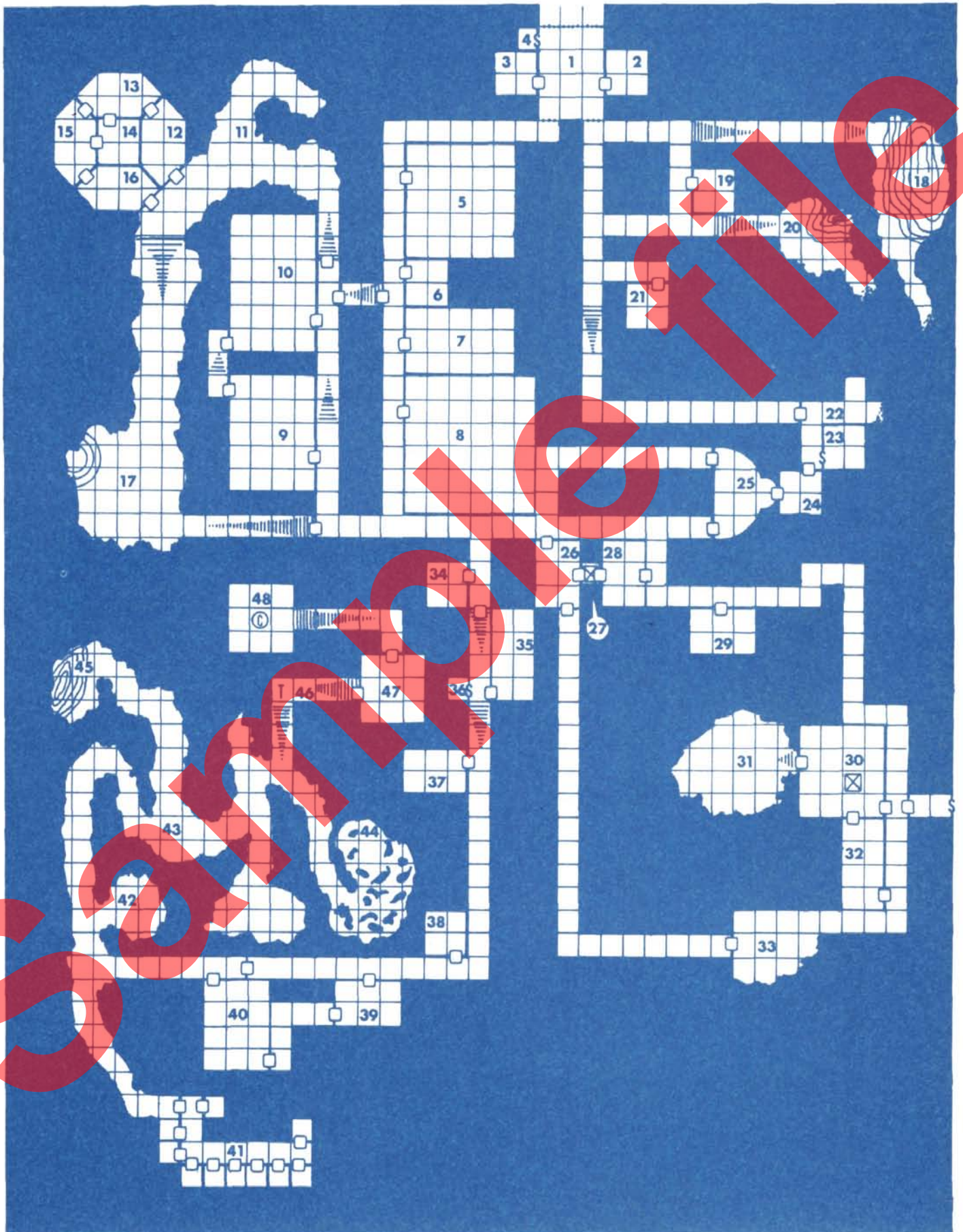


# FIRST LEVEL (Entrance)



# Dungeon Module B3

## Palace of the Silver Princess

by Tom Moldvay and Jean Wells

INTRODUCTORY MODULE FOR CHARACTER LEVELS 1-3



Not long ago the valley was green and animals ran free through golden fields of grain. The Princess Argenta ruled over this peaceful land and the people were secure and happy. Then one day a warrior riding a white dragon appeared in the skies over the castle and almost overnight the tiny kingdom fell into ruin. Now only ruins and rumors remain, and what legends there are tell of a fabulous treasure still buried somewhere within the Palace of the Silver Princess.

This module is for use with the D&D® Basic Set and is specially designed for beginning players and DMs. Contained within are maps of the palace and its dungeons, background information, new monsters and a special preliminary adventure for novice DMs and players alike.

