

X2

Classic Adventure
Module Conversion



Castle Amber

Conversion Guide
by Chris Nolen

For Characters Levels 3-6



Classic Modules Today

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

X2 CASTLE AMBER

CONVERSION GUIDE

Introduction: In 1981, TSR published the module named “Castle Amber” with the module code “X2”. It was written by Tom Moldvay and illustrated by Jim Holloway, Harry Quinn, Jim Roslof, Stephen D. Sullivan, and Erol Otus. This 32-page booklet had an outer folder containing a map of the castle. An AD&d 2nd Edition boxed set sequel adventure, “Mark of Amber,” was released for the Mystara line in 1995. In 2004, for the 30th anniversary of the Dungeons & Dragons game, Dungeon magazine ranked this module the 15th greatest adventure of all time. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

A 20+ hour adventure for 3rd– 6th level characters

BY CHRIS NOLEN



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X2: CASTLE AMBER

"Insanity runs in my family. It practically gallops."
– Mortimer Brewster, *Arsenic and Old Lace*

Introduction

To use this conversion guide you will need a copy of "X2 Castle Amber", 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 provides a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original "Castle Amber" 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 convenience, there is a Reference Sheet at the end of this document 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 cardstock) 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, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

Some 250 years ago, the D'Amberville family came to your campaign world from the world of **Averoigne**. They changed their name to **Amber** and rose to power, ruling for seven generations. Family patriarch **Stephen Amber** was one of the most powerful wizards in history when he, his entire family, and their mansion, **Castle Amber**, disappeared without warning or explanation over eighty years ago.

The adventure begins as the PCs find themselves trapped inside Castle Amber. After learning that Stephen Amber was betrayed and murdered by his own kin, they must survive the madness of the Amber family, break his curse, and return the Castle to their own world if they ever wish to leave it alive...

Gray Mist and Amber Light

Part One of the module describes an amber light which Stephen sends to protect the PCs while they rest, but few groups should need this drastic sort of protection, as long as they have the capacity for self-healing.

The gray mist which surrounds the Castle deals 1d6 damage every round (Constitution save DC 15 for half) and forces the PC to make a Wisdom save (DC 15) or flee back into the mansion.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring "Castle Amber" into the Forgotten Realms world of Faerûn.

The Amber family appeared in the Forgotten Realms around 1238 DR, after being banished from Averoigne for studying "black magic." They settled off the road between Waterdeep and Daggerford, where they built their castle and carved out a small Principality with the begrudging consent of the Lords of Waterdeep.

But the Castle and the family vanished some time around 1406 DR. In the wake of the Spellplague, their absence was scarcely noticed, and the Ambers passed out of history and into legend.

A DM might allow a PC to have some knowledge of the family with a DC 15 Intelligence (Arcana) or DC 20 Intelligence (History) check.

Castle Amber's chapel is consecrated to Mystra. Simon Amber professes to worship Torm (and did, before the curse drove him mad), but his true loyalty is to Cyric.

The adventure begins as the PCs leave Daggerford for Waterdeep, hoping to find work in the City of Splendors.

Adding Flavor

“**Mark of Amber**” is an AD&D 2nd Edition sequel to this adventure, which can be very helpful for making the *many* members of the Amber family distinct. In it, the original family name is “d’Ambreville,” and the French language spoken in Averoigne is called “Sylaire.” The French names for the Ambers are included in the Monsters section.

“Mark of Amber” deals with the d’Ambreville family’s return to your campaign world. It adds a fourth generation to the family and adds Stephen’s youngest brother, Henri, who’s dead at the time of this module. (For his role in betraying Stephen, he’s been left off the family tree in this document.)

“Return to the Keep on the Borderlands” is set in the World of Greyhawk, but includes a mage named Dubricus d’Ambreville. I’ve chosen to treat him as a distant and/or illegitimate relative, spared Stephen’s curse by his great distance from home.

As the province of Averoigne is part of a larger world, you can assume that most people (certainly the named NPCs our heroes will be interacting with) speak Common in addition to Sylaire.

GM Notes

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

- Familiarize yourself with the **castle’s layout**.
- Practice your **French accent**. It does NOT have to be authentic.
- Read **Clark Ashton Smith’s Averoigne stories**. Those mentioned in X2’s Bibliography are freely available at eldritchdark.com/writings/short-stories/

Visuals

Suggested visuals to create:

- **Player-friendly maps** of the Castle and Averoigne, especially the magical letter square in area 46.
- **Player handout** “To Those Who Would Be Free.”
- **Portraits** for named NPCs and **images** for the monsters.
- **Amber family tree**. This document’s is based on the one from “Mark of Amber,” but uses Dalereckoning years for Forgotten Realms compatibility. As an “in game” resource, it includes some deliberate mistakes (Madeleine isn’t really dead, as Charles believes, for example). Claude’s library (area 36) is a good place to include this document.

Options and Notes

There are a few opportunities in the text for players to lose their PCs forever on one failed saving throw, such as drinking the brandy at the banquet (area 4). A merciful DM might allow one of the Ambers written up as a Mage or Priest to bring them back with a *remove curse* spell, so long as their conditions for doing so are suitably Chaotic. You might also include a *remove curse* scroll among Simon

