

The History and Development of Castle Greyhawk

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

GaryCon V Seminar
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Agenda

- Introductions
- Early History of the Original Castle Greyhawk – Paul
- The Expanded Castle – Allan
- Castle Zagyg: The Final Version – Jeff
- Queries for Boccob – Q&A



Rob Kuntz on DF on Sat May 27, 2006

- *Campaign Starts
 - *Adventures into GH Castle by Teric, Robilar and Tenser, and "Ahliisa"
 - *The Wight Adventure--all a dream--by Tenser and Robilar
 - *Other adventures--Otto Captured by Tenser
 - *The Orc Level of Greyhawk Battles: Quij Slays a Troll and is raised in level
 - *Otto joins Robilar out of distate for his captor
 - *The 1st level is sealed and fortified by the same three
 - "Building of the "three" 3 Keeps
 - *The Solo Adventures of Robilar
 - *Robilar in the Troll Dens
 - *Robilar and Gargoyle against the black Dragon and Purple worm, level 6 of GH.
 - *Robilar goes to "China"
 - *Teric and Tenser follow Robilar to China
 - *Trip back homeward-- City of Brass with flying carpets, the Rocs and the Gems
 - *Three different routes: Tenser heads home, Teric looks for forces of voodoo in the southern isles and
 - Robilar adventures into midern day Hepmonoland where he is captured and his +1 bow left behind wwhen he escapes.
 - *Solo Adventures by Teric into Castle
 - *Heavy outdoor Aventures begin
 - *Tenser Acquires Red Dragons
 - *Teric Acquire a black dragon
 - *Robilar acquires 3 green dragons, looses efreeti doing so
 - City has grown 4 fold with wealth flowing out of castle
 - *The White Dragon and the Wizard of the Tower Adventure by Robilar
 - *Loosing of the "Nine" by Robilar in GH castle
 - *Strange Way and Odd Alley adventures by Robilar, finds a ring of spell turning.
 - *Finding of the MU's crown by Tenser
 - *Robilar turns evil, killing some of his retainers, but one escapes to tell the tale
 - *Robilar completes Tomb of Horrors
 - *Scaking of the Temple of Elemental Evil by Robilar
 - *Robilar's Castle Sacked, goes into hiding.
 - *Adventure to the City of the Gods, Robilar and Mordenkainen
 - TSR writers take control and all is lost... Robilar bcomes a doofus and backstabs everyone and is now riding an ebony bull chasing pygmies in the Bright Desert...

