

The Inquisitors' Road, The Gray Fortress and The Echo Chambers (plus d100 potions with ingredients)

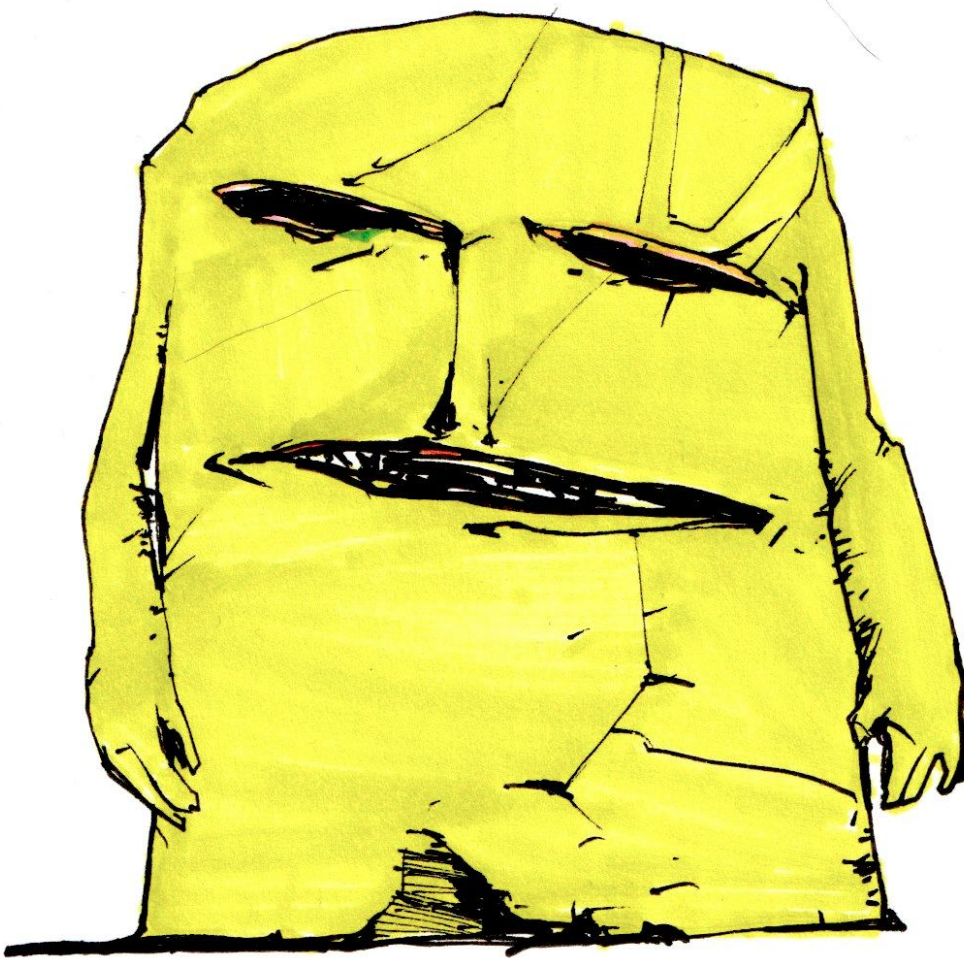
Intro

This installment of the complete Cube World contains three distinct parts: in the first scenario, the party heads through the wilderness to investigate a heresy at the behest of religious authorities, in the second section the party encounters an evil cult in a once-abandoned fortress, and the third section is a dungeon.

Each section leads into the next but there are other ways to run them—you could place a treasure at the end of Inquisitors' Road or The Gray Fortress and have complete scenario, and you can place enemies from the Gray Fortress throughout the Echo Chambers and have a diverting one or two-session dungeon crawl.

The dungeon section—The Echo Chambers—can also be used as part of a larger dungeon, and in that situation it plays a specific role: Its a central “crossroads” section of a dungeon which connects up to nine different dungeon areas. You can hook it up to your own dungeon levels or connect it to the Cube World dungeon levels I’m putting out.

Either way, this installment of Cube World should give you at least six hours of play, and likely much more. It also includes a d100 random potion table along with a list of the exotic ingredients necessary to make each potion.



The Inquisitors Road

The Assignment

5 reliable men of the cloth have been sent to investigate vague reports of heresy originating with a lost farmer in the mountains of Vokk-Eis. They have brought mercenaries along for protection along the way—including, likely, the PCs (at 40gp per day). If the party includes a cleric, they could also be part of the expedition.