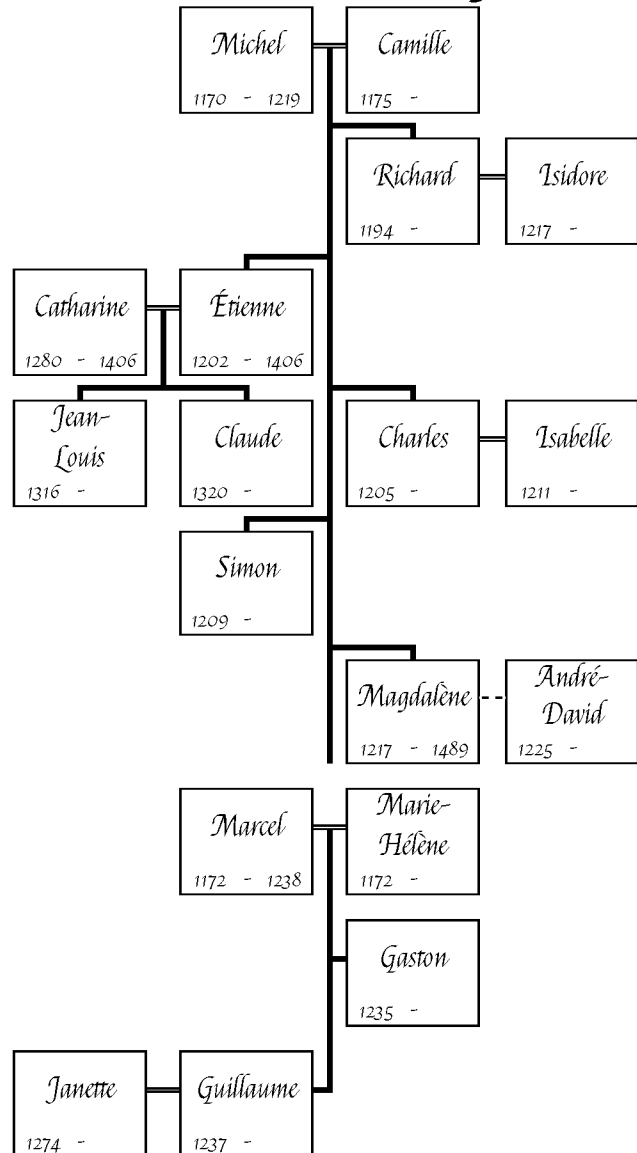
Amber’s treasures. Stephen Amber can restore lost PCs at the end of the adventure.

Most of the Ambers should be treated as Chaotic Neutral, except for Claude, the Lawful Good white sheep of the family.

There are silver keys for the gate in areas 3, 18, 27, and 52. The instructions for summoning Stephen Amber’s tomb are in areas 36, 54, and 57. The entrances to the dungeon are in areas 24 and 42.

There’s one line of text out of place in the description of area 50 on page 17.

d’Ambreville Family Tree



Random Encounters

The module suggests checking for random encounters in the Castle every two turns (20 minutes), or every 10 minutes in the indoor forest if the PCs leave the path; encounters occur on a roll of 1 on 1d6.

West Wing, East Wing, Chapel, and Dungeon

Roll 1d20

- | | |
|---------------------------------|---------------------------------|
| 1. Doppelganger (1d6) | 9. Lycanthrope, Weretiger (1d4) |
| 2. Hobgoblin Servant (3d6) | 10. Magen, Caldron (1d4) |
| 3. Isabel Amber | 11. Magen, Hypnos |
| 4. Living Statue, Crystal (1d6) | 12. Magen, Galvan (1d3) |
| 5. Living Statue, Iron (1d4) | 13. Mary Helen Amber |
| 6. Living Statue, Rock (1d3) | 14. Rakasta (2d6) |
| 7. Lupin (3d4) | 15. Shadow (1d8) |
| 8. Lycanthrope, Werewolf (1d6) | 16. Skeleton (4d4) |
| | 17. Spider, Black Widow (1d3) |
| | 18. Thoul Servant (1d6) |
| | 19. William Amber |
| | 20. Zombie (2d4) |

Indoor Forest

Roll 1d8

- | | |
|------------------------|-------------------------------|
| 1. Bear, Grizzly (1d4) | 5. Rhagodessa (1d4) |
| 2. Centaur (1d6) | 6. Robber Fly (2d6) |
| 3. Hawk, Giant (1d3) | 7. Snake, Giant Rattler (1d2) |
| 4. Isidora Amber | 8. Weasel, Giant (1d4) |

Averoigne

The module suggests checking for random encounters three times per day (morning, noon, and night); encounters occur on a roll of 1 or 2 on 1d6.

Roll 1d8

- | | |
|--------------------------------|-------------------|
| 1. Gérard de L'Automne | 5. Moriamis |
| 2. Gilles Grenier | 6. Pagans (3d10) |
| 3. Jehan Mauvaissoir | 7. Phantoms (1d4) |
| 4. Lycanthrope, Werewolf (2d4) | 8. Shadows (1d12) |

Further Adventures

The **land of the ghouls** in area 56 is an opportunity to expand the adventure.

"Mark of Amber" (not currently available on DMsGuild.com) is an AD&D 2nd Edition sequel to this adventure.

Additional information about the Amber family can be found in **"GAZ3 The Principalities of Glantri"** and **"Glantri: Kingdom of Magic."** Stephen Amber has a role in the **"Wrath of the Immortals"** adventure.

More information about monsters unique to the Known World of Mystara can be found in the **"Monstrous Compendium Mystara Appendix."**