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# Dungeons & Dragons® Basic Set

## Dungeon Module B3

### Palace of the Silver Princess

This module requires information found only in the **D&D® Basic** game rules, and cannot be played without a copy of those rules.

## PART 1: INTRODUCTION

If you plan to play in this module as a character, please **stop** reading here. The information in the rest of this module is for your DM so that he or she may guide you and other players through the adventure. Knowing the details of this adventure will spoil the surprises and the excitement of the game for everyone concerned.

### NOTES FOR THE DUNGEON MASTER

**Palace of the Silver Princess** is a dungeon adventure module made up of 6 parts — providing notes and reference information for the DM and keys describing the various levels of the dungeon.

**Part One** (this section) is an introduction that outlines the rules for the adventure and gives the DM background information on the dungeon.

**Part Two** is a special adventure which takes place in the palace gatehouse. This special adventure has been designed to introduce new DMs to the art of dungeon mastering.

**Part Three** describes the first level of the dungeon.

**Part Four** details the second level of the dungeon.

**Part Five** is a Glossary and defines some unfamiliar words found in this module.

**Part Six** details the new monsters used in this module.

To aid the DM, when unusual or unfamiliar words are used in the module, these words will be repeated and defined in **Part 5, The Glossary**. Words which are defined in the glossary will be followed by an asterisk (\*) the first time they appear in the text.

**Palace of the Silver Princess** is a large dungeon and is not designed to be completely explored in one night of adventuring. Characters who try to explore the entire dungeon without stopping every so often and returning to town to heal wounds and regain spells will probably die. Players may recover hit points and spells either by leaving the dungeon entirely or by sleeping in a room inside the dungeon. Careful players will sleep in shifts, with at least one character always on watch to guard against monsters.

In general, a party should rest and sleep 8 hours in every 24. Characters will heal 1-3 points naturally every 24 hours of full rest. Checks for wandering monsters are up to the DM; if the party really needs to recover hit points or spells and they pick a secure, out-of-the-way location, a DM may decide no wandering monsters will disturb them. If the party has been defeating monsters easily or picks a room in an area with lots of monsters near, 1-3 checks may be made that night.

If a party chooses to rest and the adventure has lasted quite a long time, the DM may choose to end that game session. Players can continue from where they stopped whenever they choose to play again.

The DM should always give the player characters a reasonable chance for survival. The emphasis is on “reasonable”. Although there should be a chance that an unlucky or foolhardy character will die, give the party the benefit of the doubt whenever possible. Everyone should cooperate to make the adventure as much fun as possible.

Before beginning the adventure, the DM should read this module thoroughly to become familiar with its details. In the encounter keys, information given inside boxes can be read aloud to the players at the right time. The DM must decide when and how much of the rest of the information should be told to players and how much should be kept secret.

Most of the monsters in this module are found in the 2nd edition of the **D&D® Basic** rule book (the red-covered book). Enough information will be given in the room descriptions and Wandering Monster Tables so that DMs with the 1st edition (the blue-covered book) will be able to use all monsters in this module.

For the convenience of the DM, when monsters or NPCs are described in the text, important information will be listed, in parentheses, in the following order after the name:

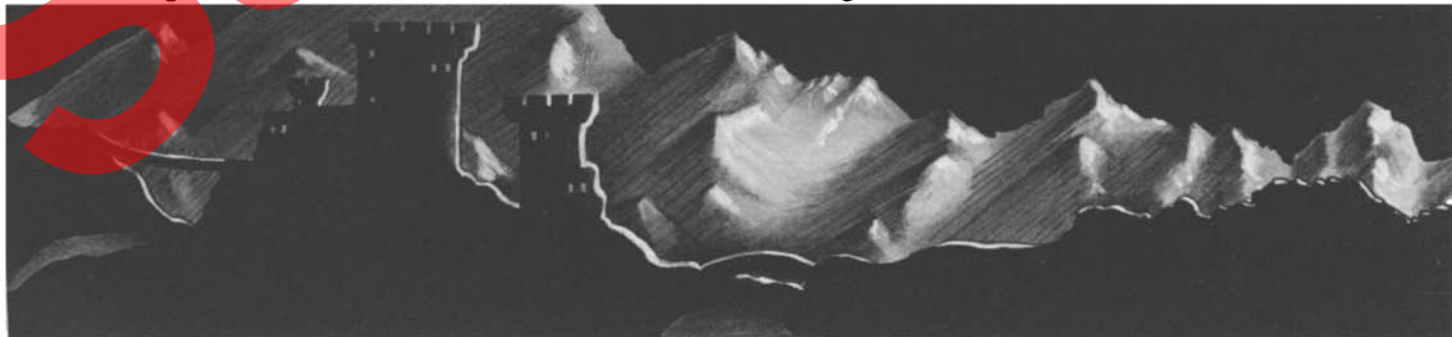
Name (Armor Class; Hit Dice or Class/Level; hit points; Movement per round; Number of Attacks per round; Damage per attack; Save as Class and Level; Morale; Alignment; and Abilities for NPCs, if necessary).