The sponsoring church can be Catholic if you're playing Lamentations of the Flame Princess in the default 17th-century setting, in the Cube World its the Church of Vorn—grim god of iron, rust and rain. You may substitute the establishment religion of your choice.

The Road

The trip into the mountains will take eight days on horseback (horses provided by the church) there are no inns in this wild area, so the party must set up camp.

The First Night...is uneventful, the party might just get to know the NPCs. Have them play out a few conversations.

The Second Night...Father Jean-Paul de Hautefeuille will secretly reveal a suspicion to the PCs—in his travels in the north he discovered that the doctrine of the dreaded priestesses of the White-Lipped Goddess demands that each of their number spend at least nine years and nine days impersonating a cleric of another faith. He has found a piece of burnt parchment containing a fragment of the dread *Sapientiam Comedentis Interemptorum* near the camp, and seen a rabbit taken with what he is sure is a werewolf's bite. He offers 4000gp to uncover the impostor.

The Third Night...roll d4 on the Random Encounter table

The Fourth and Fifth Night...roll d10 on the Random Encounter table. De la Puente (see below) will attempt to kill a member of the group during the confusion on any night there's an encounter starting now.

The Sixth Night...choose a Random Encounter.

On the Seventh and Eighth Night...roll d10 on the Random Encounter table. Treat repeated results as "No encounter". If at least two members of the group have not died by now, De La Puente will attempt to kill at least one each night, whether or not there's an encounter.

Random Encounters in the entire area of the desert and countryside d10

1 Slit-nosed viper

2-3 d12 bandits

4 d6 mounted bandits

5-10 No encounter

Once near Vyrefels...

...the party will notice a strange blight on the land. A bizarre color-loss extends into the surrounding landscape, some of the local flora and fauna are simply more muted than expected, some things seem to be infected with specs of a black or white mold. The closer to the castle, the more gray things become.

The heresy will first appear explicitly in the form of a field of vandalized statues of Vorn near Vyrefels Castle—the tops of their heads removed just above the mouth to symbolize the dominion of the White-Lipped Goddess.

De la Puente will attempt to kill everyone left when the statues are discovered.

You can end the scenario after De La Puente is defeated or you can move on to The Gray Fortress below.

The NPCs

Father Jean-Paul de Hautefeuille

59, leathery, short. A stout missionary sent because of his extensive theological knowledge and experience on traveling expeditions. Int 17, otherwise average.

Ludovico Possevino

A friar, 38, soft-spoken, doughy. Sent because he witnessed and recorded an earlier apparition of Vorn in Broceliande, when a fountain-statue of a satyr became an image of the Vorn overnight. He drinks heavily and apologizes frequently for it, as well as for his lack of facility in the common tongue and for being a “a burden of the company”. Average stats.

Jeronimo Elespe

37, a captain of the army sent by the crown as bodyguard to the expedition. Skeptical, hilarious, lazy. If the PCs are not hired as retainers, Elespe will be in charge of 4 soldiers with the same stats as the bandits below, if they are, he is nominally their boss.

HD 4 HP 20 Speed 120' Armor 14 (leather) Morale 8 Attack +5 longsword d8hp or +5 crossbow d6hp

Ian Alistair McKenzie

30, former gambler and soldier turned priest, volunteered to protect his fellow clergy. Ascetic and redemption-obsessed, but useful in a fight.

HD 3 HP 15 Speed 120' Armor 14 (leather) Morale 8 Attack +3 knife d4hp

Diego Francisco Uslé aka Puerco Espín/The Porcupine

because of his hair

43, jocular, worldly, but an experienced witch-hunter. Sent from the capital as an agent of the inquisition and as a spy for the crown. Actually has cleric levels!

HD 3 HP 8 Speed 120' Armor 12 Morale 8 Attack +1 dagger d4hp **Spells** *Detect Evil, Protection from Evil, Cure Light Wounds*

Ignacio de la Puente

38, kindly, generous, a friend of the local bishop, sent to represent the Diocese of Vryia and act as guide in the more civilized areas. Actually a priest of the White-Lipped Goddess. He is constantly placing “antisolar unguents” on his face—this is to preserve Ignacio’s (stolen) face as per the *Steal Face* spell below. He will take advantage of any opportunity to diminish the strength of the party before seizing the capsule.

