

CHRONOLOGIE RÉFÉRENCÉE DE GREYHAWK

Version 16.0

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Date: 01-02-1998

OBJECTIF

Compiler TOUTES les références historiques en provenance de TOUTES les sources sur Greyhawk pour, éventuellement, construire une chronologie basée sur les sources officielles.

MÉTHODOLOGIE

Chaque source est lue attentivement et toute référence historique est notée dans l'une ou l'autre des catégories suivantes:

1. Chronologie canonique

Ensemble des références pour lesquelles nous avons une date écrite dans une source. Ceci ne signifie pas qu'il ne peut pas y avoir d'erreurs mais ces erreurs sont dues à des contradictions dans les sources et devront être corrigées plus tard.

2. Références historiques

Ensemble des références pour lesquelles il faudra interpréter les données éventuellement, en absence d'une date confirmée.

De plus, nous notons, dans une catégorie additionnelle, toute référence non-historique à des conflits, des liens diplomatiques ou des liens économiques entre des régions géopolitiques ou différentes organisations. Ce type d'information résulte souvent d'événements passés et aide à préparer le futur. Cette 3^e catégorie s'intitule:

3. Références militaires, diplomatiques ou économiques

Les informations présentées plus bas ont subi un MINIMUM d'édition et AUCUNE interprétation de notre part. Ce sont des données brutes non-contaminées de nos opinions et des événements de nos campagnes. Bien que le résultat soit parfois redondant, le lecteur est assuré de n'avoir en main QUE l'information officielle, à ce stade-ci. Aussi, dans notre effort de noter toutes les références, nous avons conservé des passages qui peuvent sembler inutiles maintenant mais qui s'intégreront peut-être plus tard dans la chronologie, au moment de l'interprétation. Si tel n'est pas le cas, il nous suffira de les effacer.

Après chaque référence, entre parenthèses, se trouvent l'abréviation désignant la source et le numéro de page où se trouve cette référence dans la source en question.

LÉGENDE ET NOTATION DES VERSIONS

Le numéro de version indique le nombre de sources vérifiées. Ainsi, la version 16.0 cumule les références extraites de 16 sources et ainsi de suite. De plus, une version quelconque cumule toujours les versions antérieures.

Liste des versions, source vérifiée, année de parution de notre copie, (abréviation de la source):

Version 1.0:	Catalogue of the Flanaess, World of Greyhawk boxed set, 1983 (WOGC)
Version 2.0:	Glossography, World of Greyhawk boxed set, 1983 (WOGG)
Version 3.0	The Village of Hommler, 1981, (T1)
Version 4.0:	Gazetteer, World of Greyhawk folio, 1980, (WOGF)
Version 5.0	G1-2-3, Against the Giants, 1981, (G1-3)
Version 6.0	G1 Steading of the Giant Ghief, 1978, (G1)
Version 7.0	G2 The Glacial Rift of the Frost Giant Jarl, 1978, (G2)

Version 8.0	G3 Hall of the Fire Giant King, 1978, (G3)
Version 9.0	D1 Descent into the Depths of the Earth, 1978, (D1)
Version 10.0	D2 Shrine of the Kuo-Tua, 1978, (D2)
Version 11.0	D1-2 Descent to the depths of the Earth, 1981, (D1-2)
Version 12.0	D3 Vault of the Drow, 1978, (D3a)
Version 13.0	D3 Vault of the Drow, 1980, (D3b)
Version 14.0	Q1 Queen of the Demonweb Pits, 1980, (Q1)
Version 15.0	WG4 The Forgotten Temple of Tharizdun, 1982, (WG4)
Version 16.0	WG5 Mordenkainen's Fantastic Adventure, 1984, (WG5)

Les éléments placés en *italique* sont des légères variations d'une même référence entre deux sources différentes (par exemple, entre WOGC et WOGF). Les éléments placés entre [] sont des notes rajoutées pour fins de compréhensions de la référence, une fois celle-ci sortie de son contexte d'origine.

DISPOSITIONS FINALES

Pour le moment, toute l'information est en anglais parce que les sources sont anglaises, que c'est plus facile de fonctionner ainsi et que cela nous permet de partager l'information avec les listes anglophones. La version finale de la chronologie, qui comportera cependant une part d'interprétation de notre part, sera en français.

Prenez note que, dans la plupart des cas, l'information a été retapée à la main et que des erreurs ont pu se glisser. Au passage, remerciements à Alex Nuta (dracos@videotron.ca) pour la correction de la version anglaise.

Nous donnons, pour le moment, la permission à n'importe qui (et les autres!) de modifier, distribuer ou éditer ce document. Après tout, ce ne sont pas nos idées et nous nous contentons d'organiser les informations d'autres auteurs.

1. Chronologie canonique

Date (CY)	Événement	Source
-485	Beginning of the Baklunish-Suloise wars	(WOGC,9) (WOGF,5)
-466	First employment of humanoid mercenaries	(WOGC,9) (WOGF,5)
-458	Oerid migrations eastward at peak point	(WOGC,9) (WOGF,5)
-447	Suloise migrations begin	(WOGC,9) (WOGF,5)
-422	Invoked Devastation and Rain of Colorless Fire strike	(WOGC,9) (WOGF,5)
	When the Invoked Devastation came upon the Baklunish, their own magi brought down the Rain of Colorless Fire in a last terrible curse, <i>reducing the Suloise Empire to what is now the Sea of Dust. (and this so affected the Suloise Empire as to cause it to become the Sea of Dust</i> in WOGF).	(WOGC,8) (WOGF,5)
	Suloise: This ancient and widespread language became all but extinct when the Rain of Colorless Fire destroyed the Suloise Empire	(WOGC,16) (WOF,7)
	The Dry Steppes are formed by the Invoked Devastation (...)	(WOGC,60) (WOGF,21)
	(...) in return for a terrible magical attack, the Suloise lands were inundated by a	(WOGC,61)

	nearly invisible fiery rain which killed all creatures it struck, burned all living things, ignited the landscape with colorless flames and burned the very hills themselves to ash.	(WOGF,26)
	When the Rain of Colorless Fire ended the Age of Glory and brought down the Empire [of the Suel] (...)	(WOGG,27)
-217	Founding of the Kingdom of Aerdy	(WOGC,9) (WOGF,5)
	The strongest tribe of the Oeridians, the Aerdi, (...) founded the Kingdom of Aerdy (...)	(WOGC,8) (WOGF,5)
-110	Battle of a Fortnight's Length	(WOGC,9) (WOGF,5)
	Defeat of the Nyronal cavalry squadrons at the Battle of a Fortnight's Length	(WOGC,8) (WOGF,5)
1	Overking crowned in Rauxes.	(WOGC,9) (WOGF,5)
	Overking of Aerdy declares universal peace through the whole of the Great Kingdom	(WOGC,8) (WOGF,5)
	Frontiers of Great Kingdom reach Greyhawk city	(WOGC,9) (WOGF,5)
	Begining of the Common Year (CY) calendar.	(WOGC,8) (WOGF,5)
213	Age of Great Sorrow commences	(WOGC,9) (WOGF,5)
254	Heir to Viceroy Stinvri was crowned in Dyvers as Thrommel I, King of Furyondy, Prince of Veluna. Provost of the Northern Reaches, Warden General of the Vesve Forest, Marshall of the Shield Lands, Lord of Dyvers, etc.	(WOGC,22) (WOGF,10)
320	Nomads appear in North	(WOGC,9) (WOGF,5)
	Outer dependencies of Aerdy gain sovereignty	(WOGC,9) (WOGF,5)
356	Kingdom of Nyron established	(WOGC,9) (WOGF,5)
	Kingdom of Keoland at peak	(WOGC,9) (WOGF,5)
437	Turmoil Between Crowns	(WOGC,9) (WOGF,5)
446	Founding of the Iron League	(WOGC,9)
	Bandit Kings sack Trigol	(WOGC,9)
	Rise of the Sea Princes	(WOGC,9)
	The lord Mayor of Irongate headed a deputation bearing grievances to the Herzog. These emissaries were thrown in prison, given a mock trial, and executed by ritual torture for the Overking's entertainment	(WOGC,27) (WOGF,11)
447	Founding of the Iron League	(WOGF,5)
	Bandit Kings sack Trigol	(WOGF,5)
	Rise of the Sea Princes	(WOGF,5)
	The whole of the south was in arms against the realm [Great Kingdom] (...)	(WOGC,27) (WOGF,11)
	All of the lower portions of the South province was lost to the empire [Great Kingdom] when the Iron League was founded.	(WOGC,30) (WOGF,13)
453	King Tavish III was slain in battle against the Sea Princes (Siege of Westkeep)	(WOGC,28) (WOGF,12)
455	Sunndi became part of the Iron League	(WOGC,37)
461	Demi-humans realms of Ulek and Celene are <i>affected</i> (<i>effected</i> in WOGF)	(WOGC,9) (WOGF,5)

479	Might of luz grows	(WOGC,9)
	Humanoid invasions become common	(WOGF,5)
		(WOGC,9)
498	County of Urnst become Palatinate under Duchy of Urnst	(WOGF,5)
	Greyhawk becomes a free city	(WOGC,9)
		(WOGF,5)
	Greyhawk is proclaimed a free and independent city, ruling a territory from Hardby on the Woolly Bay to the Nyr Dyv, between the eastern folds of the Cairns Hills and the Gnarley Forest, including much of what is now the northern section of the Wild Coast region.	(WOGC,25)
		(WOGF,11)
	Beginning of the Hateful wars	(WOGC,31)
		(WOGF,14)
510	End of the Hateful wars	(WOGC,31)
		(WOGF,14)
513	Rise of the Horned Society	(WOGC,9)
	Humanoids take Pomarj	(WOGF,5)
		(WOGC,9)
	The defeated forces of humanoids subsequently invaded and took over the Pomarj.	(WOGF,5)
		(WOGC,21)
		(WOGF,9)
	Finding the humans there [in the Pomarj] weak and indolent, the invaders attacked quickly, capture the strongholds and then set themselves up as masters of the whole peninsula.	(WOGC,31)
		(WOGF,14)
526	Dyvers declared its independence because of Furyondy alliance and close ties with Veluna, whose policies the Gentry of Dyvers see as restrictive. King Thrommel II allows this act to pass unchallenged.	(WOGC,21)
		(WOGF,9)
560	Hordes of humanoids (Euroz, Kell, Eiger and others) began making forays into the Bone March	(WOGC,20)
		(WOGF,9)
561	Humanoids raids in Bone March turned into full scale invasion	(WOGC,20)
		(WOGF,9)
563	Bone March falls to humanoids.	(WOGC,9)
		(WOGF,5)
	The Bone March fell to humanoids invaders, former lord is slain and its army slain or enslaved.	(WOGC,20)
		(WOGF,9)
569	Battle of Emridy Meadows- Horde of Elemental Evil scattered	(WOGC,9)
		(WOGF,5)
	Contingents of men-at-arms and cavalry from Furyondy and Veluna, together with a force of dwarves from the Lortmils, gnomes from the Kron Hills, and an army of elven archers and spearmen fought together against a vast horde of evil men and humanoids (orcs, gnolls and ogres predominantly). The opposing forces met on the grassy fields south of the Velverdyva river several leagues below the city of Verbobonc. The allied forces were closing upon the stronghold of the evil creatures, a huge, walled fortress known as the Temple of Elemental Evil, not far from the unfortunate village of Hommlet, when elven scouts reported that a huge army was approaching from the south. The Marshall of Furyondy, leader of the combined forces, ordered a withdrawal northward to a position scouted earlier. Light cavalry skirmishes were sent out to screen the withdrawal, and no real fighting took place that day.	(WOGC,11)
		(WOGF,6)
	When the horde of evil creatures marched forth next dawn they were confronted by the serried ranks of the allied army. The pikes of Furyondy and Veluna were arrayed so that their flank was secured by the Velverdyva; in the center were the banners of horse, and on the allied left were deployed bands of dwarves and gnomes, with a few units of elven archers placed in the intervals between. The humanoids fell immediately upon the left, while the men in the evil ranks rode to engage the center and right. The hordes of orcs, gnolls, and ogres thrust aside their hated foes and rushed to encircle the balance of the allied army. Thus the	

- fatal trap was sprung, for the whole allied army pivoted, as squadrons of knights drove into the rear of the on-rushing horde of evil and squares of elves emerged from the Gnarley Forest on the left (*to seal the pocket* added in WOGF). Trapped in this pocket with the bend of the Volverdyva at their backs and the human and demi-human army forming the chord of the arc, the packed mass of evil humans and humanoids fought hopelessly.
- When the great slaughter was finished (After the great slaughter inflicted in WOGF), the allied army went on to besiege the Temple of Elemental Evil, and it fell in a fortnight. The Demoness Tsuggtmoy (or Zuggtmoy) was imprisoned in the ruins of the place, with special wards to prevent her escape. Only a few of the wicked leaders of the Temple managed to escape.*
- The trained levies of Verbobonc and all Viscount's retainers and the military were in the forefront of the ensuing battle which broke the hordes of the temple [of Elemental Evil]. (WOGC,41)
- The gnomes of the Kron Hills region served with honor in the host which defeated the Horde of Elemental Evil in the battle above Verbobonc. (WOGC,49) (WOGF,23)
- A great battle was fought to the east and when villagers saw streams of ochre-robed men and humanoids fleeing south and west through their community, there was great rejoicing for they knew that the murderous oppressors had been defeated and driven from the field in panic and rout. (T1,2)
- So great was the slaughter, so complete the victory of good that the walled stronghold of the Temple of Elemental Evil fell within a fortnight, despite the aid of a terrible demon. The place was ruined and sealed against a further return of such abomination by powerful blessings and magic.
- (...) This outpost was ignored in the destruction of the Temple, for the army of good which came against the wicked hordes was so strong as to be totally immune to any pinpricking from the garrison of the moathouse. Only after the battle which destroyed the main armies of the Temple of Elemental Evil had ended was attention turned to this place. Then, a detachment of horse and foot with a small siege train came to the marshlands to lay the castle low. The common folk for miles came to help and the moathouse was surrounded, cut off, and battered into extinction. (T1,12)
- When the moathouse was taken, part of the drawbridge was battered through and men crossed on planks to gain access to the inner gates. The chains of the drawbridge were broken and it fell. (T1,13)
- 570 The prisoners of the ruins of Greyhawk Castle are loosed. (WOGC,27) (WOGF,11)
- Tenser the Archmage, Lord Robilar and others tried to slay Iuz when his prison was sprung (WOGC,27) (WOGF,11)
- 572 The Sea Barons sank four of the Duxchaners warships and made prize of three loaded cogs before they could gain safety in Pontylver (Battle of Medegia) (WOGC,28) (WOGF,12)
- 573 Scarlet Brotherhood first reported (WOGC,9) (WOGF,5)
- Prince of Furyondy/Provost of Veluna *kidnapped (captured in WOGF)* (WOGC,9) (WOGF,5)
- It is suspected that these individuals [some leaders of the TOEE that managed to escape] were responsible for the subsequent kidnapping and total disappearance of the Prince of Furyondy. (WOGC,11) (WOGF,7)
- 576 Guide to the World of Greyhawk completed (WOGC,9)
- World of Greyhawk map and Gazetteer first published (WOGF,5)
- 998 Glossography for the Guide to the World of Greyhawk compiled by Pluffet Smedger, the Elder of the Royal University at Reilmord (WOGG,1)

2. Références historiques

1. [The chronology] (...) include five others calendars which were once used and are sometimes referred in ancient writings (WOGC,8) (WOGF,5)
2. Migrating bands began settling the eastern portion of the Oerik Continent - Flanaess - over a millenium ago (WOGC,8) (WOGF,5)
3. (...) their [Flan tribesmen] small and scattered groups made no appreciable civilizing *efforts* (*effects* in WOGF). (WOGC,8) (WOGF,5)
4. The Suel Peoples, mainly fleeing from the great wars in the Suloise Empire, moved northward through the Kendeen (Harsh) Pass of the southern Crystalmist Mountains (now known as the Hellfurnaces) and spread out in all directions. The fierce Oeridian tribes likewise moved east, thrusting aside Flan and Suloise in their path. The Oerid migrations were similar in cause to those of the Suel, in that the Baklunish-Suloise Wars, and the hordes of Euroz and associated humanoid groups used as mercenaries by both sides, tended to pillage northward and eastward, driving the Oerids before them. (WOGC,8) (WOGF,5)
5. Meanwhile, sufficient numbers of the Baklunish remained to hold the northern plains and maintain their small states against all comers - Euroz, High Jebline, Jebli, Celbit, and such humanoids alike. (WOGC,8) (WOGF,5)
6. For two centuries the Oerid and Suel battled each other and the fragmenting humanoid hordes for possession of the central area of the Flanaess, incidentally engaging the Flannish and demi-humans. (WOGC,8) (WOGF,5)
7. In a few places the two racial stocks intermixed - notably the Sheldomar Valley where, except for the Hold of the Sea Princes, the peoples of the Kingdom of Keoland, Gran March, the Ulek States and nearby petty lands are mixed Oerid-Suel stock. (WOGC,8) (WOGF,5)
8. To the far north, four of the strongest and fiercest clans managed to retain large stretches of ground as Suloise. The majority of the Suelites were pushed to the extreme south, into the Amedio Jungle, the Tilvanot Peninsula, the Duxchan Islands, and even as far as across the narrow Tilva *strait* (*Straight* in WOGF) into Hepmonaland. (WOGC,8) (WOGF,5)
9. (...) [Exceptions to the general vileness of the Suloise] such as the Houses of Rhola and Neheli -late migrants who settled and held the Sheldomar as already mentioned (WOGC,8) (WOGF,5)
10. The strongest tribe of the Oeridians, the Aerdi, settled the rich fields east of the Nyr Dyv (...) (WOGC,8) (WOGF,5)
11. (...) [Kingdom of Aerdy] eventually to be renamed the Great Kingdom. (WOGC,8) (WOGF,5)
12. After several decades of increasing growth, power, and prestige, Aerdy embarked upon a series of conquests (...) (WOGC,8) (WOGF,5)
13. Thereafter, Aerdy was known as the Great Kingdom, whose monarch held sway from the Sunndi swamplands in the south, westward along the shores of the Telfic Gulf and the Sea of Yar, to the Nyr Dyv and from thence northward through the Shield Lands and beyond the Tenh (WOGC,8) (WOGF,5)
14. The writ of the Overking of Imperial Aerdi eventually extended to Furyondy and Voll (now Veluna), across the northern prairies as far as Perrenland. (WOGC,10) (WOGF,5)
15. For three centuries the Aerdy held a vast empire which fluctuated in extent but little, until after the third Celestial House (dynasty) when the borders began to close in upon the original territory of the Aerdi. (WOGC,10) (WOGF,5)
16. Mixed Oerid- Baklunish nomad bands gradually moved into and laid claim to the steppe lands beyond the Yatil range, pushing eastward as far as the Griff Mountains. Border skirmishing with the southern nations was *inevitable* (*went on* in WOGF) as these wild horsemen pushed into the Flanaess. Perhaps the civilized states could have stopped their eastward progress had they not been busy fighting with the Aerdi for their independence (WOGC,10) (WOGF,6)
17. Perranders, Velunians, Furyondians and Tenhas achieved success, establishing independent status one after the other in a series of minor but bloody wars. (WOGC,10) (WOGF,6)