Abbreviations which are used are:

Armor Class = AC; Hit Dice = HD; Class: Cleric = C, Dwarf = D, Elf = E, Fighter = F, Halfling = H, Magic-User = M, Thief = T, Normal Man = NM; Level = some number; hit point = hp; Movement = MV; Number of Attacks = #AT; Damage = D; Save As = Save; Morale = ML; Alignment = AL; Abilities: Strength = S, Intelligence = I, Wisdom = W, Dexterity = D, Constitution = C, Charisma = Ch.

Class/Level is used only for NPCs, while Hit Dice is used for all other monsters. Movement is given only for combat rounds. Movement in a game turn is three times the movement given for one round.

This module has been designed for a party of 6 to 10 player characters. Each character should be between the 1st and 3rd levels of experience at the beginning of the adventure. It is suggested that the party have at least one elf or a magic-user with a sleep spell. A party which contains many different classes will have a better chance of success as they will have more varied talents to rely on. It is also suggested that, if most of the characters are above 1st level, the DM may wish to make the encounters slightly more difficult. For example, a monster with 9 hit points may be given 10 hit points or when 5 monsters are encountered, the DM may change the number of monsters encountered to 6.



## READY-TO-PLAY CHARACTERS

Sometimes, players wish to begin play immediately without taking the time to create player characters. The following first level characters are given so new players can start play quickly. If the players create their own characters using the **D&D® Basic** rules, the DM may name and use the characters given below as NPCs if desired.

Armor Class and hit points have already been adjusted for Dexterity and Constitution bonuses or penalties in the list below. Any ability with bonuses or penalties which also should be used, will be shown with an asterisk. If the characters are used as NPCs, they can be made higher level by rolling additional hit dice and adding any constitution bonuses.

Class	AC	hp	Str	Int	Wis	Dex	Con	Cha	Weapon/Armor
1. Cleric	3	4	14*	9	16*	14*	10	8	mace/chain mail & shield
2. Cleric	4	6	9	10	18*	9	10	13	mace/chain mail & shield
3. Dwarf	2	5	16*	7	9	13*	11	13	battle axe/plate mail
4. Dwarf	4	8	15*	13	14*	10	17*	7	war hammer/chain mail & shield
5. Elf	5	5	17*	12	7*	9	12	15	sword/chain mail & shield
6. Elf	6	4	14*	16*	9	13*	9	13	spear, bow & 20 arrows/leather armor, spell: <b>sleep</b>
7. Fighter	2	6	15*	11	12	9	9	11	sword/plate mail & shield
8. Fighter	4	7	16*	6*	8*	11	10	14	sword/chain mail & shield
9. Halfling	2	6	14*	10	8*	16*	12	10	mace/sling & 30 slingstones chain mail & shield
10. Magic-User	8	4	11	16	12	13	10	8	dagger/none spell: <b>magic missile</b>
11. Magic-User	9	3	9	17	10	9	10	13	dagger/none spell: <b>sleep</b>
12. Thief	5	4	11	8	10	16*	9	10	sword, sling & 30 slingstones leather armor
13. Thief	5	3	12	11	14*	17*	11	16	sword/leather armor

\*Special bonus or penalty. See the **D&D® Basic** rulebook, p. B7.

**Ready-To-Play Equipment:** In order to begin play even sooner, some standard equipment packs are given below. If characters do not wish to spend time buying their own equipment using the **D&D® Basic** rules, they may simply choose one of the standard packs. Thieves and clerics must take Pack C.

### PACK A

Backpack  
Large Sack  
Lantern  
2 Oil Flasks  
Tinderbox  
Wineskin (full)  
12 Iron Spikes  
Small Hammer  
10 gp

### PACK B

Backpack  
2 Large Sacks  
6 Torches  
1 Oil Flask  
Tinderbox  
10' Pole  
Rations (normal)  
50' Rope  
Waterskin (full)

### PACK C

Backpack  
4 Small Sacks  
50' Rope  
12 Iron Spikes  
Mirror  
Rations (normal)  
Wineskin (full)  
Holy Symbol and Holy Water Vial (cleric)  
OR Thieves' Tools (thief)

## Player's Background (Read to players)

The valley of Haven was a peaceful land. Its crops were abundant, its citizens prosperous. Elves, Dwarves, Halflings, and Humans lived together in harmony. Hidden away in the heart of the Thunder Mountains, Haven was a safe place to live. The rivers were sweet and pure; the weather was pleasant and warm.