Magic Items

1. *Bag of Unending Nourishment* (use as described)
2. *Boots of Levitation*
3. *Broom of Flying*
4. *Chain Mail +2* (consider reducing to +1)
5. *Cursed +1 Weapon* (use as described, but allow a Wisdom save at DC 15 to overcome the compulsion)
6. *Displacer Cloak* (use *Cloak of Displacement*)
7. *Enchanted Sword of Sylaire* (consider reducing to +2; still, as powerful as this weapon is, it gets destroyed at the start of Part 8, so you might leave it as is)
8. *Mace +2* (consider reducing to +1)
9. *Magic Scroll* with five spells: *locate object*, *fireball*, *wall of ice*, *ice storm*, *wall of fire*
10. *Plate Mail +2* (consider replacing with *Full Plate +1*)
11. *Potion of Animal Control* (use *Potion of Animal Friendship*)
12. *Potion of Clairaudience* (replace with *Potion of Clairvoyance*)
13. *Potion of Control Plants* (replace with *Philter of Love* or remove)
14. *Potion of Invisibility*
15. *Potion of Invulnerability*
16. *Potion of Longevity*
17. *Potion of Poison*
18. *Potion of Speed*
19. *Potion of Time Travel* (quest item; sends character into the past if drunk)
20. *Rapier +2* (consider reducing to +1)
21. *Ring of Control Plant* (replace with *Ring of Animal Influence*)
22. *Ring of Delusion* (remove or replace with *Ring of Water Walking*)
23. *Ring of Eibon* (quest item; you might treat it as a *Ring of Mind Shielding*)
24. *Ring of Four Wishes* (use *Ring of Three Wishes*)
25. *Ring of Protection +1* (use *Ring of Protection*)
26. *Ring of Spell Storing*
27. *Ring of Spell Turning*
28. *Scroll, Cursed* (casts *polymorph* to turn reader into a dog, Wisdom save DC 14 negates)
29. *Scroll, Cursed* (casts *polymorph* to turn reader into a fly trapped in amber, Wisdom save DC 14 negates)
30. *Shield +1*
31. *Shield +1*
32. *Snake Staff* (use *staff of the python*)
33. *Spear +3* (consider reducing to +1)
34. *Staff of Healing*
35. *Sword +1, +2 vs Spell Users (intelligent)*: Int 8, Wis 14, Cha 11, AL N, communicates via emotion, 30 ft. senses, Special Purpose: Destroy Spellcasters
36. *Sword +2* (consider reducing to +1)
37. *Sword +2, intelligent* (consider reducing to +1): Int 9, Wis 10, Cha 10, speaks, 120 ft. darkvision & hearing, AL N, destiny seeker)
38. *Sword +3* (consider reducing to +1)
39. *Viper-Circled Mirror* (quest item)
40. *Wand of Fireballs*

Traps

- **Amber Lotus Flower (p. 10).** DC 15 Intelligence (Nature) to recognize. Triggered if a creature approaches within 10 feet. If triggered, releases essence of ether (DMG 258).
- **Banquet (p. 6).** Treat save vs Spells as Wisdom save, and saves vs. Poison and Death Ray as Constitution saves. DC for all saves in this area is 15. Since D&D has encouraged us to roll high since 3rd Edition, consider granting positive effects only on successful saves. Treat the mushrooms as pale tincture (DMG 258) and grant the PC advantage on future Constitution saves against poison if the save succeeds. Treat *ESP* as *detect thoughts*.
- **Black Lotus Dust (p. 17).** DC 15 Constitution save to avoid falling unconscious. DC 15 Wisdom save to keep the dream from coming true (or make it come true, if it's a good one). For Entry 6, use one of the random encounter tables from the module.
- **Blood-Stained Arch (p. 10).** DC 10 Wisdom save. You might have the benefit apply if they *make* the saving throw, or simply have the arch grant the PCs advantage on the first action they take in the throne room (34).
- **Card Room (p. 14).** You might allow a DC 15 Wisdom save against The Moon. The Fool forces a DC 17 Intelligence save. You might have the Wheel of Fortune impose disadvantage or advantage.
- **Hall of Mirrors (p. 6).** DC 15 Dexterity save to avoid the blinded condition for 3d6x10 minutes.
- **Hidden Staked Pit (p. 8).** DC 15 Wisdom (Perception) or Intelligence (Investigation) to notice. 3 (1d6) bludgeoning + 11 (2d10) piercing damage.
- **Magical Letter Square (p. 15).** You might allow a DC 15 Wisdom save against the square's ill effects. DC 20 Intelligence (Religion) may impart some knowledge of the spirits. +2 on all saving throws is a huge perk, so you might change it to apply to one saving throw, or to something like "advantage on all saving throws while inside Castle Amber." The werewolf transformation is a *polymorph* effect.
- **Main Chapel (p. 10).** With 24 statues and a 1 in 6 chance of each responding to a PC, it may be easiest to just have one touch to a PC. Since the effects are so random, it may be best to have a DC 15 (Wisdom) save negate the beneficial effects as well as the harmful ones. Treat Amber Death as cackle fever (DMG 257).
- **Poison Needle Trap (p. 13).** DC 20 Intelligence (Investigation) to find; DC 15 Dexterity check with thieves' tools to disarm. Triggered when compartment is opened. If triggered, creature takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.
- **Safe (p. 7).** DC 15 Wisdom (Perception) or Intelligence (Investigation) to find, DC 15 Dexterity check with thieves' tools to disarm. Triggered when safe is opened. If triggered, releases burnt other fumes (DMG 258).

