

# Reader's guide to Gord the Rogue

Gord the Rogue is a series of books and short stories written by E. Gary Gygax between 1985 and 2006. Set in the World of Greyhawk, and begun while Gygax was at TSR, the series was first introduced with the short story "At Moonset Blackcat Comes", published in Dragon Magazine issue #100 (August 1985). Shortly thereafter he published the first two books, "Saga of Old City" (Nov 1985) and "Artifact of Evil" (Feb 1986). The series was then interrupted when Gygax left TSR under less than happy conditions. He picked up the series again, starting a company called New Infinities, and publishing with them. He picked up the story where he left off, publishing "Sea of Death" (July 1987), which follows the events of "Artifact of Evil". However, Gygax then published "Night Arrant" (Sept 1987), whose events fit between "Saga of Old City" and "Artifact of Evil". With this book, Gygax began to seriously introduce inconsistencies between his previous writings and his later ones. This situation was exacerbated when he, perhaps in an attempt to keep the whole story of Gord under the banner of New Infinities, attempted to re-create the events of the first two books, and expand upon them, by publishing "City of Hawks" (Nov 1987). This book introduced so many differences from what had come before that they are difficult, though not impossible, to follow. His final two books came next, "Come Endless Darkness" (1988) and "Dance of Demons" (1988), where he continued to contradict his own previous writings (not only contradicting his work while at TSR, but contradicting himself one book after the other). One almost senses him not caring, as contradiction after contradiction builds, and he slaps multiple deus ex machina into the last two books. The series ends with two short stories. The first, "Evening Odds" (story 14 in "Pawn of Chaos: Tales of the Eternal Champion", 1996) has events that fall chronologically after "Dance of Demons". The very last thing Gygax wrote about Gord, the short story "The Return of Gord", published in Dragon Magazine issue #344, (2006), returns to the time between "Saga of Old City" and "Artifact of Evil", though by now, as you might guess, Gygax continues to contradict himself with regard to the timing of events.

While these inconsistencies and flagrant use of poor writing techniques detract from the work, there is no doubt that this is the man who co-invented Dungeons and Dragons, and anyone who loves that game, especially its earliest days, will find things to love in this series.

This reader's guide was a labor of love for me. It was started as a way for me to understand how best to feather together all of the different chapters of books so they might be read in chronological order, that is from Gord's perspective. But then it snowballed into a bunch of notes about all of the inconsistencies I noticed. There is a massive table that makes up the bulk of this guide, and it is full of spoilers. I have purposefully avoided spoilers in this opening section. If you are interested in reading Gord the Rogue, in the chronological order with respect to Gord himself, that is provided soon, without spoilers.

The order to read Gord the Rogue stories, in chronological order from Gord's point of view is:

Read order	Source	Ch
1	City of Hawks	1-7
2	Saga of Old City	1
3	City of Hawks	8
4	Saga of Old City	2-4
5	City of Hawks	9
6	Saga of Old City	5
7	City of Hawks	10
8	Saga of Old City	6-7
9	City of Hawks	11-14
10	Saga of Old City	8-12
11	City of Hawks	15
12	Saga of Old City	13-33
13	Night Arrant	1-4

14	At Moonset Blackcat Comes	All
15	Night Arrant	5-7
16	The Return of Gord	All
17	Night Arrant	8-9
18	City of Hawks	16-24
19	Artifact of Evil	1-33
20	City of Hawks	25
21	Artifact of Evil	Epilogue
22	City of Hawks	26-28
23	Sea of Death	All
24	Come Endless Darkness	All
25	Dance of Demons	All
26	Evening Odds	All

The timing of "At Moonset Blackcat Comes" and "The Return of Gord" had to be a best guess, based on clues within the stories themselves, though no matter where one chooses to place them, they will have inconsistencies with some other part of the timeline.

## A few last notes on the series in general:

- 1) Gygax shows himself as both a sexist and a homophobe throughout these stories.
- 2) The story "Evening Odds" (story 14 in "Pawn of Chaos: Tales of the Eternal Champion") is a sad, forgettable story which really wasn't worth tracking down.
- 3) There are **numerous** logical inconsistencies Gygax makes throughout these stories. For a complete list of them, refer to the table in the next section.

Enjoy!

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STOP HERE!

IF YOU HAVE NOT READ THE GORD THE ROGUE SERIES DO NOT GO FURTHER!

SPOILERS BELOW!

# Table of major events in the Gord the Rogue series, in chronological order

Key to the table below:

MPE = Mentioned as a Past Event

OS = “off stage” = an implied event in real time that isn’t explicitly described

Green is the read-order, where events will be encountered chronologically as read.

Unexplained things, but not necessarily inconsistencies, are highlighted in blue.

Inconsistencies are highlighted in yellow.

Purple are Gord’s various deaths.

The Night Arrant chapters are not numbered. Numerous hints imply that their print order is chronological. For instance, stories 2, 3 and 4 clearly form one long story with obvious references to each other. Additionally, Chert and Gord have an increasing dislike for one another’s company as the stories progress, until Chert leaves. This also lends credence to them taking place chronologically. To save space in the table, the following “chapter numbers” are given to the various stories:

1: The Heart of Darkness

2: The Weird Occurrence in Odd Alley

3: A Revel in Rel Mord

4: The Five Dragon Bowl

5: Twistbuck’s Game

6: The House in the Tree

7: Cats Versus Rats

8: Love Laughs at Locks

9: Cat or Pigeon

## Naming inconsistencies:

For the most part, GygaX uses the official names of D&D places, monsters, spells and equipment as published. But for reasons that are never explained, he changes others. Examples include:

- 1) In “Sea of Death”, almost the entirety, but not quite, of the geographic names of western Oerik are changed from the World of Greyhawk as published. Why these countries, and not the eastern ones, or even the city name of “Greyhawk” weren’t changed is unclear.
- 2) Certain demons are re-named, while others are not. Lolth and Juiblex are now Arachne and Szhublox. Yet Yeenoghu, Graz’zt, Orcus, Demogorgon, etc. have retained their original names.

**Special items** (in bold) which are tracked throughout this story are listed below. There are two lists: Gord-specific, and Tharizdun-specific.

## Gord-specific

(In blue are things gained and never mentioned again.)

(Items with an asterisk, \*, are lost/left behind/fully used up during the story.)

(Finally, this list is in the order in which Gord acquires each item, though not-necessarily in the order in which the reader finds out about them.)

- **The Box**, from his parents, holds the following:
  - **9 Sapphires** (9 Black Sapphires, originally in **The Box**.)
  - **Parentage Scroll** (Scroll about Gord’s parentage, originally in **The Box**.)
  - **Family Drawing** (Drawing of Gord’s Parents and Grandparents, originally in **The Box**.)
- **Cat’s Eye Ring** (Numerous vision powers, 9 lives saver, cat/panther form, other powers, made by Rexfelis.)
- \***Longtooth** (Dagger +2, Longtooth.)
- **Continual light stone** (Purchased from a priest. Used once, then never seen again.)
- **Dagger** (Gord’s metal-cutting dagger.)
- **Bag** (Taken from Swutch and Flatchet in Stoink.)
- **Amulet** (Evaleigh’s Amulet of proof against detection.)
- **Truesight Sword** (Gift of Lord Blemu. Has, at various times, infravision, ultravision, truesight, and animated self-defense -- yet all this is “worse vision” than the **Cat’s Eye Ring** grants, even though he’d worn the **Cat’s Eye Ring** for *years* without ever having had any special vision at all.)
- \***Elfin Chain mail** (From Battle of Woodford.)
- **Holy Symbol of Fharlanghn** (taken at a Temple after making a donation)

- **Container of Holding** (loaf sized box able to hold more than its exterior volume)
- **\*Banishment scroll** (taken from Plincourt the vampire)
- **Spider Amulet** (stolen from an assassin's guild clearinghouse, and given over to Master Cat)
- **\*Shadowfire stone** (stolen from high priest of Nerull in Dyvers)
- **\*Keoghtum's Ointment** (given to him by Keoghtum in Plane of Shadow)
- **Gorget** (breast protection made from shadow dragon scale)
- **Crystal Sword** (found in Imprimus's lair. Killed Imprimus. Illumination. Left in Plane of Shadow.)
- **Shadow seeds** (gift of the Shadowlord. Creates darkness)
- **\*Magic Rope of Self-Tying** (Origin unknown. Date of acquisition: before Come Endless Darkness)
- **Multi-pouch Girdle of Holding** (Origin unknown. Date of acquisition: before Come Endless Darkness. So ridiculously different in description from the **Container of Holding** it has to be a different item)
- **Numerous Enchanted Rings** (Origin unknown. Dates of acquisition, before Come Endless Darkness)
- **Ring of Power over Air** (Origin unknown. Date of acquisition: before Come Endless Darkness)
- **Cloak of Elvenkind** (gift from Curley for finding the "Rede")
- **Boots of Elvenkind** (gift from Curley for finding the "Rede")
- **\*Fire acorns** (from Curley for battle against Heirarchs)
- **Scroll of Spells** (gift from Melf for saving his life)
- **\*Throwing Knives** (non-magical, bought in Crockport)
- **Spear** (Thrown by Bugbear. Can't merge with Gord in panther form. Used once then never seen again.)
- **Armband** (Gifted by Dwarven allies of Basiliv. Helps vs poison and spells)
- **\*Wand of Magic Missiles** (Taken from Pygmy by Gord and given to Leda)
- **Suel Sword** (Long sword taken from Suel statue in Ashen Desert, turned black. Renamed "Blackheartseeker")
- **Undescribed Short Sword** (Carried by Gord on the Silver Seeker. Never described as having any powers)
- **Pearl** (From undine. Allows Gord to move/see/feel in the undine's underwater grotto. Used once then never seen again.)
- **Powers of Balance 1** (Not an item, but deus ex machina/carte blanche powers granted by the Lords of Balance)
- **\*Talisman of Balance** (From Lords of Balance. Can summon a Solar.)
- **Pyramid of Teleportation** (From Lords of Balance, or maybe Basiliv himself.)
- **Courflamme** (The Sword of Balance, The Sword of Equilibrium, merged from the **Suel Sword**, AKA "Blackheartseeker" and the **Crystal Sword**)
- **Numerous Magic Rings against Spells and Attacks** (Origin unknown. Dates of acquisition, before Dance of Demons)
- **Powers of Balance 2** (Not an item, but deus ex machina/carte blanche powers granted by the Lords of Balance, over and above **Powers of Balance 1**. Granted to both Gord and Gellor, though Gord seems to have "more")
- **Shadow Armor** (Granted by Shadowlord to Gord and Gellor)
- **Potion from Keogh** (Given to Gord from Lord Keogh)

### Tharizdun-specific

- **The Rede** (A relic, unnamed and called simply "the rede". Upon being found it signals that the **Tripurate Artifact** is surfacing. Shows other times and places. Cannot be seen for what it is, nor used, "until the first piece of the **Tripurate Artifact** is in the hands of evil". **This is inconsistent with the statement that the Three Keys must all have been hidden somewhere "evil".**)
- **Tripurate Artifact** (split up into **Three Keys**, also called **Three Theorparts**)
  - **First Key** (AKA Initial Key, Initiator. Chaotic Evil)
  - **Second Key** (AKA Middle Key, Awakener, Arouser. Neutral Evil)
  - **Third Key** (AKA Unbinder. Lawful Evil)
- **Three Rings** (one inside each **Theorpart**)
  - **Silver Ring with Diamond** (from the **First Key**)
  - **Adamantite Ring with Sapphire** (from the **Second Key**)
  - **Gold Ring with Jacinth** (from the **Third Key**)
- **Head of Child Tharizdun** (From adult Tharizdun's cannibal feast)

