



GORD'S GREYHAWK

Compiled by Chris Siren



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Introduction

I began working on this document while reading the Greyhawk Adventures/Gord the Rogue series of novels back in the mid to late eighties while in high school. At that time there was very little information available on the City of Greyhawk - that boxed set had not yet come out and neither had the second edition of AD&D. I noticed that there was a good deal of campaign relevant information available in the novels and began taking notes.

I later noticed that EGG's Greyhawk differed quite a bit from the Greyhawk material that was published after he and TSR parted ways. I found his Greyhawk to be richer and more vibrant, which only made sense as Oerth was his campaign world. Carl Sargent's supplements captured much of the detail and spirit that I found in Gygax's Greyhawk, and the Brown/Moore/Johnson/Reynolds version seems an interesting attempt to reconcile the old with the new, but these notes had already lent much depth to my own campaign.

Also included here are references to pre-1986 Greyhawk material when specifically indicated, including pointers to Dragon articles and Greyhawk information which appeared in non-Greyhawk rule books, such as the 1st edition DMG. I had refrained from making them freely available until recently, when TSR's copyright policy reduced in strictness and when I was able to get the okay from Mr. Gygax and Trigeer to make public my notes on their lands and characters. Again, this is in no way an official document for TSR or Trigeer.

Expect **major plot spoilers** for those novels to be found within these notes. [Chris Siren](#)

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The Greyhawk Lands

Greyhawk City

This walled town was the area trade center and seat of feudal power, then began to decline when the overlordship transferred from a suzerain to the city itself, but is now undergoing a boom due to the activities of adventurers and the particular world system events (a new struggle between lawful good and chaotic evil, with the latter on the up-swing). The oligarchs of the city are neutral in outlook, if not in alignment, viewing anything which benefits their city as desirable. Therefore, all sorts of creatures inhabit the city, commerce is free, persons of lawful alignment rub elbows with chaotics, evil and good co-exist on equitable terms. Any preeminence of alignment is carefully thwarted by the rulers of the place, for it would tend to be detrimental to the city trade. There are movements and plots aplenty, but they are merely a part of the mosaic of city intrigue, and player characters can seldom find personal advantage in them, let alone assume a commanding position in municipal affairs. (Gary Gygax, "Varied Player Character and Non-Player Character Alignment in the Dungeons and Dragons Campaign" *The Dragon* #9 (Vol II No. 3) 1977.)

This place becomes the last place of resistance when [Tharizdun](#) invades Oerth. It has a non-magical street lighting system. Most sentries operate in pairs. It is surrounded by a double wall. The outer curtain is 25 feet high, with a splayed base and ditches, moats, or river running round it. It is topped with crenellations and machicolations and bastions. Between the inner and outer walls is a hundred foot wide strip of grass, level with the battlements of the outer wall. The inner wall is forty feet high and has towers. The city gates have gate houses, and a long passageway which pieces the sward above until one reaches the tower on the inner wall. The entire city is on a low hill. Each section of the green has a troop or two (20 to 40 men) of cavalry. The city sewers and water ducts are carved from limestone, with shafts to cisterns sunk in harder rock below. No longer in danger of siege, many of the water pipes are sealed up and the water level is low but present. There exist military defense plans for moving troops through the underground passages in the case of an emergency. In many locations hidden information has been scrawled on the walls, including symbols meaning - exit up ahead; access to a lower pathway; secret door; etc. The upper is primarily drainage and water supply. There are stairwell accesses as well as the traditional sewer hole/ladder accesses. There is a second level containing more chambers and wells and fewer drains. The great reservoir lies down hill, away from the [Old City](#), on the third and lowest known level.

This level also contains slow moving canals. The upper two levels are reasonably frequently trafficked containing rats, spiders and the like as well as the occasional patrol of one agency or another. Dark things lurk in seldom used cisterns on the third level however.

Note: Someone has redrawn the Greyhawk City map from City of Hawks and included the key. There's some degree of inconsistency between this map and the text as well as between different portions of the Gord series.

New Town - Bisected by broad thoroughfares. It was built to link the [Citadel](#) with the [Old City](#).

The Upper New Town - For Upper Class.

Moat Stream Canal - Runs along the New town/[Old City](#) border. Between it and the Old City wall, lies a thin strip of warehouses and shops. Possibly defines [Longtrade](#). *City of Hawks* has it run North from across from the [Beggar's Quarter](#), South to across from the [Thieves Quarter](#).

Newduct - An east-west canal in New Town.

The Nine Sectors

High Quarter - It is north of [Halls and Clerkburg](#), high class gaming courtesans, and drinking establishments where High meets [Garden](#).

Garden Quarter - It has a sporting district where it meets the [High Quarter](#). It is on the opposite side of town from the [Citadel](#) and the [Grand Square](#); is north of [Halls & Clerkburg](#).

Low Quarter - Near the [River Quarter](#) and is adjacent to (East of?) the [Strip](#) is north of [Halls District](#).

River Quarter - Is near the [Strip](#); It is a trade sector. It is just north of the [Southern Sector](#), it is separated from the city by the city walls to the South and West. [Rivergate](#) connects it to the city. It is just across the Selintan from [Hook Harbor](#).

Depositor's District - Area of huge warehouses in the upper [River Quarter](#).

Foreign Quarter - Has an adjacent dock area; is connected to [Old City](#) in the north by [Black Gate](#), where it meets the [Quarter of Craftsmen](#). It is reserved for those not claiming to be citizens of the city. 30 foot walls seal it off from the rest of the city.

Longtrade

Halls & Clerkburg - Lie between the Grand Square and [Waghalter Gate](#); south of [High](#) and [Garden](#), south of [Low Quarter](#). They meet in South Central Greyhawk, there are several theaters and music halls there. Surrounding these are many inns and taverns.

Halls - Government center, full of religious edifices. The lower portion houses the University and smaller schools. It also contains dreary lodging for lower level employees of the [Citadel](#).

University District - Extends from [Craftsman's Ward](#) on the east to the [Halls](#) in the north with in the trading belt that follows the lower [Processional](#) from the [River Quarter](#) to the [Citadel](#). Most students and colleges are along the wall of Greyhawk in the southern most part of the University sector.

Grey College - The oldest college in Greyhawk Count College.

Landgrave College - The oldest of the colleges in the university, It is housed in an old monastery and used to be in the Labor District of the [Old City](#). Rare documents, including city planning archives are more likely to be found here than at the other colleges.

Clerkburg - District of bureaucrats and the bookish, the upper end is adjacent to the Halls; it has clerks, administrators, and scribes. There is an underground passage from here to [Old City](#).

Religious district - Near the [Artisan's district](#) and the administrative districts.

The Strip - Runs from [Dockside](#) to [Low Street](#), bordered on one side by [The Processional](#); filled with Bawdy houses, taverns, gambling dens, saloons, thieves, other entertainment. It lies between the [River Quarter](#) and [Low Quarter](#).

Craft District aka. Quarter of Craftsmen, Craftsman's Ward - Just beyond the South wall of [Old City](#), near the administrative districts and the [Religious district](#), is in the old city, adjacent to the [Foreign Quarter](#) and is also known as the Artisans' Sector or the Artisans' district. It's placement in Old City contradicts EGG's map in the front of *City of Hawks*.

Southern Sector - Has stores, markets, indoor bazaars, et cetera, is adjacent to the [River Quarter](#).

The Enclave - South of [River Street](#), from the Old Wall to the [Processional](#), east of the [High quarter](#) and touching the green commons near the [Newmarket Square](#). It is a group of lavish homes that house the "upper class" thieves, assassins, harlots, and other criminal elements, but not the Guild heads, who live elsewhere.

The Citadel - The most heavily fortified portion of the city, the citadel contains a fortress, palace, administrative center, and garrison for the army. It is not highly trafficked by the general public. It is on the east bank of the Selitan. *City of Hawks* places it north of the [Low quarter](#) and south of the [High quarter](#).

Old City - Twisting narrow lanes and alleys. There is an underground passage from here to [Clerkburg](#). *City of Hawks* states that there is a canal surrounding this part of the city, which used to be a moat. Additional canals have been constructed as well. The entire place shuts up fast after dark, although there are several underground passageways here allowing a freedom for the thieves if not for the common people.

Slum Quarter - Narrow twisting alleys and gangways, ruins, shacks, - thieves avoid it, full of beggars, gangs of street urchins, and desperate people; 2 sections, one is the worst, one is where the menial laborers live.

Dead here aren't buried, just dropped out in the street for the cleaners to take away or eaten by dogs and rats. In better economy, this quarter shrinks at the expense of the [Labor District](#). Peddlers, food shops, used clothing and other used goods stores account for the economy of the place.

Beggars' Quarter - Lies between the [Thieves' Quarter](#) and the [Slum Quarter](#) in the [Old City](#).

Beggars' Union - Run by [Theobald](#), all speak Beggars' Cant - a corrupted combination of Thieves' and Merchants' Cant. The beggars mark targets for thieves and the thieves give some of their earnings to the beggars. Many whores work out of the beggars' union, many beggars learn the proficiency disguise.

The building next door has a room with a table, under the table is a concealed trap door, which leads to a passage that runs between the two cities ending in a pawn shop.

The Union consisted of several levels, each a maze of wall cubicles, [Gord's](#) was on the top floor, the cellar has a kitchen, an unused back stairwell. The Beggarmaster's private quarters has a secret shaft down to the sewers, it is disguised as a cistern. 100' down there is a small ledge and an old door.

During the Beggar/Thief war, the Beggars controlled the North [Thieves Quarter](#) bordered by [Clever](#). This union supplemented the Beggar's guild with aid from actors, peddlers, tinkers, and renegade thieves.

Thieves Quarter Labor District Shack Town - Up from the wharfs, on the river.

Streets

The Processional - The major north-south artery of the city, one end is in the [Garden Quarter](#), the other is at the Grand Square and the [Citadel](#), on one side it borders the [Strip](#); it goes through the [University District](#).

Fortune Street - A byway in the upper portion of [New Town](#), filled with gaming, and drinking establishments, as well as high class brothels.

Street of Delights - Road in [The Strip](#).

Killcat Lane - Runs in the [Slum Quarter](#), near the [Foreign Quarter](#), has at least one alley.

Clever - A north/south street in the [Thieves Quarter](#), is crossed by [Redcobbles Lane](#).

Haven Street - A north/south street, it crosses [Thieves Quarter](#).

Redcobbles Lane - An east/west street, crosses [Haven Street](#) and [Clever](#).

Odd Alley - A closed off portion of [Old City](#) which has many shops befitting it's name. It has a gate at its entrance which is always locked and shunned. The gate is the only entry way. A special coin placed in a slot at the gate will gain entry, but different, obscure coins will open to alleys in alternate planes such as [Weird Way](#).

Blue Boar Street - Renowned for its shops and taverns, restaurants and a high quality of gentfolk and rakes. It curves.

Burnbook Lane - The [Roc and Oliphant](#) is at one end.

Hundred Step Street - Has several stairs, at the bottom it meets the [Avenue of the Bells](#).

Avenue of the Bells - It crosses the bottom of [Hundred Step Street](#).

Tossplot Lane - Goes through a six-point intersection in [Low Quarter](#), runs North East by

Southwest. It starts to curve uphill to the north. It intersects with [Uskbarrel Road](#).

Uskbarrel Road - Intersects [Tosspot Lane](#) soon after that road turns uphill to the north. It runs East and West.

Rag Alley - Runs north off of [Uskbarrel Road](#), east of [Tosspot Lane](#). It is so narrow that it could be easily missed. It runs between [Uskbarrel](#) and [Felbo Close](#).

Felbo Close - A larger street that runs east and west. It dead ends shortly to the west of [Rag Alley](#).

Hothand Street - A north-south street that intersects [Felbo Close](#). It goes south for a mile before entering the [Halls District](#) from [Low Quarter](#). It crosses or becomes [Avenue of the Fountains](#) in Halls near the Halls/Low border.

Avenue of the Fountains - Is either a East/West street crossing [Hothand Street](#) in [Halls](#) or a North/South street that becomes Hothand Street in [Low Quarter](#). It is not a place for drinking.

Scrivner's Crescent - Curves south east off of [Hothand](#) or [Avenue of the Fountains](#).

Haven Lane - Crosses [Scrivner's Crescent](#) at a strange angle.

Harper Street - An East West street that runs through [Clerkburg](#).

Inkwell Lane - A dead end street that comes down off of [Harper](#) in [Clerkburg](#).

Street of Songs - A road in the [Foreign Quarter](#).

Batwing Lane - A road in [Halls & Clerkburg](#), in the area where they meet.

Street of Silks - A street probably in [Halls](#), off of the [Processional](#), up from the [Citadel](#).

Vertwall Close - A street just off the middle of the [Street of Silks](#). Name (i.e. green wall) suggests location in the [Garden Quarter](#) or otherwise near plantlife.

High Road - Runs through [Old City](#), out a gate, across Long span and to the [bastion](#).

Hardcobble Way - Runs through the [Foreign Quarter](#), crosses [Lost Lane](#).

Lost Lane - A dark road that crosses [Hardcobble Way](#) in the [Foreign quarter](#), it has several narrow alleys leading off of it. It ends in a close called [Heart's Desire](#).

Heart's Desire - A close at the end of [Lost Lane](#). Where the streets meet there is a vaguely heart shaped bend. It has the highest quality brothels and gambling dens outside of the [High](#) and [Garden](#) Quarters.

River Street - A street that runs through the [River Quarter](#), that is connected to [Hook Harbor](#) across the Selintan by ferry.

Thieves Way - A secret, narrow "road" that runs from a hidden landing outside the city at the [Citadel](#), it is connected to a lower, more secret passage to within the city, which had been built by the Thieves' Guild, but was by the 550's primarily used by Assassins.

Weird Way - An alley in another dimension that can be accessed via the gate at [Odd Alley](#). It is surrounded by nothingness.

Faire Market - The plaza at the end of the alley which is 300 ft by 600 ft.

Dome of Delights - "Rare Wine at Bargain Prices". A booth in the [Faire Market](#), across from the [Tower Tavern](#) and [Count Joseph's Emporium of the Unusual](#) near the entrance to [Weird Way](#).

Achmut's Cut-rate Carpets - Is across from the [Tower Tavern](#) and [Count Joseph's Emporium of the Unusual](#).

Tower Tavern - Is across from the [Dome of Delights](#) and [Achmut's Cut-rate Carpets](#).

Count Joseph's Emporium of the Unusual - Is across from the [Dome of Delights](#) and [Achmut's Cut-rate Carpets](#).

Pagoda of Pools - Features [extra-planer](#) and [outer-planer](#) travel.

Pavilion of Portals - Contains broad endless marble corridors that are tended by a gnome, they will send those who traverse them to alternate planes such as Yarth (see Dangerous Journeys), and Aerth.

Juxort's Charts and Maps - A shop to the left of the gate, just beyond [Achmut's Carpets](#).

Wonders of the World - A shop to the left of the gate, next to [Juxort's](#).

Abner Grontny the Outfiter - A shop to the right of the gate, across from [Juxort's](#).

The Arms Exchange - A shop to the right of the gate, across from [Wonders of the World](#).

Elixirs From Everywhere

The Explorer's Inn - Has 2 restaurants, membership available, some salons, and a general parlor. Lies at the end of [Weird Way](#) just before the plaza. It features travel through [time](#) and [probability](#).

Multiversal Armorer - Lies at the end of [Weird Way](#), just before the plaza, across from the [Explorer's Inn](#).

Sogil the Gemner - A gem/jewelry store at the end of [Faire Market](#) Hostel of Ineffable Comfort run by [Huskons](#) and [Plincourt](#), features the Gedrusian exotic Dancers; Has a small suite - the Burke and Hare Suite, and a larger one, the Bates Complex.

The Fragrant Blossom - A tea house near the [Hostel](#).

The Helix - An exclusive club, has a grand Salon, a garden and a fountain.

Buildings

Bird in Hand - A tavern.

The Chessmen Tavern - Somewhere in Greyhawk.

Green Dragon Inn/tavern - Somewhere in Greyhawk. According to Rob Kuntz in [The Oerth Journal 7](#) (by The Council of Greyhawk) this establishment is secretly owned and frequented by Robilar, whose stats and some of whose history can also be found in Oerth Journals 5, 6 and 7.

Gravestone's Headquarters - [Gravestone](#) has many swordsmen and petty spell-casters and guardian daemons to slow down an assault. He keeps many daemons in the form of cockroaches, to act as sentinels. He has had [Sigildark](#) enspell his servants. It is a thick walled building. The foyer has a doorway. The door is iron bound bronzewood with a bar there is a table and a large wardrobe. A pale violet gate to the top is held open by [Alton](#) and [Timmil](#). It leads to a silver shot, ebony passage way, with an insubstantial shifting lilac and plum floor. The floor is rough. The passage is bright in the ultraviolet and infrared. The adjacent street runs into a narrow dirty alley that curves north east and widens to a little plaza where another similar street meets it. Stairs lead both to the cellars and to a balcony walkway. Upstairs, one of the establishments is a tea and bread shop.

The Spiral Stair

This staircase lies 300 feet from the entry. It leads up towards the platform. It has many magical traps which [Alton](#) and [Timmil](#) bypassed. There is an express route to [Gravestone](#) himself, but they cannot use it. There are 200 total steps, and 100 total traps. Each trap shrinks the characters onto a relatively large, extraplanar "step", some of which are described below. One can bypass the step traps by envisioning the steps clear of traps, and "golly gee, Wally", they will be. The characters, will then grow to normal size. Warding off the traps however, is harder as one goes up, and becomes more fatiguing. After Gravestone's death, the entire inner citadel, the stairs and the platforms, the extraplanar space, disintegrates slowly and shakes apart. Thirteen stairs down is the tower room in the original Greyhawk building as the extradimensional space was partially in real space.

Stair One - It becomes dark. Only *truesight* can reveal that you stand on a table atop a pinnacle which disappears into a negative plane gate. Everything behind has disappeared. Ahead is another pinnacle, ten feet ahead and six feet up. It is slippery near the front. The pinnacles pierce the platforms and the pinnacles are transparent. Then you turn to a spiral stair suspended in the air. A few steps up leads to....

Stair Two - This stair is a dense thicket filled with plant monsters and metallic barbed vegetation. Turn twice, go 30 feet to a flat-topped boulder. When mounted you arrive at....

Stair Three - This is a rust-hued plane of metal. From a vivid maroon sky hangs monstrous cylindrical rusted iron bells. They are 45 feet above the floor. They are not attached to anything, but, they swing upon entry into the realm with increasing loudness and broadening sweeps. The sound will deafen intruders and drive them mad. In the distance, is a green verdigris bronze bell,

three times larger than the others. When it is reached, the ringing stops. Under the center of the bronze bell is another platform.

Stair Four - When stepped on huge flames will engulf the place. In the distance is a column of smoke rising up.

Stair Five, Smoke - Vapors and fogs of sickly pastel hues overrun the place. Yellow, green, brownish, blue, all poisonous gases. Humans will last long enough to cast a spell. A pure white vapor is the next step. Big rectangles indicate all of the steps.

Stair Six, Ice - Biting wind prevails over solid ice ground. Ice crystals sting the face. The temperature is so low that it hurts to open one's eyes. Jagged hunks of upthrust ice create a maze. It is very slippery. The next step is a silvery white sheathed fang of old black ice. It can be seen from the edge withtruesight. The stair is imbedded in the ice.

Stair Seven, Illusion - Arrival is in a warm, green lit forest glen, a druidical grove with an alter and worshippers, one of which is familiar to the characters. In [Gord](#) et al.'s case, it is [Evaleigh](#). There are three rings of standing stones surrounding the smooth alter stone, which is the arrival point. The illusion is of Midsummer's Eve's Feast, some six months after the tower was entered. Evaleigh says that [Tharizdun](#) has a great temple being built in [Ratik](#)'s capital and that his last surviving supporters rejoiced. She is accompanied by, not her husband, but by knights, officials, attendants, servants, guards, and petty nobles, over 300 total. She says that all of the temples to evil are being torn down, as evil unites under Tharizdun. She says that he has not brought noticeable suffering, but rather centralized taxing and aid of the nether sects. Tharizdun seems to have quieted the things that the other alignments object to. They will question repeatedly about demons "Why are you in league with them!" A night hag has taken Evaleigh's form. She stands on a dais which is the entrance to the next layer.

Stair Eight, Submariner - Deep emerald sea water surrounds the travelers. They are several fathoms deep. Tiger sharks and large blue sharks swim by. Visibility is 30 yards. Ahead is a thick growth of giant kelp. To the right is a gradual drop to the rocks with an obvious cave. To the left are 12 giant clams. Behind them, 30 yards back, is a long coral reef. The smallest clams are 3 feet across. One is 8 feet across. They small ones are open. The closed large clam is the next stair.

Stair Nine, Desert Island - This is a desert island that is only a few dozen yards across. It is surrounded by ocean and there is no fresh water available. The step is 20 feet above the center and is invisible from below.

Stair Ten, Stone - Travellers appear in a large stone lined bubble, that is filled with a grayish light. It is spherical. At the apex of the dome is a hooked stone projection. The next step is on the ceiling, above the hook.

Stair Eleven, ??? - This landscape is totally alien. Everything about it is distorted. It has a jarring colored sky, noxious atmosphere, and it induces madness. The stair is the most revolting feature in view.

Stair Twelve, Jungle - This jungle is full of various colored tentacles, some plain, some with suckers, some with poison, or claws, or barbs, etc. 2 to 12 surround sphincter-like mouths that

seek to devour passers by. The step is in the center of the largest group, in the middle of hook and poison tentacles.

Stair Thirteen, Swamp - This fetid reeking moor contains swarms of flying, biting, insects. The water is filled with leaches, et cetera. The step is on the high ground 6 leagues straight ahead. The place is filled with infectious diseases, worms, and parasites.

Stair Fourteen, Vacuum

Stair Fifteen, Stairs - It is flat, infinitely large, and covered with flights of stairs. The place induces sleep. The sleep will bear dreams indicating that they can sleep for an indefinite period and still escape. The ground yields slightly, like a giant mattress. The stair to leave by is the smallest visible from the entrance.

Stair Sixteen, Flypaper - It is very easy to stick here. There are flying creatures that gnaw off pieces of creatures stuck to the ground. The step is a large creature stuck to the ground.

Stair Seventeen, Pain & Agony - Here intruders experience pain and agony in all five senses. The stair is where the greatest pain is.

Stair Eighteen, Slime - The party must climb a slime coated cliff to reach the next stair.

Stair Nineteen, Gearword - There are many large gears here that spin up to ledges. One ledge is the next step.

Stair Twenty, Acid World

Stair Twenty-One, Geometry from Hell - This world is inhabited by malicious, animated, metal shapes, that is, steel cubes and iron spheres.

Stair Twenty-Two, Alkaline Desert Plain

Stair Twenty-Three, Mr. Mouth - This a giant mouth that snaps open and shut. The party arrives on one molar and must move to the rear molar on the opposite side.

Stair Twenty-Four, Land of the Lost - This level is a Pleistocene world filled with dinosaurs.

Stair Twenty-Five, The Fabled City of Brass - The characters arrive at that place featured on the cover of the first first-edition DMG, (and the *Thousand Nights and a Night*), the home of the Efreeti. The sultan of the efreeti knows of a portal to pass by the next twenty-five layers. (See also Part I of Rob Kuntz's City of Brass adventure)

Stair Twenty-Six, Undead! - creatures of the negative plane, undead and the like live here.

Stair Fifty, Meet your Nemesis - Characters arriving here will come face to face with their most hated foe. [Curley](#) sees [Nerull](#), [Chert](#) sees Amon, Duke of Hell, [Gellor](#) sees [Hatdoligor Kaathbaen](#), and Gord sees Tharizdun. Needless to say, there is a feeling of despair attached to this layer. The arch-enemies are illusionary. The place is filled with feelings of despair and loneliness and fear.

There are illusionary obscenities. It incites hatred between party members. Some believe that anything near them is a nightmare creature, (including characters). It is actually a small, confined area.

Top Floor, Cadillac! (pardon the dated TV commercial reference) - Gravestone's realm is connected to the top floor. It is a monstrous, black walled room. Chimes echo when the tower is intruded. A number of flying bridges lead up to the platform at the center. The platform is a bowshot in diameter. It is covered with dark jumbled shapes. Violet light illuminates the place on Gravestone's command. A many tiered pit lies beneath the platform. The floor is blackish purple. He will negotiate with powerful intruders (just about any one who managed to get this far) and offer them alliance, while summoning [Pazuzeus](#) and [Shabriri](#) to dispose of them. He relaxes on a divan with [cacodaemon](#) whores from [Gehenna](#) and [dumaldun](#) slaves from [Tartarus](#) while watching the fight in comfort, far back. He may cast *Prismatic Sphere* as a precautionary measure. On this plane, some magics do not function. Should Pazuzeus or Shabriri survive combat, but be defeated, Gravestone will restore them to fight again, immediately. The top platform here is strangely lit by violet lights. When those who have used the stair reach here, the steps will crumble away behind them. If one falls off the platform, they will head towards jagged rocks below and then enter a dream world in which they see some things from their memories. When Gravestone gets a chance, he will take over the dream.

Gord's Dream - He rides Blue Murder, who turns into a Ki-rin, who turns invisible. He sees [Iggwily](#), [Iuz](#), and [Zuggtmoy](#), each with a [Theorpart](#). They join them together, thinking that they will rule Tharizdun. The females are destroyed by Iuz. [Tharizdun](#) appears in his purple cloud form. He eats Iuz and offers Gord a viceroyship. The spirit of [Karal Quadrapus](#) reveals that what appears to be Tharizdun is really Gravestone.

This final trap had three ways of ensnarement: first, by despair and withdrawal, enhanced by spells, second, persuasion and subversion, which has a 40% chance of success, finally, physical combat based on mental conviction - the vision of Tharizdun. This has a 50% chance of success. Gord leaps on the Tharizdun image to arrive at Gravestone.

Gravestone runs this dream from a trance-like state. He lies entranced, sweating, on a flat pad on a circular dais, that is carved with sigils of warding. Three black candles burn. Gellor, Curley, and Chert are bound nearby. They are all near death and are bound both physically and magically. There is a central disk on this level.

Sublevel - Below the central disk is a level filled with a maze, three times larger than the space above. The oval area where Gellor was bound resonates a different frequency making it seem invisible. There are 20 foot wide steps down to it. There are quite a few *Protection from Good* spells cast here. Then it is protected by sigils of the netherplanes that are near invisible. They represent Hell, Hades, and the Abyss. They are also from Gravestone's scarab. The labyrinth is formed with halls, passages, and corridors, all radiating evil. This is also a product of the scarab. Those of good alignment causes the labyrinth to grow when they enter. There are new turns with each turn. It has a geometric pattern that will be mirrored and duplicated, like it is one large geomorph. In the center is:
Gravestone's hideaway.

He is protected by pentagrams, magical circles, magical triangles, and the horned seals of evil in

the floor. the entrance is made of stone and iron, set with silver and gold runes. All of it is cloaked by invisibility, illusion, and blindness. It is surrounded by a dense metal and dampening magnets. Inside is all of his loot, his spell books, his alchemical equipment, etc. There are many potions and elixirs of healing and of other varieties, some of which are made of human blood and some of which are stimulants. He keeps the *Codex of Infinite Damnations* and *The Everlasting Damnations of Dilwomz* in his library here. Of course, he also has a fresh supply of black candles. There are trails of Gravestone, leading through all of the slime covered paths, but the one leaving a stark acrid stench leads to his chamber. The [solar](#) sent by [Basiliy](#) gave the clue "Follow the reek of corruption." One chamber in the maze is at a three point intersection. It is dweomered to expand to a large size and to have four, six, or 20+ exits. The scent trail ends in a secret door in the stone wall. It is hidden magically and barred by *protection from good* and *glyphs of warding*. There is a short passage to:
Gravestone's chamber.

There is an arras in the room. There are many scrolls, and wands, and demonurgical equipment. He will not cast what will destroy centuries of work.

Maegus Yeo's - [Maegus Yeo's](#) shop has a portal with protective dweomers, a bronze barred oak and iron door, which leads to a short corridor, which, in turn leads to a room of the shop, sparsely furnished with small tables, stands with earrings, statues, jars, and other objects, racks and shelves hang from the ceiling with more of he like objects. A hallway from this room goes past the stairs which go up to his living area and down to the cellar. These downward stairs are well-worn. There are ten zombie guardians, they rebind their wounds and even lost limbs when they are slain. [Poztif](#) turned all but one, but did not dispel them. They are locked in a room by a chain lock. Yeo chants and the violet light fills the hall. It is a purple wood paneled, mauve and gilt screened temple. There are hundreds of candles with violet flames. There is a thick plum and black carpet. There are low chairs and embroidered cushions an an altar placed before a translucent lilac stone. The stone is an 8' x 4' x 4' rectangular prism.

The Petite Bazaar - An open area surrounded by brick buildings, a rectangular plaza near the [Black Gate](#).

Tower of Rigello - [Rigello's](#) tower is surrounded by a wall, and is guarded by three sentries at night. Beyond the wall is a garden, in there is a short outer stair leading up from the base of the tower. There is a landing and door a short distance up the stairs. There is a window above that. It leads to a small room with a narrow doorway. This leads to the central stairwell. It is a worn stone spiral stair that runs through the center of the keep.

There are guards stationed in chambers adjacent to the stair.

At the top is the chamber of Rigello. He has a trapped flagstone before the entrance to his chambers that releases a grill of iron spikes from the ceiling. The tiger statuette is on a pedestal trapped with a *symbol of death* and a *magic mouth* that shouts "Thief!" 40 times. Four *continual light* spells erupt from behind the masks that are on the walls of the chamber. There is a large bronzewood table in here. A voice from above will start shouting for the thief's surrender so that he would be granted a swift death. A huge blue demon comes out from the bottom of the stairwell. A pair of lesser mages, one of whom can cast *flesh to stone* and has a *wand of magic missiles*, await on the landing below the top floor. There are archers on the roof.

Roc and Oliphant - A small tavern at the end of [Burnbook Lane](#).

Temple of Fharlanghn - Few priests here, as it is an urban setting, but they are a tolerant sect. They are known for selling *continual light* stones for 3000 bronze zees each.

The Temple of Nerull - Is avoided by all, even most worshipers, after dark, for fear of becoming a sacrifice. There is a maze of passageways and rooms beneath the place. It is known as the Lightless Temple.

The Turning Wheel - Lies off of a cul-de-sac off of [Batwing Lane](#). Eight steps down from it lead to a tunnel where The Turning Wheel is. Its sign depicts various scenes, and can turn. It is a bistro.

Wizard's Hat Inn - It lies off [Blue Boar Street](#).

The Patricians Club - A [High Quarter](#) gaming house.

Villa Noblesse - Apartments in the High Quarter.

The Nymph and Satyr - A tavern near High and Garden Quarter border.

Silver Castle Inn - Is a short distance from [Hundred Step Street](#) on the [Avenue of the Bells](#), which is near the administration districts, the Artisans district, and the religious district. It has a diverse, but well to do, clientele. The inn's penthouse is called the Grand Tower. It also has a common room and a salon.

Blue Elf - A tavern on [Tosspot Lane](#), almost immediately northeast of the six point intersection in [Low Quarter](#), and before the lane curves.

The Castle - A tavern or inn on [Tosspot Lane](#) after it curves uphill and before it meets [Uskbarrel Road](#).

The Stag and Wolves - A tavern or inn on [Uskbarrel](#) between [Tosspot Lane](#) and [Rag Alley](#).

The Crock - A tavern or inn on [Rag Alley](#) between [Uskbarrel](#) and [Felbo Close](#).

Rose on Ice - A tavern or inn on [Felbo Close](#), west of the [Hungry Bear](#) and [Hothand Street](#).

The Hungry Bear - A tavern or inn on the corner of [Felbo Close](#) and [Hothand Street](#).

Inn of the Double Dragon - An establishment on [Hothand Street](#), just south of [Felbo Close](#). There are 7 other inns/taverns on Hothand between Felbo and [Avenue of the Fountains](#).

Gord & Chert's - Their dwelling is in the [River Quarter](#) near [the Strip](#). It is a three story shop that appears abandoned and the shutters are boarded shut. The first floor is a lounge with a kitchen in the back. The second floor belongs to [Gord](#). The third floor belongs to [Chert](#) and has a hollow behind a wooden support beam that hides an iron cash box.

The Wheel of Gold - A gambling den in [The Strip](#).

Blue Lantern Tavern - It is long and narrow and has musicians and gambling and a dancing girl. The crowds are boisterous and the musicians include an idle drummer, a haughty violist, a fat sackbut player - intelligent realist, a virginal player - he laughs easily in snickers. It is in the [Foreign Quarter](#) on [Hardcobbles Way](#).

Hegmon's Underground - Establishment in the cellar of a building on [Heart's Desire](#). A flight of stone stairs leads to the cellar door. It has narrow windows of dark amber glass, dirt encrusted. Light glows from inside. It is a little brighter inside. A longish narrow foyer runs the length of the buildings front. There are three curtained doorways. [Hegmon](#) comes from the center. He will provide a room for a copper an hour. Drugs are available.

Flowers of Thratus Kaloid - Supposed to heighten the senses, for 1 silver per person. They are served in earthenware flasks with odd designs.

There is a spy hole by the secret door. There is a table in their room, and chairs. The secret door is 3 feet above the floor. The edge is hid by a supporting post set into the wall and by strips of wood braces. The spy hole is through a crack in a ceiling beam. The portal swings in and to the left. The spy hole is to the right.

Following the passage it goes up four steps to a door. The other side of the door is a cabinet in a dirty disused pantry. This is a large room in the building next to Hegmon's. The building has many rooms to the front. It has shuttered windows and a barred door. The second building is in the [Old City](#).

Lotus House - A bar with exotic dancers in the [Foreign Quarter](#) off of [Street of Songs](#) that is frequented by [Bakluni](#) and other Westerners.

Man in the Moon - A tavern most likely in the [Foreign Quarter](#). [Black Meggin](#) works here. [Black Pomarj](#) is available here.

The Ship and Crowns - A narrow building, five storeys in height. Door is iron bound. Sign has golden ship, 3 silver crowns on a field of blue. It is in the [Foreign Quarter](#). It is frequented by wealthy merchants, ship's captains, traders, slumming merchants, and occasionally [Cat Lords](#)! Regular customers are sold a crown-shaped key to allow entry to the building. The ground floor floor is clean and polished. It is covered by thick exotic rugs. The walls are paneled with polished wood. From 3' up the walls are painted and plastered. There are a half a dozen chairs, two small tables, brass lanterns and candelabra. In a few minutes a comely hostess enters from a covered arch in the rear. She offers the possibilities of carousing, taking drugs or gaming. The two houses of ill repute are known as the Masters' Cabin (fourth floor), and the Leisure of Lords (fifth floor). The arch leads to a short hall with a stairwell. All the rooms on the second story are gaming rooms. The first story has a thick plush draped entrance wherein carousing can be had. Second story (third floor) Has several gaming rooms. One in the back has cushioned chairs, soft divans and oddly shaped and patterned gaming tables. There are a mixed lot of wealthy patrons. There is at least one maid/hostess per room. The room where Dragonchess is played is a small secluded study, with but one table and a pair of high-backed, overstuffed chairs (see Dragon 100).

Iggy's Inn - An establishment on [Scrivner's Crescent](#) in [Halls](#).

The Dryad - An inn or tavern on [Scrivner's Crescent](#) between [Hothand](#) and [Haven Lane](#).

The Iron Triangle - A inn or tavern in [Halls](#) on [Haven Lane](#) south of [Scrivner's Crescent](#) and before the zigzag.

The Web and Spiders - A drinking establishment in [Halls](#).

The Xorn and Gems - A drinking establishment in [Halls](#).

The Six Mastiffs - An inn or drinking establishment in [Halls](#) or [Clerkburg](#) on a street off [Harper](#).

The Loyal Company - An inn or drinking establishment in [Clerkburg](#) off of [Harper Street](#).

The Blind Basilisk - An inn or drinking establishment in [Clerkburg](#) off of [Harper Street](#).

The Hornets' Nest - An inn or drinking establishment in [Clerkburg](#) off of [Harper Street](#).

The Three Centipedes - An inn or drinking establishment in [Clerkburg](#) off of [Inkwell Lane](#).

The Acorns - An old inn in [Clerkburg](#), owned by [Calvert](#).

Clalzo's Trade House - Is in the [University District](#).

Flaming Torch - A bar in the [University District](#).

Inn of the Seven Quills - An inn that is a few minutes away from the [Lusty Friar](#), it is equidistant from [Southgate](#) and [Longgate](#).

Jolly Master - A bar in the [University District](#).

Lusty Friar - A bar in the [University District](#).

Nymph and Satyr - A bar in the [University District](#).

Toad on a Toadstool - A tavern in the [University District](#), [Paddy](#) is it's barkeep.

Wanno's estate - In the 550's, the mage [Wanno](#) had an estate right off of [Thieves' Way](#) in the [Citadel](#). This passage was seldom used and its oaken doorway lay heavy with rust. Inside the building, he has a rather cluttered receiving room cum workspace, filled with all sorts of magical paraphernalia, occult writings and tapestries. This room also has proof against scrying. Wanno's private chamber is nearby and Halfred has a chamber as well.

Scriggin's Junk Store - A shop of antiquities in [Odd Alley](#).

Clothes R' Us - A used clothing shop in [Odd Alley](#).

Freedle's Librarium - A rare book store in [Odd Alley](#).