Monsters

1. **Amber Golem:** Treat as Saber-Toothed Tiger (MM 336, CR 2 (450 XP)) with Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine; Damage Immunities: poison, psychic; Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned. An amber golem is a faultless tracker and has truesight within 60 feet.
2. **Amber Lotus Flower:** See above, under Traps.
3. **Andrew David Amber (André-David de Forêt):** Treat as Veteran (MM 350, CR 3 (700 XP))
4. **Aranea:** Replace with Phase Spider (MM 334, CR 3 (700 XP))
5. **Archbishop of Vyones:** Treat as Noble (MM 348, CR 0.125 (25 XP))
6. **Azedarc:** Treat as Archmage (MM 342, CR 12 (8,400 XP)). He is called Azédarac in the Clark Ashton Smith stories.
7. **The Beast of Averoigne (Théophile):** Treat as Shadow Demon (MM 64; CR 4 (1,100 XP))
8. **Black Pudding:** Black Pudding (MM 241, CR 4 (1,100 XP))
9. **Black Widow Spider:** Treat as Giant Spider (MM 328, CR 1 (200 XP))
10. **Blue Dragon:** Treat as Young Blue Dragon (MM 91, CR 9 (5,000 XP))
11. **Brain Collector:** Replace with Mind Flayer (MM 222, CR 7 (2,900 XP))
12. **Camilla Amber (Camille d'Ambreville):** Treat as Mage (MM 347, CR 6 (2,300 XP)) if necessary.
13. **Catherine Amber (Catharine d'Ambreville):** Treat as Mage (MM 347, CR 6 (2,300 XP)) with *magic jar* spell
14. **Centaur:** Centaur (MM 38, CR 2 (450 XP))
15. **Charles Amber (Charles d'Ambreville):** Treat as Mage (MM 347, CR 6 (2,300 XP))
16. **Claude Amber (Claude d'Ambreville):** Treat as Knight (MM 347, CR 3 (700 XP))
17. **Cockatrice:** Cockatrice (MM 42, CR 0.5 (100 XP))
18. **Colossus:** Treat as a Gargantuan Zombie with AC 12 which makes one slam attack at +10 for 28 (4d8+10) bludgeoning damage.
19. **Crocodile:** Crocodile (MM 320, CR 0.5 (100 XP))
20. **Death Demon:** Treat as Barlgura (MM 56, CR 5 (1,800 XP))
21. **Dire Wolf:** Dire Wolf (MM 321, CR 1 (200 XP))
22. **Doppelganger:** Doppelganger (MM 82, CR 3 (700 XP))
23. **Poison Salamander:** Salamander (MM 266, CR 5 (1,800 XP))
24. **Frost Salamander:** Treat as Salamander with reversed cold and fire properties (MM 266, CR 5 (1,800 XP))
25. **Gaspard du Nord:** Treat as Mage (MM 347, CR 6 (2,300 XP))
26. **Gaston Amber (Gaston d'Ambreville):** Treat as Mage (MM 347, CR 6 (2,300 XP))
27. **Gérard de L'Automne:** Treat as Veteran (MM 350, CR 3 (700 XP))
28. **Ghoul:** Ghoul (MM 148, CR 1 (200 XP))
29. **Giant Amoeba:** Treat as Gelatinous Cube (MM 242, CR 2 (450 XP))
30. **Giant Elk:** Giant Elk (MM 325, CR 2 (450 XP))
31. **Giant Hawk:** Treat as Giant Eagle (MM 324, CR 1 (200 XP))