Dungeon Levels Named and Described

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

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

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

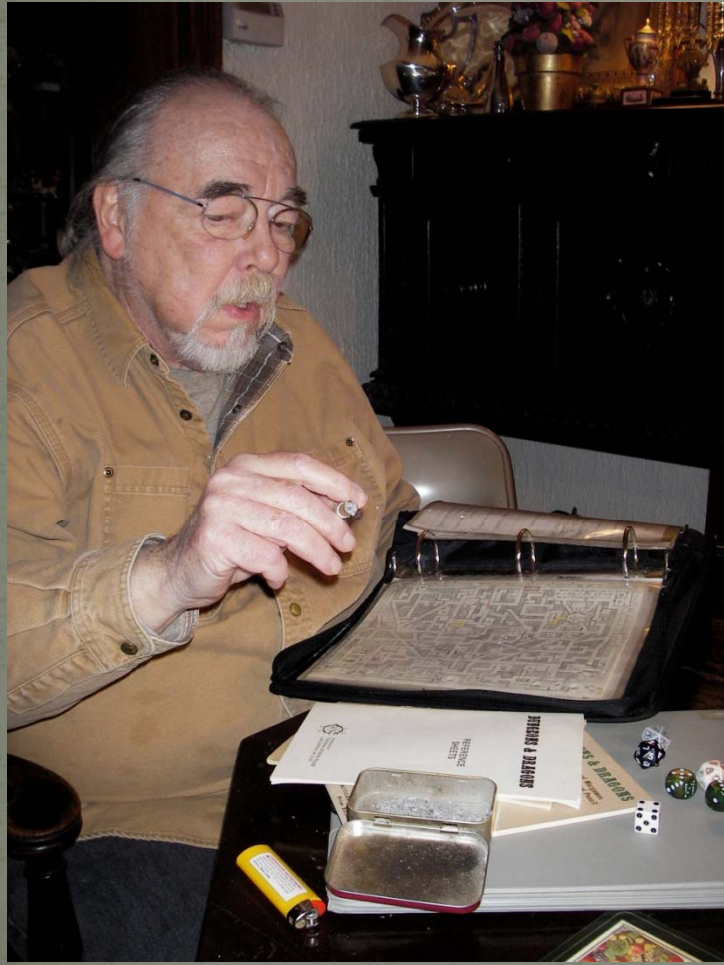
Sub-Levels and Sub-Levels

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

Extra-planetary and Extra-planar Levels

- Extra-planar/Extra-planetary/etc.
- Wonderland - EX₁/EX₂
- Skull Island - WG6
- Barsoom (ERB)
- Melnibone (MM)
- Oz (Frank Baum)
- Dying Earth (Vance)
- Blackmoor
- Vance's Planet of Adventure
- Greek Mythology
- NYC subways
- Starship Warden ("Faceless Men & Clockwork Monsters")
- Nazi Germany ("Sturmgeschutz and Sorcery")
- DMG: a land of pure Greek mythology; the island of King Kong; Jack Vance's "Planet of Adventure", where they hunt sequins in the *Carabas* while Dirdir and Dirdirmen hunt them.
- OD&D U&WA:
 - museum from another age [side level per #12 above?]
 - underground lake [Black Reservoir?]
 - series of caverns filled with giant fungi [side level per #12 above?]
 - bowling alley for 20' high Giants [same as Pool Hall?]
 - arena of evil [side level per #12 above?]
 - crypts [most likely level 4 above]
- The Teeth of Barkash Nour
- Monkeying Around (Isle of the Ape), Horsing Around (Greek Mythology level), and Clowning(or was it fooling) around? I'm drawing a blank on the last one.
- Element Master/YinYang levels from "The Heart of Darkness" in the short story collection **Night Arrant**
- Robilar employs Herb the sage to get to one of Oerth's moons, but Herb wastes Robilar's treasure creating Oerth's largest catapult; Gygax intended PCs to adventure on the moons, but after Robilar's fiasco, none ventured there

