B3

Palace of the Silver Princess

Conversion Guide by Jay Murphy

For Characters Levels 1-3

Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

B3 Palace of the Silver Princess

Conversion Guide

Introduction: Palace of the Silver Princess is notable as being the D&D module recalled on the same day it was released, then rewritten and re-released some months later. The original version, with the orange cover, was written in 1980 by Jean Wells. When the orange version was recalled (and most copies destroyed), the module was rewritten by Tom Moldvay and released with a green cover. This conversion guide allows DMs to run the original "orange-colored" module with 5th Edition rules and provides a reference sheet for encounters.

An adventure location for 1st– 3rd level characters which also includes a sketched out sandbox setting.

By Jay Murphy

B3: Palace of the Silver Princess

"I never even knew of the existence of the orange-covered version of module B3, Palace of the Silver Princess until many years after the fact.."

– James Maliszewski, http://grognardia.blogspot.com

Introduction

To use this conversion guide you will need a copy of "B3 Palace of the Silver Princess", originally available in hard copy and now for sale in Digital format at www.dndclassics.com.

This document gives GMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of random encounters and a summary of principle NPC's provide a quick in-game reference.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page numbers refer to the locations in the original 'Palace of the Silver Princess' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Reference Sheet

For your convenience, the last two pages make a Reference Sheet which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored card stock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, Player's Handbook, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

Years 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 red dragon appeared in the skies over the princess' castle and almost overnight the tiny kingdom fell into ruin. Now only ruins and rumors remain, and what legends there are to tell of a fabulous ruby still buried somewhere within the Palace of the Silver Princess.

Summary of the Controversy

The first printing (orange cover) of this module, which this conversion is taken from, was apparently rushed to the printer because of a deadline. However, as Evan Robinson, a TSR editor at the time, notes: "We expressed concern about the content and writing in the module (internally referred to as 'Phallus of the Silver Princess') while Jean was creating it. After Jean complained to Gary about our interfering with her creative process, Gary ordered us to do absolutely minimal editing and development, limiting our work to correcting spelling and grammar mistakes. We did." As the story goes, when the finished product arrived at TSR, Gary Gygax became incensed at what he regarded as several editorial decisions that were made in poor taste. The copies that had been distributed to TSR employees earlier that day were ordered destroyed, and the inventory currently in the warehouse followed suit -- with the exception of one box of 72 copies, lifted surreptitiously from the trash later that evening.

Note: Gary Gygax disputes this claim, instead stating that Kevin Blume was in charge of the creative departments at the time -- and that it was he who "pitched a fit about the product" and ordered the recall. This claim is also reinforced by Frank Mentzer's recollection.

The module was re-released several months later with a green cover, some corrections to the dungeon layout, and a thorough rewriting and re-organization of the module text itself. Also, the monsters and treasure in the First print were of the "fill-in-your-own" variety (like in B1 In Search of the Unknown); the later (green cover) printings have them pre-scripted.

Converting to the Realms

This brief guide outlines a suggested location to bring "The Palace of the Silver Princess" into the Forgotten Realms world of Faerun.

The Great Glaciar, also called Pelvuria was a large mass of frozen land in northeast Faerun. It was created in -2550 DR when the god Ulutiu laid himself to rest in his ice barge in the Cold Ocean, a favorite inland sea of his. The barge sank soon after and the Necklace of Ulutiu, an artifact that he wore, encased his body in ice when his divinity had departed to the Astral Sea. The Cold Ocean became completely frozen by the necklace's magic over the next seventy five years then, due to a lack of interference from the giant kingdom of Ostoria, encroached upon the land as well. The glacier eventually destroyed the remains of Ostoria (the city of Gharreil was a testimony to its former existence) but was held in check by the High Magic of the elves of Lethyr.

Over three thousand years later, the Ice Queen Iyraclea was granted the power to overcome the High Magic by Auril and the glacier began to grow larger once more. It is not known exactly why she stopped, but Iyraclea ceased her magical ministrations to the Glacier, causing it to begin to retreat in 1038 DR, four hundred years after her original icy expansion, suddenly clearing massive swathes of formerly frozen land on its southern edge. The Glacier continued to retreat more and more, but much slower, and when the Ice Queen died in 1373 DR, there was nobody to reverse the process.