HD 10 HP 45 Speed 120' Armor 12 Morale 8 Attack +6 khopesh sword d6hp or cursed dagger (see below) **Spells** *Putrefy Food & Drink* (reverse of *Purify Food & Drink*), *Army of One*, *Animate Dead*, *Chaos*, *Charm Person—Mass*, *Command*, *Cure Serious Wounds*, *Force of Forbiddment*, *Bestow Curse* (reverse of *Remove Curse*), *Lower Water*, *Insect Plague*, *Gust of Wind*, *Hallucinatory Terrain*, *Suggestion—Mass*, *Thousand Claws* (as *Web* but clawed arms reach from a surface. They inflict d4 damage per round—Level 3), *Steal Face* (take and convincingly wear someone's face until it rots off or they get it back. Range: Touch. Level 4.)

Special Wears a vial of “holy water” around his neck which prevents *Detect Evil* or similar magic from grasping his true nature.

Cursed dagger

Does d4 when it goes in, then d4 each round it's stuck in thereafter. If you pull it out, in which case it spurts a Japanese horror-movie-esque fountain of blood for d20 hp. The wounds cannot be magically healed short of *Remove Curse*.

Bandits

HD 2 HP 10 Speed 120' Armor 14 (leather) Morale 8 Attack +3 d6 crossbow or short sword

Horses

HD 3 HP 9 Speed 240' Armor 15 Morale 8 Attacks (3 attacks per round) Hoof: +3 to hit d6hp (only two hoofs per round) Bite: +3 to hit d4hp

Slit-nosed viper

HD 1 HP 4 Speed 90' Armor 14 Morale 8 Attack Bite +2 to hit d4 and save vs Poison each round until a save is made, taking 1hp per failed save. If any saves are failed the affected body part will swell grotesquely and the character will take 4hp every morning until it is treated.

The Gray Fortress

For years the people of Vokk-Eis whispered of the corruption at Vyrefels, the graying of the trees and the fierce monochrome of the rocks upon which the castle sprawls, the empty town squares with their half-decapitated Generals, Gods, Saviors. Long ago something happened at Vyrefels, and it has kept happening ever since.

The castle was taken long ago by the Church of the White-Lipped Goddess, The Queen in the Moon—to whom all broken idols are sacred. Regardless of who they once depicted, the Moon's Church believes they are all her now, once their eyes are gone. They carry hammers and chisels, create werewolves, and are expanding.

On the nights of the full moon, the clerics and their lycanthropic slaves take to the terraces and squares of the forsaken hillside town below and practice strange rites.

The inquisition will expect the group to root out the cult and will reward them for it—but you can also dangle rumors of the Moon Church's great wealth if that isn't enough motivation.

If running this after The Inquisitors' Road, roll an encounter every ten minutes the party is within sight of Vyrefels castle, starting when De La Puente is defeated or whenever the party makes a lot of noise.

If you're running this scenario by itself, roll an encounter when the party is one hour away from Vyrefels and every ten minutes thereafter.

To end the adventure here, place a sizable treasure inside the fortress' keep.

To link to the next scenario, place the entrance to the dungeon in the keep, and have the remaining sisters and werewolves flee into it once the entire party is inside the fortress.

Encounters in and around Vyrefels

1-15 None

16 Werewolf

17 4 Sisters with soon-to-be sacrifice (random villager—head above jaw already knocked off)

18 d4 Sisters

19 Escaped villager fleeing, pleading for help (1hp left)

20 Sister with 2 werewolves

Vyrefels Fortress

There are ten Sisters and one werewolf inside.

Outside, there's a moat—20 feet across—channeling a low creek filled with sharp stones (d6hp+falling damage).

The lowest windows are 22 feet up.

Due to the smoothness of the walls, climb checks are at minus two, minus 4 in snow.

The initial volley from the towers in case of an unexpected attack will be dropped barrels of rock and bone (d8hp). The second volley in case of a siege, an anticipated attack, or a small but persistent raiding party (like a bunch of PCs) will be white-hot coals (d12hp).