One reason Haven was so peaceful was due to the presence of the Protectors, a magical race, from the land of Faerie\*. These mysterious green beings are a gentle folk and their magic helps ward off evil. They helped the crops to grow and the land of Haven to prosper.

The ruler of Haven was the fair Princess Argenta. She lived in a palace made of white shining marble, which when the sun set, glowed like silver. Princess Argenta was beloved by all her people. She was just, fair and friendly to all.

One day, the dwarves of Haven found a ruby the size of an apple while digging in a new mine. As a token of their devotion, they gave the ruby to Princess Argenta. The dwarves named the ruby "My Lady's Heart". The princess was so pleased with the gift that she invited all the realm to attend a celebration to see the wondrous gem. The dwarves were to be the guests of honor. It was to be a grand day of feasting and fun.

The day before the celebration a strange visitor arrived. He flew into the valley riding a white dragon. The rider was dressed all in black. He had pale skin, long blond hair, and a short blond beard. Since Haven was noted for its hospitality, the princess invited the stranger to stay at the palace. She also granted his request to escort her to the celebration.

At midnight, disaster struck. Dark clouds hid the moon and a freezing wind blew through the valley. The crops withered in the fields. Cattle grew sick. The valley began to die.

From the palace came an explosion and parts of the walls came tumbling down. When the dust cleared it could be seen that a ruby glow surrounded the entire palace.

Haven now lies in chaos. Raiding bands of orcs, goblins, and hobgoblins terrorize the countryside. The disaster happened so suddenly that the citizens are confused and helpless. Without their leaders, who are trapped in the palace, they have no courage to fight back. Even the Protectors have disappeared. The situation has become desperate.

Each player character has had the same dream. In the dream, a Protector came to the person and pleaded for help.

"Haven is in dire trouble," the Protector said. "We do not know what caused the disaster, but we do know that the reason can be found somewhere in the palace. Allies of the evil that has attacked Haven have challenged the Protectors and we are under siege. We cannot help Haven, but you can. The princess needs you; the people of Haven need you. You are Haven's only hope. We beg you to find the source of the evil that has overtaken Haven, and destroy that evil. If you will go, you will meet a band of friends outside the palace at noon tomorrow. We will open the way into and out of the palace for you. We will also give you all the help we can, but our power is limited. The future of Haven is in your hands."

## Dungeon Master's Background

### The Eye of Arik

The disaster that has struck Haven has been caused by the ruby which the dwarves found. The ruby is magical. While it was called "My Lady's Heart" by the people of Haven, its true name is "The Eye of Arik".

Arik\* is an ancient, evil being of great power. He is also known as Arik of the Hundred Eyes, and is sometimes worshipped as a god. For his many crimes, Arik was banished to a special dimension centuries ago to be imprisoned there for all eternity.

Arik has been seeking to escape from the prison dimension through the ages. And he desires to take over Haven and enslave all its people. He has at last managed to send one of his eyes across the dimensional barriers into the heart of the mountains. There, the dwarves found Arik's ruby eye and brought it to the palace, not knowing the evil they were bringing to their beloved kingdom. The ruby, though larger than most gems, looks like any other ruby and though the Protectors would have sensed the evil, by the time they saw the ruby it was too late. Arik had already struck.

The ruby is linked to Arik. It has allowed him to channel some of his evil magical power past the dimensional barriers into Haven and the power of the ruby attracts evil, chaotic monsters. Arik hopes to use the ruby "eye," when the time is right, to open the way and cross the dimensional border to rule Haven.

The power of the ruby has killed the crops and brought disease to the animals. It has drawn orc, goblin, and hobgoblin hordes into Haven to fight for its master. It has even teleported the evil cleric, Catharandamus\* into the palace, to prepare the ceremony that will allow Arik to cross the dimensional barriers. The ruby has turned many of the palace inhabitants to stone and trapped the princess and the mysterious stranger inside the ruby. Finally, the ruby has created a magical force field around the palace to prevent help from arriving and stopping Catharandamus.

The Protectors will open a way through the ruby glow, and will also open a safe passage out, if the party chooses to leave the palace to rest and recover spells and hit points. They will, however, state that it is a drain of their power and they can only manage to open the way a few times.

### Ellis the Strong and Arikbane

The mysterious stranger in black armor who arrived just before the disaster struck is named Ellis the Strong (AC 2; F 3; hp 21; #AT 1; D 1-10 +3; MV 20'; ML 9; AL L; S18, I9, W12, D13, C16, Ch15). Ellis is a Knight of the White Drakes, a special band of fighters who ride white dragons and are dedicated to defeating evil wherever it



