

A—Aerie of the Slave Lords, a linked campaign of AD&D (1st Ed) modules set in Greyhawk created for GenCon XIII. Can also form an extended campaign following T, and					
Code	Title	Levels	Author(s)	Published	Notes
A1	Blows From the Undercity	4-7	David Cook	1983	
A2	Secret of the Slave Lords Stockade	4-7	Harold Johnson, Tom Moldvay	1981	
A3	Assault on the Aerie of the Slave Lords	4-7	Allen Hamrick	1981	
A4	Assault on the Aerie of the Slave Lords	4-7	Lawrence Schick	1981	
A4	Scourge of the Slave Lords	7-11	Various	1986	Revised Compilation, ranked 20th greatest adventure of all time
AC—Accessory Modules, this is a series of accessory items for D&D (Basic/Expert/Companion/Master) many of which included mini-adventures. Generally associated with Mystara albeit quite generic.					
Code	Title	Levels	Author(s)	Published	Notes
AC1	Shard of Dragon	N/A	Carl Smith	1984	Pre-generated Characters
AC2	Combat Shield and Mini-adventure	4-7	David Cook	1984	Small Module and GM Screen
AC3	Exploit of Princess Arelina	2-5	Gary Gygax	1984	3-D Cardboard Dungeon
AC4	Book of Marvelous Magic	N/A	Frank Mentzer, Gary Gygax	1985	Magic Items
AC5	Character Record Sheets	N/A	N/A	1985	Basic/Expert/Companion
AC6	Player Character Record Sheets	N/A	N/A	1985	AC5 + Master
AC7	Master Player Screen: The Spindle	26-36	Bruce Nesmith	1985	GM Screen & Module
AC8	Revenge of Ruzak	7-9	David Cook	1985	3-D Cardboard Wargames; mislabeled AC3
AC9	Creature Catalogue	N/A	Various	1985	New monsters
AC10	Beslay of Dragons and Giants	Multiple	N/A	1985	3-Dventures using Dragons and Giants
AC11	Book of Wondrous Inventions	N/A	N/A	1987	Listing of magic items
AC101	Poor Wizard's Almanac and Book of Facts	N/A	Aaron Alston	1992	First in a series, compiling and updating the GAZ series
B—Basic were designed for use with the Dungeons & Dragons Basic set. Mostly they are independent adventures, set in Mystara.					
Code	Title	Levels	Author(s)	Published	Notes
B1	In Search of the Unknown	1-3	Mike Carr	1978	First printing provided for location within Greyhawk, although subsequent editions do not.
B2	The Keep on the Borderlands	1-3	Gary Gygax	1979	Generic in terms of setting, though Return to the Keep on the Borderlands placed the keep in Greyhawk. Ranked 7th greatest adventure of all time
B4	Place of the Silver Princess	1-3	Jean Wells, Tom Moldvay	1981	
B4	The Lost City	1-3	Tom Moldvay	1982	Ranked 20th greatest adventure of all time.
B5	Honor on the Hill	1-3	Douglas Niles	1983	
B6	The Veiled Society	1-3	David Cook	1984	Includes cardstock minis & buildings
B6	King's Festival	1-3	Jeff Gubb, Laura Hickman	1985	Acquired by TSR after being previously published.
B8	Journey to the Rock	1-3	Michael Malone	1984	
B9	Castle Caldwell and Beyond	1-3	Harry Nuckolls	1985	
B1-9	In Search of Adventure	1-3	Various	1987	Abridged Compilation
B10	Night's Dark Terror	1-3	Jim Bambara, Graeme Morris, Phil 2	1986	B/X1 in UK
B11	King's Festival	Introduc	Carl Sargent	1985	
B12	Queen's Harvest	Introduc	Carl Sargent	1985	Sequel to B11
BSOLO	Ghost of Lion Castle	1-3	Merle M. Rasmussen	1984	Solo Adventure
C—Competition modules for AD&D (1st Ed) specially designed for competition play and come with a scoring system for player actions.					
Code	Title	Levels	Author(s)	Published	Notes
C1	The Hidden Shrine of Tamoachan	5-7	Harold Johnson, Jeff R. Leason	1980	Origins 79 tournament module set in Greyhawk. Ranked 18th greatest adventure of all time.
C2	The Ghost Tower of Inverness	5-7	Allen Hamrick	1980	Wentworth VII (1990) tournament module set in Greyhawk. Ranked 30th greatest adventure of all time.
C3	The Lost Island of Castanarim	5-7	Ken Rolston	1984	
C4	To Find a King	4-7	Bob Blake	1985	Sequel to Gen Con XVI reprint RPGA3&4
C6	The Sane of Lyveth	4-7	Bob Blake	1985	From Gen Con reprints RPGA3&4
C6	RPGA Tournament Handbook	4-8	Various	1985	
CA—City of Adventure for AD&D (1st Ed) require the Lankmar City of Adventure supplement to play.					
