

WORLD OF GREYHAWK ADVENTURE TIMELINE

Completed Modules

The following modules are assumed to have been completed in the official Greyhawk world. The results of the module have been noted (when possible), along with the date (CY) the adventure took place, and the location the adventure takes place in. This reference is intended for DMs wishing to know what the "official" state of the Flanaess is.

Although this information is compiled from official TSR sources, it should not be considered to be endorsed by TSR in any way.

Against the Giants/Drow series

Modules	G1-3, D1-3, Q1
Location	Sterich, Jotuns, Crystalmists, Hellfurnaces, The Abyss
Date Completed	576-580 CY
Consequences	(assumed) Lolth's power over the surface world broken, Lolth set back but not slain, Eclavdra (G3, D3) survives, Obmi (G3) survives
References	Ivid the Undying, p. ?? Player's Guide to Greyhawk, p. 24 (Eclavdra still alive) Player's Guide to Greyhawk, p. 25 (Obmi still alive) Against the Giants: the Liberation of Geoff (p. 2)

Tomb of Horrors

Module	S1
Location	The Vast Swamp
Date Completed	571 CY (20 years before Return to the Tomb of Horrors)
Consequences	Tomb entered, but Acerak not slain (or not slain permanently)
References	Return to the Tomb of Horrors, p. 5

White Plume Mountain

Module	S2
Location	Near the Rift Canyon
Date Completed	571 CY or earlier (over 20 years prior Return to White Plume Mountain)
Consequences	The weapons were retrieved from a false Keraptis, but have since been reclaimed by the new False Kerapti.
References	Return to the White Plume Mountain, p. 4

The Lost Caverns of Tsojcanth

Module	S4
Date Completed	late 570s
Location	Border of Ket and Perrenland
Consequences	Caverns discovered, Drelzna (Iggwilv's daughter) slain
References	Isle of the Ape, p. 6 Return of the Eight, p. 55

The Temple of Elemental Evil

Modules	T1-4
Location	Verbobonc (Hommlat and Nulb)
Date Completed	late 570s
Consequences	Zuggtmoy freed from the Temple, resurgence of Temple crushed, Prince Thrommel not freed from imprisonment. Rufus and Berne completed their castle in 581 CY.
References	The Adventure Begins, p. 3 Living Greyhawk Gazetteer, p. 132

The Slave Lords

Modules	A1-4
Location	Greyhawk environs, the Wild Coast, the Pomarj, and the Drachensgrab Mountains (Safeton, Highport and Suderham)
Date Completed	580 CY
Consequences	The slavers network in the Wild Coast and the Pomarj was destroyed. Many of the slavelords survived (Stalman Kim, Theg Narlot, Eldrave, Slippery Ketta, Brother Kerin and Lamonsfern of the major lords, as well as Markessa of the minor lords), and the slaver network has been rebuilt by 591 CY.
References	The Adventure Begins, p. 3 Slavers, pp. 104-105, 120-123

The Ghost Tower of Inverness

Module	C2
Location	Greyhawk environs, Leukish in the Duchy Urnst
Date Completed	571 CY (by dating of Justinian's rule and the Temple Coalition revolt)
Consequences	The Soul Gem was retrieved by the pregenerated PCs, but has since been lost again. The Seer was expelled from Urnst in 572 CY. Holgar and Li Hon survived the events of the module, Li Hon now runs the monastery, Hodar is in Dyvers.
References	Slavers, p. 14 Living Greyhawk Gazetteer, p. 126

Adventures in the '83 Boxed Set

Product	World of Greyhawk Campaign Setting
Location	The Hellfurnaces
Date Completed	CY 577
Consequences	The lost passage of Slerotin was reopened in CY 577, but no mention has been made of the Mother or her servants (though some of the Lerara have returned to the surface)
References	The Adventure Begins, p. 38

Mordenkainen's Fantastic Adventure

Module	WG5
Location	The Duchy of Urnst (Maur Castle)
Date Completed	569 CY
Notes	The adventure is assumed to have been completed by Mordenkainen and his associates
References	The Adventure Begins, p. 3 Living Greyhawk Journal #0, p. 5 (date)

Isle of the Ape

Module	WG6
Location	Greyhawk environs, Demi-plane of the Ape (Tenser's Castle)
Date Completed	Between CY 576 and CY 582
Consequences	Iggwilv's invasion of fiends thwarted, the Crook of Rao recovered. Warnes Starcoat was involved in the recovery. This module was completed after the Lost Caverns of Tsojcanth (S4).
References	The Adventure Begins, pp. 3, 20

