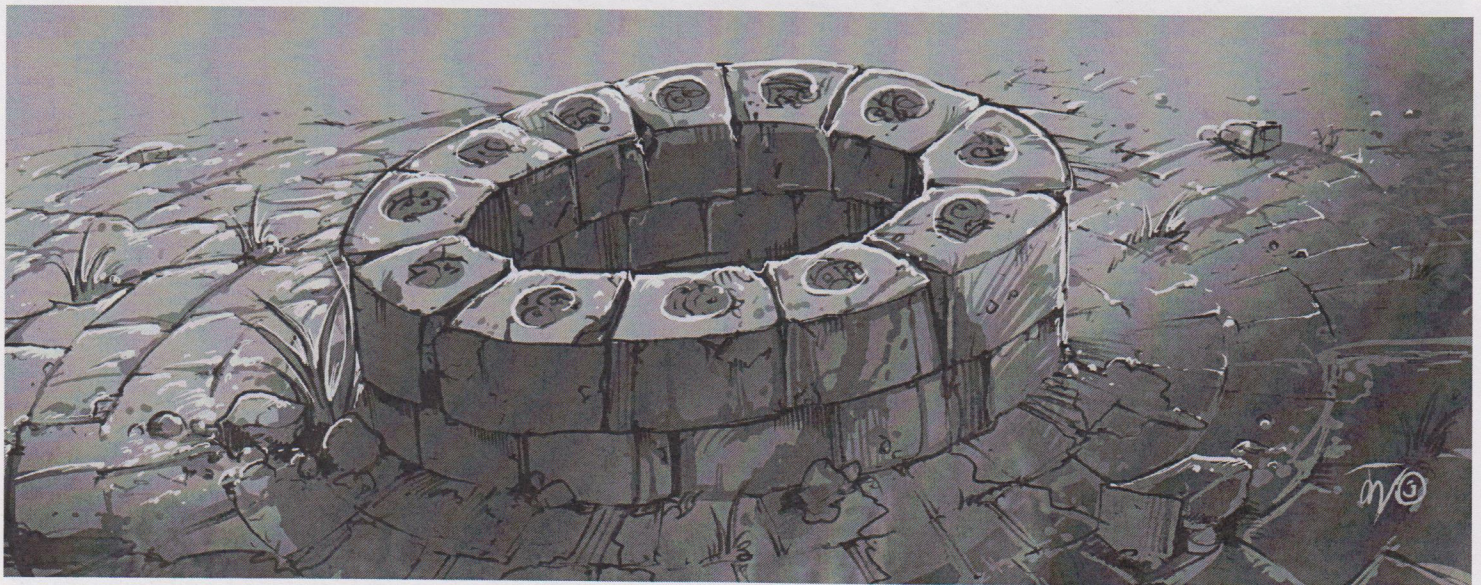


Player Illustration #12

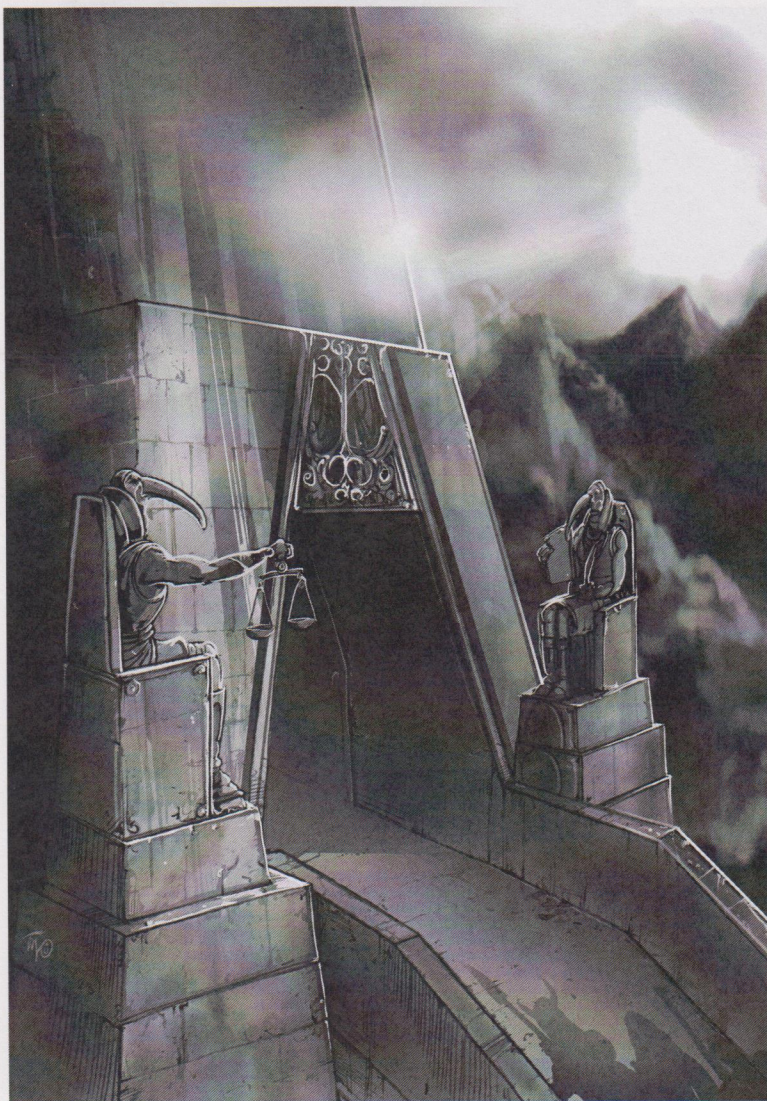
MAP & ILLUSTRATION BOOKLET 27



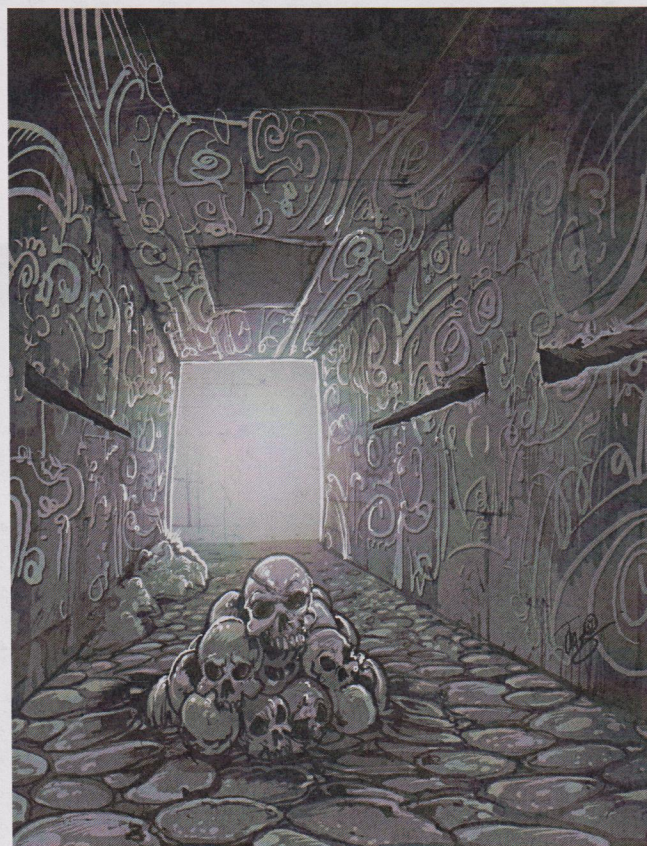
Player Illustration #14



Player Illustration #15



