The History and Development of Castle Greyhawk

Jeffrey P. Talanian, Paul J. Stormberg, and Allan T. Grohe Jr.

GaryCon V Seminar
Saturday, 16 March 2013
Agenda

- Introductions
- Early History of the Original Castle Greyhawk – Paul
- The Expanded Castle – Allan
- Castle Zagyg: The Final Version – Jeff
- Queries for Boccob – Q&A
*Campaign Starts
*Adventures into GH Castle by Teric, Robilar and Tenser, and "Ahlissa"
*The Wight Adventure--all a dream--by Tenser and Robilar
*Other adventures--Otto Captured by Tenser
*The Orc Level of Greyhawk Battles: Quij Slays a Troll and is raised in level
*Otto joins Robilar out of distaste for his captor
*The 1st level is sealed and fortified by the same three
"Building of the "three" 3 Keeps
*The Solo Adventures of Robilar
*Robilar in the Troll Dens
*Robilar and Gargoyle against the black Dragon and Purple worm, level 6 of GH.
*Robilar goes to "China"
*Teric and Tenser follow Robilar to China
*Trip back homeward-- City of Brass with flying carpets, the Rocs and the Gems
*Three different routes: Tenser heads home, Teric looks for forces of voodoo in the southern isles and
Robilar advntures into midern day Hepmonoland where he is captured and his +1 bow left behind when he escapes.
*Solo Adventures by Teric into Castle

*Heavy outdoor Adventures begin
*Tenser Acquires Red Dragons
*Teric Acquire a black dragon
*Robilar acquires 3 green dragons, looses efreeti doing so
City has grown 4 fold with wealth flowing out of castle
*The White Dragon and the Wizard of the Tower Adventure by Robilar
*Loosing of the "Nine" by Robilar in GH castle

*Strange Way and Odd Alley adventures by Robilar, finds a ring of spell turning.
*Finding of the MU's crown by Tenser
*Robilar turns evil, killing some of his retainers, but one escapes to tell the tale
*Robilar completes Tomb of Horrors
*Scaking of the Temple of Elemental Evil by Robilar
*Robilar's Castle Sacked, goes into hiding.
*Adventure to the City of the Gods, Robilar and Mordenkainen

--TSR writers take control and all is lost...
Robilar becomes a doofus and backstabs everyone and is now riding an ebony bull chasing pygmies in the Bright Desert...
<table>
<thead>
<tr>
<th>Dungeon Level</th>
<th>Europa, 1975</th>
<th>Dragon Annual #2, 1997</th>
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<tbody>
<tr>
<td>1st</td>
<td>a simple maze of rooms and corridors</td>
<td>Barracks</td>
<td>Vaults</td>
<td>Dungeons</td>
<td>Open pits as traps.</td>
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<td>2nd</td>
<td>Included a Nixie pool &amp; fountain of snakes</td>
<td>Storerooms</td>
<td>Dungeons</td>
<td>Catacombs</td>
<td>Covered pits as traps.</td>
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<td>3rd</td>
<td>torture chamber and many small cells and prison rooms</td>
<td>Cells</td>
<td>Lower Dungeons</td>
<td>Crypts</td>
<td>a magical laboratory that's difficult to find exists near the center of dungeon level 3; Obmi first encountered here, with gnoll archer servitors; Obmi had <em>boots of speed</em> and <em>dwarven thrower</em>; gnolls and Obmi had a <em>repulsion</em> projector ray (10'-wide beam, 90' range), later destroyed as part of PC action; more dangerous pits began to appear once PCs reached 3rd level and beyond: spiked pits pits 20' or 30' deep trapdoors that close upon the pit victim poison on the spikes black pudding, yellow mold, etc. at the bottom</td>
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<tr>
<td>4th</td>
<td>crypts and undead</td>
<td>Torture Chambers</td>
<td>Crypts</td>
<td></td>
<td>Gygax places a band of gnolls on the 4th dungeon level &quot;in an out-of-the-way corner&quot; and hides a <em>portable hole</em> a dead-end corridor behind the gnolls' lair---the 'hole is open, so it looks like a &quot;jagged hole in the floor&quot; (it is 10 feet deep and four feet wide)</td>
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# Dungeon Levels Named and Described