Events, in chronological order.	Gord's Age	At Moonset Blackcat Comes	Saga of Old City	Artifact of Evil	Sea of Death	Night Arrant	City of Hawks	Come Endless Darkness	Dance of Demons	Evening Odds	The Return of Gord
Basiliv the Demiurge is alive and active before Tharizdun is imprisoned.	N/A							12,MPE			
The deities of good make <b>Courflamme</b> deep under Castle Greyhawk before Tharizdun is imprisoned.	N/A								17,MPE		
Tharizdun drinks the evil from <b>Courflamme</b> and scatters the good in it and he split the sword into <b>Suel Sword</b> and <b>Crystal Sword</b> .	N/A								17,MPE		
A “millennium or more ago” Tharizdun is imprisoned by the forces of Weal and Nature. Basiliv assisted.	N/A			4,MPE				P,MPE 12,MPE	P,MPE		
Child-Tharizdun created by “Lords of Light” during the imprisonment.	N/A								18,MPE		
The Invoked Devastation wipes out the Suel empire, and turns it into the Ashen Desert, around same time Tharizdun is imprisoned.	N/A				8,MPE			P,MPE			
The <b>Tripurate Artifact</b> is created to keep Tharizdun imprisoned.	N/A			4,MPE					P,MPE		
The <b>Tripurate Artifact</b> is separated into <b>Three Keys</b> which are hidden on Oerth.	N/A			4,MPE				P,MPE	P,MPE		
As part of creating the <b>Three Keys</b> , the <b>Silver Ring with Diamond</b> , <b>Adamantite Ring with Sapphire</b> and <b>Gold Ring with Jacinth</b> and are also created and encased within the <b>First Key</b> , <b>Second Key</b> and <b>Third Key</b> , respectively.	N/A								16,MPE		
The <b>First Key</b> is hidden <b>somewhere unnamed</b> , but the place must have been “evil”.	N/A				25,MPE				P,MPE		
The <b>Second Key</b> is hidden in a city which is rumored to have been Suel, but upon being found does not appear to be so. It must be evil though.	N/A			7,MPE	25,MPE				P,MPE		
The <b>Third Key</b> is hidden with the Suel Empire. It must be an evil place.	N/A				8,OS 25,MPE				P,MPE		
Denizens of Gehenna discover the “arcanum of the <b>Tripurate Artifact</b> ” some “centuries ago”.	N/A						2,MPE				
Graz’zt and Elazalag jointly rule Abyss 366 (Mezzafraduun ) and Abys 399 (Iyondagur).	N/A								7,MPE		
Infestix spends centuries looking for the <b>Three Keys</b> .	N/A						2,MPE				
Iggwilv imprisoned by Graz’zt.	N/A			8,MPE 30,MPE							
Iggwilv convinces Graz’zt to break with Elazalag.	N/A								7,MPE		
Graz’zt destroyed on prime material plane by Iggwilv and forced to stay in the Abyss for a century.	N/A			8,MPE	1,MPE						
Elazalag attempts to reconcile with Graz’zt but fails. Vuron shares some blame.	N/A								7,MPE		
Iuz imprisoned.	N/A			8,MPE							
Heirarchs from the Horned Society claim part of Iuz’s land.	N/A			8,MPE							
Iuz escapes.	N/A			8,MPE							
Zuggtmoy joins Iuz.	N/A			8,MPE							
Zuggtmoy imprisoned.	N/A			8,MPE							
Iuz and Zuggtmoy think up and execute Temple of Elemental Evil.	N/A			8,MPE							
A full ¼ of all Drow serve Iuz.	N/A			8,MPE							
Some bandits discover the cairn which hides <b>The Rede</b> , but since none of the <b>Three Keys</b> is in evil hands (though SoD 25 says that all <b>Three Keys</b> must have been hidden somewhere “evil”), they only see it as “treasure”. They fight a cataboligne, and only one escapes. He makes a map to the cairn.	N/A		27,MPE 28,MPE	4,MPE							
The information about the <b>Three Keys</b> slips out to the Dukes of Hell, who put the Scarlet Brotherhood on finding the keys.	N/A					9,MPE	2,MPE				
Scarlet Brotherhood gains <b>First Key</b> . <b>No mention of where they found it is ever made.</b>	N/A			4,MPE			2,MPE	P,MPE	P,MPE		
Tharizdun stirs, allowing location of <b>Second Key</b> to become known.	N/A							P,MPE			

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A prophecy is made of Gord (specifically) that if he reaches maturity and was neither good nor evil that he will champion balance in the "final fight" (against Tharizdun).	In utero							3,MPE	1,MPE		
Infestix becomes aware that a prophecy (in general) about the <b>Three Keys</b> exists, that evil will gain the <b>Second Key</b> but that a certain mortal will be born who has a fate tied to the <b>Third Key</b> . Over Gord's life Infestix suspects Gord is the "certain mortal" but this isn't confirmed until DoD 8.	In utero						2,MPE		7,MPE		
Gord's parent's brothers and sisters (eight other "clans" of which there are "six greater clans" and Gord's parents are the "7 <sup>th</sup> clan") help Infestix, but then back out at the last minute. The prize for this planned fratricide is "usurpation of the right of lordship".	In utero						2,MPE 4,MPE	3,MPE	P,MPE		
Rexfelis takes a neutral stance toward this family infighting. (Inconsistent with CED 3 where he kills the betrayers).	In utero						2,MPE 4,MPE				
Rexfelis kills all of the betrayers (inconsistent with him being "neutral" in CoH 2).	In utero							3,MPE			
Wanno raises Meleena up from commoner to "maid in waiting" to the Oligarchs of Greyhawk.	In utero						3,MPE				
Sigildark figures out Wanno's plan.	In utero						4,MPE				
Gord's birth – not described in any book	0										
Wanno raises Meleena to an even higher status (Lady and Ward of the Lord Mayor) and sets her up to be nursemaid. Convinces her that Gord is her cousin's child.	0						3,MPE				
Gord's parents take him to Wanno in Greyhawk. They expect be reunited with him in less than a year. Wanno foresees that it will be longer than a year.	0						1	P,MPE	P,MPE		
Gord's father leaves <b>The Box</b> and the <b>Cat's Eye Ring</b> with Wanno, for Gord. <b>The Box</b> has two <i>secret</i> compartments. One contains a <b>Family Drawing</b> of Gord's parents and paternal grandparents and a <b>Parentage Scroll</b> about his lineage. The other contains <b>9 Sapphires</b> (loose, not in a necklace – Inconsistent with the description in CED 3). Gord's dad says the <b>9 Sapphires</b> are "said to have greater significance" but implies he's ignorant of them and they are just for emergency cash.	0						1	3,MPE			
Gord's parents killed by Gravestone at the order of Infestix.	0							P,MPE 16,MPE	P,MPE		
Gord's parent's corpses disappear. No explanation is ever given.	0						2,MPE				
Wanno/Halfred fight. Halfred dies.	0						1, 4,MPE	P,MPE			
Wanno assassinated by Albur Goodarm and Slono Spotless.	0						1, 2,MPE 4,MPE				
Slono Spotless attempts to kill Gord, but triggers a spell and Gord disappears.	0						1, 2,MPE 4,MPE				
Albur searches Gord's crib and finds nothing, so <b>The Box (with 9 Sapphires, Family Drawing and Parentage Scroll)</b> also seems to have disappeared.	0						1				
Slono takes <b>Cat's Eye Ring</b> .	0						1				
Infestix holds court in Hades.	0						2				
Haegresse is destroyed by Infestix for failing to get Gord's aunts and uncles to kill him.	0						2				
Haskruble (major demon) tasked with bringing the Demon Lords to the table.	0						2				
Strugne (pit fiend) tasked with bringing the Dukes of Hell to the table.	0						2				
Utmoch (master of demodands) and Wyzeneal (king of dreggals) inform Infestix of Gord's parents' corpses disappearing by "someone or something".	0						2				
Infestix claims Gord's dad is a "half human, son of a minor lord" (Inconsistent with earlier statements that Gord's dad is a grandson, of Rexfelis.)	0						2				
Meleena prepares for an evening with Lord Roland.	0						3				

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Colvetis Pol, Sigildark, Greyhawk's Chief Assassin ( <b>unnamed</b> ) and Poxpanus hear the story of Albur and Slono.	0						4				
Albur and Slono die and their corpses put into the sewers.	0						4				
<b>Cat's Eye Ring</b> taken from Slono's boot by a guard at the Temple of Nerull.	0						4				
Two (unnamed) assassins sent to Meleena's by order of Colvetis Pol to the Chief Assassin, just to watch and make sure Meleena and Gord don't escape.	0						3				
Poxpanus mentions some "different unknown force" ( <b>likely Entropy</b> ) is aiding "those who oppose us".	0						4				
Rheachan (daemon son of Poxpanus) sent to Meleena's by Poxpanus to kill Gord.	0						3				
Gord appears in Meleena's chambers.	0						3				
<b>The Box (including 9 Sapphires, Family Drawing and Parentage Scroll) is never mentioned as appearing in Meleena's room. Oversight?</b>	0						3				
Meleena immediately begins to suffer some painful malady.	0						3				
Rheachan attacked with holy water by Meleena's servant.	0						3				
Rheachan kills Meleena's servant.	0						3				
Rheachan destroyed by a spell surrounding Gord.	0						3				
Poxpanus also destroyed by same spell, but only on Material plane, and is reduced in status in Hades.	0						4				
Meleena and Gord disappear.	0						3,OS				
Meleena turned into Leena, loses all memory and teleported with Gord to Greyhawk slums.	0						3,OS 5,OS	P,MPE	P,MPE		
Colvetis Pol disappears.	0						4				
Arendil becomes new High Priest of Nerull in Greyhawk.	0						6,MPE				
Citywide search for Meleena and baby.	0-1						5,MPE				
Some unknown "other hand" is involved in keeping Gord hidden for years ( <b>Entropy? Balance?</b> ).	0-1							3,MPE			
Someone (Bru?) leaves food, clothing, etc. for Leena, and she attributes this to Gord somehow	0-1						5,MPE				
<b>The Box</b> appears under Leena's bedding "one day" that was "long, long ago" from when Gord is 5 years old. <b>Where it has been since the time of Gord's disappearance from Wannu's is not mentioned.</b>	3?						5,MPE				
The secret bottom of <b>The Box</b> simply reveals itself to Leena, letting her find the <b>Parentage Scroll</b> and <b>Family Drawing</b> . <b>No mention of the 9 Sapphires.</b>	3?						5,MPE				
Leena sees, on the <b>Family Drawing</b> that under a drawing of one of the women (unclear) is a word that begins with "ME" also the number "100", none of which is ever explained.	3?						5,MPE				
Leena says her name and thus "accidentally" opens <b>The Box</b> . ( <b>Inconsistent with all other accounts, which have The Box as easily opened, but the secret compartments as hard to find.</b> )	3?							3,MPE			
Leena cares for Gord for 4-5 years.	0-5		1,MPE		3,MPE	6,MPE	5,MPE 16,MPE	P,MPE	P,MPE		
Arendil orders an end to the search for Gord, even though the redes haven't changed.	5						5				
Arendil orders Sigildark to check with the Savants of Greyhawk for information about the <b>Three Keys</b>	5						5				
Leena looks at <b>The Box</b> (including the <b>Parentage Scroll</b> and <b>Family Drawing</b> ) which she has hidden. <b>No mention of 9 sapphires.</b>	5						5				
Gord meets Uncle Bru.	5						5		P,MPE		
Uncle Bru attacked and goes away.	6						6		P,MPE		
Gord continues to live with Leena.	6-8		1,MPE	3,MPE			7	P,MPE			