The Potter's Booth - A shop of fine ceramics in [Odd Alley](#).

The Sunken Grotto - A tavern in [Odd Alley](#).

Odd Alley Moneychanger's Stall - Self explanatory.

Green Wulfurt's Apothecary - Druggist in [Odd Alley](#).

The Crazy Limner's place - A place in [Odd Alley](#).

Zreed's Antiquary - An antique shop in [Odd Alley](#).

Odd Alley Warehouse

Odd Alley Stables - Are right next to the gate at [Odd Alley](#).

The City Workhouse- Place of penal servitude for offenders of all ages, inmates are segregated by their ability to work; it is located near the [Thieves Quarter](#).

The Silver Shield - A tavern on the street which divides the [Thieves'](#) and [Beggars' Quarters](#).

The Four Pots - A tavern/ gaming house in the [Labor district](#), frequented by [Markham](#) and [Tapper](#).

Gates

The gates from the [Old City](#) to the [New City](#) cost 1 iron drab. All gates have passes available to VIP's. All gates are closed at nightfall.

South Gate - Is huge and the furthest gate south.

Long Gate - Lies South of [Hill Gate](#).

Hill Gate - Where several barges load and unload cargo at the [Bastion Isle](#), it is connected to the Isle by [Bow Bridge](#).

Mid Gate - Lies north of [Hill Gate](#) and [Bastion Isle](#). It is an east gate from [Old City](#) which leads to the bridge [Long Span](#) to the Bastion. It is the upper bridge and a part of [High Road](#). It goes south to the courtyard/garrison where peddlers, merchants, etc. hang out.

Cargo Gate - Lies between the [River Quarter](#) and the wharfs. Possibly renamed [Rivergate](#) in the New Infinities books.

Rivergate - Connects the [River Quarter](#) to the City; partying and entertainment is here during the day.

Waghalter Gate - From the [Trade District](#) near the Grand Square to the [Thieves Quarter](#).

Safelock Portal - In *City of Hawks* leads West out of the [Foreign Quarter](#) into [Longtrade](#), There is a secret passage under the portal for those who wish to avoid watchers and gate fees.

Black Gate - Connects the [Foreign Quarter](#) to the [Old City's Craftsman's Ward](#). Possibly renamed Beggar's Gate in the New Infinities books.

Laws and Enforcement

The punishment for grand theft in Greyhawk City:

First offence - Penal servitude,

Second offence - Loss of hand;

Goods not recovered - Flogging, then execution by axe.

Greyhawk's Praefecture of Magisterial Enforcement - They wear black and gold uniforms and carry crossbows. Rank indicators - gold chain = magistrate, silver chain = inspector, no chain = warden. They are the military police. They train city officials' children and recruits.

Police (The Watch) - Wear black uniforms with white trim. They divide the city into nine sectors, each with a captain of the watch, and officers and men. [The University District](#) has its own protectors commanded by the Master of Arms and subject to the Watch in time of war.

The Army - Are housed in the [Bastion](#) and in the [Citadel](#), soldiers wear a reversed battle flag, dark. Most sentries operate in pairs.

Sewers - Extensive.

The Artisans' League Grey Run - A river that runs along the east side and east wall of Greyhawk, contains [Bastion Isle](#).

Bastion Isle - Houses the Bastion/fortress of Greyhawk, cargo is unloaded here at [Hill gate](#), it has locks to move the boats up and down the water levels. The courtyard/garrison is where peddlers, merchants, etc. hang out. *City of Hawks* has it running from Hill gate to [Midgate](#) in the [Grey Run](#). It was the first line of defense for the city and has become its own little village as well.

Hook Harbor - Is on the Selintan ½ mile north of the southernmost walls of Greyhawk. It is across from [River Street](#) in the [River Quarter](#), to which it is serviced by ferry.

NPCs of Greyhawk

Arendil - Greyhawk's high priest of [Nerull](#), successor to [Colvetis Pol](#) c. 550 CY. He helped weave the spells with [Poxpanus](#), which would track down and slay the infant [Gord](#). He calls off the search for Gord, five years after the incident. He is privy to divinations from both [Hades](#) and the Hells.

Blonk - This assassin began his career as a flunky for Nerof Gasgol. He has brown wavy hair, hazel eyes, tanned weathered skin. He takes the guise of a mercenary, hunter/tracker from the [Wild Coast](#) in order to infiltrate [Gord](#)'s party. He kills [Loreman](#), [Ash](#), [Grover](#), and [Jokotai](#). He had been

hired by the [Scarlet Brotherhood](#). He held a scroll of *Silence*, *Time Stop*, and *Wall of Stone* as well as a *potion of invisibility*. His strike only half killed Jokotai, who was later finished off. His allies were five miles south of the [temple](#), across the Jewel River. After joining with the Scarlet Brotherhood, he was pursued and slain by [Deirdre Longarm](#).

Bru - He is the leader of the Greyhawk cabal for Balance. He is a large man with blue eyes and sports a beard. He is sent to guard and teach Gord when Gord is about 5 through 7. He became a friend of [Gord](#) before [Leena](#) died. He defended him from the local toughs and got him fruit once in a while. He had to leave after assassins attacked. He returns to the city by c. 570.

Bugbear - Leader of a small gang of toughs in Greyhawk.

Colvetis Pol - Greyhawk's high priest of [Nerull](#), wears a maroon robe and is sallow-skinned. He can see in the dark, be it magical or natural, as if it were daylight. He disguises his pride in ironic statements. He is quite ambitious and considers himself equal or superior to most other servants of Nerull. He hired [Alburt](#) and [Slono](#) to kill [Wanno](#) and [Gord](#). He works to recover [Tharizdun](#). He disappeared either to [Hades](#) or to a hermitage shortly after [Poxpanus](#) failed in his attempt to find and kill the infant Gord.

Darksign - Magister of the Society of the Magi, an arch-mage.

Archdeacon Elohideus - Chief cleric of Hell

Gravestone - He is a neutral evil cleric/magic-user, a necromancer and a demiurge from Greyhawk. He is known to the Greyhawk [Assassin's Guild](#) as Undron Nalvistor, by the older residents of [Low Quarter](#) as Norund the Dotty Gemmer, to the younger residents of Low Quarter as Beanpole, to the oligarches as Rundon Tallman, mystic and seer, to those of [Hardby](#) as Brother Donnur, the cleric, and as Graves, a river pilot on the Selintan. He is tall, with a hard, ancient face, long arms, and leathery skin. His gaze incites fear and obedience. He needs only a few hours rest. His hand and fingers can secrete acid. He can change his hand to tentacles or into a Freddy Kruger-style knife claw. With a touch, he can burn someone's lips shut. He can somehow avoid being damaged. He can bend away from attacks, like a snake.

He is more intelligent than a Demon Lord and is prone to staring while plotting in deep thought. He wants to be a lord of the [lower planes](#) and [Infestix](#)'s successor. He possesses excellent navigational skills and is an unrelenting taskmaster.

He wears a baggy-sleeved robe and has a wavy-bladed dagger. His staff is a *constrictor snakestaff* that also is poisonous and has many other powers. He has a scarab that generates a sphere of *Protection from Good* made of three bands, dull blood red of the Hells, ebon of the [Abyss](#), and putrid purple of [Hades](#). He owns the infamous *Codex of the Infinite Planes* and *The Everlasting Damnations of Dilwomez* in his library in his secret room.

He is responsible for the death of [Karal Quadrapus](#) and [Ataleena](#), [Gord](#)'s parents. He takes the alias of Graves and poses as a pilot up the Selintan for [Barrel](#). He attacked the Silver Seeker in Hook Harbor. He obtained [Gord's Sword](#). His tactics in his tower, begin with offering obviously powerful enemies an alliance while summoning [Pazuzeus](#) and [Shabriri](#). He isn't stupid enough to fight people to the death, unless he has to. He will retreat if pressed and will destroy his chambers

to destroy pursuers. see also [Gravestone's Tower](#).

Spells:

Cleric:

First Level: *Darkness*, Second Level: *Dust Devil*,

Third Level: *Continual Darkness*, Fourth Level: *Divination*,

Fifth Level:

Sixth Level: *Heal*, *Hellfire* (a variation on *Flame Strike*, this sends an inferno of flames and raining lava over the area of effect. The door way is out of that area.)

Seventh Level: *Control Weather*, *Finger of Death*, *Hellblades* (a variation on *Blade Barrier* that creates nine spinning hot glaives that create a sphere nine feet in diameter)

Mage Spells:

First Level: *Ventriloquism*, Second Level: *ESP*, *Mirror Image*

Third Level: *Fireball*, *Lightning Bolt*, *Blink*, *Slow*

Fourth Level: *Evard's Black Tentacles*, *Wall of Fire*, *Dimension Door*, *Polymorph Self*

Fifth Level: *Contact Other Plane*

Sixth Level: *Project Image*, *Guards and Wards*

Seventh Level: *Limited Wish*

Eighth Level: *Doom Pit* (a variation on the *Gate* spell, which opens up a gate to Hades under someone's feet. It has a long casting time)

Ninth Level: *Power Word Kill*, *Prismatic Sphere*, *Gate*, *Time Stop*, *Wish*, *Succor*, *Prismatic Monster* (a variation on the *Prismatic Sphere* spell, this creates a monster inhabited by the caster that is composed of seven colors: orange, gray, red, clear black, maroon, purple, and violet. He can make attacks with it twice per round. Attackers involved in melee suffer damage as per *Prismatic Sphere* depending upon the outer layer. [Blackheartseeker](#) took two strikes to destroy the orange layer. Other evil wizards have similar spells, but Gravestone can cast spells through this one, and have it fight on its own like a pit fiend. The orange level sparks, the grey - lights, the red - burns, the black - negative energy. The creature is ten feet tall at the maroon layer.), *Shackle* (conjures up metal shackles that fly to bind the victim), *Create Extradimensional Pit*, *Spiked Wall of Evil*, various divination spells, some curative spells.

Bastro Felgosh - This large-eyed mage is a member of [Gravestone's](#) entourage. He has a displacer cloak and an enchanted collar that when sewn to a cloak, makes it AC 3. His dagger is named "Agonizer" because its cut induces pains. He took four blows from [Gellor](#) to die.

Spells:

First Level: *Magic Missile*

Fifth Level: *Conjure Elemental*

Ninth Level?: *Energy Drain*?(conjure forth emanations of Death)

Sigildark - This ninth or tenth level+ wizard is a member of the Greyhawk Mages' Guild. He will not conceal pride in his accomplishments or indignation of their being ignored. He has a ring of feather falling. He has access to spies and used them and his spells to trace the infant [Gord](#). In *City of Hawks*, he is a co-conspirator with [Colvetis Pol](#) to bring back [Tharizdum](#). He is commanded by [Arendil](#) in *City of Hawks* to search the library of the Savants of Greyhawk for information about the locations of the [Theorparts](#). Later, he becomes a henchman of Gravestone. Gravestone thinks he is a fool. He is made to enspell Gravestone's servants. He flees to Gravestone's realm/top floor. He can summon [Krungr](#), and when he does, would trick all into just attacking that demon.

Spells:

Unknown: divination spells

First Level: *Magic Missile* (5 shots),

Fourth Level: *Dimension Door*, *Thunder Fire* (a clinging purplish flame with a gaseous explosion. It does far more than a regular fireball. It could be fifth level.)

Wilorne, "Snapspine", "Backbreaker"

This assassin is a member of Gravestone's entourage. He is a ventriloquist. He has steel and leather armor, a hooked flail, a short sword, a throwing knife, a bladder of yellow mold, and poison (of course).

Halfred - remained apprenticed to [Wanno](#) long after the necessary time, in order to betray him and attempt to destroy the infant, [Gord](#). He was killed by Wanno c. 550 CY.

Spells: *Glyph of Warding*

Humbolth Vultrano - Henchman of Arachna, ruler of the [See of Medegia](#), he claims to be a merchant, Fastaal Trevan.

Bolgar - [Humbolth's](#) guard.

Jenkin - One of Gasgol's flunkies, worked with [Blonk](#).

Maegus Yeo - A Servant Cleric of [Nerull](#), pilferer of the [Five Dragon Bowl](#). He is also an antique and rarity dealer. He comes from the Far West; his father came from the Suhfang Kingdom. He is sallow skinned, he is a prince and a scholar. He claims that there are five oriental (occidental?) elemental dragons, Golden = Fire, Green = Water, Blue = Air, Silvery imperial = metal, Violet = wood. He has a staff that shoots a lilac ray that cocoons its victims. He has a puce opalescent object that leaves a shiny trail. These are used in summoning the dragon from the stone in his basement. Damage to the stone will damage the dragon. Damage to the dragon will damage Yeo. He will retreat after 20 hit points damage. He has lots of money. See also [Maegus Yeo's shop](#).

Spells: Fourth Level *Cure Serious Wounds*

Meleena - [Gord's](#) nurse, hired by [Wanno](#). She went through most of the money rather quickly, and before she knew of Wanno's death. She used to live with her father in [Halls](#), until the city tried to annex her father's property upon his demise. He gave her a nearby building and set her up as a maid to the oligarches. Gord was put into her care as if he were her Aunt Una's daughter Ermatrude's son. At the same time Wanno set her up as the Lord and Lady Mayor's waiting maid and she moved to the end of [Vertwall Close](#) and hired a maid. He said he was the guardian of the child and had set up a 5 gp/ mo. stipend to pay for it, and gave her her "inheritance" a chest of clothing and jewels. She wishes to court [Lord Roland](#). This leads to her being tracked down by Gord's enemies and she is transformed into [Leena](#). For months after her disappearance, there is a 1000gp bounty placed on her and Gord, then they are presumed dead.

Leena - Old crone and foster mother of Gord. Lives in the [Old City](#) in a hovel. Her mind is not what it used to be. Gord's benefactor allows little gifts, some food, some coins, some clothes, to appear every once and awhile. She keeps a kitchen knife under her blanket/cloak and cackles like a witch to scare off people. The local gang of toughs scares her, though. She scrounges around in the garbage for a living. While she initially believed Gord to be the cause of her benefits, she began to believe he was the cause of all of her ills and mistreated him. They moved into a warehouse in

disrepair.

Morgos - A mercenary.

Noperda - A medusa who lives in a tower at Greyhawk Phildorf Gelbbeek leader of merchants and the wealthiest man in Greyhawk.

Pledd - Hunchbacked servant of the medusa Noperda.

Rigello - An arch-mage of vicious disposition, who has "acquired" an artifact of the [Catlord](#), a jacinth statuette of a tiger inlaid with bands of polished, black coral, with emerald eyes. See also [Rigello's tower](#).

Deathspider - An assassin, [Rigello's](#) chief henchman, patrols his gardens. He is hunched, cloaked and looks like his namesake.

Lady Risteria - A powerful wizard who is a member of the Greyhawk Balance cabal. She is the most powerful of that group, although she defers to [Bru](#) for leadership. She has many divinatory spells and perhaps other means of gaining information as well. She is slow to volunteer information, preferring to hear what others have to say and then to be asked for her insight. She favors a long grey gown.

Silverthorn - A female cousin of [Melf's](#) to whom he left the [Five Dragon Bowl](#) to guard in Greyhawk. She is a low-level M-U.

Staphlococcus - A haughty cleric of [Nerull](#). He is lower level than [Felgosh](#). He has Nerull's symbol of death, a minor scythe. He is at least sixth level. Spells: Third Level Cause Paralysis (verbal only), Cause Disease

Summer - A female golden haired magic-user, has a *ring of invisibility* and a wand that can send body parts into the vacuum quasi-elemental plane. Spells: *Light*

Sunray, alias Raynald - A male freelance thief of Greyhawk. Blond haired, green eyed. Had a brief partnership with [Gord](#), later became an Asmodeus worshiping assassin.

Teline - A female freelance thief of Greyhawk.

Tess - A barmaid at The [Turning Wheel](#).

Wanno - Master of Magics to the Oligarchs of Greyhawk (c. 550) a tall mage with deep-set, colorless eyes. He favored a voluminous robe and the color midnight blue. He was charged by [Karl Quadrapus](#) to protect the infant [Gord](#) from being discovered by the rival Cat families. He possesses spells and charms capable of blocking most attempts at scrying, both over a local area and at a distance. He has a twisted, ebon-hued, yew-wood staff. He was assassinated by [Alburt Goodarm](#).

Spells: Teleport, Glyph of Warding, Disintegrate (flesh and all)

Webterbritz the Mottled Mage - He hired [Gord](#) and paid him with a *box of holding*.

Zarten - Greyhawk's chief cleric of Fharlanghan. He is a member of Greyhawk's Balance cabal.

Inspector Horne - Member of Greyhawk's [Praefecture of Magisterial Enforcement](#), Constable Lord Thistleby.

Magistrate Vatman - Member of Greyhawk's [Praefecture of Magisterial Enforcement](#), he is a crack investigator, Greyhawk's equivalent of Randall Garret's Lord Darcy.

Degol Boldray - The richest commoner of Greyhawk, deceased, leaves a wealthy widow who patronizes the [Patricians Club](#).

Lord Dolph - The Baron of Cairnway, patronizes the [Patricians Club](#).

Lord Fradel - Member of Greyhawk's upper class, his son is known to cheat at dice.

Lord Roland - Member of or informant to the cult of [Nerull](#).

Vronstein - Greyhawk's High Priest of Zilchus, patron of the [Patrician's Club](#).

Adaz - A [Rhennee](#) girl.

Old Annya - Is a [Rhennee](#) soothsayer.

Miklos - A [Rhennee](#) "lord".

Estrella - [Rhennee](#) woman on [Miklos's](#) barge.

Yanoh - A [Rhennee](#) man on [Miklos's](#) barge.

Zoltan - [Rhennee](#) man on Miklos's barge.

Streebul - A [Rhennee](#) man, killed over the [Chrysoberyl Ring](#).

Dillor 'Dild' - A river rat who discovered the [Chrysoberyl Ring](#) on [Gord's father's](#) skeleton. [Streebul](#) killed him for it after trying to buy it from him.

Flos - A whore from a bawdyhouse at the end of the [Strip](#). Her pimp is [Red Mel](#). She stole the [Chrysoberyl Ring](#) from [Eladon](#). Red kills her for it.

Red Mel - A pimp who works out of a bawdyhouse at the end of [The Strip](#). He stole the [Chrysoberyl Ring](#) from [Flos](#), one of his whores. He became a henchman of [Idnorsea](#) and was killed during the beggar-thief war.

Black Meggin - A black haired serving wench who worked in the [Man in the Moon tavern](#) c. 570 and had a short fling with [Gord](#).

Hegmon - A huge, from both muscle and fat, late middle aged owner of [Hegmon's Underground](#),

an entertainment center on [Heart's Desire](#).

Ovzool - The Tusmite barkeep of the [Lotus House](#).

Calvert - A red faced, humorous man, owns [The Acorns Inn](#) in Greyhawk.

Doctor Prosper - Sage friend of [Calvert](#), lives in Greyhawk. He is a crotchety old fellow and tutors [San](#) and [Gord](#) before helping them get into [Grey College](#). He has contacts at the other colleges as well.

Doctor Bizzell - A don at [Landgrave College](#). A contact of [Prosper](#).

Budwin - An 18 year-old admirer (not sexually) of [Chert](#), he is a scholar, and a student. He is taller than 6' and weighs 210 pounds.

Calzo the Trader - Has a shop in the [University District](#).

Holly Lloyd - A blond, blue-eyed girl who was picked up by [Lloyd](#) and then by [Chert](#). A charismatic schoolmate of [Budwin](#), a ladies' man.

Maust the Scholar - A gaunt professor of General Studies who lives in the seedy [Inn of the Seven Quills](#).

Paddy - The fat barkeep of the Toad on a [Toadstool](#) tavern.

Twistbuck - A don of [Count's College](#). He is tall, paunchy, flirty. He knows architecture, cartography, history, and city planning. See also [Twistbuck's game](#).

Arentol - Grand Guildmaster of Thieves of Greyhawk and its surrounding territories; by holding this post, he is a director of Greyhawk. He wages war with the [beggars guild](#) when the beggars began practicing thievery. He was severely reprimanded by Nerof Gasgol, for allowing "[Blackcat](#)" to continue operating outside of the Guild and looting Guild protected targets.

Basil "the Lock" - A rat-like fence, he was slain after the [Ageelia](#) affair by a garrote. He works out of a shop. A gangway and a filthy alley lead to the rear. It has an iron back door. He has a strongbox which is trapped and has triple locks. It is in his upstairs bedroom. It has barred windows and a door to the stair well. He was a homosexual and bought his lover, [Kesterin](#), an apartment.

Kesterin - [Basil's](#) male lover, Basil bought him an apartment.

Farley Fastfingers - An aging thief.

Lodev (Ladav?) Idnorsea - High level Greyhawk thief, in line for [Arentol's](#) job. He took [Red Mel](#) on as a henchman. He often dresses richly, wearing a blue velvet doublet and primping himself.

Hilgar - Henchman of [Idnorsea](#), killed during the beggar-thief war.

Suggil - Big henchman of [Idnorsea](#).

Trant - Henchman of [Idnorsea](#).

San - A tall beggar thief, younger than [Gord](#), marries [Arentol](#)'s daughter, becomes a high Guild member. He moves to an apartment in [The Enclave](#) and by *Night Arrant* is a master thief. His apartment has 6 guards, some locks and traps and a pair of mastiffs. He is 23 or 24 by end of *Night Arrant*. He is taller, larger, and stronger than Gord.

Viper - An assassin who spy's for Nerof Gasgol in the Thieves' Guild. He is tall and looks like his namesake, he even hisses. He is reputed to be the best assassin in Greyhawk. He was slain by an imp and his body was used as a scapegoat, claimed by [Arentol](#) and Gasgol to be the body of "[Blackcat](#)".

Clyde the Sharper - Guard at the workhouse in Greyhawk, has connections with beggarmaster [Theobald](#). He is also a minor agent of Balance. By c. 570, he became an officer with the Lord Mayor's Own Guards.

Tapper - A nondescript man with leathery skin. A minor agent of Balance who has contacts with [Clyde](#) and [Markham](#). He is primarily self interested. He is a semi-retired thief, and still a guild member c. 565. His front job is as a locksmith in the [Old City](#). He is a friend of [Gord](#) during Gord's [Grey College](#) years and helped to get him into the [Beggars Union](#) prior to that. He later became one of the presiding masters of the Craftsman's guild by c. 570

Markham - A fat merchant dealing in foreign goods. He is an agent of Balance in Greyhawk, and has contacts with [Tapper](#). He is primarily self interested. He keeps tabs on all of his agents and their contacts and has pull enough to enact reprisals on those who cross the organization.

Thaddius Jenk - Guildmaster of Assassins. Assassins not on duty while killed are not avenged.

Albin - An old assassin.

Alburt Goodarm, Alby - One of the greatest assassins of the city circa 550. He is slightly better than [Slono](#) and far more cocksure. He and all the assassins of his day wear deep grey clothing and felt-soled boots. He carries a purple hued, wavy bladed dirk. He assassinated [Wanno](#). He is killed by disease by [Poxpanus](#).

Eladon - Assassin who acquired the [Chrysoberyl Ring](#) by killing an agent of [Dyvers](#). He was killed by [Red Mel](#) while being robbed.

Murtash - [Thaddius Jenk](#)'s captain General Slono.

Spotless, Spotty - One of the greatest assassins of the city circa 550. He often works with [Alburt](#). He is also not as cocky as Alburt. He pocketed the [Chrysoberyl Ring](#) of [Gord](#) after their job at [Wanno's](#). Killed by disease, and his own poison dart, by [Poxpanus](#).

Yormodrin - The chief mage to the Assassin's Guild. He has an imp in the guise of a quasit in the guise of a black rat for a familiar. This imp leads nine wererats. He was slain by [Viper](#).

Theobald - The Beggarmaster (chief of the [Beggars' Guild](#)), fat, sadistic, paranoid. He has a hideous giggly laugh.

Batcrap - The [Beggars' Guild](#)'s cook, formerly known as Bald Jim.

Bellytimber Jane - [Batcrap's](#) predecessor, killed by [Theobald](#) under suspicion of having tried to poison him.

Thadeus Chinkers - Beggar/thief skilled in forgery and bait and switch techniques. He is an agent of Balance and a member of the Greyhawk's Balance cabal. He reforms the [Beggar's Union](#) after Theobald's demise as the Beggar's Guild. He is one of the few master beggar-thieves to survive the beggar thief war.

Foxy Lon - Beggar.

Furgo - One-eyed renegade thief hired by [Theobald](#) to instruct some of his beggars in thievery.

Emmit - Beggar guard.

Grasp - [Furgo's](#) peer.

Halfway - Pock-marked beggar.

Jenk Violet - [Furgo's](#) peer. Attractive 16 yr old whore/thief of Greyhawk; actress and master of disguise. c. 565 She was killed during the beggar-thief war.

Will Whiner - [Furgo's](#) peer.

Snaggle - Urchin of the [Slum Quarter](#), leader of the gang known as the Headsmen, uses a meat cleaver as a weapon.

Chopper - Member of the Headsmen.

Jot - Member of the Headsmen.

Green Wulfurt - An [apothecary](#) in [Odd Alley](#).

Scriggin - A half-elf who runs a [junk shop](#) in [Odd Alley](#).

Zreed - Owns an [antiquary](#) in [Odd Alley](#).

Those Who Frequent Weird Way

Achmut - Owns a [carpet store](#) on [Weird Way](#).

Fritzie - A whore.

Abner Grontny - An owner of a [supply store](#).

Count Joseph - Owns a [shop of rarities](#), he wears a powdered wig and is a poor con artist.

Huskons - The manager of the [Hostel of Ineffable Comfort](#).

Juxort - Owns a [chart shop](#).

Pinkus - An [ehjure](#), i.e. an ogre-mage.

Plincourt - Your friendly neighborhood vampire, night manager for the [Hostel of Ineffable Comfort](#). He hangs around with [Count Joseph](#) and [Fritzie](#).

Sogil - A [gemner](#), bald.

Yagbo - Porter to the [Hostel of Ineffable Comfort](#), he is a gap-toothed, unshaven, Renfield-type, who fetches guests for [Plincourt's](#) dinner.

Zenobia of Aerth - Often visits the [Dome of Delights](#).

Greyhawk Castle

Was rich, but has been sacked long ago (by [Tenser](#), [Robilar](#), Teric/Terik, [Murlynd](#), etc.) now few go to the castle, but untouched wealth lies deep within. There are many other planes intersecting in this castle including alternate primes. It is built on a high (250 ft) hill, three miles north of Greyhawk city. Tangled vegetation surrounds the place. There is a swamp to the north. Some brigands moved in to the upper levels. Lots of creatures lie below.

In the center of the first floor is a spiral staircase down. Next to the first step is a secret door, beyond which is a spiral stair. It is a web strewn shaft with many narrow open ledges. 200 feet down the shaft, or 300 feet below the top floor, runes and symbols are on the walls, a shallow pool is in the center of the chamber. Rusted iron doors are at the end.

The sigil on the floor is matched to one on the wall. When these are pressed the pool area sinks into a circular chamber with 9 exits. The fifth arch is 15' high. It leads to a smooth sloping passage that goes 1' down for every 10' forward. Phosphorescent fungi illuminate the passage.

After a quarter mile journey, a cavern is reached. In here the elements are combined and alternate, forming mixes and pure forms of the four elemental planes. They can be commanded to form a prime plane. This realm is ruled by [The Element Master](#). He will allow those who pass his trials to pass. The trials are of fire, water, air, earth, or nature. The trial by nature is the easiest and consists of each party member fighting a giant class animal or monster. Warriors fight a giant bull; Rogues fight a giant snake; Wizards fight a roc. Each must destroy their assigned monster before they can aid the others, or all will be killed. If they survive, they are offered the choice between passage to the next chamber, or a prize.

The next cavern is that of the Lord of balance. Behind, the Element Master's cavern is one of alternating colors and conditions. There is a sloping passage leading to a cavern with the sign of

balance - a huge metal scale. The cavern is half light, half dark, half of the pool is aflame, one half is ice. Plants are thriving on rocks and rotting in rich soil. There are colorless trees with multicolored blossoms. All of the contents are contrasts, everywhere and nowhere. [Yangyin](#) and [Yinyang](#) are here. They journey with those who enter for one hour to the cavern center. They choose contestants who must be of contrasting natures in order to preserve balance. They test either Undead vs life, or go forth to return. This last test can be beaten by going to the end of the chamber and sending the pair of balance back.

The next tunnel, cavern is The Realm of Thought. Any thoughts here can materialize. Beyond lies the Ebon Wall and [Bocheirs](#), the fish-bodied demon.

When [Tharizdun](#) invades, this castle is the last place of magical resistance. When Tharizdun and [Entropy](#) invade, [Yin](#) and [Yang](#) are pygmy sized and flee from [Gord](#), [Gellor](#) and [Leda](#). The power in the castle from alternate planes is now diminished. The Sea of Thought has lizard-like monsters in it and is now a small mucky lake in an extensive cavern.

See also Dragon Annual #2 p.96-99 and Tales from the Green Dragon in The Council of Greyhawk's [Oerth Journal 7](#) for a description of the early castle campaigns involving Robilar, Tenser, and Teric. Three modules have been published detailing portions of EGG's version of Greyhawk Castle: *EX1 Dungeonland*, *EX2 The Land Beyond the Magic Mirror*, and *WG6 Isle of the Ape*.

Joe Fischer reports discovering a dungeon "entrance through an old dry cistern and another entrance that is under a pool of quicksand, and even an entrance in a simple hole in the ground" (Joe Fischer, "Hints for D&D Judges, Part 3: The Dungeons", *The Dragon* #3 p.12, 1976).

"Greyhawk Castle', for example, has over a dozen levels in succession downwards, more than that number branching from these, and not less than two new levels under construction at any given time. These levels contain such things as a museum from another age, an underground lake, a series of caverns filled with giant fungi, a bowling alley for 20' high Giants, an arena of evil, crypts, and so on" (Gygax & Arneson, *Dungeons & Dragons Vol. 3: The Underworld & Wilderness Adventures* p.4).

Gygax & Kuntz's *Greyhawk Supplement to D&D*; has a drawing of "The Great Stone Face Enigma of Greyhawk" as well as a listing of a number of potential tricks and traps, possibly found within the castle. The first edition DMG notes that other areas of the castle included a "land of pure Greek mythology", and the means to travel "through the multiverse to different planets including Jack Vance's 'Planet of Adventure',..." p.112.

Drawmij er.. Jim Ward reports encountering a future/machine age level herein possibly including conveyor belts forcing player movement, a cellophane adventurer/package wrapping & storing machine, nasty die presses & pattern cutters, expensive slot machines that randomly also steal magic items, remote power switches to cleaners and robots, super alloyed metal armor and what not that give non-magical bonuses to AC, working firearms, and "a huge pile of gold dust in a large plastic bubble that isn't small enough to get out the door and can't be cut by anything less than a plus five sword" (Jim Ward, "Boredom and the Average *D&D*; Dungeon", *The Dragon Vol. III No. 3* (#17) p.26, 1978).

At one point in the past a party recovered a cursed scroll from a group of gnolls in the castle which whisked them away to the Starship Warden of *Metamorphosis Alpha* (Gary Gyax, "Faceless Men and Clockwork Monsters", *The Dragon Vol. III No. 3* (#17) p.6, 1978).

NPC's of Greyhawk Castle

The Element Master - A being, human in appearance, who can fully manipulate the elements, see Greyhawk Castle.

Yangyin - The male Lord of Balance, he is completely white, everything he says or does must balance or be balanced by those around him or Yinyang.

Yinyang - The female Mistress of Balance, she is completely black, everything she says or does must balance or be balanced by those around her or Yangyin.

Bocheirs - A fish bodied demon who resides beyond the [Realm of Thought](#).

Dyvers

This city is smaller but older than Greyhawk, still, it could be considered the second largest city in the Flanaess. It is full of squareish, squatty buildings with very thick walls. It has one municipality with good and bad sections, but it none as bad as the [Greyhawk slums](#) or as great as the [High](#) and [Garden](#) quarters. Villas and mansions overlook the Volverdyva and the [Nyr Dyv](#) from atop the hill upon which this city is built.

Buildings

Temple to Graz'zt - Has a gateway to the [Abyss](#) in its catacombs (see also [Graz'zt](#) and [Mezzafgraduun](#)).

Temple of Nerull - One of its patrons is a steward of a rich and degenerate local noble house. This old, squat, smooth and nearly seamless, basalt temple is in the religious district of the city. There are no other buildings immediately around it. The streets in the area are generally deserted, for the worship goes on at night and underground. A low wall surrounds the temple and it is topped with spikes, hooked outward and inward. The temple walls are smooth enough that there is a significant penalty for climbing them. Each sentry is paired with a black ape. The pairs meet and talk at scheduled intervals.

It is a tiered structure. On the first tier above the ground floor, there is a doorway from the outer balcony leading inside. It is often left ajar either from trust in the sentries or in hopes of gathering victims. A nearby stairwell leads down to the ground floor and main level, which is primarily living space for the lesser clerics and the guards. A well worn path leads to a secret door and a stairwell going down. When a ceremony is going on, a loud discordant clamor can be heard here. Drums, harps, chanting and other noises contribute to the cacophony.

Somewhere on this level, lies a small, circular chamber at the end of a corridor. It is bare save for four, high set, equally spaced, candle holders. When the one immediately to the right of the tunnel

entrance is pushed up while its pricket is pushed upon, the entire chamber spins, giving access to the high priest's inner sanctum. An ogreish, son of Kyuss like creature guards the chamber. It is a rotting, barrel-chested, bow-legged, foul-smelling creature that has worms crawling around in the orifices of its skull. These worms are spat out as an attack form. It also fights with a pair of sickles. This room is merely the entry chamber to the [High Priest's](#) suite. It is all lavishly furnished and also contains a hidden treasure stash, guarded with glyphs of warding and poison needles. Multiple gems are kept here including a large dark opal with green flecks. See also [Nerull](#).

NPC's of Dyvers

High Priest of Nerull - This priest keeps his head shaved. He has dealings with other planar agents. He can cast a spell which kills or sends people to another plane via a red beam. He made a deal with the [Lich of Liches](#) on the plane of [Shadow](#) to exchange [Gord's](#) platinum and 9 black star sapphire necklace for a large dark opal with green flecks.

Gnarlvergia

Is an area contested for on the [Nyr Dyv](#), not on the beautiful meadows of the area, residents include brigands, bandits, outlaws, villagers, sylvan elves, gnomes, etc. It is the area on the northern "verge" of the Gnarley forest between [Greyhawk](#) and [Dyvers](#). People, especially potential customers, are addressed as Graffing here.

Avalondria - The lair of the [Poochauns](#) in the pits near [Gawkes Mere](#).

Gawkes Mere - A little village that lies on the shore of the [Mere Gawke](#).

Inn of the Brothers of the One and Score - An Inn halfway between [Gawkes Mere](#) and [Olger's Bend](#), along the path between the two. The road obscures the houses size. The entry room is an anteroom; there are racks for coats, hats, and shields; there is a long bench, two tables, several chairs, green and amber glass windows, and a blackened yew door. The door leads to a short hall which is used for wine storage. It leads down three steps through a large old door, to a rectangular common room. There is a fireplace with a mantle and bricabrac on the far wall, there are lots of tables, and a bar to the far right. Patrons throw all of their fees into a cask on the bar. The barkeep is [Lean Cole](#).

Mere Gawke - A small puddle of a lake in [Gnarlvergia](#). It is relatively large and deep, there are twenty islets, many cottages and villas for wealthy summer homes of [Greyhawk](#) and [Dyvers's](#) residents, to the North lie lower class homes.

Nearmarsh - A village on the Selintan River between [Greyhawk](#) and [Dyvers](#). It has a ferry across the river.

Olger's Bend - Lies on the [Silvern Stream](#). It is six miles by a narrow road and rutted lane from [Gawkes Mere](#). There are many houses off of this road.

Silvern Stream - And outlet of [Mere Gawke](#) to the north.

NPC's of Gnarlvergia

Lean Cole - The barkeep of the [Inn of the Brothers of the One and Score](#).

Runewort, son of Kay, "Hop" - A frequent patron and sole proprietor of the [Inn of the Brothers One and Score](#). He is lightly bearded, and crop-headed. He hails from Ashtown and is a charlatan by reputation, although technically he is a low-level, first edition bard. He is well travelled and claims to have been born in [Gnarlvergia](#). He has been to [Ket](#) and beyond to the mountains in the west, where he sought gurus. He frequently invokes the sayings of one Rhumsung, Lampha P. He is charismatic, and in a coarse way is a ladies' man. He is self-titled "Hop the Savant". He is "impulsive and a man of extremes".

Proficiencies: spear, bow, lute, dulcimer

Spells: (sobriety)

Queen Lifayvia - The pleasant but firm Queen of the [Poochauns](#) at [Avalondria](#).

Prince Buckbee - A [Poochaun](#) officer at [Avalondria](#), he is very Lawful, and quick to execute miscreants.

Sir Dragonfly - A [Poochaun](#) officer at [Avalondria](#), he is very Lawful, and quick to execute miscreants.

Panloron - The male [Poochaun](#) priest at [Avalondria](#), he is beneficent.

Nyr Dyv

The lake of unknown depths. Sea creatures surface after storms.

The Isles of Woe - Not mentioned in the *Gord* books, but in *Eldritch Wizardry* and the first edition DMG, these islands on the Nyr Dyv were swallowed by that lake after the use of the *Codex of the Infinite Planes* by its creator, a wizard priest who ruled those islands (Yagrax?).