Player Illustration #16



Player Illustration #17

Player Illustration #24

Player Illustration #21



Player Illustration #18



Player Illustration #19



Player Illustration #20



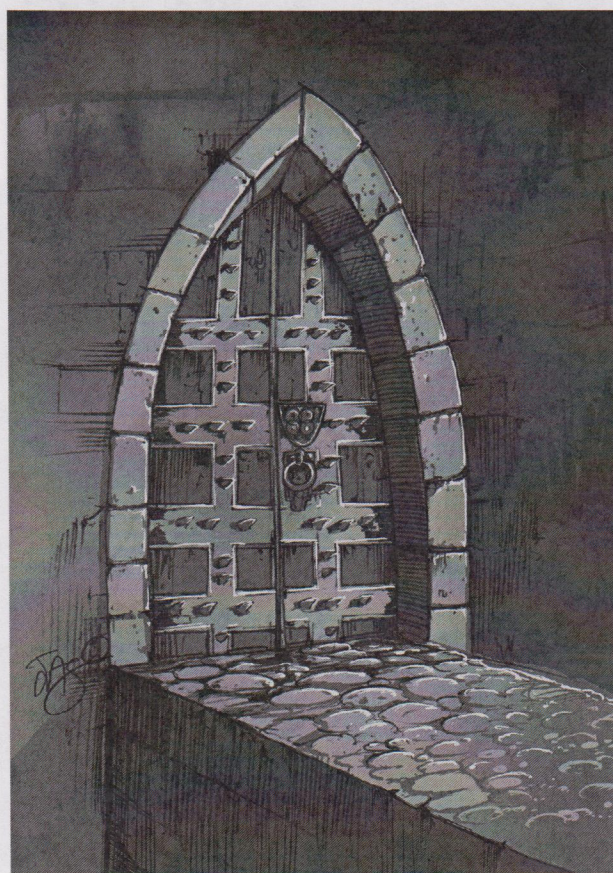
Player Illustration #21