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Beggar-Thief War (BTW) begins: Thieves guild declares war on Beggars Union.	13		5					P,MPE	P,MPE		
BTW: Beggars HQ goes into siege.	13		5								
BTW: Beggars begin to disappear.	13		5								
BTW: Theobald decides to begin kidnapping thieves.	13		5								
BTW: Gord and San help three mercenaries follow four thieves (including Ladav Idnorsea and Red Mel) who are attempting to rob a riverboat captain and his sailors. (Contradicts them just falling in with the mercenaries after the fight in CoH.)	13		5								
BTW: Ladav Idnorsea captured.	13		5				10				
BTW: Red Mel runs into Gord and San.	13		5				10				
<b>Cat's Eye Ring</b> taken from assassin by another assassin (who must have somehow gotten it from the guard in the temple of Nerull) who then drowns in the sewers. Turns up on his corpse in the sewers of Greyhawk. Taken by Dillor. Taken by Streebul (Rhennee). Taken by an Attloi. Taken by Renfil Leed (Bandit). Taken by a Goblin chieftain. Taken by a Knight of Furyondy. Won by a Dwarf. Eaten by a bear. Taken by a hunter from Dyvers. Taken by a Dyvers executioner. Taken by the Dyvers city treasury. Given to a Dyvers spy. Taken by a Greyhawk assassin, Eladon. Taken by the whore, Flos. Taken by Red Mel. Red Mel becomes henchman to Ladav Idnorsea.	3-13						10,MPE				
BTW: Gord kills Red Mel and takes the <b>Cat's Eye Ring</b> (not known as anything special this time) from him during the mission with San.	13		5	18,MPE			10 11,MPE				
BTW: Gord puts on the <b>Cat's Eye Ring</b> and feels a warm tingling up his arm, but says nothing.	13						10				
BTW: Gord takes <b>Longtooth</b> , though he doesn't know it's magic, from Red Mel.	13		5								
BTW: Gord and San find the riverboat captain dead. (Contradicts CoH.)	13		5								
BTW: Gord and San find the riverboat captain alive. (Contradicts SooC.)	13						10				
BTW: Inexplicably Gord and San just fall in with the mercenaries. (Contradicts the fact that they set out with the mercenaries that night, as stated in SooC.)	13						10				
BTW: Seven days aboard Rhennee barge with San and mercenaries.	13		6				11,MPE				
BTW: Gord promises a girl named Adaz (Rhennee) he'd sail with her to the Nyr Dyv one day.	13		6								
BTW: Gord, San and mercenaries make way back to Theobald's mansion.	13		6				11,MPE				
BTW: Gord accosted in neutral territory by a thief, but stands ground and talks way out of it.	13		6								
BTW: Gord accosted by "Bugbear" and his thugs, working for Theobald, but stands his ground.	13		6								
BTW: Gord enters Beggar's HQ secretly. Meets Furgo who claims Gord was the key to success.	13		6								
BTW: Gord recovers his stash, sleeps.	13		6								
BTW: Gord finds palace under attack.	13		6				11,MPE				
BTW: Gord surprises assassin and kills him. Takes the assassin's sword.	13		6				11,MPE				
BTW: Gord finds Jenk dead.	13		6								
BTW: Gord finds San helping Theobald escape, and kills Theobald by dropping his treasure box on him.	13		6				11,MPE	P,MPE			
BTW: Gord and San escape, finding a chest with Theobald's gear. Gord finds a pass that allows anyone to pass through any gate in Greyhawk. They find gold and platinum.	13		7,MPE						P,MPE		
BTW: Chinkers escapes.	13								P,MPE		
BTW: Chinkers covers San and Gord's tracks.	13								P,MPE		
Gord and San spend some time in the Foreign Quarter. Nearly caught pickpocketing.	13		7,MPE				11,MPE				
Chinkers becomes new Beggermaster (exact date unclear, but likely soon after the BTW).	13						11,MPE				
Gord and San flee to the Crafters quarter and spend two months there.	13		7,MPE				11,MPE				

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Gord and San flee to the Low Quarter. (Contradicts SooC where Gord and San agree that the Low Quarter is too dangerous for them.)	13						11,MPE				
Gord and San go to Clerksburg. They spend 3 years renting a room in The Acorn.	14-16		7,MPE				11,MPE	P,MPE	P,MPE		
Gord and San get tutored by Prosper the Sage.	14		7				11,MPE	P,MPE			
Gord and San take up amateur locksmithing.	14-15		7								
Prosper gets Gord and San enrolled in Grey College.	14		7		3,MPE		11,MPE	P,MPE	P,MPE		
Gord and San get tutored by an arms master.	14		7						P,MPE		
Gord and San finish their first year of college. San leaves college to apply for the Thieves guild.	15		7				11,MPE		P,MPE		
9 Sapphires are "magically removed" from The Box by evil forces. (Timing unclear, but happens while The Box is buried after Leen's death and before Gord returns for it.)	15							3,MPE			
Gord finishes his second year of college, then quits and moves to the High Quarter.	15		7				11				
Tapper (locksmith, secretly a member of Balance) offers Gord work as a locksmith, but Gord refuses.	15						11				
Gord asks Propser for Greyhawk sewer maps, who sends him to Doctor Bizzell at Landgrave college.	15						11				
Gord requests a Continual Light Stone from Zarten (priest of Fharlanghn).	15						12				
Gord acquires Continual Light Stone.	15						13,MPE				
Goes into the sewers under Greyhawk. Fights zombie Theobald and recovers Theobald's treasure.	15						13	8,MPE			
Gord living in Foreign Quarter. Jumped by Scarface and Pig-eyes, but kills both (6 months after leaving college). Decides to move to High Quarter as a fake nobleman from Veluna.	16+						14				
Gord, Teline and Sunray. (2 years after leaving college.)	18		8								MPE
Gord poses as "Grand Count".	18		9,MPE								
Gord poses as "Sir Margus".	18	MPE	9								
Gord poses as "Grand Count Sir Margus". (Inconsistent with SooC which makes the names "Grand Count" and "Sir Margus" different disguises.)	18	MPE					15,MPE				
San marries daughter of Arentol.	18						15,MPE				
As Sir Margus, Gord plays game with Arentol and others. Bets Cat's Eye Ring. Arentol takes note and finds Gord later, introducing him to San.	18		9								
Gord and San pretend to not know one another. San warns Gord that Arentol is suspicious. Gord leaves Teline and Sunray and leaves Greyhawk.	18		9				15,MPE				
Nyr Dyv – life with Rhennee aboard Miklos' barge. Sea Serpent – throws Longtooth at its eye and loses it. Wins Estrella as wife.	19?		10			6,MPE	15,MPE	P,MPE 3,MPE	P,MPE		
Tricks someone into taking Estrella. Finds Adaz again. Goes to Leukesh city in Urnst, buys Dagger from Hengel the dwarf for 6 gp (completely inconsistent with the cost of magic daggers in every D&D book Gygax ever wrote) who also tells Gord what Longtooth was. Hengel indicates Cat's Eye Ring is somehow special. Keeps Adaz out of trouble.	19?		11				15,MPE		P,MPE		
Goes to Radagast city. Lets Adaz get in trouble so he can steal a huge gem load. Sells the gems for 10 gp. (inconsistent with the general sale price of multiple gems in every D&D book Gygax ever wrote). Leaves Rhennee for Attloi (gypsies) and learns acrobatics.	20?		12		3,MPE		15,MPE	P,MPE	P,MPE		
Secret meeting between Chinkers (now AKA "Thadeus"), Clyde, Markham, Lady Risteria, Bru, Zarten, Tapper about Gord. Bru is the leader and reports to "higher authorities" in Balance. Risteria and Zarten mention that "someone, something, a power perhaps" is clouding auguries about Gord. (Entropy?)	20?						15				
Gord goes with Channos and Elo (Attloi) to Karrish.	20?						15		P,MPE		
Gord goes with Channos and Elo somewhere north to find excitement and riches.	21?						15				

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Secret meeting between Gellor and the Heirophants of the Cabal about Gord. They mention "some agency, a force to be reckoned with... a 'friend' to Gord" that prevents them scrying on him (Entropy?)	21?						15				
Gord seduces Light, daughter of a priest of Pholtus. Uses her knowledge and with Channos and Elo, they burgle the temple in Redmod, stealing a reliquary and leaving Light behind. Pursued by knights for 2 weeks. The three split up.	22?		13								
Gord is kidnapped by bandits. Attacked by knights.	22?		14						P,MPE		
Stoink. Meets Gellor.	22?		15	3,MPE			15	P,MPE	P,MPE		
Gord and Gellor attack Flatchet and uncover plot by Horned Society against the Bandit Kingdoms. Among the treasure they recover is a "Bag", whose contents are never mentioned afterwards.	22?		16								
Gord and Gellor praised for their help. Given Deputy Baliff status in Stoink. Gord meets Evaleigh.	22?		17								
Gord helps Evaleigh escape. Uses a candle in the dark. (Inconsistent with CoH, since he has a Continual Light Stone).	22?		18					P,MPE 10,MPE	P,MPE		
Gord gets Evaleigh out of the keep and out of Stoink. Evaleigh explains about her Amulet.	22?		19	11,MPE							
Gord and Evaleigh waylaid by bandits. Gord kills leader.	22?		20								
Gord imprisoned. Plots his escape.	22?		21	3,MPE					P,MPE		
Gellor rescues Gord just as Gord escapes.	22?		22	3,MPE				P,MPE 11,MPE	P,MPE		
Gord is gifted with the Truesight Sword, by Evaleigh's father (Lord Blemu) but its special powers are not mentioned. Gellor gets a sword which claims to be invisible to all but its wielder. Never mentioned again.	22?		22	3,MPE							
Evaleigh gifts Gord with her Amulet. Gellor explains the local politics. Attacked by a Wolfwere. Gord's Truesight Sword reveals its infravision ability, plus its ability to leap into the hand and defend its wielder autonomously.	22?		23								
Evaleigh marries another	22?							8,MPE			
Gnome king. Forest Folk. Mett Chert. Meet Curley.	23?		24					P,MPE	P,MPE		
Battle of Woodford.	23?		25					P,MPE	P,MPE		
Curley leaves, Gellor leaves. Gord inherits Elfin Chain Mail as spoils of battle. Gord and Chert catch up with Curley.	23?		26								
Chert and Gord leave donations and each take a Holy Symbol of Fharlanghn. Curley tells of The Rede (referred to as "a relic").	24?		27								
Gord, Chert and Curley find the resting place of "The Rede" (called "a relic") in the Abbor Alz.	24?	MPE	28	3,MPE							
All three suffer bad dreams.	24?		28	7,MPE							
Curly summons a bear. They enter. Curly puts a continual light stone on Chert's helmet. (Inconsistent with CoH – Gord has a Continual Light Stone already.) They fight the animated remains of an evil cleric.	24?		29	3,MPE							
Gord's Truesight Sword reveals its truesight ability.	24?		30								
They slay the cataboligne.	24?	MPE	30	3,MPE 7,MPE			25,MPE	P,MPE 8,MPE	P,MPE		
They search for the relic. Fight a snake. Find and collect The Rede and lots of gems.	24?	MPE	31	3,MPE			25,MPE		P,MPE		
Chert, Gord and Curley to Greyhawk. Gord mentions it is 8 years since he left. Gord muses on the Beggermaster's body and treasure box still being in place. (Inconsistent with CoH 12-13, since Gord already has recovered that treasure.) Curley departs with The Rede to consult higher druids.	26		32	3,MPE					P,MPE		
Gord recovers The Box (Inconsistent with CoH 7.)	26		33								
Gord and Snaggle again.	26		33					15,MPE			
Gord and Chert begin to live together in Greyhawk.	26	MPE		3,MPE		1 MPE		P,MPE	P,MPE		