Cairn Hills

Midbay - The area on the south coast of the [Nyr Dyv](#) between [Greyhawk](#) and [Urnst](#). It is claimed by neither government.

The Shrine of St. Cuthbert By the Lake - Is in the Cairn Hills, not more than a day's walk west of [Tenser's Keep](#). Followers of St. Cuthbert start their pilgrimage from [River Street](#) in [Greyhawk](#) and travel here.

Tenser's Keep - Those who teleport here will arrive in a sunny round chamber standing within an outline of a series of circles and cabalistic diagrams, set into the stone floor in strips of metal and other substances. Windows pierce the walls at each of the cardinal compass points. This is the top of [Tenser's](#) tallest tower (see picture p.212 *Artifact of Evil*). After [Gord](#) arrives at Tenser's Keep, divination has become impossible.

The keep itself lies on [Midbay](#), on a cliff lined shore, on a spire of an ancient mountain, standing in a valley. A creek runs down the southern slope of the ridge at the lower part of the U-shaped vale. It then passes along the western side of the fortress and into the lake, cutting a deep channel. The whole structure is protected from magic. A wall surrounds the place. It has a barbarian, drawbridge, gate house, portcullis. Turrets and bartizans are at the angles, machicolated battlements. There is a grassy strip between the wall and the rest. There is a bailey from the gate to the entry. A paved road with squat stone buildings forms a parallel set of walls to confine those who enter in the gate to a narrow way.

From the spire a great hall, several lesser constraints, tied by walks, bridges of stone blocks, crenelated pierced merlons. 75 foot high roofs and shutters of metal. In the tower center there are great slabs of polished gneiss that turn transparent and become an elevator. The next level down is lab/workroom/library. The next level down it comes to rest on a thick rug. There are many rich carpets. There are blue rugs, arras, bricabrac etc. Everything is in shades of blue. It is built on a nexus of magic, therefore, he can chart major energies.

There is a labyrinthine route down to a large cavern filled with water, where Tenser keeps a young water dragon. He uses a bronze diadem with aquamarine insets to allow respiration (not breathing) in water. He will occasionally loan these out to trusted friends who would ride the dragon, but he will want them back. A silent man will ride the dragon back from a cave shore at the other end. Gilled folk - not nixies or aquatic elves - who are Tenser's allies use sign language to guide passengers to teleporting pool. They will arrive in a cave with more gilled folk, when they go outside, they will have arrived across a boggy meadow on the road to Crockport. B4-82. See also *WG6 Isle of the Ape* or for the more recent official version, see *Return of the Eight*.

Tenser

The famous arch-mage, member of the Circle of Eight, has a fetish for different shades of blue. He is allied with the [Catlord](#). He is of medium height and uses quick gestures. He wears a robin's egg blue and ultramarine sash, with ultramarine boots. He has brown hair, brown eyes, regular features, a distinctive nose, large penetrating eyes, large, long-fingered hands - dextrous. He is rather friendly. He is a Lord of Balance. See also *The Rogues' Gallery* (1980), Dragon #37, *WG6 Isle of the Ape*, and Rob Kuntz's recollections in [Oerth Journal 7](#).

He leads a force of 200 cavalry, 100 horse archers, 250 infantry, and 100 footmen archers, but if pressed could raise more troops from his region. His associates, other than those mentioned below, possibly include some demi-humans as well as the ranger Otis of Hommlet (*T1-4 Temple of Elemental Evil*). See Gary Gygax, "The Sorcerer's Scroll", *The Dragon Vol. IV, No. 11 (#37)* p.30, 1980.

Mage, 19th(+?) level, see Dragon #37 p.11, 30. Spells: Second Level; *ESP*, many summonings

Poztif - A Lawful Good Cleric, [Tenser's](#) henchman, slender, titled the Gleam of Pholtus, wears a dark cloak, insists on tithing to the church and poor.

Timmil - High priest associate of [Tenser](#). He has an antidote to the Flowers of Thratsus' vapors. He and [Alton](#) bypass [Gravestone's](#) stair traps. He is an exorcist, an abjurer of demonkind. His *Symbol* and *Holy Word* immobilize [Shabrin's](#) demonlings. He has a [Staff of the Heavens](#), a

magicked bottle of glass and metal filaments for holding shrunken demons and an amulet/ Holy Symbol that can cast *Continual Light*. He is willing to sacrifice himself for his cause.
Spells: Many curative spells, First Level; *Protection from Evil*, Second Level; *Chant*, Fourth Level; *Divination*, *Exorcise*, Sixth Level; *Blade Barrier*, Seventh Level; *Symbol*, *Holy Word*

Abbor-Alz

Also known as the "Dreaded Howes".

Maure Castle - X3-86 (see WG5 Mordenkainen's Fantastic Adventure).

The Manticore's Tail - An Inn.

The Stone Monument

A dry stream bed leads to the valley where this lies. It twist and turns, then becomes a canyon with many boulders, shorten splits at the gulch; tends to flash flood; then twists again: comes to Ogre peak, to the west lies the Valley. When camping outside within a mile of the monument, trespassers will feel tired, uneasy, and have nightmares.

The monument itself lies in Y3-87 or Y3-88, consists of 7 rings of stones, each ring made of progressively larger stones, from 4" in the farthest ring, to 10+' in the innermost ring. Previously, robbers, fleeing the Despotrix of [Hardby](#), had happened upon the place. They found no way in and had horrible night visions. One went insane, and committed suicide. The next day, another went mad and killed yet another one.

Towards the blocked off entrance to the place, the survivors found a treasure, but were hit by a *darkness 10' radius* spell by the [cataboligne demon](#) who dwells within. It chased them out, has *fear* effect. The block pivots, sigils of binding are on the inside, along with half a skeleton in chainmail. Another skeleton has a sword and a hand under the stone.

Beyond the entrance is an antechamber - 20' wide, 15' deep and 6'tall, in the rear is a zombie of a cleric. It is more powerful than normal. When the zombie is killed, the demon laughs.

A door in the back of the room leads to a narrow landing with stairs down to a natural cave with stalactites and rounded stalagmites. Against the wall are five rotting torches. There are three exit passages: one ahead, one left, one right.

In the forward passage, there are arched ceilings, and the smell of decay. 100' down it intersects left and right curves. To the left the passage joins the left passage from before, then curves left/Right - from the right path intersects with a straight, then a curved L/R intersection. To left they hear a giggle, curve left/Right, right lies blue-violet glow.

Chamber with the cataboligne demon. They hear feminine laughter- the demon is disguised as a naked woman lying on an isle in a lagoon. One tunnel off the curves is the demon's lair, another is a pool of water; illusion masks a blocked off passage to a cave that is 6'8" in height. 12 adders and a giant 60' long serpent guard the treasure. It is a chest with a poison needle trap. It contains a gold

coffer with runes and sigils written in an ancient tongue masking alignment. Inside is a [Jeweled Orrery](#); an artifact with a large yellow corundum sun, an emerald for Oerth, an Opal for Luna, a star sapphire for Celene, a jacinth for Rao, Greyspace's largest planet, and diamonds for stars.

The Wild Coast

Badwall - It is a poor place that relies on local crafts: mercantile exchange, honey export and the employment of mercenary companies (I4-102).

The Brass Ball - A large inn in the western end of town.

Hardby - Is a city dominated by women. They are bold, beautiful, and treat men as inferiors. The rest of the Flannaess treats men and women as equals except as regards the average ability to muster brute force. In Hardby, women are guards and are "totally pumped up" (again, pardon the 80's pop culture ref). At the end of *Artifact of Evil* the term Despotrix is no longer fashionable, so the leader's title is now Matriarch.

Safeton - Their chief neutral lord is female (a druidess?).

The Tomb/Temple - Lies eight days west through the Suss forest from [Badwall](#) on the Jewell River the one day North, then west to the middle of a peninsula. It is an inverted, three-tiered ziggurat (step-pyramid), overgrown, built centuries before the Suel devastation, bearing markings not written in Suel or Flan. It exudes a feeling of dread. The north face is collapsed. Parts of walls have lanterns. There is a maze which leads to a square chamber in the center of the second tier. This room is also accessed by a secret stair from the third tier. This room housed a [Theorpart](#) and was guarded by three guardian daemons. One from [Luz](#)'s circle had been there ([Obmi](#)). Near the temple is a cave which houses the lair of a huge ancient green dragon. The dragon has a rider who can cast *minor globe of invulnerability*. (Robilar, his dragon, & Otto?)

Robilar's Castle - While not mentioned in the Gord stories (excepting an unnamed cameo in *Artifact of Evil* p.106-110), Rob Kuntz in The Council of Greyhawk's [Oerth Journal 7](#) places this famous residence at Hex E4-89. He describes that location as well as Robilar and Otto in that issue as well.

NPC's of the Wild Coast

"Sharpeye" Demming - A trader in expensive and sometimes illicit goods. He trades up and down the coast, as well as in [Greyhawk](#) and possibly [Dyvers](#). He rarely carries the goods with him, so as to avoid being sacked by robbers.

Pomarj

See also A1-A4, Slave Lords series.

Black Pomarj - A rare drink since the humanoids have taken over. This black wine is somewhat foul tasting, but also somewhat addictive.

Strandkeep Castle

Lies in the Pomarj and is allied to the [Scarlet Brotherhood](#), A4-104.

Has inner bailey, wall, outer yard sloped up to curving strong point on outer wall - 20' tall crenellated battlements - splayed at bottom; 10' high curve of packed earth; along the curve at man height, every 6' pierced with arrow embrasures, 6' wide walk way on top of wall. It has a deserted warren of passages, cells and chambers beneath, has a main stairwell, tower at core, - bronzewood door.

The defenders consist of:

Spellcasters - Magic Missile, Fireball, Lightning Bolt, Evard's Tentacles, Flame Strike, Conjure Fire Elemental, Chain Lightning, Continual Light, Darkness

Hordes of Orcs

500+ gnolls

20+ Trolls

70+ Ogres - mailed, carrying morning stars and 6' long swords

NPC's of the Pomarj

The Elder Brother of Strandkeep - A high priest of [Tharizdun](#).

Horual Crook-Finger - Wears deep purple, is a mage allied with the [Scarlet Brotherhood](#) at the siege of [Strandkeep Castle](#).

Spells:

Fourth Level: *Polymorph Self*

Lester - Ambitious member of the [Scarlet Brotherhood](#).

The Eastern Marklands

Almor, Prelacy of

See Dragon #65 p.12.

Nyronde, The Kingdom of

See Dragon #65 p.12.

Finton Village - Lies about 25 miles northeast of the trail from Womtham to Innspa, about halfway along that trail (W2-68).

Castle Fizziak - Lies somewhere in Nyronde on Relmor Bay, 60 miles north of the Duntide, Gnatmarsh area. Its coat of arms are tawny and sable.

Tower of Winds - The tower of magic.

Grimalkinsham - Two days south of [Castle Fizziak](#) by horse (80 miles or so).

Rosey's - A whore house filled with hags, annises, and nellycoats disguised by illusion as comely humans. There are over a dozen trolls in the basement.

Owlsthorpe - A tiny cluster of huts in the Flinty hills where two trails meet; Rendol operated out of here (S2-65,64).

Theekhan - A town west north west of [Womtham](#), about 70 miles out of that town (A3-70).

Womtham - A town in Nyronde quite a ways south of Midmeadow and two days west of the Duntide shallows in the Flinty Hills (X2-69).

Woodwych - J3-79.

Chapel to Fharlanghn - Brown robed, friendly clerics, will give a symbol of Fharlanghn for a contribution.

Rel Mord

Nearly as large as [Greyhawk](#). Meadows are filled with domestic farm animals. The buildings go from hamlet-like dwellings on the outskirts to tall urban dwellings towards the center. Most towers are octagonal, all buildings have many angles. The arches are not peaked, but rounded. B3-75.

Commons - Almost ring the city.

Royal Palace - Lies on the Isle of Nyronde in the Duntide. Is connected to the mainland by a bridge. It is reserved for Nyronde's rulers, their peers, and their servants. It is a sprawling complex with quadruple walls. Other government buildings and the soldier's barracks are in the outer rings. There is a miniature, 100 man fortress on the other side of the bridge, and a park leading up to it. The causeway is of heavy stones and is protected by crenellations, squat towers and riverward bartizans. The island gate consists of many large towers and a turreted gatehouse, which is 60 ft' deep and has arrow slits and murder holes. There are many little parks on this oval shaped island. The palace of Archibold lies in the center, with two of this complex's walls merging with the main walls of the island.

Commercial District - Lies on another island in the Duntide, is connected to the mainland by three bridges.

Cathedral of St. Cuthbert

Highbridge - Crosses the Duntide River.

Walls - Lower and broader than [Greyhawk's](#). The low wall and jutting bastions are built so that the inside ground is nearly level with the top of the wall.

NPC's of Nyronnd

Archibold III - Has *Wisebrand*, the Sword of Dunstan (his ancestor), the Sword of Nyronnd.

Quithup - Chief Cleric of Nyronnd, "Most Venerable".

The Grand Count, Lord Fizziak - [Mahael's](#) uncle. He owns a [castle](#) somewhere in Nyronnd on Relmor Bay. His coat of arms is tawny and sable.

Lord Maheal, Szek of Dohou-Yohpe - A stuck up piece of royalty from [Rel Mord](#), who occasional visits [Weird Way](#) running errands for his [uncle](#).

Boffly - [Fizziak's](#) priest, a priest of St. Cuthbert.
Spells: First Level, Bless; Second Level, Enthrall

Phompton - [Fizziak's](#) court wizard. He is at least twelfth level.
Spells: Sixth Level, Geas

Lord Preppyn - Chamberlain of [Castle Fizziak](#), overweight.

Cob the Crazyed - Leader of a group of bandits operating out of the Gnatmarsh.

Brinlusi - Greenhag from [Grimalkinsham](#), frequents [Rosey's](#).

Dulicia - [Quodilde's](#) comely human daughter (who stays at [Rosey's](#)).

Quodilde - The BWOC (Big Witch On Campus) in [Grimalkinsham](#), stays at [Rosey's](#). Holds the pommelstone to [Wisebrand](#), the Sword of Dunstan, the Sword of Nyronnd.

Aunty Scroddie - A night hag from [Grimalkinsham](#), frequents [Rosey's](#).

Ugweela - An annis from [Grimalkinsham](#), frequents [Rosey's](#).

Zimp - A former bandit of [Cob the Crazyed](#), now a man-at-arms of the [Grimalkinsham](#) area.

Pale, Theocracy of the

Absolutely no Thieves Guilds are tolerated here.

Ogburg - An unsophisticated city of 10,000 in the Pale (Q2-56).

Redmod - Town in the heartland of the Theocracy of the Pale (Y2-57).

NPC's of the Pale

The Canon of Redmod - Has six daughters.

Light - A daughter of the Canon of Redmod.

Tenh, Duchy of

See Dragon #56 p.21-22 for its actions against the [Bandit Kingdoms](#) and [The Pale](#) c. 575-579. See also *DA4 The Duchy of Ten* by David Ritchie.

Urnst, County of

Coporna - A town of approx. 6000 people; is along the Artonsmay River in Urnst (N3-68).

Muddich - A suburb of [Radigast City](#), pop. 50 (R3-73, west of the Artonsmay River).

Karrish - A village often frequented by the [Attloi](#) (may be in Redland, [Bandit Kingdoms](#)).

Radigast City - Q3-73.

Down Quarter - Alum and thief area.

NPC's of Urnst, County of

Belissica, Sovereign Countess of Urnst - Cousin to [Archibold III](#) of [Nyronde](#), distant cousin to Karll, of the [Duchy of Urnst](#), liege to [Gellor](#).

Channos - An [Attloi](#) Thief Acrobat, one who instructed [Gord](#) in the craft.

Elo - An [Attloi](#) thief Acrobat, one who instructed [Gord](#) in the craft.

Urnst, Duchy of

Leukish - Has Hengal's weapon store (R3-80).

Nelix - Town west of Woodwych, in South Urnst (P3-82).

Society of Sages and Scholars - Lies near Nelix's colleges, is where the Cleric-Savant Quander resides.

NPC's of Urnst, Duchy of

Hengal - A dwarf in Leukish who owns a weapon shop mit ein paar Zauberwaffen for sale.

Quander - Cleric-Savant of Nelix, resides at the Society of Sages and Scholars.

Flinty Hills

NPC's of the Flinty Hills

Warren apHiller - Gnome King of the Flinty Hills.

Rendol - Huge, battle-axe wielding, leader of a group of Flinty Hillmen. Wears leather armor. Slain by [Gord](#).

Phostwood & Nutherwood

Phostwood - The bandits here have many half orcs and half elves in their companies, one such company is the Company of Freetakers, led by Trigon.

Longsford - Village by the shallows of the Artonsmay River at the Phostwood (G3-63 or 62).

NPC's of Phostwood & Nutherwood

Trigon - Leader of the Company of Freetakers, a Phostwood bandit troop.

Bogodor - A half-orc bandit in the Company of Freetakers, 18 Str. and grappling proficiency.

Crowbait - Member of the Company of Freetakers.

Finn Jan - Member of the Company of Freetakers, specialized in the quarterstaff, is a ranger, wears padded armor.

Kalonas - Member of the Company of Freetakers.

The Bandit Kingdoms

The [Horned Society](#) wages war with them in beginning of *Artifact of Evil*. After the siege of [Molag](#) they allied with [Iuz](#). The southeast kingdoms are the last rumored location of the *Cup and Talisman of Al'Akbar* (1st ed. DMG p. 157). See Dragon #56 p.21 for a break down of the kingdoms and a detailing of their battles with the Horned Society and their forays into other lands. Dragon #63 p.14 presented a map defining the territorial borders as of spring 579.

Grosskopf

A bandit kingdom north east of [Stoink](#) that was recently (in *Saga of Old City*) taken by [The Duchy of Tenh](#) (placing these events in 578 or 579, Dragon #56 p.21). Area 17 on the map.

Fellands

A bandit kingdom north east of [Stoink](#) that was recently (in *Saga of Old City*) taken by [The Duchy of Tenh](#). Area 16 on the map.

Rookroost

Area 15 on the map.

NPC's of Rookroost

Plar Teoal Fent - The leader of the bandit kingdom of Rookroost.

Stoink

Once an Aerdian outpost, founded in 24 CY; turned to banditry in 376 CY, pop. 12,000; Ruled by Lord Mayor, Boss Dhaelhy; Population is 50-70,000 in the city state of Stoink. Stoink has nine wards, motley buildings and a motley population. It has many shops, taverns, houses of ill repute, and slave pens. The town watch wear leather armor and carry shields. The town gates close at dusk and open at dawn. I3-64. Area 10 on the map.

The Wards

Claybrick Ward Norward - Houses the [Thieves guild](#), separates [Claybrick Ward](#) from [Great Ward](#).

Great Ward - Administration district.

Buildings, Places of Interest

The Three Gables - An inn in West Stoink.

The Double Dagger - A run down inn and tavern, a popular gathering place.

The Thieves Guild - This guild's sign is in common! It lies on [Safe Avenue](#) in [Norward](#) between the Slave Market and Stonegate. The receptionist is Stoa. Entry fees are 1 electrum piece, 1 silver piece per month. Rules - places protected by Boss Dhaely, Mayoral guards, the town Watch, town officials, etc., are off limits to thieves; thieves receive guild protection if caught on a job that was reported to the guild in advance.

Stoink's Palace - The palace has both inner and outer walls, tall turrets and towers. The inner bailey has 20' walls inside, 30' walls outside (it is built on a terraced hill). The Great Tower, whose roof is 90 feet high, is on the southwest end of the palace. The uppermost story of the the great tower holds well-to-do prisoners, such as [Evaleigh](#). It is guarded by [Sergeant "Black" Melson](#). Boss Dhaelhy lives on the third floor; The roof of the great hall is 60' high. There is a turret in the northeast where four men stand guard at night, in a room near the roof; they are led by [Corporal Meader](#). There is a trap door in the turret floor. [Commander Oakert](#) is in charge of the night watch.

There is a 60' deep dungeon, the first level is the cellar; in the cellar there is a stair column from the bottom to top that leads to a secret exit on the bottom level to the east.

Under the middle tower of the fortress compound (B wall and a burned door) near it is a concealed 2' high hole/ exit. 10' in is a vertical shaft, the passage continues east. 10' up the shaft is a ladder of iron rungs set into the wall. A projection opposite the rungs, closes the bottom of the shaft off. 40' up the shaft is a chamber of a 20' diameter. The shaft comes up 3' from the wall. The ceiling is domed and the apex is 13.5' above the floor.

A pile of filthy rags lies a short distance from the shaft and an ancient lantern is on the opposite side of the shaft. The air is stale and stagnant. A large worm creature of about 10 hp lies within the rags. A secret door opposite the shaft pivots open to reveal a narrow corridor, which ends when it meets a 10' wide perpendicular corridor. To the left lies a pillared arched room with 5 exits and a stairway up. Going right leads to a narrow stairway with a heap of clothing. At the top of that stair is a manure pile. a wooden ladder is at the far end, the trap door at the top leads to a shed in [Ratswarf](#) on [Tannery Street](#) by Umber Stream.

Streets

Serpent Lane - Crosses [Suggil Way](#), the entertainment zone in Stoink.

Suggil Way - Crosses [Serpent Lane](#).

Safe Street - Links the fortress with the Slave bazaar in the north.

Joy Street - Also goes to the market.

Shackle Street - Also goes to the slave market.

Crook Street - Intersects with [Safe Street](#) near the [guild](#).

Hall Street - In the south area, near and parallel to the palace.

Gates

Stonegate - Is the East entry to Norward.

Towergate - The entrance to Stoink on Holdroon's side.

Ratswharf - Suburb, pop. 1000+; has rope walks, tanneries, timber and span trade, low dives.

Streets

Tannery Street - A round about exit from [Stoink's castle](#) by subterranean passages leads to a shed on this street near the Umber River.

Ratspool - A widening of the Artonsmay River where it is joined the Umber River; several wharfs and docks form [Ratswarf](#) are located here.

Holdroon - Suburb, pop. 1000+; mostly brigands and mercenary companies, has some low dives.

The Horn and Haunch - Tavern, best in the entire area, owned by [Tubb](#), has a pretty waitress named Amy.

NPC's of Stoink

Commander Oakert - He is in charge of the night watch of [Castle Stoink](#) (he hates it). He had been in charge of espionage until the [Hierarchs'](#) plan was exposed.

Sergeant "Black" Melson - He guards the top floor of the [Great Tower](#).

Corporal Meader - He is the guard on night duty of the northeast turret of [Castle Stoink](#).

Goldie - [Evaleigh](#)'s maid. She was left in [Stoink](#) after her mistress's escape.

Flechet - Recruiter in the Bandit Kingdoms to attack Redspan (sent by the [Horned Society](#)).

Swutch - Recruiter in the Bandit Kingdoms to attack Redspan.

Tau Stoat - Recruiter in the Bandit Kingdoms to attack Redspan receptionist of the [Thieves Guild](#) in [Stoink](#).

Uve Paulic - Assistant Guildmaster of the [Stoink Thieves Guild](#).

Tubb - Owns the [Horn and Haunch](#), a tavern in [Holdroon](#).

Amy - A pretty waitress at the [Horn and Haunch](#).

Wormhall

Abandit kingdom in the West that was recently (in *Saga of Old City* c. 578) invaded by the [Horned Society](#) (centered around X3-66). Area 2 on the map.

Warfields

A bandit kingdom in the West that was recently (in *Saga of Old City*) invaded by the [Horned Society](#) (centered around X3-64). Area 1 on the map.

Key to Bandit Kingdom map from Dragon #63 for remaining kingdoms:

3. Freehold
4. Kor
5. Tangles
6. Rift
7. Reyhu
8. Redhand
9. Artonsamay
11. Dimre
12. Johrase

13. Midlands
14. Greenkeep

NPC's of the Bandit Kingdoms

Barl - He is a rider in [Mossback](#) and [Weasel's](#) company.

Mossback - He is a rider from outside [Stoink](#) downstream of the Artonsmay, in the Phostwood, in a company of eight.

Weasel - He is a rider from outside [Stoink](#), they buried a coffer with a lot of coins in an old campfire.

Renfil Leed - A bandit leader of eighty or so men from c. 565 who led a long foray into [Urnst](#), [the Pale](#), [Nyron](#) and the [Shield Lands](#). Along the way he picked up the [Chrysoberyl Ring](#) and his party was killed by goblinkind in the Shield Lands.

Dogteeth - [Renfil's](#) lieutenant.

The Great Kingdom

Adri Forest

Angleford - This place is a town/shallows on the Harp River in the Adri.

Flash Crossing - This place is a town/shallows on the Harp River in the Adri.

Oddgrave Hill - This rises within the Adri forest, a three plus days' hike northeast from [Stalker's](#) village.

Woodford - This place is a crossing of the Harp River in Adri.

NPC's of the Adri Forest

Stalker - He is a ranger of the Adri Forest who knows [Gellor](#).

Ned Horn - He is a native of the Adri Forest and an associate of [Stalker](#). He also knows [Gellor](#).

Wren - She is a 6'6" woman of [Stalker's](#) tribe in the Adri. She has hazel eyes, long braids of brown hair and is very comely and charismatic. She is attracted to [Chert](#). She leads troops carrying a bardiche.

The Great Kingdom of Aerdy

NPC's of Aerdy

Grand Marshal Dreek - [Lomor's](#) superior.

General Lomor, Margrave of Uskedge - He is the leader of the Great Kingdom's forces against the [Adri](#) and bears the coat of arms of Uskedge on a golden banner.

Comet - He is [Lomor's](#) best warlock.

Bone March

See Dragon #57 p.15.

Castle Blemu - This edifice lies in the Blemu hills which is a vassal state to [Nyron](#) (I2-59).

Fugel's Farm - Is just that (J2-61).

NPC's of the Bone March

Dunstan, Count Blemu, Lord Knurl - Father of [Evaleigh](#), uses the broadsword, vassal of [Archibold III](#). One wonders if either this Dunstan or Archibold's father were the same Dunstan from Gyax's unfinished *Gnome Cache* novella which appeared in Dragon issues 1-7.

Sir Mellard - [Count Blemu's](#) jailor.

Medegia, See of

See Dragon #63 p.16-17.

North Province

See Dragon #63 p.15-16.

Ratik

By the time [Gord](#) was released from his prison in [Blemu](#), Ratik had seized Johnsport and besieged Spinecastle. See Dragon #57 p.14-15.

NPC's of Ratik

Alain IV - He is the son of Baron Lexnol Ratik. He married [Lady Evaleigh](#) for political reasons in 578/9.

Lady Evaleigh - She is the beautiful blonde daughter of [Dunstan, Count Blemu, Lord Knurl](#); she is 5' 1" tall; she possesses a flat milky crystal carved as a bird with sheltering wings folded down that is suspended from a silver chain, this device protects her from being sought by magical means.

Rel Astra

See Dragon #65 p.11.

Sea Barons

See Dragon #63 p.15.

South Province (Ahlissa)

See Dragon #57 p.15, [Eneever Zig](#) hails from here.

Spindrift Isles

See L1 The Secret of Bone Hill, L2 The Assassin's Knot, and Dragon #65 p.11-12.

The Iron League

Idee

See Dragon #57 p.16.

Irongate

See Dragon #57 p.16.

Onnwal

See Dragon #57 p.16

Sunndi, County of

See Dragon #57 p.15-16.

The Scarlet Brotherhood

Founded by descendants of the lost Suel Empire, this organization's Monks wear red and gold, and call their leader the Oldest. They also worship [Nerull](#).

They sacked Densac Gulf, the Olman Islands, Hepmonaland and the [Pomarj](#). They thought that the [next Theopart](#) was in the Wormjaws, they discovered it was in the [Suss](#). They had brought the [Chaotic Evil one](#) to [Strandkeep](#) earlier.

The Siege of Strandkeep Castle

Occurred 6 months after the end of *Saga of Old City*.

The Besiegers:

Standard siege equip, 1000 troops, dwarven miners, Gord, spellcasters; cone of cold, magic missile, fireball, darkness, continual light, weather control, conjure water elemental, conjure earth elemental, lots of illusions.

The Scarlet Brotherhood moved through the Suss and Welkwood harried by elves and woodsmen. The Suels rallied more goblins, hobgoblins, and other humanoids. Their advance guard had 1000 men, and their main force was 4000 men. They sacked [Celene](#), killing [Parsival](#). They then retreated and were pursued.

They attack northward with the [Great Kingdom](#) at the beginning of *Come Endless Darkness*. They hold the [Initiator](#) and relinquish it to the Dukes of Hell.

NPC's of the Scarlet Brotherhood

The Oldest - The leader of the Scarlet Brotherhood.

Rhizia

Cruski

See Dragon #57 p.14.

Fruzti

See Dragon #57 p.14.

Schnai

See Dragon #57 p.14.

The Hold of Stonefist (Stonehold)

After the siege of [Molag](#), Stonefist allied with [Iuz](#). See also Dragon #57 p.13-14.

Lands of Iuz

Iuz

See WoG p.27. See Dragon #56 p.19 for Iuz's dealings with the Wolf Nomads, and [Furyondy](#) c. 577-579.

Dorakaa - Capital city of Iuz, seated in a depression. Evil permeates the air; the city is stark, ugly, and wicked.

Palace - This edifice lies in the bottom of the city.

Throne Room - Bronze portals open to this room, lying in the bottom of the palace. [Iuz](#) sits on a throne of bones set in silver from which radiates fear and hatred. It sits on a black dias. Noxious lumps burn in bronze, demon-shaped braziers. There are horrific, disgusting decorations. He keeps here several dretch lackeys as well as several concubines of varying degrees of humanity and demonity. He has a gold plated, gem-studded, skull-shaped flagon.

Iuz' court has twelve men and women who stand in deference to him (The [Greater](#) and [Lesser](#) Circles/Bonemarch). All are spellcasters without morals. He has three circles of six. Two circles are acquainted with one another, one greater and one lesser. The members of the other do not know of any other member's existence. This [third circle](#) consists of a human, a dwarf, an elf, a gnome, a halfling, and a half elf. The first two circles compose Iuz's court and the other circle is scattered about the Flanaess. All members of the greater circle are clerics; most are dual classed. This is developed in greater detail in Carl Sargent's *Iuz the Evil* supplement.

The Drow retinue consists of three female clerics, three male mages, two greater clerics and the leader of the embassy, they are [Eclavdra](#)'s entourage. She is an ambassador to the court.

NPC's of Iuz

Iuz

Iuz is the cambion son of [Iggwily](#) and [Graz'zt](#). In addition to his human form of an old man, he can appear as a seven foot tall, maroon demon with green eyes. His insignia is a bronze pin with a black snake in a circle biting its own tail (The Worm Ourobouros); inside of that is a red triangle, inside that is a white reversed pentagram all is on a field of white (see the World of Greyhawk Boxed Set, 1983).

He at one time was imprisoned by Zagig at [Greyhawk Castle](#). While he was thus interred, the [Hierarchs](#) of [The Horned Society](#) - followers of Hades and Tartarus, took over [Molag](#), a city formerly in Iuz's control. According to Rob Kuntz in [Oerth Journal 7](#) Robilar released him and eight other demigods/lesser gods from their prison in the Bottle City level of the castle.

Iuz controls tens of thousands, including one quarter of all the drow elves, those who follow Elemental Evil (a pantheon solely a ploy of Iuz and [Zuggtmoy](#), see module T1-4) His agents seek

the two remaining [Theorparts](#), as does Graz'zt. He plans keep the Theorpart for himself and he considers himself his father's equal.

He and [Demogorgon](#) ally and alternate attacks on [Graz'zt](#) from opposite sides with aid from [Infestix](#). He is slain on [Mycorji](#) by [Gord's Blackheartseer](#).

See Dragon #67 p.25-26; WoG guide p.71; WoG Glossography p.43-44, T1-4 especially p.28-29, 121.

Iggwilv

"Wilva" to her friends, [Iuz's](#) mother. She is also known in other areas as Louhi (see the [Kalevala](#) by E. Lönnrot), or Ychbilch. She has multiple visages. Her true form is that of a centuries old crone - like the wicked witch from the geriatric home. Her other form is a young and beautiful maiden with blonde tresses. She is Chaotic Evil. She turned against Iuz and [Graz'zt](#), his father, who was separated from her. When Graz'zt granted her amnesty to aid Iuz, she first frees [Zugtmoy](#) (compare to the beginning of T1-4). She is condescending towards her little Iuz. At the end of *Artifact of Evil* she holds the [second Theorpart](#).

In the beginning of *Sea of Death* she creates a null space for Graz'zt, Iuz, and their factions to meet. It is only capable of holding a few occupants. Iuz, Zugtmoy, and [Szhublox](#) represent one faction, Graz'zt, [Yeenoghu](#), and [Kostchtchie](#) represents the other. She declares herself to be non-partisan, but actually favors Zugtmoy. She discovered the location of the [Unbinder](#), the third Theorpart. It lies in the [Forgotten City](#) and Iuz and Graz'zt must send mortals ([Obmi](#) and [Eclavdra](#) respectively) to contest for it. The contest for the Theorpart would have the contestants begin at [Lopolla](#) two weeks after the meeting. They are to retrieve the artifact and take it to [Ulakand](#) or Hokar. She promises both Zugtmoy and Iuz two Theorparts.

She is allied to Iuz and [Demogorgon](#) in *Dance of Demons*. She owns the [Baton d'Agrue](#), but told Iuz that it was lost. She impales herself on spikes created by the [Initiator](#), she breaks the Baton and is consumed by its emission of energy. (See S4 *The Lost Caverns of Tsojcanth* - especially booklet 1, p.2-3, 29-30, booklet 2, p.8, *WG6 Isle of the Ape* p.6, 43-45, *Return of the Eight*).

The Greater Six "Boneheart"

Althea - She is a tall, crone of a woman and a magic user in [Iuz's](#) Greater Six. She is [Mole's](#) second in command, and accompanies him. She has a staff which can cast *Tenser's Floating Disc*.

Halga - [Iuz's](#) Grand Priestess in the [Greater Six](#). She is of indeterminate age and wears vestments of rust red, trimmed in black. She carries an ebon staff bound in silver with a sliver set skull. She is Iuz's favorite and is given orders to stay in [Dorakaa](#). She is paired with [Vayne](#) of the [Lesser Six](#).

Kermin "Mind-Bender" - He is a turbaned [Bakluni](#) illusionist of [Iuz's](#) [Greater Six](#). He is ordered to take [Null](#) and rally the [Bandit Kingdoms](#) against the [Hierarchs](#).

Mole - He is a short, long-nosed, mage in the [Greater Six](#) who serves as [Iuz's](#) lieutenant. He is ordered to work with [Olive](#) of the [Lesser Six](#) with a force of buheer, nonuz, a Black Death Regiment, and a company of drow and invade the [Horned Society](#).

Ormuz - One of [Iuz's](#) most favored members of his [Greater Six](#), he is a tall, emaciated arch-mage, paired with [Patch](#) of the [Lesser Six](#). He is capable of summoning Type VI demons. He is always playing power games. He and Patch are ordered to incite bands in the southern [Vesve](#) to murder and pillage. They are to take companies of Woodsrunners and Eiger guards to pick up the [Theorpart](#) from [Obmi](#). He and Patch have a mercenary horde as well as bandits, ogres, trolls, xvarts, and other humanoidoids to help intercept the Theorpart. His name, as well as Iuz's insignia, are passes throughout the encampment. He is slain in the battle with the [Obsidian Citadel](#) forces over the [second Theorpart](#).

Radduj - He is a member of [Iuz's](#) [Greater Six](#) who is paired with [Beesting](#), they are to incite the Celbits and the Jebli against men and elves. He dies in the battle with the [Obsidian Citadel](#).

The Lesser Six "Boneheart"

Beesting - He is a member of [Iuz's](#) [Lesser Six](#) who is paired with [Radduj](#). He dies in the battle with the [Obsidian Citadel](#).

Jumper - He is an illusionist in [Iuz's](#) [Lesser Six](#). He is paired with [Althea](#) and goes with her and [Mole](#).

Leilah - She is a dark-skinned priestess of [Iuz](#) under [Ormuz's](#) command.

Null - A wizard of [Iuz's](#) [Lesser Six](#) who is paired with [Kermin](#). He is a nondescript man.

Olive - She is a pretty cleric of [Iuz's](#) [Lesser Six](#) who is paired with [Mole](#) to invade the [Horned Society](#).

Patch - He is a high priest in [Iuz's](#) [Lesser Six](#) who is paired with [Ormuz](#). He dies in the battle with the [Obsidian Citadel](#).

Vayne - He is a mage in [Iuz's](#) [Lesser Six](#) who is paired with [Halga](#).

The Secret Six "Bonshadow"

Obmi "the Wily" - He is a renegade mountain dwarf who joined up with [Iuz](#) after escaping from the raid on the hall of the fire giant, King Snurre "Ironbelly" (G3). He had been enslaved by Snurre for five years, before he proved his worth as an advisor, and then served him for twenty-five years before anti-giant/drow strike force disrupted his life. He pretended to be a captured dwarven prince, gained the trust of the party, and escaped. At that time his stats were: HP 79, S 18/94, D 16, Co 17, I 18, W 18, Cha 16(18 for dwarves), Fighter/Thief 9/11 (G3, Gygax, 1978, TSR). He has iron gray hair. He is taciturn and is always playing power games.