18. *The ruling Aerdi dynasty, the House of Rax (The House of Rax, ruling Aerdi dynasty in WOGF)*, was at the time sundered by an internal feud and the junior branch, then known as Nyronnd, declared its lands free of the rule of the reigning Overking and sovereign. The senior branch of the House of Rax, weakened by warfare in the rebellious provinces, was powerless to prevent the move. Determined nonetheless to bring the juniors to their knees, a large force was gathered to suppress the newly independent kingdom, when a coalition of Fruzt, Schnai and mercenary barbarians mounted a major foray into the Aeridian North Province. The Overking swung his massed army northeast, and soon the invaders were crushed, but the cost in men and material was high, and the end of the campaigning season arrived before any further action could be taken. Nyronnd marshaled its men and grew in strength, so that the following year saw only skirmishes and feints. Nyronnd was effectively a separate and distinct state, violently hostile to its eastern neighbor, and ready to aid any of its foes. (WOGC,10) (WOGF,6)
19. It was at this time [Nyronnd independence] that the evil began to grow within the rulers of the Great Kingdom. The House of Rax became decadent, its policies ineffectual and aimed at appeasement. The powerful noble houses took this as their cue to set up palatinate-like states, and rule their fiefs as if they were independent kingdoms. (WOGC,10) (WOGF,6)
20. The last heir of the House of Rax fell to assassination during the Turmoil Between Crowns. (WOG, 10) (WOGF,6)
21. When the *demon-seeing House of Naelex (demon-serving House of Naelax in WOGF)* ascended to the Malachite Throne, the whole of the South Province refused to swear loyalty, and joined the Iron League. This pact with the Free City of Irongate, the Szek of Onnwal, and the Lord of the Isles certainly gave the League a stronger bargaining position. (WOGC,10) (WOGF,6)
22. It [pact of the Iron League] also assured the League's status by enabling member states to negotiate a treaty of mutual protection with the Kingdom of Nyronnd. (WOGC,10)
23. It [pact of the Iron League] assured its status by enabling the confederation to negotiate a treaty of mutual protection between League states and the Kingdom of Nyronnd. (WOGF,6)
24. Consensus of opinion holds that all of the Overkings who have ruled from the Malachite throne since circa 450 CY (the line of the House of Naelax) are insane or demon-ridden or both. (WOGC,10) (WOGF,6)
25. Flan: Doubtless the oldest language still spoken to any considerable extent. (...) once was widespread throughout the Flanaess (WOGC,16) (WOGF,8)
26. Ancient Baklunish: One of the ancestors of the Common tongue, Baklunish nevertheless bears its offspring little resemblance; this is expected after nearly a millenium of change, however. (WOGC,16) (WOGF,8)
27. Old Oeridian: (...) Oeridian was totally free of outside influence until a few centuries ago. (WOGC,16) (WOGF,8)
28. Originally a clerical fief of Aerdy, Almor grew in power and independence as the great Kingdom became weak and decadent (WOGC,18) (WOGF,8)
29. The Bandits Kingdoms are a collection of petty holdings that were founded sometimes around 300-350 CY. (WOGC,19) (WOGF,8)
30. The Littlemark, or March of Bissel, was the northernmost frontier of the Kingdom of Keoland, c. 400 CY. It was wrestled from the latter in the Small War (Furyondy vs. Keoland) which ended Keoish influence in Veluna (438 CY). (WOGC,19) (WOGF, 9)
31. Bissel become a tributary state of Furyondy for a few decades but when humanoids invasions swept over the latter realm, the Margrave Rollo established the independence of the territory by bravery in service of King Furyondy. (the Bisselites *slaughtered (slaughtering in WOGF)* a horde of Jebli (goblins) which lay ambush for King Hugh III, who was guarded by but a small train). The King granted the brave Rollo palatinate status for the deeds performed and Bissel had enjoyed self-rule since. (WOGC,19) (WOGF,9)
32. The original capital, Blackmoor, and its castle were sacked and ruined some years ago (...) (WOGC,20) (WOGF,9)
33. The humanoids gained access to the area [Bone March] by moving through the mountains (...) (WOGC,20) (WOGF,9)

34. Humans in the area [Bone March] were likewise enslaved or killed. (WOGC,20) (WOGF,9)
35. When the Kingdom of Aerdy became an empire, its leaders determined to crush the troublesome barbarians pushing down from the Thillonrian Peninsula and settling in the strip of land between the Rakers and Grendep Bay. Being indifferent sailors, the Aeradians opted to attack overland and began sending strong parties northward to drive the invaders from the north back to their homeland. After many sharp skirmishes, a large contingent of imperial troops was routed and full-scale warfare began. The Fruztii tribes had retreated before the Aeradians but sent out calls for their kin and these doughty fighters poured down by land and sea for the prospect of battle and loot. Over 10 000 assembled and attacked the works under construction at Spinecastle. A relief force fought a pitched battle with these barbarians, most of whom were slain - along with several thousand imperial soldiers. The newly won fief was named for the remains of the struggle, the Battle of the Shamblefield or Caldni Vir's charge. (WOGC,20) (WOGF,9)
36. This small land west of the Wild Coast beyond the Welkwood has long been under the rule of the Olvenfolk. (WOGC,20) (WOGF,9)
37. (...) an alliance between Celene and these countries [Ulek states] was responsible for the campaigns which drove all of the humanoids from the Lortmil Mountains (...) (WOGC,21) (WOGF,9)
38. The city [Dyvers] was originally a part of the Viceroyalty of Ferrond and contributed heavily in money, goods and men to the war which saw the institution of the Kingdom of Furyondy (WOGC,21) (WOGF,9)
39. (...) the Magisters [of Dyvers] have been careful not to claim any of the land on the north band of the river (WOGC,21) (WOGF,9)
40. Founded by survivors of the Invoked Devastation, the small port [Ekbir] quickly grew into a place for nomad's good as well. The original village grew into a walled town and town grew into thriving city (WOGC,21) (WOGF,9)
41. They have never recovered from the Battle of Shamblefield and have been under the suzerainty of the Schnai for the last two decades and several times before. The supposed figurehead placed upon the throne of the Frutzii has, however, built his kingdom carefully (...) (WOGC,21) (WOGF,10)
42. A recent pact concluded between Frutzii and Ratik saw a joint army wreak havoc in the Bone March and during the next campaigning season clear the north pass of the Fists.(WOGC,21) (WOGF,10)
43. The Viceroyalty of Ferrond was founded upon several small states during the height of Aeradian power (c. 100 CY) (...) The Viceroy ruled from the Clatspur Mountains to the Nyr Dyv, from the Lortmils in the south to the far shores of Whyestil Lake and beyond, in the north.(WOGC,22) (WOGF,10)
44. As the power of the Malachite Throne in Rauxes waned (c. 200 CY), the viceroys of Ferrond ruled more by their own writ and less by the leave of the Aerdi overlords. (WOGC,22) (WOGF,10)
45. The adjunctive states were soon lost but the central core of the kingdom [Furiyondy] was sound and viable and has persisted. (WOGC,22) (WOGF,10)
46. (...) has made it [Geoff] virtually immune to the normal warfare of the Flanaess-although at one time a brief conflict with Keoland was fought (c. 450) (WOGC,22) (WOGF,10)
47. Keoland established the territory of the Gran March during its early stages, basing it upon a military-religious order of knights. These zealous fighters quickly subdued the warring inhabitants, established order within the area and conscripted all fit males into worker and infantry battles (regimental-like formations). The land between the Lortmils and Dim Forest north of the Sheldomar became productive and peaceful but the rules of these first Commandants was repressive and harsh. (WOGC,22) (WOGF,10)
48. When Berlikyn, *then* (*the* in WOGF) ruler of the fief, was slain in combat in the war with Veluna-Furyondy in the Small War, the populace rose in rejoicing. Keoland reconsidered its policies thereafter and allowed people to elect their own Commandant from amongst the noble house of the Gran March. (WOGC,23) (WOGF,10)
49. Once the most powerful of order and good, the Aeradians have declined over the last century to an unspeakable state of decadency. After a millenium of rulership, its rulers and nobles turned to Evil and irrationality. (WOGC,23) (WOGF,10)
50. The troubles in the Bone March have caused the Herzog of the North to fall into line, as the difficulties with the

Iron League brought his southern counterpart into closer cooperation with the Malachite Throne. (WOGC,23) (WOGF,10)

51. Greyhawk was established as a trading post on the Selintan river during the period of early migration. (WOGC,23) (WOGF,11)
52. As it flourished, a local warlord built a small keep on the hills above the village called Greyhawk which had sprung up around the trading center, extracting taxes from the trade and occasionally raiding caravans (particularly those coming with silver ingots found in burial mounds of the Cairn Hills). This petty noble soon became quite rich and assumed the title of Landgraf of Selintan. Greyhawk and the power of the new Landgraf grew rapidly thereafter and his son and heir, Ganz, was wed to the daughter of the Gynarch (Despotrix) of Hardby, a sorceress of no small repute. (WOGC,23) (WOGF,11)
53. Their descendant ruled a growing domain which rose to considerable heights c. 375 CY under the rule of Zagig Yragerne (the so-called Mad Archmage). It was Zagig who built the sprawling Castle Greyhawk (now a ruin) and poured funds into the City of Greyhawk in order to make it into the Gem of the Flanaess. His reign was bizarre in many other ways and it came as no surprise when it was reported that Zagig Yragerne had mysteriously vanished after years of rule when no change or aging could be detected. (WOGC,23) (WOGF,11)
54. The castle [Greyhawk] was abandoned, supposedly due to a terrible curse upon the place but the city proper continued to flourish. (WOGC, 25) (WOGF,11)
55. These holdings have been lost over the intervening decades and a decline in trade seemed certain to turn the place into a backwater save for recent events. Several years ago, a series of treasure troves was discovered in or near Greyhawk Castle. Immense wealth began flowing into the City and artisans and mercenary began flocking to Greyhawk due to this boom. Local lords use this influx of money to revitalize the city (...) (WOGC,25) (WOGF,11)
56. Originally a stronghold of the more organized humanoid tribes, the area [Horned Society] came under the rule of a group of evil humans some decades ago (WOGC,26) (WOGF,11)
57. Of late, these raiders [Ice Barbarians] have joined with Frost and Snow barbarians in order to counter the growing strength of the coastal defenders of the Great Kingdom and the Sea Barons. (WOGC, 26) (WOGF,11)
58. When the South Province rose in revolt against the Overking and the Herzog, the nobles and men of Idee were in the forefront (WOGC,26) (WOGF,11)
59. Irongate developed an independent spirit early in its history due to his mingling of peoples and ideas. (WOGC,27) (WOGF,11)
60. As the rule of the Overking grew more despotic, the peoples of the city [Irongate] began to murmur (...) (WOGC,27) (WOGF,11)
61. (...) after a brief struggle, the Iron League was founded, an alliance of mutual support which aided the rebellious states to throw off the yoke of the Aerdi tyrants. (WOGC,27) (WOGF,11)
62. luz, old luz of fearbabe talk, may be human - or may once have been human. (WOGC,27) (WOGF,12)
63. He [luz] has ruled the lands from the Howling Hills south to the Lake of Whyestil for ages longer than any man can live. (WOGC,27) (WOGF,12)
64. For a time, the land was leaderless for luz himself was missing. For many decades, the evil of the places was in relative quietude for lack of evil direction and the neighbors of good ilk prospered. luz had been trapped by the mirthful and mad Zagyg, locked away in a strange chamber deep below the ruins of Greyhawk Castle. (WOGC,27) (WOGF,12)
65. (...) luz, once again, rules and his forces gather for fell purposes. (WOGC,27) (WOGF,12)
66. luz has vowed to bring ruin upon Tenser the Archmage and Lord Robilar and the others (...) (WOGC,27) (WOGF,12)
67. Keoland was the first major kingdom to be established in the Flanaess, the Oeridians and the Suloise tribes mingling and joining to build a tolerant and prosperous realm which nominally included many and varied

demi-humans groups as well. (WOGC,27) (WOGF,12)

68. After several centuries of benign leadership, a line of monarchs upon the Keoish Throne became ambitious and embarked upon a policy of conquest. (WOGC,27) (WOGF,12)
69. At the peak of this imperialism, Keoland held sway from the Pomarj to the Crystalmist Mountains, while her armies pushed into Ket and threatened Verbobonc and Veluna city (C.350-360 CY). The Ketite expedition came to a grief in successive battles (Molvar, Lopolla) while an alliance between Veluna and Furyondy ended the Keoish threat in that quarter (Short War) (WOGC,27) (WOGF,12)
70. Coincidentally, the Olvenfolk within the boundaries of Keoland objected to the warlike policies of the King and began expelling royal garrisons in the Ulek Provinces and Celene. (WOGC,27) (WOGF,12)
71. In the ensuing struggle, the freemen of the western portion [of Keoland] sided with the demi-humans. Raiders in the far south took advantage of these conditions to harry the Keoish coast from Gradsul to Gryrax. (WOGC,27) (WOGF,12)
72. (...) Tavish IV immediately changed the policies of the kingdom upon ascending to the throne. (WOGC,27) (WOGF,12)
73. After protracted negotiations, the independent state of the Yeomanry was recognized, the Ulek states were granted autonomy and Keoland returned to its former state of tolerance and prosperity thereafter. (WOGC,28) (WOGF,12)
74. For many decades, it [Ket] has alternately menaced the Oeridian/Suloise state east and south and threaten them by invasion. Despite this warfare, the land flourished (...) (WOGC,28) (WOGF,12)
75. The rulers of Duxchan gave up piracy in favor of more lucrative methods of extracting money from merchants. (WOGC,28) (WOGF,12)
76. The Holy Censor was originally the chief cleric of the Great Kingdom. Clerical holdings were granted from Rel Astra to Pontylver south of the Mikar and Flanni Rivers, including a portion of the Imperial Preserve (Grandwood Forest). (WOGC,28) (WOGF,12)
77. This fief [See of Medegia] became so strong as to be virtually independent when the Malachite Throne went into decline. (WOGC,28) (WOGF,12)
78. Movement of Nyronde-Almor forces into the lower Bone March and the capture of Knurl by these forces, coupled with continuing incursions by humanoids from across the Teesar Torrents, have troubled the North province. (WOGC,29) (WOGF,12)
79. A punitive force of mercenaries was defeated in the hills above Belport recently (...) (WOGC,29) (WOGF,12)
80. Nyronde also went through a phase of near-imperialism, making both the County of Urnst and the Theocracy of the Pale tributary states for a time. (WOGC,29) (WOGF,13)
81. This course was altered, however, when the wise King Dustan I, called Crafty, saw his realm threatened by internal strife and exterior enemies and called up the great Council of Rel Mord. Here, the king met with ambassadors from Almor, the Iron League, The Pale and Urnst. (WOGC,29) (WOGF,13)
82. All troops were withdrawn from the Pale and Urnst thereafter, the Nyronde allowing both areas self-determination and both, in turn, agreeing to concord entailing mutual trade and military support. Almor was treated similarly and aid was granted to the Iron league in the form of loans and treaties which assured the League of survival against the common enemy. (WOGC,29) (WOGF,13)
83. Onwall was originally a lesser fief of the Herzog of South Province, to be granted as he saw fit to his faithful followers. (WOGC,30) (WOGF,13)
84. The oppressive rule of the Great Kingdom brought great discontent and instigated open rebellion, the whole of the South Province being in arms. (WOGC,30) (WOGF,13)
85. This alliance [Iron League] joined Onwall with the free City of Irongate (which barred the Onwall peninsula), Idee, Sunndi and the demi-humans of the Glorioles and Hestmark Highlands in economic and military alliance.

Onwall and Irongate supplied the sea power while the other members furnished troops for land action - although strong contingents from both of the former were also sent to battle. (WOGC,30) (WGOFF,13)

86. Irongate was besieged by Aerdians forces for several months but in the battle of a Thousand Banners, the siege was lifted when a ruse panicked the northerners and great numbers of them were subsequently slain by a combined host of men and Gray Elves of the League. (WOGC,30) (WGOFF,13)
87. While never invaded, Onwall is (...) (WOGC,30) (WGOFF,13)
88. When Nyrond became a separate nation, the highly religious people inhabiting the area between the Rakers and Yol River likewise proclaimed their autonomy. Their clerical leaders were in effect the ruling nobles and one of their numbers was chosen as supreme for his lifetime. (WOGC,30) (WGOFF,13)
89. After warfare with their southern neighbor and a period of subjugation, the Pale became independent once again. (WOGC,30) (WGOFF,13)
90. (...) Since then [The Pale] has enjoyed a history of reasonable rule and relative peace. (WOGC,30) (WGOFF,13)
91. The original Flan tribes dwelling in the Yatil Mountains were far more warlike and fierce than most of their fellows elsewhere in the Flanaess. These powerful clans - Oerids, Suloise and even a few of Baklunish stock, absorbed the would-be invaders. (WOGC,30) (WGOFF,13)
92. The inhabitants, strong mountaineers and valley-dwelling folks alike, vigorously resisted attempts at expansion into Perrenland by Furyondy and later Ket. (WOGC,30) (WGOFF,13)
93. These attempts [at expansion in Perrenland from Furyondy and Ket], as well as nomadic incursions into the area, brought the various clans together in a loose association under the banner of the strongest of their number, Perren, c. 400 CY. (WOGC,30) (WGOFF,13)
94. This [perrenlandish] system has proven workable (...) (WOGC,30) (WGOFF,13)
95. (...) it is speculated that these peoples [tribes of the Paynims] are branches of the same race separated by an influx of later nomads (those using the titles Amir et al.). (WOGC,31) (WGOFF,14)
96. This rich peninsula [Pomarj] was originally a collection of petty states under the protection of the Prince of Ulek. (WOGC,31) (WGOFF,14)
97. Not content with this status, the nobles [from Pomarj] foreswore their oaths and drove out the garrisons of the sovereign's castles, taking them for their owns. (WOGC,31) (WGOFF,14)
98. For several decades, the Pomarj prospered under his new freedom, the mines in the Drachensgrab and sea trade making nobles and commoners alike rich. (WOGC,31) (WGOFF,14)
99. (...) The combined Ulek states, with the cooperation from Veluna and the demi-humans of the Kron Hills, broke the power of the Euroz and Jebli hordes which had nested in the Lortmils and were attempting to spread into the lands around. (WOGC,31) (WGOFF,14)
100. These humanoids [from the Lortmils] were finally driven out and scattered - some fleeing northward toward the Yatils but most (having wiser leadership) taking to the Suss forest and thence to the rugged mountains of the Pomarj. (WOGC,31) (WGOFF,14)
101. A relief forces of dwarves and men from the Prince [of Ulek] crossed the Jewel River but were turned back after a fierce battle below the Hilly Pastures. (WOGC,32) (WGOFF,14)
102. When the Bone March was created by the Overking, a further outpost was desired and the Aerdi banners pushed northward as far as the Timberway. A military commander was appointed to see the establishment of a secure territory and lumbering was gotten underway (...) (WOGC,32) (WGOFF,14)
103. The active commander [from Ratik] soon sent such a stream of riches southward (he was a just man, friendly with the Dwurfolk and an able tactician too) - accompanying them with detailed reports of successful actions against the last of the Frost Barbarians in the area - that the Overking took notice. (WOGC,32) (WGOFF,14)
104. After a raiding fleet was roundly beaten, the Overking elevated this general to nobility, creating him Baron Ratik.