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Gord and Chert defeat outlaw band and find a map to treasure under Castle Greyhawk.						1,MPE					
Gord and Chert explore the ruins under Castle Greyhawk and determine they are worthless.	26					1,MPE					
Gord begins his career as "Blackcat". (The timing of this is questionable, but the majority of sources put it early in the time of Gord and Chert in Greyhawk.) (Inconsistent with AoE 3 and DoD P, which puts it after Chert leaves.)	26	MPE		19,MPE	3,MPE	2,MPE			P,MPE		
Gord steals something from Lord Fradel (exactly when isn't clear, but seems to be during Blackcat).	26										MPE
Gord and Chert work for Eneever Zig to explore Castle Greyhawk. Met Yinyang and Yangyin. Evaleigh is seen in a vision and called "half elven". (Inconsistent with SooC where she is about 1/16 elven.)	26					1			24,MPE		
Gord (as Blackcat) performs a service for Wenterblitz the mage. Receives <b>Container of Holding</b> as payment. (Inconsistent with AoE 3, which puts it after Chert leaves.)	26					2,MPE					
Gord and Chert burgle temple of Nerull; steal a reliquary. Gord keeps it in the <b>Container of Holding</b> .	26					2,MPE					
Gord and Chert attacked by 4 assassins, likely hired by the Temple of Nerull. One escapes.	26					2,MPE					
A daemon attempts to kill Gord and Chert in their quarters, but fails.	26					2,MPE					
Odd Alley, Weird Way. Fight Plincourt the vampire. Shows his <b>Holy Symbol of Fharlanghn</b> which the story says was "given to him by Curley" (inconsistent with SooC, where Gord took the symbol from a temple after leaving a donation). Plincourt flees in gaseous form.	26					2					
Gord steals a <b>Banishment Scroll</b> from Plincourt (though he doesn't learn its nature until later).	26			16,MPE		2					
Meet Lord Mahael and Pinkus the Ogre-Mage. Gord, Chert, Maheal, Pinkus and Plincourt teleported to Castle Fizziak. Plincourt destroyed. All others imprisoned.	26					2					
Gord, Chert, Pinkus and Lord Mahael geased to go to Grimalkinsham and pass a "test". Meet Quodilde (hag) who explains REAL test, which they pass. Maheal gets engaged to Dulicia, daughter of Quodilde.	26					3	20,MPE				
Gord and all head back to Castle Fizziak, then on to Rel Mord. Gord is given a quest by King Archibold of Nyronnd, and he and Chert are teleported to just outside Greyhawk.	26					3					
Gord, Chert meet Biff (works for Melf) and Poztif (works for Tenser). Tenser owes a favor to Archibold so hooked up the foursome. They fight Maegus Yeo and get the Five Dragon Bowl, ending their favor.	26					4					
Gord "nearly killed Lord Fradel's scion" for cheating at dice, the night before meeting Rexfelis.	26	MPE									MPE
Gord meets Rexfelis in Greyhawk. Gamble for the <b>Cat's Eye Ring</b> vs a carnelian amulet. Gord loses so Rexfelis offers a new wager -- asks him to burgle Rigello's tower and retrieve a jacinth tiger statue. Gord fails. Nearly killed in escape. During the chaos, Rexfelis teleports in and gets the statue. Gord loses <b>Cat's Eye Ring</b> but Rexfelis gives it back. Rexfelis doesn't tell Gord the <b>Cat's Eye Ring's</b> powers, but does tell him he is Rexfelis. In the intro to this story, Gygax says Gord is 21, which is inconsistent with the timeline. Gord left Greyhawk no earlier than 17 and more likely 18 and was gone 8 years (SooC 32).	26	1		18,MPE 19,MPE		7,MPE			P,MPE 16,MPE		
Gord and Chert move to River Quarter. Chert tricks Gord into a losing game with professor Twistbuck.	26					5					
Curley gives <b>The Rede</b> to the Heirophants. They tell Curley the powers of <b>The Rede</b> – it can see other times and places. It has revealed a "great plot" to awaken Tharizdun, and that the <b>Three Keys</b> of the <b>Tripurate Artifact</b> are hidden on Oerth. They tell him that <b>The Rede</b> can only be seen as what it is when the first part of the <b>Tripurate Artifact</b> has fallen into evil hands. (Timing is sometime during Gord's time in Greyhawk.)	26			4,MPE							
Chert leaves Greyhawk for Hardby. (Inconsistent with AoE 3, which says he left for Dyvers.) Gord mentions he's been to Hardby (but such a trip fits nowhere in his timeline).	26					6,MPE	16,MPE	P,MPE	P,MPE		
Chert leaves Greyhawk for Dyvers, to be a mercenary. (Inconsistent with NA 6: he left for Hardby.)	26			3,MPE							

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Gord begins his life as Blackcat. (Inconsistent with all other sources, which indicate this happened while Chert was in Greyhawk.)	26			3,MPE							
Gord stashes some stolen Blackcat loot in <b>The Box</b> .	26			3,MPE							
Gord rides out to Gawkes Mere. Says it's been 6 years since he was last there, and that he was often a "regular" (which is impossible, because 6 years prior to this he was in another part of the world). Meets an "old friend" named Hop.	26					6					
Gord and Hop hunt for dweomerdots near an ipt tree. Gord's <b>Truesight Sword</b> lets him "see colors" under moonlight. Encounters Poochauns and gets shrunk.	26					6					
Gord is shown the ipt tree in its true nature, with Poochaun structures. (Inconsistent with his <b>Truesight Sword</b> 's abilities, because he was grasping it while near the ipt and gathering dweomerdots, but didn't see the illusions then; yet his encounter with the cataboligne clearly establishes that it lets him see through illusions.)	26					6					
Gord and Hop fight duels against Poochaun's and win. They are released with their memories wiped.	26					6					
Gord attempts to rob the city treasury, a "close call".	26					7,MPE					
Gord's height of activity as Blackcat.	26	MPE		3,MPE	2,MPE	7	16,MPE		P,MPE		
Mayor Gasgol (cousin of Arentol) uses Blonk, Jenkin and Viper to find Blackcat.	26					7			P,MPE		
Gord steals <b>Spider Amulet</b> from a clearinghouse of stolen goods used by the assassin's guild. Viper uses a mage to track the <b>Spider Amulet</b> . Viper enlists an imp (posing as a quasit) for help.	26					7					
Gord recognizes Viper, though it isn't mentioned how he ever met/knew him in the past. Viper tries to kill Gord with the help of wererats brought in by the imp.	26					7					
A giant saber-toothed tiger appears, kills the wererats and the imp kills Viper. The tiger transforms to a man and tells Gord he was sent by Rexfelis. He demands, and receives, the <b>Spider Amulet</b> as payment.	26					7					
Weretiger gives the <b>Spider Amulet</b> to Rexfelis. (Not mentioned in any book but must have happened.)	26										
Gord retires Blackcat. Word goes out that Viper was Blackcat.	26					7					
Gord falls for a trap set up by a Lord Fradel. Attacked by assassin dwarf Mernegul the Ancient. Survives. Mentions that the Mage (of the Valley of the Mage, AKA "Basiliv") has a queen, yet Basiliv makes no mention of her in other books.	26										1
Gets duped by dancer Ageelia and Xestrazy. Medusa encounter. Ageelia and Xestrazy die.	26				3,MPE	8		P,MPE			
Hop tries to get Gord out of his funk about Ageelia. Mentions something about the Thieves Guild.	26					9					
Gord re-meets San, but it is not pleasant. (The description of this meeting is inconsistent with AoE 3.)	26					9					
San "recognizes" Gord, and as he and Arentol don't wish to "rehash old grudges" they let Gord be. (The description of this meeting is completely inconsistent with NA 9.)	26			3,MPE							
Gord unravels plot to usurp the Greyhawk Oligarchs. Sunray is part of it. Arentol arrested; San becomes acting Guildmaster. Gord given "Lifelong High Citizenship" in Greyhawk by Mayor Gasgol.	26					9	27,MPE				
<b>9 Sapphires</b> set into a necklace for a priest of Nerull.	27						16,MPE	3,MPE			
Priest of Nerull trades <b>9 Sapphires</b> to Imprimus.	27						17,MPE	3,MPE			

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Gellor visits Gord and discusses his heritage and the larger things going on. Gellor says he “saw” <b>The Box</b> and <b>9 Sapphires</b> in a vision. Gellor brings up the <b>Cat’s Eye Ring</b> , but then fails to follow up. Gellor reveals that he knows where the <b>9 Sapphires</b> may be. <b>When Gord shows him The Box, Gellor does not comment on the Blackcat jewelry that should be stored in it at this time.</b> <b>Inconsistency 1: Gord refers to the “evil relic called the Middle Key”, but that term has not yet been introduced.</b> <b>Inconsistency 2: Gellor calls The Box’s contents “unimpressive”, but the Parentage Scroll and the Family Drawing are in there.</b> <b>Inconsistency 3: Gellor examines The Box with his trueseeing eye and doesn’t find the second hidden panel.</b> <b>Inconsistency 4: When Curley later visits Gord and talks of Gellor, there is no reference to Gellor’s visit to Greyhawk.</b>	27						16	P,MPE			
Gellor tells Gord of the greater struggles and implies Gord is somehow bound up in them.	&&						16 24,MPE				
Gord travels to Dyvers to find the <b>9 Sapphires</b> . Gord in Dyvers attacks Nerull priest, looking for the <b>9 Sapphires</b> . Told priest traded the sapphires to “Prime of evil shadows, Lich of Liches” for the <b>Shadowfire Stone</b> . Gord takes the <b>Shadowfire Stone</b> .	&&						17				
Gord <b>struck by death ray but does not die.</b>	&&						18				
Gord transported to the plane of Shadow, <b>probably because he is holding the Shadowfire Stone.</b> <b>(Inconsistency: Gord should be transported to the Catsreach because he is wearing the Cat’s Eye Ring.)</b>	&&						18,OS				
Gord wakes on Plane of Shadow with recent amnesia. Meets a few locals. Learns <b>Shadowfire Stone</b> is a powerful weapon against shadow dwellers.	&&						19				
Gord learns contacting <b>Shadowfire Stone</b> with <b>Truesight Sword</b> gives <b>Truesight Sword</b> shadow-killing-ray properties. Kills shadow dragon and makes shadow dragon scale into a <b>Gorget</b> .	&&						19				
Cats of Shadow sent by Rexfelis to escort Gord to Shadowlord. They and others give numerous hints that Gord is somehow “a cat” and somehow as important as Shadowlord. <b>Gord notices that illusions surround Shadowlord’s castle but doesn’t use his Truesight Sword to see through them.</b> Gord meets Keeoghtum. Gord meets Imprimus. Gord meets Shadowlord and gives him <b>Shadowfire Stone</b> .	&&						20				
Gord becomes a knight of Shadow. Gord’s memory restored.	&&						20 27,MPE				
Keeoghtum gives Gord <b>Keeoghtum’s Ointment</b> .	&&						21,MPE 27,MPE				
Shadowlord gives Gord a magic fire opal for the pommel of his <b>Truesight Sword</b> to help him see better. <b>Inconsistent: Truesight Sword already gives him excellent vision.</b> Sends him to kill Imprimus.	&&						21,MPE				
Gord kills shadow dragon. Uses some <b>Keeoghtum’s Ointment</b> . Fire opal consumed. The <b>Cat’s Eye Ring</b> picks up energy from the fire opal. Shadow Lions join, call Gord “prince”. <b>Gord’s Truesight Sword fails to penetrate illusions surrounding Imprimus’s lair.</b> Enters lair.	&&						21				
Gord wishes for light and it radiates from his eyes. <b>Has to “disbelieve” illusions rather than his Truesight Sword working.</b> Fights ghouls.	&&						22				
Gord kills Imprimus. Takes <b>Crystal Sword</b> . Finds <b>9 Sapphires</b> . <b>Crystal sword</b> has illumination.	&&						23	8,MPE	P,MPE		
Returns to Shadowlord’s palace. Receives <b>Shadow Seeds</b> . Learns (from Shadowlord) the <b>9 Sapphires</b> were his as an infant. Learns how to use them to planeshift, but then they will return to “where they came from”. Leaves <b>Crystal Sword</b> behind. Planeshifts to Oerth and loses <b>9 Sapphires</b> (they go to Catsreach, but Gord doesn’t know that yet).	&&						24				
Gord acquires <b>Magic Rope of Self-Tying (timing unknown, but before Come Endless Darkness).</b>	&&							10,OS			
Gord acquires <b>Multi-pouch Girdle of Holding (timing unknown, but before Come Endless Darkness).</b>	&&							11,OS			
Gord acquires <b>Numerous Enchanted Rings</b> including <b>Ring of Power over Air (timing unknown, but before Come Endless Darkness).</b>	&&							11,OS			
Iuz learns the location of the <b>Second Key (timing unclear, but must be close to here).</b>	&&			8,MPE							