Proficiencies: Weapon; war hammer

Equipment:

c. *Artifact of Evil* - *Hammer + 3, Dwarven Thrower*, plate mail

c. *Sea of Death* - a magical *martel* (war hammer, a short handled, hammer backed military pick) +5, given to him by [Iggwily](#), special ability slay devils. It is silver inlaid and forged of latten (a

copper tin alloy) so it is non-magnetic. It is not affected by iron eaters or rusters. Iggwilv and [Zuggtmoy](#) also give him a *hat of disguise*. *Boots of speed*.

c. *Come Endless Darkness* - He has a bronze idol, given to him by Zuggtmoy for summoning the demon [Ulid](#). He also has a *ring of regeneration* and a *crystal of darkness*.

After joining with Iuz, he became a member of Iuz's Secret Circle and was assigned with the task of retrieving the [Suss Theorpart](#). His group went west from the [temple](#) towards Enstadt, then to the Welkwood. They consist of three dozen mixed races, pack horses and a few 2 wheeled carts. He leads a company of demi-humans and brigands. He passes through Hommlet's Inn of the Welcome Wench (see T1 or T1-4). His trail of pillaging is too open, so Iuz tells him to lead his pursuers to [Molag](#) by sending the brigands there when they reach the Att River. He would then meet Iuz's army at the [Vesve Forest](#). He can communicate directly to Iuz and is shielded from detection by scrying. When in the Vesve, he has foraging parties, with six men in forester's green per party. The main party consists of groups of a few hundred mixed humanoids; [losels](#), orcs, half-orcs, and gnolls. A lesser mage, subordinate to [Keak](#), has *lightning bolt*. They also have a dozen bugbears. One of his bugbears has a magic spear, one half-orc has a magic sword, one brigand has a magic scimitar. Obmi and Keak split off into a smaller group including two half-orcs in chainmail, with light crossbows, lances, swords, and dull brown cloaks. The group also includes two brigands who bring up the rear. All of them are on horseback.

He is turned into a toad by Zuggtmoy. He is chosen as her champion in the struggle for the [final Theorpart](#). His strength has been boosted to 19 by Zuggtmoy, and his level raised to 13th or higher during *Sea of Death*. She and Iggwilv give him the equipment mentioned above. He has a new group with [Bolt](#), a cleric of Zuggtmoy (one of his lieutenants), a half-orc assassin (Obmi's other lieutenant), and several Ullite warriors. He slays the two lieutenants and proceeds on with Bolt and twelve Muzier riders. He loses two bladders on his [dust ship](#). He comes into the [city](#) from the side opposite [Eclavdra](#), and moves towards the [temple](#) at almost the same speed. He is one mile away from [Gord](#) when he, [Leda](#), and Eclavdra's group are one half a mile away from the temple. His martel breaks on the sphere encasing of the Theorpart. In the confrontation with Eclavdra at the temple, he sings his beard.

He has a weather control device to help power his ship. His ship is wrecked by a storm 100 miles north east of Gord and 300 miles north of Eclavdra. He has taken Leda. She bargains with him that she will kill Eclavdra and he will get the final key. He attacks Eclavdra with eighty [Wenhuli](#) marshmen in the Hool marshes. Thirty of them die. He uses his bronze idol. [Vuron](#) pits him against Gord and Leda against Eclavdra at the Hool battle. He offers Gord a chance to gang up on Eclavdra. Gord refuses and kills him.

Bolt - [Obmi](#)'s sorcerer henchman in *Sea of Death*. He is clever and ambitious. He is slain by [Eclavdra](#)'s group in the [Grand Temple](#) in the [Forgotten City](#). He is at least eighth level.
Spells: First Level; Magic Missile, Third Level; 2x Lightning Bolt, Fireball

Keak - This tall, skinny high elf, is a henchman of [Obmi](#). He is a fighter/mage, being at least twelfth level as a mage. He is most distinguished by his mad cackling and cold eyes. He is always playing power games. He is slain by [Gord](#).
Spells: First Level: Magic Missile, Burning Hands; Third Level: Lightning Bolt; Sixth Level: Flesh to Stone

Gleed - This old gnome, is an Illusionist/Thief being at least fifth level as an illusionist. He has cold eyes and serves as [Obmi](#)'s henchman. He was mortally wounded by [Melf](#), charging with his magic lance.

Spells: First Level; Change Self, Second Level; Improved Phantasmal Force, Third Level; Phantom Steed

Modu-Koduz - A grovelling High Priest of [Iuz](#) who serves as chamberlain.

General Sindol - [Iuz](#)'s chief general.

Eclavdra

Drow elf, by *Sea of Death* she is at least an 18th level Cleric/4th level Fighter, W:17, Dex:18, Con:10, Char:18 (see *G1-3 Against the Giants* p.25 and *D3 Vault of the Drow* p.18). She has been gifted by [Graz'zt](#), her new patron deity, with immunity to the poison of arachnids, they will die when they bite her.

She has a perfect body with shoulder length tresses of silver hair. She has violet eyes with curling silver lashes. In *Sea of Death* her skin pigmentation is lightened to the copper color of the [Steppe](#) nomads.

Equipment: She wears a filmy violet gown with a large amethyst choker. Circa *Sea of Death* she is given cusps from [Vuron](#) to shield her eyes from the sun and allow her travel in the daylight. Her drow weapons are treated with a magic potion, also from Vuron, to allow them to stay above ground without degradation for two to sixteen weeks. She also has a *decanter of endless water* and a *mask of dust and water breathing*. She rides a [fish shaped craft](#) in the [Sea of Dust](#). She has a staff which can *energy drain*, carved with leering demons on it. She has a *Heward's Handy Haversack* and a coffer for summoning daemons.

Mentioned in the GDQ series, she lived for almost 200 years in the *Vault of the Drow* hoping to rule. Her plans failed so she sought power through [Graz'zt](#). [Graz'zt](#) gave her a horde of demons and she waged a civil war to conquer all of the drow. Once she had a taste of power she became dissatisfied with being an elf queen and now deals with demon lords. She is still the Eilserv clan leader and is the ambassador to [Iuz](#)'s court and is [Graz'zt](#)'s High Priestess.

She often presumes to be [Iuz](#)'s equal and has to be put in her place. She is chosen to be [Graz'zt](#)'s champion in the race for the [final Theorpart](#). She aspires to become a demon princess. She has been cloned, but is completely unaware of her clone, [Leda](#). Her escort consists of camel riders from the [Pavnims](#). She has brought at least six retainers with her in the Sandfish. She has four drow fighter magic-users with her as guards and she entered the [temple](#) from the south. At the confrontation with [Obmi](#) at the Temple, she loses three of her drow guards, but slays [Bolt](#) and takes the Theorpart. She is driven into rocks at the Hellfurnaces 100 miles south east of [Gord](#) and 130 or so miles south of [Obmi](#). She has twelve drow and humans who fight with [Obmi](#) at the Hool marshes. Some of them die. She is slain by [Leda](#) in a duel arranged by [Vuron](#) at the Hool marshes battle. [Leda](#) takes her place in [Graz'zt](#)'s court.

Weapon Proficiencies: Longbow, Sword, Scimitar

Non-weapon Proficiencies: Hunting

Spells:

Many of these spells are reversed.

First Level; 4 x *Cure Light Wounds*

Third Level; *Create Food and Water, Continual Light*

Fourth Level; *Neutralize Poison, Spike Stones, Cure Serious Wounds, Divination*

Fifth Level; *Animate Dead Monsters* (12 apeling), *Cure Critical Wounds, Commune*

Seventh Level; *Gate, Confusion*, various demonological spells

Wickert - [Eclavdra](#)'s favorite male drow henchman. He is a fighter/magic-user. He is at least a ninth level magic-user. Spells: Fourth Level; *Evard's Black Tentacles*; Fifth Level; *Cloudkill*

Leda

She is the clone of [Eclavdra](#) but shares no telepathic link with her. Her skin pigmentation has been lightened by [Vuron](#), to the copper color of the [Steppe](#) nomads. She appears half elfish with deep tan skin and platinum blond hair. By the time she and [Gord](#) reach the Suhalt projection her skin has started to darken and she appears as a full drow by the time of her first encounter with the [Suel Pygmies](#). She is 5' 0" tall. She can make six spheres of Light or Continual Light.

She was cloned fast so her alignment was not settled, nor was her personality. Vuron purposefully had altered her during her creation so that she had no alignment. Her time with Gord settles it to Neutral Good.

Equipment: Her drow weapons are treated with a magic potion from Vuron, to allow them to stay above ground without degradation for two to sixteen weeks.

She travels with a group of half-drow through [Ket](#). They consist of two cavalier/magic-users, her lieutenants, one assassin/fighter/thief, and four fighters. After they arrive in Ket, she picks up six [Ullite](#) horsemen. She lost her memory after [Obmi](#) had her caravan sacked although she remembers the name Al-Crevad (Eclavdra). She occasionally slips into cutting remarks appropriate for Eclavdra. As they reach the Suhalt projection, she fights against the evil she begins to recall. She becomes a non-denominational cleric. She takes a *ring of invisibility* from the Suel pygmies. She desires to kill Eclavdra for her evil, not to achieve individuality. Once she has made it to the 300' diameter cavern. She bargains with Obmi to take her with him so that she can kill Eclavdra and he can get the [Theorpart](#).

She calls for [Zuggtmoy](#) during the Obmi-Eclavdra clash at the Hool marshes, and succeeds, thereby alerting the greater powers of the [outer planes](#) to the artifact. Hordlings, archeons, winged devils, [Type I](#) and [II](#) demons, devas, modrons, sladdi, and representatives from all of the outer planes gate in. Vuron arrives and pits her in a death battle against Eclavdra. She wins. By this point her alignment has become fixed at Neutral Good, due to her time spent with Gord. She has to accompany Vuron in the guise of Eclavdra. She accompanies Vuron to attack [Iuz](#) in the [Cyanic Fens](#). She is in charge of [Pavlag](#) and his fifty [conflagrati](#).

[Graz'zt](#) and [Nergal](#) know about her alignment, but they keep her because of Vuron.

In *Dance of Demons* she has been sent to Vuron by Graz'zt with reinforcements: a regiment of Bar-Iguras, some [babau-ogres](#), some [nikomars](#), some [ssilhex](#), two regiments of Hezrou, and four units of chasme. She bears the [Eye of Deception](#) and uses it to disguise a group of rutterkin as [raloogs](#). She is sent a messenger to Graz'zt - Vuron hopes to destroy her influence. She now wears demon armor. She meets Gord in the [Soulless Sounding](#) and rejoins him. Gord gives her the [Initiator](#). She slays Vuron and skewers Graz'zt. She marries Gord on Yarth at the end of the struggle.

Weapon Proficiencies: Longbow, Sword, Scimitar

Non-weapon Proficiencies: Hunting

Spells:

First Level; 4 x *Cure Light Wounds*, 2 x *Cause Light Wounds*

Third Level; *Create Food and Water*, *Continual Light*, *Cause Blindness*

Fourth Level; *Neutralize Poison*, *Spike Stones*, *Cure Serious Wounds*, *Divination*

Fifth Level; *Animate Dead Monsters* (12 apelings), *Cure Critical Wounds*, *Commune*, *Insect Plague*

Sixth Level; *Stone Tell*

Seventh Level; *Gate*

The Horned Society

See Dragon #56 p.20-21.

Armies (specifically the ones near [Boulderford](#)) - The armies of the [Hierarchs](#) use ravens and bats for scouting. They send an advance guard of brigands - twelve riders in lighter armor - riding a half mile ahead. Following them are the carts, mules, three heavy war horses and slave girls. Their forces include battalions of hobgoblins as well as yeth hounds, hags, giants, a host of hobgoblins and thousands of lesser humanoids. The army is under the personal command of at least three Chief Hierarchs (the three fighter Lords from WoG p.26?) who ride upon nightmares (nightgaunts); another wears a horn helm and dark clothing and is attended by underclerics (high priest 18th level from WoG p.26?). All are either from [Hades](#) or are minions of Hades. They use dragonhide drums to crumble obstructions and demoralize enemies. They also blow iron horns and ebon vapors billow out from the camp. They wage war with the [Bandit Kingdoms](#) in beginning of *Artifact of Evil*. At the Boulderford camp, they are moving southwest and the moon Celene is a crescent.

Boulderford - This town is on the Veng River, seventy leagues north of Willip. (see map on p.7 of *Artifact of Evil*) The trail to this town runs across prairie, through hills, then drops into the Veng River Valley. It runs along a natural ramp along steep bluffs. Three miles from the bluffs it turns sharply right. F4-76.

Krabalsthorp - This town is twenty miles from the battle with [Nerull](#) near Pangate (E4-77).

Molag, The Hall of Dread - This is the palace of the Hierarchs. There are three large chairs reserved for the three chief Hierarchs. They represent [Tartarus](#), [Hades](#) and [Gehenna](#). There are five chairs to either side for the ten remaining Hierarchs. There are also lesser chairs for other

military staff. [Anthraxus](#) visits on behalf of [Nerull](#) to help nail [Iuz](#). [Zuggtmoy](#) sends a present by making Anthraxus's dead flesh food for a fairy ring.

After the [second Theorpart](#) was recovered by Zuggtmoy, the city was besieged. Humanoids, [daemons](#), hordlings and [demodands](#) fortified the city. Some hordlings revolted. The Dukes of Hell sent Abashi, spined devils and pit fiends to aid Nerull's followers. These and all summoned outer planer things died in the battle. Hell was satisfied and Nerull was ticked. After the Siege of Molag, Iuz usurped the Horned Society.

Vesve Forest

NPC's of the Vesve

Red Bowman - He is the leader of fifty brigands. He joined [Obmi](#).

Stubbin - He is one of [Red Bowman](#)'s brigands.

Harharaft - He is a gnollish captain in [Obmi](#)'s Vesve troop.

Klabdul - He is a half-orc cleric/assassin who commands [Obmi](#)'s gnolls in the Vesve. When Obmi leaves his entourage, Klabdul is changed to be his impostor.

Phlus - He is a leader in [Obmi](#)'s troop in the Vesve.

Captain Sawtooth - Sawtooth is the leader of a group of woodsman-brigands in the Vesve Forest. He has signed up with [Obmi](#).

Gilley - He is a woodsman-brigand under [Captain Sawtooth](#).

Pegger - He is another woodsman-brigand under [Captain Sawtooth](#).

Tick - 1. Yet another woodsman-brigand in Captain Sawtooth's group. 2. Not Barry. 3. Spoon!

Trehyoego - Chieftain of the Nonuz of the Bloody Fangs tribe of gnolls, local to the Vesve forest.

The Western Marklands

The Crossroads - There is a good road leading East-West from [Furyondy](#) to Veluna City, which meets the South Road from [Littleberg](#) to [Verbobonc](#).

Furyondy

Broad Ford - This ford is ten miles north of [Littleberg](#). There is shallow water to a high bridge on the East side, enabling river traffic (see p.168 *Artifact of Evil*).

Crockport - The population of this town is rather rural, unsophisticated and folksy (Q4-81). The road west of Crockport veers north after a one day ride from the village. Four hours out of Crockport the road splits. One end veers north to Lake Whistle, the central goes north to [Tusham](#) and the left goes west.

Fountainspring - This town is one day and one league (63 miles total) north of [Littleberg](#). It shuts its gates at night, and is a thriving agricultural market place. The walls are half completed. There are about 2000 residents. There are many inns and hostels. P4-87.

Littleberg - This town lies one day, or ten miles, south of the [Broad Ford](#) on the Att River. It has a Sanctuary of Rao. The trail breaks there leading north to [Molag](#) and northeast to Willip. It is a wild area.

Pangate - This is the sole crossing of the Veng River and lies far above the [crossroads](#) (E4-78).

Stump - This is a seedy little village that lies one week by horse west of [Littleberg](#). It has a reputation for sheltering outlaws. They have many fences, a gambling house, and a brothel (Q4-81).

Tusham - This town is about ten hours by horse from [Crockport](#). There is a devil swine on the loose near here (R4-80).

A narrow path leads west into the heart of the Vesse forest. After an hour walk, it splits into west-southwest and veering north. Along the north path there are occasional side paths to hunter's residences. It leads to a hermit's cave in a low cliff bordering a small stream.

The Willip Road - This road lies ten days out of [Hommllet](#), and runs from [Dyvers](#) to Willip.

NPC's in Furyondy

Clydebo - He is [Tusham](#)'s chief hunter from whom [Thatch](#) and [Shadow](#) "appropriated" spears, leggings cloaks, flatchets and backpacks.

Isobel - She is an 11 year-old (as of mid *Artifact of Evil* c. 582/3). She was travelling with her father and brother on a pilgrimage from [Urnst](#) to Mitrik. They had sailed to [Dyvers](#), but her father was killed by [Obmi](#)'s men on their path of destruction. Their caravan was sacked at dawn, she and [Franz](#) hid in the bushes. They are left by [Gord](#) and his crew at the Sanctuary of Rao at [Littleburg](#).

Franz - He is [Isobel](#)'s nine year-old brother.

Old Reed - The man to whom [Thatch](#) is apprenticed.

Shad "Shadow" - A youth from [Tusham](#), he follows [Thatch](#) (thus earning his name). He has rations and a knife from his uncle, to whom he is apprenticed. He can also ride well, knows the area and is made a bear tooth necklace. After they return with the devil swine carcass they are welcomed as heroes.

Thatcher "Thatch" - He is a youth from [Tusham](#). He is eager and, wanting to hunt bear, will tag

along with those he suspects to be big game hunters. He knows the area well and can ride well. [Gord](#) makes him a bear tooth necklace. He is taller than [Shad](#). After they return with the devil swine carcass, they are welcomed as heroes.

Veluna

Shancross - This village lies on the Veluna side of the Velverdyva River, a two days ride east away from Veluna City, one and a half days south of [Littleberg](#). It has a small inn. (U4-94)

NPC's of Veluna

Halomew - He is the venerable balding high priest of Celestian at the temple in Veluna City. He has five underpriests and several *divination* spells.

Silyoni - She is the young and comely barmaid at the inn at [Shancross](#). She is the daughter of the inn's owner.

Verbobonc

NPC's of Verbobonc

Burne - His Worshipful Magus and lord of Hommlet (see T1 or T1-4).

Sir Rufus of Skipperton - [Burne](#)'s lieutenant, witnessed (along with the entire town) [Obmi](#) passing through (see T1-4).

Shield Lands

During *Come Endless Darkness*, [Iuz](#) takes over all of this country save the capital island.

Valley of the Mage

The Vale is not as unfriendly or secretive as tales say. The men and elves here are taciturn towards outsiders.

Bardillingham - Located at W5-115, it is the Valley's largest town and the seat of power for [Basiliu](#) in the Valley of the Mage. Population = 3000. The town is dreary and has a castle nearby where resides an earl.

Basiliu's Dwelling - The Demi-urge lives in an unimposing stone building near the center of [Bardillingham](#). On the inside, however, it is huge, due to spells akin to [Mordenkainen's Marvellous Mansion](#). The entrance is through an arch, which leads to an audience chamber. Elsewhere in the manor are his private chambers. They hold a crowded but comfortable study with lots of books, maps, charts, and magical constructs. He has three Lay-Z-boy recliners. *Unseen servants* serve refreshments - beverages and snacks.

NPC's of the Vale

Basiliv, the Demi-urge, the Mage of the Vale - When he is first met he will be impassive, and businesslike, becoming more casual once formalities are taken care of. He is knowledgeable of things beyond the ken of most Oerthians, such as genetics. In the past, he was selfish and sought seclusion, but has changed his ways long ago. He is a friend and associate of [Rexfelis, the Catlord](#). He is a [Lord of Balance](#). He clouds [Infestix](#)'s view of [Gord](#) and the others in [Gravestone's stair maze](#). He believed that Law, Chaos, and good would counterbalance [Tharizdun](#).

[Mordenkainen](#) accompanies him and keeps him in contact with the rest of the Lords of Balance. He observes Gord, [Gellor](#), [Curley](#), and [Chert](#) in their progress in Gravestone's lair. He tells the others of his activities. He watches the battles on Oerth, and sees the bickerings of Weal. Someone *mind blanked* him, or made him unable to communicate bodily, after he tried to warn Gord of the trap on Gravestone's fiftieth stair. He has not spoken since the first interruption nor signaled in any manner. He was, however, responsible for summoning a [solar](#) to aid Gord and Gellor in Gravestone's tower. He is not gone, but his spirit is constrained. He can communicate through a piece of charcoal and a scroll. (Note, the name "Demiurge" is often associated with the Zoroastrian god Mithras. According to Gnostics texts, the Demiurge is responsible for the creation of the universe)

Spells: First Level; *Unseen Servant*

The Southern Freelands

Celene

This country is aligned to good.

Enstad - This capital is the High Court of [Queen Yolande](#).

Festivals - Midsummer is celebrated with a grand ball, featuring many lights. They do a ritual circle dance, segregated according to social class. The elves put on finery and prance in ancient games and dances.

The Court and Castle - The court looks like the outdoors. It has high domed ceilings covered in black velvet with stars and full moons. They are decorated with fantastically carved and delicately wrought lanterns - many with crystal gems, set in to reflect tapers. There are also mirrors glass and copper, gold and silver, throughout dozens of chambers.

The Grand Court is lit in a golden light and has an alabaster floor. Other courts and salons adjacent are dim, bright, amethyst, silver or aquatic lighted. Each room is different. Furnishings complement and enhance the effects. Plants and Flowers are everywhere, blending in all fragrances. The centerpiece is jasmine in a deep blue salon, green fronds and leafy branches in a dim rainbow dotted room with turning lamps. Breezes waft through that room; flames move to elfish music.

The gray elves wear indigo, gold, white, purple, silver and yellow. High elves wear dove gray, blue, violet and green; sylvan elves wear chocolate brown and scarlet. The archers wear green and brown; the royal guards wear silvered chainmail and bear partisans and swords. Horses have silver harnesses, gold pipes.

There are wooded gardens and parks surrounding the palace. The palace has guest chambers in the Royal Wing of the palace, in a round tower. It is austere and martial in decorations. They have agents in [Hommllet](#) and have Royal Hippogriffs.

NPC's of Celene

Queen Yolande of Celene - She has lilac eyes and is breathtakingly beautiful (Ch 18, Com 20+).

Onselvon - Royal Court Mage of Celene.

Parseval - This gray elf is the constable of Celene. He is hard and direct, and also comely. He is a distant kinsman of [Melf](#).

Prince Brightflame, better known as "Melf of the Green Arrow" - He is a grey elfin fighter/mage of at least thirteenth level as a mage in *Artifact of Evil*. He is 165 years old. He is very modest. He has given up all royal titles and claims and dislikes being called by his true name.

Equipment: He carries a holy symbol of Fharlanghn. He has a spear which can magically change into a lance. With the lance version, he was capable of mortally wounding [Gleed](#) with a charge. He has a slender adamantine wand with a pale crystal tip that can cast *Wall of Force*.

He has sworn fealty to Lord [Mordenkainen](#) to whom he must occasionally report. He gives [Gord](#) a scroll with a few useful spells. He has a cousin, [Silverthorn](#), with whom he left the *Five Dragon Bowl*. He is tracking [Obmi](#) and kills Gleed.

Spells:

(True Seeing?)

First Level: *Magic Missile*, Second Level: *Invisibility*,

Third Level: *Fly*, *Fireball*, *Dispel Magic*

Fourth Level: *Evard's Black Tentacles*, *Wall of Fire*, Fifth Level: *Cloudkill*, *Teleport*,

Sixth Level: *Chain Lightning*, *Stone to Flesh*

Diggwell "Biff"son - He is a halfling from the Welkwood and a fighter/thief. He is not as smart or wise as [Gord](#). He carries a dozen *+2 sling bullets* and has *Boots of Levitation*. He is [Melf's](#) henchman and friend. He is very chivalrous outwardly, a Sam Gamgee type, but still a thief.

Lizard - This hard eyed crossbowman is tall, lean-musclcd and leathery skinned. He is specialized in the arbalest (heavy crossbow). He wears scale mail and has magic bolts. He travels with [Melf](#), [Biff](#), and [Chert](#). He was slain by [Nerull's](#) steed [Putriptoq](#).

Keoland, Kingdom of

(ref. Tom Keogh). This land is the last known location of the *Jancinth of Inestimable Beauty*

(DMG 1st ed. p. 158).

Hold of the Sea Princes

Port Jolli - This place is a dull and dirty town.

Wenhulii - The Hool marshmen.

NPC's of the Sea Princes

Ostarth - He is a [Wenhulii](#) sorcerer, his assistance die in the [Obmi-Eclavdra](#) clash in the Hool marshes. He and the priest break off from the attack.

Ulek, Principality of

NPC's of Ulek

Prince Olinstoad Corond - He is the ruler of the Principality of Ulek. He supplied forces to sack the [Pomarj](#). He has mines north of Stoneheim in the Wormjaws which are rich in gold and gems.

? - Female gray robed mage in [Gord's](#) group raiding [Strandkeep](#).
Spells: Second Level; *knock*

Kharistylla's Cave - This cave is underwater in the Azure Sea. It has stone walls, red coral branches on the walls, profuse sea plants. It is magically concealed. It is a large grotto with many chambers and secret grottos with water sprites, salt wyrds, all forms of poisonous sea creatures - snakes, fish, and worse - hovers on the perimeter as guards. See [Kharistylla](#).

Telmstrand - Somewhere along the Silver Seeker's route before the [Wild Coast](#).

The Northwest Reaches

Rovers of the Barrens

They slew the giants that wandered into their borders when [Graz'zt](#) incited the monstrosities against [The Horned Society](#). A breakdown of the tribes and a history from 566-579 is given in Dragon 56 p.22-23.

Blackmoor

After the siege of [Molag](#), Blackmoor allied with [Iuz](#) (see also Dave Arneson's [Blackmoor](#) page, the D&D Blackmoor modules DA1-4, this excerpt from a Judges' Guild product on Dave Arneson's [The Egg of Coot](#), and Robilar Remembers: The City of the Gods from [Oerth Journal 6](#)).

The Obsidian Citadel

This is [Mordenkainen](#)'s fortress. It is made of basalt and obsidian and lies in the mountains west of the [Vesve](#). It is cloaked magically and is a sprawling complex. There are many dwarven miners working a platinum vein here.

Gnomish smiths coin the metal and make jewelry. Men and elves ship it to Perrenland and [Ket](#) in the west, Highfolk and [Veluna](#) to the south, and east to [Furyondy](#). Mordenkainen has several agents, including spies in [Iuz](#) and [The Horned Society](#). Highfolk has allied with Mordenkainen against Iuz and the [Hierarchs](#). The arch-mage has grugach and wood elf tribe vassals. A5-83.

Wegwiur (Wolf Nomads)

See Dragon #56 p.18-19 for a description of their conflict with [Iuz](#) c. 578-579.

The Bakluni Nations

The Dry Steppes

Arroden - Nomads of the Dry Steppes, they live west and south of Ulsprue. They have dark skin and grey eyes. They wear turbans, veils and buff colored garments. They use lassos, longswords and crossbows. They have a few *silver bracelets of protection +1*. They hide near waterholes, wait for travelers to drink and take them captive. They are slavers and also exact "tariffs" upon those travelling through their land, especially [Ullites](#).

Jahindi - They are a dark skinned Bakluni nomad group that lives north of the [Arroden](#).

Jahind - They are a Dry Steppeland tribe that lives near the Sulhalts. They ride [Gurahasti](#) lizards.

S'han - They are a Bakluni nomad tribe that lives in the west, off the map.

Behow - They are another western tribe that lives off the map.

Chomur - They are another western tribe that lives off the map.

Changar - They are a Dry Steppeland tribe that lives near the Sulhalts. They ride on [Gurahasti](#) lizards.

Mulwar - They are a Dry Steppeland tribe that lives near the Sulhalts.

Al Illa-Thuffi - They are a tribe that lives right next to the Sulhalts. They use yellow tufted tipped lances and are enemies of the [Arroden](#).

Farzoel - A grey striped polecat in the Al Illa-Thuffi language.

Hokrodden - They are the southern branch of the [Arroden](#) tribe.

Chepnoi - They are a tribe related to the [Al Illa-Thuffi](#), that live in a green valley along the Pass of the Clenched Fist, in the Sulhalts. They are a mountain people and trade with one another twice a year. They make occasional forays into the [Sea of Dust](#).

Dry Steppe NPC's

Shaik Yahoud - He is the leader of the [Arroden](#). He uses a lance.

Bohkir - He is an [Arroden](#) fighter.

Brodri - He is an [Arroden](#), the only one who will speak in more than grunts and growls to a prisoner. He is the youngest in the group.

Haradoon - He is an [Arroden](#) fighter.

Kodan - He is an [Arroden](#) fighter.

Lafdan - He is an [Arroden](#) warrior.

Thotir - He is an [Arroden](#) warrior.

Vahkta - He is an [Arroden](#) fighter.

Achulka aka Saufghi - He is from the [Al Illa-Thuffi](#) tribe. He is hawk faced and uses a bow, a tulwar, and a lance with a yellow tufted tip. He rides with four others. He is interested in acquiring [Arroden](#) bracelets. His uncle had brought back a large gold coin and a bronze shield from the [Sea of Dust](#).

Hammaden - He is an [Al Illa-Thuffi](#), killed by a carnivorous plant.

Nizamee - He is an [Al Illa-Thuffi](#) nomad.

Jahmut - He is an [Al Illa-Thuffi](#) nomad.

Karnoosh

This city is a trading center on [Lake Karnoosh](#), P6-142. Its market is frequented by all of the nomadic tribes west of the Crystalmist chain and south of [Ket](#). Outlying nomads sack those nomads who sack caravans and are, in turn, sacked in the town. Turrets and domes dominate the city. The walled portion of the city has a population of 7-8000. There are many villages and towns surrounding Karnoosh, so that the entire metropolitan area has a population of 32-35000. The suburbs have many caravansaries, wine shops, and places of entertainment.

The Main City - This region of the city has an open bazaar that is always open. There is trade in slaves, spices, animals, ivory, and all other goods. There is a brick casbah with a large number of

troops under the command of a Shah. There are very few demi-humans here, in fact, there are six dwarves total. There are all colors of humanity here, save white. The trail, leads south east along the lake's edge for seventy miles, then splits into three small trails, running east, south, and west. The south is in the center and runs to [Tashbul](#), then east and south into the Sulhalt Mountains. It goes ninety miles east from Tashbul and then south through the mountain pass. It is a two week journey through the pass.

Lake Karnoosh

That lake in the middle of the [Dry Steppes](#) (O6-143).

Ket

Lopolla - The city is a mix of east and west, with more west than east.

Sectors - Each is purposely walled off from one another.

Casbah - The large fortress compound.

Souk - The crowded market district.

Medina - The residential quarter.

Ourmistan - The foreign quarter Warehouse district.

Dar Peshdwar - This place is a bar with strip-dancers. The dancers are excellent and dance on a marble stage accompanied by a three piece ensemble of musicians. The main dancer is called the [Pearl of Perfection](#). They use golden lights from twenty smoking lamps around the stage. The place is hot. The bar is attended by warriors and aristocrats.

There is a cloth screened portal that leads to a broad hallway. It is short and goes around the corner to a large kitchen. Across the kitchen is a door, which leads to a small walled garden that has a barred, heavy, black, gate. It leads to an alley.

This back entrance to the Dar Peshdwar is on an alley that exits to a narrower side passage. After several turns, this side passage opens into a small open square that contains a bazaar. Across the square is long narrow road that runs a great deal more than 300 feet.

Gate - The gate nearest the long passage has four guards with long bows, long spears and long swords. The corporal is housed inside the gatehouse. The gates are closed at night, but the corporal is not above taking bribes.

Peoples of Ket

Kirkir Tribes - Bakluni tribes of the Pennor area. Eg. The Al-babur. They build stone villages, the women tend the crops. They move to a different village every season. The men hunt and fight, occasionally warring against the [Paynims](#) or the [Ullites](#). They have horses and goats. Polygamy is an

accepted custom.

NPC's of Ket

Malik Ibn Urchi - Is the Commander of a company of mercenary lancers in [Ket](#). They wear brown cloaks with the Ket coat of arms.

Malik Xestrazy - A relative of the Marcher Lord of [Ket](#).

Ageelia - A beautiful dancer from [Ket](#), she says that she was a slave to [Malik Xestrazy](#), a relative of the Marcher Lord of Ket and that he would sell her to [Overking Ivid](#). She has green Eyes. She is really Xestrazy's lover and accomplice.

Omar - He is a fat Kettite with Tusmit blood and is the owner of the [Dar Peshdwar](#). He would sell [Pearl](#) to [Zeif](#) to spy for [Ket](#).

Pearl of Perfection - She is a platinum blonde, strip-dancer at the [Dar Peshdwar](#) bar in [Lopolla](#). She has fair skin and silver gray eyes. She is an excellent dancer. She glistens with perfume and sweat, she has many transparent garments. She is used to a pampered life and will have to make some adjustments if she intends to stay with [Zulman](#).

Mulha - Hetman of the Al-babur tribe of the [Kirkir](#). He accepts [Gord](#) into his tribe. He is [Zulman](#)'s father. He has a small swift stallion named Windeater, which he gives to Gord.

Zulman - [Pearl](#)'s fiance. He lives in the Pennors and is the prince of the Al-babur tribe of the [Kirkir](#). He has brought four horses which he, Pearl, and [Gord](#) can escape on. He is the first son of the [Hetman](#). He looks about twenty but is actually in his late twenties.

Payanim

While not specifically discussed in the Gord books, other Greyhawk products indicate that this region was once the seat of the Bakluni nation, prior to the Invoked Devestation. The MMII entry on Hordlings would indicate that those daemons were loosed en masse upon the land by that disaster through the use of the "bringer of doom". During that disaster, the *Axe of the Dwarfish Lords* was lost (DMG 1st ed. p.156) and afterwards the Bakluni gods gave their high priest the *Cup and Talisman of Al'Akbar*.

Al-Babur summer village - Lies 300 miles east (not directly) of Ulakand.

Okmanistan - The area north of the Ulsprec, south of the Paynims.

The Pass of the Clenched Fist - This a secret pass through the Sulhalt mountains known to the [Al Illa-Thuffi](#). It lies sixty miles out of [Tashbul](#) and is marked by a rock that looks like a hitchhiker's fist. It is the autumn residence for the Thuffi. The green valley of the [Chepnoi](#) lies two days along the pass, in the middle of the mountains.

Zondabad - This place is mined by the [Kizam](#). The slaves die quickly here.

Tribes of the Payanim

Okmani Tribes - The Okmani are Bakluni tribes that inhabit the [area north of the Ulsprue](#). They are known to waylay travellers and sack caravans. They are enemies of the [Al-babur](#). They wear green and grey striped cloaks and are armed with scimitars, lances, and bows and carry small shields. Their battle cry is "Yii-Yii-Yii-Okman!", their greeting is *Salaam* and their name for a grey-striped pole cat is *Pharzool*. They have the custom of having strangers offer their food with salt and bread both for sustenance and for establishing guest-host relations as in the Al-Qadim setting. When one is adopted into their tribe, the adoptee is expected to give gifts.

NPC's of the Payanim

These people also frequent the [Dry Steppes](#) on occasion.

The Kizam - Buys slaves at [Karnoosh](#) to work in the mines of [Zondabad](#) where slaves die quickly.

Eflam - He is an [Okmani](#) Fighter. He is the brightest and leader of the group which includes the next two.

Hukkasin - He is an [Okmani](#) Fighter.

Ushtwer - He is an [Okmani](#) Fighter.

Pen Wilds

These are the hills south of the Bramblewood and [Ket](#). They are the eastern portion of the Pennor Hills.

Tashbul - (O6-150) There is a secret pass through the Sulhalts 60 miles out of Tashbul, marked by a rock that looks like a hitchhiker's fist.

Ull

The Underdark - It has an entrance in Kester which attaches to the tunnels leading to the Vault of the Drow.

Ullites - Shout "Ull!" as their battlecry. They are armed with scimitars, lances, and bows and carry small shields. Their clothing is flame colored with reddish pink checks.

Zeif

NPC's of Zeif

Kufteer, Shah of Wadlaoo, Vizeer of Zief - He would purchase [Pearl](#) and has a six man personal guard unit. They are dressed as typical Ziefites, but wear chainmail and carry tulwars (scimitar-like

weapons).

Al Ruhk - [Kufteer](#)'s largest personal guard. He wears chainmail, carries a tulwar and uses his name as a battle-cry. (Ref. Ruhk = Roc = Rook = 1) that huge, elephant eating bird in the Sindbad the Sailor stories. 2) the chess piece named after said bird)

Zameer Dey - He is one of the best assassins from Zief and is in the employ of [Kufteer](#). He is dark skinned. Equipment: poisoned curved dagger, balanced for throwing. He has a Zeif technique of spinning with daggers against his forearms. He wears a brightly striped short kaftan typical of Ziefs. His broad, cloth-of-gold sash holds his kaftan around his waist. He wears baggy bright blue satin pants slightly curled long toed boots, a short padded and embroidered garment linked, cut away in front. He also wears a spiked tarboosh under his turban and leather armor underneath his clothing. He shouts insults while fighting.

The Sea of Dust

This region was once the Suel empire. During the Rain of Colorless Fire most of the cities were destroyed. The [Forgotten City](#) and a few other cities were preserved under the dust through the actions of powerful spell casters. These peripheral cities died out and were buried. There are sand storms there that can bury you alive in minutes, so the [Thuffi](#) have hollow poles and silken tarps to prevent suffocation. The typical desert garb consists of white tunics, robes, snow shoes, and hollow poles with plugs, the poles act both as snorkels and prodders to test the dust depth. Each band member carries their personal cocoon-like tent; it is light but bulky. There are some pools of blackish water. Leather-leaved palms with hard wooden pods grow around here; when the pods are soaked, they produce a good fruit. There are also [deathvision trees](#) and plants with fat leaves that are deep green. They grow around the edge of the oasis and have itching hairs on the leaves. When singed, the hairs are removed and a waxy tasting fruit remains. Too much will lead to nausea and gas.

