

# The History and Development of Castle Greyhawk

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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



# Rob Kuntz on DF on Sat May 27, 2006

- \*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 distate 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 adventures into midern day Hepmonoland where he is captured and his +1 bow left behind wwhen he escapes.
  - \*Solo Adventures by Teric into Castle
  - \*Heavy outdoor Aventures 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 bcomes a doofus and backstabs everyone and is now riding an ebony bull chasing pygmies in the Bright Desert...

# Dungeon Levels Named and Described

| Dungeon Level | Europa, 1975                                          | Dragon Annual #2, 1997 | Horsemen of the Apocalypse, 2000 | Up on a Soapbox #5, 2002 | Notes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|---------------|-------------------------------------------------------|------------------------|----------------------------------|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1st           | a simple maze of rooms and corridors                  | Barracks               | Vaults                           | Dungeons                 | Open pits as traps.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| 2nd           | Included a Nixie pool & fountain of snakes            | Storerooms             | Dungeons                         | Catacombs                | Covered pits as traps.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| 3rd           | torture chamber and many small cells and prison rooms | Cells                  | Lower Dungeons                   | Crypts                   | <p>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 <i>boots of speed</i> and <i>dwarven thrower</i>; gnolls and Obmi had a <i>repulsion</i> projector ray (10'-wide beam, 90' range), later destroyed as part of PC action;</p> <p>more dangerous pits began to appear once PCs reached 3rd level and beyond: spiked pits<br/>pits 20' or 30' deep<br/>trapdoors that close upon the pit victim<br/>poison on the spikes<br/>black pudding, yellow mold, etc. at the bottom</p> |
| 4th           | crypts and undead                                     | Torture Chambers       | Crypts                           |                          | Gygax places a band of gnolls on the 4th dungeon level "in an out-of-the-way corner" and hides a <i>portable hole</i> a dead-end corridor behind the gnolls' lair---the ' <i>hole</i> is open, so it looks like a "jagged hole in the floor" (it is 10 feet deep and four feet wide)                                                                                                                                                                                                                                                                                                        |

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|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|----------------------------------|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 5th           | a strange font of black fire and gargoyles                                                                                                                        | Maze                   | Catacombs                        |                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 6th           | repeating maze with dozens of wild hogs (3 HD) in inconvenient spots, backed by wereboars                                                                         | Labyrinth              | Labyrinth                        | Labyrinth                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 7th           | circular labyrinth and a street of masses of ogres                                                                                                                | Catacombs              | Lesser Caves                     | Lesser Caves             | 7th                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 8th           | eight through tenth levels were caves and caverns featuring Trolls, giant insects and a transporter nexus with an evil Wizard (with a number of tough associates) | Crypts                 | Greater Caves                    | Greater Caves            | the Jeweled Man, "a figure made entirely of gold" and "encrusted with faceted gems of all sizes and shapes"--"thousands of carats of diamonds, sapphires, emeralds, and rubies" first encountered by Terik, Robilar, and Tenser in a large chamber on dungeon level 8 (the "mid-levels" and "down to a moderate depth"); Erac's Cousin and Aylerach find a dungeon maze "at the center of which a werebear guarded a special scroll that would free the Fraz-urb-luu from his confinement" |

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|---------------|----------------------------------------------------------------------------------------------------|------------------------------------|------------------------------------------|--------------------------|-------|
| 9th           |                                                                                                    | Arena                              | Caverns                                  | Lesser Caverns           | 9th   |
| 10th          |                                                                                                    |                                    |                                          | Greater Caverns          | 10th  |
| 11th          | The remainder of the level was populated by Martian White Apes, except the                         |                                    |                                          |                          | 11th  |
|               | sub-passage system underneath the corridors which was full of poisonous creatures with no treasure |                                    |                                          |                          |       |
| 12th          | filled with Dragons                                                                                |                                    |                                          |                          | 12th  |
| 13th          | ??                                                                                                 | "Invisible Monster" (bottom level) | Maze = level 13 where Zagyg was manifest |                          |       |

