



## Greyhawk: The shape of the world

Gary Gygax©

When you read this the release of the *World of Greyhawk* will be an accomplished fact. (I write this with not a little nervousness, having previously stated it would be ready several times in the past, only to find that it had to be shelved for one reason or another. Having seen the whole of the work in finished form, and knowing it has been sent on to the printer, I have a small sense of security, fearing only some natural catastrophe . . .) It is my sincere hope that you find the worth to have been worthy of the wait—or at least that the price of the product is equitable.

The map of the Greyhawk Campaign came first, many years ago. The information came from a few original notes, many ideas, and the activity of the players. Just as the map was drawn from many earlier campaign maps I'd done for one game or another, so too were the states and features of the "World" drawn from many an earlier creation. When all of these odds and ends were put into play, considerable reshaping and change took place. When they were ordered and readied for formal publication, far greater mutation occurred. The *World of Greyhawk* reflects the results of much early gaming and endless hours of intense play, yet it is incomplete in many respects.

The maps show only a portion of the world. It is a very large and significant portion, but it is nevertheless a part of the whole, and during the course of the campaign, players have certainly adventured over more than it depicts. The *Gazetteer* is basically a survey of the states and geographical features. Some details were omitted so as to allow development by individual DMs, some because they are still "unknown," and a few because they will be revealed elsewhere as the need arises.

Steve Carpenter of Miniature Figurines Ltd. is currently designing a set of miniatures rules for warfare on the *World of Greyhawk*. These rules will set forth the orders of battle of the states of the Flanaess and add to the information pertaining to the "World." At the same time, miniature figurines of the various troops are being assembled, so that details of what various units look like will also be known—say the Overking's Guards or the Knights of the Hart.

In addition to having adventures, campaign participants will

soon be able to fight major battles which will affect the course of things. The figure line could eventually number in the hundreds of sets, with possibly a thousand different figures. The initial release will be in the 50-set range, according to Steve. Of course, I'll be contributing to the miniatures rules, and I'm helping to select figure types. The rules and figures will be significant contributions towards developing the "World," but more is needed.

Much of the original activity in the Greyhawk Campaign came in the huge City of Greyhawk. My initial map was only an 8½" x 11" sheet of graph paper, but this was soon enlarged to a four-times size. Even that was too small, so extra, large-scale sections were done up to supplement the main map. I have now gone to what amounts to about four-game-maps size to show the whole of the place in fair detail. The mapping isn't complete, and only a few of the most outstanding places are noted, as there is yet many months of work left before the design will be in shape to submit to TSR's Product Development Department. Sometime in 1981 or 1982, though, you should see a giant map and gazetteer for the *City of Greyhawk* being offered for sale. The gazetteer will detail the deities of the place not otherwise dealt with in modules or the like, by the way, and readers will learn more about "Old Iuz," the current menace from the state of that name, as well as know who Ralishaz is, why Hextor is bad news in combat, and so on.

While that project is yet a ways off, modules of the World of Greyhawk are currently in the works. Skip Williams is working on my original outline for *Shadowland*, and from what I've seen so far, we should be able to have a final product out this year. The module will be an adventure on the Plane of Shadow—perhaps that should be Quasi-plane of Shadow. Other such modules are also in the hopper.

As I'd mentioned in a previous column, Steve Marsh sent me a wealth of material on various planes, just as I was getting my own creative processes going. At first I envisioned a long-distance exchange with manuscripts eventually going back and forth between us. Now Steve will be coming to work for TSR this summer for a couple of months or so, and I have hope that he and I can work up general outlines and hammer out details, so that only one exchange of materials will be needed for each piece.

Because of this, there might be as many as ten World of Greyhawk modules based on the planes by the end of 1981 or mid-82. Much depends on Steve and me, but the needs of the Kindly Publisher must also be considered. If you are really hot to see these scenarios, start asking for them. Customer pressure does get back to us via retailers and wholesalers. In fact, sometimes it is hard to tell them from the fans, for their inquiries soon become demands after a missed deadline or two. I'll get back to demands a bit later.