Code	Title	Levels	Author(s)	Published	Notes
CA1	Swords of the Undercity	8-12	Carl Smith, Bruce Nesmith, Douglas Niles	1986	
CA2	Swords of Deceit	10-15	Stephen Bourne, Ken Rolston, Steve Ecca, Michael Dobson	1986	
CB—Conan the Barbarian modules for AD&D (1st Ed) in line with the Conan movies.					
Code	Title	Levels	Author(s)	Published	Notes
CB1	Conan Unchained!	10-14	David Cook	1984	
CB2	Conan Against Darkness!	10-14	Ken Rolston	1984	
CM—Companion for use with Dungeons & Dragons Companion Set (or Rules Cyclopedia), for use in Mystara.					
Code	Title	Levels	Author(s)	Published	Notes
CM1	Test of the Warlords	18	Douglas Niles	1984	
CM2	Sabro River	18-22	Gary Gygax	1984	
CM3	Earthshaker!	18-20	Douglas Niles, Bruce Nesmith	1984	
CM4	Myth of the Snow Pearls	15-25	David Cook	1985	
CM5	The Chaos Reigns	18-20	Anne Gray McCready	1985	Solo Adventure Magic Viewer System
CM7	The Tree of Life	15-20	Bruce A. Heard	1986	
CM8	The Endless Stair	15-20	Ed Greenwood	1987	
CM9	Linked Campaign	15-19	Steve Perin, Xatherine Kerr	1987	
D—Drow linked campaign of AD&D (1st Ed) modules created for GenCon XI set in the World of Greyhawk. Can also form an extended campaign following G, and followed by O.					
Code	Title	Levels	Author(s)	Published	Notes
D1	Descent into the Depths of the Earth	9-14	Gary Gygax	1978	
D2	Shrine of the King-Beast	9-14	Gary Gygax	1978	
D3	Descent into the Depths of the Earth	9-14	Gary Gygax	1981	compilation
D12	Vault of the Drow	10-14	Gary Gygax	1978	
DA—Dave Arneson, set in Blackmoor, for Expert Set.					
Code	Title	Levels	Author(s)	Published	Notes
DA1	Adventures in Blackmoor	10-14	Dave L. Arneson, David J. Ritchie	1986	
DA2	Temple of the Frog	10-14	Dave L. Arneson, David J. Ritchie	1986	
DA3	City of the Gods	10-14	Dave L. Arneson, David J. Ritchie	1987	
DA4	Castle of Ten	10-14	Dave L. Ritchie	1987	
DDA—Dungeons & Dragons Adventure for Basic Set, set in Mystara					
Code	Title	Levels	Author(s)	Published	Notes
DDA1	Arena of Thralldom	2-3	John Nephew	1990	
DDA2	Legions of Thyalis	3-4	John Nephew	1990	sequel to DDA1
DDA3	Eye of Traldrar	1-2	Carl Sargent	1991	
DDA4	Dymrak Dread	1-3	John Nephew	1991	loose sequel to DDA3
DLA—DragonLance Adventure introduced the Dragonlance campaign. They are linked series of traditional modules for AD&D (1st Ed) except where noted.					
Code	Title	Levels	Author(s)	Published	Notes
DL1	Dragons of Despair	4-6	Tracy Hickman	1984	Ranked 20th greatest adventure of all time.
DL2	Dragons of Flame	5-7	Douglas Niles	1984	
DL3	Dragons of Hope	6-8	Tracy Hickman	1984	
DL4	Dragons of Desolation	6-8	Tracy Hickman, Michael Dobson	1984	
DL5	Dragons of Mystery	6-9	Michael Dobson	1984	Sourcebook
DL6	Dragons of Ice	6-9	Douglas Niles	1985	
DL7	Dragons of Light	7-9	Jeff Gubb	1985	
DL8	Dragons of War	9-10	Tracy Hickman, Laura Hickman	1985	
DL9	Dragons of Deceit	8-10	Douglas Niles	1985	
DL10	Dragons of Dreams	8-10	Tracy Hickman	1985	
DL11	Dragons of Faith	9-10	Douglas Niles, Tracy Hickman	1985	board wargame
DL12	Dragons of Death	9-10	Harold Johnson, Bruce Heard	1986	
DL13	Dragons of Truth	10-13	Tracy Hickman	1986	
DL14	Dragons of Triumph	10-14	Douglas Niles	1986	Finale of original series
DL15	Dragons of Mystery	0-15	Various	1985	12 Short Adventures
DL16	World of Kryn	4-12	Douglas Niles, Michael Gray, Harold Rolston	1988	4 Short Adventures
DLA—DragonLance Adventure Trilogy of linked adventures set on the continent of Taladas in the Dragonlance world, for 2nd Edition AD&D.					