Fate of Istus

Module	WG8
Location	Various cities across the Flanaess
Date Completed	Between CY 576 and CY 582
Consequences	Although the events of this adventure took place largely as described in the module, it has some canon problems. First, monks and assassins were officially never removed from Oerth. Second, the oriental monks in the final chapter of the adventure do not exist, and were not the source of the Scarlet Brotherhood's martial arts. Important events like the ousting of Hadric did occur.
References	The Adventure Begins, p. 3 Living Greyhawk Gazetteer, p. 126 (Hadric)

The Falcon Conspiracy

Modules	WGA1-3
Location	Greyhawk environs (the City of Greyhawk)
Date Completed	CY 581
Consequences	The Falcon's plans were ruined by adventurers, she is presumed dead. Sturtevant (the human identity of a Greyhawk dragon who aided the adventurers) has left the city, and will return under a new persona.
References	Player's Guide to Greyhawk, p. 27 The Adventure Begins, pp. 3, 62 (date), 83

Vecna Lives!

Module	WGA4
Location	?
Date Completed	CY 581
Consequences	Circle of Eight slain (but clones revived), Cult of Vecna defeated, Vecna hurled into a planar gate by Iuz, Kas drawn into Ravenloft
References	Domains of Dread, pp. 17, 110-117 Player's Guide to Greyhawk, p. 27 The Adventure Begins, pp. 3, 62 (date)

The Blades of Corusk and the Greyhawk Wars

Modules	WGS1-2
Location	Corusk Mountains
Date Completed	CY 582
Consequences	Iuz masqueraded as Vatun (the lost god of the North) in order to unify the Barbarian tribes of the North, they were used to his benefit in the Greyhawk Wars. The consequence of the Wars are detailed in the Greyhawk Wars boxed set, as well as future products (From the Ashes, Player's Guide to Greyhawk, the Adventure Begins)
References	Howl from the North, pp. 7, 42 The Adventure Begins, p. 3

Patriots of Ulek

Module WQ1
Location Principality of Ulek
Date Completed 585 CY
Consequences Half of the Principality of Ulek was captured, with the fate of Prinzfeld unspecified. Some of the lost lands were recovered in 586 CY.
References Living Greyhawk Gazetteer, page 121

The City of Skulls

Modules WGR6
Location The lands of luz
Date Completed 585 CY
Consequences Earl Holmer was rescued by adventurers, but was a broken shell of his former self. He died late that same year.
References Living Greyhawk Gazetteer, p. 104

Border Watch

Module WGM1
Location Furyondy
Date Completed 586 CY
Consequences The border incident involved in the module may well have been the pretext used by Belvor to declare war on luz.
References The Adventure Begins, p. 20

Ivid the Undying

Product (unpublished sourcebook)
Location ?
Date Completed Unknown
Consequences Rauxes consumed by fire and left in ruins, Xaene (court wizard) became a two-head lich and is believed destroyed, the (old) Great Kingdom's power was broken. Ivid's fate is unknown.
References Player's Guide to Greyhawk, pp. 25, 26
The Adventure Begins, p. 24

Return of the Eight

Module Return of the Eight
Location Greyhawk environs, Luna (City of Greyhawk, Tenser's Castle)
Date Completed CY 585
Consequences Tenser returned from the dead (though Otiluke remains slain). The Circle of Eight has reformed with new members, Tenser did not rejoin. Iggwilv has returned to Oerth, as has the long-absent Tuerny (now a Type IV demon)
References Player's Guide to Greyhawk, p. 21
The Adventure Begins, pp. 4, 19

Die Vecna Die!

Module Die Vecna Die!
Location Tovag Baragu and planar locations
Date Completed 591 CY
Consequences Vecna has ascended to the status of lesser god.
References Living Greyhawk Gazetteer, p. 186

Non-canon Modules

The following modules have been dropped from the "canon" world of Greyhawk setting, according to Lisa Stevens (Greyhawk brand manager). However, at this time this list has not been endorsed as correct by TSR. These modules are indicated in *italics* in the list of modules at the end of this document.

Castle Greyhawk

Module WG7
Location Greyhawk environs (Castle Greyhawk)
Notes This was a parody version of the Greyhawk dungeon, and has been superseded by Greyhawk Ruins (WGR1). Reference to Castle Greyhawk products such as the City of Greyhawk boxed set should be assumed to refer to Greyhawk Ruins instead.
References The Adventure Begins, pp. 3-4

Child's Play

Module WG10
Location ?
Notes A generic module that should not have been tied to the World of Greyhawk setting

Outdated Modules

The changes that have swept over Greyhawk have effectively rendered some modules obsolete, even though they have not been officially completed. These modules will require some modification to work in the canon Greyhawk of CY 591.