One whole piece of the "World" remains to be covered, and from what input I receive, it is perhaps the most important sector. It is the dungeons under Greyhawk Castle. It might seem that that would be the easiest of all to put into production. Not so! About the time *Dungeons & Dragons* was published, the dungeons under the ruined castle consisted of only 13 levels down and a couple of extra on the sides. As the group of players increased, and the level of experience for each climbed, upper levels of the dungeon were sacked, word got around on what to avoid, etc. That series was pretty much sacrificed.

Rob Kuntz joined me as co-DM of the Greyhawk Campaign, and he took over doing new levels after I'd done about two dozen. Greyhawk then had about 50 various levels. As my involvement with TSR grew more demanding of my time, Rob assumed the major role as DM, and naturally the campaign altered in thrust and shape. Soon he was actually the sole DM, as I had the *Temple of Elemental Evil* campaign going. Eventually, Rob decided that he couldn't shape the "World" beyond the City of Greyhawk area and turned the whole back to me.

The Temple campaign was far more detailed in all respects, for it dealt with not only a dungeon, but had the village nearby, several towns and states involved in the scheme of events. Likewise, its inhabitants were drawn from AD&D. It was not too difficult to put the *Village of Hommlet* into shape for publication. The *Temple of Elemental Evil* is a slightly different case, however, for I used some

random dungeon generation methods as a test of the systems when I put the design together. I am, therefore, doing a major rework on it, and so you now know why the *Temple* is so late in coming.

In light of that, consider what will have to be done to Greyhawk Castle to put it into shape for general publication. Both Rob and I liked to "wing it" as much as possible, so as to have flexibility and to tie in past events. Think of over four dozen level maps with partial matrices, skimpy notes, cryptic symbols and areas erased or penciled over due to destructive actions! The whole 50 levels or thereabouts form a cohesive dungeon, of course, so that means to undertake the project, I must sit down and handle it all together, with as few breaks as possible, in order to reflect the general oneness. This will eventually be done, yes indeed! But I don't dare begin at this time. . . .

Before the dungeons of Castle Greyhawk are dusted off and construction begins anew, the rough manuscript for T2, *Temple of Elemental Evil*, must be finalized. With the very good words I've heard about the *Village of Hommlet* offering, I'm under considerable pressure to get T2 out—but in a form comparable to T1, so there will be much agonizing and rewriting. Then, Rob Kuntz has the reworked *Lost Caverns* module which must be finalized also. It was used for a MDG tournament a few years ago at WinterCon, and the scenario is very good. We want to get it into print as soon as possible. As with the *Temple*, we have general demands for more modules of superior quality. TSR's design staff is looking for and working on modules of introductory and intermediate level for all of our role-playing games. Without the Greyhawk dungeons, players will soon have a whole spectrum of adventures to select from. The pressure is to get out what has been begun, not to begin new projects of awesome scope.

To sum it all up, the World of Greyhawk project will go on for several years, with the initial maps and *Gazetteer* complemented by rules for miniature figure recreation of the warfare of the place, plus a line of figurines from MiniFigs in the near future. Next will come a series of special modules—one this year, and then many more through the next couple of years. The *City of Greyhawk* might make a 1981 publication date, certainly 1982, and about the same time the series which will eventually represent the whole of the *Dungeons of Castle Greyhawk* will begin. If all goes well, there might be an add-on map or two, and there might also be additional dungeon/campaign sets similar to the T-Series. Because there are so many demands on my time, much of this depends on the co-operation of fellows such as Skip Williams, Steve Marsh, and maybe even Rob Kuntz and Ernie Gygax (neither of whom are known for their rapid work, shall we say?).

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On other fronts, it seems likely now that TSR and Games Workshop have reached a final agreement regarding the publication of the *Fiend Folio*, the second volume of monsters for *Advanced D&D*. I had hoped for a release in late May, but it might be June (or even July) before the book sees print. Watch for it in any case. Jim Ward and Rob Kuntz have all but finished *Deities & Demigods*, the volume of *AD&D* which will round out the divine aspects of the game . . . The information in the book includes very detailed stats of the deities and others covered, details of where their power is, whom they will accept as worshippers, and a fair amount of information regarding their priests and ceremonies. *Deities & Demigods* is slated for release in August. Your dealer should have it sometime around the 15th of the month, and TSR will have it as a premiere release at GenCon. You will, I believe, find the work equal to the rest of *AD&D*, and a highly valuable addition to any campaign.