(WOGC,32) (WOGF,14)

105. Thereafter, a succession of his descendants [baron Ratik] have ruled the fief, bravely combating raiders so as to gain their respect and even friendship from some while humans and demi-humans alike prospered. (WOGC,32) (WOGF,14)
106. When the hordes of humanoids began attacking, Ratik had ample warning from the dwarves dwelling in the mountains. Companies of men and gnomes hurried west to aid their countrymen while couriers were sent south (and north) to alert the people there. Resistance was so fierce that the area was bypassed and the attackers fell instead upon the Bone March. (WOGC,32) (WOGF,14)
107. The isolated barony [Ratik] has since been ruled as a fief palatinate. (WOGC,32) (WOGF,14)
108. This trading and mercantile port city [Rel Astra] is held in hereditary fief by a rival noble house of the Aerdi (...) (WOGC,32) (WOGF,14)
109. Recently, the Rel Astrans have employed mixed humans and orcish scouting bands as light troops in the Grandwood and similar groups in the Lone Heath. (WOGC,32) (WOGF,14)
110. These tough nomads [Rovers of the Barrens] were content enough with their herds, *hunts* (*hunting* in WOGF) and occasional raids upon Furyondy, the *bandit* (*Bandit* in WOGF) Kingdoms or Tenh. The growth of the bandit's power and the swelling numbers of humanoids however have sharply reduced the territory, numbers and power of these clans. (WOGC,33) (WOGF,14)
111. At the great *battle* (*Battle* in WOGF) of Opicm River, the might of the Rovers of the Barrens gathered to war upon a combined host from the land of Iuz and the newly formed Horned Society. The wardog soldiers and light cavalry of the Rovers were decimated and scattered and many of their chieftains were slain. (WOGC,33) (WOGF,14)
112. Perhaps three or four clans of but a few tribes each are all that remain of the [Rovers of the Barrens] force which once sent the tumans of the Wolf nomads flying back across the Dulsi without their grey-tailed banners. The numerous people that formerly went where they would between the Dulsi and Veng Rivers to White Fanged Bay and the Zumker River are now reduced to a handful of warriors huddling from the Wastes to the Forlon Forest. (WOGC,33) (WOGF,14)
113. It is said that an order of monastic religious militarists was founded long ago on the remote plateau south of the closed city of Kro Terlep. This order is purported to espouse the cause of the Suloise as the rightful rulers of all the Flanaess, claiming superiority of that race above all others and embracing evil as the only hope of achieving its end. Supposedly, the Scarlet Brotherhood is the fruition of these aims (...) (WOGC,33) (WOGF,15)
114. The Overking eventually appointed certain nobles to baronial island fiefs, four in all, instructing them to build squadrons of ships and compete, for whichever of their number excelled in warfare at sea would be appointed over all as supreme baron and admiral as well. Baron Asperdi won the post and, to this day, the High Admiral of the Great Kingdom is the hereditary baron of that place [Sea Barons]. (WOGC,34) (WOGF,15)
115. The buccaneers of the Azure Sea and Jeklea Bay grew strong and wealthy when Keoland was at the height of its power, for the eyes of its leaders were turned northward toward empire and the sea raiders were ignored. (WOGC,34) (WOGF,15)
116. These privateers took to calling themselves Sea Princes, after a particularly successful captain who was in fact of noble birth. (WOGC,34) (WOGF,15)
117. Sailing unchecked from their island and mainland strongholds, these raiders [Sea Princes] were the scourge of the coast from Gradsul to Scant, on the Pomarj and even beyond into the Sea of Gearnat and the Tilva Straits (*Straight* in WOGFC). (WOGC,34) (WOGF,15)
118. When Keoland turned back from imperial expansion, her navy began to rebuild in order to check the threat of the Sea Princes as they were now commonly known. (WOGC,34) (WOGF,15)
119. Their numbers [Sea Princes] and strength had become so great, however, that the Keoish fleet, even with the aid of a squadron of Ulek warships, could at best deliver a sharp check to them (Battle of Jetsom Island). (WOGC,34) (WOGF,15)

120. This lesson caused their leaders [Sea Princes] to rethink their policies, however. Several of the wiser captains retired to mainland estates, appointing lieutenants to command their ships, not in piratical or raiding activities in the Flanaess but on expeditions to the Amedio coast and thence to trade northward with the rare woods, spices, ivory and gold which they wrested from the jungle savages. (WOGC,34) (WOGF,15)
121. Eventually, the mainland possessions of the Sea Princes amounted to more territory than their island homes and they practice little formal raiding. (WOGC,34) (WOGF,15)
122. When the Bandits Kingdoms began to grow powerful, the petty nobles of the north shores of the Nyr Dyv banded together in a mutual protection society. The small Earldom of Walworth had the advantage of possessing a sizable island upon which was built the only city into the whole district, so its Lord was chosen as Knight Commander of the combined forces of the Noble. A headquarters was established at Admundfort and a holy order of religious knight begun. (WOGC,34) (WOGF,15)
123. Several decades ago, they [Snow Barbarians] captured the west coast below Glot and have managed to hold since. (WOGC,35) (WOGF,15)
124. For a time, the Frost barbarians were under the thumb of the King of the Schnai (...) (WOGC,35) (WOGF,15)
125. All previous attempts to regain the lost portions of the fief [South Province] have been turned back into defeat and the revenues coming to the Malachite Throne have diminished considerably, for the lost territories were rich indeed. (WOGC,35) (WOGF,15)
126. The Isle further to the south was once ruled by a mighty wizard, one Lendore it is said (...) Lendore Isle is named for the Arch-Mage who founded *its civilization* (it in WOGF) but tales of him and the fellowship he brought to the Spindrifts are all but lost. (WOGC,36) (WOGF,16)
127. Stonefist, then Vlek Col Vlekzed, founded his chiefdom in approximately 430 CY. (WOGC,36) (WOGF,16)
128. Vlek was cast out from the Rovers of the Barrens for banditry and lying but a small number of warriors and their families followed him as leader. (WOGC,36) (WOGF,16)
129. For several years, he [Vlek] wandered around the fringes of his homeland, raiding and stealing from everyone without prejudice. (WOGC,36) (WOGF,16)
130. These minor successes attracted a growing following of fellow outcasts, bandits, criminals and like unsavory types. Yet with this strange mixture of fighters, he [Vlek] mounted a highly successful raid into Tenh, swung down into the Bandit Kingdoms and recruited more followers and then defeated a punitive expedition sent from Tenh. (WOGC,36) (WOGF,16)
131. When threatened by a bandit kinglet, Vlek replied by surprising his stronghold, sacking it and carrying away most of its population. (WOGC,36) (WOGF,16)
132. Riding unmolested through the lands of his former people but not caring to test their fighting ability, Vlek moved beyond White fanged Bay and established a fortified settlement as a permanent camp. (WOGC,36) (WOGF,16)
133. The inhabitants of the area, the Coltens Feodality, were tricked into negotiation with Vlek. These negotiators and their escorting forces were slaughtered, the remainder of the Coltens host routed by surprise and ferocity and Vlek settled down to rule over the whole territory. (WOGC,36) (WOGF,16)
134. As Vlek infamy spread, malcontents from many nations came to his standard, despite his new name of Stonefist. (WOGC,37) (WOGF,16)
135. The County of Sunndi was once a fief within a fief, being granted to a loyal peer of the Overking's Herzog of the South Province of the Great Kingdom. (WOGC,37) (WOGF,16)
136. After a long period of oppressive taxation, maltreatment by royal troops and those of the Herzog as well, and harrying of its demi-human inhabitants, the nobles of humans and non-human folk in the area [Sunndi] joined the general uprising against the Aerdian rule (...) (WOGC,37) (WOGF,16)
137. Tenh has always been under the rule of the Flannae (...). The fertile uplands between the Artonsamay and the Griff Mountains proved sanctuary and home to Flan tribesmen as the influx of Oerids and Suel peoples elsewhere drove them off or absorbed them. (WOGC,37) (WOGF,17)

138. About the time Aerdy began to expand, the Tenh created their own state from the diverse groups within the boundaries of their land and their greatest leader was proclaimed Duke. (WOGC,37) (WOGF,17)
139. This realm [Tenh] has retained its freedom and independence down to this day. (WOGC,37) (WOGF,17)
140. Humans and demi-humans have long sought safety in the lands in and around the Lortmils. Flan tribes, dwarves, elves and so forth settled permanently in the area which has been known as the Ulek States for centuries. (WOGC,38) (WOGF,17)
141. These territories [Ulek states] were under Keoish rule for a short period but have been independent for a considerable period since. (WOGC,38) (WOGF,17)
142. Since the humanoid tribes have been driven out of the Lortmils, the land [County of Ulek] has enjoyed considerable prosperity. (WOGC,38) (WOGF,17)
143. After gaining independent status, these peoples [from the Duchy of Ulek] were quick to make treaties of mutual aid with Celene and the lower Ulek states. (WOGC,39) (WOGF,17)
144. At one time, the territory of the Prince reached the tip of the Pomarj but the nobles despised a dwarven overlord and they ejected the mixed garrisons which protected their holdings in the Prince's name. Ulek took no reprisal against them and an effort was made to relieve the distressed territories when swarm of vicious humanoids fell upon it after being driven from the Lortmils. (WOGC,39) (WOGF,17)
145. A strong tribal clan of the Paynims nomads found the rich area between the Barrier Peaks and the Ulsprue Mountains provided them with ample grazing and a perfect territory to "settle" in. The Uli claimed this area of land for themselves and have held it against all comers. (WOGC,39) (WOGF,18)
146. The Palatine Duke of Urnst long encouraged separatists in the county above and eventually, the King of Nyronde was forced to agree to a separation of this state from the kingdom. (WOGC,40) (WOGF,18)
147. Because of this, the duchy [of Urnst] has been desired by the kingdoms of Aerdy and Nyronde in that order. (WOGC,40) (WOGF,18)
148. When the Nyronde won their independence they took the County of Urnst and were massing troops to cross the Nesser but the first crossing were turned back by galleys and the campaign sputtered later in the year, never to be restarted. (WOGC,40) (WOGF,18)
149. Long ago, a mighty wizard secluded himself in the lush valley [of the Mage] (...) (WOGC,40) (WOGF,18)
150. His servants [of the mage from the Valley] posted the approaches to the area, warning all alike that entrance to the domain thus established was forbidden except by express invitation from its lair. (WOGC,40) (WOGF,18)
151. What has transpired since the valley [of the Mage] was claimed many decades ago is simply a matter on conjecture, for no one goes there. (WOGC,40) (WOGF,18)
152. (...) an expedition from Gran March never returned [from the Valley of the Mage]. (WOGC,40) (WOGF,18)
153. The Archclericy of Veluna has long been a shining example of the better side of humankind. (WOGC,41) (WOGF,18)
154. Since the state [Veluna] became independent, it has treated fairly and justly with its neighbor and championed the cause of righteousness everywhere. (WOGC,41) (WOGF,18)
155. After the unfortunate Short War (see Bissel, Keoland), Veluna returned to normal affairs (...) (WOGC,41) (WOGF,18)
156. (...) Veluna only engaged in formal military action when the Horde of Elemental Evil manifested itself. (WOGC,41) (WOGF,18)
157. Evil forces chose the area to establish a stronghold. A temple and fortress were constructed in the wooded hills southeast of the town of Verbobonc, not far from the village of Hommet. Trade was ravaged, the countryside pillaged and bands of evil humanoids and men were flocking to the gruesome standards raised. (WOGC,41) (WOGF,18)

158. Prompt action was taken when it became apparent that evil had grown strong. The Right Worshipful Mayor of the town [of Verbobonc] called up the trained levies and the Viscount brought all of his retainers and the militia (...) (WOGC,41) (WOGF,18)
159. The western shores of the Sea of Gearnat have long been called the Wild Coast, for the region has been a haven for malcontents, dissidents, demi-humans, humanoids and the outcast of other states. (WOGC,41) (WOGF,19)
160. (...) it [Wild Coast] has never been a desirable position, strategically. (WOGC,41) (WOGF,19)
161. Portions of the area [Wild Coast] have been under the control of Celene, the Prince of Ulek, the Gynarch of Hardby and the Free City of Greyhawk at various times. The inhabitants, being a mind otherwise, have always managed to regain their freedom. (WOGC,41) (WOGF,19)
162. The area give rise to many outstanding clerics, fighters, magic-users and thieves. Legendary natives of the Wild Coast include such persons as Mordenkainen, Robilar and Tenser, to name but a few. (WOGC,42) (WOGF,19)
163. Tales relate that somewhere within the Suss there exist a lost city of the Old Suloise - from which the Jewel River gained its name. It has never been found and the legend is highly doubtful. (WOGC,42) (WOGF,19)
164. Since the Pomarj has been in the control of rapacious humanoids, the southern portions of the Wild Coast have been less than wholesome in any event and expeditions into the Suss Forest have not been attempted of late for obvious reasons. (WOGC,42) (WOGF,19)
165. At one time, the Wegwiur contested gladly with the Rovers of the Barrens for rights to the lands around the Howling Hills and the Dulsu River, sometimes defeating them and sometimes being driven away. (WOGC,42) (WOGF,19)
166. With the rebirth of luz, the Wolf Nomads shun the territory they once disputed and are themselves subjects to raids from humanoids and humans from luz. These Nomads are not daunted by these forays however and have given as good as they've gotten. (WOGC,42) (WOGF,19)
167. The peoples who settled the territory [Yeomanry] (...) were mixed tribes of Flannae-Suel. (WOGC,42) (WOGF,19)
168. Some Oeridians also came into the area [Yeomanry], accepted by the original settlers as long as the newcomers did not infringe the lands or rights of those already there. (WOGC,42) (WOGF,19)
169. These peoples [from Yeomanry] developed the habit of holding annual meeting of all tribes in the region, where disputes were settled and arrangements of all sorts made. All warriors were treated equally but each tribe appointed one spokesman for each dozen. Eventually, as number grew, this became one for every 12 dozen, with the 12 spokesmen electing a 13th to speak for all. (WOGC,42) (WOGF,19)
170. This democratic tradition [in Yeomanry] persisted when the region came under Keoish rule. (WOGC,42) (WOGF,19)
171. Although they exploited them, the Keoish also brought many benefits to the inhabitants of the land. The Keoish monarch, regarding the yeomen as persons of gentle birth and their appointed spokesmen as *lesser (equal to lesser in WOGF) nobility*, gave the region a voice in council (and exposure to the affairs of the world beyond the boundaries of the Yeomanry). (WOGC,42) (WOGF,19)
172. Many thousands of yeomen served in the Keoish military for decades (...) (WOGC,42) (WOGF,19)
173. (...) when the kingdom began its wars of conquest, the freemen of the territory [Yeomanry] revolted and closed their frontier to Keoish rule forever. The move was successful primarily because the kingdom was beset with rebellion everywhere (...) (WOGC,42) (WOGF,19)
174. (...) the result was the founding of a state [Yeomanry] ruled by all of its warriors through election! (WOGC,42) (WOGF,19)
175. The Sea Barons have reportedly sailed [the Solnor] eastward for some distances and returned but these rumors have never been confirmed. (WOGC,47) (WOGf,20)

176. Before the evil of luz, considerable trade used to ply Whyestill's water, to and from Dorakaa, Crockport and up and down the Veng from the Nyr Dyv. (WOGC,48) (WOGF,21)
177. The wag who named this terminus [Woolly Bay] of the Sea of Gearnat and made it stick is lost to history but the appellation is not inappropriate. (WOGC,48) (WOGF,21)
178. (...) no aggression has proven successful in clearing these tall heights [Abbor-Alz] (WOGC,48) (WOGF,20)
179. (...) there have been strange burial sites discovered from time to time. These rich finds are of people unknown even to the demi-humans, evidently predating them! Discoverers returned with harrowing tales of horrid guardians, death and worse but carried back ingots of precious metal, gems and other treasures as well. The discovery of these burial sites gave the hills their name [Cairn Hills] and also makes them a target for many foolhardy adventurers. (WOGC,48) (WOGF,21)
180. These hills [Hestmark Highlands] have always been a rallying point for disaffected humans (...) (WOGC,49) (WOGF,22)
181. It's inhabitants [Hestmark Highlands], doughty in the beginning, have become battle-hardened veterans because of the continual skirmishes and raids (...) (WOGC,49) (WOGF,22)
182. The gnomes of the region [Kron Hills] were instrumental in the organization of the army which drove the humanoid hordes from the Lortmils (and the Kron Hills). (WOGC,49) (WOGF,23)
183. At one time, they [Blemu Hills] were home to certain demi-humans folk but tribes of Celbit, Jebli and Euroz now infest the place. (WOGC,49) (WOGF,22)
184. Legends say that these hills [Drachensgrab Hills] hide the resting place of one or more powerful creature who may someday return to life. (WOGC,49) (WOG,22)
185. (...) due to the mining and burrowing which has taken place there [Hollow Hills] for so long. (WOGC,50) (WOGF,22)
186. (...) they [Wolf Nomads] have stoutly defended this area [Howling Hills] from any incursion of men or humanoids from luz. Several large battles have reportedly taken place in and around the wedge of hills between the Blackwater and Dulsi for this very reason (...) (WOGC,50) (WOGF,22)
187. (...) this is evidently what was done by the yeomen who named them [Little Hills] . (WOGC,50) (WOGF,23)
188. (...) the Tigers nomads have actually begun to exploit these mines [in the Yecha Hills]. (WOGC, 51) (WOGF,23)
189. There are many tales and legends concerning this area [Vast Swamp] but the most likely is that of the lost burial place of the demi-lich Acererak who once ruled the morass and beyond into the cockscomb of Tilvanot. (WOGC,51) (WOGF,27)
190. (...) it is speculated that some terrible curse is upon the area [Drachensgrab] and legends relate that some powerful being or beings will arise in anger if their resting place is ever disturbed. (WOGC,53) (WOGF,24)
191. The dwarves [of the Glorioles], despite an antipathy for elvenkind, have of late aided in the warfare being conducted by the Iron League against the invading forces of the Great Kingdom. (WGC,53) (WOGF,24)
192. These folks [habitants of the Lortmils] have acted in concert in the past to expel most of the humanoids and many vicious monsters from the Lortmils (...) (WGC,53) (WOGF,24)
193. Large-scale efforts have been mounted to clear the woods [Dreadwoods] of evil creature time and again but the enemy retreats into hidden places and beyond the threes into the trackless Hool Marshes. (WOGC,57) (WOGF,21)
194. A tale relates that the freefolk of the Grandwood once led divergent parties of intruders into battle with each other so that the Overking's men-at-arms slew and were slain by troops of his liegeman of Rel Astra and Medegia. (WOGC,57) (WOGF,22)
195. To counter this, the Overking has of late enlisted humanoid troops to flush the woodlands [Grandwood Forest] of those who oppose him (...) (WOGC,57) (WOGF,22)