The Lendore Isles Series

Modules	L1-L2 (L3 forthcoming)
Location	Lendore Isle (Restenford, Garrotten)
Outdated	CY 582? (exact date unknown)
Reason	The high and aquatic elves of the Spindrift (including Lendore) Isles have claimed the islands as their own, and evicted all humans from the islands. Since the L-series was set in the human areas of Lendore Isle, these modules are now outdated.
References	Player's Guide to Greyhawk, pp. 7, 45 The Adventure Begins, p. 18

Adventures set in the World of Greyhawk

(listed in rough order of publication, with related modules grouped together)

Modules in *Italics>* are considered non-canon. Return to the Keep on the Borderlands was listed as a Greyhawk module in error, so is not included on this list.

Number	Name	Date	Product #
G1	Steading of the Hill Giant Chief	1978	9016
G2	The Glacial Rift of the Frost Giant Jarl	1978	9017
G3	Hall of the Fire Giant King	1978	9018
G1-3	Against the Giants	1981	9058
D1	Descent Into the Depths of the Earth	1978	9019
D2	Shrine of the Kuo-Toa	1978	9020
D1-2	Descent Into the Depths	1981	9059
D3	Vault of the Drow	1978	9021
Q1	Queen of the Demonweb Pits	1980	9035
GDQ1-7	Queen of the Spiders	1986	9179
S1	Tomb of Horrors	1978	9022
S2	White Plume Mountain	1979	9027
S3	Expedition to the Barrier Peaks	1980	9033
S4	The Lost Caverns of Tsojcanth	1982	9061
WG4	The Forgotten Temple of Tharizdun	1982	9065
S1-4	Realms of Horror	1987	9209
T1	The Village of Hommlet	1979	9026
T1-4	The Temple of Elemental Evil	1985	9147
A1	Slave Pits of the Undercity	1980	9039
A2	Secret of the Slaver Stockade	1981	9040
A3	Assault on the Aerie of the Slave Lords	1981	9042
A4	Dungeon of the Slave Lords	1981	9041
A1-4	Scourge of the Slave Lords	1986	9167
C1	The Hidden Shrine of Tamoachan	1980	9032
C2	The Ghost Tower of Inverness	1980	9038
I1	Dwellers of the Forbidden City	1981	9046
L1	The Secret of Bone Hill	1981	9045
L2	The Assassin's Knot	1983	9057
U1	The Sinister Secret of Saltmarsh	1981	9062
U2	Danger at Dunwater	1982	9064
U3	The Final Enemy	1983	9076
N1	Against the Cult of the Reptile God	1982	9063
N/A	World of Greyhawk campaign setting	1983	1015
EX1	Dungeonland	1983	9072
EX2	The Land Beyond the Magic Mirror	1983	9073
UK2	The Sentinel	1983	9101
UK3	The Gauntlet	1984	9111
WG5	Mordenkainen's Fantastic Adventure	1984	9112

WG6	Isle of the Ape	1985	9153
WG7	Castle Greyhawk	1988	9222
WG8	Fate of Istus	1989	9253
WG9	Gargoyle	1989	9251
WG10	Child's Play	1989	9265
WG11	Puppets	1989	9269
WG12	Vale of the Mage	1990	9270
WGA1	Falcon's Revenge	1990	9279
WGA2	Falconmaster	1990	9289
WGA3	Flames of the Falcon	1990	9302
WGA4	Vecna Lives!	1990	9309
WGS1	Five Shall Be One	1991	9317
WGS2	Howl from the North	1991	9337
N/A	Greyhawk Wars accessory	1991	1068
WGR1	Greyhawk Ruins	1990	9292
WGR2	Treasures of Greyhawk	1992	9360
WGR3	Rary the Traitor	1992	9386
WGR4	The Marklands	1993	9398
WGR5	Iuz the Evil	1993	9399
WGR6	The City of Skulls	1993	9405
WGQ1	Patriots of Ulek	1992	9385
WGM1	Border Watch	1993	9406
N/A	Ivid the Undying	1994	N/A
N/A	Return of the Eight	1998	9576
N/A	The Star Cairns	1998	9579
N/A	Crypt of Lyzandred the Mad	1998	9580
N/A	The Doomgrinder	1998	9581
N/A	Against the Giants: the Liberation of Geoff	1999	11413
N/A	Return to White Plume Mountain	1999	11434
N/A	TSR JAM 1999	1999	11445
N/A	Slavers	2000	11621
N/A	Die Vecna Die	2000	11662
N/A	The Fright at Tristor (RPGA module)	2000	B1723