Player Illustration #22



Player Illustration #23



Player Illustration #24



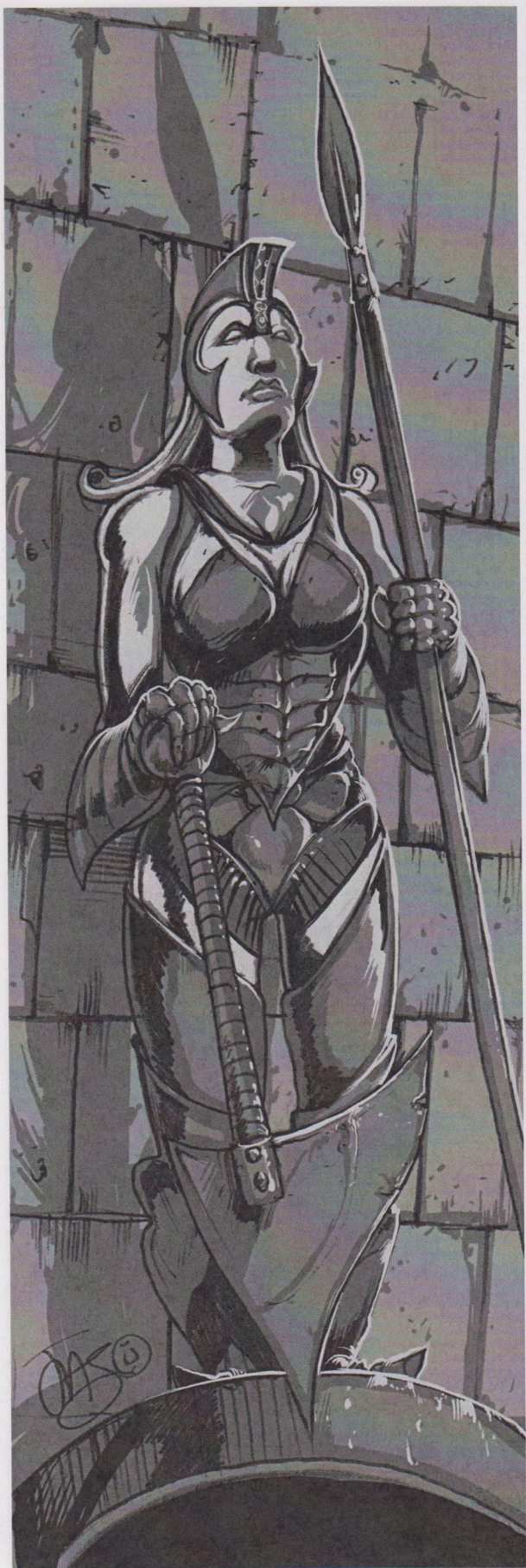
Player Illustration #25



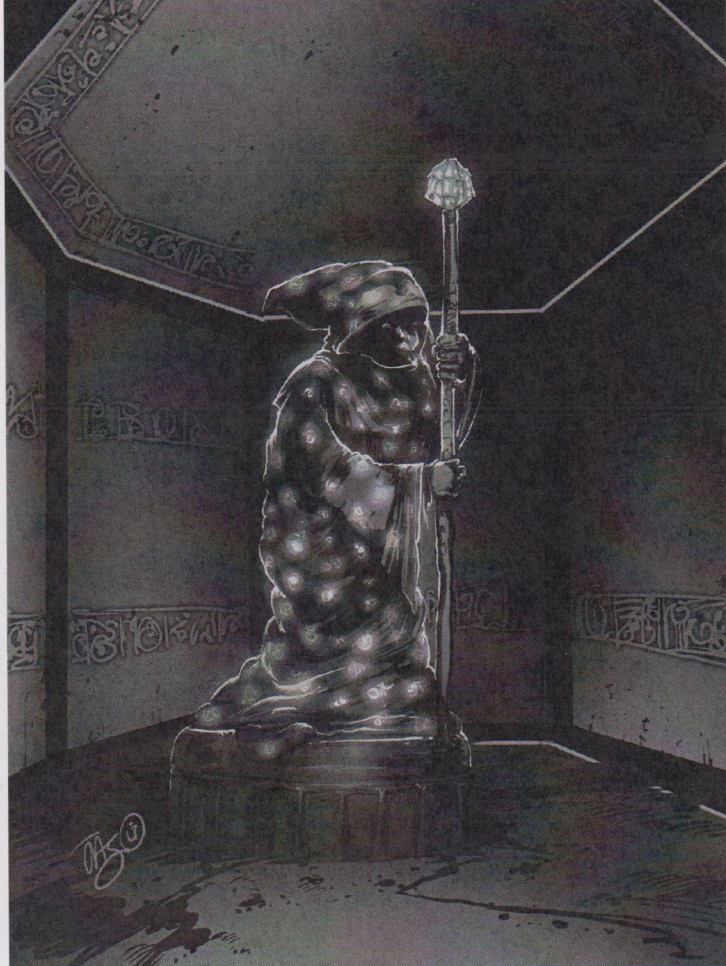
Player Illustration #26



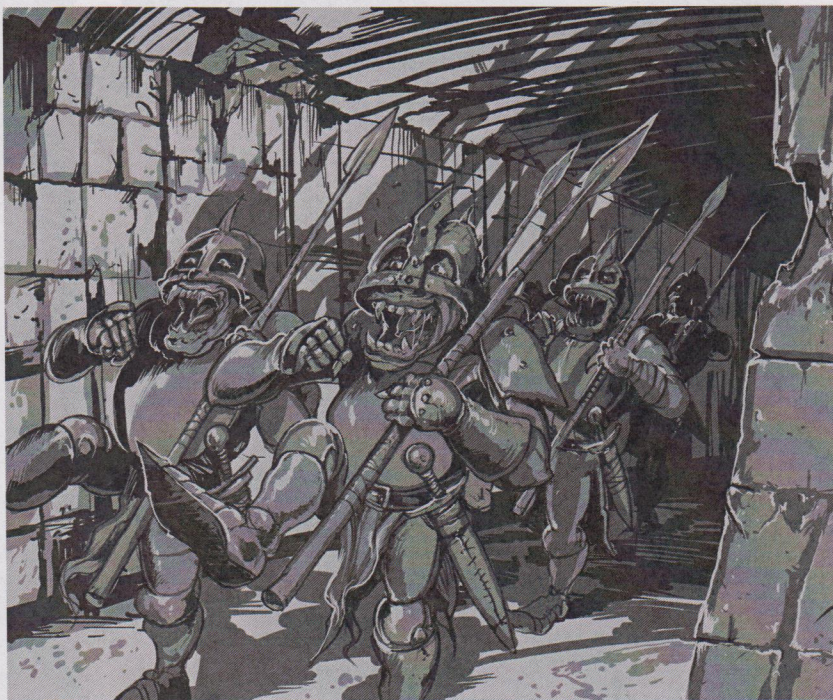
Player Illustration #27



Player Illustration #28



Player Illustration #29



Player Illustration #30



Player Illustration #31



Player Illustration #32



Player Illustration #33



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