- XP))
32. **Giant Rattler Snake:** Treat as Giant Poisonous Snake (MM 327, CR 0.25 (50 XP))
 33. **Giant Weasel:** Giant Weasel (MM 329, CR 0.125 (25 XP))
 34. **Gilles Grenier:** Treat as Mage (MM 347, CR 6 (2,300 XP))
 35. **Gold Dragon:** Treat as Wyrmling Gold Dragon (MM 115, CR 3 (700 XP)). In “Mark of Amber” her name is Veronique Gaudin.
 36. **Grab Grass:** Treat as Vine Blight (MM 32, CR 0.5 (100 XP))
 37. **Gray Ooze:** Gray Ooze (MM 243, CR 0.5 (100 XP))
 38. **Great White Shark:** Treat as Hunter Shark (MM 330, CR 2 (450 XP))
 39. **Green Man:** Treat as Veteran (MM 350, CR 3 (700 XP)). Only his greatsword can harm him (and the blade will not harm anyone else).
 40. **Green Slime:** DMG 105
 41. **Gremlin:** Treat as Pixie (MM 253, CR 0.25 (50 XP))
 42. **Grizzly Bear:** Treat as Brown Bear (MM 319, CR 1 (200 XP))
 43. **Hellhound:** Hell Hound (MM 182, CR 3 (700 XP))
 44. **Hobgoblin:** Hobgoblin (MM 186, CR 0.5 (100 XP))
 45. **Hydra:** Hydra (MM 190, CR 8 (3,900 XP))
 46. **Invisible Stalker:** Invisible Stalker (MM 192, CR 6 (2,300 XP))
 47. **Isabel Amber (Isabelle d'Ambreville):** Treat as Mage (MM 347, CR 6 (2,300 XP))
 48. **Isidora Amber (Isidore d'Ambreville):** Treat as Mage (MM 347, CR 6 (2,300 XP))
 49. **Jehan Mauvaissoir:** Treat as Assassin (MM 343, CR 8 (3,900 XP))
 50. **John-Louis Amber (Jean-Louis d'Ambreville):** Treat as Veteran (MM 350, CR 3 (700 XP))
 51. **Killer Bee:** Treat as Giant Wasp (MM 329, CR 0.5 (100 XP))
 52. **Killer Tree:** Treat as Awakened Tree (MM 317, CR 2 (450 XP))
 53. **Little Ape (Petit-Singe):** Treat as Commoner (MM 345, CR 0 (10 XP))
 54. **Living Statue, Crystal:** Treat as Animated Armor (MM 19, CR 1 (200 XP))
 55. **Living Statue, Iron:** Treat as Animated Armor (MM 19, CR 1 (200 XP)) which traps nonmagical metal weapons unless a DC 10 Dexterity save is made
 56. **Living Statue, Rock:** Treat as Animated Armor (MM 19, CR 1 (200 XP)) which attacks with magma for 2d6 fire damage
 57. **Luc de Chaudronnier:** Treat as Mage (MM 347, CR 6 (2,300 XP))
 58. **Lupin:** Treat as Bandit (MM 343, CR 0.125 (25 XP))
 59. **Madeline Amber (Magdalène d'Ambreville):** Treat as Berserker (MM 344, CR 2 (450 XP))
 60. **Magen, Caldron:** Treat as Animated Armor (MM 19, CR 1 (200 XP)) with grappling attack for 1d10 acid damage
 61. **Magen, Demos:** Treat as Animated Armor (MM 19, CR 1 (200 XP))
 62. **Magen, Galvan:** Treat as Animated Armor (MM 19, CR 1 (200 XP)) with three lightning bolts per day (3d6 electricity damage, DC 10 Dexterity save for half)
 63. **Magen, Hypnos:** Treat as Animated Armor (MM 19, CR 1 (200 XP)) with ability to *charm* one victim per round (DC 10 Wisdom saving throw)
 64. **Malachie du Marias:** Treat as Werewolf (MM 211, CR 3 (700 XP)) or Mage (MM 347, CR 6 (2,300 XP))
 65. **Manticore:** Manticore (MM 213, CR 3 (700 XP))
 66. **Mary Helen Amber (Marie-Hélène d'Ambreville):** Treat as Gladiator (MM 346, CR 5 (1,800 XP))
 67. **Moriamis (Dian de Moriamis, Vicomtesse de Malinbois):** Treat as Mage (MM 347, CR 6 (2,300 XP))
 68. **Mud Golem:** Treat as Flesh Golem (MM 167, CR 5 (1,800 XP))
 69. **Nathaire:** Treat as Archmage (MM 342, CR 12 (8,400 XP)) if necessary
 70. **Ogre:** Ogre (MM 237, CR 2 (50 XP)). The ogre believes himself to be Janet Amber (Janette d'Ambreville).
 71. **Pagan:** Treat as Cultist (MM 345, CR 0.125 (25 XP))
 72. **Phantom:** Treat as Specter (MM 279, CR 1 (200 XP))
 73. **Rakasta:** Treat as Bandit (MM 343, CR 0.125 (25 XP))
 74. **Rhagodessa:** Treat as Giant Spider (MM 328, CR 1 (200 XP))
 75. **Richard Amber (Richard d'Ambreville):** Treat as Berserker (MM 344, CR 2 (450 XP))
 76. **Robber Fly:** Treat as Giant Wasp (MM 329, CR 0.5 (100 XP))
 77. **Sabre-Tooth Tiger:** Saber-Toothed Tiger (MM 336, CR 2 (450 XP))
 78. **Sephora (Geneviève de Sephora, Comtesse de Touraine):** Treat as Mage (MM 347, CR 6 (2,300 XP)). Anyone attracted to women must succeed at a DC 15 Wisdom save or be *charmed* by her.
 79. **Shadow:** Shadow (MM 269, CR 0.5 (100 XP))
 80. **Simon Amber (Simon d'Ambreville):** Treat as Priest (MM 348, CR 2 (450 XP))
 81. **Skeleton:** Skeleton (MM 272, CR 0.25 (50 XP))
 82. **Slime Worm:** Treat as Young Remorhaz (MM 258, CR 5 (1,800 XP))
 83. **Squirrel:** Treat as Rat (MM 335, CR 0 (10 XP))
 84. **Stephen Amber (Étienne d'Ambreville):** Treat as Archmage (MM 342, CR 12 (8,400 XP))
 85. **Stone Giant:** Stone Giant (MM 156, CR 7 (2,900 XP))
 86. **Sun Brother:** Treat as Veteran (MM 350, CR 3 (700 XP))
 87. **Thoul:** Treat as Hobgoblin (MM 186, CR 0.5 (100 XP)) with ghoul paralysis attack (MM 148)
 88. **Troll:** Troll (MM 291, CR 5 (1,800 XP))
 89. **Unicorn:** Unicorn (MM 294, CR 5 (1,800 XP)). In “Mark of Amber” his name is Holiancer.
 90. **Vampire Rose:** Treat as Awakened Shrub (MM 317, CR 2 (450 XP))
 91. **Weretiger:** Weretiger (MM 210, CR 4 (1,100 XP))
 92. **Werewolf:** Werewolf (MM 211, CR 3 (700 XP))
 93. **White Ape:** Treat as Ape (MM 317, CR 0.5 (100 XP))
 94. **William Amber (Guillaume d'Ambreville):** Treat as Mage (MM 347, CR 6 (2,300 XP))
 95. **Wolf:** Wolf (MM 341, CR 0.25 (50 XP))
 96. **Wraith:** Wraith (MM 302, CR 5 (1,800 XP))
 97. **Wyvern:** Wyvern (MM 303, CR 6 (2,800 XP))
 98. **Zombie:** Zombie (MM 316, CR 0.25 (50 XP))

X2 Castle Amber Reference Sheet

Random Encounters

West Wing, East Wing, Chapel, and Dungeon

Check Every 20 Minutes; 1 on 1d6
Roll 1d20

- | | |
|---------------------------------|---------------------------------|
| 1. Doppelganger (1d6) | 9. Lycanthrope, Weretiger (1d4) |
| 2. Hobgoblin Servant (3d6) | 10. Magen, Caldron (1d4) |
| 3. Isabel Amber | 11. Magen, Hypnos |
| 4. Living Statue, Crystal (1d6) | 12. Magen, Galvan |
| 5. Living Statue, Iron (1d4) | 13. Mary Helen Amber |
| 6. Living State, Rock (1d3) | 14. Rakasta (2d6) |
| 7. Lupin (3d4) | 15. Shadow (1d8) |
| 8. Lycanthrope, Werewolf (1d6) | 16. Skeleton (4d4) |
| | 17. Spider, Black Widow (1d3) |
| | 18. Thoul Servant (1d6) |
| | 19. William Amber |
| | 20. Zombie (2d4) |

Indoor Forest

Check Every 20 Minutes (10 Minutes if PCs Leave Path); 1 on 1d6
Roll 1d8

- | | |
|------------------------|-------------------------------|
| 1. Bear, Grizzly (1d4) | 5. Rhagodessa (1d4) |
| 2. Centaur (1d6) | 6. Robber Fly (2d6) |
| 3. Hawk, Giant (1d3) | 7. Snake, Giant Rattler (1d2) |
| 4. Isidora Amber | 8. Weasel, Giant (1d4) |