Code	Title	Levels	Author(s)	Published	Notes
DLA1	Dragon Dawn	5-7	Deborah Christiansen	1990	Dragonlance module
DLA2	Dragon Knight	8-9	Rick Swan	1990	
DLA3	Dragon's Rest	8-9	Rick Swan	1990	Requires Time of the Dragon boxed set
DLC—DragonLance Classics collects the original Dragonlance modules, revised for 2nd Edition AD&D.					
Code	Title	Levels	Author(s)	Published	Notes
DLC1	Classics Vol. 1	3-8	Various	1990	Compilation of DL1-4
DLC2	Classics Vol. 2	8-12	Various	1993	Compilation of DL5-9
DLC3	Classics Vol. 3	8-12	Various	1994	Compilation of DL10, 12-14
DL(x)—DragonLance					
Code	Title	Levels	Author(s)	Published	Notes
DLE2	In Search of Dragons	5-8	Rick Swan	1989	Sequel to DLE1
DLE3	Dragon Magic	5-9	Rick Swan	1989	Sequel to DLE2
DLO1	Knight's Sword	1-3	Colin McCorm, Thomas M. Reid	1992	
DLO2	Dragon's Quest	2-4	Tom Beach	1992	
DLS1	New Beginnings	2-4	Mark Acres	1991	
DLS2	Tree Lords	1-2	John Terra	1991	
DLS3	Oak Lords	Blake Mobley	1991		
DLS4	Magister	4-7	Scott Bennie	1991	
DLT1	The Lady Reborn	1-3	John Terra	1993	
DQ—DragonQuest, compatible with both AD&D (1st Edition) or DragonQuest RPG					
Code	Title	Levels	Author(s)	Published	Notes
DQ1	Shattered Statue	5-9	Paul Jaquays	1987	
DS(Q)E—Dark Sun (Quest/Epic) set of linked modules that require Dark Sun campaign setting.					
Code	Title	Levels	Author(s)	Published	Notes
DSQ1	Freedom	4-7	David Cook	1992	
DSQ2	Road to Urk	4-7	David Cook	1992	
DSQ3	Arcane Shadows	5-8	Bill Slavicek	1992	
DSQ4	Assassin Gambit	7-10	Anthony Pryor	1992	
DSQ5	Dragon's Crown	10-13	Various	1993	
DSM—Dark Sun Mission set of linked modules that require the Dark Sun campaign setting.					
Code	Title	Levels	Author(s)	Published	Notes
DSM1	Black Riders	3-8	Sam Witt	1993	
DSM2	Merchant House of Amketch	4-7	L. Richard Baker III	1993	
DSM3	Marauders of Nibenay	6-8	William W. Connors	1993	
DSM4	Black Spine	10-13	Various	1994	
EX—Extension Series was designed as a "back-off" adventure to an existing campaign set in the World of Greyhawk.					
Code	Title	Levels	Author(s)	Published	Notes
EX1	Dungeoneer	9-12	Gary Gygax	1983	Official download
EX2	Land Beyond the Magic Mirror	9-12	Gary Gygax	1983	Official download
FA—Forgotten Realms Adventure are stand alone modules set in the Forgotten Realms for 2nd Ed. AD&D.					
Code	Title	Levels	Author(s)	Published	Notes
FA1	Halls of the High King	6	Ed Greenwood	1990	
FA2	Rings of Deep	16-20	Rick Swan	1991	
FM—Forgotten Realms Maztica are stand alone modules set in the land of Maztica for 2nd Ed. AD&D.					
Code	Title	Levels	Author(s)	Published	Notes
FM1	Fire of 21st	1-3	Jeff Gubb, Tim Beach	1991	Official download
FM2	Endless Armies	4-6	Jeff Gubb	1991	Official download
FM01	City of Gold	4-6	John Nephew, Jonathan Tweet	1992	Official download
FR—Forgotten Realms are sourcebooks describing aspects of the Forgotten Realms, rather than traditional modules. FR1-8 are for 1st Edition AD&D, FR7-18 for 2nd Edition.					