Simply intertwining the legends of Argenta with that of the Ice Queen Iyraclea will give the DM a simple rational for the now exposed ruin. The retreating glacier certainly can be grounded in a newly beating "My Lady's Heart". Perhaps Argenta's ancient realm held alliance with the elves of Lethyr, that the mysterious dragon rider was the Ice Queen Iyraclea in disguise, and the tale of the titanic struggle against the Great Glacier is wrought upon the marbled halls of the Palace of the Silver Princess?

Damara, a sparsely populated kingdom in the Cold Lands of Northeast Faerun makes a useful kingdom in which to hang the sandbox setting found in the original module around.

Further Adventures

I encourage DM's to read pages 2 through 7 for all the information this adventure module provides of the sketched out sandbox setting where the palace is located. Enterprising DM's should expand on the details provided to give players a sense of the land known as "The Princes of Glantri" which the ruined palace borders, and the further adventure possibilities to be found.

This module has been criticized for its apparent nonsensical story. Trying to figure out what this module is all about can lead one to believe it is entirely an irrational design. For myself the charm of this adventure module, with its vague Sleeping Beauty-esque quality, has always been in trying to "rationalize" its mysteries thereby providing players with an opportunity to discover the palace's secrets while at the same time retaining its whimsy.

GM Notes

Special rules and tactics to brush up on prior to the game:

- Leverage **Conversation Reaction Table (DMG 245)** for NPC reactions. Specific reactions of notable NPC's and monsters are found detailed throughout the module and should be considered when rolling on the Reaction Table.
- Know how to use **perception** rules for numerous **traps and secret doors**.
- Know the **poison** rules.
- Determine **spell tactics** for NPC Magi and Clerics.

Visuals

Suggested visuals to create:

- The inside title page of the module has an evocative picture of the ruins of the palace which will help the PC's envision the ruins and possible locations to effect an entry to the dungeon.
- An equipment and weapons price list so your new PC's know what adventuring items are available for their starting characters in your campaign world.
- The map and dungeon key so PC's will be able to explore the Caves of the Unknown.

Random Encounters

Entrance Level: Wandering Monsters
Roll 1d6

1. Acolyte (1-8)
2. Bandit (1-8)
3. Kobold (4-16)
4. Orc (2-8)
5. Skeleton (3-12)
6. Cave Bear (1)

Upper Level: Wandering Monsters
Roll 1d6

1. Goblin (2-8)
2. Ubue (2-5)
3 Bandit (1-8)
4. Berserkers (1-6)
5. Hobgoblin (1-6)
6. Gelatinous Cube (1)

Notable NPC's

1. **Travis:** An insane, sadistic resident of the palace. Why he is here is not explained. Perhaps he is trying to train bears when not dismembering adventurers? Treat as Guard (MM 347, CR 0.125 (25 XP)).

2. **Candella:** An accomplished thief currently looting the palace. Treat as Bandit (MM 343, CR 0.25 (25 XP)).

3. **Duchess:** Partner of Candella. Both these rogues carry poisoned blades and prefer deception over direct combat. Treat as Bandit (MM 343, CR 0.25 (25 XP)).

4. **Catharandamus:** An evil cleric, much like Travis, his reason for being here is not explained, though his personality is. Treat as Cult Fanatic (MM 345, CR 2 (250 XP)).

5. **Aleigha:** One of Catharandamus' henchmen. If you feel the PC's are strong enough use full Werebear stats, otherwise treat as Wererat to make her an under powered Werebear (MM 209, CR 2(250 XP)). For Werebear (MM 208, CR 5(1,800 XP)).