Sisters of the Moon Queen clerics—average levels 2-8

HD 2d4 **HP** 6-24 (HDx3) **Speed** 120' as human, 180' as wolf **Armor** 18/19 (plate+shield) **Morale** 10 **Attacks** +1 rock hammer d8 or + spells

Special: Clerics of the Moon Queen can control lycanthropes within 25 miles of Vyrefels and can choose (at the appropriate level) *Faerie Fire*, *Howl of the Moon* and any magic-user spells dealing with rock or stone in addition to those off the cleric list

Werewolf

HD 9 **HP** 45 **Speed** 120' as human, 180' as wolf **Armor** 16 **Morale** 11 **Attacks** (2 attacks per round)

(as human) Claw +4 to hit d6hp

(as wolf) Bite: +9 to hit for 3d6hp and save vs Poison or contract lycanthropy (see below).

Defense

Werewolves can only take damage from silver weapons, holy water, holy magic items or clerical magic cast by a Cleric that has already successfully hurt the werewolf in some other way (they will feel their faith becoming stronger). Werewolves are immune to arcane magic.

Special

Werewolves may change from human to wolf at will.

(Effects of Lycanthropy on the next page)

Lycanthropy

If a character contracts lycanthropy, *Remove Curse*, *Cure Disease* or the like will fix it—if the condition goes untreated the character will turn into a voracious NPC wolf on the night of the next full moon (with the defenses above), and will be human in the morning. This will continue each month until the wolf draws the blood of a friend or an innocent, at which point the character will become a full werewolf, with the attacks and defense listed above (if the PC has a better attack bonus, substitute that).

Once this occurs, the character is controlled by their appetites—if in an inhabited area, they must kill and eat a human each day, if isolated, they must kill at least 100lbs worth of living flesh of some kind. Failure to do so within a 24-hour period means the Referee takes control of the PC for one (in-game) hour, during which the creature will rampage wildly and without mercy.

In addition, during combat the werewolf character must make a Wis check each time it deals or takes damage or be under the control of the Referee during the subsequent round. After such a Referee-controlled round, the player will have one round to do as they please before they must go back to making Wis checks each round. The werewolf will attempt to eat anything slain by its own hand and will fight anyone who gets in its way.

The Echo Chambers

This dungeon area is designed to be an interesting, atmospheric place to explore and to chase enemies around. Emphasize all the classic dungeon elements—lack of light, stone corridors, ancient architecture—and don't be afraid to go slowly the first time. It's designed to be connected to something else—like the Fortress above, more dungeon all around, or both. If you use it all by itself, it's pretty boring.

The most important feature is, naturally, the echoes: any sound anywhere here echoes throughout the entire map. If someone slips and falls in area A it'll be audible all the way from B to L. Emphasize this as soon as the party enters. It's eerie.

Any time a spell is cast here, the incantation will echo—roll d4:

1. Spell echoes and is cast twice in a way that harms or endangers the party
2. Spell echoes and is cast twice in a harmless way
3. Spell echoes and is cast twice in a way that helps or harms both the party and its enemies
4. Spell echoes and is cast twice in a way that helps the enemy

If a result makes no sense, treat it as 2.

All the doorways are arched, and don't have doors unless marked otherwise.

The only light comes from four torches around the well in A.

Ceilings are very high—30'.

The walls and floor are weathered gray limestone.

As part of a larger dungeon...

...despite its central location and the presence of fresh water, the dungeon creatures have an almost superstitious fear of this area because predators can hear any movement within. Its location at the crossroads of several different areas effectively keeps them separate. Each locked door and the door at the end of the stairs in area F all lead to different levels.

The first time the party enters this area it will be from the long hall to the north and a wandering monster will be somewhere inside, roll location below:

D6

1. A (probably drinking from the well)
2. B (on the central platform)
3. C (likely in the pit but avoiding the spikes)
4. D (near the entrance from A)
5. Near the entrance to E
6. F (on the stairs)

If the party makes any noise, the creature will flee from the sound of the party's approach and it will be easy to hear which direction they're fleeing. However, the creature will not use any secret doors or be able to open the locked doors and will not know about the trap in E. Creatures will not fight until cornered.

If this creature is killed, another wandering monster will come a half an hour later—otherwise just let the party knock around until they decide where to go.

If the party re-visits this area there may not be anyone here—see table below.

To continue from The Gray Fortress...

...the first job is to hunt down the remaining cult members through the chambers.

In addition to the wandering monster above, whatever enemies are left will separate and flee toward F, G, J and L. If there are less than three left, add a werewolf and then enough sisters to total four creatures already hiding inside the dungeon.