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Prince Ulek lays siege to Strandkeep Castle.	&&			2,MPE							
Heirophants of the Cabal convince Gellor and Curley to help Prince Ulek re-take Strandkeep Castle.	&&			3,MPE			25,MPE				
Gord gets word from Gellor that Gellor won't be returning to Greyhawk.	&&						25,MPE				
Curley to Greyhawk. (Inconsistent timing, since Curley says it's been only a year since they saw one another, but it's been 18 months.)	&&			3,MPE							
Curley sees <b>The Box</b> with Blackcat loot in it and encourages Gord to restore it.	&&			3,MPE				P,MPE			
Curley gives Gord <b>Boots of Elvenkind</b> .	&&			3,MPE							
Curley gives Gord <b>Cloak of Elvenkind</b> .	&&			3,MPE							
Curley says he has bracers of defense for Chert.	&&			3,MPE							
Curley enlists Gord to help at Strandkeep.	&&			3,MPE					P,MPE		
Curley, Gord and Gellor "risk their lives aplenty" for a "few months".	&&			3,MPE							
Battle of Strandkeep Castle.	&&			1							
Gord battles Master of North Wind. Loses <b>Dagger</b> . No mention of recovery, though it is likely.	&&			2							
Gord recovers plans by Scarlet Brotherhood indicating <b>Second Key</b> is in Suss forest.	&&			2							
Fight Verbeeg in Drachensgrab. <b>His Dagger is now back</b> .	&&			3							
Infestix scries on Gellor and Gord, ordering Gellor killed. (Inconsistent: Gord should not be scryable with the <b>Amulet</b> .)	&&						25				
Jokotai, Incosee, Moon and Patrick join Gord Gellor and Curley (and 3 attendant druids, Grover, Lorman and Ash).	&&			4							
Arrival in Suss Forest.	&&			4							
Curley reveals the Scarlet Brotherhood holds the <b>First Key</b> , and they are dedicated to finding all <b>Three Keys</b> and releasing Tharizdun. He reveals what the Master of North Wind papers said, and thus being nearest to the Suss forest, their band is to seek the <b>Second Key</b> and get it first.	&&			4							
Attacked by Ettercaps.	&&			5							
An agent of Mordenkainen learns where the <b>Second Key</b> is.	&&			21,MPE							
Agent of Mordenkainen tells Iuz where the <b>Second Key</b> is.	&&			21,MPE							
Arrival in small village, Badwall. Curley reveals their goal is a lost Suloise city in the Suss.	&&			5							
Blonk gets himself hired as guide.	&&			5							
Obmi & co gain <b>Second Key</b> .	&&			9,OS							
Mordenkainen tasks Melf with getting the <b>Second Key</b> from Obmi.	&&			21,MPE							
Back into Suss. Meet Oscar and Dierdre, both of Hardby. (Gord fails to mention his, alleged, though impossible, trip to Hardby in his past.)	&&			6							
Attacked by Orcs.	&&			6							
Find entrance to ancient city. It is <i>not</i> Suloise.	&&			7							
Iuz meets with Eclavdra.	&&			8							
Melf to Celene, reporting about "reavers" (Obmi).	&&			11,MPE							
Eclavdra tells Iuz that Graz'zt will release Iggwilv and Iggwilv will help Iuz find Zugtmoy, if Zugtmoy will bend the knee to Graz'zt.	&&			8							
Graz'zt releases Iggwilv (not referenced in any book but must have happened around here).	&&										
Ancient city empty. <b>Second Key</b> gone. Lorman, Grover, Ash, Jokotai killed by Blonk. Green Dragon.	&&			9							
Obmi, Keak, Gleed & Co head north <b>Second Key</b> .	&&			10							
Obmi and Keak split from Gleed & Co.	&&			10,OS							
Gord et al at Celene.	&&			11							

Events, in chronological order.	Gord's Age	At Moonset Blackcat Comes	Saga of Old City	Artifact of Evil	Sea of Death	Night Arrant	City of Hawks	Come Endless Darkness	Dance of Demons	Evening Odds	The Return of Gord
Melf meets Keak.	&&			12 21,MPE							
Melf & co get ahead of Glead.	&&			12							
Oscar and Dierdre leave.	&&			14							
Gord, Gellor, Curley track Obmi & find place where he attacked caravan.	&&			14							
Isobel and Franz (caravan orphans) found by Gord & Co. <b>Gord pledges to avenge them and to send word to them once he has. He never does.</b>	&&			14							
Melf, Chert & co battle Glead's group. Glead tells of Obmi and Keak leaving. Glead escapes.	&&			13							
Gord & Co in Littleberg. They lose trail of Obmi's group.	&&			15							
At the Att River. The Veng. Brigands (remains of Glead's band after Melf's attack). Yeth hounds.	&&			15							
Gord can see clearly through "Hades Fog" (due to the <b>Cat's Eye Ring</b> , but doesn't know that yet).	&&			15							
Gord can see the three Heirarchs "on nightgaunts" through the "Hades Fog".	&&			15							
Moon and Patrick sent with Glead's former prisoners away.	&&			15							
Gellor uses his eye on "Hades Fog". Urges Gord to see without his special <b>Truesight Sword</b> "like yesterday". Gord sees "Master of the Heirarchs" (AKA Nerull). <b>(This is inconsistent with alignments. The Horned Society is a Lawful Evil devil-worshipping nation. Nerull is Neutral Evil.)</b>	&&			15							
Gord recalls <b>Banishment Scroll</b> he took from Plincourt. Pulls it out of his "pouch" of holding. <b>(Inconsistent: he has a Container of Holding, not a pouch.)</b>	&&			16							
Gord pulls out the <b>Banishment Scroll</b> and peruses it to learn its nature. <b>Why hasn't he even looked at this thing in the intervening years?</b>	&&			16							
<b>In strategizing for the coming battle, and in all of his time in the forests for this and following chapters, Gord never once considers his Cloak of Elvenkind, Boots of Elvenkind or Shadow Seeds.</b>	&&			16							
Curley examines <b>Banishment Scroll</b> and says it is geared toward Negative Energy and less about Evil.	&&			16							
Curley gives Gord two <b>Fire Acorns</b> .	&&			16							
Gord, Gellor, Curley and Incosee catch up with Melf, Biff, Chert and Lizard.	&&			16							
Three Heirarchs muster an army on the south of the Horned Society. <b>But it also seems to be a "host of the Scarlet Brotherhood", mentioned later.</b>	&&			13 16				P,MPE			
The Heirarchs "summon" "their deity" Nerull. <b>(Inconsistent with them being LE while Nerull is NE.)</b>	&&			19,MPE							
Nerull joins attack by Heirarchs in a "Hades Fog".	&&			13 16							
Nerull's purpose for coming to Oerth is to slay Gord! <b>(Inconsistent with him being "summoned by the Heirarchs".)</b>	&&						26,MPE				
Incosee runs off scared.	&&			16							
Lizard killed.	&&			16,OS							
Gellor claims that it is Nerull on Putriptoq.	&&			16							
Gord and Chert reunited.	&&			16							
<b>Gord tries the Banishment Scroll and sweeps everyone to Catsreach. Gord dies (but does not realize it at the time).</b>	&&			16	3,MPE			P,MPE	P,MPE 8,MPE		
Nerull removes Three Heirarchs.	&&			17,MPE							
Iuz orders invasion of Molag to retake city.	&&			17							
Iuz orders his followers to pluck Obmi out of the Vesve.	&&			17							
Iuz orders aid to Bandit Kingdoms.	&&			17							
Eclavdra illuminates Iuz about the battle in the Horned Society.	&&			17							
Iuz reveals that Iggwilv will soon release Zugptomoy.	&&			17							

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Dierdre kills Blonk.	&&			21,MPE							
Good folk enter Temple of Elemental Evil.	&&			21,MPE							
Iggwilv frees Zugtmoy from Temple of Elemental Evil with Mordenkainen's help.	&&			21,MPE 30,MPE							
Iggwilv and Zugtmoy go to the Abyss, then return.	&&			30,MPE							
Gellor, Gord, Curley, Melf, Biff, Chert in Catsreach.	&&			18							
Rexfelis says Gord said the spell wrong, causing them to teleport to him. Says nothing about anyone dying, but sometime later he must've told Gord that he, at least, had died. Why the ring swept everyone up is unclear, but probably had to do with the banishment scroll.	&&			18							
Gord meets Tirrip and Raug.	&&			18							
Melf gives Gord a <b>Scroll of Spells</b> .	&&			18							
Melf, Biff and Curley teleport away.	&&			18 19,MPE							
Meets Lowen. Lowen takes note of <b>Cat's Eye Ring</b> .	&&			18							
Rexfelis tells Gord of <b>Cat's Eye Ring</b> . He made 8 others. Powers: (1) "Vision" (better than Gord's <b>Truesight Sword</b> ), (2) infravision (inconsistent-Gord has been in darkness numerous times with it and it never gave him infravision), (3) it saves your life 9 times (8 charges left now) if attuned to it, (4) a sinister light will surround enemies, (5) it detects traps and secret doors, (6) surefootedness, agility, land on one's feet, climb as a cat, (7) transform into a black cat from tomcat size to leopard. He also says, in almost the same breath: "the rings were not made for humans" and then "they were made as a token for certain humans" (completely inconsistent with each other). (Inconsistent timing in DOD Prologue, which puts this chat after the entire quest for the <b>Second Key</b> is over.)	&&			19				P,MPE			
Rexfelis teleports Gord, Gellor and Chert to Tenser.	&&			19							
Travel via Water Dragon. Crockport. Gord buys a pair of <b>Throwing Knives</b> and puts them in his boots (Inconsistent: he already carries a knife in one boot). Tusham. Vesve. Thatch and Shad.	&&			20							
Anthraxus visits remaining ten Heirarchs, on Nerull's orders. The greatest of the ten talks about the missing three as if they represent parts of Neutral Evil, which is inconsistent with who the Horned Society are.	&&			21							
Mordenkainen and Melf "take to the field" to capture the <b>Second Key</b> .	&&			21							
Keak and Obmi move north. Then Stump. Then halfway through Vesve. Losels. Kill woman.	&&			21							
Thatch and Shad. Boar killed. Find Keak's dead woman.	&&			22							
Bandits. Gord is in the woods with a <b>Cloak of Elvenkind</b> and <b>Boots of Elvenkind</b> and never uses them. Gnolls, orcs, losels.	&&			23							
Gord throws his two <b>Throwing Knives</b> . Never recovers them.	&&			23							
Gord uses Curley's <b>Fire Acorns</b> .	&&			23							
Mordenkainen, Melf, the Circle of Eight (Bigby + 7) and army set trap at "the Gathering Point".	&&			29,MPE							
Gord as a panther attacks Obmi's band repeatedly.	&&			24							
Obmi sneaks out. Gord follows. Bugbear throws magic <b>Spear</b> at Gord. Gord takes <b>Spear</b> in panther mouth and chases Obmi.	&&			25							
Thatch, Shad, Gellor and Chert fight gnolls. Chert wears chain mail. (Inconsistent. By now, Curley should have given Chert his bracers of defense.)	&&			26							
Gord as "Stoat" becomes Obmi's bodyguard.	&&			27							
Iuz's host marches to get Obmi at "the Gathering place".	&&			28							
Mordenkainen springs his trap.	&&			29,MPE							
Obmi sneaks past. Gord throws magic <b>Spear</b> , hits Obmi, but doesn't kill him.	&&			28							