Beyond the rocky area, there are no water holes, just deep dust. There is a carnivorous plant that looks like a bed of stripe leafed plants with a silvery fruit. It has a mouth below the dust. When some pressure shifts, the victim falls under the dust and is devoured.

There is another pool at the Suhalt projection; there is also a ravine. For six days travel, there are hills south of the projection. Then, heading southwest, there is a 120 mile diameter morass approximately 300 miles east of the [Ruins](#). [Eclavdra](#)'s group encountered a fifty foot high, north-south ridge. Carrion crawlers and vultures live near the mountains in the Sea of Dust. There are Oases every 300 or 400 miles.

Ruins

This particular set of ruins lies south west of the hills. They appear as a natural stone projection, but are actually a group of broken towers and the remains of walls. Three feet beneath the ash is the roof. There is a rectangular trap door, three feet square with the wood perfectly preserved there. The trap door leads to a ladder down into a room. There is a flight of steps descending in the corner of the room. There is also a pewter pricket and a rushlight with hard grease - 20'

illumination. This is the fifth floor and was used as an observatory and temples. It is a square tower, and there are star charts on the walls, along with equipment, maps, books, and scrolls in floors 1-4, that are dusty, but intact. The windows are shuttered. There is an inch of dust on the floor that has sifted in through seams in the windows. The stairway leads to the cellars. The place is built like a fort.

In the cellar, it is damp, and there is a low tunnel to a spiral stair down, carved from the rock. Forty feet down there is a natural cave. It had been eight feet deep in water, now, the bottom is mud. The area next to the wall there is still a fresh water pool. Back in the cellar, there is a passage way to a door, barred with a heavy iron ring. Inside that room, which is also a natural cave, complete with stalagmites, are four or more stone boxes. They are trapped with poison needles. In the boxes are coins, jewelry, uncut gems, and metal ingots. The room is also trapped with a *confusion* spell. The gold coins are big thick wheels with the head of a haughty man stamped on one side and a sun on the other. There are a few tarnished silver coins. There are some cut gems, pearls, amber, ivory and coral. There is an ivory scroll case with a map of the sub- dust tunnels. Some lead to the [Forgotten City](#).

Sixty albino carnivorous apelings with yellowed hair arrive ten rounds after the treasure room is entered. They are mute and have yellowed teeth. The mini-apes are under the command of [Suel albinos](#) who use curved bladed spears, crossbows, and aklys. There are twelve Suel pygmies, including a grey robed mage, (*Flesh to Stone, Lightning Bolt*), and his understudy (*Darkness*), *ring of invisibility*.

Travelling down the passage, and around the corner, down the stairs leads to a well room. Proceeding then, through a hole leads to a pool and beyond.

From the Temple to the City

The passage at the other end of the pool leads south 100 yards to a cave in. There is then a small opening in the ceiling up to a maze of sewers, subcellars and passages. New passages are four feet high and five feet wide, built for [pygmies](#). The pygmy passage heads southwest and up to the [Forgotten City](#).

The cave in is twenty-five feet long, but in the upper corner only 2'6", but the roof is loose. At the other upper corner, the cave in is 3' long and the roof is solid. The passage continues for 100 yards after the cave-in and then splits, one end veering east, and the other going directly west in a "T" shape.

The West passage goes up to a concealed stone door into a circular aqueduct. There is a trickle of water here flowing from the Temple/City area North to South. The pipe is 20' in diameter and runs for miles. This is 300 miles away from the forgotten city in (A6-153, or Z5-152). Wandering monsters include giant slugs spitting acid and poison, dun puddings, black puddings, green slimes, lurkers above, and cloakers. The pipe eventually comes to a wall of rock and soil which burst the aqueduct during an earthquake. It leads out and opens to tunnels outside of the aqueduct. The large one runs on one side. The small ones are five feet tall.

The large one leads due southwest and slightly up. It intersects with the floor of a larger tunnel going south. It is a slug trail. There are fungi, bats, rats, and mice. It ends in dust and soil with a

hole sloping down and an east-west slug tunnel. The down slope goes 80 degrees to the horizontal. After 30 feet there is a drop to a chasm. This "J" shaped tube ends 100 feet above the floor.

The cliff wall is made of smooth limestone. 5' feet to the the right of the tube, is a 2' wide ledge. It goes 200 ft along the wall. then there is a 7 foot gap where a large amorphous creature with tentacles and acidic black blood awaits. The blood is capable of dissolving swords and the like. The path then leads dow, widens and forms steps down to a 10' above the floor of the rift. The cavern is 300' in diameter. The ceiling is too high up to see. Magic supports it. The ledge continues, going upward, narrowing, and going to the top of the cavern where it becomes a tunnel. This large cavern was a refuge during the Rain of Colorless Fire. The tunnel leads to a high plateau in the middle of the [Sea of Dust](#), it was a river on the plateau. The river cut a rift (the passage) and fed a great lake (the cavern). The riverbed/passage/tunnel leads to the Forgotten City.

Forgotten City

This ancient city was once a large Suel metropolis, now houses the [Lawful Evil Theorpart](#). It was the Suel capital city and it survived the Rain of Colorless Fire. It was shielded by magic, but was buried by 100 feet of dust. It lies on the once plateau on the once river passage.

From that route, there is a guarded entrance way. It is a crude wall with two square towers manned by [Suel Pygmies](#). 100 feet in front of it is a fifteen foot tall ledge with lots of recesses. Patrols consist of twenty apelings and twenty pigmies (six in the front, ten flanking and four in the rear) with human slaves. The pigmies use a sign language (undercommon). The twenty foot wall touches the sides of the cavern. One guard on the wall is thirty feet from the cave side. Other guards are posted forty feet away from each other along the wall. The passage rises up. This was part of the city's outer wall. It was built on a hill.

One quarter mile further, the river bed broadens into an enormous chamber. The broad way on the lowest level has foot traffic (pygmies, slaves). Stairs and ramps are on either side of the road leading to a level with a busier road sixty feet above. Low ancient buildings support a solid roof of stone. Red light from dim oval globes illuminates the place. The roof forms a large dome. This entryway is a side passage. The dome, which is 100 feet high at its apex, covers only the heart of the city.

A faint high signal note summons the pygmies into the buildings for the sleep period. A piping with quivers is the alarm. A gong from one end and a horn from the other end rallies the pygmies. From above ground, half of the buildings still stand. In its prime, it could have housed a million people.

Going out the alley next to the storehouse, towards the ramp, then along street for 50 yards leads to an intersection between this street and a broad avenue. Proceeding left down the Broad Avenue leads to the [temple's](#) secondary entrance.

Warehouse/Slavehold Complex - A big, aged building has a tall arched roof with flying bridges. To the side, a building was used as a warehouse, but the crates and bales have not been touched for years. The three buildings connected to the warehouse are uninhabited. All of the upper floors are unoccupied. The pygmies have entered the lower stories before. The four story remainder of a building is accessible from an upper walkway.

Two pygmies have their backs to the third floor stairs. One has a silver buckled belt. There are only two guards on the second floor and many slaves in holding: two dozen human, half-elfin and elf [slaves](#). The first floor holds twelve pygmies. Many nearby buildings are similarly set up. This building is three buildings from the edge of the level, where a narrow flight of stairs leads outside to twenty feet above the riverbed bottom. It is across from a ramp up. On the other side of the riverbed is a [museum](#).

Museum - This building lies on the side of the riverbed opposite to the [warehouse/slave quarters](#). It holds many ancient weapons.

Storehouse - This building holds man-sized weapons useless to the [Suel](#) that they have acquired through trade. It is just up the ramp across from the [Warehouse/slavehold complex](#). There is a door on the alley which is locked. It holds all sorts of normal arms: long swords, axes, a mace, a long-spiked morning star, and broadswords.

Bridges - These are walkways above the city, connecting many of the buildings.

The Great Temple - The [Theorpart](#) is plainly visible as the central object of worship. It is set in the center of a huge, hard transparent sphere made of resochist. [Suel pygmies](#) believe it is the artifact that will restore them to greatness. Held here are the enchanted weapons and armor of kings and nobles from ages past.

It is a white building one half mile down Broad, left off of the Ramp Street. The secondary entrance from the broad avenue is up a narrow stairway. There are white pillars trimmed with red gold on the entrance. Clerics are housed nearby the secondary entrance. There are grand entrances on the other three sides.

The secondary entrance is from the west and opens to a large vestibule with three passageways leading away. Red light fills the room. Straight ahead is a golden light. This is the only place in the city such light can be found. It is a ten foot wide passageway of polished alabaster with gold inlays in the mosaic tiles. It is day-bright in order to awe the commoner pygmies.

The grand hall has huge pillars. There is a curved end hall, columned side aisles and a wide central way. There are lines of display-cases along the middle of four broad main aisles. It looks like a museum. The cases are glass/crystal enclosures, exhibiting religious artifacts: ancient books, scrolls, carved chairs, offery and altar pieces, gold and silver clerical paraphernalia, etc. The center of the chamber is domed in gold. The floor beneath is a disk of dark polished onyx. Around the circle is a gold inlaid wooden rail, broken at one spot from the secondary entrance side. Outside the rail are pygmy benches with a seating capacity of 100. From the zenith of the dome 40' up, hangs a huge chain of dull greenish metal. 15' up the chain has a massive ring. Four other chains radiate from the ring to enclose the crystal globe, along with another ring underneath. There is a more of the thicker chain reaching and stapled to the floor. The lower ring is 7' 6" to 8' 0" above the ground. The Theorpart known as *The Cone of the Magi* is encased in the resochist globe. [Randy Richards (acererak@aol.com) assures me that: According to Gary Gygax,... Uattho... is the name of the long dead mage-priest who guarded the Cone of the Magi (which is what the Suel called it). As a side note, "resochist" is an alchemical substance similar to "transparent aluminum" from the Star Trek movies.]

The display case holds *platemail* +2, an oval-shaped *shield* +2 and a high quality *sword* (+3 or +4). Attempt to pilfer these items calls the knight who once wore them back to life. He shouts insults at the thief as he fights. After losing 30 hp he begs for quarter. He believes that he and the Suel empire still are vibrant. He will attack again if given the opportunity.

The resochist sphere is very heavy. If it is dropped, it will break the benches, railing, and emit a loud clang and roll to the left or north. The sphere takes 50 hp of damage to break, but weapons must save versus crushing blow or shatter with a -2 per strike cumulative penalty. The slaves will think that [Obmi](#) and [Eclavdra](#) are saviors. The Pygmies will rally outside the temple.

Large Plaza - This lies south of the [Temple](#).

Stronghold - This lies south of the [Large Plaza](#). The second and third floors are living quarters. The pantries hold fungus and waterskins. The fourth floor has windows blocked with stone and mortar and has a thin layer of dust on the floor. The fifth level has riding gear packed in crates. The sixth floor has cage-like stalls for [riding lizards](#). At the far end of the room, double doors lead out to the [Sea of Dust](#).

Desert Residents - The traveller in the [Sea of Dust](#) may encounter such hazardous flora as: carnivorous wire trees; low bushes that grow away from the trees, bearing eight barbs; [snake weeds](#); jumping cacti and touch-me nots which eat birds; silver sticks, which shoot a gooey spray at any warm object; and shower plants which release water first, then contact poison. About a dozen species of plant life survived including cactus plants that eat insects or live in symbiosis with insects; wire-like trees with buried trunks; flat carnivorous vegetation and a bed of nails plant. The green in these plants appears almost black.

Ashworms eat ash and deposit stuff that other creatures eat. Dustarchers, needlebirds, spotted pit vipers, asharrows (a snake), large dust striders, large wolf spiders, [paddle-foot lizards](#), giant centipedes, dogs, wolves, jackals, foxes, and [dustfish](#) can also be found here. Puddings, slimes, and giant subterranean slugs live in and hollowed out a network of tunnels beneath the desert. There are birds that burrow into ash. Rats and mice live in the underground tunnels. Shrews and moles burrow; badgers live underground. Foxes, dogs, snakes and lizards hunt on the surface. Animals' skins and hides are dun colored.

Hellpass - This is the pass in the Hellfurnaces beginning near the volcano across from Lake Splendor, and ending on the west coast of Jerlea Bay.

NPC's of the Sea of Dust

Suel pygmies - The Suel descendants that live in the [Sea of Dust](#), are thin, albino, three foot tall pigmies. They use spears, crossbows with poison bolts, and aklys and they generally all wear grey clothing. They have infravision and fight with a -2 penalty to hit in sunlight. They use a silent, sign-language which is apparently uncommon. The Suel worker/slaves have degenerated into mini-carnivorous apes. The magic-users travel with guards and some carry *wands of magic missiles*. The pygmies deal with the drow and fear them. After the assault on [their city](#), some play dead and launch surprise attacks. See also the *World of Greyhawk Glossography* (1983) p.27-28 for notes on the Lerara tribe of Suel. Also, by inferences in their description in the *Monster Manual II* p. 42, and by Gary Gygax's response to question #11 on [The World of Greyhawk Fan Club](#)

[Questions and Answers page](#), these Suel may be considered to be derro.

Beyond the Flanaess

Behow - A kingdom lying on the western border of the [Sea of Dust](#). It is considered the stuff of legends by the folk of the Flanaess.

Changol - A kingdom lying on the southern border of the [Sea of Dust](#). It is considered the stuff of legends by the folk of the Flanaess.

Chomur - A kingdom lying on the western border of the [Sea of Dust](#). It is considered the stuff of legends by the folk of the Flanaess.

Jahind - A kingdom lying on the southern border of the [Sea of Dust](#). It is considered the stuff of legends by the folk of the Flanaess.

Mulwar - A kingdom lying on the southern border of the [Sea of Dust](#). It is considered the stuff of legends by the folk of the Flanaess.

Sa'han - A kingdom lying on the western border of the [Sea of Dust](#). It is considered the stuff of legends by the folk of the Flanaess.

Suhfang Kingdom - A kingdom to the far west of the Flanaess, possibly still on Oerik, this place is similar in some respects to Earth's China. Its residents are sallow skinned.

The Moving Islands - These islands lie in the distant south, west of Oerik.

Gonduria - This is a vast continent west of the [Agitoric Ocean](#) and north of the [Moving Islands](#).

Agitoric Ocean - This ocean lies west of Oerik and east of [Gonduria](#).

Aquaria - Frank Mentzer's continent east of the Solnor Ocean does not appear in the Gord Novels, but did appear in four RPGA Modules: *R1 To the Aid of Falz*, *R2 The Investigation of Hydell*, *R3 The Egg of the Phoenix*, and *R4 Doc's Island*. A description of the continent is downloadable in zip format at <http://www.afn.org/~afn47861/aquaria.zip>

NPC's of the Flanaess and Beyond

Mortal VIP's

Alton

Alton is a wizard with the [Circle of Eight](#) and a vassal to [Tenser](#). He is at least eighteenth level. He is [Bigby](#)'s equal, he is less potent than [Mordenkainen](#), [Tenser](#), and [Gravestone](#), and he is more

potent than [Sigildark](#). He is knowledgeable about energies, and transport spells. He is blonde haired - "lion-maned". He has large intelligent deep brown eyes.

Equipment: He has a throat brooch that casts *Light* at touch. He has a *Staff of the Magi* and he is not afraid to use the *Retributive Strike*. He has an [egg of bondage](#) that turns into bands that completely bind and constrict about a creature.

He and [Timmil](#) bypass [Gravestone's stair traps](#). There is an express route to Gravestone himself, but they can not use it.

Spells: First Level: Detect Magic, Hold Portal, Magic Missile (6+), Ninth Level: Imprisonment

Chert

Barbarian of the [Adri Forest](#), Str: 18/96, he is more comely and charismatic than [Gord](#), but not as intelligent. Proficiencies: Weapon: Battle axe, longbow. Non-weapon: armory
He is 6'8" tall, has curly lightbrown hair and is one to two years older than Gord.

Equipment: He has a Battle axe +3 - "Brool the hummer". He uses a longbow and carries two quivers of broad headed arrows. He wears chainmail and a helm, leather leggings, heavy leather boots and no shield.

His tribal battle-cry is "Penwolf". He is uncommonly non-subtle. He is superstitious about dark haired women ([one](#) once broke his heart) and is now only attracted by blondes. He is named a gentleman to the house of [Fizziak](#). He and Gord bought a [house](#) in the [River Quarter](#) near the [Strip](#). After *Artifact of Evil* he returns to the Adri forest where he makes a sleeveless cuirass from the [devil swine](#) pelt. It reduces damage taken by one hit point per blow. He arrives in [Safeton](#) with [Gellor](#) and [Curley](#), five days after [Barrel](#). He dies in [Gravestone's Headquarters](#).

"General Lord Nelbon" Gellor

Class: Bard (1st edition); He is a 13th or higher level during *Artifact of Evil*.

Languages: Common, Thieves' Cant;

Proficiencies: non-weapon: He plays the harp. Weapon: He is specialized in the long sword.

His false eye of *True Seeing*, which is often covered with a leather eyepatch, is golden with a polished, enchanted stone of corundum and golden sapphire. It also permits sight into the Ethereal Plane. He is stronger, wiser and far more experienced than [Gord](#), but he is also slower than Gord. He is six feet tall. He sings while he fights.

Equipment: He has a *Frost Brand* +3, +6 *verses fire using/dwelling creatures*. (*scroll - creeping doom?*), He carries [Keoghtom's ointment](#). He has an [ivory kanteel](#) with silver strings and gold inlays. He has an enchanted flask with draughts of refreshment and vigor.

According to Dragon #56, p. 21, he was the Duke of the Bandit Kingdom of Artonsmay in the spring of CY 579 (fighter, 9th level), commanding forces of 250 cavalry and 250 infantry. He was taught his bardcraft by the fabled [Rhymer of the Blackfens](#). He is an agent of [Bellisica](#), Countess of [Urnst](#), and does occasional work for [Nyrond](#) and the [Duchy of Urnst](#). He had been undercover as

the [guildmaster of thieves](#) in [Stoink](#) for a while, having put himself in position there at the behest of "the Enlightend ones ([Hierophants?](#))" c. 575.

After *Artifact of Evil* he goes to [Radigast City](#) with a belt from the [devil swine](#)'s hide. In *Dance of Demons*, it was revealed that he had been to [Acheron](#) and [Pandemonium](#) some time in the past. He arrived with [Curley](#) and [Chert](#) at [Safeton](#) five days after [Barrel](#). He slew [Felgosh](#) in four blows. By *Come Endless Darkness*, his THAC0 with his sword is one better than Gord's. His music can drive away lesser demons. He is raised and fully healed at Gord's request by a [solar](#) who came to mop up the [dumalduns](#) in [Gravestone's tower](#).

At the beginning of *Dance of Demons*, [Balance](#) enspells all of his equipment. He is given *ESP* ability, travel by thought, and *psionic invisibility* by the Hierophants. The [Shadowking](#) gives them *shadowplate +5*. It has no encumbrance, so thieves can use their abilities as if they were wearing no armor, but in total darkness, or shadowless light, it will disappear. He is also given *elfin chainmail*, and *rings of protection + a lot*. He is given "[a lute-like thing](#)" with many additional instruments attached to or forming part of its body, it had been recovered and restored by those great mages [the [Circle of Eight](#)] from some lost trove with the assistance of [Heward](#), [Lord Hugh](#), one who was most skilled at such things." He is given [Cat's paws by Rexfelis](#). He is given healing abilities, immunity from disease, *bless*, and *detect lie* from the Clerics. He is given some permanent magic resistance either in the form of Anti-magic or a permanent *Minor Globe of Invulnerability*. He has been give an intricately worked belt buckle that enables him to travel to every plane with a touch and a thought. These buckles can partially cloak their magic, making them difficult to trace. [Lord Entropy](#) fully cloaks him. He has been implanted with the knowledge of the generalities of the [Abyss](#). In the [Haven](#), he repairs their armor with the Kanteel. At the end of the struggle, he becomes a [demi-urge](#) on Yarth.

Spells: (as a first edition bard, Gellor uses first edition druidical spells)

Second Level: 2x Cure Light Wounds, Fire Trap, Charm Person or Mammal

Third Level: Snare, Summon Insects

Fifth Level: Wall of Fire, Insect Plague?

Gord (Carl Quadrapus) "Blackcat"

Thief Acrobat, Align: Neutral, S:17, D: 18, Con:16, I: 16, W:14, Chr: 15, Com: 14, Born: [Greyhawk City](#), Languages: Common, Thieves Cant, Beggars Cant; +1 to hit and damage with dagger and long sword, no penalties for using both weapons simultaneously; Due to his agility, he can out-fence [Gellor](#) and out wrestle [Chert](#).

Proficiencies: Non-weapon - boating, woodcraft, tracking, disguise, gambling, horsemanship, rope use; Weapon - long sword, dagger, crossbow, garrote, lance;

He taller than 5'1" (probably around 5' 6") and of moderate build. He has white teeth, wavy black hair (every so often a stray lock will hang into his face) grey eyes and a roguish smile. Due to the effects of the [Chrysoberyl Ring](#), he appears much younger than he really is.

Equipment: dagger - cuts through stone, hits all non-magical armor as if AC 10; it is the length of a short sword, *Sword +4 - has truesight*, He carries a pair of knives in his boots. *elfin chain mail shirt +1*, *amulet of non-detection*, gold ring set with a cabochon cat's-eye chrysoberyl - resurrects nine

times, each time, the wearer will awake in the [Demesne of the Catlord](#), those specially attuned to it may *polymorph* into any cat form.; carries a *bag of holding*. He has a *scroll of banishment* retrieved from the vampire [Plincourt](#). He is given a spell scroll from [Melf](#). He uses poison on occasion (when doing thievery). He has a short rope garrote, a grappling hook, and a long thin rope. He has a box of holding at his residence.

He is the great grandson of [Rexfelis](#). His [father](#) was the sole heir to the seventh house of cats, the house of panthers. His parents had left him in the charge of a [sorcerer friend](#) who turned herself into [Leena](#). Gord and his parents were targeted by a malevolent force and his parents and Leena were killed when he was a child, Leena dying when Gord was 11.

He is twenty-one by end of *Saga of Old City*. He and [Chert](#) bought a [house](#) in the [River Quarter](#) near [the Strip](#). He owned a big roan stallion named Blue Murder, for a time. He then moved to a fifth floor apartment near the wall in [Craftsman's Ward](#) adjacent to the [Foreign Quarter](#). He is named Gentleman and Esquire to the house of [Fizziak](#). During *City of Hawks*, he goes into the [Land of the Shadow](#) and meets the [Shadowking](#). He risks his life to regain his family necklace, but was forced to surrender it to leave. The sapphires had disappeared from the box a few years before Leena died. They found their way into a [high priest](#) of [Nerull](#)'s necklace, then to the lich [Imprimus](#) of the Shadowland. They are the badge of the Prince of the ninth (seventh?) house.

He is slain once by a [devil swine](#) in the [Vesve](#) and arrives at the manse of the Catlord. He has relations with [Tirrip](#) the tigerwere at the Manse of the Catlord.

He is given Windeater, a small swift stallion, by [Mulha](#) of the [Al-babur](#). By *Sea of Death* is between twenty- eight and thirty years old, although he appears to be twenty-one due to the effects of his Cat's Eye ring. His [Okmani](#) name is "Pharzool". His [Al Illa-Thuffi](#) name is "Farzoel". His magic long sword is dissolved by the acidic blood of a creature in the tunnels below the [Sea of Dust](#). He picks up a new *+3 or +4 sword* in the [Forgotten City](#). He leads a group of escaped slaves out of the Sea of Dust. He is forced into a death duel with [Obmi](#) by [Vuron](#). He wins. Vuron makes him choose where the [final Theorpart](#) will go, with the catch that [Leda](#) take the place [Eclavdra](#). He gives it to Vuron and she leaves with him.

During the year between *Sea of Death* and *Come Endless Darkness*, he and the [escaped slaves](#) traded down in the Amedio Jungle and brought back wealth. On their way back, a year later, the evil powers have sent sirens, sea hags, and storms. When a raven is sent to spy on them, they play dead in the Azure Sea. They have sailed on the Sovereign Sea Lion, then Stormeater, then Sea Blade, now the Silver seeker. Rexfelis taught him the art of summoning felinoids. He leaves his gold, on the ship, gives his elfin chain shirt to [Dohojar](#), and his *adamantine long sword* from the Forgotten City to [Barrel](#), and catches a ride on [Leoceanius](#). [Kharistylla](#) gives him a pale green *pearl of free action and water breathing*. She tries to seduce him. He has a tiny *coffer of holding*. He has a golden *amulet of Elemental action* - it is an oval of golden amber with a spider inside that he recovered and loaned to Rexfelis. Rexfelis returned it and Gord gave it to Kharistylla. It allows free action and element breathing, as well as the ability to open a gate to the Catlord's realm.

He is made Lord of Panthers and a [Lord of Balance](#). His fortune was that, should he reach maturity, manage to survive without being polluted by evil, or made narrow by rigid conceit, then he would be Balance's champion. He had to be kept ignorant of this fate until the proper time - Rexfelis' meeting of the Lords of Balance. He stays in the house of Rexfelis' seventh son. He has a

battered wooden coffer that will open when he speaks either of his parents' names. It has a false bottom with portraits and biographies of Karal and [Ataleena](#) written in Catscript. Saying the name a second time will open the false bottom to reveal a necklace with nine sapphires.

The black Suel blade turns up in his equipment, it is an evil sword that he has named [Blackheartseeker](#). He has a magical rope that will constrict, make a knot, or recoil on command. He has many *bags of holding* and many magic rings, including a *ring of flying*. He is empowered to resist vacuum and to convey this ability to others.

[Basiliv](#) warns him of the trap on [Gravestone's fiftieth stair](#). By *Come Endless Darkness*, his THAC0 is one worse than Gellor's. He owns a [Talisman of Balance](#).

By *Dance of Demons* he is the best thief-acrobat on Oerth. He is at least 30 years old. He is dark haired, he looks young. He is five foot five inches tall. Balance enspells all of his equipment. He is made capable of seeing in the infrared, ultraviolet, visual and low light. He is given *ESP* ability, the capacity to travel by thought, and *psionic invisibility* by the [Hierophants](#). The Shadowking gives them [shadowplate](#) +5. It has no encumbrance, so thieves can use their abilities as if they were wearing no armor, but in total darkness, or shadowless light, it will disappear. He is also given *elfin chainmail*, and *rings of protection + a lot*. He is given healing abilities, immunity from disease, *bles*, and *detect lie* from the Clerics. He is given some permanent magic resistance either in the form of Anti-magic or a permanent *Minor Globe of Invulnerability*. He has visited some of the Elemental planes, the Positive and Negative Material planes. He has been given an intricately worked [belt buckle](#) that enables him to travel to every plane with a touch and a thought. These buckles can partially cloak their magic, making them difficult to trace. [Lord Entropy](#) fully cloaks him. He has been implanted with knowledge of the generalities of the [Abyss](#). He and Gellor have the [Banner of Basiliv](#), which they use to confuse [Infestix](#). They also have the [Quadrant Pillars of the Elements](#). He is now capable of curing himself a limited amount. He slays the material form of [Infestix](#) and takes the [Initiator](#). He slays [Iggwily](#) and [Iuz](#), and then uses the two [Theorparts](#) to blast [Zuggtmoy](#), slaying her. At that point there is a deep laughter. Leda vanishes. He and Gellor go to an Abyssal plane that is intolerable even to demons so that they may think. He gets depressed. They slay and wound many demons (see [outer planar events](#)) take the Unbinder, and leave. They hop from plane to plane, from the ether to the [astral](#), to the [Sea of Thought](#), to a Balance created [haven](#). When he is placed on Yarth, he marries Leda.

Curley Greenleaf

Level: 10/8 (after *Saga of Old City*), Class: Druid/Ranger; Proficiencies: Weapon: spear, staff-spear.

He is rotund, bald, broad shouldered, half-elfin, and 5'11" tall. He is twenty years older than [Gord](#). His druidical school was the Oaken Concatenation. His animal forms include a hawk, a turtle, and a pelican.

Equipment: He has a gold chain and medallion of a sun with the Tree of Life, on which he paints in green leaves as an indicator of his current level; he has [Keoghtom's ointment](#), wields a spear, and has a black felt belt pouch with a lodestone that he has cast *light* on. By *Come Endless Darkness* he has a staff-spear and his staff can cast a (*Chain?*) *lightning bolt*.

By *Artifact of Evil* he has gathered [three apprentices](#). While on the quest for the [Theorpart](#), he is obliged to report to the [Hierophants](#) occasionally. After the trip to the [Catlord's realm](#), he plans to leave word in [Chendel](#). He becomes an archdruid to the Grand Druid. He arrived with [Gellor](#) and [Chert](#) at [Safeton](#) five days after [Barrel](#). He dies in [Gravestone's Headquarters](#).

Spells: include several additional curative spells. First Level: *Pass Without Trace, Light, Remove Fear* Second Level: *Cure Light Wounds, Fire Trap*

Third Level: *Snare, Cure Disease*

Fifth Level: *Wall of Fire, Insect Plague, Sticks to Snakes, Anti-Plant Shell 10' Radius, Transmute Mud to Rock, Control Winds*

Sixth Level: *Animal Summoning III, Fire Seeds, Live Oak, Conjure Fire Elemental, Obscure Path, Find the Path*

Seventh Level: *Chariot of Sustarre, Changestaff*

Ash - [Curley's](#) apprentice druid, slain by [Blonk](#).

Grover - Fuzzy purple monster, secret identity of Super-Grover. Friend to Kermit.

Loreman - [Curley's](#) apprentice druid, slain by [Blonk](#).

Incosee - This Flan mercenary is left behind at the fight with [Nerull](#). He has a brief stint in a caravan along [Furyondy](#) and the [Shield Lands](#). He takes the title Captain and leads the famous company The Bronze Band. Their emblem is brown and green and their troop consists of fighting men and spellworkers. They worked in the Shield Lands where he was knighted an Earl.

Jokotai - This Chakyik barbarian (Tiger Nomad), can ride a horse, and is proficient in the knife and short bow. He is half killed by [Blonk's](#) backstab and later slain by Blonk.

Kalfeen - She is the Mistress of the Black Covens

Deirdre Longhand - She is a female Cleric/Cavalier, (Cha 16, Com 16). She is 6'1" has green eyes, tan skin, muscular build, light brown hair with blond highlights. She is loud, confident, cocksure, condescending and snobish. She is a worshipper of Ehlonna and carries her silver unicorn and green tree holy symbol. She knows the woodlands well, especially the Suss. She lives in [Hardby](#) and is [Oscar's](#) cousin. Their grandmother was a noble of Hardby, who was abducted by [Safeton](#) and executed by the Szek. They got in the adventuring business to avenge their grandmother and have done so. She caught up with [Blonk](#) and killed him when the [Scarlet Brotherhood](#) marched on [Celene](#). She is named Hardby's Justicatar of the Realm.

Oscar Longhand - This mage is a lesser member of the [Circle of Eight](#) and is ninth or greater level. He is [Deirdre's](#) cousin (or brother?) and behaves submissively towards her. He is a follower of Ehlonna and carries her holy symbol. He knows the Suss forest well and lives in Hardby.

Equipment: *ring of feather falling*. When they saw that humanoids were ravaging the Welkwood, Oscar, Deirdre and [Parsival](#) went to stop them. (Oscar and Deirdre left the group). He becomes Dweomercrafter of all Hardby.

Spells: Second Level; Magic Mouth, Levitate, Third Level; Fireball, Lightning Bolt, Fly, Fourth Level; Wall of Fire, Fifth Level; Contact Other Plane

Moon - He is a mercenary crossbowman and always speaks for his compatriot [Patrick](#). He becomes chief of the local watch and Captain of the militia in the [Verbobonc](#) village that Patrick now lives in. He marries Patrick's wife's cousin.

Patrick - He is a mercenary crossbowman. He marries a lass from a village in [Verbobonc](#). Her father is a prosperous swordsmith. He starts a school in weapon instruction.

Eneever Zig - This wizard with pale blue eyes sports a black robe covered with sigils and symbols. His girdle is similarly enscripted. He has broaches, amulets, pendants, bracelets, rings, and gems with arcane inscriptions. He carries two ritual daggers and a wand of lightning. He comes from Zelradton (Syldartown) which is adjacent to the Iron Hills (Ferrous Mountains on the border between the [South Province](#) (Southern Marches) in the East and the state of [Idee](#) (Joheid). He is a follower of Boccob (Kathbak) and Zagyg (Gigantos).

The Circle of Eight/The Citadel of Eight

This organization has both greater and lesser members. The greater members include [Tenser](#), [Bigby](#), and [Mordenkainen](#) with a total of eight wizards. Gary Gygax & Archimagus on AOL's [World of Greyhawk Fan Club Q&A page](#) list the membership as: Mordenkainen, [Yrag](#), Bigby, Riggby (a cleric, L10 of Boccob & Zagyg), [Felnorith](#), Vram, Vim, & Digby (a dwarf)- not all of these characters are mages. (See *WG5, Mordenkainen's Fantastic Adventure*, and *The Rogues Gallery* (1980).) The lesser members include [Alton](#), [Oscar Longarm](#) and [Dierdre Longarm](#).

Mordenkainen

EGG's core player character is a true neutral archimage (20th(+?) level) and plays off of the forces of good and evil in a quest for power. Having taken after Zagyg, he is known as "The Mad One of Magic" and the "Mad Archimage". He is a [Lord of Balance](#), but not the most mad of that group. He is crotchety, impatient, and often nonsensical. When he finds that he has been manipulated by the forces of balance, he laughs. He guards some secrets from [Tenser](#) and [Bigby](#) under the premise that they are upstarts. His vassals and allies include [Evag](#), [Felnorith](#), [Melf](#), and the [Circle of Eight](#). He rides a cloud dragon.

His early adventures include a journey with [Robilar](#) into Dave Arneson's [City of the Gods](#) (see also *DA3 The City of the Gods*) in his Blackmoor campaign and a foray into Rob Kuntz's Maure Castle in *WG5 Mordenkainen's Fantastic Adventure*. At some point (Dragon #37) he left to explore the west and go to the aid of an evil associate and commanded a force of approximately 3000 cavalry.

He was partially responsible for [Iggwilv](#)'s release of [Zuggtmoy](#) from the Temple of Elemental Evil (although not in EGG's campaign, where [Robilar](#) bore the sole responsibility for this action - see T1-4, *The Temple of Elemental Evil*). He would take the [Theorpart](#) for neutrality and for himself with his henchman, including Melf, several companies of elves, and his fortress. The [Hierophants](#) do not support him in this plan. He and the Circle of Eight attack [Ormuz](#)'s forces at the [Vesve Forest](#). They had walked along a secret roadway along the Vesve.

On a North-South road within the Eastern Center they encircled Ormuz. He had archers and disciplined forces, but was outnumbered by Ormuz. Three members of the Circle of Eight died.

This venture turned out to be the result of Balance manipulating him.

He accompanies [Basiliiv](#) when the Demiurge blocks [Infestix's](#) spyings, and he keeps Basiliiv in contact with the other Lords of Balance. He assumes leadership of the Lords of Balance due to Basiliiv's condition. See also [The Obsidian Citadel](#), *The Rogues Gallery* (1980) p. 44, WG5 *Mordenkainen's Fantastic Adventure*. Ref. on the name: Leminkäinen from the *Kalevala*.

Spells (it also seems safe to assume that Mordenkainen keeps memorized the spells in the first edition PH & UA which bear his name):

Fifth Level: Conjure Elemental, Wall Of Force

Ninth Level: Energy Drain

Bigby

(Mage, 18th(+?) level, true neutral with some good tendencies) This archmage is a member of the [Circle of Eight](#). He is taciturn, somewhat portly and a friend of [Mordenkainen](#). He is the leader of Mordenkainen's eight attendant mages. (The Circle of Eight?). In *Dragon* #37 p.11 it is reported that Bigby was "the original apprentice of Mordenkainen, and when the latter opted to explore the West, Bigby remained behind to uphold and protect their territorial rights." His fortress location is "rumored to be somewhere north of the [Nyr Dwy](#), possibly between the [Shield Lands](#) and the Bandit Kingdoms. (Bigby has been seen in the City of Greyhawk)." His forces include over 800 humans, with mage & clerical support as well as having 200 elf allies & 150 dwarf allies from the Kron Hills. See also *The Rogues Gallery* and WG5 *Mordenkainen's Adventure*.)

Spells: It is safe to assume that Bigby has the use of all of the Bigby's hand spells that appeared in the first edition *Players' Handbook* and in *Unearthed Arcana*, Ninth Level; Mordenkainen's Disjunction

Evag (Yrag?) - He is an elfin lord and vassal to [Mordenkainen](#). A member of the [Citadel of Eight](#), he rides a griffon.

Felnorith - He is an elfin lord and vassal to [Mordenkainen](#). He rides a griffon. According to Gary Gygax & Archimagus on AOL's World of Greyhawk Fan Club Q&A page, he is a member of the [Citadel of Eight](#)/Circle of Eight.

Mortal Wanderers

Prisoners of Suel Pygmies - Gord divides them up into 6 squads of 5 to 10, commanded by his corporals. Those with infravision (Shade and 8 others) are divided among the squads. Those with light globes are separate.