Like the native creatures, the priestess and werewolves will flee and don't know this place well—the cult only enters this “sacred” place to gather water. They will not use any secret doors or be able to open the locked doors and will not know about the trap in E. Likewise, they won't fight until cornered.

To end the adventure here instead of using it as an entrance to a larger dungeon...

...leave out the red doors and instead of a door at the bottom of the stairs in F, have the stairs end in a crumbling ruin. Put a decent amount of treasure on the fleeing sisters.

MAP KEY

A

- The well has fresh water nearly up to the rim.
- The torches are always lit. If the party extinguishes them they'll be lit again if they return.
- The columns reach the ceiling and make the exits a little hard to spot.

B

- The platforms are atop stone columns rising out of a bottomless pit.
- The secret door in the Northwest corner of the room* is swinging stone on rusty hinges and very old. There's a small gap between wall and platform.

C

- The room is a pit 30' deep and thick with spikes 15' tall and a foot apart.
- The locked door on the east wall is at the same height as the rest of the dungeon (30' above the pit floor).
- Careful examination reveals* there used to be a floor here.

D

- This hall is lined with arrow slits, long-unused.
- A **green slime** drips from one of the slits.

E

- A few stairs lead down to the only tiled area.
- The walls are in fact a trap that crushes anything inside with a vise-like motion. Save or take D20 damage.
- The trap is triggered when anything steps where it says "trigger tiles" on the map. These look like regular tiles.
- It automatically resets after d4 rounds.
- Careful examination reveals that the tiles marked "Flip tiles" have a slight gap around them allowing all 5 to be raised as one stone slab, five tiles wide and 3' high. Pulling up this slab prevents the northeast wall of the crusher trap from moving any further than the slab, and, if the trap is activated, reveals the spring mechanism and door on the north wall of the room.

F

- A set of stairs curls around a cylindrical structure (essentially a giant column) over a bottomless pit.
- The stairs are 7' wide, no railing.
- A magical stone mouth is carved 5' above the stairs. It speaks only First War Dwarvish (the tongue of about 300,000 years ago) and, left to its own devices, will simply announce the species of any creature that passes (which will echo throughout the area). Anyone speaking any modern dwarvish tongue will recognize the word on an Int roll of 17 or better. If spoken to in its own language it will honestly report whatever has passed this way, it knows nothing else but its memory is infinite.
- If this is part of a larger dungeon*, both the locked door and the door in the column lead to other dungeon areas.

G

- The pool here is brackish and repulsive.
- Careful examination reveals* something swimming in it (**8 albino lampreys**) and something human-sized at the bottom (a corpse).
- It's 30' deep.
- The secret doors* are built like the one in area B, there's no gap underneath but there is a slight discoloration (ancient bloodstains) on the stone beneath.
- If the corpse is examined* it's a largely-eaten Drownesian (southern dark elf) most of its gear is rusted or water damaged beyond repair. but it has a stoppered glass vial in an insulated case (a *Sleep* potion) and a completely uncorroded silver ring on its right hand (it constantly emits a shrill dog-whistle-like sound only elves can hear which only stops when its submerged in water. It can be used as a beacon and cancels out any magic that has to be heard to be effective—like a *Command* spell—for elven targets).

H

- Clearly no-one has been here for centuries.
- The site of an ancient battle between undergoblins and blue elves. Choked with cobwebs, skeletons of both extinct species, corroded equipment, shield fragments.
- Searching for ten minutes* reveals a pouch of gems worth 750gp.
- Searching for another ten minutes* reveals a wholly uncorroded crossbow bolt etched with goblin runes that causes total permanent amnesia (no save) on a successful hit.

I

-The site of the same ancient battle as H above.

-*For every ten minutes* of searching roll d6 below:

1-Key (roll d100 and have the player write it down. Don't tell them this but that is the chance the key will open any ordinary lock it's used on in this dungeon. Once used, it won't work on any other door.)

2-PC is attacked by a **green slime**

3-Trinkets and baubles worth d10 x minutes searched so far

4-*Potion of Ventriloquism*

5-Caltrops

6-Nothing. Stop rolling.

Treat repeated results as no result.

J

-As B above

-Railing on southernmost platform is 4' high.

K

-Room is filled with dust, cobwebs, strange puppetlike machines, wheels, pulleys, gears.