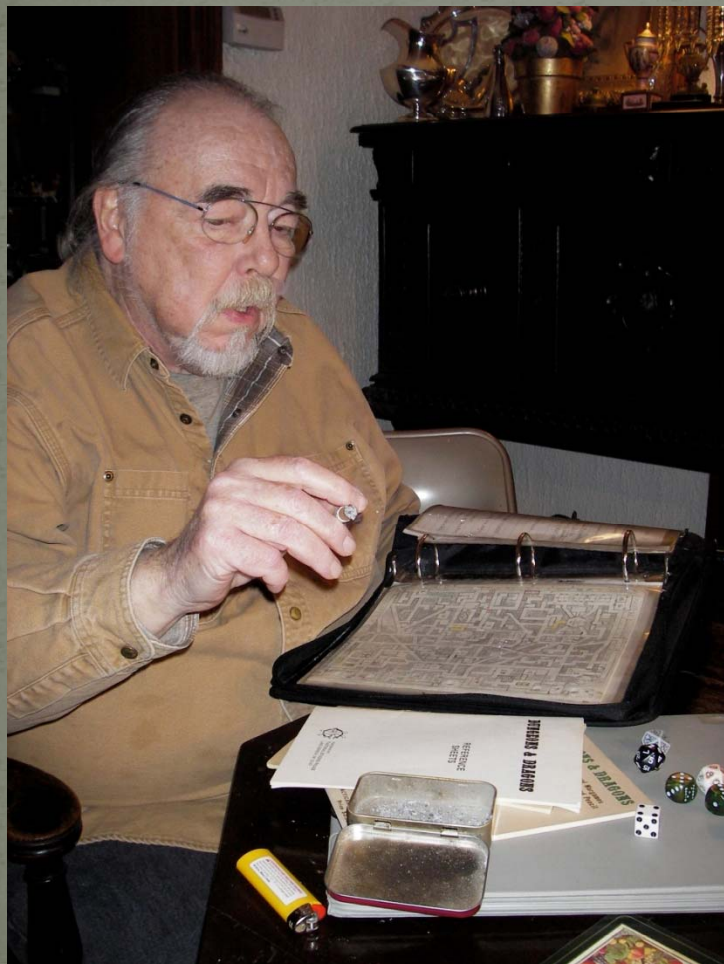
# Sub-Levels and Sub-Levels

- 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 ("Sturmgeschutz 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