196. The folks of the Wild coast at one time made concerted efforts to clear the Suss and managed to drive its verge back several leagues. Due to the disappearance of timbering parties and the threat of marauding humanoids, such operations are no longer conducted (...) (WOGC,58) (WOGF,26)
197. A lost, ruined city of the Old Suloise is said to be hidden somewhere in the Suss forest (...) (WOGC,58) (WOGF,26)
198. Since the resurgence of luz, however, the northern quarter of the Vesve is filled with hateful settlements of evil humanoids and these tribes and bands press everywhere upon the human elsewhere and demi-human folk in these woodlands. (WOGC,58) (WOGF,27)
199. Once the area [Dry Steppes] was well watered and fertile, forming the homelands of the Baklunish Padishahs and Sultans (...) (WOGC,60) (WOGF,21)
200. One or two organized forces have attempted to penetrate the Bright Desert but none have ever returned to tell what happened. (WOGC,60) (WOGF,21)
201. Attempts to clear this area [Rift Canyon] have ended in disaster. (WOGC, 60) (WOGF,25)
202. (...) attempts to surprise the brigands by moving through the Rift Canyon from its western end have proven impossible. (WOGC, 60) (WOGF,25)
203. History tells us that this [former Empire of Suel] was once a fair and fertile realm extending a thousand miles west and southward too. (WOGC,61) (WOGF,26)
204. The merciless and haughty [Suel] rulers engaged in a struggle for dominance and supremacy over all Oerik with the Baklunish (...) (WOGC,61) (WOGF,26)
205. Somewhat similar fables tell of a secret expedition sponsored by the Sea Princes to find and bring back the loot left in the Forgotten City. If such an expedition ever was organized and left upon the journey, no news of its return has ever been had. This latter tale, though, caused the officials of the Yeomanry to attempt explorations of the far side of the Hellfurnaces and reliable reports tell of at least one party returning from such a trek, decimated by half but bearing strange art objects and jewelry back from their exploration in the fringes of the Sea of Dust. More details are not forthcoming from the Freeholder, of course, and the event happened too recently to give rise to sub rosa information. (WOGC,61) (WOGF,26)
206. These deities have been known to intercede directly in the affairs of men but only if these affairs have a direct and crucial bearing upon the concerns of the deity. Even so, the annals of the historians list only a few such instances in the history of the Flanaess (WOGC,62)
207. The Savant-Sage is known to have lived in the city of Greyhawk during Oerth's Epoch of Magic. (WOGG,2)
208. Evidence suggest that this [Epoch of Magic] was not the first age in Oerth history but nothing exists to indicate how many ages preceded it or intervened between it and present. (WOGG,2)
209. Late in this [Epoch of Magic] period, the Savant-Sage compiled his "Catalogue of the Land Flanaess, being the Eastern Portion of the Continent Oerik, of Oerth". (WOGG,2)
210. Out of this epic seven-volume work, only the third volume survives: "A Guide to the World of Greyhawk". The topics discussed in the other six volumes are unknown but the complete encyclopedia is believed to have covered almost every aspect of life in the Flanaess. (WOGG,2)
211. The Sage's work was not widely circulated during his lifetime. It disappeared completely after his death (...) (WOGG,2)
212. (...) [the Sage's work] did not reappear until several centuries later, when a copy was discovered in an illithid's lair in the Rift Canyon. This copy eventually found its way to the Royal University at Rel Mord, where it was examined by Pluffet Smedger the Elder, a scholar and historian. Despite the fact that the encyclopedia was by this time several centuries out of date, Smedger was impressed by its freshness and thoroughness. (WOGG,2)
213. Smedger spent several decades compiling glossographies for each volume, detailing facts and information overlooked by the Savant-Sage or too recent to have been included in the original. (WOGG,2)

214. When Smedger's work was finished, the Encyclopedia became a standard reference catalogue in universities and libraries throughout the civilized areas of the Flanaess. (WOGG,2)
215. To aid his study of the Sage's books, Smedger the Elder created mathematical models or games that he used with his students at the university to recreate and examine historical events and political interactions described by the Sage. (WOGG,2)
216. During Smedger's time, magic was not a lost art but, apparently, a fading one. (WOGG,2)
217. Happily, Smedger the Elder's curiosity and genius preserved a priceless relic from a world that no longer exist. (WOGG,2)
218. The only surviving text of this series is the third volume, "A Guide to the world of Greyhawk" (almost certainly an incomplete copy) and Smedger the Elder's accompanying Glossography. How these two books managed to survive and re-surface in this time is, and will probably remain, a complete mystery. (WOGG,2)
219. While Smedger's scholarly game-model was considerably different from Advanced Dungeons & Dragons game, his representation of magic have been translated approximately in AD&D terms. (WOGG,2)
220. How many heroes and wizard adventured their way across this rugged land [Flanaess], no one will ever know (WOGG,2)
221. The Savant-Sage and Pluffet Smedger are part of the past. (WOGG,2)
222. Rhennee folklore claims that their race came to Oerth by accident, their home plane being quite different. Thus, legend says, the Rhennee roamed about on horseback and in wagons but in their new home, conditions were so dangerous as to force them to take to the water to survive. (WOGG,6)
223. Noble claim descent from legendary leaders of the lost tribe while the ordinary Rhennee are descended from the common folk of the tribes. (WOGG,6)
224. They are wanderers who claim to be the only "true" Rhenn-folk because they have not changed their way of life since coming from Rhop, homeland of the lost Rhennee. (WOGG,7)
225. Although apocryphal, they [adventures on the World of Greyhawk presented in the Glossography] are based on events suggested by notes scribbled on the margins of the original, recovered manuscript. (WOGG,26)
226. Fifteen years ago, the city of Greyhawk (or another city of the central Flanaess) was plagued by a series of strange disappearances among the youth of the noble families. The children simply disappeared at night, never to be seen again though sometimes they were replaced by simulacrum that committed vile blasphemies and had to be destroyed. After investigations both magical and mundane, the city magistrate determined that the Wizard Murq was behind these awful outrages. (His exact purpose was never ascertained). When a grim and determined group of high-level guardsmen was sent to apprehend Murq, he already fled, leaving behind only another simulacrum that was killed vowing vengeance upon the magistrate and the city. (WOGG,26)
227. The magician Murq and his outrages have almost been forgotten. Recently however, the respected magistrate's sleep has been invaded by evil dreams. In these nightmares, mad Murq appears surrounded by a cold fen, threatening the magistrate and the city with doom. He boasts of having found an ancient volume of great power whose secrets are enabling the magic-user to create a mist golem. This creature, Murq claims, can slay others but cannot itself be slain. When the stars are right, the golem shall be finished. Then, it shall be sent to kill; first the magistrate, then anyone it can find until everyone is slain or driven out of the city. (WOGG,26)
228. The court magicians, clerics and astrologers have analyzed these dreams, Murq's threat and the appearance of the area from which he "broadcasts" (including the configuration of the sky behind the wizard). They have consulted their histories and stars charts and communed with Celestian. All have come to the conclusion that Murq's threats could be quite real and, if they are, then the mist golem will be completed in only 63 nights. They have pinpointed the sources of the dreams as somewhere near the headwaters of the Dulsi river, in the Cold Marshes. (WOGG,26)
229. The Menowood, once a haven of safety for elves, pixies and others of their ilk, has recently fallen victim to evil intrusions from the south and east. In particular, a ravenous band of werewolves seems to have taken up residence somewhere in the northernmost part of the woods. These vicious lycanthropes have been raiding human settlements along the river and the dwarves and gnomes of the Hollow Highlands for several months.

(WOGG,26)

230. The local inhabitants [of the Hollow highlands] have decided that enough is enough and have pooled their resources to hire adventures to eliminate this threat. (WOGG,26)
231. A band of trolls who have moved into the woods [Menowood] from the vast Swamp (...) (WOGG,26)
232. A group of 20-30 bandits who have just established themselves in the area [Menowood] in the last few weeks. This band was driven out of the Rieuwood by the elves and rangers there. (WOGG,27)
233. Hearing of the werewolves raiders of the Menowood, the leader of the bandits decided upon a clever plan (...) So far, this plan has worked twice and the bandits have gained quite a bit of loot with no losses. (WOGG,27)
234. A blighted elm treant [in the Menowoods] whose disease has rotted its heartwood (...) (WOGG,27)
235. The lycanthropes have appropriated a series of caves in a ravine [in the Menowood] and set up a small camp (...) where they have secured all of the loot from their raids. (WOGG,27)
236. (...) the tribes [from the Suel empire] decided to seek their fate to the east, in the lands of the Flan. To expedite this migration, Slerotin, the Last Mage of Power, caused a great tunnel to be magically made throughout the northeast mountains. One by one, the tribes passed out of the Empire and into the east. When none were left in the Sea of Dust, the Last Mage sealed the tunnel at both ends with a spell that would last a thousand years. (WOGG,27)
237. Recently, a band of dwarves prospecting [in the Crystalmists] for silver discovered a huge cave entrance in a place where none should be. Being dwarves, they investigated further but were chased away by a huge thundering creature with glowing red eyes that seemed to be invulnerable to their crossbow bolts. The great black horror resembled an unbeatable evil monster from dwarven legend and so frightened the dwarves that they refuse to go back. (WOGG,27)
238. In fact, they have told almost no one about this episode but one night, a tipsy dwarf does relate the tale [of the discovery of the lost passage of the Suloise] to a certain party of adventurers (...) (WOGG,27)
239. Over the centuries, its [juggernaut of the Lerara tunnel] magical energies have run down (...) (WOGG,27)
240. It [juggernaut of the Lerara tunnel] was placed here to destroy any who might find and dispel the magical seal. (WOGG,27)
241. As the legend states, the tunnel was magically sealed for a thousand years. The magic of the seal has been wearing off for the last few decades and is now entirely gone. (WOGG,27)
242. (...) unbeknownst to Slerotin, there was one tribe of Suloise that had not quite escaped the passage when it was sealed. The Lerara tribe was trapped in the giant tunnel but they and their animals have adapted to the underground environment and a complete subterranean ecology has developed. (WOGG,27)
243. Fair to begin with, the Lerara have now become near-albinos (...) (WOGG,27)
244. These degenerate and inbred [Lerara] Suloise (...) (WOGG,27)
245. The Lerara have not been completely cut off for the millenium. When the migration tunnel was originally made, it intersected a much smaller tunnel about half-way through the mountains and since then, strange boring creatures have made new tunnel.(WOGG,28)
246. Eventually, the Lerara established some trade with the Drow society there (...) (WOGG,28)
247. (...) the Lerara might have died out in their dismal underground domain if they had not found something else in the tunnels below the major passage. In a place where no foot had trod for an eon, they found a thing they could worship and a reason for existence - the Mother (WOGG,28)
248. The floor of the Cavern of the Mother is littered with the Lerara's ancient treasure which they were carrying when trapped and which they offered to the Mother when they discovered her divine evilness. (WOGG,28)
249. (...) one of his ships on a regular trade run to Hepmonaland was caught by a sudden storm and blown hundred

of leagues off course to the east. Then the wind died and a strange current drew the ship to a place where there was a great mass of incredibly dense and tangled seaweed. Some of this seaweed had seemingly formed into great floating mounds. As they drifted closer, the captain realized that the floating mounds were actually derelict ships, trapped and overgrown by the weed. The captain saw ships of all nations, even ships of types that had been out of use for decades or that he had never seen before. Most importantly, he recognized two as being from the legendary Lost Treasure Fleet of the Sea Princes. Fortunately, another storm blew up and the ship was able to escape before becoming permanently mired. The captain reported all this to the merchant and then retired, since the Heponaland run was to have been his last voyage anyway. (WOGG,28)

250. The information about the trapped treasure ships was obtained from pirates who robbed and sank the merchant vessel but not before the captain tried to buy his life with the story. All he bought was a quick death. (WOGG,28)
251. The pirates needed money for repairs so they have teamed up with the Sulward Assassins' Guild whose leader was once a pirate himself. The guild put up the money, having just been paid a large sum by the Sea Barons for assassinating the lordship's admiral. (WOGG,28)
252. Most of the trapped ship [in the jungle of lost ships] were originally crippled by storm damage (...) (WOGG,28)
253. (...) from centuries of shipwrecks [in the jungle of lost ships]. (WOGG,29)
254. (...) for ten weeks, no copper caravan has reached the town of Highfolk. Three caravans were completely destroyed, the caravaneers slain and the copper and other wealth stolen. The third caravan was protected by 24 men-at-arms but all were killed and looted. Much other trade has passed between Schwartzbruin and Highfolk without a sign of trouble. (WOGG,29)
255. (...) the Perrenlanders have driven most of these [humanoids raiders] groups away. (WOGG,29)
256. Clonoc lost a duel with a demon and is now possessed. However, the dragon's body and brain were too large for the rather small demon to possess completely so the demon's attempts at control have resulted in a somewhat deranged, split personality. The demon's plan to make dragon attack all passing trade have been mostly circumvented except when a copper caravan passes (...) (WOGG,29)
257. The successful alliance of the Barony of Ratik and the Frost Barbarians has caused much consternation in Bone March (and among the Baron of Ratik's political enemies in Rauxes). (WOGG,29)
258. The tribes of the Bone March are still smarting from the drubbing they received last year from the combined Ratik-Fruztii armies so the evil leaders of the humanoids have determined that the northern alliance must be dissolved. (WOGG,29)
259. Certain espionage elements in Marnar that usually work for the Overking were contacted and an agreement was reached. In a daring raid, the Seal of Alliance was stolen from the Baronial Vault. (WOGG,29)
260. This symbolic parchment [Seal of Alliance] was endorsed and blessed by the gods of both Ratik and Fruztii and the superstitious Frost Barbarians place great store in its continued safety. (WOGG,29)
261. (...) information was obtained (under duress) from one of the spies who was captured in the raid on the [Ratik Baronial] vault. The players' characters have been asked by the baron to accompany a platoon of troops in pursuit of the thieves. (WOGG,30)
262. Many famous adventures have occurred in the World of Greyhawk (WOGG,30)
263. Throughout the World of Greyhawk are quite a number of characters that have risen above the status of heroes but who are not quite demi-gods. (WOGG,30)
264. (...) he [Keoghtom] once dwelled there [Prime Material Plane] (WOGG,35)
265. He [Murlynd] is known to have cast Burning Hands which brought a device which spewed forth liquid fire but at another time conjured up a fireball of paper which burst with totally harmless effect. (WOGG,35)
266. It is said that he was once as comely as any deity but, in order to become the Prince of Swords, Kelanen has to undergo a series of challenges and tests which resulted in his disfigurement (WOGG, 36)
267. Once far from any important activity, it [Hommler] became embroiled in the struggle between gods and demons

when the Temple of Elemental Evil arose but a few leagues away (T1,1)

268. (...) the Temple and its evil hordes were destroyed a decade ago (...) (T1,1)
269. Hommlet grew from a farm or two, a rest house and a smithy. The roads brought a sufficient number of travelers and merchant wagons to attract tradesmen and artisans to serve those passing through. The rest house became a thriving inn, a wheel and wainwright settled in the thorp and more farmers and herdsmen followed (...) (T1,2)
270. Prosperity was great, for the lord of the district [Hommlet] was mild and taxed but little. Trade was good and the land was untroubled by war or outlaws or ravaging beasts. (T1,2)
271. At first, it was only a few thieves and an odd group of bandits molesting the merchant caravans. Then came small bands of humanoids-kobolds or goblins-raiding the flock and herds. Local militia and foresters of the Waldgraf of Ostverk apparently checked, but not stopped, the spread of outlawry and evil. (T1,2)
272. A collection of hovels and their slovenly inhabitants formed the nucleus for the troubles which were to increase. A wicked cleric established a small chapel at this point. The folk of Hommlet tended to ignore Nulb (...) (T1,2)
273. The thickets and marshes around Nulb became the lair and hiding place for bandits, brigands and all sort of evil men and monsters alike. The chapel grew into a stone temple as its faithful brought in their ill-gotten tithes. Good folk were robbed, pillaged, enslaved or worse. (T1,2)
274. In but three years, a grim and foreboding fortress surrounded the evil place and swarms of creature worshipped and worked their wickedness there. [TOEE] (T1,2)
275. The servants of the Temple of Elemental Evil made Hommlet and the land for leagues around, a mockery of freedom and beauty. Commerce ceased, crops withered pestilence was abroad. (T1,2)
276. (...) the leaders of this cancer were full of hubris and in their overweening pride, sought to overthrow the good realms to the north who were coming to the rescue of the land being crushed under the tyranny wrought by the evil temple. (T1,2)
277. Life quickly returned to a semblance of what it had been before the rise of the temple (...) (T1,2)
278. In the decade since, the village [Hommlet] and surrounding countryside have in fact become more rich and prosperous than ever before. (T1,2)
279. A monstrous troll which plagued the place [Hommlet] for a time was hunted down by a body of passing adventures. With its ashes, these fellows returned a goodly fortune as well, leaving a portion with the villagers to repay them for their losses before going elsewhere to seek their fortunes. (T1,2)
280. Other adventurers, knowing of the evil that had once resided in the area [of Hommlet], came to seek out similar caches and not a few did locate remote lairs and find wealth-just as some never returned at all. (T1,2)
281. After some five years, adventurers stop coming by the area [of Hommlet] as it seemed that no monsters were left to slay, no evil existed here to be stamped out. (T1,2)
282. For four years thereafter, this seemed true but then bandits began to ride the roads [around Hommlet] again-not frequently but to some effect.
283. (...) they [villagers of Hommlet] sent word to the Viscount that wicked forces might still lurk thereabouts. (T1,2)
284. This information [about evil still lurking around] has been spread throughout the countryside and the news has attracted outsiders to the village [of Hommlet] once again (T1,2)
285. Otis (...) took service with some gentlemen and is away seeking is fortune. (T1,3)
286. This is the [Hommlet] village hall recently constructed for feast and councils by Burne and Rufus. (T1,4)
287. They [weaver and his family] have moved to the area [of Hommlet] only two years ago. (T1,4)
288. (...) he [tailor] just moved to the village [Hommlet] (...) (T1,4)

289. (...) [family of farmers] have lived here [in Hommlet] all of their lives (...) (T1,4)
290. [The teamster is] Another newcomer [to Hommlet] (...) (T1,5)
291. [The teamster] Having lost a wagon and team lately (...) (T1,5)
292. A nephew (...) and his wife has recently come to help run the affair [braumeister in Hommlet] (...) (T1,5)
293. (...) his wife and children were slain when he [Black Jay, herdsman in Hommlet] was away in the wars. (T1,5)
294. This newly built [church of St.Cuthbert] edifice was raised by the Viscount in honor of the aid rendered to him by the Archcleric of Veluna in the war against the Temple of Elemental Evil. (T1,5)
295. (...) [Canon Terjon] recently became the chief cleric of the church, taking over from the Canoness Y'dey who left unexpectedly and has not returned. (T1,6)
296. Jaroo is an agent of the Druids of the Gnarley Wood, sent to Hommlet to see if the Temple of Elemental Evil is totally destroyed and to help repress any rise of evil of this sort. (T1,6)
297. [Carpenter's family] Having come to the village about two years ago (...) (T1,7)
298. Another of the newcomers to Hommelt [stone mason] recently built thi stone home (T1,7)
299. (...) [stone mason] has offered to help with the working of several large monoliths for the Grove [of Hgommmlet] after the castle is finished. (T1,7)
300. He [stone mason] has become quite friendly with the magic-user, Burne (...) (T1,7)
301. Workers have dug deep [for keep in Hommlet], down to hard clay (...) (T1,7)
302. Work has barely begun but the outline of bastions, towers, a gate house and a keep [in Hommlet] can be noted. (T1,7)
303. [tower in Hommlet] (...) which they built as well. (T1,7)
304. Both [Burne and Rufus] came to Hommlet some three years ago, had some considerable success in adventuring, including the defeat of a large bandit force which had plagued Verbobonc and it is rumored that they gained considerable treasure in killing a green dragon which preyed in the Kron Hills to the west. (T1,7)
305. (...) Rufus (...) has been appointed the overall commander of the [Hommlet] village troops (...) (T1,7)
306. (...) [Rufus, when he reach 8th level] has been instructed to return to Verbobonc for special services in the Viscount's behalf. (T1,7)
307. (...) [evil laborer for the castle in Hommlet] has been assigned to spy out this activity and then report to service with the traders when it is completed. (T1,8)
308. This place [private room in Inn of the Welcome Wench] was used extensively during the time of trouble with the Temple of Elemental Evil (...) (T1,8)
309. [Sprugnoir] (...) came into the village [of Hommlet] in a merchant wagon (T1,9)
310. (...) A warlock was housed there [in the ruined moat house, near Hommlet] (T1,9)
311. Kobort was passing through [Hommlet] and fell in with the monk and Turuko convinced the huge fellow that he could make them wealthy and famous. (T1,9)
312. When evil sway in the territory [around Hommlet], this place served as the meeting room and headquarters of the folk opposed to the Temple. (T1,9)
313. (...) a book entitled LEGAL AFFAIRS IN VELUNA 213 to 312 CY [in church of St.Cuthbet , in Hommlet] (...) (T1,11)