Barrel - He once was a sailor from [Port Jolli](#) in [The Holdings of the Sea Princes](#) before he became a [slave](#) of the [Suel Pygmies](#). He is burly and has an ugly but honest face. He is proficient in the use of a scimitar. He is made one of [Gord's](#) sergeants. He follows Gord out of the [Sea of Dust](#) and on the Amedio Jungle venture. He is given Gord's [adamantine long sword](#). He takes the Silver Seeker towards Woolly Bay, and makes it to [Safeton](#). There he takes the alias, Shipmaster Rench, and calls the Silver Seeker the Sea Turtle. Later he leaves for Greyhawk. The Silver Seeker can travel from Safeton to the Selitan River in two days. It has sails, sweeps, a poop deck, a dingy, and a

mizzenmast. He is stunned by [Gravestone's Power Word, Kill](#).

Cockleburr - This grugach is a [former slave](#) of the [Suel Pygmies](#). He told [Shade](#) of the invasion by [Eclavdra](#). Because he was a Grugach, he rallied forces against Eclavdra, and then backed off and trailed her. He died in the fighting.

Dohojar - He is a [Changa](#), one of the [Dry Steppes](#) nations or tribes. He is a small, brown-skinned fellow, with blue-black hair and a toothy smile. He uses "Zehaab" as an honorific and is a low level mage, proficient with a multi-slot crossbow. He is a [former slave](#) of the [Suel Pygmies](#). He is made one of [Gord](#)'s sergeants. He wants to see the east, so he follows Gord out of the [Sea of Dust](#). Gord gives him a *wand of magic missiles*. By *Come Endless Darkness*, he is higher level and continues to follow Gord. Is given Gord's *Elfin chain shirt*. He is stunned by [Gravestone's Power Word, Kill](#). He is downed by that and Gravestone's *Evard's black tentacles*.
Spells: First Level *Magic Missile*

Edge - He is a [former slave](#) of the [Suel Pygmies](#). He is one of the leaders of the escaped slaves and is made a lieutenant by [Gord](#).

Grubstepper - He is a [former slave](#) of the [Suel Pygmies](#).

Mullen - He is a [former slave](#) of the [Suel Pygmies](#). He told [Shade](#) of the invasion by [Obmi](#) and led forty men in Obmi's wake. He died in the fighting.

Delver Oldcavern - He is a dwarven [former slave](#) of the [Suel Pygmies](#). He is proficient in the war hammer. He follows [Gord](#) out of the [Sea of Dust](#). He leaves Gord sometime between the Hool battle and the Amedio Jungle venture.

Post - He is a [former slave](#) of the [Suel Pygmies](#). He is thin man with corded muscle and stubbled cheeks, proficient in the heavy crossbow and billhook. He found a *potion of extra-healing*, and healing balm (*Keoghtom's ointment?*) in the Pygmy chief's barracks. He follows [Gord](#) out of the [Sea of Dust](#).

Shade - He is a [former slave](#) of the [Suel Pygmies](#). He is a half-elf, fighter-mage and gives long-winded responses. He is made one of [Gord](#)'s lieutenants and had found a *wand of magic missiles*. He follows Gord out of the [Sea of Dust](#). He leaves Gord sometime between the Hool battle and the Amedio Jungle venture.

Smoker - He is a [former slave](#) of the [Suel Pygmies](#). He is made [Gord](#)'s lieutenant and follows him out of the [Sea of Dust](#). He leaves Gord sometime between the Hool battle and the Amedio Jungle venture.

Other Wanderers

Abbot Pauncefot - This high level (at least seventh) cleric of Rao is thin lipped and elderly. He wears a dark overcoat and is a companion of [Gord](#). At [Safeton](#), he takes the alias of Brother Donnur, a bent, old, brown-robed, cleric.

Spells:

First Level: Protection from Evil, Bless
Third Level: Create Food and Water, Prayer,
Fourth Level: Divination

Reppen - He is the Silver Seeker's first mate.

Slumgrub - He is the cook on the Silver Seeker.

Habber - He is the first lieutenant to the sailor master on the Silver Seeker. He uses a sword and a hand axe simultaneously. He is killed by a *Power Word*.

Thrommel - He is a junior lieutenant on Silver Seeker who is proficient in the cutlass (named after the prince of [Furyondy](#)?).

Hornfoot - He is a guard on the Silver Seeker. He is slain by a javelin strike and his eyes are gouged out by [Krung](#).

Blinky - This guard on the Silver Seeker, likes his booze.

Azure Sea

Kharistylla - She is an undine, and as such is strongly connected to elemental water. Her elemental powers diminish outside her grotto. She is more potent than sea hags in her grotto, and just less powerful than them when outside. She is true neutral. Her skin is like quicksilver. She has waist-length tresses of green hair, bright, full, red lips, long green nails, a hot red tipped bosom, green and gold eyes, sharp pearly teeth, and translucently webbed fingers.

She has an underwater cave in the Azure sea. She offers [Leoceanus](#), his pride and [Gord](#) sanctuary. She gives Gord a pale green pearl that allows him *free action* and *water breathing*. She tries to seduce Gord. He gives her the golden amber oval with a spider, that allows *free action*, *element breathing*, and *gating* to the [Catlord's Manse](#).

Leoceanus - This powerful sea lion is king of the Azure Sea sea lions. He escorts [Gord](#).

Udyll - She is a Sea Hag from the Azure sea. She can bring about a "*hellstorm*" (thunderheads with writhing demonic forms). She rides with her pack of sharks like a water skier or a jet skier.

Quasi-Deities, Lords of Balance and Other Potent Supernaturals

Lords of Balance, also known as the Qabbala, the Cabal of Balance - Consisting of [Rexfelis](#), [Basily the Demiurge](#), [Mordenkainen](#), [Tenser](#), [The King of the Shadow](#), [Gord - The Prince of Panthers](#), the Hierophant of the Cabal, the Hierophant of the Golden Dawn, the Hierophant of the Rosy Crusiform, one other Hierophant, Keledan - the Master of Swords, Heward (Lord Hewd), Lord Donal, Murlynd (Murlon), Keoghtom (Keogh Lord Thomas), Venerable Yocasta, and Venerable Nastan. All of the Lords give Gord a gift, and the Hierophants bless him. They observe, mostly through Basily, the progress of Gord in [Gravestone's hideout](#). After Gord escapes that place they decide to have him unite the keys, release [Tharizdun](#) and face him on slightly better conditions.

Lord Donal - He is a [Lord of Balance](#) (Donalbas? from Elric & Corum books of Michael Moorcock?).

Heward, Lord Hewd - This bard (possibly also a mage) is a [Lord of Balance](#). He has the habit of tugging absently on his little beard. Inventor of a certain *Mystical Organ* and a number of *Handy Haversacks* (see Quasi-deities in WoG boxed set).

Hierophant of the Cabal - A [Lord of Balance](#). All four of the Greater Hierophants speak in unison (ref. Kabbalah).

Hierophant of the Golden Dawn - A [Lord of Balance](#). All four of the Greater Hierophants speak in unison (ref. Hermetic Order of the Golden Dawn).

Hierophant of the Rosy Cruciform - A [Lord of Balance](#). All four of the Greater Hierophants speak in unison. (ref. Rosicrucians)

Hierophant - A [Lord of Balance](#). All four of the Greater Hierophants speak in unison.

Keledan - The Master of Swords, a [Lord of Balance](#) (see Quasi-deities in WoG boxed set).

Keoghtom, Lord Keogh, Keogh Lord Thomas - A [Lord of Balance](#). He speaks in a Texas drawl, having visited the Boot Hill universe. He helped get [Gord](#) his [blade](#). He is perhaps the maddest Lord of Balance. See Quasi-deities in WoG boxed set, ref. Tom Keogh, who did some of the illustrations for the first D&D set (1974) and to whom that set is co-dedicated in memorium (Don Kaye?).

Murlynd, Murlon or something, but not Merlin - A [Lord of Balance](#). One of Don Kaye's characters from the initial [Greyhawk Castle](#) campaign, who explored that edifice with [Tenser](#), [Robilar](#) and Teric. See *EX2 The Land Beyond the Magic Mirror* - especially p.8.

Venerable Nastan - This [Lord of Balance](#) is a wise and ancient Cleric.

Venerable Yocasta - She is a [Lady of Balance](#).

Other Quasi-Deities & Potent Supernaturals

Ataleena Carona - [Gord](#)'s mother had distant elvish blood. This gave her violet eyes and may have been responsible for her second sight. She was a magic-user and was slain through the actions of [Gravestone](#).

Karal Quadrapus - [Gord](#)'s father, the [Catlord](#)'s grandson or great-grandson. He was the head of the seventh cat clan, which was said to be lucky. One of [Tharizdum](#)'s greatest foes. Others of his kin betrayed [Ataleena](#) and him. When they found out, he and Atleena handed Gord over to [Wanno](#), his old friend, for safekeeping while in flight, and charged him with Gord's ring and lock box. They were slain by minions of evil, under the direction of [Gravestone](#) and the traitors were killed by Rexfelis.

The Rhymer of the Black Fens - a great musical spell worker and bard. He lives in the north. He

taught [Gellor](#) Bardcraft. Black Fens = Blackmoor?

Peoples & Races

The Rhennee - A smallish dark people, river thieves, but anti-guild; "the True Folk".

The Attloi - The land [Rhennee](#). Many acrobats. There is mutual animosity between the the two groups as the Rhennee do not consider the Attloi to be true members of their ethnic group.

The Ho-jetti - A group of [Scarlet Brotherhood](#) allies that bickered with orcs at the siege of [Strandkeep Castle](#).

High Druidical Orders - Hierophants of the Cabal Hierophants of the Golden Dawn Hierophants of the Rosy Cruciform.

The Great Mages of Kaalvahlla - Were said to work wonders with Kanteels. (ref. the [Kalevala](#) by Elias Lönnrot, the Finnish national epic).

Monsters

Humanoids

Celbit Ehjure - Kobolds. (See WoG guide p.8).

Eiger - A refined ogre, an ogre-magus. An Ehjure is to an ogre as a human is to a neanderthal.

Ogres (see WoG guide p.20).

Euroz Tribes - Orcs (See WoG guide p.8, 20, 31; 1983). [Pomarj](#) peoples allied with the [Scarlet Brotherhood](#).

Jebli - Goblins (see WoG guide p.8, 31).

High Jebline - Hobgoblins (see WoG guide p.8).

Kell - Gnolls (see WoG guide p.20).

Demi-humans

Poochauns - "The noblest little folk, The Sealy court, the Princely People" are a Lilliputian sized class of sprite. They are beautiful, slender, winged, and sharp-featured. They are lawful good and they are ruled by a queen. They jealously guard dweomerdot fairy rings. If someone were to steal more than one ring worth of dweomerdots, they will attack with sleep-poison darts. They will then strip the miscreants and shrink them down to their size, haul them up to the tree home where they live, and hold a trial.

Valley Elves, Grughma - Are taciturn towards outsiders.

Other Monsters

Deathvision Trees - These low trees live near water in the [Sea of Dust](#). One leaf ingested gives portentous dreams and visions. Two leaves lead to possible death. Three or more leaves cause certain death.

Devil Swine - Are a form of Rakshasha.

Dragon, Water - Looks like a red dragon with vestigial wings (like whale flukes), and webbed feet. Its back scales are aquamarine, its belly scales are ivory and in the middle they are deep sea green. They are very rare. They are intelligent and can breath underwater.

Dustdevil - Also called the sandshark, dust-fish, and dust demon, this creature is native to the [Sea of Dust](#). It is a shark-like creature related to the millipede. They have a larger, more chitinous head with its eyes high on the ridge/fin. They have many paddle-legs, as well as fins in the rear for steering. They look like rocks when still and they usually travel alone, although they have been seen in packs. They are 50 to 60 feet long.

Gholes - A ghoul-troll hybrid.

Ghulaz - Super gnolls/ gnoll-ghouls.

Gurahasti - Large paddle footed riding lizards from the [Dry Steppes](#). They can travel 45 to 60 miles per day over the dust and sand. The lizards are black at night, then dark grey in the morning, then metallic in the bright sun. At noon the scales turn silver and the lizards stop whatever they are doing to hunt. They eat big insects mostly, but are omnivorous in a pinch. They can drink salt water and can sense salt or fresh water from miles away. Riders wear lizard hide leggings, robes, hood and masks. There are hooks on the reins, pulling them will turn the lizard to either side. The "angwas" is a pole with a thorn on its side, used to poke the lizard on a dark spot behind its skull for extra speed.

Losels - Their name is short for "lost ones" and they are the orc, "missing-link", i.e. they are half orc, half boreamandrill (northern baboons), and hence are arboreal orcs. They take the fingers of their victims. While they are native to the Fellreve forest, [Iuz](#) transplanted some to the [Vesve](#) where they have killed a few natives.

Rolling Spikes Bushes - Nasty variant of tumbleweed found in [Sea of Dust](#) (Land Urchins?).

Snake weeds - These have poisonous rootlets, but when cut off, the rest tastes like crab. They are found in the [Sea of Dust](#).

Undine - See [Kharistylla](#).

Wolfwere - The wolf version of the jackalwere, these lycanthropes can charm thier victims with a song.

Yeth Hounds - The ones found in the Gord series are special versions of the normal yeth hound. They are creations of [Tharizdun](#), each one bearing the head of a different malevolent creature. They are sent to hunt down [Gord](#).

Mephisto - A devil-headed yeth hound.

Thrax - A bugbear-headed yeth hound.

Graz - A demon headed yeth hound.

The Inner Planes

Shadowrealm

The demi-plane of Shadow is connected both to the Prime Material Plane and to the [Positive](#) and [Negative Material Planes](#). The place is colored in shades of blacks, whites, and grays, with hints of colors. The land moves like shadows and will slip away unless it is concentrated on. The local area tends to stay fixed as the surrounding landscape drifts. There are effectively four cardinal directions here. Flowward, anti-flowward, crossflow fastward and crossflow slowward. The landscape slips away in one direction of flow. As one treads perpendicular to the direction of flow, the speed of flow increases in one direction and decreases in the reverse direction.

The sky is the color of old charcoal, dotted with black "stars" and lit with a large metallic colored "sun". The vegetation is also grey, dun, opalescent, and/or translucent. Traces of subtle colors may be noticed if concentrated upon. Shadowcreatures resembling natural creatures of the Prime live here as well. The locals here speak in toneless voices. When a Prime enters the area they initially appear a silvery hue, then begin to lose color and become grey in appearance. At the same time they become more lethargic and feel consigned to the plane. Yet, as one becomes more of shadow, the shadow objects behave in a more solid manner, for instance, shadow food becomes nourishing.

Twilight - "when the heavens brighten and [Mool](#)'s disc grows penumbral and waxen..." things take on more vibrant colors. Following Twilight is [Snuffdark](#), when the realms darken. Then strong evil powers draw more darkness to them, and every native's potency wanes. Time on this plane runs quicker than it does on the Prime.

Dunswych - This place a village inhabited by phantoms, but otherwise like a Prime Material Plane village. The [Palace](#) passes by once every twenty-five sleeps.

Mool - A disk shaped heavenly body, the "moon" of the Shadowrealm.

Festival of Twilight - A shadowrealm holiday. Representatives from all of the inhabitants of the plane attend a festival at the [Palace](#), while local festivals carry on in villages and such.

Snuffdark - This time is the blackness after [Twilight](#). All natives are at their lowest energy and mental levels during this time. Violent storms are more likely at this time. [Mool](#) and its

accompanying stars are eclipsed at this point. It ends abruptly and marks the end of the year in Shadowrealm

The Chiaroscuro Palace

This place is the home of the [Shadowlord](#) in the plane of [Shadow](#). It is "...a huge place of towers, spires, and flying buttresses..." It has the illusory appearance of "...a rambling affair, part fortress, part pleasure place." with an entrance "...made of obsidian and grey marble, with soaring walkways and pennoned domes high above the broad steps..." which lead to the ornate gates. The gates lie open in times of festival, but when they are closed, wooden *magic mouths* act as relays and sentries, allowing proper guests to enter.

In truth, phantoms and [adumbrates](#) guard the place and it is more fortress and less ornate than initial appearances would suggest. Illusory pillars and columns conceal phantom soldiers, while illusory bartizans conceal shadow-griffons. More than one level of illusion is laid over them and the palace.

The entry chamber is huge with a sixty foot high dome, columns and a portal and statue at the end opposite the entrance. The entire place has illusion laid over it to make it appear larger than in reality, and stars and [Mool](#) appear on the ceiling. The major domo hides behind a pillar, assesses the entrants and announces what they appear to be and how they appear to be accoutred by projecting his voice off of the statue at the end of the hall. Beyond this room is a great ballroom, and to one side of the ballroom is an alcove through which one may proceed to enter [The Vault of the Veils](#).

The Shadowhall

The Vault of Veils - The [Shadowking](#)'s private audience chamber in the [Chiaroscuro Palace](#). It is accessed off of a hall- like alcove off of the main ballroom. There is a dark door, a half a foot thick, with no handle or grill. The vault itself is double-diamond shaped. Its ceiling is V shaped and 20 feet high. Veils hang everywhere, draping over walls and dividing its eight points. A double diamond shaped table of stone lies in the center of the room and it has fifteen seats. The Shadowking's seat is darker and mistier than the rest.

Imprimus's Fortress

The entrance to [Imprimus](#)' fortress is masked by powerful illusions, and barred by a massive slab of shadow-steel. There is also a lock plate, and a second, hidden bar near the base of the door. A final bar lies behind the door. Once inside, a hallway slopes sharply down into the hill. Here there is a long pit trap, which drops the floor as a smooth shear slide into a 20' or deeper, circular pit.

There is a narrow walkway around the pit and, beyond there is a low, six pace wide, passage with several doors with grills. Beyond one of them is a room containing ladders. At the end of the hall is a square chamber containing yeth hounds - their stink is noticeable for some distance. They will be dormant during [Snuffdark](#). Three wooden doors lead into this chamber, each in the center of a wall and each flanked by cressets containing some oil. The door on the right has hound hair around it and leads to a storeroom. The middle door is rusty and has seen little recent use and opens outward - it may be a trap. The door on the left leads to a short landing and a long flight of

downward steps.

This leads to what seems to be the heart of the [gloam](#)'s stronghold. Masonry, pillars, and polished stone make this place more livable. There are workrooms, laboratories, and libraries here. There is a secret exit in a library in a recess and behind a shelf, leading to downward stairs. These stairs are narrow and a charnel smell of ghosts wafts up from below. Ghouls and ghosts guard this rough hewn, natural cave. Niches for catacombs are carved in the walls. The place is strewn with bones and rotting cloth. If outmatched, the six ghosts will retreat down a narrow tunnel. The passage ends in a *glyph of warding*, *disintegration*, placed on a large boulder, guarding the entrance to Imprimus' inner sanctum.

This is a high vaulted grotto, which makes ventriloquism easy here. It is this place where Imprimus hides. Water drips into small pools. Imprimus's coffin rests on a ledge ten feet above the floor of the cave. He sends out two pair of dun-colored light globes to scout the perimeter. His treasure mound also rests on the ledge, including the [Crystal Blade](#), which is part of the [Sword of Balance](#). [Gord](#)'s sapphire necklace was hidden in the coffin.

Inhabitants of the Shadowrealm

In addition to the following shadow creatures, shades, spirits, humans, drow, gray-skinned dwarves, brown-skinned gnomes, and a few [ogre magi](#) inhabit the realm.

Dusk Drakes - These are the most potent beasts of the Shadowrealm. Consider them super-[shadowdragons](#). They make an "Oohoo! oooah!" call and can speak and understand common. The ground shakes when they tread near and each stride carries them twelve yards. Their breath weapon is shadowfire - which is gray, transparent, shot through with dark tongues, tipped with diamond-like brilliance and hot is as a Prime Material Plane dragon's breath. Such heat can melt shadow substance, creating a roiling zone of darkness. Like other dragons it is covered with scales and has talons. It also has spikes on its hide, which enhance damage done by tail-slaps.

Shadowdragons - Like most natives to this realm, shadowdragons are semi-translucent shadowy creatures. They have huge, pointy teeth and breathe a pitchy blast. They are also fond of casting a *charm* spell involving the summoning of multiple colors and hues to fascinate the intended victims. Shadow creatures are particularly vulnerable to this attack form. Its hide can be used to make [shadow armor](#).

Gloams - These are shadow creatures who were once human and not of this plane (like the [murklings](#) and [fulgi](#)). They believe themselves to be the most potent sentient race of creatures on the Shadowrealm. They live in decayed towns and cities and are served by the shadowkin. They are like rebellious nobles to the [Shadowking](#).

Adumbrates - These shadowrealm creatures lack discernable forms, appearing merely as a collection of shadows. They are unharmed by non-magical weapons. They speak in toneless voices. The [gloams](#) regard them as abominations and not a proper sentient race, although in certain aspects they are just as powerful.

Phantomfolk - This shadowrace is the next most potent after the [gloams](#). They seem fairly human and inhabit about twenty or so villages scattered about the plane. They support the [Shadowking](#).

Shadowilk - These are the next most potent shadowrace after [phantomfolk](#), they have an evil bent.

Murklings - These are shadow-dwarfs and shadow-gnomes. They are the next most potent shadowrace after [shadowilk](#).

Fuligi - These tall, gangly shadow creatures are shadow-elves. They are the next most potent shadow race after [murklings](#).

The King of Shadow, "His Umbrageous Majesty, the Lord of Murk, his Gloominess" - He is the king of the plane of [Shadow](#) and a [Lord of Balance](#). He is chaotic neutral. He can negate any memory loss associated with travel to this plane. He is very tall, very thin, pearly-skinned with hard, ashen eyes, ashen hair, and thin, night-dark lips. He has an aristocratic bearing and an arrogant visage. He resides in the [Chiaroscuro Palace](#) and makes his rounds after [Twilight](#). He has no love for cat-kind. He believes that those who are not his servants, strive against his rule. He appreciates honesty and if one can breach his initial paranoia, induced by the state of affairs with the [gloams](#), he can be pleasant and jovial. He believes the gloams have corrupted many of his creatures, such that only the phantoms are truly loyal. He created Shadowfire and desires its return. Shadowfire can act as a restorative for him. As he is tied to his realm, when the realm has split loyalties, he becomes split personalitied.

Lady Sabina - She is the court duplitrix of the [Chiaroscuro Palace](#) and appears as a [phantom](#). She has a soft, sweet voice and is darkly beautiful. She has long, sable eyelashes. She is pleasant and new to her position which includes finding out guests names, announcing them, and taking them to the appropriate areas in the palace.

Imprimus, Smirtch - Imprimus is a [gloam](#), a man-shaped, shadowy creature who resides in the [Shadowrealm](#). He appears to have leaden eyes, grey teeth, and a rustling, shadow voice. He is also a lich, and as such, his natural form is rather rotting. His face looks half like a bat, and he has large fangs. As a lich he is also likely vulnerable during the brightness of [Twilight](#).

He acquired the sapphire necklace of the ninth (seventh?) house of cats. He and [Gord](#) mutually question each other. Smirtch tries to conceal more than he reveals. He is proud and believes himself to be at least the equal of the [Shadowking](#) and states that no gloam recognizes the shadowking's authority. They are not truly equal to the Shadowking. He attends the [shadowking's court](#) and on occasion poses as the shadowking. If seriously threatened, he may offer to make the offender one of his servants. He is slain by Gord.

Hotbreath - He is an elder, lion-like shadow creature, and agent of the [Catlord](#). He leads a pride and has a dove-grey body and a slightly darker, shaggy mane. He has long, smilodon-like, teeth.

Smokemane - He is a lion-like shadow creature, which speaks common and is an agent of the [Catlord](#). He has a good sense of humor. He has a sooty shadow-mane. He has long, smilodon-like teeth. He and cat-kind prefer to be aloof from any power struggles on this plane. He is slain by the denizens of [Imprimus's lair](#).

Vishwhoolsh - This [shadowdragon](#) is an ally of the [gloams](#). He is slain by [Gord](#).

The Sphere of Probability

This region lies between the elemental planes and the [Astral Plane](#). It has manifold branches and loops.

Probability and Fate

The House of Option - The House of the Fifth Dimension (Probability), the home of Lady Tolerance, [Istus](#). She keeps a formal garden in front.

NPC's of Probability

Istus, Lady Tolerance - Lady Fate can alter her shape and her surroundings. She, with [Proctor Chronos](#) agree that [Entropy](#) has done what was possible, but went beyond the plausible. They get into arguments over who rules who.

The Plane of Chance

An ever narrowing plane in the Ethereal ([Probability?](#)).

Sphere of Creative Energy

Realm of Regularity

The Extremity of All Order - The Realm of Uniformity

A wedged shaped plane (Nirvana?).

Time Elemental Plane

NPC's of Time

Proctor Chronos - He appears as a venerable man who stands on a little hillock of sand in the Time Elemental Plane. He has a merry and vigorous humor and young muscles. He has thick white hair and wrinkled weather-beaten skin. He is a contradiction in age. As he moves, his size and age change according to the time concentration as he walks over the sands. He is against [Entropy](#), who wants stasis. He measures events and places proper limits on things. He says that time flows in a loop - past, present, and future are the same. He does not have a scythe or a clock, but a sphere with billions of motes that shift to a few specks of light or bit about a huge mote in the center. It made of thin multi-leveled, overlapping, orbiting spheres, which when shaken turn into a ribbon of flowing sand that does not seem to move. He makes a Möbius strip of it and wears it as a waist sash about his toga. He will not allow the changing of past events. He is on good terms with [Istus](#). As he moves, his size and age change according to the time concentration as he walks over the sands.

Yang

The Positive Material Plane

Yin

The Negative Material Plane

NPC's of Yin

Hatdoligor Kaathbaen - He is the master of the undead realm, presumably on the Negative Material Plane.

The Haven

This realm a quasi-plane created by the forces of [Balance](#) to give [Gord](#), [Gellor](#), and [Leda](#) a break once they had recovered all three of the [Theorpart](#). Much of it is a meadow. It has a glen with a pond and a bamboo hut. Time initially passes very slowly here but soon it begins to catch up with the rest of existence. At first days inside were seconds outside. Three days outside equal two weeks inside.

There is a great stone of dense material that thrusts up in the haven. It has a secret door that leads to a small passage to a vault. Thick slabs of lodestone form a coffer with out handle, hinge or lock. This opens to Gord's touch. There is a silk-smooth adamantine strongbox inside that holds a long silver box with glyphs and sigils warding against nether beings. Inside this are the [Unbinder](#) and the joined [Awakener-Initiator](#).

The Prison of Tharizdun

The roadway from the [Seven Heavens](#) twists and turns upward after crossing a ridgelike spine whose sides disappear into the misty chasm. The road leads to a delicate looking, fairy-type castle of pearl, ivory, silver, and opal. There are smooth walls and soaring buttresses, thick towers with high turret tops. It must be walked to and is a tough climb. It is cold at the gatehouse as the castle is frozen. There are no gates, and no bridge. The [Key](#) can come apart here. The [Initiator](#) immediately becomes a quicksilver bridge that seems to hold very little weight. It deposits a silver-hued ring with a perfect diamond. [Leda](#) takes the ring. If both the [Unbinder](#) and the [Awakener](#) are touched, [Tharizdun](#) will possess that person and say that the Unbinder will free the place of the ice. It becomes red, heats the ice, melts it, moves along inward, and becomes a growing cylinder. A gold ring set with a jacinth is found in the castle's entry hall. The Rings are the artifacts after they serve their purpose. They compel those nearby to wear them. [Gellor](#) dons the gold ring.

The castle is bright within. It has a great hall, antechambers, cellars, dungeons, galleries, and countless rooms above. It is furnished in an Oerthian style; however it is done all in white or near white with crystal or pale metals. The furnishings will always appear familiar to those who enter. They will be exactly what they would expect, but white. There are many towers. There is a great middle spire, the tallest one. It is gold roofed, has turrets, and reaches two-hundred feet high.

Spiral Stair - It has a spiral stair that climbs up to a sky blue door of pure adamantine. The [Awakener](#), when its blunt end is put against the door, will run like molten metal and form hinges and handles. There is a tinkling sound as another ring appears. This one is adamantine with a sapphire. [Leda](#) thinks that the rings serve as a protection. [Gord](#) loans her his magic dagger.

Study - The door swings inward when unlatched. [Tharizdun's child avatar](#) is here. He proclaims that he is [Tharizdun](#), Emperor To Be of all the Multiverse - when he is full grown. He is most gracious in thanking his rescuers. He thinks that he has been here for a month. He wants to know where [Gord](#) got the ring. The room is forty feet across and is a well furnished office. There is a couch, a table, chairs, and a small shelf of well-bound books here, as well as bric-a-brac, candle prickets and magic lamps. The blue adamantine walls are unseamed. There are adamantine crystal windows and adamantine bars. There is fine upholstery, tapestries and rugs. There is a flight of stairs going up. They lead to a dining salon.

Dining Salon - It has banners, armor, and ancient weapons as decorations. It is also lined with adamantine with the *Glasstealed* windows. [Tharizdun](#) says that he used to have servants, but not for a long time. He used to have knights and long bearded councilors, then the ugly beasts came and killed or scared his servants and locked him up here. There is a ewer on the long narrow table that pours forth any drink [Tharizdun's child avatar](#) wants. He has a golden bowl that is filled with whatever he wants to eat. Upstairs is his bedchamber.

Bedroom - It is slightly smaller than the [dining room](#). It is also lined in adamantine. There is a royal looking bed, armoire, chest or drawers, shelves, two large chests, several small chests, and toys all over: a wooden sword and shield, toy soldiers. The bed is enchanted to make itself. The clothes are always cleaned. There is a bath drawn for him every morning. If he doesn't bathe, he won't be fed. There is a bronze-runged ladder that leads to a trap door above to the observatory.

Observatory - "From there I can see all the lands around. I don't like it there, though, for it is boring." It has a conical roof with *Glasstealed* adamantine merlions. There is nothing to see but clouds, mountains and the road. There is a cold stone seat. It houses [Tharizdun's material form](#). [Gord](#) could detect it but [Gellor](#) and [Leda](#) could not, even with spells.

Events

If [Tharizdun](#) is losing his [Planarchess](#) game, he will cheat. If he is caught cheating, he will throw a tantrum and ask for a price for the [theorpart](#) rings. He will hold his breath etc. [Gord](#) asks for the power of Ultimate Evil. Tharizdun throws a fit and tells them to leave. They stay. He begins to reveal his demonic nature. His eyes glow with malice. He throws six acid-filled, poisoned tipped darts, and runs up the ladder. Gord, [Gellor](#), and [Leda](#) leave the castle, it turns red, then ugly red-violet, and darkens, there is a sound of heavy footsteps.

[Tharizdun's true form](#) comes down and bites his [child avatar](#)'s jugular in order to gain full power. He then devours all but its skull. He comes down to Gord and tells Gellor and Leda to stay and he will deal with them. He throws the head of his boy avatar at Gord. Tharizdun calls into being a large two-headed axe that deflects Gord's blow. He can't draw on the [nether planes](#) until he leaves the castle. He balances combat to his advantage - when Gord uses [Courflamme](#), he splits the axe into two smaller single headed axes. He is pushed back by Courflamme's blinding white fire. He can summon from the axes many small disgusting sucker-mouthed purple larvae that are poisonous and thumb-sized. Gord uses the theorpart ring to summon a phoenix who eats the grubs and grows with the help of Gellor and Leda's rings. Gord melts the adamantine confining Tharizdun to the entrance chamber. Gord strikes Tharizdun and the demon's face and eyes become more hideous. Tharizdun realizes that Gord will beat him and calls for aid. [Lord Entropy](#)

responds, bringing all of itself to one part of the wall. It decays and Tharizdun escapes. This is probably the last possible point of divergence from a Greyhawk Campaign which leaves the Flanaess intact. Gellor and Leda go back to the castle to fetch Gord as the place falls apart. They hop from the [Empyrean Sphere](#) to the [Celestial Sphere](#) to the [Sphere of Creative Energy](#) to the Astral to the Ethereal to the [Realm of Regularity](#) to the [Province of Order](#). They use the Ethereal Plane to escape impellers.

Tharizdun

He is known as the Master of Malevolence, the Darkest, the Ultimate One of Nullity. He is the epitome of evil and he would unite all evil, but he was entrapped by Good Deities eons ago. They enmeshed him in a cocoon of his own power, but he could still act in a limited way. He lies wrapped in ebon slumber, awaiting the joining of the [Theorparts](#). When they are joined, he will be released and the [Upper](#) and middle planes will ally against evil. His mind can not be read.

One of his forms is that of a purple cloud. The cloud has dark eyes, emitting an amethyst light. He has a purple, black, lipless mouth with many teeth, tusks, and fangs, that are all very large. He has a hairless black hide, that is full of blemishes. He is left in the Oerth Prime with [Lord Entropy](#), and they battle it out ending in mutual destruction after a few million years.

Child Avatar - Appears as a young, naive, blonde-haired, blue-eyed, boy. He is in the [Prison of Tharizdun](#). He is dressed richly, but not uniquely. He knows that he is Tharizdun and believes that he is Emperor to be of all the Multiverse. He considers the [Theorparts](#) to be his. He is gracious to his rescuers. He has spouts of boyish glee. After his rescuers have explored his prison/castle, he challenges them to a game of [Planarchess](#), betting several jewels against the theorpart rings. He was all that the Lords of Light could not bind up by spells millions of years ago. Once he has control, he could harm [Lord Entropy](#) by allowing life to have creativity, but this is against his nature.

True Form - Entombed under the cold chair in the observatory, he needs to consume his [child avatar](#) in order to gain full power. He is six foot, six inches tall, has fair skin, gold hair, is comely, fanged, and has an incredibly deep sonorous voice. He split [Courflamme](#) in the original battle into the two component swords. He can not be whole until he consumes the child avatar's head. He is not an expert with weapons. He escapes his [prison](#) with the aid of [Entropy](#) and has all the Hells and [Hades](#) easily submitting to him. He goes to the [Abyss](#) and makes [Bulumuz](#) defy him. He eats the demon lord in an amorphous form, transparent so that all can see. He proclaims that another demon is hereby Bulumuz and says that anyone can be replaced. He becomes impatient with Entropy. He can not remember throwing the skull of his Child avatar at [Gord](#). He does not feel whole. He is responsible for the creation of [Yeth Hounds](#). He plans on making Yeth hounds with the heads of every malevolent form of life. See also *WG4 The Lost Temple of Tharizdun*.

Residents of the Inner Planes

"All And Nothing" - A being that is usually against all, but sides with balance to fight [Tharizdun](#).

Master Entropy - He is also known as the Lord of Inertia and the Master of Devolution. Like "[All and Nothing](#)" he is usually against all. He reveals that [Gord's Suel sword](#) is more powerful than

suspected. During the *Come Endless Darkness-Dance of Demons* interregnum he instigates world chaos, wars, discord among allies, plagues, and natural disasters. He cloaks Gord and [Gellor's](#) movement through the [Astral](#) to the [Abyss](#). He is behind Gord's lethargy, the removal of [Leda](#) and [Basiliu](#), and the wars of attrition. He wants [Tharizdun](#) to come, then he will burn out and Entropy will rule. He addresses [Graz'zt](#) and brings Gord to them. He would have Leda placed in a null space and have Gord exchange himself for her and have Graz'zt join the [Theorparts](#). Graz'zt agrees to this plan. Entropy says that he will slow Tharizdun. He will hide inside Leda. He meets Graz'zt on [Iyondagur](#). He is left in the Oerth Prime with Tharizdun, and they battle it out ending in mutual destruction after a few million years.

Vashmilkusom - The air elemental which brought forth [Gravestone's](#) storms and transported him to [Hardby](#).

The Manse of the Catlord

It is a demi-plane which lies between the Ethereal, [Astral](#), and Prime Material Planes. It is populated by all manner of felines, and cat related creatures. Time is skewed on this plane. Each of the catlord's nine houses vies for supremacy, to have one of its own as king. [Rexfelis'](#) manse is extensive and has several parks and gardens, including:

The Court of Dappled Sunlight and Pleasant Stretching. Furred humanoids with feline features and tails (some are servants), drink fermented mare's milk (Kummis), eat slivers of fowl, balls of ground raw meat, pickled fish, and smoked shell fish. The court is surrounded by a circular building of stone and logs and other earthy stuff. It seems to spring from the ground. There is a huge statue of a sabretoothed tiger carved from orange feldspar here. There are several jaguars here. There is bathing available elsewhere and clothes are not necessary here. One cat-were game, played in these parks consists of dressing in thick cotton belted tunics and combating human style. These contests include fencing, wrestling, jumping, etc. All of the cats engage in "The Sing" a chorus which is highly appealing to cats and highly appalling to humans.

On the upper floor of the villa is a secluded chamber in Rexfelis's section. It is filled with bizarre trappings and equipment. A nine pointed star is on the floor between a gold sun and a silver moon. When a certain ebony rod is rapped on the floor, those standing on the star will teleport to [Tenser's Keep](#).

When [Gord](#) awakens after dying, he is in a room with a vaulted ceiling with beams of natural logs. There is a warm breeze and soft cushions. Gord stays in the house of Rexfelis's seventh son. There are trees, flowering shrubs, etc., and you can't tell where the mansion begins or ends.