-If you or the PCs are bored, one of the **automata** can spring to life and attack, but otherwise they're inert.

-Though very old, the tools here add +1 to any tinkering rolls or rolls to deal with complex machinery.

L

-Almost entire room is filled with a large, angled, marble staircase

-The star in the northeast corner indicates an impressive statue of a dwarf fighting a frilled lizardman.

WANDERING MONSTERS

Roll d8 the first time the party enters the area and any time the party is here more than a half an hour. Roll d20 any other time.

1 Pit Grub

2 Crawling thief

3 Goblin

4 Familiar demon

5 Eye of Fate

6 Giant Isopod

7 Rustbeast

8 Phiratheg

9-20 No encounter for half an hour

Location

1. A (probably drinking from the well)

2. B (on the central platform)

3. C (likely in the pit but avoiding the spikes)

4. D (near the entrance from A)

5. Near the entrance to E

6. F (on the stairs)

Creatures

Albino Lampreys converge on anything in the pool

HD 1 HP 5 Speed 120' (swim only) **Armor 13 Morale 8 Attacks:** +1 to hit, d6hp bloodsuck

Automata these jerkily moving puppet-golems with rusty springs and painted cheeks come in all shapes and sizes

HD D4 HP D4xD8 Speed 120' Armor 15 (take half damage from edged weapons) **Morale 12 Attacks:** +2 to hit d6 claw or bite

Crawling thief 2' tall humanoid with the head of a crow and a backpack full of treasure

HD 2 HP 8 Speed 120' Armor 15 (high dex) **Morale 7 Attacks:** +2 to hit, d6hp lt crossbow or d4hp dagger **Special** Sneak Attack 3, Climb 5, Stealth 5

Treasure Thieves tools, tiny grappling hook, silk rope, d100 x d100gp

Eye of Fate The hand of a thief with a lunatic's eye in the palm, set atop a serpent's body. On an errand for some witch or another.

HD 3 HP 12 Speed 120' Armor 13 Morale 7 Attacks: +3 to hit, d4 grab or by spell **Spells** Looking into the eye causes the target to save or act as if under a *Confusion* spell as if cast by a 5th-level caster

Familiar Demon 6 inches tall on spindly insectile legs, skin a random color, tiny horns, on some mission for its master

HD 2 HP 8 Speed 120' Armor 17 (high dex) **Morale 7 Attacks:** +1 to hit 1 hp bite **Special** Spells, at will: *Sleep, Command, Darkness, Silence*
Demons don't need to breathe or digest, don't age, and are immune to poison, etc. and cannot be mentally controlled with magic without their true name. Animals will avoid the demon. Holy water does d6hp. Only weapons coated in holy water, the blood of another demon, or blessed by a cleric (or wielded by a blessed individual) do double damage. **Treasure:** D100gp plus one Random Potion (see table below) plus the ingredients for another (see table below).

Giant Isopod Google "giant isopod" only this version is 10' long, bluish, and eats people

HD 5 HP 20 Speed 120' including climbing **Armor 18 Morale 6 Attacks:** +5 to hit bite for d10hp

Goblin Big green faces with spindly arms. Each is a bad idea made flesh. They always say the opposite of what they mean—so they thank you for hitting them, etc.

HD 2 HP 8 Speed 120' Armor 14 Morale 7 Attacks: +2 to hit, d6hp lt crossbow, d6hp shortsword or throw a (single) vial of green slime (see below)

Treasure d100gp worth of random looted stuff, 1 in 6 chance of a random potion (see below)

Green slime a bubbling puddle of green trouble

HD 1 HP 2 Speed 60' Armor 11 Morale 12 Attacks: +1 to hit, on a succesful hit lose point of armor class if you're in armor. If you're not or your armor is depleted, the slime begins changing you into a slime yourself (npc). The process takes d4+1 rounds. Healing magic will kill it. Scraping, burning, and freezing work, as does cutting off the exposed flesh. Nothing else does.

Phiratheg Oh boy: Pinkish, creepily slight hairless nude humanoid with three heads (two of the heads have no features). d4 legs, a big mouth in their chest, arms ending in fleshy spikes and one other random extra limb. Eats people of course.