314. This place [ruined moathouse] was once the outpost of the Temple of Elemental Evil, its watchtower and advance base for raids, looting and destruction. (T1,12)
315. [People of Hommlet] (...) hate its former evil and the memory of terror brought to them by the black lord of the fortress, a vile cleric of damnation, and his evil men and humanoids troops. (T1,12)
316. It [ruined moathouse] has remained thus since [the capture of the moathouse near Hommlet]. (T1,13)
317. This was once a great audience chamber [great hall in ruined moathouse near Hommlet], richly appointed, which has been thoroughly searched, sacked and despoiled.
318. (...) in the "Black Chamber", the quarters of the former lord of the castle [ruined moathouse near Hommlet] (T1,13)
319. The heavy door has been repaired by [the brigands in the ruined moathouse near Hommlet] (...) (T1,13)
320. It [littered room in ruined moathouse near Hommlet] was once a conference chamber (T1,13)
321. Once the quarter of a castle [ruined moathouse near Hommlet] troop leader or some other petty official (...) (T1,13)
322. This [salon in ruined moathouse near Hommlet] room was once very opulent, obviously a place where many expensive furnishings were (...) (T1,13)
323. It [giant snake] crawled up the rubble spilled into the moat and it found a nice safe lair [in ruined moathouse near Hommlet] (...) (T1,13)
324. (...) one of their number [brigands in the ruined moathouse, near Hommlet] was killed by the reptiles some weeks ago.(T1,14)
325. (...) [stuffed heads, mangy pelts and the like] indicate the former status of the chamber [in ruined moathouse near Hommlet]. (T1,14)
326. The place [room in the ruined moathouse near Hommlet] was the domicile of the major-domo of the castle (T1,14)
327. This horror [Giant tick] came in through the chimney [kitchen in the ruined moathouse near Hommlet] (T1,14)
328. (...) this was once a barracks room [in the ruined moathouse near Hommlet] for some of the castle guards-undoubtedly the human sort. (T1,14)
329. These two nauseous blobs of [green slime] matter have been carefully placed and fed in a position over the central arch of the stairway [in the ruined moathouse near Hommlet]. (T1,14)
330. (...) this large area was once a storage place and armory for the fortress [ruined moathouse near Hommlet]. (T1,14)
331. (...) some of the instruments and mechanisms [in the torture chamber of the ruined moathouse] have been used very recently indeed. (T1,14)
332. This creature [ogre]has been lured into service by the promise of gauds and fresh meat (...) He has been instructed to guard the room [in the ruined moathouse near Hommlet] against any creature who do not wear the symbol of the new master (...) and/or know the proper secret sign. (T1,15)
333. The grisly larder [of Lubash, the ogre in the ruined moathouse near Hommlet] currently contains a pair of humans who have undergone only mild torture and a badly beaten gnome (...) (T1,15)
334. The gnome was caught spying [around the ruined moathouse near Hommlet] by some gnolls (...) (T1,15)
335. These creatures [bugbears in the ruined moathouse near Hommlet] have recently been recruited by the New Master (...) (T1,15)
336. Originally, they were 14 of these humanoids [gnolls] recruited to raid and pillage but activities to the east and

- south [of the ruined moathouse near Hommlet] have taken their toll. (T1,15)
337. When the dungeons [of the ruined moathouse near Hommlet] were dug a natural pool of water was found and, as it was considerably below floor level, the area was dug lower and the entrance to the pool enlarged. (T1,15)
338. (...) some time ago, this monster [giant crayfish] took the pool [under the ruined moathouse near Hommlet] as its own (...) (T1,15)
339. The monster [giant crayfish in the ruined moathouse near Hommlet] has been fairly successful (...) (T1,15)
340. The builders [of the ruined moathouse near Hommlet] planned for a long tenancy although expectations were not met.
341. He [Lareth] has been sent into this area to rebuild a force of men and humanoid fighters to gather loot and restore the Temple of Elemental Evil to its former glory. (T1,16)
342. He [Lareth] and his minions have been careful to raid far from this area, never nearer than three or four leagues, traveling on foot or being carried in wagons of the traders from Hommlet. None of the victims are ever left alive to tell the tale and mysterious disappearances are all that can be remarked upon, for no traces of men, mounts, goods, wagons or draft animals is ever found. (T1,16)
343. Giants have been raiding the lands of men in large bands, with giants of different sorts in these marauding groups. Death and destruction have been laid heavily upon every place these monsters have visited. This has caused great anger in high places (...) (G1,2) (G1-3,2)
344. A party of the bravest and most powerful adventurers has been assembled and given charge to punish the miscreant giants. (G1,2) (G1-3,2)
345. (...) most of the stonework is old (...) (G1,6) (G1-3,6)
346. Over the years, a litter of bones has built up from the prey these creatures [carrion crawlers] have dragged here to devour at leisure. (G1,7) (G1-3,7)
347. As frost giants have been amongst those [Giants] who have been in the roving bands (...) (G2,2) (G1-3,9)
348. (...) rulers of the lands which the giants warred upon. (G3,2) (G1-3,16)
349. Obmi (...) has been Snurre's advisor for 25 years, spending 5 years as a slave before that. (G3,6) (G1-3,20)
350. Ages past, when the elvenfolk were but new to the face of the earth, their number was torn by discord, and those of better disposition drove from them those of the elves who were selfish and cruel. However, constant warfare between the two divisions of elvenkind continued, with the goodly ones ever victorious, until those of dark nature were forced to withdraw from the lands under the skies and seek safety in the realm of the underworld. (G3,15) (G1-3,29) (D3b,24) (D1-2,23)
351. Over the centuries, they grew strong again and schooled themselves in arcane arts. (G3,15) (G1-3,29) (D3b,24) (D1-2,23)
352. Because the Drow have dwelled so long in the dark labyrinthine places under the surface of earth (...) (G3,16) (G1-3,30) (D3b,25) (D1-2,23)
353. (...) Dark Elves, the Drow, had instigated the giant alliance and its warfare upon mankind and its allied races. (D1,2) (D1-2,2)
354. Numbers of these evil elves fell before the onslaught of the party of adventurers but many of the important Drow fled away to the northeast (...) (D1,2) (D1-2,2)
355. (...) the Drow are chaotic evil elves, driven from the upper world by the good elves. (D1,3) (D1-2,3)
356. (...) The lich Asberdies, has cast 600 magic mouths spells (...) (D1,9) (D1-2,9)
357. (...) which [crown, orb and scepter] were the lich's [Asberdies] in life. (D1,9) (D1-2,9)

358. (...) it [giant slug] has found [niche] beside the passageway northeast, where it initially rested to digest a meal and then decided to stay because of the excellent food supply. (D1,9) (D1-2,9)
359. Determined to seek out these creatures, a body of doughty adventurers mounted an expedition to learn the strenght of the Drow and bring retribution to them. Using a map which depicts hundred of miles of passageways, the bold expedition delved into this underground labyrinth. Within a day's journey, they had to fight first an outpost of the Dark Elves then a pair of the dreaded "Illithids" of Drow speech - creatures called mind flayers, with a dozen wererat allies. Wending even deeper into this weird underworld, the party overcame various and sundry obstacles only to enter a great cavern filled with hostile creatures. By clever tactics and hard fighting a conglomerate force of servants of the evil elves - bugbears, trogs and trolls, along with various and sundry other monsters - were overcome. Valuable additional information and possibly useful items were also gained (...) (D2,2) (D1-2,12)
360. (...) the ancient race of Kuo-Toa people (...) (D2,2) (D1-2,12)
361. He [Thoopsib] has found a natural pot in the floor (...) (D2,6) (D1-2,14)
362. (...) He [Thoopsib] has sequestered (...) (D2,6) (D1-2,14)
363. (...) This group [Svirfnebli] has spied upon the shrine [of the Kuo-Toa], for they are prospecting in the area. As they have just taken the last gems from a vein here (...) (D2,7) (D1-2,15)
364. Obviously, this area [shrine of the Kuo-Toa] is old. (D2,7) (D1-2,15)
365. The ancient facade of the palace [Priest-Prince of the Kuo-Toa] (...) (D2,9) (D1-2,17)
366. The worn stones along this tunnel indicate it has seen the passage of countless scores of feet. (D2,10) (D1-2,18)
367. (...) an Elf who escaped from the homeland of the Dark Elves. (D2,10) (D1-2,18)
368. (...) wealth from decade upon decade of contribution and sacrifices to Sea Mother (...) (D2,12) (D1-2,20)
369. The ancient Kuo-Toa People once inhabited the shores and islands of the upper world. (D2,13) (D1-2,25)
370. As the race of mankind and its associated species grew more and more numerous and powerful, the men-fish were slowly driven to remote regions. Continual warfare upon these evil, human-sacrificing creatures threatened to totally exterminate the species, for a number of powerful beings were aiding their sworn enemies mankind. Some Kuo-Toans sought refuge in sea caverns and secret subterranean waters, and while their fellows above were being slaughtered, these few prospered and developed new characteristics to match their lightless habitats. However, the seas contained other fierce and evil creatures with designs of their own, and the deep-dwelling Kuo-Toans were eventually wiped out, leaving only those of the underworld to carry on. (D2,13) (D1-2,25)
371. These survivors (underground Kuo-Toa) were unknown to men, and mankind eventually forgot the men-fish entirely. Even the word goggler, a term used derisively for their ichthyoid foes, lost its meaning. But the Kuo-Toa People remaining in their underworld places did not allow memory of the past to lapse, and woe to the hapless human who falls into the slimy clutches of the Kuo-Toans! (D2,13) (D1-2,25)
372. (...) They [Kuo-Toa] have become numerous once a gain and have gain new powers. However, they have also become somewhat unstable (...) (D2,13) (D1-2,26)
373. [Your party of adventurers] have trekked far into what seems to be a whole underworld of subterranean tunnels (...) your expedition has dogged the heels of the Dark Elves who caused great woe and then fled underground but accidentally left a map which has enabled pursuit. Overcoming wererats and mind flayers, Drow patrols and their minions (...), your group managed to cross a vast subteranean river (...) and after days of Journeying through corridors hewn from living rock, discovered an underground temple of the Kuo-Toan fish-men (...). (D3a,2) (D3b,2)
374. All routes into and out of the Kuo-Toan temple cavern are smooth-walled, showing the signs of ancient mining work. (D3a,2) (D3b,2)
375. The smooth and massive blocks of the tower [Black Tower of Erelhei-Cinlu] have no sharp corner, for the very

ages have been at work. (D3a,11) (D3b,11)

376. (...) the ancient Drow city [Erelhei-Cinlu] (...) (D3a,14) (D3b,14)
377. The gatehouse is a large pile of old black stone (...) (D3a,14) (D3b,14)
378. This stronghold [Erelhei-Cinlu] of the Dark Elvenfolk is countless centuries old. (D3a,15) (D3b,15)
379. (...) this ancient and depraved city [Erelhei-Cinlu] (...) (D3a,15) (D3b,15)
380. The Eilservs have long seen a need for an absolute monarch to rule the Vault, and as the noble house of first precedence, they have reasoned that their mistress should be Queen of All Drow. When this was proposed, the priestesses of Lolth supported the other noble families aligned against the Eilservs, fearing that such a change would abolish their positions as the final authority over all disputes and actions of the Dark Elves. Thereafter, the Eilservs and their followers turned away from the demoness and proclaimed their deity to be an Elder Elemental God (see module G3) (D3a,18) (D3b,18)
381. Its walls [Entrance to the Egg of Lolth] have been carved by slaves over centuries (...) (D3a,18) (D3b,18)
382. Much time has passed since you discovered the conspiracy that led you to the home of the frost giants and the stronghold of the fire giants. (...) information pointed to the involvement of the long-forgotten Drow (...) Determined to remove this threat, you followed close behind the fleeing Drow. Travelling through tunnels, guided by a map left hastily behind, you encountered minor outpost of these evil elves and the outposts of mind flayers and wererats. (Q1,2)
383. As a band, you were able to use this [feuding between Drow nobles] to your advantage, slipping through the city to the great temple beyond (...) when all was finished, the last and most dreadful information was learned (...) (Q1,2)
384. (...) [Troze] has managed to capture five werewolves (...) (Q1,9)
385. It [dwarven fort] was bypassed by the first attack, to be destroyed later by the expected reinforcements. (Q1,17)
386. This ship [Spider Ship of Lolth] has been known to appear on the Prime Material Plane in places and times where Lolth felt it necessary or useful to appear in person. (Q1,19)
387. The Temple was built in a previous age (...) (WG4,3)
388. (...) the cult [of Tharizdun] flourished for generations, sending out its minions from time to time to enact some horrible deed upon the lands around. (WG4,3)
389. However, a great battle eventually took place between Tharizdun and those opposed to his evil. Unable to destroy him, they were strong enough to overcome his power and imprison him somewhere, by means none have ever been able to discover. Thus Tharizdun disappeared from the face of Oerth, and from all of the other known planes, and has not been seen again since. (WG4,3)
390. After a time his servants returned again to the Temple (...). Amongst these wicked folk were many powerful magic-users and clerics. All sought with utmost endeavor to discern what had happened to Tharizdun (...). All attempts were in vain, although the divinations and seekings did reveal (...) that a "Black Cyst" existed below the Temple. By physical work and magical means they delved downward to reach the Black Cyst. What they discovered there dismayed and disheartened them. (WG4,3)
391. No ritual, no spell, no magic could pierce the enigma (WG4,3).
392. As time passed, the seekers ritualized their attempts to determine if this was their imprisoned deity. An altar of black needlerock was constructed directly under the 12' long form (...) (WG4,3)
393. As generations passed, various other things necessary to survival in the Black Cyst were formalized into a rite of lament and worship for Tharizdun, and endless services to awaken the being were conducted by rote. (WG4,3)
394. Then, as time continued to pass, even this ritual grew stale and meaningless. The Clerics of Tharizdun began to pilfer the hoard of beautiful gems sacrificed to him by earlier servants (...). Replacing these jewels with

stones of much less value, the former servants of this deity slipped away with their great wealth to server other gods and weak evil elsewhere. (WG4,3)

395. In the end only a handful of faithful clerics remained to repeat the daily ritual of attempted awakening. Some of this handful were slain by monsters, other eventually grew old and died. The last High Priest, alone, wandered off into the place reserved for his remains in the dungeon, for alone he was unable to take his proper place in the Undertemple. Thus, a century ago, the last servant of Tharizdun died, and the Temple was without inhabitants of human sort. (WG4,3)
396. Various wandering monsters eventually used the Temple as a lair for a time. Some moved on, some descended into the depths of the place, some were slain as is the wont of such creatures. (WG4,3)
397. Already dim in the recollection of humankind for decades, the Temple was forgotten by all but a few sages and savants generations before the last of its clerics was dead. Those creatures which dwelt in it from time to time knew not its name or purpose. The place was truly The Forgotten Temple of Tharizdun (...) (WG4,3)
398. While seeking the Lost Caverns of Tsojcanth, your party discovered a sheltered valley amidst the rugged peaks to the east (WG4,3)
399. (...) Gwaylar has invited you to a feast in his Granite Hall (WG4,3)
400. About two years prior to the coming of the adventurers about to descend upon the place, a great mountain giant discovered the Temple [of Tharizdun]. Residing in it was a band of puny norkers (WG4,4)
401. The giant used his ability to summon and control other monsters to build a secure lair for himself and his servants. The norkers likewise sent out word that here [Temple of Tharizdun] was a place where their fellows could dwell safely, with plenty of opportunity for fighting and killing, and looting too. (WG4,4)
402. (...) he [Groorg] has established what he believe is as secure a lair, as comfortable a stronghold a any giant could ever hope for. (WG4,4)
403. (...) he [Groorg] has turned his attention towards the dungeon beneath the temple [of Tharizdun] (WG4,4)
404. Treasure has been found here (...) (WG4,3)
405. This small tribe of bird people [Aarakocra] has just recently made its home in the area [Yatils]. (WG4,6)
406. Driven from their nesting place many miles to the north by a brass dragon, the pair [griffons] settled into the valley [Yatils] only a year ago or so and immediatly had young (...) (WG4,7)
407. Having stripped their valley of the larger animals, these creatures [griffons] are now flying further afield (WG4,7)
408. After the last experience, when they [griffons] had to fight an air elemental (...) (WG4,3)
409. (...) they [griffons] had some experiences with them [humans] (...) (WG4,7)
410. (...) a pair of Kettites who fell prey to these creatures [griffons] (WG4,7)
411. The latter [orcs] came to the valley some time back, surprised and attacked the lamia and forced her to flee for her life. The orcs then looted her treasure ans settled down (...) (WG4,8)
412. They [orcs] were rudely awakened when counter-attacked (...). The orcs fled to caves in the gorge (...) (WG4,8)
413. (...) at one time some sort of doors closed off this entrance [to the Temple] but all traces of these valves have disappeared. The gates [in the Forgotten Temple of Tharizdun] were of wood, studded and bound with iron. Age rotted them and the wood was used for fires, the iron for weapons and the like, by the creatures who now inhabit the place. (WG4,11)
414. There is a single door in the place [large antechamber in the Forgotten temple of Tharizdun] a slab of ancient bronzewood (...) (WG4,14)
415. The rotten remains of a bed, couch, table and chairs indicate that this [mauve chamber in the Forgotten temple

of Tharizdun] was once the bed chamber of some important figure. The bed and the couch have been converted into troll nests. (WG4,14)