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<td>5th</td>
<td>a strange font of black fire and gargoyles</td>
<td>Maze</td>
<td>Catacombs</td>
<td></td>
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<tr>
<td>6th</td>
<td>repeating maze with dozens of wild hogs (3 HD) in</td>
<td>Labyrinth</td>
<td>Labyrinth</td>
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<td></td>
<td>inconvenient spots, backed by wereboars</td>
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<td>7th</td>
<td>circular labyrinth and a street of masses of ogres</td>
<td>Catacombs</td>
<td>Lesser Caves</td>
<td>Lesser Caves</td>
<td>7th</td>
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<tr>
<td>8th</td>
<td>eight through tenth levels were caves and caverns featuring Trolls, giant insects and a transporter</td>
<td>Crypts</td>
<td>Greater Caves</td>
<td>Greater Caves</td>
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<td></td>
<td>the Jeweled Man, &quot;a figure made entirely of gold&quot; and &quot;encrusted with faceted gems of all sizes and shapes&quot;--&quot;thousands of carats of diamonds, sapphires, emeralds, and rubies&quot; first encountered by Terik, Robilar, and Tenser in a large chamber on dungeon level 8 (the &quot;mid-levels&quot; and &quot;down to a moderate depth&quot;); Erac's Cousin and Aylerach fine a dungeon maze &quot;at the center of which a werebear guarded a special scroll that would free the Fraz-urb-luu from his confinement&quot;</td>
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<td>9th</td>
<td></td>
<td>Arena</td>
<td>Caverns</td>
<td>Lesser Caverns</td>
<td>9th</td>
</tr>
<tr>
<td>10th</td>
<td></td>
<td></td>
<td></td>
<td>Greater Caverns</td>
<td>10th</td>
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<tr>
<td>11th</td>
<td>The remainder of the level was populated by Martian White Apes, except the</td>
<td></td>
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<td>11th</td>
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<td></td>
<td>sub-passage system underneath the corridors which was full of poisonous creatures with no treasure</td>
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<tr>
<td>12th</td>
<td>filled with Dragons</td>
<td></td>
<td></td>
<td></td>
<td>12th</td>
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<tr>
<td>13th</td>
<td>??</td>
<td>&quot;Invisible Monster&quot; (bottom level)</td>
<td>Maze = level 13 where Zagyg was manifest</td>
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The 11th level's sub-passage system underneath the corridors was full of poisonous creatures with no treasure.
Sub-Levels and Sub-Levels

- Side levels included a barracks with Orcs, Hobgoblins and Gnolls continually warring with each other, a museum, a huge arena, an underground lake, a Giant's home, and a garden of fungi.
- Bottle City
- Black Reservoir
- Machine Level
- Orc Level
- Pools/Pentacles level (where Erac died)
- Museum from Another Age
- Arena
- Garden of the Plant Master
- Orc/Hobgoblin/Gnolls battleground (perhaps the same as the Orc level?)
- Giants' home (perhaps with Giant's Pool Hall?)
- Some of these levels may have been more like set-piece encounters, including Garden of the Plant Master (as initially conceived), Giant's Pool Hall, etc. vs. entire levels, perhaps.
Extra-planetary and Extra-planar Levels

- Extra-planar/Extra-planetary/etc.
- Wonderland - EX1/EX2
- Skull Island - WG6
- Barsoom (ERB)
- Melnibone (MM)
- Oz (Frank Baum)
- Dying Earth (Vance)
- Blackmoor
- Vance's Planet of Adventure
- Greek Mythology
- NYC subways
- Starship Warden ("Faceless Men & Clockwork Monsters")
- Nazi Germany ("Sturmgrueschutz and Sorcery")
- DMG: a land of pure Greek mythology; the island of King Kong; Jack Vance's "Planet of Adventure", where they hunt sequins in the Carabas while Dirdir and Dirdirmen hunt them.
- OD&D U&WA: museum from another age [side level per #12 above?]

- underground lake [Black Reservoir?]
- series of caverns filled with giant fungi [side level per #12 above?]
- bowling alley for 20' high Giants [same as Pool Hall?]
- arena of evil [side level per #12 above?]
- crypts [most likely level 4 above]

- The Teeth of Barkash Nour
- Monkeying Around (Isle of the Ape), Horsing Around (Greek Mythology level), and Clowning (or was it fooling) around? I'm drawing a blank on the last one.
- Element Master/YinYang levels from “The Heart of Darkness” in the short story collection Night Arrant
- Robilar employs Herb the sage to get to one of Oerth's moons, but Herb wastes Robilar's treasure creating Oerth's largest catapult; Gygax intended PCs to adventure on the moons, but after Robilar's fiasco, none ventured there
The Dungeons, Level 3
Castle Greyhawk, Level 1
Castle Zagyg -
The StoreRooms
Dungeon Level
Castle Greyhawk Online Resources

- Auctions and Original Materials: The Acaeum, The Collector’s Trove (Paul Stormberg), Tome of Treasures
- Greyhawk History and Lore: Greyhawk Grognard (Joe Bloch), grodog’s Greyhawk, Lake Geneva Original Campaign (Rob Kuntz), Lord of the Green Dragons (Rob Kuntz)
- Forums and Web Sites: Canonfire! (GH across all editions), Dragonsfoot (Greyhawk forum), OD&D 74 (EGG and RJK forums), Pied Piper Publishing
- Zines: AFS, OerthJournal
Q&A...