6. **Boron & Xyzom:** More of Catharandamus' henchmen. Like most of the relationships in the adventure, why they serve the evil cleric is undefined. Treat as Guard with an effective AC 18 (MM 347, CR 0.125 (25 XP)). If the PC's are particularly powerful consider using the stats for Knight, or if you are considering having the dwarves under some type of compulsion which can be broken by the party. They would then make useful allies.

Magic Items

1. *Wand of Secret Door Detection, 7 charges left.*

2. *Sword +1, casts continual light if not sheathed.*

3. *Ice Harp, played by a skilled harpist it casts the Druid spell Animal Friendship on any beast which can hear it.*

4. *Gem-studded Throwing Dagger +2. Must be thrown for to hit bonus. The gems have a 400gp value.*

5. *Sword +1.*

6. *Wand of Light, 3 charges left. Illuminates a 60'x60' area for six turns.*

7. *Antertian Brandy, a cursed item which afflicts those who drink it with an addiction for more.*

8. *The Sword of Spartusia; in the hands of a Spartusia descendent it is a Sword +2, all others it functions as a Sword +1.*

9. *Magic Pot; heats liquids in 1-3 rounds when lid is on.*

10. *Potion of ESP; substitute with Potion of Mind Reading.*

Traps

● **Glitter Trap (p. 12):** A hidden pressure plate in the floor triggers this trap. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how the trap works, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, 200 cn worth of golden glitter will stick to all exposed skin, hair , leather, and cloth. The glitter glows in the dark adding +5 Advantage to any surprise checks by opponents.

● **Falling Block Trap (p. 12):** DC 15 passive Wisdom (Perception) check to spot, or DC 12

Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging a daggers or similar hard objects into the revealed seam of the block. When triggered, a creature within range takes 2d12 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.

● **Pit Trap with Oil(p. 14):** The pit trap in the floor activates when the first person steps onto it, and triggers when a second person steps onto it; any in the area may fall. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it by using tools to break the triggering mechanism. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging daggers or spikes into the door's edges. When triggered, a creature within range which fails a DC 15 Dexterity saving throw to avoid falling takes 1d6 falling damage for the 10 foot fall. After one round, small openings will appear in the walls, and oil will pour forth until it is 1" over the entire surface of the floor. As soon as this occurs, another wall opening will appear and an unlit torch will fall into the oil.

● **Pit Trap (p. 14):** A trap door covered by sand will drop when a character walks over it. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging daggers or spikes into the door's edges. When triggered, a creature within range which fails a DC 15 Dexterity saving throw to avoid falling takes 1d6 falling damage for falling 10 feet.

● **Poison Needle Trap (p. 14):** There is a false

doorway in the west wall placed there to trap intruders.

A DC 20 Intelligence (Investigation) check allows character to notice the trap based on alterations to the locking mechanism. A DC 15 Intelligence (Investigation) check to determine how to disarm by removing the needle from the locking mechanism, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a creature within range takes 1d10 damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

● **Deep Pit Trap (p. 16):** An open pit hidden by shallow pools of water found throughout this room, it takes a DC 15 passive Wisdom (Perception) check to spot, or automatic successful check if actively searching for traps when approaching the statue. If a character falls in, a failed DC 15 Dexterity saving throw results in 5d6 falling damage. This 50' pit is filled with stagnant water (see suffocating and drowning rules).

Monsters

1. **Acolyte:** Acolyte (MM 342, CR 0.25 (50 XP))

2. **Archer Bush:** Treat as Awakened Shrub (MM 317, CR 0.00, (10 XP))

3. **Bandit:** Bandit (MM 343, CR 0.125 (25 XP))

4. **Baric:** Treat as Giant Rat (MM 327, CR 0.50 (100 XP))

5. **Berserkers:** Berserker (MM 344, CR 2 (450 XP))

6. **Bubbles:** Treat as Gray Ooze (MM 243, CR 0.25 (25 XP))

7. **Carrion Crawler:** Carrion Crawler (MM 37, CR 2, (450 XP))

8. **Cave Bear:** Black Bear (PH 304, CR 0.50 (100 XP))

9. **Crystal Warrior:** Treat as Animated Armor (MM 19, CR 1, (200 XP))