416. (...) due to its [Incense] age, there is a 50% probability that its dweomer efficacy will have failed (...) (WG4,14)
417. Dampness and the decay of time has brought all to ruin [furniture of a secret room in the Forgotten Temple of Tharizdun] (...) (WG4,14)
418. (...) there is a 10% chance per person that one of these ancient bronze bars will snap or pull free. (WG4,15)
419. This (...) hall was probably used for meals when the whole place [Forgotten Temple of Tharizdun] was used as the house of worship of whatever deity it was built for. (WG4,16)
420. Thus, he [Groorg] has organized and maintained a cohesive and powerful defense of his lair (WG4,16)
421. Survivors of a defeat have been told that they too should seek refuge in the dungeons area [of the Forgotten temple of Tharizdun] but they have been instructed to lurk just off the passages (...) (WG4,16)
422. (...) the few broken shelves and moldering bits of leather and vellum indicate this [a room in the Forgotten Temple of Tharizdun] once was a library. (WG4,16)
423. (...) even the torches have not been used in years (...) (WG4,16)
- 424.
425. There is no doubt that this (...) was at one time a scriptorium (WG4,16)
426. This place [square room in the Forgotten Temple of Tharizdun] was once the bathing chamber for the High Priest (WG4,17)
427. (...) a long-abandoned chapel or small temple [in the Forgotten Temple of Tharizdun] (...) (WG4,18)
428. This 10' wide area [aisle in the Forgotten Temple of Tharizdun] seems to have been well-used, for the floor is worn down and the walls are likewise slightly dished by the touch of many bodies. (WG4,18)
429. (...) this place was probably the robbing room for the clerics who once dwelt here [in the Forgotten Temple of Tharizdun] (...) (WG4,19)
430. (...) but they [wall sconces] have not been used for decades (...) (WG4,19)
431. (...) the torch brackets and wall sconces have been torn from the walls (WG4,19)
432. (...) but they [cressets] have not been used for many years. (WG4,20)
433. This 20' x 10' room was probably the bedchamber of a lesser priest (...) (WG4,20)
434. (...) entrances to the cells in which the lesser clerics of this place lived (WG4,20)
435. (...) the long-vanished clerics of Tharizdun (WG4,20)
436. (...) Kettites from a patrol ambushed some few days ago (...) (WG4,20)
437. (...) a chained mountain dwarf (...) captured attempting to sneak into the Temple (WG4,20)
438. The four cresset on the wall seem to have been used recently (WG4,21)
439. (...) its original purpose can only be guessed at - perhaps the domicile or study of some greater cleric. (WG4,21)
440. It is he [norker witchdoctor] who had decorated his den in his favorite color. (WG4,21)
441. (...) The place [checkered hall] was once well-lighted by flambeaux and candles (WG4,22)

442. (...) the skill which have been taught to them [ogres] by the hill giant body guard of Groorg. Having come about a year ago (...) in a few months they had learned how to grasp a missile and then it was only a matter of weeks before they could actually throw it (WG4,22)
443. The fireplace on the south wall has been used often - and never cleaned (WG4,22)
444. (...) it [lilac and black room] was possibly part of a suite of rooms for a high cleric or for use by guests (...) (WG4,22)
445. It [square room] (...) probably served some other purpose than a storeroom for humanoid supplies at one time. (WG4,23)
446. These monsters have only recently entered the dungeon from outside (...) They have recently slain an ogre (...) (WG4,24)
447. This (...) chamber [in the Forgotten Temple of Tharizdun] has evidently not been used for years. (WG4,24)
448. This (...) chamber [in the Forgotten Temple of Tharizdun] was hewn from living rock many ages ago, and it has not seen use for decades (...) (WG4,24)
449. There is nothing in this place, as the mountain giant and his henchmen discovered some months ago. (WG4,24)
450. It [a chamber in the Forgotten Temple of Tharizdun] has not been used for generations (...) (WG4,24)
451. Having lived on slim picking of humanoids (...), this monster [grell] has become very hungry (...) (WG4,25)
452. This [decanter of endless water] was purposely commanded and placed where it is by a former servant of the Temple (WG4,25)
453. This area [torture chamber] was obviously once used for fell ends (...) The place has not been used for many many years. (WG4,25)
454. (...) the place [crypt] was used to bury the remains of people - probably servants of the Temple (WG4,25)
455. This monstrous guardian [Daemon] has been commanded to remain here to protect the crypt from all intruders. (WG4,25)
456. (...) these ages are 75% likely to have made the magic of the elixir work in reverse (...) (WG4,25)
457. These [remains] are the former high priest of the Temple, the only ones buried with wealth (...) (WG4,26)
458. (...) it is unlikely that anyone has been here [crypt] in many decades. (WG4,26)
459. Something has disturbed it [lid of a bier] recently from the tracks around it (WG4,26)
460. Unable to place himself in the chief crypt, not being able to get past the Guardian there, he [Wongas] had his vault placed in this chamber. Before he could begin his proper decoration of the sarcophagus, however, the last of lesser priests and servants deserted the Temple. Eventually, Wongas stalked to his tomb alone, full of rage and hate and shame. The High Priest made his own corpse into a monster by force of hate and displeasure. (WG4,26)
461. Whether this was the work of grave robbers or ghouls can't be told from the evidence (WG4,26)
462. The water has left a slight deposit of reddish minerals over the years. (WG4,26)
463. (...) some work was done here to make it [floor] level (WG4,27)
464. The floor has been worked to make it more level - as if traffic through this area [center of a vast cavern] was once common (WG4,27)
465. Likewise there are shields of archaic type [in a chamber in the undertemple] (...) (WG4,28)
466. This monster [Shadow Demon] has been here [Forgotten Temple of Tharizdun] for generations (...) (WG4,28)

467. The armor [in the Forgotten Temple of Tharizdun] is of ancient sort (...) (WG4,28)
468. Maure Castle has long been a "quiet instigator" of wonderment, adventure, and mysterious happenings in the Flanaess. (WG5,3)
469. Legends tell little about the history of Maure Castle (...) (WG5,3)
470. Of late, a strange story concerning the castle has run rampant throughout the countryside around Greyhawk and Hardby. Though widespread, this story has remained for the most part unchanged (...) (WG5,3)
471. An Unknown and currently unlocatable adventurer descended into the depths of Maure Castle via a downward slanting corridor that had been hidden by brambles and brush. Several smooth-hewn passages were discovered and briefly investigated. One of them led to two large iron doors (...) The mysterious adventurer returned to the City of Greyhawk, spread his tale and then disappeared without a trace. Several adventurous inhabitants of the Cairns Hills area have subsequently found the same passageways, but all have returned to say that the iron doors were indeed unopenable ! (WG5, 3)
472. Because of these mysterious discoveries, an influx of adventurers has been noted about the Greyhawk/Harby area (WG5,3)
473. Mordenkainen the Mage and his boon companions, Yrag, Riggby and Bigby (...) have been tempted to explore Maure Castle (...) they have traveled from their abode, the Citadel of Eight, upon Mordenkainen's carpet of flying. The party has encamped roughly a mile north of the castle. Riggby has used the clerical spell Spek with animal, and has been told the general direction and distance to the downward slanting passage (...) (WG5,4)
474. In the Greyhawk Campaign, each plate was enchanted to a different plane, typically a special demi-plane or similar place. Thus, a double adventure was set up for each of the eight triangles. First came the search for the metal plaque, and then came the adventure of traveling to the destination encoded on the plaque, exploring, and finding a way back. (WG5,4)
475. The stonework on Level 1 [of Maure Castle dungeons] is of ancient workmanship (...) (WG5,6)
476. He [Aelem] will come forth from his century-long internement (...) it was Arley who captured and imprisoned him (WG5,6)
477. (...) a 1ft. round blood mark, dried and aged-looking, as if someone from eons past had bled here (WG5,9)
478. The stonework here [Level 2 of Maure Castle dungeons] seems quite old (...) (WG5,12)
479. This tapestry was woven by Arley (...) (WG5,12)
480. Eli's original hands have undergone a grisly experiment, involving their removal and replacement by the strange appendages described below. These were grafted onto him, presumably by the same demon or nether-world creature that supplied them (WG5,15)
481. Tomorast apparently settled into a life of study and debauchery around Maure Castle nearly ten years ago. He chose to elaborate on these dungeon levels (...) he has traveled far for the mystical knowledge he owns and uses. He has been many places, including a long-past visit to the Forgotten Temple of Tharizdun (...) some years back, where he was instructed by priests concerning the ways of hidden knowledge as taught by the once-powerful Tharizdun. (WG5,16)
482. Recently, he [Tomorast] sought to return to a place he chanced upon in the past, a place named in a forgotten rhyme as "The Lost City of the Elders" (WG5,16)
483. Scratched upon these walls [prison room in Maure Castle's Dungeons] are various graffiti and a date, CY (common year) 457. (WG5,17)
484. The overall appearance of this level [Level 3 of Maure Castle dungeons] suggests that the stonework here is relatively new (12 years old). (WG5,20)
485. Some of the bodies were apparently sacrificed 1-3 days ago, and all their important organs are missing (WG5,20)

486. (...) he is a common tinkerer named Arnelson, who was captured the week before while traveling from his home village, Orz (near Hardby), to the Free city of Greyhawk to attend the monthly merchant's fest common to that city (WG5,21)
487. Arnelson has learned such information as was discussed by the assassins () It was mentioned by his torturers that many of the wizard's servants have disappeared without a trace (...) he learned this direction when he lay feigning sleep one day while the assassin talked. (WG5,21)
488. It's timeworn title [of the Tome of Black Heart] (WG5,24)
489. This book [Tome of the Black Heart] was written by several magi, whose time of existence upon Oerth is not recorded, save that they dwelt near the Valley of the Mage. The Tome was lost during those years when the Mage of the Valley brought down a great ruin upon these evil ones. The Tome slipped from the ways of dread for a time, only to be located by Tomorast in a curio shop in the City of Greyhawk ! The legends do not tell how it came to be there (WG5,25)
490. He [Tomorast] has read extensively from this book (...) (WG5,26)
491. Through the use of the Tome and his own baleful spells, Tomorast has created and brought to life many of the objects that reside on the dungeon levels beneath Maure Castle. His greatest artificing was performed (...) in the creation of the iron golem (...) (WG5,26)
492. Through the use of the Tome, he [Tomorast] has summoned many evil and knowledgeable spirits to guide him (...) (WG5,26)
493. (...) his servants have of late becoming suspicious of him and his so-called "service" to the elder gods. Thus, Tomorast has had to stop sacrificing his followers (...) (WG5,26)
494. It [Silver Key of Portals] (...) was found in an abandoned chapel to Dalt (...) (WG5,30)
495. He [Mordenkainen] has learned that Dalt (...) (WG5,30)

3. Références militaires, diplomatiques ou économiques

1. This treaty [of mutual protection between the Iron League and Nyrond] remains in force to this day. (WOGC,10) (WOGF,6)
2. Tribes of vicious humanoids have banded together and rule whole areas. (WOGC10) (WOGF,6)
3. Although the demi-humans have avoided general involvement in human wars (WOGC,11) (WOGF,6)
4. The Baklunish countries in the northwest *have grown in power (are more powerful in WOGF)*. (WOGC,11) (WOGF,8)
5. Nomads, bandits, and barbarians raid southward every spring and summer. (WOGC,11) (WOGF,8)
6. From time to time groups of humanoids band together and attempt to retake areas of better land. This occurred in the Pomarj and Bone March. A similar attempt is now taking shape in the area of Furyondy and Highfolk. (WOGC,12)
7. The Prelacy is strongly supported by Nyrond as a buffer between that realm and that of the Overking and pays a stipend to help support the standing army of Almor. (WOGC,18) (WOGF,8)
8. The March now stand as a bulwark between the Ket masses and the rest of the east. It likewise guards Keoland and the south. Because of its strategic position, both Furyondy-Veluna and Keoland support the principality (...) (WOGC,19) (WOGF,8)
9. The territorial boundaries of the holdings of these kinglets [in the Bandit Kingdoms] are subject to rapid change due to sudden warfare and defeat or victory. (WOGC,19) (WOGF,8)
10. The relationship persists because no single bandit lord is strong enough to conquer the whole territory ant the

combined strength of all is often required to defend against neighboring states' retributive expeditions. So bandit and brigand band together in self interest and no kinglest, regardless of ambition, has seriously attempted to rule the whole, for fear that threatened lords would turn to neighboring states in spite - even at the risk of destruction by summoned "ally". Thus, the combined kinglests continue to stand more or less together. (WOGC,19) (WOGF,8)

11. [Humanoids] now use these trails to raid The Pale, Ratik and even Nyronnd-although any movement through the Flinty Hills is at great perils due to the gnomes still holding out there. There is continual border warfare along the Teesar Torrent and in the Blemu Hills (...) (WOGC,20) (WOGF,9)
12. (...) some say that the Overking would gladly make peace with the humanoids to the north and enlist them in his own armies. (WOGC,20) (WOGF,9)
13. The realm [Celene] is friendly with the Ulek states (...) (WOGC,21) (WOGF,9)
14. (...) continual warfare is carried on (in the Suss Forest and beyond the Jewel River) with the Pomarj tribes (WOGC,21) (WOGF,9)
15. (...) make it [Dyvers] an important trading center and busy port, with lake and river traffic from as far away as Perrenland, Bissel, Nyronnd Urnst, the Pale, Tenh and even occasional missions from luz. (WOGC,21) (WOGF,9)
16. (...) in actuality [Kingdom of Fruztii] it is now independent in all but oath. (WOGC,21) (WOGF,10)
17. (...) his realm [Furyondy] is closely allied with that of Veluna, constantly warring upon the evil Horned Society and luz, as well as lending contingent to expeditions mounted by the Earl of the Shield Lands against the Bandit Kingdoms. (WOGC,22) (WOGF,10)
18. They are continually threatened by incursions of formidable ogres and giants coming down the Crystalmists. The Geoffites dwell in harmony with the olvenfolk in the realm and these two peoples often combines to combat the invading monsters. Owen I is a clever and valorous leader on friendly terms with the Earl of Sterich and the King of Keoland alike. (WOGC,22) (WOGF,10)
19. The state [Grand March] is now only a nominal vassal of Keoland and maintains friendly relations with Bissel. (WOGC,23) (WOGF,10)
20. His [Overking] writ extends to the Royal Demesne surrounding the capital, the Grandwood and further only by threat and persuasion of the Peers whose fiefs comprise the balance of the realm. (WOGC,23) (WOGF,10)
21. Both the North and the South Province are under the suzerainty of Aerdi royal houses and are ruled almost as independent states. (WOGC,23) (WOGF,10)
22. The Sea Barons pay a token tribute to the Overking and conduct their piratical operation under letters of marque bearing the Overking's seal. (WOGC,23) (WOGF,10)
23. (...) and [Greyhawk city] it again rules a considerable portion of the area, claiming all the land from Nyr Dyv to the Neen River where it joins the Selintan, including the mines in the Cairn Hills. The Despotrix of Hardby now pays tribute to Greyhawk to avoid being absorbed in the growing city state once again. (WOGC,25) (WOGF,11)
24. The folk of Highfolk and the valley above are at peace with their neighbors to the north and south. (WOGC,25) (WOGF,11)
25. The main enemies of the people of Highfolk come from the land of luz, penetrating the Vesve. (WOGC,25)
26. It is known that many troops of bandits from the east frequent the walled town of Molag and the Horned Society is on favorable terms with luz (WOGC,26) (WOGF,11)
27. They [Ice barbarians] will raid their cousins to the south, the Snow and Frost Barbarians or raid with them into Ratik or the more tempting Great Kingdom. In high summer, they often find fighting by rounding the coasts of the Hold of Stonefist and the Cruskii have both hatred and respect for the dour inhabitants of that land. Their most despised enemy, however, is the Sea Barons, whose ships they attack on sight and whose isles they often attack and plunder-usually at a price. (WGOC, 26) (WOGF,11)

28. This territory [Idee] is the most open to attack by the vengeful Aerdians (...) (WOGC,26) (WOGF,11)
29. (...) Idee carry on a brisk trade via the *sea lanes* (*sealanes* in WOGF) with Onwal and Nyronnd. (WOGC,26) (WOGF,11)
30. This large and thriving city [Irongate] is based on sea commerce and trade between Onwal and the East. (WOGC,27) (WOGF,11)
31. (...) the otherwise fearless Wolf Nomads and Rovers of the Barrens pass through the Cold Marshes rather than *cross even the* (*enter the merest* in WOGF) edge of the Land of Iuz.. (WOGC,27) (WOGF, 12)
32. The semi-independent Gran March and Earldom of Sterich are loyal to the crown and furnish strong contingent to the royal army. (WOGC,28) (WOGF,12)
33. (...) conflicts with the Sea Princes continues to plague the realm [Keoland]. (WOGC,28) (WOGF,12)
34. (...) [Ket is] a trading center between eastern Flanaess and the world beyond. (...) rich trade with the Paynim tribes, Tusmit, Ekbir, Perrenland, Bissel and Veluna. Goods from Zeif and Wintershiven pass through Lopolla. (WOGC,28) (WOGF,12)
35. (...) the Paynims clans often raid the border country west of the Tuflik River. (WOGC,28) (WOGF,12)
36. They [rulers of Duxchan] profit hugely from cargoes of goods brought from Hepmonaland to the Great Kingdom and collect tribute from those states which use the *Tilva Straits* (*Straightsl* in WOGF) in commerce. (WOGC,28) (WOGF,12)
37. There is a particular enmity between the Sea Barons and the Lord of the Isles (...) (WOGC,28) (WOGF,12)
38. (...) their mercenary forces [See of Medegia] harry the Olvenfolk in the Grandwood and loot across the Flanmi in the Glorioles and Hestmark Highlands where the Censor has extended his holdings to these very foothills, contesting with dwarves and gnomes without quarters. (WOGC,29) (WOGF,12)
39. It is now reported that the Herzog is seeking Imperial funding of a huge army to recapture the southern portion of Bone March. (WOGC,29) (WOGF,12)
40. The strength of Nyronnd and the hostility of its rulers and nobles have been the major protection (...) against the (...) Great Kingdom (...) (WOGC,29) (WOGF,13)
41. Nyronndal contingents assist Urnst and the Pale against the Bandit Kingdoms and a squadron of their warships sails Relmor Bay and the Sea of Gearnat in support of the Iron League. Strong garrisons of the Nyronndese army are stationed in strategic positions to move to the aid of either Almor or the Pale in time of need. (WOGC,29) (WOGF,13)
42. In time of need, pacts call for support [to Nyronnd] from Urnst (County and Duchy). (WOGC,29) (WOGF,13)
43. (...) Onwall is subject to periodic sea raids from the Herzog's squadrons. (WOGC,30) (WOGF,13)
44. Barbarians, humanoids and bandits raiders constantly plague the Theocracy (...) (WOGC,30) (WOGF,13)
45. (...) Perrenland is relatively prosperous through trade with the northern nomads, the Baklunish states and Veluna-Furyondy. (WOG,31) (WOGF,13)
46. (...) the High Elves from that region will often be seen in service with a band of Perrenlanders. (WOGC,31) (WOGF,13)
47. Perrenland is always careful to maintain strict watch on all frontiers. (WOGC,31) (WOGF,13)
48. The humanoids have not often dared to cross into Ulek but their raiders cause much trouble in the Wild Coast. (WOGC,32) (WOGF,14)
49. The Baron's forces are able to defend Ratik but they are not strong enough to dislodge the humanoids from the mountains of the plain to the south (WOGC,32) (WOGF,14)

