

Modules

D = Basic D&D® game modules
X = Expert D&D game modules
A = Advanced D&D® game modules

M = "M" — Invisible ink modules
BH = BOOT HILL™ game modules
TS = TOP SECRET® game modules

SF = STAR FRONTIERS™ game modules
GB = GANGBUSTERS™ game modules
GW = GAMMA WORLD® game modules

Module	Sug. Retail	Type	#Pages	Demo Art	# Players	Level of Characters	Town, Dungeon or Wilderness	Other Modules in the Series	Position on WORLD OF GREYHAWK™ Map
B1: In Search of the Unknown	\$5.50	D	32	No	1 - 6	1 - 3	D		
B2: Keep on the Borderlands	\$5.50	D	28	No	1 - 9	1 - 3	D		
B3: Palace of the Silver Princess	\$5.50	D	32	No	1 - 9	1 - 3	D		
B4: The Lost City	\$5.50	D	32	No	6 - 10	1 - 3	D		
B5: Horror on the Hill	Coming soon	D	32	No	?	1 - 3			
X1: Isle of Dread	\$5.50	X	32	1 page	6 - 10	3 - 7	W		
X2: Castle Amber	\$5.50	X	32	No	1 - 9	3 - 6	D/W		
X3: Curse of Xanathon	\$5.50	X	32	No	5 - 8	3 - 6	T/D		
X4: Desert Nomads	Coming soon	X	32	No	?	?	?	X5	
X5: Temple of Death	Coming Soon	X	32	No	?	?	?	X4	
T1: Village of Hommlet	\$5.00	A	16	No	4 - 6	1 - 3	T	T2	N4/95
N1: Against the Cult of the Reptile God	\$5.50	A	32	No	?	1 - 3	T/D		
U1: Sinister Secret of Saltmarsh	\$5.50	A	32	1 page	1 - 9	1 - 3	D	U2, U3	U4/123
U2: Danger at Dunwater	\$5.50	A	32	No	1 - 9	2 - 4	D	U1, U3	
L1: Secret of Bone Hill	\$5.50	A	28	No	2 - 8	2 - 4	T/D/W	L2	Spindrift
L2: The Assassin's Knot	Coming soon	A	32	No	?	?	T/D	L1	Spindrift
I1: Dwellers of the Forbidden City	\$5.50	A	28	No	6 - 8	4 - 7	D		Hepmonaland
I2: Tomb of the Lizard King	\$5.50	A	32	No	?	?	D		
I3: Pharoah	\$5.50	A	32	No	?	?	D	I4, I5	
I4: Oasis of the White Palm	Coming soon	A	32	No	?	?	D/S	I3, I5	
I5: Tomb of Martek	Coming soon	A	32	No	?	?	D	I3, I4	
UK1: Beyond the Crystal Cave	Coming soon	A	32	No	4+	4 - 7	D		04/124
A1: Slave Pits of the Undercity	\$5.50	A	24	No	6 - 9	4 - 7	D	A2, A3, A4	A4/101
A2: Secret of the Slavers' Stockade	\$5.50	A	40	No	6 - 9	4 - 7	T/D	A1, A3, A4	B4/103
A3: Assault on the Aerie of the Slave Lords	\$5.50	A	28	1 page	6 - 9	4 - 7	T/D	A1, A2, A4	Z3/103
A4: In the Dungeons of the Slave Lords	\$5.50	A	28	No	6 - 9	4 - 7	D	A1, A2, A3	Z3/103
C1: Hidden Shrine of Tamoachan	\$6.00	A	32	Yes	3+	5 - 7	D		Y3/135
C2: Ghost Tower of Inverness	\$5.50	A	32	Yes	5+	5 - 7	D		Z3/91
S1: Tomb of Horrors	\$5.50	A	12	Yes	1 - 20	6 - 14	D		L2/100
S2: White Plume Mountain	\$4.50	A	16	1 page	1 - 10	5 - 10	D		U3/69
S3: Expedition to the Barrier Peaks	\$8.00	A	32	Yes	1 - 15	8 - 12	D		Z5/118
S4: Lost Caverns of Tsojcanth	\$7.50	A	64	No	6 - 8	6 - 10	D/W		M5/141
M1: Blizzard Pass	Coming soon	M, A	32	No	1+	1 - 3	D		
G1, 2, 3: Against the Giants	\$6.00	A	32	No	5+	6 - 9	D	D1, D2, D3, Q1	N5/126, V5/128, N5/139
D1, 2: Descent into the Depths	\$6.00	A	32	No	6+	9+	D	G1, G2, G3, D3, Q1	M5/141
D3: Vault of the Drow	\$6.00	A	28	No	6 - 9	10 - 14	D	G1, G2, G3, D1, D2, Q1	M5/141
Q1: Queen of the Demonweb Pits	\$5.50	A	32	No	6 - 9	10 - 14	D	G1, G2, G3, D1, D2, D3	M5/141
BH1: Mad Mesa	\$5.50	BH	32	No	1+		T		
BH2: Lost Conquistadore Mine	\$5.50	BH	32	Yes	4 - 8		T/D		
BH3: Ballots and Bullets	\$5.50	BH	32	No	3+		T		
TS002: Rapidstrike	\$5.50	TS	32	No	2 - 6		D		
TS003: Lady in Disress	\$5.50	TS	32	Yes	5 - 7		D		
TS004: Operations Fast Pass	Coming soon	TS	32	?	?		?		
SF1: Voltornus; Planet of Mystery	\$5.50	SF	32	No	2+	1 - 3		SF2	
SF2: Star Spawn of Voltornus	\$5.50	SF	32	No	2+	1 - 3		SF1	
GB1: Trouble Brewing	\$5.50	GB	32	No	8 - 12	Any			
GB2: Murder in Harmony	\$5.50	GB	32	Yes	2 - 6	Any			
GB3: Death on the Docks	Coming soon	GB	32	?	?	?			
GW1: Legion of Gold	\$5.50	GW	32	No	2 - 8	Begin. Inter.	D/W		
GW2: Famine of Far-Go	\$5.50	GW	32	No	2 - 10	Begin. Inter.	D/W		
WG4: Forgotten Temple of Tharizdun	\$6.00	A	32	No	5+	5 - 10	D/W		
R1: To the Aid of Falx	\$3.50	A	16	Yes	6	5 - 9	D		
R2: The Investigation of Hydell	\$4.50	A	32	Yes	5	5/5	D		
R3: Egg of the Phoenix	\$4.50	A	32	Yes	6	5 - 9	D/W	R4	
*R4: Doc's Island	\$4.50	A	32	Yes	5	5 - 9	D/W	R3	
*RPGA1: Rahasia	\$3.50	D	16	Yes	6 - 8	1 - 3	T/D/W	RPGA2	
RPGA2: Unnamed as yet	\$3.50	D	16	Yes	6 - 8	1 - 3	T/D/W	RPGA1	

*Coming soon

Prices are subject to change.