10. **Decapus:** Treat as Giant Octopus without the water breathing limitations, and the ability to cast Disguise Self. (MM 326, CR 1, (200 XP))

11. **Diger:** Treat as Rug of Smothering (MM 20, CR 2, (450 XP))

12. **Enchanted Great Cat:** Treat as Panther (PH 308, CR 0.25, (50 XP))

13. **Gelatinous Cube:** Gelatinous Cube (MM 242, CR 2, (450 XP))

14. **Ghost:** Ghost (MM 147, CR 4, (1,100 XP))

15. **Giant Marble Snake:** Treat as Poisonous Snake with the ability to cast Charm Person(MM 334, CR 0.25 (25 XP))

16. **Goblin:** Goblin (MM 166, CR 0.25, (50 XP))

17. **Hobgoblins:** Hobgoblin (MM 186, CR 0.5 (100 XP))

18. **Jupiter Blood Sucker:** Treat as Vine Blight (MM 32, CR 0.50, (100 XP))

19. **Kobold:** Kobold (MM 195, CR 0.125 (25 XP))

20. **Monkey, Giant Marmoset:** Treat as Ape (MM 317, CR 0.50, (100 XP))

21. **Orc:** Orc (MM 244, CR 0.50 (100 XP))

22. **Poltergeist:** Treat as Will-O'-Wisp (MM 301, CR 2, (450 XP))

23. **Protectors:** Treat as Veteran (MM 350, CR 3, (700XP))

24. **Purple Moss:** Treat as Violet Fungus (MM 138, CR 0.25, (25 XP))

25. **Skeleton:** Skeleton (MM 272, CR 0.25, (50 XP))

26. **Spitting Cobra:** Treat as Poisonous Snake (MM 334, CR 0.125, (25 XP))

27. **Ubue:** Treat as Bugbear (MM 33, CR 1, (200 XP)

B3 Palace of the Silver Princess Reference Sheet

Random Enconters (roll 1d6)

Entrance Level: Wandering Monsters

1. Acolyte (1-8)
2. Bandit (1-8)
3. Kobold (4-16)
4. Orc (2-8)
5. Skeleton (3-12)
6. Cave Bear (1)

Upper Level: Wandering Monsters

1. Goblin (2-8)
2. Ubue (2-5)
3. Bandit (1-8)
4. Berserkers (1-6)
5. Hobgoblin (1-6)
6. Gelatinous Cube (1)

Magic Items

1. *Wand of Secret Door Detection, 7 charges left.*

2. *Sword +1, casts continual light if not sheathed.*

3. *Ice Harp, played by a skilled harpist it casts the Druid spell Animal Friendship on any beast which can hear it.*

4. *Gem-studded Throwing Dagger +2. Must be thrown for to hit bonus. The gems have a 400gp value.*

5. *Sword +1.*

6. *Wand of Light, 3 charges left. Illuminates a 60'x60' area for six turns.*

7. *Antertian Brandy, a cursed item which afflicts those who drink it with an addiction for more.*

8. *The Sword of Spartusia; in the hands of a Spartusia descendent it is a Sword +2, all others it functions as a Sword +1.*

9. *Magic Pot; heats liquids in 1-3 rounds when lid is on.*

10. *Potion of ESP; substitute with Potion of Mind Reading.*

Traps

● **Glitter Trap (p. 12):** A hidden pressure plate in the floor triggers this trap. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how the trap works, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, 200 cn worth of golden glitter will stick to all exposed skin, hair , leather, and cloth. The glitter glows in the dark adding +5 Advantage to any surprise checks by opponents.

● **Falling Block Trap (p. 12):** DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging a daggers or similar hard objects into the revealed seam of the block. When triggered, a creature within range takes 2d12 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.