There is an obscure broad entrance to [Rauph's](#) wing. There are nine armored guards outside the entrances. Inside the room there is a semi circular dais in the left most portion. It supports nine groups of chairs with six seats to a group - two high, two low. These are where the courtiers and the courtesans sit in their finery. To both sides of the upper chairs are mages. Below the lower chairs is the knight group. The high figures are the heads of the houses. The closest house to the door is House Lynx. To the right hand is a second dais which houses those associated with cats, that is sea lions, sphinxes, dragonnes, tigersharks and so forth. Their representatives can also take human form. The room is 150 feet long. Rexfelis, when formal, sits on a throne at the far end with a gold

jeweled diadem. There are shadowy galleries along the walls, for non-feline attendees. There is a corridor to the Catlord's chambers.

There is a fencing arena a short distance from Gord's suite. His suite has many rooms. An artesian fed fountain cascades to a tiled pool in the inner courtyard of the suite. There is nude bathing here. The bedrooms have huge feather beds. There is a small dining chamber with silent servants who bear silver trays and plates of delicacies, various flagons, and decanters of liquids.

There are three noble houses:
Domesticus, Ocelotus, and Jaguarundis.
The seventh house of cats is the house of panthers.

There are nine royal houses:
The primordial domains are of House Smilodon and Paleoleo, the ancestral fiefs are; Tiger, Lion, Jaguar, and Catamount, the estates are; Leopard, Cheetah, and Lynx.

Residents of the Catlord's Demesne

Rexfelis - He wears black velvet. He is a keen chess player and first met [Gord](#) at the [Ship and Crowns](#) in [Greyhawk](#). He convenes a meeting of the [Lords of Balance](#) towards the beginning of *Come Endless Darkness*. see also *Monster Manual II*, "the Catlord". see also the [Manse of the Catlord](#).

Prince Raug - He is a tigerwere who frequents the [Catlord's manse](#); he is the wrestling champ there and has an 18 str, weighing 250 pounds in man form, 500 pounds in tiger form. He passed information through [Balance's](#) network. He is of House Panonca and is not enthusiastic.

Prince Lurajal - He passed information through [Balance's](#) network and is in House Panonca. He is a traitor to the [Abyss](#) and covers up. He becomes the Lord of Jaguars and is exiled/ sent on a mission.

Prince of the House of Lynx - He wears gray spider silk garb and diamonds.

Scion of Smilodons - He is dressed in cloth of gold and wears a necklace of nine huge golden beryls.

Lord Lowen - He is a lionwere and the [Catlord's](#) seneschal. His human form is that of a white haired man with pale skin and colorless eyes.

Raugh - The major domo of the [palace](#).

Lord Sergetta - Prince of Cheetahs.

Tirrip - She is a beautiful tawny-haired tiger-were who frequents the [Manse of the Catlord](#). She does live on another plane where tigers are the dominant species. She is the fastest runner in the Manse. She is attracted to and has relations with [Gord](#).

Yeeor - He is another cat-were and is the second best wrestling champ at the [Catlord's manse](#).

The Astral Plane

The Celestial Sphere. This plane contains millions of stars. It is filled with the melodious sounds of many bells and gongs of golden, bronze, and silver metal. The place is airless and heatless, but [Gord](#), [Gellor](#) and [Leda](#) survive easily enough. Three [solars](#) (one golden, one amber, and one pearlescent azure - representing the three good alignments), 12 planetars, and eighty-four devas, all arrayed for battle come and demand the [theorparts](#). When they refuse, a huge arch-deva, bigger than the solars, comes and says: you have passed the test, now let me show you on your way to the [Empyrean Sphere](#).

The Upper Outer Planes

The Seven Heavens (Mt. Celestia for Planescape players)

The Empyrean Sphere, The Exalted Place of Pure Color and Fire. The arch-deva is a native to this plane. This sphere gradually grows colorless. A wall of pale stuff is in the distance. A road winds through great onyxlike mountains. They glow grey and milky and grow paler until they become almost colorless at the top at a place which looks like a mountain pass. This is the entry point to the [Prison](#) of [Tharizdum](#).

Residents of the Upper Planes

Boccob - See *The World of Greyhawk boxed set (1983)*, owns the [Baton of Blazes](#) and has done twelve Great Magicks, one of which was to create the [crystal sword](#) half of [Courflame](#).

Ehlohum - A beneficent Deity. Ehlonna?

Xetor - A beneficent deity.

Mudeelsa - Aa beneficent deity.

Adonai - A beneficent deity.

Skunar - A sea deity.

Brocam the Sea Lord - A green bearded ocean deity. Procan?

Solar - See MM2, close contact with these and other beings that strongly represent their home planes, can cause the alignment of that plane to form a temporary aura around that other person. For these purposes, combat does not constitute close contact.

The Lower Outer Planes

Residents of the Lower Planes

Foogish - A bugbear and goblin deity often sworn by, for example "Floggin Foogish".

Pandemonium

Horrific and the primary home of the cacodaemons.

Cacodaemons - Residents of Pandemonium, [Gehenna](#), and other lower planes. Many from Pandemonium act as [Vuron](#)'s personal guard and are commanded by Talonclast. They are actually double agents for Nerull. They are slowly killed for treason. (ref. Greek for 'evil daemon, evil spirit' as opposed to agathodaemon, 'good spirit').

The Abyss

It is capable of resisting some magical items and wresting them from their owners. There are 6660 regions in the Abyss.

Pazuzeus, Level 1 - There is a maelstrom above this level which is controlled by no one. The plane itself is a desolate dun with leprous ochre growths and livid gashes of terra cotta. In the distance (from [Gord](#) and [Gellor](#)'s entry point) stand several tall, flat-topped hills. Nearby is a portal to [Layer 303](#). Also in the bluffs are portals to levels 2 through 21. A few hundred lesser demons live there. These portals are disguised as Bottomless pits, toothed maws, caldrons of lava, a grinding millstone, etc.. A metallic sphincter is a gate to [level 8](#).

Level 8 - This layer is a frozen wasteland. There is an entrance on the [Soulless Sounding](#) here. It is reached by digging a hole in the frozen ground the size of a bier. Four feet below the surface is a coffin with a crystal lid and a rotting spinning corpse. This is the entrance.

Level 303 - Is the site of [Infestix](#)'s invasion in *Dance of Demons*.

Jahklout - A minor layer adjacent to the [battlefield](#) Vuron defends in *Dance of the Demons*. It is where the reinforcements come through.

The battlefield ([303?](#)) - Smogs rise over this plane to give the equivalent of night. It attaches to the [Soulless Sounding](#).

The Cyanic Fens - These abysmal wetlands lie to the "south" of [Mezzafgraduun](#) on the outskirts of [Graz'zt](#)'s realm. It is filled with vapors. [Orcus](#), [Iuz](#), and [Iggwily](#) and the other demons advance through here. The other demons come in from the "north".

Ojukalazogadit, Plane 366 - The plane is one sentient creature. It is rotten dun colored with veins of coagulated blood and cratered open sores here and there filled with festering pus. Every

once and a while huge pseudopods reach up or spurt stuff out which is then greedily eaten by itself. Forests of protuberances of bloody red and dripping green can shoot up. It makes one nauseous and insane. It emits all manner of wretched noises. It twitches. Pieces of it jump up and form semi-independent creatures, which wander around gibbering, until they are destroyed by Ojukalazogadit's other spontaneous appendages. (Think the AD&D; version of the Cthulhu cycle's Shub-Niggurath from the first printing of *Deities & Demigods* only filling the entire plane.) It has sentient acidic volcanos. It allows armies to do battle upon it, and destroys those who harm it. It touches 12 other abyssal layers firmly, and often reaches several others. Plane 11 and Plane 502 are adjacent. It has a rotten orange atmosphere. It will also lash out near the ground if his from above by spells, for example *Lightning Bolt*. It can be bribed by a large blood sacrifice.

Lyondagur, Layer 399 - It is attached to layers 398, 400, and [366 \(Mezzafgraduun?\)](#). It is held by the [Abat-dolor](#) demons. It is not a great strata, but is considered to be a large wild layer. The entrance from the [Soulless Sounding](#) is in the middle of the great plaza of [Elazalag's](#) fortress's outer courtyard. The palace itself is in the center of the plane (if such a thing can be said). There are many frowning facades of hewn stone blocks hedging in this irregularly shaped area. Squads of Abat-dolor line the parapets on the walls of the square. Princess Elazalag is announced by iron rods pounding on wood and by deep horns that shake the stones. The fortress has a massive portcullis and drawbridge leading to the courtyard. It has just begun to be invaded in the middle of *Dance of Demons*.

Layer of the Hunt - This unnamed layer is full of [demonic brutes](#) and is adjacent to [Mezzafgraduun](#). It is a cold windswept waste plane, filled with icy rock and scrub. The Brutes here will travel leagues to taste blood.

Mycorji - This layer is [Zuggtmoy's](#) home plane. It is a nightmare realm like a great underground cavern where fantastic and weird fungi sprout from noisome soil. It looks as if nothing clean had ever existed here. There is a grotto below the arrival point that serves as a sanctum for Zuggtmoy.

Shubgottia - [Baphomet's](#) home plane.

Tschyrtolikya - [Kostchtchie's](#) home plane.

The Black Vortex - This is filled with motes of nauseous green, yellow, gray, violet, and other colors, this is one route to the [Abyss](#).

The Soulless Sounding - This is essentially an express route through the [Abyss](#). There is an entrance on the [eighth plane](#). It is reached by digging a hole in the frozen ground the size of a bier. Four feet below the surface is a coffin with a crystal lid and a rotting spinning corpse. This is the entrance. Inside are all things and nothing. It is very gloomy and sad. It is full of lost loves and melancholy dreams. Distance is variably distorted. It connects with 600 layers of the Abyss including most of the middle ones. It does not reach [Pazuzeus](#) but does touch the [battle plane](#). It is a mind twisting passage and only the very strong can tolerate it for very long. The portal leading to [Iyondagur](#) consists of iridescent striations like black opal and silver, hammered into six horseshoe-shaped arches. The gate closest to the Iyondagur gate leads to [a cold windswept waste plane](#) filled with icy rock and scrub. This unnamed layer is full of [demonic brutes](#) and is adjacent to [Mezzafgraduun](#).

Greater Mezzafgraduun - The territory controlled by [Graz'zt](#). There are 43 layers in it at the beginning of *Come Endless Darkness*. From 304-332 and 334-346.

Mezzafgraduun

The 333 layer of [Abyss](#) and [Graz'zt](#)'s home plane; according to *Dance of Demons* it is layer 366. It used to be held by the [Abat-dolor](#) under Graz'zt, while he was [Elazalag](#)'s consort. However, [Iggwily](#) came to Mezzafgraduun and separated Graz'zt and four clans of Abat-dolor loyal to him from the rest of the Abat-dolor. [Vuron](#) is also held accountable by the Abat-dolor, and they don't care for [Eclavdra](#).

The Jungles - Houses dinosaurs as well as shovel-toothed, wolverine-headed centipedes. They cover the thousands of miles from the [Layer of the Hunt](#) to the [Central Plateau](#).

The Central Plateau - Houses many demons and has little vegetation. Two-hundred miles inward lies [The Royal Demesne](#).

The Royal Demesne - Has a large amphitheater, it seems natural, it is made of a nacreous material. The ground here is opalescent, pearly. A park surrounds the amphitheater. It has ferns, flowers, and shrubs. The trees are dove-gray, translucent trunked with shiny black leaves. There is thick soot colored grasses. All vegetation is in shades of gray and black. The insects and birds are rainbow-hued. Lemon yellow and electric blue monkeys, bright colored deer and other animals. Demons feel free to molest the animals and vegetation. He has to restock the parks often. The sky is fire-opalescent. [Graz'zt](#) has captured twelve [demonic beasts](#) from the [layer of the hunt](#) for this menagerie. He had a [brute](#), but it dies in Graz'zt's games.

The Grand Palace of Graz'zt - Has many porticos and is gold bedecked. It is constructed of black marble and obsidian. It is reflective. It has a huge arch that leads to a central isle to the throne at the rear of the chamber. The throne is opaline, carved from a single stone by [Graz'zt](#). There is a secluded chamber which is proofed against spying. It has a divan for Graz'zt and guests. The antechamber in the royal wing is guarded by [guristhoi demons](#). The sanctum in his suite has huge doors made of hematite. The chamber floor is made of mirror polished jet. There is a table with seats and maps and papers. Graz'zt has a couch, this is where he plans his battles with his consuls. It is known as the Soul of [Mezzafgraduun](#). From the garden one enters the audience hall which has a mirror bright obsidian dais and throne for Graz'zt. [Vuron](#) stands behind it. There are tall chairs for his [demon lord](#) allies.

Vuron's chambers - The entrance is guarded by two [scurda](#). It has *wizard locked* doors. A secret word of passage will open the door to the inner cyst, which holds vital information and a holographic map of the Abyss over a concave floor. Graz'zt's 333 owned and allied territories glow opaline. [Greater Mezzafgraduun](#) flows paler. [Kostchtchie](#), [Yeenoghu](#) and [Baphomet](#) also glow. The 94 backwater layers controlled by Graz'zt are also revealed. The hologram can reveal troop positions all over the outer planes. It reveals secret movements with the use of the [theorpart](#).

Demons (Tanar'ri for Planescape players) and Residents of the Abyss

When demons fight demons, especially en masse, there is little use for magic and they just have mass physical combat.

The Six Monarchs of Demondom

[Orcus](#), [Demogorgon](#), [Graz'zt](#), [Marduk](#), Lolth, and [Zuggtmoy](#).

Demogorgon - This two headed, demon prince is a [monarch of Demondum](#), who accepts no one as an equal. His gaze attacks appear as green beams from the eyes of one head, and as maroon beams from the eyes of the other head. He opposes and fights against [Graz'zt](#). He sends [vrocks](#) and wasp demons (chasmé?) to fight Graz'zt's [nabassu](#), and other gross and bloated flying things. His personal guard consists of snake-fish, toad-crabs, and lizard-slugs. His army is one million strong, including [Mandrillagon](#), [Var-Az-Hloo](#) and [Abraxas](#). He sacrifices a large group of demons to [Ojukalazogadit](#).

In *Dance of Demons* he allies with [Iuz](#) and alternates attacks Graz'zt on the opposite side with the aid of troops from [Infestix](#). He leads Mandrilagon, a devil legion, a [dreggal](#) division, and various [daemons](#) and [cacodaemons](#). Twenty [Ahazu-demons](#) serve as his officers and guard. He also has sixty battle-gongs. He is loaned a [Theorpart](#) by Infestix (the [Initiator](#)). He goes home when [Gord](#) slays Infestix. [When most demons ally](#), he leads the water demons and takes Graz'zt's right. He owns the [Venom Fountain](#). Ref. medieval demon mistakenly thought to belong to an ancient mythology. His name was a corruption of *Demiourgos* from Plato's *Timaeus*, which found its way into the works of Boccaccio, Spenser & Milton, [see here](#). See also *Monster Manual I*.

Demogorgon's Lieutenant - This demon is a six legged lizard thing with human arms, a bat head and huge dull red eyes. It has keen sight.

Graz'zt - A mostly human appearing demon prince and a [Monarch of Demondom](#). A renegade [Abat-Dolor demon](#), his hair is blue-black and he has ebony skin. He has a charming, but fang-filled smile. His blade, *Doomscreamer*, weighs ten times as much as a long sword and it is twice as long. He also owns the artifact known as the [Eye of Deception](#). He has several succubus, type V demon, and lamia consorts.

Judging from *S4 The Lost Caverns of Tsojcanth*, *Monster Manual II*, and the 1983 World of Greyhawk boxed set, Graz'zt was captured by [Iggwily](#) through her demonological practices around 460-470 CY, wresting him from the middle of a crucial battle. Either during his imprisonment or immediately following his accidental release he sired [Iuz](#) upon her. To what degree this union was consensual is unknown, but the battle that followed his release resulted in his being confined to [his home plane](#) for several decades, perhaps a century.

As of the beginning of *Artifact of Evil* he has made use of his new freedom and controls three layers of the [Abyss](#). He has granted Iggwily amnesty from any vendeta he might carry, so that she might aid Iuz; [Yeenoghu](#) allies with him. His agents, along with Iuz, seek the two remaining [theorparts](#). By the end of *Artifact of Evil* his coalition controls 66 layers of the Abyss. They open a gate to Oerth. Hill, Mountain, and Frost Giants roam from the Howling Hills South and drive out the [Hierarch](#)'s hobgoblins and orcs to the Felreev and the [Steppes](#). He conquered [Prince Ariax](#).

At the beginning of *Sea of Death*, he has extended his personal realm to eight planes. By the time of [his meeting with Iuz's faction and Iggwily](#), he controls twelve layers. He receives the [Unbinder](#) when it is recovered.

Towards the beginning of *Come Endless Darkness*, 66 greater and lesser demon lords bow to him and through them he controls 333 planes. His personal territory is called [Greater Mezafgraduun](#). [Baphomet](#) has joined him and they have retaken the [cataboligne demon](#) home plane. He goes "north" with [Pavlag](#), [Nergal](#), [Ogrijek](#), and [Kostctchie](#) to meet the attackers on [Zuggtmoy](#)'s side. He uses thousands of [nabassu](#) scouts. He and Nergal know of [Leda](#)'s alignment, but keep her because of [Vuron](#). He can use the *Eye of Deception* or the Theorpart to grow to 300 feet tall, and to alter reality (making no flight possible from the battle on [Ojukatzogadit](#)). He uses the two artifacts to turn the tide of battle for him. He learns that whom he thought was [Eclaydra](#) is Leda after she helps [Gord](#) fight [Infestix](#). He has 30,000 elite troops who surround [Gord](#), [Gellor](#) and Leda from the front and two flanks. He strides to the front. He leads the united force of demons verses [Gord](#). They total 50 noble demons, 300 petty lords, and millions of minor demons. They gather in [Iyondagur](#) where [Entropy](#) meets them. When [Tharizdun](#) takes over, he makes his stand with [Elazalag](#) and the rest of the Abat-dolor on [Ojukatzogadit](#).

Marduk - This demon lord is a [Monarch of Demondum](#) and the [King of the Fire Demons](#). He owns the [Fire Fan](#). He opposes [Graz'zt](#). He continues to fight [Graz'zt](#) in *Come Endless Darkness* and comes into the [battlefield](#) to the left of [Iuz](#). In *Dance of Demons* he joins the [Iuz-Demogorgon](#) anti-[Graz'zt](#) coalition. He walks out of "the Meeting". He takes [Graz'zt](#)'s right [when all the demons ally](#). When [Tharizdun](#) takes over, he retreats to [Ojukatzogadit](#) with [Graz'zt](#). See also *Deities & Demigods/Legends & Lore* (1st ed., *Babylonian Mythos*), and [Marduk](#)'s entry in the *Assyro-Babylonian Mythology FAQ*.

Orcus - Orcus is a great demon prince and a [Monarch of Deomndum](#). He continues to fight [Graz'zt](#) in *Come Endless Darkness* and comes in to the right of [Iuz](#) on the [battlefield](#). In *Dance of Demons* he joins the [Iuz-Demogorgon](#) anti-[Graz'zt](#) coalition, but then decides to strike out on his own.

[When most ally](#) he takes the air demons and marches on [Graz'zt](#)'s right. When [Tharizdun](#) takes over, he retreats to [Ojukatzogadit](#) with [Graz'zt](#). (ref. Roman god of the underworld/death, another name for Pluto; the Roman name for Tartaros) See also *Monster Manual* and *H4, Throne of Bloodstone*.

Queen Zuggtmoy - One of the six [Monarchs of Demondum](#), she is the Queen of Thallphytia and the Mistress of [Mycorj](#). She can appear as a darkly beautiful woman. She travels over the prime plane in a toadstool shaped cloud. *T1-4 The Temple of Elemental Evil* reveals her as a prime orchestrator behind events there. During her work and confinement there, she became involved with [Iuz](#), both as coconspirator and paramour. She was separated from him during her confinement. [Iuz](#) plans to take over Oerth and rule with her on her plane in the [Abyss](#). She was freed through the work of [Iggwilv](#), who manipulated [Mordenkainen](#) (although in EGG's campaign it was [Robilar](#) alone who freed her). She joins [Iuz](#)'s faction in the quest for the [final Theorpart](#). She is *gated* in to Oerth at the Hool battle by [Leda](#). She sends in a tide of poisonous fungi. She attacks [Graz'zt](#) on the [battlefield](#) from the side opposite [Iuz](#). With [Szhublox](#), her forces total just under 250,000. She is allied with [Iuz](#) and [Demogorgon](#) in *Dance of Demons*. See also *T1-4 Temple of Elemental Evil*.

Ulid - He is a male demon who is subservient to [Zuggtmoy](#). He has a shadowed form with flames. He can be summoned by means of a bronze idol given to [Obmi](#) by [Zuggtmoy](#). He can summon

[Type VI's](#) who in turn summon [Type II's](#). He is twelve feet tall and has horns.

Lesser Demon Princes

Ariax - He is a demon prince who is conquered by [Graz'zt](#). (Ref. Arias? one of the 12 marquises of the infernal empire. - Davidson, *A Dictionary of Angels*)

Princess Elazalag - She is the overlord of the [Abat-Dolor](#) demons, whom she rules from her palace in [Lyondagur](#). She is seven feet tall and beautiful. She rides a spike encrusted adamantine chariot that is driven by three hippokeres, that are harnessed with iron chain. She is elegantly armored in dark chainmail with an adamantine helm and uses a morning star. When most of the demons unite against [Gord](#), she marches to the left of [Graz'zt](#) bearing the [Eye of Deception](#) that Gord gave her. When [Tharizdum](#) takes over, she retreats to [Ojukatazogadit](#) with [Graz'zt](#) and the rest of the Abat-dolor.

Lugush - He is a demon prince opposing [Graz'zt](#). He continues to fight [Graz'zt](#) in *Come Endless Darkness* and comes in to the left of [Iuz](#). In *Dance of Demons* he joins the [Iuz-Demogorgon](#) anti-[Graz'zt](#) coalition. Possible ref. Lugus is the Gaulic equivalent of the Irish god Lugh.

Nergal, the Justicier, "Prince of Unlife" - Although Nergal is a demon lord, he is also a sycophant and serves as consul to [Graz'zt](#). He is dark and dour, a small stony demon man. He is crooked, fearful, and hunched with a sharp curved chest and misshapen shoulders. He has slab-like cheeks, a fanged mouth and a hideous smile. He is given to outbursts and plottings. He accompanies [Graz'zt](#) to meet the attackers from the "north". He has quarreled with councils [Graz'zt](#). He and [Graz'zt](#) know that [Leda](#)'s alignment is wrong, but they keep her because of [Vuron](#). He is [Vuron](#)'s captain in *Dance of Demons*. When [Tharizdum](#) takes over, he retreats to [Ojukatazogadit](#) with [Graz'zt](#). See also 1st ed. Deities & Demigods/Legends & Lore, Babylonian Mythos. (Ref. [Nergal](#)'s entry in the Assyro-Babylonian Mythology FAQ)

Szhublox - The Demon Prince of Slime is [Zuggtmoy's](#) brother. He is not a very smart for a demon lord. He assails [Graz'zt](#). Comes in from the side opposite [Iuz](#). In *Dance of Demons* he joins the [Iuz-Demogorgon](#) anti-[Graz'zt](#) coalition.

Ushablator the Chaos Horror - He is a great demon prince. He continues to fight [Graz'zt](#) in *Come Endless Darkness*

Yeenoghu - The demon prince of gnolls allies with [Graz'zt](#). He becomes [Graz'zt](#)'s right hand viceroy, ranking higher than [Vuron](#) although controlling fewer troops. He accompanies [Vuron](#) to the [Cyanic Fens](#) to meet [Iuz](#) and other attackers. He promises [Vuron](#) ghouls and hyenadons for the battle near [Jahklout](#) in *Dance of Demons*. He sends those plus [gholes](#), gnolls, and [ghulaz](#). He commands troops to [Vuron](#)'s right. See also *Monster Manual, H4, the Throne of Bloodstone*, and *DMGR4 Monster Mythology*.

Zortolagon - He is a great demon prince who continues to fight [Graz'zt](#) in *Come Endless Darkness*

Demon lords Abraxas - He is a demon lord who is either allied to or is a minion of [Demogorgon](#). In *Dance of Demons* he joins the [Iuz-Demogorgon](#) anti-[Graz'zt](#) coalition. He wants [Yeenoghu](#)'s realm. (ref. Gnostics, Budge - *Amulets and Superstitions* - Abraxas was a cock-headed, human-

bodied, serpent-legged demon, somehow involved in the creation process and leader of 365 archons. His is the name from which 'Abracadabra' most likely derives.)

Agadin - A minor demon lord allied to [Demogorgon](#).

Lord Apepi - A cobra headed demon who wields a khopesh. He has poison spittle. (Ref. Egyptian Mythology - Apep, a snake-headed god associated with Set)

Arioch - A demon lord who, when [Tharizdun](#) takes over, retreats to [Ojukatazogadit](#) with [Graz'zt](#). (See also *Paradise Lost*, the name means "fierce lion", Michael Moorcock's Elric and Corum series within the Eternal Champion mega-series?)

Azazel - He is a demon lord who is undecided in the wars with [Graz'zt](#). He allies against him in *Come Endless Darkness*. He comes in to the right of [Iuz](#). In *Dance of Demons* he joins the [Iuz-Demogorgon](#) anti- [Graz'zt](#) coalition. (ref. [Enoch](#) 1, 8:1 He is one of the fallen angels (Watchers), and he teaches men how to make swords and armor and women how to make jewelry, use makeup, and the art of alchemy)

Baphomet - See *Monster Manual II*. He allies with [Graz'zt](#). Later he attends "[the Meeting](#)" against [Graz'zt](#). He wants to profit win or lose. He betrays [Iuz](#) and company and treatises with [Graz'zt](#). (ref. Templars? long-haired bearded head, goat head with pentagon, sabbatic goat - Sykes *Who's Who in Non- Classical Mythology*)

Bulumuz - He is a demon lord who is initially undecided in the wars with [Graz'zt](#). He allies against him in *Come Endless Darkness*. He comes in to the right of [Iuz](#). In *Dance of Demons* he joins the [Iuz-Demogorgon](#) anti-[Graz'zt](#) coalition. Shortly thereafter he decides to follow [Orcus](#). When [Tharizdun](#) takes over the [Abyss](#), he is made an example of by being forced to disobey [Tharizdun](#) and is then consumed by the All Evil. Another demon is then named Bulumuz by [Tharizdun](#).

Cagrino - A potent demon lord. He chitters.

Eblis, Eblitis, or Elbis - A demon lord opposing [Graz'zt](#). He continues to fight [Graz'zt](#) in *Come Endless Darkness* He comes in to the left of [Iuz](#). In *Dance of Demons* he joins the [Iuz-Demogorgon](#) anti-[Graz'zt](#) coalition. (ref. an Arabic name for the Devil (Iblis, derived from the Greek - *diabolos*), see the *Qur'an*, William Beckford's *Vathek*, possibly the [Thousand Nights and a Night](#), Gustav Davidson's *A Dictionary of Angels*.)

Kostchtchie - This demon is loathsome in appearance and is hairless save for his eyebrows. He allies to [Graz'zt](#) at the end of *Artifact of Evil*. He is named [Graz'zt's](#) Marshal. He ranks higher than [Vuron](#) but controls fewer troops. He travels to meet the attackers from the north. In *Dance of Demons* he leads demon- ogres and demongiants on [Vuron's](#) left side. See also Gary Gygax's Legendary Earth [Deities-Otamask](#) page, *54, The Lost Caverns of Tsojcanth*, and *Monster Manual II*. Ref. Slavic (Russian?) Mythology - Koshey Bessmertny = Koshey the Deathless.

Mandrillagon - This demon lord is a monstrous, blue-faced parody of a mandril. He has filthy yellow-gray fangs and speaks in roars, coughing, and barking. He controls two planes with his winged monkey demons. He is a long ally and blood kin of [Demogorgon](#), whom he fears. He

opposes [Graz'zt](#) and continues to fight Graz'zt in *Come Endless Darkness*, coming in from the side opposite [Iuz](#).

Meurteenz - A minor demon lord allied to [Demogorgon](#) who fights in the lead.

Mycortte - The chieftainess of an [Abat-dolor](#) region and the chamberlain and vice-princess to [Elazalag](#).

Lord Nigroch - [Elazalag](#)'s chief warrior and herald. He is accompanied by the [Abat-dolor](#) chevaliers.

Ogrijek - Lord of the winged [Nabassu](#) demons, in charge of the [voord](#) and consul to [Graz'zt](#). He accompanies Graz'zt to meet the attackers from the "north". He is placed in the front after the Nabassu defeat.

Ojukalazogadit - See under [Abyss](#).

Poshban - A minor demon lord allied to [Demogorgon](#).

Socoth-Benothas - Demon lord, attacks [Graz'zt](#) from behind [Iuz](#). In *Dance of Demons* he joins the Iuz-[Demogorgon](#) anti- Graz'zt coalition.

Var-Az-Hloo - This demon lord is a minion/ally of [Demogorgon](#). He opposes [Graz'zt](#) and continues to fight him in *Come Endless Darkness*. He comes in on the side opposite [Iuz](#), to the "north". He wants [Eclavdra](#) as a prize of the battle. In *Dance of Demons* he joins the Iuz-[Demogorgon](#) anti-Graz'zt coalition. Shortly thereafter he decides to follow [Orcus](#).

Chidun - A demon cohort of [Var-Az-Hloo](#).

Zomar - A demon cohort of [Var-Az-Hloo](#).

Yuibiri - A demon cohort of [Var-Az-Hloo](#).

Vloorm - A minor demon lord allied to [Demogorgon](#).

Volophon - A minor demon lord allied to [Demogorgon](#) who fights in the lead.

Zerkaar - A minor demon lord allied to [Demogorgon](#).

Zabulon - He is a high rakshasa in charge of [Vuron](#)'s right center in the battle with [Demogorgon](#) in *Dance of Demons*. (possible ref. Zebuleon - one of the 9 angels who will rule or judge at the end of the world - Davidson, *A Dictionary of Angels*)

Greater Demons of Power

Areex - A demon who plots with [Zugtmoy](#) for the [Theorpart](#).

Gulcar - He is the [raloog](#) who leads the rutterkins that were in the guise of raloogs through the aid

of [Leda](#) and the [Eye of Deception](#). He is given more power by the [Theorpart](#) and rises to Demon Lord status, becoming [Vuron](#)'s adjutant.

Krung - He is a [chagrin](#) demon. As such, he has massive arms, horny hands, long fingers with which he likes to break necks and attack with his fists. He has red rimmed eyes and an obscenely high pitched voice, but he can imitate any human voice that he hears. He has acidic spittle and can *produce flame*. He is very intelligent. He is "one of the most disgusting and potent of the 33 able to move out of the nether pits." He can hide in shadows, and likes to sneak up from behind. He is sadistic and will kill its victims slowly, without regard for secrecy. He is controlled by [Gravestone](#). He left the aft cabin of the Silver Seeker bloodied.

Yognuth - [Krung](#)'s brother is also a [chagrin demon](#). He is a messenger from [Graz'zt](#) Leviathan (Hebrew for "that which gathers itself together in folds"). She is an uncommitted demon at "[the Meeting](#)". (ref. Job 41:1, Psalm 74:14, Isaiah 27:1, [Yam](#)'s entry in the Canaanite Mythology FAQ, various Pseudepigrapha: [Enoch](#), Greek Apocalypse of [Baruch](#), Thomas Hobbes.)

Pavlag - He is a flame demon, a [conflagrati](#), the youngest and weakest of the [Proto-demons](#), the elder ones. He has four gold/orange eyes that flare up when he is excited. Consul to [Graz'zt](#) he accompanies him to meet the attackers from the "north". He leads the 50 conflagrati. He is [Vuron](#)'s captain in *Dance of Demons*. He hates [Infestix](#) for the indirect slaying of his "brothers". He swore in front of Vuron not to rest until Infestix is dead.

Talonclast - A lank, long armed ahazu-demon Talonclast is [Vuron](#)'s chief of staff and commander of Vuron's guard, the [cacodaemon](#) horde. He is, however, a double agent working for [Nerull](#). He and the cacodaemons are all slowly killed for treason. He reveals that [Iuz](#) and his [Theorpart](#) are being used against [Graz'zt](#).

Vuron - [Graz'zt](#)'s Lord Steward. He is tall, stick-like, a dazzlingly white albino. He is an androgen and his voice sounds like one hundred bells chiming. He is evil and very intelligent, considered the most intellegent demon. He is strong in reading minds, being able to read the surface of [Gord](#)'s despite Gord's *amulet of protection from ESP*. He is very loyal to Graz'zt, showing humility only to him. He is very sincere for a demon and this humility seems real. Graz'zt uses him to point out flaws in his plans. He comes up with the quick-clone idea for [Eclavdra](#). He had altered [Leda](#) during her creation so that she had no alignment. Her time with Gord made her Neutral Good. He arrives at the Hool battle, banishing all of the outer planer participants of that battle. He pits Gord verses [Obmi](#) and Leda verses Eclavdra. He heals the [escaped slaves](#) after Gord and Leda are victorious. He lets Gord chose who the [Theorpart](#) goes to. His contingency is that Leda must accompany the Theorpart in the guise of Eclavdra. Gord gives in, seeing no alternative.

He is the Master of The Roving Hordes, controlling two-thirds of Graz'zt's forces. He tollerates no sycophants. A master strategist, he leads forces through [Tartarus](#) against [Hades](#)'s gates. He goes to the [Cyanic Fens](#) with Leda as Eclavdra, [Yeenoghu](#), and twelve other minor demon lords to meet [Iuz](#) and other attackers.

In *Dance of Demons*, he waits for battle on a flat plane, controlling a force of all the "[Type](#)" [demons](#) save Type 5, also including dretch and rutterkin. He has previously sacked [Mandrilon](#)'s palace and kidnapped [Demogorgon](#)'s harem. He enters personal combat with Demogorgon while carrying his [crystal spear](#). He can use the Theorpart to heal and to promote demons. He sends

Leda as a messenger to Graz'zt, hoping to destroy her influence. He is slain by Leda.

Wastri - See *The World of Greyhawk Boxed Set (1983)*. He is [Vuron](#)'s captain in *Dance of Demons*. He is in charge of the left side. He is sent to Oerth to sack [Iuz](#).

Pazuzeus - See *Monster Manual II*. He is an elder [proto-demon](#) and has burning eyes and four wings. He is an agent for [Infestix](#) and also a most trusted servant of [Gravestone](#). (ref. Babylonian statues, The Exorcist II) See [Pazuzu Demon](#) statue at the Oriental Institute of the University of Chicago.

Shabriri - He is an elder [proto-demon](#). He has many eyes, horny knees, massive hands, and razor sharp talons. He spits a withering globe, that ages the victim 10 to 40 years as a ghost would. He can *dispel magic*, cast curative spells, and *darkness*. He can *summon* three lesser demons, [Korb](#), [Haklo](#), and [Meemgul](#). He is a most trusted servant of [Gravestone](#).

Korb - A lesser demon summoned by [Shabriri](#).

Haklo - A lesser demon summoned by [Shabriri](#).

Meemgul - A lesser demon summoned by [Shabriri](#).

Trobbo-Gotath - (greatest demon) a very powerful earth demon Races/types of demons.

Vrock - Type I, use needle tined military forks.

Hezrou - Type II - toad-demons use jagged blades.

Glabrezu - Type III.

Gashnulfu - Type IV's, boar demons. They have tiny wings, pig eyes, and use pole axes.

Raloogs - Type VI demons, flame demons. They are bat-faced, see *Monster Manual I, Fellowship of the Ring* (Balrog).

Proto-Demons - The elder ones, the first true demons to crawl out of the abysmal muck. They include [Pazuzeus](#), [Shabriri](#), and [Palvlag](#).

Abat-Dolor - The Abat-dolor are an independent race of demons of which [Graz'zt](#) is a member. They are ebon-hued, six-fingered, seven to eight feet tall humanoids. They are more human and more civilized than most demons; yet they are reputed to be the most vicious of all demons. They are broken into the nine clans of pain, each of which has their own lord, with [Elazalag](#) serving as their overlord. They are independent of all other demon lords. The soldiers wear polished red bronze plate armor. They are armed with swords, spears, and light crossbows. Some have swivel-mounted antimatter guns which are used as a last resort and only by the order of Elazalag. [Mezzafgraduun](#) used to be held by the Abat-dolor under Graz'zt, while he was Elazalag's consort. However, [Iggwily](#) came to Mezzafgraduun and separated Graz'zt and four clans of Abat-dolor loyal to him from the rest of the Abat-dolor. [Vuron](#) is also held accountable by the Abat-dolor, and they

don't care for [Eclavdra](#).

Ahazu-Demon - These are squarish, lank, long-armed greater demons that are affiliated with [Demogorgon](#).

Babau-Ogres - Larger versions of Babau (see *Monster Manual II*).

Boorixtroi - They are shuffle-footed, powerful, massive, stupid, lesser demons with disproportionately long right arms and shark-toothed, lipless mouths.

Cataboligne Demon - This class of major demon is the blue skinned creature on *Saga of Old City's* cover. A +3 or better weapon is needed to hit it and it is capable of casting *darkness 10' radius*, *fear*, *animate dead*, some powerful illusion spell, and *polymorph other*. It has a gaze attack that is the equivalent of *paralyzation*. It regenerates and has a high magic resistance, though it is susceptible to fire. It can also charm

Chagrin - A [Krung](#) type demon.

Clobdroo - Goat horned demons.