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Gord kills Keak at the same time Keak petrifies Gord.	&&			28	24,MPE						
Three members of circle of eight die "irrevocably".	&&			29							
Melf unpetrifies Gord.	&&			29	24,MPE						
Gord grabs <b>Spear</b> .	&&			29							
Iggwilv and Zugtomoy gain the <b>Second Key</b> from Obmi.	&&			30	3,MPE		25	P,MPE	P,MPE		
Iggwilv and Zugtomoy teleport to Iuz with Obmi and the <b>Second Key</b> .	&&			30	3,MPE		25		P,MPE		
Gord reunited with Gellor, Chert and boys.	&&			31							
Gord fights devil-boar and kills it with <b>Spear</b> but dies.	&&			31	3,MPE		25	8,MPE	P,MPE		
Gord goes to Catsreach by the power of the <b>Cats Eye Ring</b> .	&&			31,OS	3,MPE						
War in the lower planes. Graz'zt, Yeenoghu and Kotschese hold 66 layers of Abyss.	&&			32							
Moon, Patrick, Chert, Gellor, Dierdre, Oscar, Incosee all wrap up stories. Curley becomes Archdruid.	&&			33							
Chert claims <b>Spear</b> to hold for Gord. Chert takes boys to Adri Forest. Gellor to Radigast City. <b>We never hear about the Spear again.</b>	&&			33							
Demiurge and Heirophants scry on Oerth.	&&						25				
Gord wakes in Catsreach.	&&			Epilogue		3,MPE	26				
Rexfelis discusses the <b>Cat's Eye Ring</b> with Gord.	&&					3,MPE	26	P,MPE			
Rexfelis teaches Gord a spell to summon cats to his aide.	&&							1,MPE			
Rexfelis places a spell in the <b>Spider Amulet</b> which allows Gord to use it to teleport to Catsreach, but doesn't tell this to Gord.	&&							1,MPE			
Rexfelis gives the <b>Spider Amulet</b> back to Gord.	&&							1,MPE			
Gord and Lurajal fight, then become friends. Gord uses last of his <b>Keeoghtum's Ointment</b> on Lurajal.	&&						27				
Enmity with Tirrip and Raug. <b>(Inconsistent with story of Tirrip and Gord's falling out in SoD.)</b>	&&				3,MPE		27				
Gord made a knight of Catsreach.	&&						27				
Infestix scries upon Oerth with the 8 diseased ones. Iuz and Graz'zt scheme.	&&						28				
Introduction to Master Beanpole/Norund/Rundon/Undron/Gravestone, archmage and high priest of Infestix/Nerull, and demonologist. Introduction to Pazeuzeus and Shabriri, both daemons masquerading as demons.	&&						28				
Rexfelis and Basiliv the Demiurge plan to interfere with the contest for the <b>Third Key</b> . Rexfelis says Gord is the one who can find it. Basiliv asks Rexfelis to meet Gord.	&&				3,MPE						
Rexfelis takes Gord to Basiliv (Valley of the Mage), town of Bardilingham.	&&				3,MPE				P,MPE		
Basiliv and Rexfelis explain to Gord that the <b>Third Key</b> is found in the Lost City in the Ashen Desert.	&&				8,OS			P,MPE			
Basiliv and Rexfelis tell Gord he can do whatever he wants with the <b>Third Key</b> if he acquires it.	&&				25,MPE						
Basiliv and Rexfelis tell Gord he must go to Hlupallu and wait for "some event" which will take him from Ket south and west and that Gord would "recognize his enemy and instinctively know what to do". Gord agrees to go on the quest.	&&				3,MPE				P,MPE		
Gord travels north with Basiliv's troops, then dwarves. The dwarves gift him with a golden <b>Armband</b> and tell him it is proof against poisons and spells.	&&				3,MPE						
Dwarves call him "a chosen one" explaining that even Basiliv and Rexfelis are moved by a higher force.	&&				3,MPE						
Gord travels to Ket. Takes employ in service of Marcher Lord and begins to wait in Hlupallu.	&&				3,MPE						
Graz'zt, Yeenoghu, Kostchtchie claim 8 layers of the Abyss. <b>(Inconsistent. They already have 66).</b> Iuz expands empire. Iggwilv reveals where <b>Third Key</b> is and that it must be competed for by mortals.	&&				1						
Gord in Hlupallu. Gets involved in a fight.	&&				2						
Gord in Ket	&&				3						

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Obmi receives orders from Zuggtmoy, and receives back his original armor, gloves, hammer, boots plus a new magic martel and hat of disguise.	&&				4				P,MPE		
Vuron tells Graz'zt about his plan to use a clone of Eclavdra to win the contest. Eclavdra gets cusps for eyes, everflowing jug, dust/water breathing mask.	&&				5				P,MPE		
Gord visited by 3 nomads who nickname him Pharzool. Attacked, flees, is tracked.	&&				6				P,MPE		
Gord attacked at waterhole. They take all of his gear.	&&				7						
Gord considers "taking panther form". (Inconsistent because his <b>Cat's Eye Ring</b> is missing.)	&&				7						
Gord can see in the dark without the <b>Cat's Eye Ring</b> , due to long exposure to it. (Semi-inconsistent. Though Rexfelis told Gord the <b>Cat's Eye Ring</b> grants infravision, it had never done so before Gord was told of the ability.)	&&				7						
Gord escapes, gets all gear back. Meets Leda.	&&				7				P,MPE		
History of the Ashen Desert. Gord heads there.	&&				8			P,MPE			
Obmi travels and enters Ashen Desert. Gord meets Leda.	&&				9						
Gord and Leda take on men-at-arms and head into Grandsuel Mountains.	&&				10						
Leda explains that, through her shared memories with Eclavdra, there is a contest to get the <b>Third Key</b> and that whomever gets it must return it to either Ochefort or Yolakand.	&&				21,MPE						
Gord & co into Ashen desert. Buried tower under sand. <b>Men-at-arms can't see but Gord doesn't provide them with his Continual Light Stone.</b>	&&				11				6,MPE		
Attacked by albino apes. Leda finds a ring of invisibility. Men-at-arms leave. <b>Odd that Gord, as a thief, never once tries to claim the ring of invisibility, instead relying on his skills (and yet, ignoring all other magic items he has that might make him unseen).</b>	&&				12						
Gord and Leda continue underground. Gord poisoned by slug, <b>but no mention is made of the protection his Armband should give him.</b>	&&				13						
Obmi progresses overland. Eclavdra travels the Ashen Desert in a special flounder mobile.	&&				14						
Gord loses <b>Truesight Sword</b> to a Dun Pudding <b>but since Gygax has given Gord infravision after "exposure" to the Cat's Eye Ring, this whole scene carries none of the weight it should.</b>	&&				15						
Gord and Leda plan to take <b>Third Key</b> with an "element of surprise" but <b>Gord never once mentions the Shadow Seeds, Cloak of Elvenkind, Boots of Elvenkind, the Scroll of Spells, his ability to take cat form from the Cat's Eye Ring or using the Amulet to keep Eclavdra from detecting Leda.</b>	&&				15						
Gord and Leda reach the City out of Mind. Interrogate pygmies to learn location of <b>Third Key</b> .	&&				16				P,MPE		
Eclavdra and Obmi attack the City out of Mind. Gord takes <b>Wand of Magic Missiles</b> and gives to Leda.	&&				17 18,MPE						
Obmi moves about on Boots of Speed that were "bestowed upon him for this mission". (Inconsistent. <b>When he was returned from toad form he was given his old boots, and new ones weren't mentioned.</b> )	&&				17						
Leda mentions that she is wearing the same eye cusps as Eclavdra, <b>making the reader wonder whether Leda is carrying an exact copy of every magic item Eclavdra has, and if so, why we haven't heard about this before.</b>	&&				17						
Gord and Leda find the <b>Third Key</b> .	&&				17				P,MPE		
Gord fights Suel statue to get the <b>Suel Sword</b> .	&&				17						
Obmi confronts Gord. Gord recognizes Obmi but <b>Obmi doesn't recognize him at this time</b> . Gord hurt.	&&				17			P,MPE	P,MPE		
Obmi gains <b>Third Key</b> . Then Obmi and Eclavdra battle and Eclavdra gets the <b>Third Key</b> .	&&				20,MPE			P,MPE	P,MPE		
Leda confronts Obmi. Leda says Eclavdra does not know she exists. (Inconsistent: <b>Vuron explained the whole plan in front of Eclavdra.</b> )	&&				20						

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Leda joins Obmi. Tells him her story, including Gord. Obmi recognizes him as Stoaat (finally). She leaves behind <b>Wand of Magic Missiles</b> .	&&				20			P,MPE 8,MPE			
Gord revived, naked. Gets back <b>Dagger</b> and <b>Suel Sword</b> and <b>Elfin Chain Mail</b> . No mention of other gear. Finds <b>Wand of Magic Missiles</b> .	&&				18						
Gord leads the fugitives out of the City out of Mind.	&&				18				P,MPE		
Gord & co in Sea of Dust. Gives Dohojar the <b>Wand of Magic Missiles</b> .	&&				19						
In Sea of Dust. <b>Wand of Magic Missiles</b> depleted. Exit desert. Mountains. Ochre River.	&&				21						
Gord & co see Eclavdra's and Obmi's camps fighting. Gord scouts in panther form. Eclavdra invokes power of <b>Third Key</b> , breaking rules of the contest. This power forces Gord to man form and stunned.	&&				22						
Eclavdra summons daemons. Obmi summons demons. Leda summons Zuggtmoy. Numerous otherworldly beings appear.	&&				23						
Gord wakes. Vuron appears, takes <b>Third Key</b> from Eclavdra and uses <b>Third Key</b> to send away all outer planar beings.	&&				24						
Vuron attempts to read Gord's mind, but says the <b>Amulet</b> prevents it. (Inconsistent: The amulet is clearly described as only preventing location from being known.)	&&				24						
Gord and Obmi fight. Obmi throws a darkness crystal at Gord, who swipes it with the <b>Suel Sword</b> . The <b>Suel Sword</b> turns black. Gord drops it.	&&				24						
Gord as panther kills Obmi. Nobody takes any of Obmi's incredible gear.	&&				24			P,MPE	P,MPE		
Leda kills Eclavdra.	&&				25,MPE			P,MPE	7,MPE		
Vuron negotiates with Gord. Gord "gives" <b>Third Key</b> to Vuron. Leda becomes Eclavdra.	&&				25			P,MPE	P,MPE 7,MPE		
Vuron "restores" the <b>Suel Sword</b> to Gord. It is damaged and its powers presumably gone, but now it is repaired and imbued with some power that turns its length completely black. (This story is one of the most frustrating inconsistencies in the series. It is a complete revisionist history fiction made up by Gygax in DoD and is directly in conflict with the story as he wrote it in SoD 24/25.)	&&								P,MPE		
Vuron and Leda take <b>Third Key</b> to Abyss.	&&				25			P,MPE	6,MPE		
Barrel picks up Gord's <b>Suel Sword</b> from where he dropped it and hands it back to him. (Inconsistent with the revisionist history from DoD, Prologue.)	&&				25						
Gord sails Jade Bay. Gravestone watches from dock.	&&				26			P,MPE			
Gord acquires an <b>Undescribed Short Sword</b> .	&&							1,OS			
Gord, Barrel and others sail together and have adventures for a year.	&&							1,MPE	P,MPE		
Gord followed by nameless enemy. Summons Sea Lions. Leaves ship.	&&							1			
Gord leaves behind his <b>Elfin Chain Mail</b> and the <b>Suel Sword</b> .	&&							1			
Gord has his <b>Dagger</b> , <b>Cat's Eye Ring</b> , <b>Amulet</b> (now called an "Amulet of Protection") and <b>Undescribed Short Sword</b> .	&&							1			
Other gear isn't mentioned, but he has numerous things in his <b>Container of Holding</b> , but now that thing is the size of a thimble. (Inconsistent with its previous descriptions as a loaf sized box or a pouch.)	&&							1			
The sea lions hail Gord as a "prince", but he is confused by this. They also call him a "champion of Balance" and take him to an undine name Kharistylla.	&&							1			
Kharistylla tries to read Gord's mind but the <b>Amulet</b> prevents it. (Inconsistent: The amulet is clearly described as only preventing location from being known.)	&&							1			
Kharistylla gives Gord a <b>Pearl</b> to help him see and hear in her lair.	&&							1			
Kharistylla tells Gord he has the means to leave, but he is confused by this. (She's referring to the <b>Spider Amulet</b> , but doesn't explain herself.)	&&							1			