Averoigne

Check Morning, Noon and Night; 1-2 on 1d6
Roll 1d8

- | | |
|------------------------|--------------------------------|
| 1. Gérard de L'Automne | 4. Lycanthrope, Werewolf (2d4) |
| 2. Gilles Grenier | 5. Moriamis |
| 3. Jehan Mauvaissoir | 6. Pagans (3d10) |
| | 7. Phantoms (1d4) |
| | 8. Shadows (1d12) |

Magic Items

1. *Bag of Unending Nourishment* (use as described)
2. *Boots of Levitation*
3. *Broom of Flying*
4. *Chain Mail +2* (consider reducing to +1)
5. *Cursed +1 Weapon* (use as described, but allow a Wisdom save at DC 15 to overcome the compulsion)
6. *Displacer Cloak* (use *Cloak of Displacement*)
7. *Enchanted Sword of Sylaire* (consider reducing to +2; still, as powerful as this weapon is, it gets destroyed at the start of Part 8, so you might leave it as is)
8. *Mace +2* (consider reducing to +1)
9. *Magic Scroll* with five spells: *locate object*, *fireball*, *wall of ice*, *ice storm*, *wall of fire*
10. *Plate Mail +2* (consider replacing with *Full Plate +1*)
11. *Potion of Animal Control* (use *Potion of Animal Friendship*)
12. *Potion of Clairaudience* (replace with *Potion of Clairvoyance*)
13. *Potion of Control Plants* (replace with *Philter of Love* or remove)
14. *Potion of Invisibility*
15. *Potion of Invulnerability*
16. *Potion of Longevity*
17. *Potion of Poison*
18. *Potion of Speed*
19. *Potion of Time Travel* (quest item; sends character into the past if drunk)

20. *Rapier +2* (consider reducing to +1)
21. *Ring of Control Plant* (replace with *Ring of Animal Influence*)
22. *Ring of Delusion* (remove or replace with *Ring of Water Walking*)
23. *Ring of Eibon* (quest item; you might treat it as a *Ring of Mind Shielding*)
24. *Ring of Four Wishes* (use *Ring of Three Wishes*)
25. *Ring of Protection +1* (use *Ring of Protection*)
26. *Ring of Spell Storing*
27. *Ring of Spell Turning*
28. *Scroll, Cursed* (casts *polymorph* to turn reader into a dog, Wisdom save DC 14 negates)
29. *Scroll, Cursed* (casts *polymorph* to turn reader into a fly trapped in amber, Wisdom save DC 14 negates)
30. *Shield +1*
31. *Shield +1*
32. *Snake Staff* (use *staff of the python*)
33. *Spear +3* (consider reducing to +1)
34. *Staff of Healing*
35. *Sword +1, +2 vs Spell Users (intelligent)*: Int 8, Wis 14, Cha 11, AL N, communicates via emotion, 30 ft. senses, Special Purpose: Destroy Spellcasters
36. *Sword +2* (consider reducing to +1): Int 9, Wis 10, Cha 10, speaks, 120 ft. darkvision & hearing, AL N, destiny seeker
37. *Sword +2, intelligent* (consider reducing to +1): Int, Wis, Cha, AL ,
38. *Sword +3* (consider reducing to +1)
39. *Viper-Circled Mirror* (quest item)
40. *Wand of Fireballs*

Traps

- **Amber Lotus Flower (p. 10)**. DC 15 Intelligence (Nature) to recognize. Triggered if a creature approaches within 10 feet. If triggered, releases essence of ether (DMG 258).
- **Banquet (p. 6)**. Treat save vs Spells as Wisdom save, and saves vs. Poison and Death Ray as Constitution saves. DC for all saves in this area is 15. Since D&D has encouraged us to roll high since 3rd Edition, consider granting positive effects only on successful saves. Treat the mushrooms as pale tincture (DMG 258) and grant the PC advantage on future Constitution saves against poison if the save succeeds. Treat *ESP* as *detect thoughts*.
- **Black Lotus Dust (p. 17)**. DC 15 Constitution save to avoid falling unconscious. DC 15 Wisdom save to keep the dream from coming true (or make it come true, if it's a good one). For Entry 6, use one of the random encounter tables from the module.
- **Blood-Stained Arch (p. 10)**. DC 10 Wisdom save. You might have the benefit apply if they *make* the saving throw, or simply have the arch grant the PCs advantage on the first action they take in the throne room (34).
- **Card Room (p. 14)**. You might allow a DC 15 Wisdom save against The Moon. The Fool forces a DC 17 Intelligence save. You might have the Wheel of Fortune impose disadvantage or advantage.
- **Hall of Mirrors (p. 6)**. DC 15 Dexterity save to avoid the blinded condition for 3d6x10 minutes.
- **Hidden Staked Pit (p. 8)**. DC 15 Wisdom (Perception) or Intelligence (Investigation) to notice. 3 (1d6) bludgeoning + 11 (2d10) piercing damage.
- **Magical Letter Square (p. 15)**. You might allow a DC 15 Wisdom save against the square's ill effects. DC 20 Intelligence (Religion) may impart some knowledge of

- the spirits. +2 on all saving throws is a huge perk, so you might change it to apply to one saving throw, or to something like "advantage on all saving throws while inside Castle Amber." The werewolf transformation is a *polymorph* effect.
- **Main Chapel (p. 10)**. With 24 statues and a 1 in 6 chance of each responding to a PC, it may be easiest to just have one touch to a PC. Since the effects are so random, it may be best to have a DC 15 (Wisdom) save negate the beneficial effects as well as the harmful ones. Treat Amber Death as cackle fever (DMG 257).
 - **Poison Needle Trap (p. 13)**. DC 20 Intelligence (Investigation) to find; DC 15 Dexterity check with thieves' tools to disarm. Triggered when compartment is opened. If triggered, creature takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.
 - **Safe (p. 7)**. DC 15 Wisdom (Perception) or Intelligence (Investigation) to find, DC 15 Dexterity check with thieves' tools to disarm. Triggered when safe is opened. If triggered, releases burnt othur fumes (DMG 258).