Conflagrati - Greater demons, flame demons. There are 50 of them under the control of [Pavlag](#), who is himself a Conflagrati. Possibly the same as [raloogs](#).

Dusins - These crocodile-jawed demons use iron weapons and are affiliated with [Demogorgon](#).

Guristhoi - These massive demons have bare, steel-hard scales, colossal muscles, and fearsome attacks. Some guard [Graz'zt](#)'s antechamber in the royal wing of the palace. See Goristroi demons, Dragon #91 p.8.

Kerzow - A demon type.

Maluachau - Pig demons.

Nabassu - Flying, black, man/hawk demons with four wings. They are stronger than most demons, yet are cowardly and traitorous by nature. Thousands of them are used by [Graz'zt](#) as scouts. They are under [Ogrijek](#)'s control. See *Monster Manual II*.

Nikomars - Saucer-eyed demons.

Scurda - Hulking scorpion demons with flat, lifeless eyes.

Skuda - (Scurda?) - Scorpion-legged demon guards of [Graz'zt](#).

Ssilhex - Snake demons.

Thang - A demon type with beetle brows.

Voord - Carrion eating demons. They are under [Ogrijek](#)'s control.

Yatish Demons - Otherwise undescribed, these demons are represented at "[The Meeting](#)".

Unnamed Demons - With a leering frog mouth, a wolverine head, a porcine body and flipper legs.

Demonic Brutes - There are 600 kinds of demon monsters more terrible than the [beasts](#). These are silent stalkers hunted by the demon lords with entourages of pike-wielding minions, who sometimes become the hunted. The demon lords carry special weapons to hunt the brutes. Many of them are more powerful than dragons.

Demonic Beasts - There are 6,000 kinds animal brained demons.

Abysmal Herds

Type One - Elephantine in size, these have hippo bodies, snake necks, and beaked heads.

Type Two - These are bear-like mastadonian demons.

Hippokeres - These are demon horses with eight thick legs and a rhinoceros horn. They are wild, but the smaller ones are tamed and ridden by the [Abat-dolor](#).

Vargineen - Another type of Abysmal steed used by the [Abat-dolor](#).

The Meeting - Is in an amphitheater made of six concentric circles. In the lowest circle sits [Iuz](#), with [Iggwilv](#) to his right, and [Zuggtmoy](#) to his left. On the other side sits [Orcus](#), [Marduk](#), [Baphomet](#), [Cagrino](#), and [Abraxas](#). In the next row are [Var-Az-hloo](#), [Azazael](#), [Bulumuz](#), [Socoth-Benothas](#), [Szhublox](#), [Lugush](#), and 12 others. The next two rows up contain lesser demon lords and the last two rows contain greater demons including the chief of the [Yatish](#) demons. Iggwilv addresses the crowd about [Gord](#), [Graz'zt](#), [Infestix](#), and [Demogorgon](#). Twenty-seven demons want to search for Gord, [Leda](#), and [Gellor](#). The rest, save a handful, want to assault Graz'zt. The twenty-seven go along.

Tartarus (Carceri for Planescape Players)

Demodands (Gehreleth for Planescape Players) and Other Residents of Tartarus

Utmodach - He is the leader of the demodand warriors. He serves [Infestix](#) and believes that he has influence over some of the more powerful [demons](#).

Raanwil Ledli - She is an obese pit hag who leads the Tartaurian [cacodaemons](#) for [Demogorgon](#) against [Graz'zt](#).

Dumaldun - These disgusting natives of Tartarus appear variously like orangutans, mandrils, gibbons, and apes, but with bristle covered bodies, opossum-like heads, sharp nails and fangs. They are seven to nine feet tall and can fly or bound or run on all fours like a dog. They throw frozen-acid javelins, and they have an innate *cloudkill* ability. They are more powerful than a rutterkin and a dretch put together.

Hades, "The Black Void" (The Gray Waste for Planescape Players)

Infestix's Palace - [Infestix](#) convenes his court on the third gloom of Hades and can summon, with some regularity, lords of Hades, [Gehenna](#) and [Tartarus](#) to appear there. His court includes a dais where he will stand, and places for those attending and visiting lords to stand in a semi-circle about it, placed by planar alignment. It is squalid and decaying. From the dais can be accessed an inner sanctum through some sort of teleport mechanism. It is a circular, exitless, room suspended in nothingness. When the dais teleports only a bubbling pool of filth remains. He has many attendants, including "[The Diseased Ones](#)", oinodaemon types. He has a minor audience chamber with a chair which is across from many locales. He spies on [Gravestone's stair maze](#) and other locales. This chamber is adjacent to his throne room and has chairs for at least himself and the eight oinodaemons.

Daemons (Yugoloths for Planescape Players) and Residents of Hades

The Diseased Ones - The eight Oinodaemons; Anthraxus, Bubonous, Choleric, Typhus, Dipterius, [Brucilousu](#), Pneumonis, and Rheumatous. They are lesser versions of [Infestix](#). Chief among them, Anthraxus, is second only to Infestix in all of [Hades](#). They are sent to aid [Demogorgon](#) in his battle with [Vuron](#) and two are slain. See *Monster Manual II* p.30.

Brucilousu - The greatest [Oinodaemon](#) after the [Demogorgon-Vuron](#) battle.

Infestix - Infestix is both the true name and title of [Nerull](#), his avatar on Oerth. He is known as the King of Death, the King of Extinction. He favors a form with a hollow sounding, sepulchral, worm-ridden, voice which emanates from a lipless, yellow-slime dripping, mouth with a grey, worm-like tongue. His face is leering and he has bony hands.

He can, through his finger, cast a putrescent green ray, which, upon striking its victim causes their flesh to bubble and their body to melt. He is not shy about using this technique on those who have failed him. He likes to *geas* those who have insulted him with lethal disease effects. He can cause instant rot in the living, this kills by the touch. He can *regenerate* lost limbs. He is conceited, plotting, and smug. He is master of daemons and ruler of [Hades](#). He has many attendants, including "[The Diseased Ones](#)". He uses [dreggal](#) scouts and has the messy habit of killing his messengers.

He sends part of his essence with [Sckculintig](#) to spy on her dealings. He is the primary advocate for the return of [Tharizdum](#). He comes to the battle on [Ojukalazogadit](#) with concealed aid by [theorpart](#). He observed the contest between [Gord's](#) party and [Gravestone](#). When [Entropy](#) makes his move in the beginning of *Dance of the Demons*, even he is in trouble. He gives aid to [Iuz](#) and [Demogorgon](#) to topple [Grazzt](#). He loans Demogorgon the [Theorpart](#) (the [Initiator](#)), but he has built in a harmonic retrieval device. Once Vuron is lured into personal combat with Demogorgon, he sends in the eight oinodaemons and a daemon horde. Gord and [Gellor](#) confuse him with the [Banner of Basiliv](#). His material form is slain by Gord, banishing him to Hades, and losing him the [Initiator](#). He lost his hand to Gord, but he can regenerate it.

Nerull - [Infestix's](#) avatar on Oerth can be summoned by the [Hierarches](#) to aid in battles. He is their master and rides a winged behemoth from [Hades](#) named [Putriptoq](#). They radiate *fear*. He wants to

retrieve the [second Theorpart](#) in order to bring about the return of [Tharizdun](#). See Dragon #71 p.54-55, or WoG Guide p.72, WoG Glossography p.44.

The Plagante - [Infestix](#)'s personal guard.

Plagadaemon - One of the [Plagante](#), a hulking daemon that can be slain with one blow from [Courflame](#).

Putriptoq - A winged bat-like behemoth daemon that is the steed of [Nerull](#). It radiates *fear* and slew [Lizard](#).

Haegraesse - She is queen of the night hags c. 550. She is subservient to [Infestix](#) and helped orchestrate the collusion of the cat houses against [Karal Quadrapus](#) through talk of a prophecy. She is exterminated by Infestix.

Sckculintig - She is a night hag, the coven mistress, an emissary of [Hades](#) and minion of [Nerull](#). He places part of his essence in her to spy.

Laudilewis - Night hag next in line for coven mistress.

Poxpanus, "The Lord of All Pox" (Incubulos?) - He takes a human form and has a rotting and hollow voice. His arms are putrid and he can spread highly virulent diseases by touch. He, through ritual, can magically send disease to distant victims. He can ward himself against ESP, scrying, and divinatory actions. He is a vassal to [Infestix](#) and he appears to be of a kin to the [Oimodaemon](#). He is proud of his abilities and haughty towards those he considers beneath him, a group which includes all mortals. Here his avatar aids Greyhawk's priest of [Nerull](#), [Colvetis Pol](#) as part of a greater plan to release [Tharizdun](#). After [Reachan](#) died, he returned to [Hades](#) to recover in a state of madness.

Reachan - This is [Poxpanus](#)'s spawn and familiar. He aids his master in magical searchings and is motivated by a lust for killing, and being as close as possible to his master, to the point of wanting to rejoin Poxpanus. He is killed by wards around [Gord](#).

Virulex - A daemon lord and vassal of [Infestix](#), he has dead-black eyes.

Variolaz - A daemon lord, once one of the "[Diseased Ones](#)".

Haskruble - A demon and [Orcus](#)'s ambassador to the court of [Infestix](#). He is sarcastic and snide, which earns him a diseased ulcer on his shoulder from Infestix. This disease compels him to pay his superiors respect lest he succumb to disease within a few hours.

Strunge - He a pit fiend and Asmodeus's ambassador to the court of [Infestix](#). He views Infestix with respect due to one of his power, but attempts to advocate on behalf of his master's supremacy over all of the devils in any operation that might result from the [Tharizdun](#) councils.

Ilenz - One of [Gravestone](#)'s cockroach daemon guards. He is more interested in freedom than in service.

Putridaemons - A herald, bronze helmeted and zombie-faced.

Gehenna

Residents of Gehenna

Dreggal - A race of lower planer creatures, some reside in [Hades](#). They are warty, pocked, spidery spiky-headed creatures, with metallic voices. They are used as scouts by [Infestix](#).

Weyzeneal - The king of the [dreggals](#). He is loyal to [Infestix](#).

Acheron

Is ruled by netherlords and is populated by undead and maelris. They side with [Infestix](#) against [Graz'zt](#). It has charnel vistas.

Residents of Acheron

Undead - See the various monster manuals and monstrous compendia.

Maelvis - See Monster Manual II.

[Hatdoligor Kaathbaen](#) - See his entry on the Negative Material Plane.

Politics and War

World Events

[The Horned Society](#) wages war with the [Bandit Kingdoms](#) in the beginning of *Artifact of Evil*.

The [Scarlet Brotherhood](#) moved through the Suss and Welkwood harried by elves and woodsmen. The Suels rallied more goblins, hobgoblins, and other humanoids. Their advance guard had 1000 men, and their main force was 4000 men. They sacked [Celene](#), killing [Parsival](#). They then retreated and were pursued. [Deirdre](#) killed [Blonk](#). *The Temple of Elemental Evil* scenario as outlined in T1-4 occurred with the modifications that [Iggwilv](#) freed [Zuggtmoy](#) by using [Mordenkainen](#) as an unwitting pawn.

[Iuz](#) besieged [Molag](#) and usurped the Horned Society. [Blackmoor](#), the [Hold of Stonefist](#), and the Bandit Kingdoms allied with him. He begins construction of a new palace in Molag.

At the beginning of *Sea of Death* he is now the self titled Emperor of Evil and Lord of Pain. He receives tributes from all of the Bandit Kingdoms, the Hold of Stonefist, and the [Wolf](#) and Tiger Nomads.

By *Come Endless Darkness* Iuz has launched a mass attack. It was obscured by Iggwilv and

Zuggtmoy. He holds the [Initiator](#), the second key. He takes the [Vesve](#), then the lands west and south to the Velderdyva. He is stopped at Chendl. He holds [Furyondy](#) north of the Crystal River. He takes the [Shield Lands](#) except for the capital island. [The Duchy of Tenh](#) is taken by the Bandit Kingdoms and the [Rovers of the Barrens](#) under his direction. The Hold of Stonefist, supported by Iuz, marches on the [Theocracy of the Pale](#). [Urnst](#) holds. Highfolk holds.

[The Great Kingdom](#) and the Scarlet Brotherhood attack northward. The Great Kingdom fights [Nyron](#), [Almor](#), and the [Iron League](#). Iuz continues to fight south, east, and west. The [Bakluni](#) fight the nomads to the North and [South](#) and come to a stalemate. The Scarlet Brotherhood is on the march. The [Pomarj](#) attacks Celene, [Ulek](#) and Urnst. No one is winning. The [Cabal](#), the Bladelord, the [Catlord](#), the [Obsidian Citadel](#), the Vesve, and Highfolk are more or less free of conflict.

In Dance of Demons the Great Kingdom is in a state of civil war, 100,000 troops, Aerdi's regulars, 1,000 humanoid scouts and irregulars. The North and South provinces ally against [Ivid](#). [Medegia](#) also vies for control. Nyron and Almor dispute among themselves. Bandits, and the sea raiders ravage the Iron League. All of the barbarian nations are also at war. Iuz and the Scarlet Brotherhood do not profit either. [Entropy](#) is the sole victor.

Plagues and natural disasters are more frequent. Borders shrink as do populations, resources, and government powers. Trading is down as people try to live just for sustenance. The polar ice cap starts to melt and a continent sinks. Oerik's coastline creeps inward. This destruction is paralleled on alternate realities. In other words, it is a standard Moorcockian Eternal Champion devastation. Even [Infestix](#) is in trouble.

Oerdians in the south fight Baklunni barbarians. The central Flanaesse is the battleground. Iuz, The Scarlet Brotherhood, and the [daemon](#) worshipers are knocked back by the forces of Good.

Outer Planar Events

Good says that the catastrophes are caused by the [pieces of the artifact](#) moving closer together, and so they ambush traffic between the [lower planes](#). [Infestix](#) moves against [Graz'zt](#), causing [demons](#) to ally with Graz'zt, or at least to not attack him. [Pandemonium](#) sends [cacodaemons](#) to help Graz'zt, even so he is out numbered. [Iuz](#) and [Demogorgon](#)'s sides, arguing over who gets to sack Graz'zt's palace, split their alliance. Graz'zt repels his divided conquerors and seeks to destroy first Demogorgon and then Iuz. [Gehenna](#), [Acheron](#), and [Tartarus](#) ally with Infestix and his faction outnumbers Graz'zt's six to one.

Good will not listen to Neutrality and plans to sack [Hades](#), delay Infestix, and harry the theorparts. They believe that only Good can do good and that Neutrality is in league with Evil. Olympus makes moves, but loses much of their number. Evil is also eroding. Demogorgon and Iuz with their divisions and with aid from Infestix, mount alternating attacks on Graz'zt from opposite sides. [Vuron](#) routes Demogorgon's first attack and the supporting devils flee. Demogorgon lures Vuron into personal combat. Infestix sends in the eight [oinodaemons](#) and a daemon horde. Vuron holds his [crystal spear](#). [Gord](#) slays Infestix and Demogorgon flees.

Gord and [Elalazag](#) ally with Graz'zt against Iuz and his cohorts. [Areex](#) plots with [Zuggtmoy](#) for the

Theorpart as does [Orcus](#) with [Iggwilv](#). [Baphomet](#) betrays Iuz and company and treatises with Graz'zt. Gord uses the [Initiator](#) to appear as Graz'zt, Elalazag, and their horde, scaring off Orcus. Zuggtmoy, Iggwilv, and Iuz flee to [Mycorji](#) and hide in a grotto. Gord and company slay them and there is a deep laughter. Iuz's troops give up and Graz'zt halts his attack.

The remaining [monarches of Demondum](#) (save Lolth) and two thirds of the demon princes and lords join together to hunt down Gord. [Entropy](#) makes an offer to Graz'zt. He has kept [Leda](#) motionless, half clad, and 1000 paces from the demon horde. When the exchange is done, Gord gives her [Courflame](#), notes the presence of Entropy, and declares the bargain void. Leda and the Joined Initiator/[Awakener](#) switch places. Leda skewers Graz'zt. The artifact goes to Gord and shoots Vuron, who drops the [Unbinder](#). [Gellor](#) plays the [kanteel](#) to destroy some demons. Gord commands the lesser demons to halt and bow to him and are slain by Gellor's music. Graz'zt takes off. Courflame bites [Marduk](#) in the side, gashes off Nexroth's leg, and gorges Bulumuz's face. Leda attacks Vuron. He makes a shield from the Theorpart. Vuron uses the spear. Leda stuns and slays him.

Gord, Gellor and Leda then leave, rest for a while, and release the Minor Avatar of [Tharizdun](#). That avatar in turn releases Tharizdun's true form who, with the aid of Lord Entropy, escapes his prison and conquers Hell and Hades with little resistance. He makes an example out of Bulumuz by consuming him and naming another demon Bulumuz. He rounds up an army to take over the [Abyss](#) and rides a three-headed fire drake. In six days he takes [Pandemonium](#). Graz'zt, Elalazag, and the [Abat-dolor](#) retreat to [Ojukalazogadit](#). It grows stronger as Tharizdun's hordes are consumed by it. Tharizdun sics Lord Entropy on the living plane.

This reality since Tharizdun's escape has been sealed off from the rest of the multiverse by [Chronos](#) and [Istus](#). They recommend that Gord and Company make their stand on Ojukalazogadit. Graz'zt knocks Gord out with a jet from the [Eye of Deception](#). Graz'zt gets a great hit on Tharizdun, but Tharizdun catches *Doomscreamer* in his bare hand and is unharmed. Tharizdun kills Graz'zt. Gellor and Leda take Gord to the [Shadow](#) demi-plane so that he can recover. The skull of the boy Tharizdun fell out when they exited the Abyss and Tharizdun ate it. He sics [Mephisto](#) on Gord, Gellor, and Leda in the Shadowrealm. The [yeth hounds](#) raze it but can not find them. He nails Mephisto and sends [Thrax](#) to [Rexfelis's realm](#). Although Chronos and Istus have sealed off alternate universes, they give Gord and company powers from those alternates. The yeth are now sent on Oerth. Tharizdun and the Yeth come through the bottom of the [Sea of Thought](#). Courflame shatters on Tharizdun. Chronos and Istus yank Gord, Gellor, Leda, and those instrumental in the struggle out of the Oerth Prime and put them on Yarth. Lord Entropy and Tharizdun are trapped on Oerth's burned out Prime.

Magic Items

Rings

Chrysoberyl "Cat's Eye" Ring - All nine of these rings were made by [Rexfelis](#) and were originally bestowed as gifts. All allow X-Ray vision, telescopic vision, and vision in the dark. For those who are attuned to them, they convey nine life savings (when the wearer receives his or her death blow, they appear in the [Catlord's](#) manse fully recovered), It also slows the aging process greatly, perhaps

even halting it entirely, like an enhanced *Phylactery of Youth*. Other powers include detect enemy, detect traps, detect magic, enhanced dexterity, the ability to land on one's feet, climbing like a cat, and the ability to take the form of a jungle cat, a tom cat, and possibly an aquatic feline. [Gord's](#) ring's jungle cat type is a black panther.

Staves

Staff of the Heavens - This staff shoots forth seven golden halos that are the bane of any evil. It can split into two rods. The left shoots a blinding beam of hot, sun-bright, radiance. The right rod shoots a cone of cool soothing dimness. This weakens the victim and shrinks them to doll size for imprisonment.

Miscellaneous Magic: Jewels, Jewelry, Phylacteries

Buckle of the Planes - These intricately worked belt buckles enable the wearer to travel to any plane with a touch and a thought. These buckles can also partially cloak the magical force of their bearers.

Dwarven Armllet - Made of various hues of gold: pale, orange, gold-green, violet gold, this item was forged by the smiths of Grotheim. When donned, this item will confer on the wearer all of the benefits of being a dwarf (Eg. +1 Con, mining abilities, etc.)

Talisman of Balance - This item counters spells cast with spells of a contrary nature. For example, when [Gravestone](#) opened a gate to [Tartarus](#), the Talisman opened a gate to the Elysium fields and sent those summoned against one another.

Miscellaneous Magic: Boots, Bracers, Gloves

Cat's Paws - Clawed gloves that give 100% climbing ability. In falls, the wearer will always land on their feet for -2 hit points per die falling damage. The wearer can also deliver clawed blows of 2-5 /2-5 hit points damage plus the strength bonus, per hit.

Miscellaneous Magic: Bags, Bottles, Pouches, Containers

Five Dragon Bowl - Is a bowl shaped like five dragons biting each other's tails, each of the dragons hold precious gems. It is 3' in diameter. When a gem is placed in the claw, a larger gem 1 step higher in value) will appear in the center. The oriental dragons are golden, green, blue, silvery imperial, and violet. They will bite.

Miscellaneous Magic: The Weird Stuff

Egg of Bondage - This egg can change into bonds that completely bind and constrict about the intended victim.

The Jeweled Orrery - An artifact with a large yellow corundum sun, an emerald for Oerth, an Opal

for Luna, a star sapphire for Celene, a jacinth for Rao, Greyspace's largest planet, and diamonds for stars. It was used by the forces of balance to discover the struggle for the [Theorparts](#); it will only operate if a Theorpart is active.

Sand Ship - This device rests on 4 tubes made of giant beetle grub skins. Instructions on how to build this purely mechanical but never the less outlandish device are in a book found in [Kester](#). This book also includes details of a journey from the Hellfurnaces along the Sulhalt Mountains and the Lost Mountain Kingdom of Zufon. The ship has a sail and is steered from the prow.

Sandfish - This ship is smaller and faster than the Sand Ship, it looks like a grouper and is painted as such. It has smokey crystal one way mirrors. It is fully enclosed and seats 3 to four human sized creatures comfortably. It appears to hover. Mid way along the sides are turning blades of stiff, thick leather. These hit the ground and spew dust, ash and sand towards the tail like a paddle boat. It accelerates slowly but eventually can move as fast as a horse.

Gallop speed is dangerous for long distances. It can go 30 miles per hour and averages 175 miles per day.

Miscellaneous Magic: Artifacts

Banner of Basiliv - Was used to confuse [Infestix](#).

Baton d'Argue - A thick crooked wand of [Iggwily](#)'s, it can be used to follow a *teleport* if activated before one leaves. It shoots at an angle. One points at one place to hit another. It can cause trembles of severe fear, save vs wand or collapse to the ground. It can summom varied oozing forms that move in the direction of a nauseating food spray from the wand. The ooze eats the victims with acid.

Cauldron of Corruption - [Zugtmoy](#)'s kettle has a myriad of projections, bumps, knobs, spouts, and nozzles. It can be used to follow a *teleport* if activated before one leaves. It can shoot paralyzing rhizomes, flesh dissolving jets of spores, blinding smut, and various fungi monsters.

Eye of Deception - This smoke colored artifact is held in a silken bag, embroidered with fiery sigils of orichalcum. It is a potent artifact which can rechannel magical attacks into illusions. It can obscure things and make something appear the opposite of what it is over an unlimited range. It can make a horde of lesser demons appear as greater demons, so long as there is at least one of the greater type in the group. It can shoot maroon rays that kill. It can emit an opaline gooey glob that splits into a score of smaller ones which leave trails that cut, and puddles that burn like lava. Each puddle is one yard in diameter. When [Leda](#) uses the Eye, it fatigues her. [Gord](#) gives it to [Elazalag](#) for her aid in the battle with [Infestix](#). It draws off the power of [Courflame](#) and the [Theorpart](#) and any other artifact nearby.

Fire Fan - [Marduk](#)'s artifact.

The Kanteel - "a lutelike thing with many additional instruments attached to or forming parts of its body." It is capable of much destruction, but can not effect all of the daemons, they are too powerful. It was forged by the first spellbinders. It can counter the [Cauldron of Corruption](#). (ref.

The Kalevala, - Kanteles are Finnish lute-like instruments often used in playing folk music, and within *The Kalevala*, to cast spells.)

Gelor's ivory Kanteel - In his hands, can send a blast that destroys 50+ small herd demons and bowl over 12 large herd demons.

Quadrante Pillars of the Elements - These are four tokens of the four elemental planes.

The Rede - "That relic which is the codex to the multiverse. With it they could manipulate any dimension, space, probability."

Shadowfire - This 2 or 3 inch diameter, spherical opal, dark with green motes within, was created by the [Shadowking](#). In the presence of shadow creatures it burns with a green light. It has power over such creatures, causing them to flinch away in pain as it is revealed, sending out motes of green and red to dance off of any nearby sword. When brought into contact with the pommel of [Gord's](#) first magic blade several bright colors flash, whirl, and then form twin halos about it, destroying all shadowstuff within ten or fifteen feet. When applied to a Prime resident whilst on the plane of [Shadow](#), it can stave off the affects of the plane. It imparts knowledge of how to operate these baser powers upon its bearer. It can send one to the plane of Shadow if one dies while attempting to use it.

Shadowseeds - A pinch of these creates a shadow curtain which will last for one hour.

Theorpart - These are the pieces of the Tripartite Artifact of All Evil, each part representing one of the evil alignments. When joined together they will release [Tharizdun](#) from his bondage. [The Awakener](#) is kept in a [pyramid](#) in the Suss forest and the [Unbinder](#) lies in the Suloise metropolis now known as the [Forgotten City](#). As insurance against The Evil One's release, all parts can only be retrieved by mortals. No matter who holds them, they will be corrupted and lost to an evil power ('one artifact to rule them all, one artifact to find them...').

When the pieces are used to unlock the [Prison of Tharizdun](#), part of each are turned into rings. These rings bind the good that fought against Tharizdun to imprison him. The remaining portions of the Theorparts contain his evil. The Unbinder ring can summon a phoenix capable of eating the grubs from [Tharizdun's axe](#). The three rings can melt adamantine and can also provide transport. They are most vulnerable in the [Sea of Thought](#) area of [Greyhawk Castle](#).

The Initiator - The initial key, the one discovered by the [Scarlet Brotherhood](#), is probably the Chaotic Evil one. It helps its possessor locate the [second key](#). The Dukes of Hell requisition it from the Brotherhood at the beginning of *Come Endless Darkness*. [Infestix](#) acquires it and loans it to [Demogorgon](#). It is equipped with a harmonic retrieval device. It can open a channel to the [negative material plane](#) and shoot anti-matter, as can also create a wall of positive energy. It can be used to lure [demonic brutes](#) with fear and humility. It can create large scale illusions ([Gord](#) uses it to appear as [Graz'zt](#), [Elazalag](#), and their horde). It can reverse spells' directions and can create an invisible rack of iron spikes.

It can change into a ten foot long, mace-like pole arm, with a twelve inch spike on the bottom and several thin, axe-like, blades radiating from the head, with lower, leaf-like tines with solid spurs at their base. This weapon can disarm and snap weapons as well as inflict damage but it is slow and

needs room to operate. As this weapon, it can crush armor with its weight and can kill with the tip or with its blades. It is a drain on mortal creatures, causing them to become zombies to it unless energy is drawn off of it by magical means (such as by [Courflamme](#)).

The Awakener, The Vitalizer, The Arouser - The second key, the one recovered by [Obmi](#) for [Iuz](#), is "a distillation of evil", i.e. probably the Neutral Evil one. When it is located [Tharizdun](#) stirs and sends forth evil thoughts. It helps the possessor to locate the next key. It can release bat-like things in a spiral that cause silence. It can also generate a gameboard map of the [Abyss](#) and show recreations of events. It can produce a shielding web. It fires a withering stuff that can shred flesh from the bones. It can become a five foot long scimitar of evil red or turn into a whip with an energy cat-o-nine tails. It can fight on its own.

The Unbinder, The Cone of the Magi - The Lawful Evil Theorpart is found in the [Great Temple](#) in the [Forgotten City](#). It is very black, in fact, it seems to devour light and drains energy. It is vaguely cone shaped and has three horns. Once recovered, it is held by [Graz'zt](#). He gives it to [Vuron](#) between *Come Endless Darkness* and *Dance of Demons*. It can alter time by a factor of 60 so that it can go slow in some places and fast in others. With an additional Theorpart, time can be altered over a larger area. It can be used to heal, and to promote demons. It can be changed into a shield.

The Awakener and Initiator Combined - Can change to a bardiche and to a morning star that shoots energy darts. It can also change into a staff that shoots lances of force, and into a whip.

Venom Fountain - [Demogorgon](#)'s artifact.

Tharizdun's Axe - This double headed axe can split into two component single headed axes. It can be used to summon forth many thumb-sized, disgusting, sucker-mouthed, poisonous, purple larvae.

Special Armors

Shadow Armor - This type of armor behaves as it's counterpart in the material plane for purposes of armor class; presumably it is less encumbering. It is useless in conditions of no shadow: complete darkness and "high noon" lighting.

Special Weapons

Blackheartseeker - This is a chaotic evil black Suel sword, initially enchanted by [Vuron](#). Its special purpose is to slay evil beings, which it can detect. It uses its will to urge its wearer to strike down those evil creatures. It hits the heart of an evil being on a natural 20. It annihilates the souls of [lower planer](#) creatures. It draws [negative planer](#) energy into it and informs the bearer of such energies. Likewise, it can drink up anti-matter. It can be merged with the [Crystal Blade](#) to form [Courflamme](#), the Sword of Balance. It was recovered from the [Forgotten City](#) by [Gord](#).

Crystal Blade - This Lawful Good, *Holy Avenger* class sword was created as one of the Twelve Great Magicks of [Boccob](#). It has similar and opposite powers to [Blackheartseeker](#), and as such can drink up positive energy. They can merge to form [Courflamme](#), the Sword of Balance. As a part of

Courflamme, it can shoot black bolts of force or arcs of black flame that do 3-30 hp damage. [Gord](#) initially won it in the [Shadowland](#). He slew the lich [Imprimus](#) with it and left it with the [Shadowlord](#) as a token of passage.

Courflamme, the Sword of Balance, the Sword of Equilibrium - This sword is formed by merging [Blackheartseeker](#) with the [crystal blade](#) of the [Shadowland](#) and is of equal or greater potency than a single [Theorpart](#). It gives its user a faster initiative and communicates empathically. It can split into its component swords. One can be sent out independently like a dancing sword. It can act as a "Defender" class sword. It can give a surge of energy that gives a brief additional bonus to hit and damage. One blow from this sword will slay a [plagadaemon](#). It can mollify [demonic brutes](#). It can deflect energies from single theorparts. It can shoot a silver bolt of force or blinding white fire. It can create a mesh of crystal and black that grows and entraps. In the battle between the Lords of Light and [Tharizdun](#), he split the sword into the two component swords. It is most vulnerable in the [Sea of Thought](#) area of [Greyhawk Castle](#). There it will shatter on Tharizdun.

Vuron's Crystal Spear - This is a milky crystal spear, one of the 66 arms of power of the [Abyss](#). It is filled with deadly energy and was forged for and by [Vuron](#). It is most potent in his hands in the Abyss. It will slay with a single thrust.

Miscellany

Alcohol Unique to Oerth - Keoghish Amber, Whisky (new to Oerth, only available in some areas), Velunese Wine (high in quality), Black Pomarj Wine (rare, foul, addictive).

Astronomy - Celene is blue, Luna is white. Rao is the largest planet in Greyspace, it is jacinth colored. The Eldest Griffon is a constellation whose wings always point north. The Younger Griffon is a constellation (inferred).

Bloodpox - A plague consisting of scabby sores, lack of muscle control, and spasms - fatal unless *cure disease* or *save vs. Death Magic*.

Caravans - In the west typically consist of 3 squadrons of 30 warriors, at the front and flanks, 200 camels, 100 horses, carts, handlers, 1000 riders, and 60 other guards.

Chatranj - The Greyhawk name for chess.

Faerie Rings - Are fungi that grow where trees once stood. Sprites' tables, atomies' cups form around ipts (banyan like trees) when Luna and Celene are waning ½ moons, then the dweomer dots (or the Coins of Ehlonna by the fair folk) shoot up. They are color coded. Different colors release different effects when eaten. They act as potions for duration purposes. Some powers include, singing like a nightingale, invisibility, polymorph. Opalescent white is bad, steel-blue is true speech. However, if more than two rings are stolen, beware the wrath of the fairies!

Fharlanghn - Lavender is the color of one of his clerics.

Ourmi - The [Bakluni](#) equivalent of the Japanese word "gaigin". It is a derogatory term for foreigner.

Ragout - More vegetables and thinner than [Slumgullion](#).

Slumgullion - A paupers' beef stew, common to [Greyhawk City](#), it consists in its most common form, of rat meat and cheap or rotten vegetables.

Spells Energy - [Tenser](#)'s spell mechanics lecture on p. 216 of *Artifact of Evil*. "All spells draw upon one form of energy or another. Little ones use small energy, big ones can draw tremendous currents. Those castings that utilize the power of some deity or another, those channeled through the medium of a being of power, are of one sort; and the aura of such is distinct. Likewise, work of dweomercrafting leaves a unique signature, as it were. Oh, not the minor ones - little spells are much the same as a rune or two written in the sand. But the major works leave a long and identifiable trace, at least for a time."

Standard of the Overking's High Guard - Blue and gold tabards, a crowned sun on a blue field.

Planarchess

A variation of Dragonchess (see Dragon #100). There are three 12 by 8 square boards. The Lower is called the netherboard, the upper is called the astral. There are spirals standing as posts in the corners. They consist of four checkered steps each.

[Tharizdun](#) himself further explains the rules: "Only those able to go on squares of different colors can use the twisting paths as they would move normally, a single space or many squares. Vaulting and skipping pieces count all squares and move upward accordingly, and off to another board if there is distance remaining, but they must stop as soon as leaving the spiral. If an enemy man occupies the space, then it is en prise if capture is desired. The diagonal-movers use only two of the four vortices, because of the the color of entry, of course.

When these move to another field, their color changes. Dark and light alternate above and below, though so to go from nether to astral or vice versa means there is no shifting from such transfer. Exit from spiral requires pause".

The pieces vary from dragonchess in name and move of forces. There are thirty-six pieces to a side. The dark forces have 24 on the netherboard and the light have that amount on the astral. Both sides have 12 pieces on the middle board. Pawns become more powerful as they move up or down. Captured pieces may be turned into pawns for the capturing side. Some pieces include kings, celestial knights, chevaliers, assassins, chevaliers, archpriests, marshals and oliphants (from *Dance of Demons* p.295-298).

Twistbuck's Game

From Night Arrant p.213. "One simply notes the name or description, or both, on the sign above the inn, tavern, or drinking house. If legs are implied in the name, then one counts them, modifying the count upward if the depiction on the establishment's sign should show a greater number.

"It is a matter of alternate occurrences... Two individuals engage in a contest, each alternately counts the legs, if any, on the sign encountered during his turn. There is usually a time of distance limitation so that the game lasts a reasonable period and has a conclusion. Of course the player with the highest leg count wins... After an inn, tavern, or drinking establishment is encountered, legs are counted and scored, and a running total is maintained on paper. The person awaiting his turn can select the next direction of the route of the game, as long as it does not go back over territory already covered. In case of two signs on either side of the route, the one on the left shall be scored".

Vuron's Game Board

[Vuron](#) and many of the other strategists in the [Theorpart Wars](#) have three dimensional game maps of the planes with markers color coded to indicate the alignment of the participants.

Color Key:

Black = [Abyss](#), [Graz'zt](#)

Dull Purple = [Hades](#)

Rust Red = Hells

Gold = Neutral Good

Tawny = Not gold

Red = Not gold

White = Lawful Good, the [Seven Heavens](#)

Gray = Opposed to white

Blue = Aloof, Chaotic Good, Olympus

Green = Corcondant Opposition

Currency Exchange Rates

	Iron Drab	Brass Bit	Bronze Zee	Copper Com	Silver Noble	Electrum Lucky	Gold Orb	Platinum Plate
Iron Drab	1	1/5	1/50	1/250	1/1000	1/5000	1/50000	1/55000
Brass Bit	5	1	1/10	1/50	1/200	1/1000	1/10000	1/11000
Bronze Zee	50	10	1	1/5	1/20	1/100	1/1000	1/1100
Copper Common	250	50	5	1	1/4	1/20	1/200	1/220
Silver Noble	1,000	200	20	4	1	1/5	1/50	1/55
Electrum Lucky	5,000	1,000	100	20	5	1	1/10	1/11
Gold Orb	50,000	10,000	1,000	200	50	10	1	10/11
Platinum Plate	55,000	11,000	1,100	220	55	11	11/10	1

Translation Guide

A translation guide from New Infinities/Trigee names to original TSR names.

Bayomen Plains = Plains of the Payanims

Jakif = Zeif

Joheid = Idee

Southern Marches = South Province

Yoll = Ull

City Out of Mind = Forgotten City

Dolle Port = Port Joli

Ghastor = Kester

Hlupalla = Lopolla

Ocherfort = Hokar

Syldartown = Zelradton

Urlisindatu = Erelhei-Cinlu (the drow city in Vault of the Drow)

Yolakand = Ulakand

Barring Mountains = Barrier Peaks

Ferrous Mountains = Iron Hills

Grand Suel Peaks = Sulhalt Mountains

Larkil Mountains = Lortmil Mountains

Longridge Hills = Lorridges

Yolspur Tors = Ulsprue

Chaban River = Javan River

Ocher River = Hool River

Toosmik River = Tuflik River

Briartangle Woodland = Bramblewood Forest

Arachne = Lolth

Cabbac = Boccob

Fesroo = Hezrou (Type II demon)

Gigantos = Zagyg

Kathbak = Boccob

Klebguzig = Glabrezu (Type III demon)

Poxpanus = Incabulos

St. Trowbane = St. Cuthbert

Wulox = Vrock (Type I demon)

Vastyi = Wastri

Zubassu = Nabassu