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Kharistylla asks Gord to leave her some token so <b>by sheer happenstance (or crappy writing)</b> he pulls out the <b>Spider Amulet</b> to give to her. She asks about it. He explains its history. She says it would help her walk on Elemental Earth or the Prime Material Plane, but she also says it will open a portal to Catsreach.	&&							1			
<b>First Key</b> given by Scarlet Brotherhood to the Dukes of Hell.	&&							2,MPE			
The Nine Hells and Hades form a pact to raise Tharizdun.	&&							8,MPE	P,MPE		
The Dukes of the Hells give the <b>First Key</b> to Infestix. (Not even alluded to in any book, so can't reference an "offstage" occurrence, but it must have happened for the remainder of the books to make any sense. <b>Even so, this action is completely inconsistent with the nature of the Dukes of the Hells who would never willingly give up such power.</b> Timing must be after CED1 but before CED 7).	&&										
Iuz with <b>Second Key</b> invades the Abyss and threatens Graz'zt's domain. Graz'zt gives <b>Third Key</b> to Vuron to fend off the attack.	&&							2			
Sekulintig tries to bribe Vuron into joining Infestix, and says Pazuzeus will assist. Vuron kills her.	&&							2			
Gord uses <b>Spider Amulet</b> to go to Catsreach.	&&							3			
Gord meets lords of Balance (Basiliv, Rexfelis, Mordenkainen, Tenser, Shadowlord, Hierophants of the Cabal, Master of Swords, Lord Hewd, Lord Donal, Lord Keogh, Lord Murlon, Venerable Yocasta, Venerable Nastan, Lord of All and Nothing) and is told he is the champion. The "active Hand of Dweomer" <b>(in DoD 3 we learn this means Cabbac, god of Magic)</b> is not there, but Mordenkainen is there representing him.	&&							3	P,MPE		
Gord receives the <b>Talisman of Balance</b> .	&&							16,MPE			
Gord receives the <b>Pyramid of Teleportation (from Basiliv?)</b> .	&&							16,OS			
All Lords of Balance put a mark on Gord, giving him, for lack of a formal name <b>Powers of Balance 1</b> .	&&							3	1,MPE		
Gord learns he is Rexfelis's great grandson. <b>(Inconsistent with CoH2.)</b> He is heir of Rexfelis's 7 <sup>th</sup> son.	&&							3	P,MPE		
Gord learns his parents' names (Ataleena Carona and Karal) and his own true name (Carl). <b>The name Ataleena is ridiculously, coincidentally close to the name (Meleena) of the woman Wanno happens to pick to watch Gord and this closeness has a plot role. Terrible writing.</b>	&&							3			
Gord shows Rexfelis <b>The Box</b> .	&&							3			
Rexfelis explains that <b>The Box</b> opens if either of his parents' real names are spoken. <b>(Inconsistent with all other stories of The Box where both Gord and Leena open The Box without difficulty.)</b>	&&							3			
Rexfelis explains that <b>The Box</b> has only one secret compartment <b>(inconsistent with description of The Box from CoH)</b> , and that the (now) one secret compartment is opened by saying Gord's parents' names a second time.	&&							3			
Rexfelis opens the one secret compartment and shows Gord the <b>Parentage Scroll</b> and <b>Family Drawing</b> , though he calls the <b>Parentage Scroll</b> a "History of what they had done" and a hope by Carl's (Gord's) father that he won't fail in "coming tests". Quite different from its description in CoH.	&&							3			
Rexfelis then shows that below the one hidden compartment is now a "hidden panel" and that the <b>9 Sapphires</b> have magically been transported therein. <b>(Inconsistent. They should be somewhere in Catsreach from when Gord last used them to teleport out of Plane of Shadow). The 9 sapphires are magically a necklace again.</b>	&&							3			
Rexfelis says the <b>9 Sapphires</b> had been left to Gord originally as a necklace. <b>(Inconsistent with their description as loose stones in CoH.)</b>	&&							3			
Rexfelis says the <b>9 Sapphires</b> in necklace form were a badge of royalty. <b>(Inconsistent with their description as "emergency funds" in CoH.)</b>	&&							3			
Gord and friends are told that Gravestone killed his parents.	&&							8,OS			

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Gord meets Master Entropy. Master Entropy tells Gord the <b>Suel Sword</b> is special. Considering that Basiliv was both around during, and assisting with, the imprisonment of Tharizdun, it is odd that he doesn't recognize the <b>Suel Sword</b> , since Tharizdun created it.	&&							3			
Gravestone, as Graves, joins crew of Silver Seeker. He summons Krung. Gravestone kills Dohojar and Barrel. Krung kills everyone else.	&&							4 5,MPE 9,MPE	P,MPE		
Gravestone acquires the <b>Suel Sword</b> . No mention of the <b>Elfin Chain Mail</b> is made.	&&							4 8,MPE			
Gellor, Chert and Curley are rounded up by the Lords of Balance to investigate the Silver Seeker.	&&							5,MPE			
Gellor, Chert and Curley find no trace of the <b>Suel Sword</b> or any of Gord's gear (implying also the <b>Elfin Chain Mail</b> is gone) on Silver Seeker.	&&							5			
Gord crowned prince of Catsreach. Lurajar revealed as a traitor.	&&							5	P,MPE		
Gord references that the <b>Amulet</b> is proof against <i>detection</i> .	&&							5			
Gord, Chert, Curley, Gellor and Alton and Timmil sneak around and work a plan to steal back the <b>Suel Sword</b> from Gravestone. During this time, Curley suddenly no longer has infravision.	&&							6	P,MPE		
The <b>Suel Sword</b> magically teleports from Gravestone to Gord's pile of gear. (Possibly the work of Entropy?)	&&							6,OS 8,MPE			
Chert discovers the <b>Suel Sword</b> has magically reappeared in their gear. This raises the question as to why even press on with the search for Gravestone, but press on they do! In all likelihood, Gord is now carrying both the <b>Suel Sword</b> and the <b>Undescribed Short Sword</b> . No mention of this is made, nor mention of dropping the <b>Undescribed Short Sword</b> . Later, through Gygax's awful writing, we learn that Gravestone has killed Gord's parents and so now this has suddenly transformed, without discussion, into a quest for vengeance, not a quest to retrieve the <b>Suel Sword</b> .	&&							6			
Demon war on Ojukalazogadit. Zugtomy, Jubilex, Demogorgon, Orcus and Mandrilligon on one side.	&&							7	20,MPE		
Infestix appears on Ojukalazogadit and helps Demogorgon by using the <b>First Key</b> .	&&							7	20,MPE		
Infestix puts a "harmonic" in the <b>First Key</b> so it will return to him whenever he wants.	&&								5,MPE		
Infestix gives the <b>First Key</b> to Demogorgon.	&&								5,MPE		
Gord and company set out to battle Gravestone. Gord uses the <b>Powers of Balance 1</b> to hide their magic auras. Gravestone henchmen are Sigildark, Staphlococcus, Felgosh, Wilorne. All but Sigildark die.	&&							8	P,MPE		
Gord & co enter Gravestone's lair. A daemon/cockroach touches the <b>Suel Sword</b> and determines it is full of demonic power. (This is inconsistent with what has been written so far, until the revisionist history involving Vuron is introduced in DoD Prologue.)	&&							8	P,MPE		
Sigildark enters, senses trouble, flees.	&&							8			
Staphlococcus, Felgosh, Wilorne fight Gord & co.	&&							8			
Gellor's eye is described as a "glittering ocular gem". (Inconsistent with the original description from SooC as looking entirely like a normal second eye.)	&&							8			
Chert is wearing magic chain mail and leather jack from devilboar. (Inconsistent: he should be wearing the bracers of defense Curley gave him.)	&&							8			
Staphlococcus and Felgosh die but nobody loots them!	&&							8			
Gord is poisoned by Wilorne but inexplicably it has no effect on him. No reference is made to his <b>Armband</b> nor anything else that caused this miracle.	&&							8			
Gord names the <b>Suel Sword</b> "Blackheartseeker". He kills Wilorne with it but does not loot him.	&&							8			

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Gord claims, of the <b>Suel Sword</b> , that it was made by "Demon and Deity", possibly referring to the revisionist "Vuron" story (introduced in DoD), or possibly referring to the history of <b>Courflamme</b> (and <b>Suel Sword</b> and <b>Crystal Sword</b> ) as described at the end of the series by Tharizdun, but it's hard to imagine how Gord knows this, if all the Lords of Balance didn't know it.	&&							8			
Gord + 5 follow Sigildark.	&&							8	11,MPE		
Gord +5 fight Sigildark who summons Krung.	&&							9			
Gord now naturally has infravision and ultravision from exposure to the <b>Cat's Eye Ring</b> , though that ring spent years on his finger without conferring such sight.	&&							9			
Gravestone summons Pazuzeus and Shabriri.	&&							9			
Allton and Timmil split off to chase Gravestone.	&&							9			
Gord kills Sigildark but does not loot him.	&&							9			
Gord suddenly claims that the <b>Suel Sword</b> eats souls, even though that didn't happen to Wilorne.	&&							9			
Gord uses <b>Suel Sword</b> to kill Krung and eat his soul.	&&							9			
Gellor's magic eye now suddenly sees <i>more</i> than Gord. (Inconsistent with AoE15.)	&&							9			
Gord says that Gravestone is responsible for his parents' death. But that was never mentioned earlier!	&&							9			
Gord +3 begin climbing an interdimensional stair trap.	&&							10			
The <b>Suel Sword</b> can now suck up negative energy.	&&							10			
Gord + 3 race up interdimensional steps looking for Gravestone. In a deus ex machina, Gord suddenly has a <b>Magic Rope of Self-Tying</b> to assist them.	&&							10			
Gord +3 climb more stair worlds. The <b>Magic Rope of Self-Tying</b> is left behind. In another, this time double, deus ex machina Gord suddenly has a <b>Multi-pouch Girdle of Holding</b> and in it he has <b>Numerous Enchanted Rings</b> including a <b>Ring of Power over Air</b> (cue eye roll).	&&							11			
On one trap-world Gord +3 find themselves in the vacuum of outer space but (you guessed it, in another deus ex machina) his <b>Powers of Balance 1</b> suddenly auto-kick-in and teleport them out of to the next step. (Inconsistent with how they've had to struggle with every previous trap-world.)	&&							11			
An Efrete helps Gord +3 bypass numerous trap-steps.	&&							11			
Infestix sries. Sees all <b>Three Theorparts</b> near one another.	&&							12			
Basiliv sries on Gord. Sees an Efrete help them bypass just <i>one</i> trap-step (inconsistent with previous chapter) and tries to warn him but is neutralized by some unknown entity (Entropy). (Inconsistent: The <b>Amulet</b> should prevent scrying.)	&&							12			
Alton and Timmil take on Shabriri and Pazeuzus.	&&							13			
Gravestone refers to Shabriri and Pazeuzus as "demons". (Inconsistent with CoH28 where they are <b>daemons masquerading as demons</b> .)	&&							13			
Gord+3 continue in stair trap worlds. Gord suddenly has his <b>Elfin Chain Mail</b> . (Inconsistent with CED5 where Gellor found "no trace" of the equipment Gord left on the Silver Seeker.)	&&							14			
Basiliv sends both a mental image and an interrupted message to Gord. Gord uses the mental image as well as his <b>Powers of Balance 1</b> to create a bypass.	&&							14			
Gellor, Curley and Chert get separated from Gord, find Allton and Timmil. Timmil takes self plus Shabriri to Hades. Allton uses his retributive strike to kill self and Pazuzeus. Gellor, Curley and Chert hurt badly.	&&							14	12,MPE		
Gord falls and finds himself in some sort of nexus of all planes. Begins to shape the world as he likes. Gord has a vision of Tharizdun offering him position as Viceroy. Gord's dad snaps Gord out of it.	&&							15			

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Gord fights Gravestone. Gravestone summons 12 dumaldan. Gord uses the one charge of the <b>Talisman of Balance</b> to summon a solar. Gravestone flees.	&&							16			
The <b>Suel Sword</b> absorbs a hellblades spell.	&&							16			
Gellor, Curley and Chert die. Solar raises Gellor. Solar points Gord to Gravestone's hiding place.	&&							16			
Gord, in another <b>deus ex machina</b> , gives the 'til now unmentioned <b>Pyramid of Teleportation</b> to Gellor.	&&							16			
The <b>Suel Sword</b> now can unlock doors, cool fireballs and absorb prismatic sphere layers.	&&							17			
Gord battles Gravestone and kills him with the <b>Suel Sword</b> . It's unclear what happens. Gravestone asks Gord to make the <b>Suel Sword</b> give him his "life" back, not his "soul". Further, Gord curses him to rot in Hades, kind of hard to do if the <b>Suel Sword</b> has eaten his soul.	&&							17	P,MPE 8,MPE 12,MPE		
Lords of Balance scry the battle. <b>(Inconsistent with Gord having the Amulet on.)</b> Infestix scries the battle but "the entity" (likely Entropy) blocks him at the last. Infestix thinks of Shabriri and Pazuzeus as demons, which is unbelievable that the lord of daemons wouldn't recognize two of the most powerful daemons!	&&							18	P,MPE		
Gord and Gellor escape to Greyhawk, discussing, in a fairly unintelligible way, about why they can't use the <b>Pyramid of Teleportation</b> . They make for Tenser's where Poztif sends them to Plane of Shadow.	&&							19	P,MPE		
Lords of Balance meet in Plane of Shadow. They feign disunion to confuse the unknown ally of Tharizdun (Entropy). Gord asks Shadowlord to bring his <b>Crystal Sword</b> which killed Imprimus.	&&							20	P,MPE		
Gord merges the <b>Cyrstal Sword</b> with the <b>Suel Sword</b> to make <b>Courflamme</b> .	&&							20	P,MPE		
Gord is given the task of freeing Tharizdun solely to destroy him.	&&							20	P,MPE		
Gord can now naturally take panther form without the Cat's Eye Ring.	&&								1,MPE		
Gord and Gellor acquire <b>(where/when not named) Numerous Magic Rings against Spells and Attacks</b> .	&&								1,OS		
Gord and Gellor in Plane of Shadow. Gellor's eye is described as "golden". <b>(Inconsistent with initial description in SooC 21-22 as simply "an eye".)</b>	&&								1		
Gord and Gellor given, for lack of a better word, the <b>Powers of Balance 2</b> . Mentioned immediately are telepathy, ability to teleport instantly anywhere, mental invisibility, healing, detecting lies, immunity to disease, warding from foes.	&&								1		
Many of Gord and Gellor's magic items are "enspelled".	&&								1		
Shadowlord gives both <b>Shadow Armor</b> .	&&								1		
Heward gives Gellor a special harp.	&&								1		
Rexfelis gives Gellor "cat's paws".	&&								1		
Keogh gives <b>Potion from Keogh</b> to Gord.	&&								18,MPE		
Basiliv, via magic writing paper, teaches Mordenkainen the "Rite of Shielding Against Dweomers".	&&								1		
Rexfelis tells Gord that "henceforth your every movement will be traceable".	&&								1		
War across the multiverse. Demogorgon with <b>First Key</b> and Iuz with <b>Second Key</b> attack Graz'zt who holds the <b>Third Key</b> . Infestix comes to the Abyss, with deputy Dukes of Hells to assist Demogorgon.	&&								2		
Gord and Gellor head out. First to the Ethereal plane, then Probability, then Astral, then Abyss 1.	&&								3		
<b>Gord and Gellor's teleportation seems to be tied to their girdles now, rather than to simple thought.</b>	&&								3		
<b>Despite Powers of Balance 1, Powers of Balance 2 and Rexfelis stating that Gord will be traceable everywhere he goes, his simple Amulet is suddenly powerful enough of cloaking him from scrying.</b>	&&								3		
Gord suspects Entropy is cloaking them too.	&&								3		
Gord splits <b>Courflamme</b> into <b>Suel Sword</b> and <b>Crystal Sword</b> . <b>Suel Sword</b> can now "hover" while <b>Crystal Sword</b> can shoot black bolts of energy and black flame too. Unclear if this was always part of these swords or part of the "enspelling" given to their items by the Lords of Balance.	&&								3		