50. (...) [fief of Rel Astra] including the town of Ountsy, whose mayor is subject to Rel Astra. (WOGC,32) (WOGF,14)
51. (...) [rival noble house ruling Rel Astra] who are secretly conspiring against the royal house of Naelex, although they are careful to allow no proof of this to fall into their enemies' hands. They desperately seek close ties with Medegia and the Sea Barons to balance the weight of the Overking's kinsmen in North and South Province. It is reported that the Overking views these machinations with ill-concealed delight for they are seen as check and balance, as the monarch fears his own at least as much as he distrusts others. (WOGC,32) (WOGF,14)
52. (...) the lord of Rel Astra at the same time desires to check the growth of the Censor's lands and holdings and secret plots with the freefolks of grandwood forest and the Herzog of the South Province are rumored. (WOGC,32) (WOGF,14)
53. The four [Sea] barons are virtually independent today but still swear fealty to the Overking and serve loyally if not with great enthusiasm. (WOGC,34) (WOGF,15)
54. Their [Sea barons] squadrons protect the coasts (...) driving off the northern seawolves (...) and *fighting* (*fight* in WOGF) with the ships of the Duxchan Lord whether piratical or otherwise. (WOGC,34) (WOGF,15)
55. (...) [use of slaves allowed in Sea Princes] despite strong protest from the Yeomanry. (WOGC,34) (WOGF,15)
56. Their military activity [Shield Lands] brings contribution from Furyondy and Urnst (...) (WOGC,34) (WOGF,15)
57. This area [Shield Lands] currently is in desperate straits with the growing might of the Horned Society menacing the delicate balance. (WOGC,34) (WOGF,15)
58. (...) the Fruztii are now free except in pledge. (WOGC,35) (WOGF,15)
59. This has not affected general concord [of the Snow Barbarians] with either neighbor as all three considers the Great Kingdom and the Sea Barons as their most natural source of easy loot and profit. Although fighting humanoids has become a national pastime, there are sufficient men left to man the longships when campaigning season in the south is at hand. (WOGC,35) (WOGF,15)
60. It is rumored that the Baron of Ratik has sent messages to the King of the Schnai proposing four-way *cooperation* (*co-operation* in WOGF) to take the Hold of Stonefist and the Bone March. Supposedly, this proposal offers Glot and Krakenheim as possible gains for the Schnai, while the Fruztii and Cruski would divide the Hold, part of Timberway would be returned to the Frost Barbarians and Ratik would rule Bone March. The reaction to these proposals can not be guessed but the Schnai are undoubtedly keeping an eye on the joint Fruztii-Ratik ventures of late. (WOGC,35) (WOGF,15)
61. (...) The Herzog has stated the intent to stake his entire personal fortune on a last attempt to break the Iron League (...) If the viceroy carries through his vow, a major war can be anticipated soon. If it does erupt, it is certain that Nyron and Almor will move to support the Iron league - comprised of Idee, Irongate, Onwall and Sunndii. (WOGC,35) (WOGF,15)
62. Success, of course, would (...) regain favor for him in Rauxes (...) (WOGC,35) (WOGF,15)
63. (...) (and portions of this area [South Province] are even claimed by the Censor of Medegia who seeks to take advantage of the Herzog's disgrace). (WOGC,35) (WOGF,16)
64. (...) both groups [Sea Barons and Duxchan captains] likely desiring to expand their holdings by acquiring these islands [Spindrift Isles]. (WOGC,35) (WOGF,16)
65. Lendore Isle (...) pay a liberal sum to both the Lordship of the Isles and the Sea Barons to pass without incident. (WOGC,36) (WOGF,16)
66. This immunity [of attack on Lendore Isles ships] has been ignored on occasion by an enterprising pirate who is then latter exterminated - whether by an agent of the Council or by someone else is unknown. (WOGC,36) (WOGF,16)
67. The Earl of Sterich is a nominal vassal of the King of Keoland, although treated more as a favored relative than a vassal by the king. The Sterich are loyal to their Earl and the King of Keoland alike and, in time of need, a large contingent (...) is sent to Keoland, accompanied by companies of stout heavy dwarvish infantry from the

Crystalists. (WOGC,36) (WOGF,16)

68. (...) many humanoids, giants and even worse monsters tend to follow the headwaters of the Dalvish River down into the fertile low country [of Sterich] to loot and pillage. (WOGC,36) (WOGF,16)
69. The Earl maintain good relations with the grand Duchy of Geoff (being of the same bloodline as the Grand Duke, this is not too surprising) (...) (WOGC,36) (WOGF,16)
70. (...) some trade [from Sterich] is carried on with the Yeomanry via the Javan River. (WOGC,36) (WOGF,16)
71. These savage war and raiding bands [from Stonefist] commonly raid Fruztii, Tenh and even the Rovers of the Barren. (WOGC,37) (WOGF,16)
72. [Sunndi] (...) trade - overland with Idee, by sea with Duxchan. (WOGC,37) (WOGF,16)
73. It [Sunndi] is threatened continually, however, from the north by the Herzog's legions, from the east by the forces of the Holy Censor of Medegia and by the sea Barons along its coast. (WOGC,37) (WOGF,16)
74. (...) human and dwarven contingent [of Sunndi] in the Glorioles (...) (WOGC,37) (WOGF,16)
75. (...) [Sunndi] rely upon their confederates to the west (Idee) to provide cavalry. (WOGC,37) (WOGF,16)
76. [Tenh] is continually troubled by bandits from the west, raiders from the north, marauding humanoids and border clashes with the Theocracy of the Pale. (WOGC,37) (WOGF,17)
77. (...) [Tiger Nomads conduct] a fair amount of trade with Ekbir and Perrenland. (WOGC, 38) (WOGF,17)
78. Naturally, [Tiger Nomads] likewise raid both places and war continually with the tribes of the Burneal and their cousins to the east, the Wolf Nomads. (WOGC,38) (WOGF,17)
79. The state of Tusmit is maintained through the crafty playing off of one neighbor against the other - Ekbir against Zeif, Zeif against Paynims nomads, Paynims against Ket and so forth. By such careful diplomacy, Tusmit maintains her rich holdings south of the Tuflik and avoids costly warfare of an open nature. Of course, her forces are engaged in frequent border clashes with Ekbir and Ket, as well as skirmishes with raiding tumans of Paynims horsemen. The Pasha fears absorption by Ekbir and most of the politic he engages reflect this. It is said that hte Pasha plans on hire both Perrender and Uli mercenaries to settle the problem. (WOGC,38) (WOGF,17)
80. Although each is separate and distinct, [Ulek states] have a community of interest which allied them in the face of outside aggression or time of need. The County palatinate is on good terms with its neighbor north and south as well as its former suzerain, the Kingdom of Keoland. (WOGC,38) (WOGF,17)
81. While they do not love the Keoish, they [Duchy of Ulek] do not bear them enmity and normal relations and trade exist between the Duchy and the Gran March and Keoland. (WOGC,39) (WOGF,17)
82. The Prince is on very good terms with the Count of Ulek and trade with Keoland and the Sea Princes as well. (WOGC,39) (WOGF,17)
83. The County of Urnst is populated by a mixture of peoples (...) hostile toward the Aerdi, unwilling to serve a Nyrondal monarch. (WOGC,40) (WOGF,18)
84. The county [of Urnst] is allied to and under the protection of the Duchy of Urnst, but its ruler is by no means subservient to the duke (who is seeking to marry his eldest son to the Countess and thus permanently unite the lands into one realm). (WOGC,40) (WOGF,18)
85. Urnst has plenty of other problems of a continuing nature - its Cairn Hills border with Greyhawk, the Abbor-Alz frontier which has desert nomads and difficulties with the lakemen of the Nyr Dyv. (WOGC,40) (WOGF,18)
86. (...) [Grand Duke of Urnst] still distrust Nyron. (WOGC,40) (WOGF,18)
87. The Grand Duke [of Geoff] does not care [about the Valley of the Mage] (...) (WOGC,40) (WOGF,18)
88. The Archclericy [of Veluna] aids Bissel, Highfolk and the gnomes of the Kron Hills. He is on very close terms

with Furyondy. (WOGC,41) (WOGF,18)

89. Having lost their favorite foemen, the Wolves of the Prairies fight with Tiger Nomads or raid southward for sport. (WOGC,42) (WOGF,19)
90. (...) a secret source [in Zeif] of chrysoberyls and peridots which are so fine as to be sought after as far east as Keoland, Furyondy and beyond. (WOGC,43) (WOGF,19)
91. Zeif is supposed to have territorial designs upon both Ekbir and Tusmit but this is not certain. (WOGC,43) (WOGF,19)
92. Shipping from the south part of the Great Kingdom seldom make the long journey round Onnwal through the Azure and Densac, round by the Tilva Strait and then northward up the coast, or vice versa. (WOGC, 47) (WOGF,20)
93. (...) the ships encountered there [Relmor Bay] will be either those plying between Almor, Nyronnd or Onwall or will be those seeking to prey upon them - the squadron from Alhissa (...) (WOGC,47)
94. In these waters [Spindrift Sounds] are fought some of the fiercest sea actions for when the Sea Barons and ships of the Lord of the Isles meet, no quarter is ever asked or given. (WOGC,48) (WOGF,20)
95. (...) [Inhabitants of the Hestmark Highlands] with the men and elves of Sunndi, are beginning to conduct their own forays into the lowlands beyond the Hestmarks in reprisal. (WOGC,49) (WOGF,22)
96. The independent town of Dullstrand and its environs proclaims neutrality in these matters but it is probable that secret aid is given to the insurgent in the hills. Freebooters certainly find safe haven in the town and its forge make weapons and armor which are not seen by the Overking or his men-at-arms. (WOGC,49) (WOGF,22)
97. The minions of the Overking do not venture into the Hollow Hills without strong forces. (WOGC,50) (WOGF,22)
98. (...) their gnomish inhabitants [of the Lorridges] serve the Olvenfolk. (WOGC,50) (WOGF,23)
99. These wild hills [Tors] are a source of continual troubles for the yeomen as they are home to many sorts of monsters and humanoids tribes. (WOGC,51) (WOGF,23)
100. The men of Sunndi (...) keep constant watch to assure that these denizens of the Vast Swamp do not roam beyond its edges. (WOGC,51) (WOGF,27)
101. The [Lone Heath] area provides sanctuary to outlaw humans and demi-humans fighting the evil and oppressions of the Overking and his minions. (WOGC,51) (WOGF,23)
102. The Pale carefully hedges the place with watchtowers and keeps, and strong patrols constantly ride the verges of the southern end of the Troll Fens to watch for unwelcome visits from the monsters and humanoids bands dwelling within. (WOGC,52) (WOGF,23)
103. (...) [inhabitants of the Lortmil mountains] are subjects of the small states which have formed in the shelter of the range such as the Ulek realms and Celene. (WOGC,53) (WOGF,24)
104. Tiger and Wolf Nomads often roam the Burneal seeking sport. They do so at peril, however, for little-known savages (...) attack by stealth and surprise. (WOGC,56) (WOGF,21)
105. Both sovereigns [from Nyronnd and the Duchy of Urnst] expect that the inhabitants [of the Celadon Forest] will loyally serve and they do so by guarding the forest ways from invasion by raiders or hostile creatures coming up from the hills or marshlands to the south and using the timber as cover. (WOGC,56) (WOGF,21)
106. Waterborne raiders are the worst problem but the Duke [of Urnst] send patrols along the Nesser to aid warders [of the Celadon]. (WOGC,56) (WOGF,21)
107. There is constant warfare within the Dreadwood, with monsters and humanoids battling the elves who ward the place in behalf of the King (in return for Keoish protection of the forest. (WOGC,56) (WOGF,21)
108. It is suspected that the Sea Princes are in collusion with certain bandits and humanoids bands who creep through the Dreadwood on their way to raid Keoland and the Yeomanry. (WOGC, 57) (WOGF,21)

109. Although there is no love for the Kingdom of Nyronnd, the Gomboge folk regard it far more favorable than they do the Pale so allegiance is typically sworn to Nyronnd (...) (WOGC,57) (WOGF,21)
110. It is rumored that the demi-human (and humankind too) within the region [of the Gomboge Forest] are seeking to ally with their fellows in the Flinty Hills and create a demi-human realm but this is Highly doubtful due to the Threat of the humanoid hordes and the Overking. (WOGC,57) (WOGF,21)
111. No formal government is ever likely to hold sway as long as they are deep woods to shelter resisters [in the Gnarley Forest]. (WOGC,57) (WOGF,22)
112. The Viscount of Verbobonc is well liked by the folk dwelling in the northeastern portions of the Gnarley while the Queen of Celene is favored by those in the south. (WOGC,57) (WOGF,22)
113. The western third of the forest is relatively uninhabited for there the troops of the Overking are numerous but deeper within the Grandwood, the Overking's minion do not go for fear of attack. (WOGC,57) (WOGF,22)
114. Occasionally, Censorial troops will push into the heartland [of the Grandwood] but they return fewer in number than they started out (...) (WOGC,57) (WOGF,22)
115. Men of Rel Astra likewise enter the Grandwood and post it in the name of the city but no serious attempt to hold any portion is ever made. (WOGC,57) (WOGF,22)
116. They likewise use [the Suss Forest] as a highway to move northward to raid in the Wild Coast, Celene or even the Ulek states and into Verbobonc. (WOGC,58) (WOGF,26)
117. Rangers and light troops from Furyondy aid the Highfolk (...) (WOGC,58) (WOGF,27)
118. It is expected that each side [of the Vesve forest] will certainly make a major attempt to settle the issue soon. (WOGC,58) (WOGF,27)
119. (...) [Phostwood] belongs to Tenh, although his possession is disputed continually by bandits from the bordering states. (WOGC,59) (WOGF,27)
120. (...) the Prince of Duxchan is attempting in earnest to destroy the [Assassin's] Guild [of Sulward](WOGG,28)
121. The Cantons export a great deal of copper to the south (...) (WOGG,29)
122. Much other trade has passed between Schwartzenbruin and Highfolk (...) (WOGG,29)
123. (...) Hommlet still suffers from incursions of bandits and strange monsters (...) (T1,1)
124. [A map] (...) showing past and planned raids (...) (G1,4) (G1-3,4)
125. Inside [a scroll tube] is a set of instruction on the next raid, written in giantish and signed "Eclavdra" (G1,4) (G1-3,4)
126. These orcs know about the rebellion in the dungeons (...) (G1,5) (G1-3,5)
127. (...) escaped orc slaves, rebels against the hill giants (...) (G1,7) (G1-3,7)
128. They [rebellious orcs] obtain food from raids (...) (G1,7) (G1-3,7)
129. They [rebellious orcs] have an uneasy truce with the troglodytes (...) (G1,7) (G1-3,7)
130. It [exceptional black wine] is the property of the creatures masterminding the attacks by the giants, a gift to the chief for his good services (...) (G1,8) (G1-3,8)
131. 5 hills giants (...) are awaiting a summon from the Jarl (...) with a report from the hill giant leader (chief) to the Jarl (...) (G2,5) (G1-3,12)
132. (...) they [5 hill giants] are bound south to the realm of the fire giants after seeing the Jarl so as to take a message to the fire giant King. (G2,5) (G1-3,12)

133. 5 stone giants (...) have come here to pay their respects to the Jarl and to see how well the frost giants are doing in their war on humankind. (G2,5) (G1-3, 12)
134. (...) a jewelled crown (...) which they [stone giants] intend to give to the Jarl as a gift if he appears to be doing well. (G2,5) (G1-3,12)
135. (...) 3 fire giants messengers (...) who have delivered their message and are about to depart for their own land. (G2,5) (G1-3,12)
136. (...) a token [silver statue] of the Jarl's fealty to King Snurre (...) (G2,6) (J1-3,12)
137. (...) those [the Drow] who motivate the giants... (G2,7) (G1-3,13)
138. Five ogre-magi (...) recently arrived from the Lord of their kind. They had an audience with the Jarl (...) they will depart with a treaty scroll. The scroll is signed (a special mark) by the Jarl and offers the Lord of Ogre-Magi 100,000 g.p. value in gems, plus whatever loot his minions garner, if they will join the war upon humankind. Each monster bears a pouch with 10,500 gp. gems (tokens from the Jarl). A small iron casket holds a gift to the lord of Ogre-Magi (G2,7) (G1-3,13)
139. (...) the evil genius - or genii - controlling the uprising and planning of the well-executed attacks (...) (G3,2) (G1-3,16)
140. (...) the 68th scroll tube contains a set of instructions for the king [Snurre], telling him to gather forces of hill, stone, frost, and fire giants, along with whatever strength he can raise in ogres, ogre-magi, cloud giants, and any other creature for an all-out attack on the provinces to the east and northeast. The scroll promises powerful help from the "Drow". It is signed "Eclavdra". (G3,6) (G1-3,20)
141. 6 frost giants who are messengers from the Jarl (...) (G3,12) (G1-3,26)
142. 2 cloud giants (...), a noble and his lady (?) from the Ulsprue Mountains have come to hear King Snurre tell why his warfare will profit them and make them more powerful. (G3,12) (G1-3,26)
143. (...) a present [78 gems] to them [2 cloud giants] from the King [Snurre]. (G3,12) (G1-3,26)
144. (...) Nedylene, a cleric/fighter [Drow] noble generally opposed to anything Eclavdra attempts. She is here to check up on her rival (...) she will be not adverse to seeing her rival's plans go wrong. (G3,14) (G1-3,28)
145. 3 mind flayers (...) who have decided to see what is going on with their friendly enemies, the Drow. They plan to observe events, and the Dark Elves ignore them. (G3,14) (G1-3,28)
146. They [2 salamanders] are totally neutral to whom they attack, although they know and respect the Drow (G3,14) (G1-3,29)
147. (...) occasionally they [Drows] enter lower dungeon levels and consort with other creatures in order to work out their schemes and inflict revenge upon those who inhabit the world above. (G3,15) (G1-3, 29) (D3b,24) (D1-2,23)
148. It is told that demons walk freely amongst the Drow, for the Dark Elves regard them as benefactors and friends and so actually consort with them gladly. (G3,16) (G1-3,30) (D3b,25) (D1-2,23)
149. (...) the Drow besmirch and stain their [Elves] race (...) (D1,2) (D1-2,2)
150. [somewhere in DeepOerth, 40 miles SE of Erelhei-Cinlu] (...) a secret advanced post for Illithid (mind flayer) expansion in the area - a place the Drow are aware of (...) (D1,3) (D1-2,3)
151. (...) if the expedition kills the mind flayers and prove their deed to any Drow they happen to meet, it is 90% probable that the Dark Elves will be friendly with the party despite any past conflict (...) (D1,3) (D1-2,3)
152. They [the Drow] bear undying enmity for all surface dwellers in general, and elvenkind in particular. (D1,3) (D1-2,3)
153. Bugbear and troglodyte slaves are former servants [of the Drows] who are enslaved for disobedience, committing some error, etc. (D1,5) (D2,4) (D1-2,5), (D3a,4) (D3b,4)