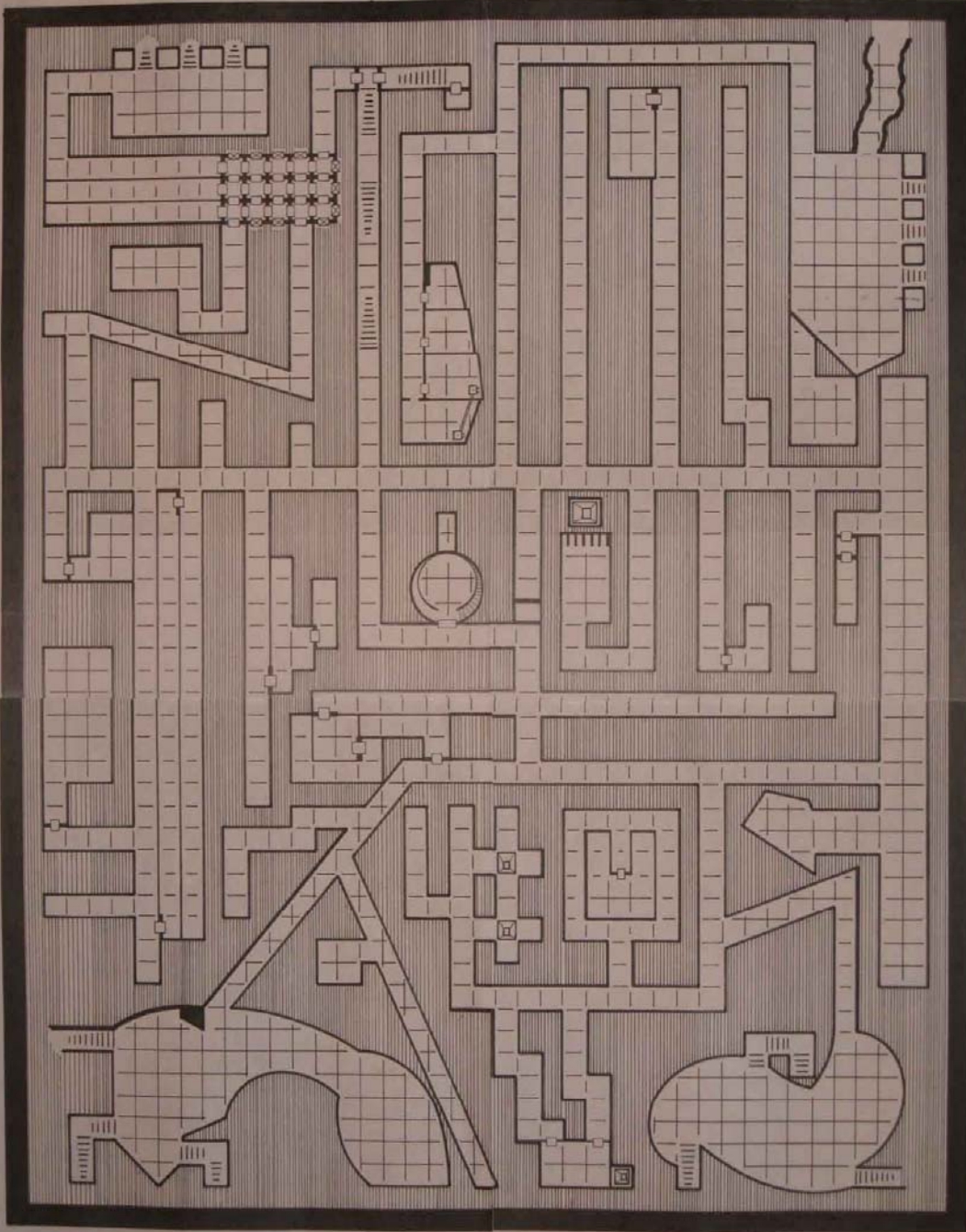
The Dungeons, Level 3

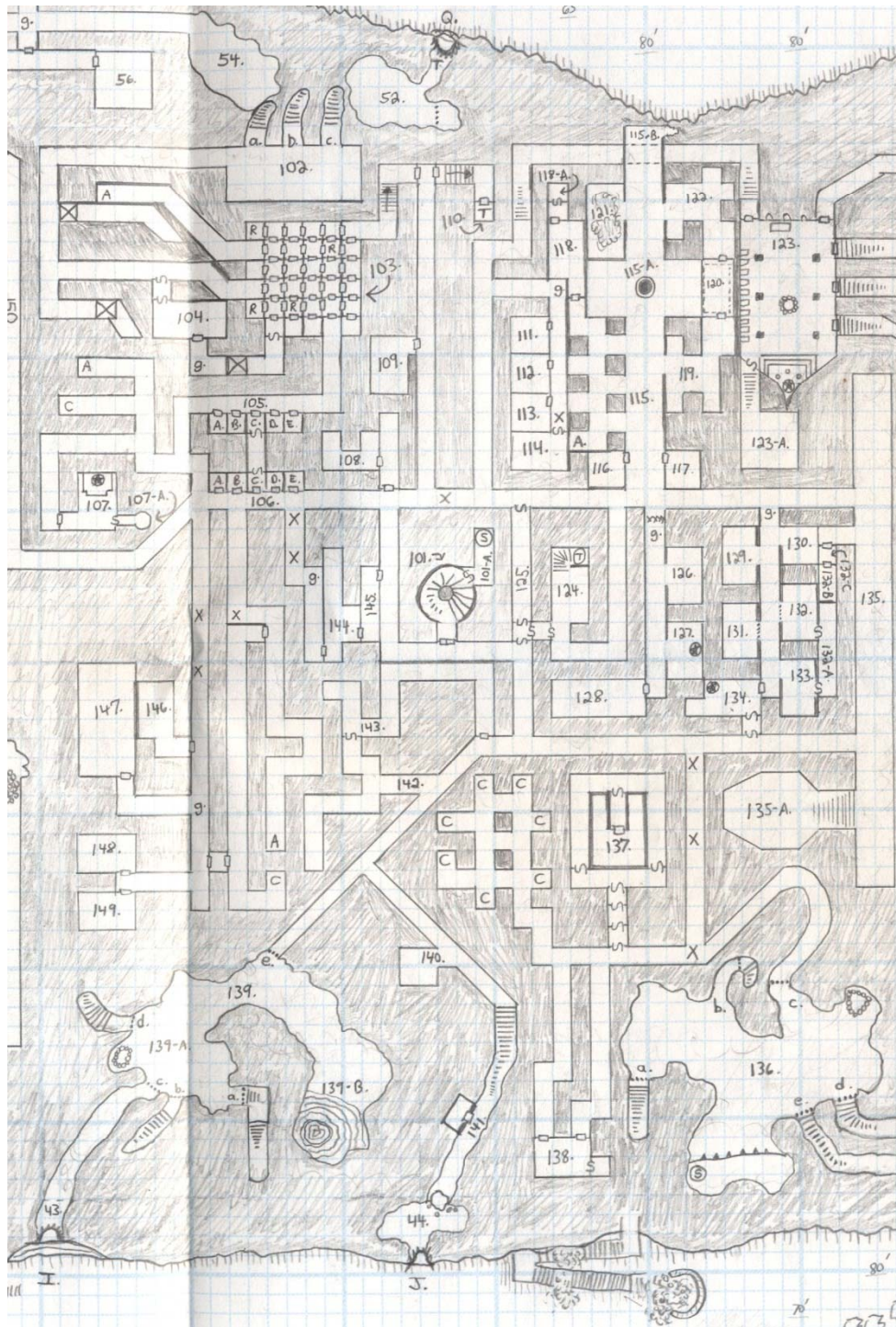


Bottle City, Castle Greyhawk Sub-Level



Castle Greyhawk, Level 1





Castle Zagyg - The Store Rooms Dungeon Level

Castle Greyhawk Online Resources

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

Q&A...