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Gord and Gellor head to Abyss 8.	&&								3		
Demogorgon with <b>First Key</b> attacks Graz'zt's army where Vuron (with the <b>Third Key</b> ) is in command. Vuron refers to Pazuzeus and Shabriri as demons. (Inconsistent with their being "daemons masquerading as demons"). Vuron refers to them as two of the three "elder ones", in addition to Palvlag, and that Palvlag has vowed to destroy Infestix because it was Gravestone's doing that Pazuzeus and Shabriri are "gone". (Inconsistent: Shabriri was simply taken to Hades by Timmil. Pazuzeus only had his material form destroyed by Allton's retributive strike. They should both be alive and well in the lower planes.)	&&								4		
War in the Abyss. Leda uses the Eye of Deception, though Vuron notices it doesn't drain her as expected. (We learn later that this is due to Entropy.)	&&								5		
Gord and Gellor meet Leda in the Soulless Sounding. She joins them. <b>Courflamme</b> 's powers now include "speed" and "shield aura".	&&								6		
Leda attempts to trick Gord by calling him "Gord of Grimalkin". It's unclear if Gord ever told Leda his story from Grimalkinsham, but if so, she got this wrong. If not, this is some bad writing.	&&								6		
Gord, Gellor and Leda head to Iyondagur (Abyss 399), home of the Abat-dolor.	&&								6		
Infestix uses the harmonic to take <b>First Key</b> back from Demogorgon.	&&								7,MPE		
Gord, Gellor and Leda go to the Abot-Dolor and ask for help. They offer to trade Eye of Deception for help, to take back the <b>First Key</b> from Infestix who is invading their domain.	&&								7		
Gord is in <b>Elfin Chain Mail</b> again. It is never clear if this is his old armor (which would be an inconsistency) or replacement.	&&								7		
Gord uses <b>Powers of Balance 2</b> to read the thoughts of Elazalag.	&&								7		
Infestix invades Iyondagur (Abyss 399) with <b>First Key</b> .	&&								7		
Elazalag agrees to help Gord in return for the Eye of Deception.	&&								7		
Infestix invades Iyondagur (Abyss 399) with <b>First Key</b> . Refers to his key as Unbinder (the <b>Third Key</b> ), but he has Initiator (the <b>First Key</b> ).	&&								8		
<b>Suel Sword</b> now can absorb negative energy and positive energy.	&&								8		
Gord cuts the fingers from Infestix who decides to flee and leave the <b>First Key</b> . Highly inconsistent with a deity receiving a fairly minor wound, especially when not fighting on his home plane.	&&								8 10,MPE		
Something (likely Entropy) is meddling with the Eye of Deception, the <b>First Key</b> and <b>Courflamme</b> energies. Some unseen ally (likely Entropy) helps Leda wield the Eye of Deception without tiring.	&&								8		
Gord claims the <b>First Key</b> .	&&								8		
Gord gives the Eye of Deception to Elazalag.	&&								8		
Iuz holds conclave in the Abyss to discuss what to do about Gord and/or Graz'zt. Iggwilv refers to Gellor as though she knows him. They decide to attack Graz'zt.	&&								9		
Gord, Gellor and Leda march to Graz'zt's palace with demonbeasts and convince him to attack Iuz.	&&								10		
Gord, Gellor and Leda chase Iuz, Iggwilv and Zuggtmoy from the field of battle. Iuz mentions that, because he is a half-demon, he can't scry.	&&								11		
Gord uses either <b>Courflamme</b> or <b>Powers of Balance 2</b> to follow Iuz.	&&								11		
Iuz, Iggwilv and Zuggtmoy killed by Gord, Gellor and Leda.	&&								11		
Gord claims the <b>Second Key</b> .	&&								11		
Entropy kidnaps Leda.	&&								12,MPE		
Gord and Gellor go to the sinks. Gellor's eye can now see more than Gord, even with Gord's naturally great seeing from exposure to the <b>Cat's Eye Ring</b> , <b>Powers of Balance 1</b> and <b>Powers of Balance 2</b> .	&&								12		

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Entropy puts lethargy upon Gord. All demon lords but Arachne join Grazzt. Entropy agrees to help force Gord to face Graz'zt. Entropy proposes they trade Leda for Gord's <b>First Key</b> and <b>Second Key</b> .	&&								12		
Graz'zt agrees with Entropy's plan, which would give him all <b>Three Theoparts</b> . This seems ridiculously stupid for a super-genius who does not want to see the <b>Three Theoparts</b> brought together.	&&								12		
Entropy's big plan is to let the demons have the <b>Three Theoparts</b> , rather than Gord, even though Gord is the more likely person to actually release Tharizdun, which is ultimately what Entropy wants.	&&								12		
Krung's brother Yognath gives a message to Gord and Gellor about the exchange. They go, but rules-lawyer themselves out of the trade, with the help of Chronos and Tolerance.	&&								13		
Vuron refers, in detail, his role in infusing evil into the <b>Suel Sword</b> , even though that never happened!	&&								13		
Leda kills Vuron.	&&								13		
Gord claims the <b>Third Key</b> .	&&								13		
Gord, Gellor and Leda spend two weeks in a paradise made by "allies", refreshing.	&&								14		
Leda uses her clerical powers to heal everyone, but she serves no known deity! Furthermore, <b>Powers of Balance 2</b> include healing, so this is completely moot.	&&								14		
Gord, Gellor and Leda go to "celestial sphere". They meet the Guardians of Light, who claim to have imprisoned Tharizdun. (Inconsistent, since both Weal and Nature with Basiliv imprisoned Tharizdun.)	&&								15		
Gord, Gellor and Leda enter Tharizdun's prison. The <b>First Key</b> becomes a bridge and leaves behind <b>Silver Ring with Diamond</b> . Leda puts it on.	&&								15		
Gord suddenly and inexplicably decides to call the <b>Second Key</b> "Vitalizer", while acknowledging that its known name is "Awakener".	&&								15		
The <b>Third Key</b> tunnels through ice and leaves behind <b>Gold Ring with Jacinth</b> . Gellor puts it on.	&&								15		
The <b>Second Key</b> forms a door handle and leaves <b>Adamantite Ring with Sapphire</b> . Gord puts it on.	&&								15		
Gord, Gellor and Leda find child Tharizdun. Gord realizes true Tharizdun is entombed upstairs.	&&								16		
Tharizdun says he was imprisoned for "tens of thousands of centuries".	&&								17		
Tharizdun eats most of his child self, throwing the <b>Head of Child Tharizdun</b> at Gord. They fight. Gord suddenly has a helmet on. Gord uses <b>Ring of Adamantite with Sapphire</b> to summon a Phoenix.	&&								17		
Entropy helps Tharizdun escape.	&&								17		
Gord shares a <b>Potion from Keogh</b> which seems to be "refreshing" with Gellor and Leda. With all their other powers, this seems an odd place for a potion.	&&								18		
Gord says that their <b>Three Rings</b> will let them traverse the upper planes. But <b>Powers of Balance 2</b> already does that!	&&								18		
Gord, Gellor and Leda travel to Law and Probability to get Chronos and Tolerance to help.	&&								18		
Hades submits to Tharizdun.	&&								19,MPE		
Nine Hells submits to Tharizdun.	&&								19,MPE		
Tharizdun somehow figures that Gellor is not a threat, but Leda is, despite Gellor having <b>Powers of Balance 1</b> , <b>Powers of Balance 2</b> and his super harp.	&&								19		
Tharizdun strategies to unmake <b>Courflamme</b> by chasing Gord to the place where it was made.	&&								19		
Tharizdun invades the Abyss, with fight on Ojukalazogadit. Entropy takes on Ojukalazogadit.	&&								20		
Chronos and Tolerance agree to teach Gord, Gellor and Leda to use <b>Courflamme</b> to teleport them to Ojukalazogadit, but this is stupid since Gord and Gellor can do it with <b>Powers of Balance 2</b> and it seems likely either the <b>First Key</b> or <b>Second Key</b> might do it too.	&&								20		
Battle on Ojukalazogadit. The <b>Three Rings</b> form forcefields. Gord almost wins but Grazzt betrays him.	&&								21		

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Gellor and Leda debate what power they might have to teleport out. Inconsistent with every item and power they have together.	&&								22		
Gord, Gellor and Leda escape to Plane of Shadow and leave behind <b>Head of Child Tharizdun</b> . Tharizdun attempts to stop them leaving but is stopped by Chronos and Tolerance.	&&								22		
Tharizdun devours skull. Entropy and Tharizdun discuss the rings. Gord goes to Oerth. <b>Somehow Tharizdun can't scry on Gord.</b>	&&								23		
Tharizdun rampages across the multiverse, destroying plane after plane, hunting Gord.	&&								23		
Tharizdun begins to seal off planes so the <b>Three Rings</b> can't be recharged.	&&								23		
Entropy claims he knows how to destroy the <b>Three Rings</b> .	&&								23		
All Lords of Balance are killed by Tharizdun.	&&								24,MPE		
Gord, Gellor and Leda make their way to Castle Greyhawk, thinking to recharge the <b>Three Rings</b> there.	&&								24		
Everything is different what from Gord remembers. Final fight at Sea of Thought. Leda dies. Gellor dies. <b>Courflamme</b> is destroyed in a strike against Tharizdun.	&&								24		
Tharizdun kills Gord.	&&								24		
The destruction of <b>Courflamme</b> brings Gord, Gellor and Leda back to life.	&&								25,MPE		
Entropy destroys the <b>Three Rings</b> .	&&								24		
The destruction of the <b>Three Rings</b> traps Tharizdun and Entropy in a pocket universe and also pushes Gord, Gellor and Leda, enervated, out into the alternate world of Yarth, as well as everyone of Good or Neutral ethos.	&&								25,MPE		
Ceremony in Hy Brazeal. Gellor is the new Demiurge, Gord new Cat Lord and Leda new queen of Plane of Shadow. Chronos and Tolerance explain the whole trick played to entrap Tharizdun and Entropy.	&&								25		
Gord ousted as Cat Lord. Travels to modern Earth. Deals with Baphomet.	&&									1	

&& = From this point on it becomes increasingly difficult to know exactly what Gord's age is, and more importantly, it is irrelevant to the story, so I've not attempted to keep very accurate track of it.