● **Pit Trap with Oil(p. 14):** The pit trap in the floor activates when the first person steps onto it, and triggers when a second person steps onto it; any in the area may fall. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it by using tools to break the triggering mechanism. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging daggers or spikes into the door's edges. When triggered, a creature within range which fails a DC 15 Dexterity saving throw to avoid falling takes 1d6 falling damage for the 10 foot fall. After one round, small openings will appear in the walls, and oil will pour forth until it is 1" over the entire surface of the floor. As soon as this occurs, another wall opening will appear and an unlit torch will fall into the oil.

● **Pit Trap (p. 14):** A trap door covered by sand will drop

when a character walks over it. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging daggers or spikes into the door's edges. When triggered, a creature within range which fails a DC 15 Dexterity saving throw to avoid falling takes 1d6 falling damage for falling 10 feet.

● **Poison Needle Trap (p. 14):** There is a false doorway in the west wall placed there to trap intruders. A DC 20 Intelligence (Investigation) check allows character to notice the trap based on alterations to the locking mechanism. A DC 15 Intelligence (Investigation) check to determine how to disarm by removing the needle from the locking mechanism, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a creature within range takes 1d10 damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

● **Deep Pit Trap (p. 16):** An open pit hidden by shallow pools of water found throughout this room, it takes a DC 15 passive Wisdom (Perception) check to spot, or automatic successful check if actively searching for traps when approaching the statue. If a character falls in, a failed DC 15 Dexterity saving throw results in 5d6 falling damage. This 50' pit is filled with stagnant water (see suffocating and drowning rules).

Monsters

1. **Acolyte**: Acolyte (MM 342, CR 0.25 (50 XP))

2. **Archer Bush**: Treat as Awakened Shrub (MM 317, CR 0.00, (10 XP))

3. **Bandit**: Bandit (MM 343, CR 0.125 (25 XP))

4. **Baric**: Treat as Giant Rat (MM 327, CR 0.50 (100 XP))

5. **Berserkers**: Berserker (MM 344, CR 2 (450 XP))

6. **Bubbles**: Treat as Gray Ooze (MM 243, CR 0.25 (25 XP))

7. **Carrion Crawler**: Carrion Crawler (MM 37, CR 2, (450 XP))

8. **Cave Bear**: Black Bear (PH 304, CR 0.50 (100 XP))

9. **Crystal Warrior**: Treat as Animated Armor (MM 19, CR 1, (200 XP))

10. **Decapus**: Treat as Giant Octopus without the water breathing limitations, and the ability to cast Disguise Self. (MM 326, CR 1, (200 XP))

11. **Diger**: Treat as Rug of Smothering (MM 20, CR 2, (450 XP))

12. **Enchanted Great Cat**: Treat as Panther (PH 308, CR 0.25, (50 XP))

13. **Gelatinous Cube**: Gelatinous Cube (MM 242, CR 2, (450 XP))

14. **Ghost**: Ghost (MM 147, CR 4, (1,100 XP))

15. **Giant Marble Snake**: Treat as Poisonous Snake with the ability to cast Charm Person(MM 334, CR 0.25 (25 XP))

16. **Goblin**: Goblin (MM 166, CR 0.25, (50 XP))

17. **Hobgoblins**: Hobgoblin (MM 186, CR 0.5 (100 XP))

18. **Jupiter Blood Sucker**: Treat as Vine Blight (MM 32, CR 0.50, (100 XP))

19. **Kobold**: Kobold (MM 195, CR 0.125 (25 XP))

20. **Monkey, Giant Marmoset**: Treat as Ape (MM 317, CR 0.50, (100 XP))

21. **Orc**: Orc (MM 244, CR 0.50 (100 XP))

22. **Poltergeist**: Treat as Will-O'-Wisp (MM 301, CR 2, (450 XP))

23. **Protectors**: Treat as Veteran (MM 350, CR 3, (700XP))

24. **Purple Moss**: Treat as Violet Fungus (MM 138, CR 0.25, (25 XP))

25. **Skeleton**: Skeleton (MM 272, CR 0.25, (50 XP))

26. **Spitting Cobra**: Treat as Poisonous Snake (MM 334, CR 0.125, (25 XP))

27. **Ubue**: Treat as Bugbear (MM 33, CR 1, (200 XP))