154. Troll and troglodyte groups are Drow servants (...) (D1,6) (D2,5) (D3a,5) (D3b,5)
155. Ghast and Ghoul groups are Drow connected. They report to the female Drow nobles and serve the deity of the Drow. (D1,6) (D2,5) (D3a,5) (D3b,5)
156. Beholders are generally friendly with the Illithids and will aid them. (D1,6)
157. Shadow groups are spies for the Drow, for they are the major creation of the Drow deity. (D1,6) (D2,5) (D3a,5) (D3b,5)
158. Wererat and Illithid groups are exploring and observing, as the latter wish to expand into this area despite Drow resistance to this aim, although they do not wish any open conflict at this time (D1,6)
159. Despite rivalry [between a male Drow patrol and a female one] (...) (D1,6) (D1-2,6)
160. (...) Vlondril, a special servant of the Fane (...) (D1,7) (D1-2,7)
161. (...) [Vlondril] is charged with reporting any significant event which transpire after the fall of Snurre, i.e the ruin of Eclavdra's plan, for the latter is an opponent of the Fane. (D1,7) (D1-2,7)
162. [anonymous] male magic-user [in area D3 has] a small brass wand (inscribed in Drow runes, ALEVAL) (D1,7) (D1-2,7)
163. [anonymous] female curate [in area D3 has] a small brass blue-black mace inscribed DESPANA (D1,7) (D1-2,7)
164. On the person of Vlondril (...) is a golden spider pin with engraved runes which say in Drowic, LOLTH, DEATH QUEEN MOTHER. (D1,7) (D1-2,7)
165. This area [somewhere in DeepOerth, 40 miles SE of Erelhei-Cinlu] is the westernmost spy post of the Illithids, one which the Drow are well aware of but do not care to deal with at this time due to the recent reverses suffered. (D1,7) (D1-2,7)
166. (...) ratmen working with the mind flayers (...) (D1,7) (D1-2,7)
167. The mind flayer is questioning the Dark Elf about the current alliances, power groups and feuds between the Drow clans and noble houses. (D1,7) (D1-2,7)
168. Each ratman has a gold ring (...) as indication of service to the Illithids. (D1,7) (D1-2,7)
169. [ingots] are used [by illithids] as bribes to subvert Drow servants. (D1,7) (D1-2,7)
170. A very large purple worm has recently moved into this place [side cavern, off grand cavern] (D1,8) (D1-2,8)
171. (...) Drow (...) oversees any activities in the cavern [of the troglodytes] as a whole, as well as to aid [Drow] merchants or scout for invaders. (D1,8) (D1-2,8)
172. Hidden on her [anonymous female commander, area 6 of the caverns] person is a small pin of bronze, a night,are"s head with NOQUAR inscribed in Drowic on the reverse. (D1,9) (D1-2,9)
173. These creatures [gargoyles] greatly fear the Drow and will attack no creature with a Drow or wearing a Drow garb (...) (D1,9) (D1-2,9)
174. (...) which [hooked goad] they recognize as the sign of mastership over them. (D1-2,9)
175. (...) a pack of ghasts and ghouls on their way northwest to serve the Drow. (D1,9) (D1-2,9)
176. (The Drow will soon get rid of it [giant slug]) (D1,9) (D1-2,9)
177. 2 hieracosphinx (...) are awaiting the return of their Drow mistress and master. (D1,9) (D1-2,9)
178. One [hieracosphinx] has a medallion with a staff of copper (...) and the name EILSERVS in Drow (...) on the reverse (D1,9) (D1-2,10)

179. The trolls dwelling in these areas [troll caves] have moved all their treasure to the tribe leader's lair (...) (D1,10) (D1-2,10)
180. (...) a large tribe of bugbears who are in *indirect* service of the Drow. (D1,10) (D1-2,10)
181. They [bugbears] have been equipped with (...) heavy, well-made morning stars (...) by their Dark Elf masters. (D1,10) (D1-2,10)
182. (...) they [troglydtes] work in co-operation with the trolls and bugbears. The co-operation is demanded by the Dark Elves, of course, but the inhabitants of the place have found that they are all prospering through mutual aid so they now come willingly to each other's assistance. (D1,10) (D1-2,10)
183. The trolls live in relative peace with the bugbears and trogs (...) They are rewarded with food and wealth by the Drow and the cooperation with the other inhabitants of the cavern has caused them to prosper greatly. (D1,10) (D1-2,10)
184. (...) which [2 wyverns] the trog chief has raised from the time they hatched from eggs taken by him. (D1,11) (D1-2,11)
185. (...) they [wyverns and trog chief] have a strange mutual liking (...) (D1,11) (D1-2,11)
186. Having put down a rising of giants, it was discovered that the motivating force behind their depredations was that of long-forgotten evil - the Dark Elves. (D2,2) (D1-2,12)
187. (...) [Thoopshib] summon his only companion, a giant gar (...) (D2,6) (D1-2,14)
188. The Deep Gnomes hate the Kuo-Toa people as much as they despise the Drow (...) (D2,7) (D1-2,15)
189. (...) They [Svirfnebli] are willing to get others [gems] from their enemies [Kuo-Toa] (D1-2,15)
190. (...) Blibdoolpoolp hates the Dark Elves (...) (D2,8) (D1-2,16)
191. (...) a Drow merchant of the puffball clan [kept captive in the slaves' quarter] (...) (D2,10) (D1-2,18)
192. The Kuo-Toans use this [a letter from an Elven fugitive from Erelhei-Cinlu] to emphasize the badness of the Drow who do not worship Sea Mother [Blibdoolpoolp] (D2,10) (D1-2,18)
193. She [Derinnil, noble Drow female] is held in durance vile by the chief whip and is slated for formal torture soo, in order to find what plans the drow have against the Kuo-Toan People, as well as to learn the current state of affairs amongst the Dark Elves' noble houses. (D2,13) (D1-2,21)
194. (...) her [Derinnil, noble Drow female] bronze brooch (*broach* in D2) depicting the head of a nightmare, with a reverse inscription in Drowic, NOQUAR. (D2,13) (D1-2,21)
195. The Kuo-Toans sometimes are encountered (...) journeying in the upper world to kidnap humans for slaves and sacrifices (D2,13) (D1-2,25)
196. Kuo-Toa People do not generally co-operate from community to community, although they have special religious places in common. (D2,15) (D1-2,27)
197. These religious communities [Kuo-Toans] (...) are open to the Drow and their servants, for the Dark Elves provide useful goods and service as slave traders and merchants. (D2,15) (D1-2,27)
198. (...) the Drow are both feared and hated by the Kuo-Toa People, so there are frequent kidnappings and minor skirmishes between the two peoples. (D2,15) (D1-2,27)
199. The Illithids (mind flayers) are greatly hated by the Kuo-Toans and they and their allies are attacked on sight. (D2,15) (D1-2,27)
200. (...) their [Svirfnebli] hated and feared enemies who, along with the Illithids are the worst threat to any Deep Gnomes gem gathering expedition. (D2,16) (D1-2,28)
201. (...) it is 90% unlikely that such creature [from the Earth Elemental plane] will harm a Svirneblin... (D2,16)

(D1-2,28)

202. Deep Gnomes will usually aid any non-enemy for a fee, and they will certainly help if these creatures [non-enemy] are fighting Drow. Illithids or Kuo-Toans. (D2,16) (D1-2,28)
203. (...) it is just as evident that these evil elves [Drow] are hated and feared by the other intelligent races inhabiting the subterranean lands. (D3a,2) (D3b,2)
204. (...) their [Drow] continual feuding (...) (D3a,3) (D3b,3)
205. The threat of a general uprising of slaves will certainly bring all of the Drow into full co-operation (...) (D3a,3) (D3b,3)
206. Giants spiders will not attack Drow of any sort and they are able to converse with and will obey Drow female clerics who serve the Demoness Lolth (D3a,5) (D3b,5)
207. 90% of female Drow clerics encountered serve the Demoness Lolth [Non literal] (D3a,5) (D3b,5)
208. 30% chance of any group being those who are cryptic worshippers of the Elder Elemental God. (D3a,5) (D3b,5)
209. (...) [Spiders] will hasten to inform their [Drow] mistresses (D3a,5) (D3b,5)
210. These arachnids are pets and friends of the Drow (...) because of this relationship, they do not molest the Dark Elves (...) (D3a,7) (D3b,7)
211. The spiders are in great fear of the vampire Belgos and his demon mistress (...) (D3a,7) (D3b,7)
212. These creatures [bugbears] are going about the business of one of the merchant clans (D3a,8) (D3b,8)
213. These creatures [troggs] are going about the affairs of a noble house (D3a,8) (D3b,8)
214. Trolls are employed by the Drow to maintain discipline amongst their other servants. (D3a,8) (D3b,8)
215. They [Drow merchant raiding party] are out to deliver "death and destruction" to another merchant clan with whom they are feuding. (D3a,9) (D3b,9)
216. Each [roper] will be working with its fellow to insure victory (D3a,9) (D3b,9)
217. Kuo-Toan spies (...) (D3a,9) (D3b,9)
218. (...) special assembling place for all bugbears serving the drow (D3a,10) (D3b,10)
219. (...) [bugbear's guard magical weapons] (gifts from the Dark Elves) (D3a,10) (D3b,10)
220. (...) [in one of Divolg's coffer] a small piece of parchment with Drow script saying: "the bearer is my most trusted servant and must be speeded and aided as is his need. Eclavdra". With this message is a brooch of copper formed in the likeness of a staff with tentacled end, engraved on the back, EILSERVS. (D3a,11) (D3b,11)
221. (...) therein [secret compartment in a leg of Merinid's desk] also is a brooch of an adamantite mace bearing the engraved name DESPANA on the reverse. (D3a,12) (D3b,12)
222. This military sisterhood [Female Fighters Society] supposedly counters all other factions in direct service of Lolth. (D3a,13) (D3b,13)
223. Considerable rivalry does exist between the sororities and there is intrigue and politics within the society. (D3a,13) (D3b,13)
224. Merchant clans are normally allied in pairs to a noble house, thus making a perfect balance of power, but due to intrigue and feuding between the merchants and nobles, there is an uneven balance. Feuding and raids are fairly common. (D3a,14) (D3b,14)
225. Merchant clans [Drow] and alliances are shown below: (D3a,14) (D3b,14)

- a. Prism (Tormtor) allied with h. and c. (Eilservs)
 - b. Morel (Godeep) allied with d. (Aleval)
 - c. Coiled whip (Eilservs) allied with a. (Tormtor)
 - d. Crescent (Aleval) allied with b. (Godeep) and i. (Noquar)
 - e. Puffball (Kilsek) allied with f.
 - f. Hook (Kilsek) allied with e. and m. (Despana)
 - g. Shelf fungi (Despana) allied with m.
 - h. Chain (Tormtor) allied with a.
 - i. Mushrooms (Noquar) allied with d. (Aleval) and o. (Everhate)
 - j. Bars (Eilservs) allied with p.
 - k. Urn (currently uncommitted)
 - l. Horsetail Mushroom (Noquar) allied with a.
 - m. Gem (Despana) allied with g. and f. (Kilsek)
 - n. Star (currently leaning towards Eilservs)
 - o. Lozenge (Everhate) allied with i. (Aleval) and l. (Noquar)
 - p. Bone (Eilservs) allied with j.
226. Just as the female organization is a neutral instrument of the Drow clerical hierarchy, so too is the fraternity of male fighters an instrument to counter any destructive feuding or power seizure by one or more of the merchant clans at the expenses of the others. (D3a,14) (D3b,14)
227. Relenor is secretly in the service of the House of Tormtor. Hidden on his person is a Tormtor broach (...) (D3a,14) (D3b,14)
228. He [overall commander of the great gate to the city] is an ally of the House of Eilservs so any person possessing an Eilservs or Tormtor badge will be passed with only minimal questioning by him. (D3a,15) (D3b,15)
229. (...) Jysiln, a member of the Servant of Lolth, wearing her gold spider broach proudly (and openly hostile to any bearing the Eilservs or Tormtor device (D3a,15) (D3b,15)
230. (...) [Drow] House of Tormtor (...) actively allied with the house of Eilservs, rising and thus incurring the enmity of the other nobles (...) (D3a,17) (D3b,17)
231. (...) [Drow] House of Everhate (...) nominal supporters of the noble houses worshipping Lolth, but seldom active against the Eilservs-Tormtor faction, as they prefer to wait to see the eventual outcome of the contest. (D3a,17) (D3b,17)
232. (...) [Drow] House of Despana (...) closely leagued with that of Kilsek and Noquar to bring ruin upon the Eilservs for each of these families imagines that their house would then gain first precedence. (D3a,17) (D3b,17)
233. (...) [Drow] House of Noquar (...) close allies of the Despanas and Kilseks and secretly hope that the struggle with the Eilservs will weaken their allies so that the Noquar will be the greatest noble family. (D3a,17) (D3b,17)
234. (...) [Drow] House of Aleval (...) manage a semi-independent position, waiting for the Kilsek-Despana-noquar or the Eilserv-Tormtor axis to wax supreme and then join the victors. (D3a,17) (D3b,17)
235. Hatred and jealousy has always existed between Kilseks and Eilservs, and the Kilsek [Drow] family is more than happy to be able to play off the Despanas and Noquars against their rivals. (D3a,18) (D3b,18)
236. (...) [Drow] House of Godeep (...) are also committed to the anti-Eilservs faction, for they perceive that they will gain greater rewards from the victorious Kilsek combination, and thus displace the Everhate House as 5th in precedence. (D3a,18) (D3b,18)
237. Although there is no open warfare, there is much hatred, and both [Lolth's priestesses and Eilservs] factions seek to destroy each other. An attempt to move worship of their deity [Elder Elemental God] into the upper world, establishing a puppet kingdom there, and grow so powerful from this success that their demands for absolute rulership no longer be thwarted, was ruined of late, and the family is now retrenching. (D3a,18) (D3b,18)
238. (...)Nilonim, dissident Drow captured in Ereilhei-Cinlu where he led a band of rebel attempting to overthrow noble rule. (D3a,20) (D3b,21)
239. Pellanistra is of the House of Noquar initially so she is exceptionnally hostile to any of the Eilservs ilk. (D3a,21)

(D3b,22)

240. This evil underground race [Drow] seemed to be plotting the destruction of the human lands. (Q1,2)
241. (...) the Drow nobles were disorganized and feuding. (Q1,2)
242. (...) the Drow were directed and controlled [by Lolth] (Q1,2)
243. Lolth use these [gnolls and minotaur] as a guard force. (Q1,9)
244. (...) they [bugbears] fear Lolth more than the party. (Q1,9)
245. These Drow command all the creatures of Lolth in the Web (Q1,11)
246. The gate is at the edge of an evil forest where Lolth is attempting to invade the world [Kingdom of Caer Sidi] (Q1,14)
247. Both he [Duke Alfric, of the Kingdom of Caer Sidi] and Lolth hope to use the other for their own ends. Alfric is uncertain as to how well he can trust Lolth or his own chaotic evil allies (...) (Q1,14)
248. If both sides [Alfric and adventurers] are friendly, Alfric will propose an alliance for the purpose of destroying or harming Lolth. (Q1,14)
249. They [dwarven slaves] live in fear of their elven master (...) (Q1,14)
250. This gate [to the Frozen Lands] opens into one of Lolth's more successful campaigns.(...)Lolth's has been using this area as a base before sending her armies to conquer the warmer human lands beyond (...) lands that Lolth wish to conquer. (Q1,15)
251. These forts closest to the gate will be sparsely populated, as Lolth has a firm control over this area. (...) Forts closer to the borderlands will hold more and more troops as Lolth prepares for her attack. (Q1,15)
252. Here [the Great Ocean], Lolth has been recruiting ixitxachitl, lacedon, morkoths and kopoacincths. She hopes to use them in her campaign to defeat the dominant human race (...) (Q1,15)
253. Lolth has used this territory [the Black Fen] (...) ever since she won the land from the humans who once held it. (Q1,15)
254. Lolth summons the most powerful of the spiders to serve in her armies (Q1,16)
255. Lolth has just begun what she hopes to be her final attack on the great fortress [Kandelspire, the gate to the kingdom of Maldev] (...) Lolth expect to receive further reinforcement soon but the dwarves of Maldev do not expect any further aid. (Q1,17)
256. Lolth has recently enlisted Vlad to her side and he is now gathering forces to this area. (Q1,18)
257. (...) Vlad does not intend to conquer the human lands but rather to harass and disrupt trade in the area, in preparation for a greater future assault by Lolth. (Q1,18)
258. (...) [Trinax] was undertaking a quest when he was captured. (Q1,18)
259. (...) she [matron for Lolth's palace] fears Lolth enough to obey her commands. (Q1,20)
260. These creatures [bugbears] are servants to the matron (...) (Q1,20)
261. A troll (...) stays here when not working as servant to the matron. It is feared by the bugbears (...) (Q1,20)
262. Lolth permits this pet of hers [a young adult black dragon] (Q1,21)
263. Lolth allow this pet [a young adult white dragon] (Q1,22)
264. (...) all of you elected to establish friendly relations with these doughty demi-humans [gnomes] (...) (WG4,3)

265. In addition to their hospitality (...) the gnomes have provided aid of various sort (...) (WG4,3)
266. Both sides have benefited by the relationship (...) WG4,3)
267. Because of the special relationship which has developed between your group and these demi-humans (...) (WG4,3)
268. (...) the giant choose to enlist these humanoid [norkers] as servants rather than slay and eat a dozen or so and chase off the rest. The norkers were surprised and delighted at their good fortune. Expedient servitude soon became willing service as these humanoids learned how beneficial it was to have a master as powerful as a mountain giant. (WG4,4)
269. A particularly clever lamia has convinced the four leucrotta to follow her and serve her. The alliance is a very successful one and it now control the valley in which the leucrotta originally dwelled (...) (WG4,7)
270. (...) the lamia and her leucrotta allies (...) (WG4,7)
271. (...) the lamia and her leucrotta minions (...) (WG4,8)
272. (...) the lamia and her new leucrotta allies (...) (WG4,8)
273. (...) the lamia and her faithful leucrotta servants (...) (WG4,8)
274. These [Orcs encountered in the Yatils] are Orcs of the Rotting Eye tribe, belonging to the clan of the Jagged Knife. (WG4,8)
275. These two ghastly monsters [annis] serve the master of the place [Groorg] (WG4,15)
276. These huge wolves (...) are kept by Groorg as pets and guardians of his personal bed chamber. (WG4,17)
277. Both [2 Kettites Prisoners] are normal men-at-arms, but one is of a noble family (...) the Family Aldeen (...) (WG4,20)
278. The witchdoctor is commander of the norkers and the gnolls, placed in charge by Groorg himself so as to assure maximum co-operation from these humanoids. Although the gnolls aren't happy with the situation, they fear the power of this norker spellcaster sufficiently to obey fairly readily. (WG4,21)
279. The witchdoctor has a particular hatred of mountain dwarves, coming from a tribe where continual warfare between norkers and these demi-humans wiped out all but a few of his folk (WG4,21)
280. In it [chest of the norker witchdoctor] are various helmet and mail coiffe taken from slain mountain dwarf enemies. (WG4,21)
281. The Citadel of Eight is a serious force in the events of the WORLD OF GREYHAWK, and the four characters [Mordenkainen, Bigby, Yrag & Rigby] are amongst the eight principals of the fortress. (WG5,2)
282. "Lord" Hubehn, who is the right-hand man of Eli Tomorast (...) (WG5,12)
283. (...) to warn his [Hubehn] master, Eli Tomorast (...) (WG5,13)
284. These two fighters (...) are fanatical followers of Tomorast (WG5,14)
285. (...) Tomorast (...) and his apprentice Hubehn (...) (WG5,14)
286. This [a Bookstand in Tomorast's Room] has an atlas of Oerth detailing the geography of the Flanaess. Some areas on these maps are marked with an X, including the capital of the Great Kingdom, Rauxes. Whatever this may mean, it is not indicated here (WG5,16)
287. (...) his [Rel] master, Tomorast (WG5,17)
288. (...) all those who follow Tomorast's fake religion (...) (WG5,20)
289. (...) followers of Tomarast (WG5,21)