Monsters

1. **Amber Golem**: Treat as Saber-Toothed Tiger (MM 336, CR 2 (450 XP)) with Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite; Damage Immunities: poison, psychic; Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned. An amber golem is a faultless tracker and has truesight within 60 feet.
2. **Amber Lotus Flower**: See above, under Traps.
3. **Andrew David Amber (André-David de Forêt)**: Treat as Veteran (MM 350, CR 3 (700 XP))
4. **Aranea**: Replace with Phase Spider (MM 334, CR 3 (700 XP))
5. **Archbishop of Vyones**: Treat as Noble (MM 348, CR 0.125 (25 XP))
6. **Azedarc**: Treat as Archmage (MM 342, CR 12 (8,400 XP)). He is called Azédarac in the Clark Ashton Smith stories.
7. **The Beast of Averoigne (Théophile)**: Treat as Shadow Demon (MM 64; CR 4 (1,100 XP))
8. **Black Pudding**: Black Pudding (MM 241, CR 4 (1,100 XP))
9. **Black Widow Spider**: Treat as Giant Spider (MM 328, CR 1 (200 XP))
10. **Blue Dragon**: Treat as Young Blue Dragon (MM 91, CR 9 (5,000 XP))
11. **Brain Collector**: Replace with Mind Flayer (MM 222, CR 7 (2,900 XP))
12. **Camilla Amber (Camille d'Ambreville)**: Treat as Mage (MM 347, CR 6 (2,300 XP)) if necessary.
13. **Catherine Amber (Catharine d'Ambreville)**: Treat as Mage (MM 347, CR 6 (2,300 XP))
14. **Centaur**: Centaur (MM 38, CR 2 (450 XP))
15. **Charles Amber (Charles d'Ambreville)**: Treat as Mage (MM 347, CR 6 (2,300 XP))
16. **Claude Amber (Claude d'Ambreville)**: Treat as Knight (MM 347, CR 3 (700 XP))
17. **Cockatrice**: Cockatrice (MM 42, CR 0.5 (100 XP))
18. **Colossus**: Treat as a Gargantuan Zombie with AC 12 which makes one slam attack at +10 for 28 (4d8+10) bludgeoning damage.
19. **Crocodile**: Crocodile (MM 320, CR 0.5 (100 XP))
20. **Death Demon**: Treat as Bargura (MM 56, CR 5 (1,800 XP))

21. **Dire Wolf:** Dire Wolf (MM 321, CR 1 (200 XP))
22. **Doppelganger:** Doppelganger (MM 82, CR 3 (700 XP))
23. **Flame Salamander:** Salamander (MM 266, CR 5 (1,800 XP))
24. **Frost Salamander:** Treat as Salamander with reversed cold and fire properties (MM 266, CR 5 (1,800 XP))
25. **Gaspard du Nord:** Treat as Mage (MM 347, CR 6 (2,300 XP))
26. **Gaston Amber (Gaston d'Ambreville):** Treat as Mage (MM 347, CR 6 (2,300 XP))
27. **Gérard de L'Automne:** Treat as Veteran (MM 350, CR 3 (700 XP))
28. **Ghoul:** Ghoul (MM 148, CR 1 (200 XP))
29. **Giant Amoeba:** Treat as Gelatinous Cube (MM 242, CR 2 (450 XP))
30. **Giant Elk:** Giant Elk (MM 325, CR 2 (450 XP))
31. **Giant Hawk:** Treat as Giant Eagle (MM 324, CR 1 (200 XP))
32. **Giant Rattler Snake:** Treat as Giant Poisonous Snake (MM 327, CR 0.25 (50 XP))
33. **Giant Weasel:** Giant Weasel (MM 329, CR 0.125 (25 XP))
34. **Gilles Grenier:** Treat as Mage (MM 347, CR 6 (2,300 XP))
35. **Gold Dragon:** Treat as Wyrmling Gold Dragon (MM 115, CR 3 (700 XP)). In "Mark of Amber" her name is Veronique Gaudin.
36. **Grab Grass:** Treat as Vine Blight (MM 32, CR 0.5 (100 XP))
37. **Gray Ooze:** Gray Ooze (MM 243, CR 0.5 (100 XP))
38. **Great White Shark:** Treat as Hunter Shark (MM 330, CR 2 (450 XP))
39. **Green Man:** Treat as Veteran (MM 350, CR 3 (700 XP)). Only his greatsword can harm him (and the blade will not harm anyone else).
40. **Green Slime:** DMG 105
41. **Gremlin:** Treat as Pixie (MM 253, CR 0.25 (50 XP))
42. **Grizzly Bear:** Treat as Brown Bear (MM 319, CR 1 (200 XP))
43. **Hellhound:** Hell Hound (MM 182, CR 3 (700 XP))
44. **Hobgoblin:** Hobgoblin (MM 186, CR 0.5 (100 XP))
45. **Hydra:** Hydra (MM 190, CR 8 (3,900 XP))
46. **Invisible Stalker:** Invisible Stalker (MM 192, CR 6 (2,300 XP))
47. **Isabel Amber (Isabelle d'Ambreville):** Treat as Mage (MM 347, CR 6 (2,300 XP))
48. **Isidora Amber (Isidore d'Ambreville):** Treat as Mage (MM 347, CR 6 (2,300 XP))
49. **Jehan Mauvaissoir:** Treat as Assassin (MM 343, CR 8 (3,900 XP))
50. **John-Louis Amber (Jean-Louis d'Ambreville):** Treat as Veteran (MM 350, CR 3 (700 XP))
51. **Killer Bee:** Treat as Giant Wasp (MM 329, CR 0.5 (100 XP))
52. **Killer Tree:** Treat as Awakened Tree (MM 317, CR 2 (450 XP))
53. **Little Ape (Petit-Singe):** Treat as Commoner (MM 345, CR 0 (10 XP))
54. **Living Statue, Crystal:** Treat as Animated Armor (MM 19, CR 1 (200 XP))
55. **Living Statue, Iron:** Treat as Animated Armor (MM 19, CR 1 (200 XP)) which traps nonmagical metal weapons unless a DC 10 Dexterity save is made
56. **Living Statue, Rock:** Treat as Animated Armor (MM 19, CR 1 (200 XP)) which attacks with magma for 2d6 fire damage
57. **Luc de Chaudronnier:** Treat as Mage (MM 347, CR 6 (2,300 XP))
58. **Lupin:** Treat as Bandit (MM 343, CR 0.125 (25 XP))
59. **Madeline Amber (Magdalène d'Ambreville):** Treat as Berserker (MM 344, CR 2 (450 XP))