HD 2 HP 8 Speed 60' Armor 12 Morale 6 Attacks: +3 to hit, d10 spike attack **Spell-like abilities:** *Mirror Image* (at will), *Command*

Pit grub a fat, centipede-like creature 10' long with a face full of paralyzing tentacles

HD 3 HP 17 Speed 120' Armor 16 Morale 7 Attacks: d6 attacks per each round +3 to hit save vs Paralysis or be unable to move until you do.

Rustbeast A crawling, chitinous insectile thing the size of large dog with a pair of long, probing tentacles on its face, sacred to Vorn

HD 5 HP 20 Speed 120' Armor 17 Morale 7 Attacks: +5 to hit destroys metal on contact. Magic items get a saving throw. **Defense** Takes no damage from metal weapons

Random Potions, with ingredients—

Making a potion requires: A) Skill in alchemy, B) 1000 x D100gp worth of ordinary ingredients, C) The special ingredients below

- 1-2 Acid resistance — Black Dragon blood
- 3 Aging — Hag's flesh
- 4-5 Amputation — Giant spider fang
- 6-7 Antidote — Kidney from a giant serpent
- 8-9 Blindness — Eye of dark elf
- 10 Charisma — Fae legs
- 11 Clairaudience — Al'mi'raj blood
- 12 Clone — Hydra's blood
- 13-14 Cold resistance — Frost giant blood
- 15 Constitution — Treeman sap
- 16 Delusion — Cyclops vitreous humor
- 17 Dexterity — Sinew of three panthers from three nations
- 18 Disenchantment — Pope's heart
- 19 Electricity resistance — Giant eel's skin
- 20 ESP — Powder of a true crystal ball
- 21-22 Extra Eye — Eye of an eye tyrant
- 23-24 Fire breathing — Salamander egg or a gallon of red dragon spit
- 25-26 Forget — 10 ogre brains
- 27-28 Frog tongue — Giant toad's tongue and blood of a changeling
- 29 Fumbling — Heart of a king's jester
- 30 Growth — Giant's heart
- 31-32 Healing — Blood of a giant insect, lizard, salamander or serpent
- 33-34 Heat resistance — Scales of a giant desert reptile
- 35 Inflation — Dessicated gelatinous block
- 36 Infravision — Eye of a gray elf
- 37 Intelligence — Owl brain
- 38 Invisibility — Fae king's heart
- 39-40 Invisibility to Demons — Cardinal's blood
- 41-42 Invisibility to Fae — Satyr's hoof
- 43-44 Invisibility to Reptiles — Dragon scales
- 45-46 Invisibility to Undead — Vampire's eye
- 47 Invulnerability — Aspidochelone, giant turtle or xortoise shell
- 48-49 Laughter —Jester's skin
- 50-51 Love — Succubus sweat
- 52-53 Madness — Cthulhoid tentacle
- 54-55 Magic detection — Faerie wing
- 56 Muteness — Blue whale's tongue
- 57 Oil of Sharpness — Dragon or megalodon 's tooth
- 58-59 Oil of Slipperiness — Fat of any giant mammal
- 60-61 Oil of Mouths — Flesh of a dripping mouthmound
- 62-63 Poison — Sac from a poison animal
- 64 Polymorph — Changeling's heart
- 65-66 Prophecy — Freshly-ground crystal from a crystal ball
- 67 Purify food — Blood of a halfling lord
- 68 Purify water — Fishwife's gills
- 69 Regeneration — Troll's blood
- 70 Remove paralysis — Ghoul bones
- 71 See Invisible — Giant hawk's eye
- 72-73 Shark teeth — Shark teeth and lycanthrope blood
- 74-75 Shrinking — Pixie wings
- 76-77 Sleep — Elf queen's tears
- 78-79 Slow — Mucus from a giant snail
- 80-81 Speak with animals — Ten druids' tongues
- 82-83 Speak with dead — Mummy or lich's tongue
- 84-85 Speak with monsters — Vomiter's tongue
- 86-87 Speak with plants — Dryad's tongue
- 88-89 Speed — Blood of a hasted faerie
- 90 Stone to flesh — Cockatrice feather or medusa fang
- 91 Strength — Giant's bones
- 92-93 Suggestion — Tongue of a lying king or honest thief
- 94-95 Tongues — Tongue of a changeling
- 96-97 Ventriloquism — Lips of a two-headed ogre
- 98-99 Water breathing — Mermaid lung
- 00 Youth — Blood of 100 elves

The Echo Chambers