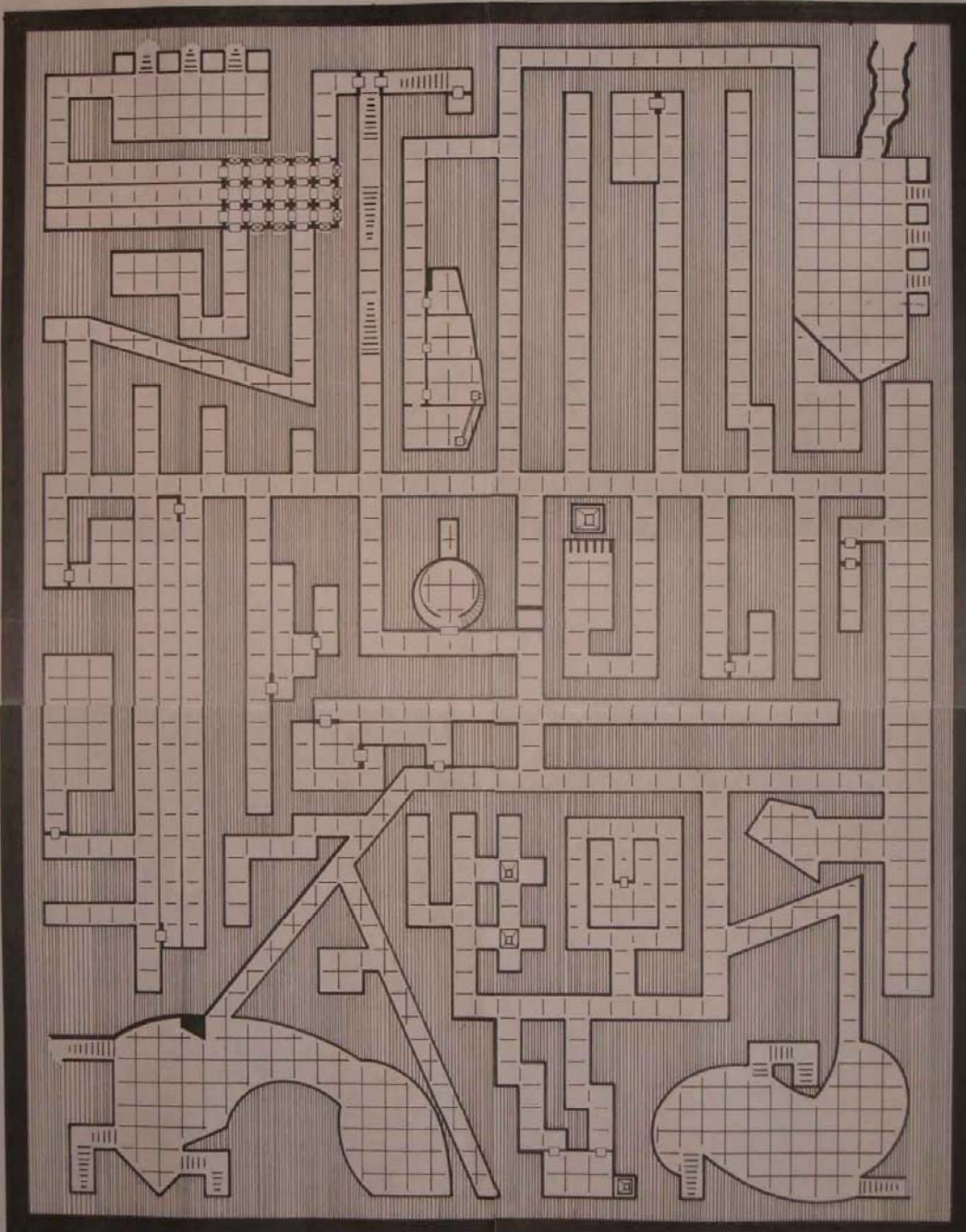
# The Dungeons, Level 3

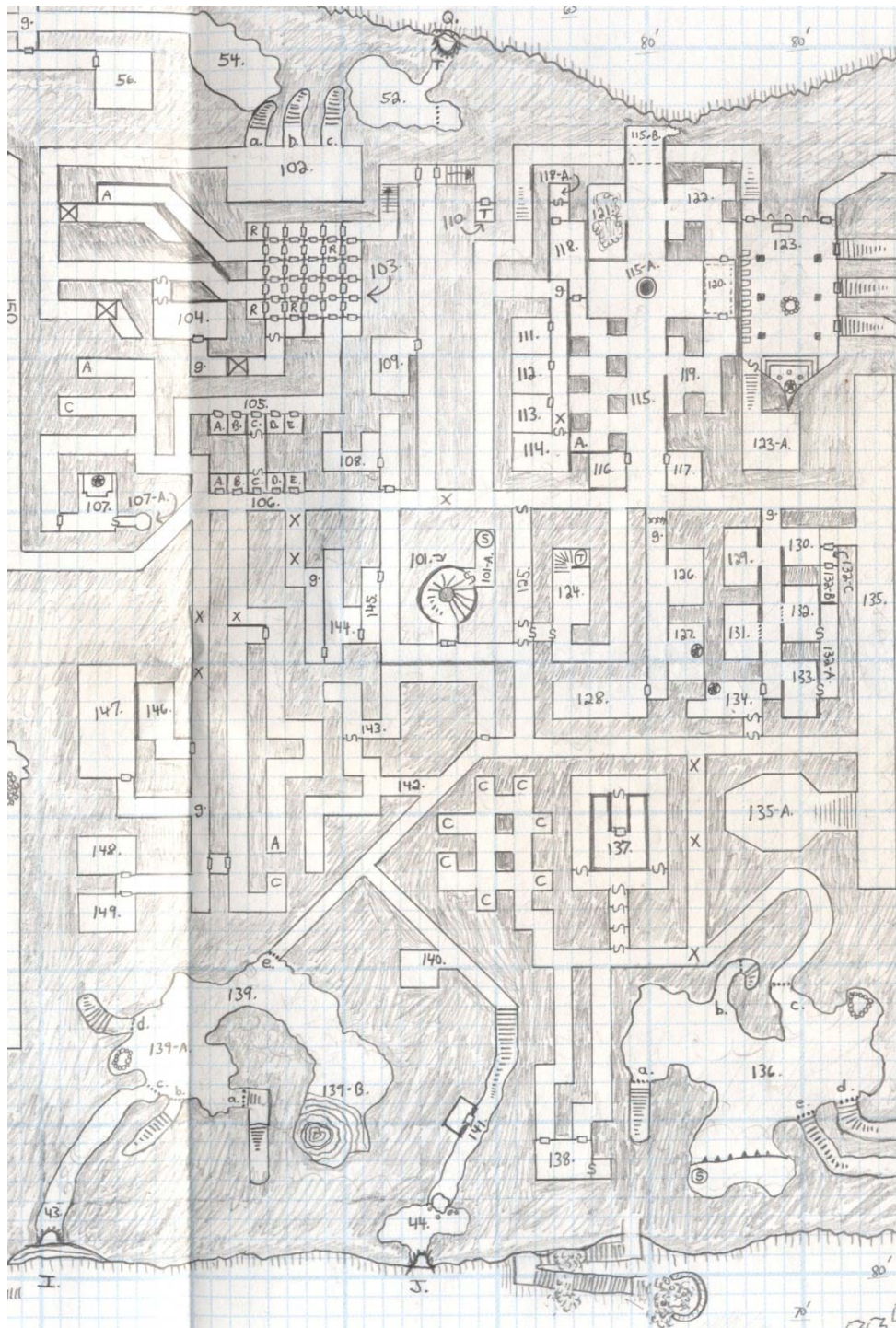


# Bottle City, Castle Greyhawk Sub-Level



# Castle Greyhawk, Level 1





# Castle Zagyg - The Store Rooms 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 Grogard (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...