60. **Magen, Caldron:** Treat as Animated Armor (MM 19, CR 1 (200 XP)) with grappling attack for 1d10 acid damage
61. **Magen, Demos:** Treat as Animated Armor (MM 19, CR 1 (200 XP))
62. **Magen, Galvan:** Treat as Animated Armor (MM 19, CR 1 (200 XP)) with three lightning bolts per day (3d6 electricity damage, DC 10 Dexterity save for half)
63. **Magen, Hypnos:** Treat as Animated Armor (MM 19, CR 1 (200 XP)) with ability to *charm* one victim per round (DC 10 Wisdom saving throw)
64. **Malachie du Marias:** Treat as Werewolf (MM 211, CR 3 (700 XP)) or Mage (MM 347, CR 6 (2,300 XP))
65. **Manticore:** Manticore (MM 213, CR 3 (700 XP))
66. **Mary Helen Amber (Marie-Hélène d'Ambreville):** Treat as Gladiator (MM 346, CR 5 (1,800 XP))
67. **Moriamis (Dian de Moriamis, Vicomtesse de Malinbois):** Treat as Mage (MM 347, CR 6 (2,300 XP))
68. **Mud Golem:** Treat as Flesh Golem (MM 167, CR 5 (1,800 XP))
69. **Nathaire:** Treat as Archmage (MM 342, CR 12 (8,400 XP)) if necessary
70. **Ogre:** Ogre (MM 237, CR 2 (50 XP)). The ogre believes himself to be Janet Amber (Janette d'Ambreville).
71. **Pagan:** Treat as Cultist (MM 345, CR 0.125 (25 XP))
72. **Phantom:** Treat as Specter (MM 279, CR 1 (200 XP))
73. **Rakasta:** Treat as Bandit (MM 343, CR 0.125 (25 XP))
74. **Rhagodessa:** Treat as Giant Spider (MM 328, CR 1 (200 XP))
75. **Richard Amber (Richard d'Ambreville):** Treat as Berserker (MM 344, CR 2 (450 XP))
76. **Robber Fly:** Treat as Giant Wasp (MM 329, CR 0.5 (100 XP))
77. **Sabre-Tooth Tiger:** Saber-Toothed Tiger (MM 336, CR 2 (450 XP))
78. **Sephora (Geneviève de Sephora, Comtesse de Touraine):** Treat as Mage (MM 347, CR 6 (2,300 XP)). Anyone attracted to women must succeed at a DC 15 Wisdom save or be *charmed* by her.
79. **Shadow:** Shadow (MM 269, CR 0.5 (100 XP))
80. **Simon Amber (Simon d'Ambreville):** Treat as Priest (MM 348, CR 2 (450 XP))
81. **Skeleton:** Skeleton (MM 272, CR 0.25 (50 XP))
82. **Slime Worm:** Treat as Young Remorhaz (MM 258, CR 5 (1,800 XP))
83. **Squirrel:** Treat as Rat (MM 335, CR 0 (10 XP))
84. **Stephen Amber (Étienne d'Ambreville):** Treat as Archmage (MM 342, CR 12 (8,400 XP))
85. **Stone Giant:** Stone Giant (MM 156, CR 7 (2,900 XP))
86. **Sun Brother:** Treat as Veteran (MM 350, CR 3 (700 XP))
87. **Thoul:** Treat as Hobgoblin (MM 186, CR 0.5 (100 XP)) with ghoul paralysis attack (MM 148)
88. **Troll:** Troll (MM 291, CR 5 (1,800 XP))
89. **Unicorn:** Unicorn (MM 294, CR 5 (1,800 XP)). In "Mark of Amber" his name is Holiancer.
90. **Vampire Rose:** Treat as Awakened Shrub (MM 317, CR 2 (450 XP))
91. **Weretiger:** Weretiger (MM 210, CR 4 (1,100 XP))
92. **Werewolf:** Werewolf (MM 211, CR 3 (700 XP))
93. **White Ape:** Treat as Ape (MM 317, CR 0.5 (100 XP))
94. **William Amber (Guillaume d'Ambreville):** Treat as Mage (MM 347, CR

- 6 (2,300 XP))
95. **Wolf:** Wolf (MM 341, CR 0.25 (50 XP))
96. **Wraith:** Wraith (MM 302, CR 5 (1,800 XP))
97. **Wyvern:** Wyvern (MM 303, CR 6 (2,800 XP))
98. **Zombie:** Zombie (MM 316, CR 0.25 (50 XP))

d'Ambreville Family Tree