Jim Ward will have finished *Deities & Demigods* just in time in another respect. Late this spring, he will be leaving the teaching profession to join TSR's Sales Department. Hopefully, this will not mean that Jim's creative efforts will all be directed towards selling. After all, there are evenings and weekends to write new material and design modules. With Jim nearby, perhaps he and I can manage to get some of our proposed co-operative designs into work. He and I

have been discussing several RP/FRP ideas, and my son, Luke, recently developed an exceptionally good *Gamma World* module idea which he and I have worked into a fairly complete outline. Who can tell what will come out of all this? Stay tuned, as they say, for further developments.

Jeff Perren will be moving to a location much nearer to (if not actually in) Lake Geneva soon. Besides the possibilities of doing a major revision and expansion of *Chainmail*, Jeff also mentioned some very interesting ideas he has for miniatures rules and board-games. With a bit of luck, the old team of Perren & Gygax might come out with something new in the not too distant future.

Finally, as a bonus for reading through all of this, you will find same Order of Battle information for certain renowned figures in the World of Greyhawk. They will possibly appear in the general army lists, but then again they might not make it. Either way, you will have the information first.

**Bigby** (MU of 18th level): Fortress location unknown but rumored to be somewhere north of the Nyr Dyv, possibly between the Shield Lands and the Bandit Kingdoms. (Bigby has been seen in the City of Greyhawk). Forces are:

Heavy Cavalry: 50 (Elite)  
Medium Cavalry: 100 (Regulars)  
Light Cavalry: 100 (Regulars)  
Light Horse Archers: 100 (Levied)  
Armored Infantry: 50 (Elite)  
Heavy Infantry: 180 (Regulars)  
Light Crossbowmen: 100 (Regulars)  
Heavy Crossbowmen: 50 (Regulars)  
Pikemen: 100 (Elite)

This force is officered by several: higher-level fighters. It is supported by clerics and lower-level magic-users as well. About 200 eleven warriors have been known to be with the band when it fought, and at another time about 150 dwarves from the Kron Hills were serving with Bigby; but additional information cannot be gained. (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.) Alignment of this force is Neutral, with some good deeds rumored.

**Mordenkainen:** (MU of 20th level): Several years ago, the Neutral arch-mage took his rather vast cavalry force and rode into the west, supposedly on a mission to succor an (Evil) associate who called for his aid. He has never returned. His force consisted of:

Medium Cavalry: 500 (Regulars)  
Light Cavalry: 500 (Regulars)  
Light Horse Archers: 1,000 (Regulars), 2,000 (Levied)

This force was Chaotic, possibly Neutral, although any Evil cleric encountered could count on a swift and sure death.

**Robilar** (Fighter of 19th level): Sometime over one year ago, Robilar freed a demon, and in the ensuing difficulties, forces aligned with Good sacked and destroyed his stronghold west of the City of Greyhawk. It is reported that the following force escaped and is now somewhere in the Pomarj region:

Heavy Cavalry: 50 (Regulars)  
Medium Cavalry: 100 (Regulars)  
Light Cavalry: 50 (Regulars)  
Light Horse Crossbowmen: 50 (Regulars)  
Heavy Infantry: 100 (Elite Qrcish)  
Light Infantry: 100 (Levied)  
Heavy Archers: 50 (Elite Orcish)  
Light Crossbowmen: 50 (Regulars)  
Pole Armed Infantry: 100 (Regular Orcish)

Many of the higher-level figures were slain during the intaking of the castle, but Robilar has Otto, a high-level magic-user, and Quij, an Orcish hero of high ability but low intelligence, as well as some relatively low-level cohorts. This force is Lawful Evil but suspect by the minions of Hell due to chaotic actions.

**Tenser** (MU of 19th level): Hidden somewhere along the southern shores of the Nyr Dyv is the fortress of Tenser. It is likely that the identity of the master of the place is kept secret. Reported troops are:

(Turn to page 30)

		only for a character with a magically extended life, often one who deals intimately with the gods.
17-20	30-39	The maximum an exceptional character would usually obtain in a single lifetime.
13-16	20-29	Average for a character of heroic proportions.
9-12	10-19	The normal minimum for any hero. The range usually referred to as "mid-level."