Code	Title	Levels	Author(s)	Published	Notes
FR1	Waterdeep and the North	N/A	Ed Greenwood	1987	
FR2	Moonshae	N/A	Douglas Niles	1987	
FR3	The Emerald of the Sands	N/A	Scott Hamring	1987	
FR4	Magister	N/A	Ed Greenwood, Steve Perrin	1988	
FR5	Savage Frontier	N/A	Paul Jaquays	1988	Official download
FR6	Dreams of the Red Wizards	N/A	Steve Perrin	1988	
FR7	Hall of Heroes	N/A	Various	1988	
FR8	City of Splendors	N/A	Jean Rabe	1989	
FR9	The Bloodstone Lands	N/A	R.A. Salvatore	1989	
FR10	Old Empires	N/A	Scott Bennie	1990	
FR11	Dwarves Deep	N/A	Ed Greenwood	1990	
FR12	Heart of the Dragon	N/A	Curtis M. Scott	1990	
FR13	Anauroth	N/A	Ed Greenwood	1991	
FR14	Great Glacier	N/A	Rick Swan	1992	
FR15	Gold and Glory	N/A	Tim Beach	1992	Official download
FR16	Shard of Sauron	N/A	Tom Fusch	1993	
FRA—Forgotten Realms Adventure, (Empires Adventures Trilogy), a series of modules for use with the Horde expansion campaign for 2nd Edition AD&D Forgotten Realms.					
Code	Title	Levels	Author(s)	Published	Notes
FRA1	Born Riders	5-7	Troy Denning	1990	
FRA2	Black Courier	6-9	Troy Denning	1990	
FRA3	Blood Charge	7-10	Troy Denning	1990	
FRC—Forgotten Realms Companion (or Companion) are modules related toSSI computer games and do form a linked sequence.					
Code	Title	Levels	Author(s)	Published	Notes
FRC1	Ruins of Adventure	Any	Mike Breault, David Cook, Jim Ward.	1988	Based on Pool of Radiance. Connected Short Adventures
FRC2	Curse of the Azure Bonds	6-9	Jeff Gub, George MacDonald	1989	Based on novel; tie-in to game
FRE—Forgotten Realms Epic three adventure modules loosely based on the Avatar Trilogy of Forgotten Realms novels.					
Code	Title	Levels	Author(s)	Published	Notes
FRE1	Shadowdale	5-8	Ed Greenwood	1989	
FRE2	Tantras	6-9	Ed Greenwood	1989	
FRE3	Waterdeep	6-9	Ed Greenwood	1989	
FRM—Forgotten Realms Mission					
Code	Title	Levels	Author(s)	Published	Notes
FRM1	The Jungles of Chult	5-8	James Lowder, Jean Rabe	1993	
FROA—Forgotten Realms Oriental Adventures					
Code	Title	Levels	Author(s)	Published	Notes
FROA1	Ninja Wars	6-9	Nigel Findley	1990	Requires Oriental Adventures hardcover
FRQ—Forgotten Realms Quest independent modules for 2nd Edition AD&D.					
Code	Title	Levels	Author(s)	Published	Notes
FRQ1	Haunted Halls of Fenringstar	4-7	Ed Greenwood	1992	
FRQ2	Bordes of Dragoonsgear	10-12	William W. Connors	1992	Battlesystem options
FRQ3	Doom of Daggedale	1-3	Wolfgang Baur	1993	first module for use with revised Forgotten Realms
FRS—Forgotten Realms Sourcebook—2nd Edition AD&D					
Code	Title	Levels	Author(s)	Published	Notes
FRS1	The Daelnates	N/A	L. Richard Baker III	1993	Accessory
G—Giants, a linked campaign of AD&D module created for Origins 78 set in the World of Greyhawk. Can also form an extended campaign following A, and followed by D					
Code	Title	Levels	Author(s)	Published	Notes
G1	Steading of the Hill Giant Chief	1-3	Gary Gygax	1978	
G2	Glacial Rift of the Frost Giant Jarl	4-7	Gary Gygax	1978	
G3	Hall of the Fire Giant King	4-7	Gary Gygax	1978	
G1-3	Against the Giants	8-12	Gary Gygax	1983	
G01	Quest of the Spiders	8-14	Gary Gygax	1986	Supermodule containing G1-G3, D1-D3 and O1.
GA					
Code	Title	Levels	Author(s)	Published	Notes
GA1	The Murky Deep	7-9	Norman B. Ritchie	1993	
GA2	Swamplight	5-8	Jean Rabe	1993	
GA3	Tables of the Enchantment	5-8	Jim Smuser	1993	
GAZ—GAZetter The GAZ series describes countries in the known World of Mystara, using the D&D Basic and Expert Set rules, although beginning with GAZ207, rules for adapting to AD&D are provided.					
Code	Title	Levels	Author(s)	Published	Notes
GAZ1	The Grand Duchy of Karameikos	1-3	Aaron Allston	1987	
GAZ2	The Emirates of Vramis	1-3	Ken Rolston, Don Turnbull	1987	
GAZ3	The Principality of Garamith	1-3	Bruce Heard	1987	
GAZ4	The Kingdom of Ierendi	1-3	Anne Gray McCready	1987	
GAZ5	The Elves of Alfheim	1-3	Steve Perrin	1988	
GAZ6	Wilds of Westhome				