1-4	1-4	Cannon fodder in most high-level campaigns. The range usually referred to as "low-level."
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## Possible Suggestions for Future Giants in the Earth

D'Artagnan & The Three Musketeers (Alexandre Dumas)  
 Jirel of Joiry (C. L. Moore)  
 Kickaha & Anana (Philip Jose Farmer)  
 Modesty Blaise & Willie Garvin (Peter O'Donnell)  
 Kardios (Manly Wade Wellman)  
 Vazkor (Tanith Lee)  
 Oscar Gordon (Robert A. Heinlein)  
 Jorian (L. Sprague de Camp)  
 Ryre (J. Ramsey Campbell)  
 Taran (Lloyd Alexander)  
 Lessingham (E.R. Eddison)  
 Vanye and Morgaine (C.J. Cheryth)  
 Corum, etc. (Michael Moorcock)  
 Valeria, etc. (Robert E. Howard)  
 Elak (Henry Kuttner)  
 Skafloc (Poul Anderson)  
 Prince Valiant (Hal Foster)  
 Tiger (Ron L. Hubbard)  
 Sir Geros Lahvoheetos (Robert Adams)  
 Dracula (Bram Stoker)  
 Abdul Alhazred (H.P. Lovecraft)  
 Prospero (John Bellairs)

The above list is in no way exhaustive, representing suggestions "off the top of our heads." A little research (such as sitting down and taking a close look at our paperback libraries) would undoubtedly reveal dozens of more possibilities.

## Sorcerer's Scroll

(From page 11)

Heavy Cavalry: 50 (Guards)  
 Medium Cavalry: 100 (Elite)  
 Light Cavalry: 50 (Regulars)  
 Medium Horse Archers: 100 (Regulars)

Armored Infantry: 50 (Guards)  
 Heavy Infantry: 100 (Regulars)  
 Light Infantry: 100 (Levied)  
 Heavy Archers: 50 (Regulars)  
 Light Archers: 50 (Levied)

Tenser is accompanied by a high-level cleric and various other figures of relatively high level, some reported to be demi-human. Some say that the ranger, Otis, is with him. The force is Good in alignment, but its exact disposition is unknown. It is suspected that troops from the surrounding area will join with Tenser in time of need.

*The Unnamed* (Known as "Erac's Cousin"; MU of at least 16th level): This very malign individual was once a servant of Good, but in being captured by a demon and subsequently escaping, he bitterly turned from his former deity for failing him in need, and he now serves Hell with will and enthusiasm. "Erac's Cousin" is seldom seen without a red-eyed rat upon his shoulder. It is also stated that this mage is able to wield a sword with great proficiency (6th level fighting ability!). Reputed forces are:

Medium Cavalry: 50 (Guards)  
 Light Cavalry: 50 (Regulars)  
 Light Horse Archers: 50 (Regulars)  
 Heavy Infantry: 100 (Regulars)  
 Heavy Archers: 100 (Regulars)  
 Pole Armed Infantry: 100 (Regulars)

Whether or not any of the troops serving "Erac's Cousin" are humanoid is open to debate. Certainly, humanoid levies will join his forces in some strength if they are called.

*General Note:* These personalities will seldom take the field on one side or another, for they fear to begin a process of escalation which will draw other powerful figures into the contest opposite them, thus risking a final confrontation.

# WANTED!

## Judges for convention tournaments

This convention season, TSR Periodicals will be sponsoring tournaments at three major conventions across the country:

<b>Origins</b>	<b>June 27-29</b>	<b>Chester, PA</b>
<b>GenCon XIII</b>	<b>August 21-24</b>	<b>Kenosha, WI</b>
<b>PacifiCon</b>	<b>August 29-September 1</b>	<b>San Mateo, CA</b>

TSR Periodicals will be sponsoring Tournaments of:

**The Awful Green Things from Outer Space (TSR)**  
**Ironclads (Yaquinto)**  
**Giant Circus Maximus (Heritage)**  
**Star Fire (Task Force)**

If you are planning to attend one or more of these conventions and would like to help judge one of these tournaments for TSR Periodicals, contact: TOURNEY, c/o TSR Periodicals, P.O. Box 110, Lake Geneva, WI 53147. List your name, address, phone number, the convention(s) you will be attending, and which event you'd be interested in judging. TSR Periodicals will arrange for free admission for all judges for the days they judge.