

Spell Components

Models and Miniatures

Item	Acquisition	Scarcity	Cost
Bag, tiny	SO, TM	Common	2 cp
Balance, golden	SO	Rare	10 gp
Bell, golden	SO	Uncommon	6 gp
Bell, tiny	SO, TM	Common	5 sp
Blade, knife	TM	Common	3 sp
Bust of caster, tiny	SO	Rare	15 gp
Cage, silver wire	SO	Rare	8 gp
Caltrop, golden	SO	Rare	20 gp
Candelabra, silver	SO	Rare	12 gp
Circle, brass	SO	Uncommon	2 gp
Circle, gold	SO	Uncommon	15 gp
Circle, platinum	SO	Rare	25 gp
Circle, silver	SO	Uncommon	5 gp
Cone, bull or ram horn	SO, TM	Uncommon	4 gp
Cone, crystal	SO, TM	Rare	7 gp
Cylinder, brass	SO, TM	Uncommon	8 gp
Cylinder, copper	SO, TM	Uncommon	8 gp
Cylinder, obsidian	SO	Rare	14 gp
Dagger, tiny	SO	Rare	4 gp
Dart, tiny	SO	Rare	3 gp
Die	SO, TM	Uncommon	1 sp
Die, bronze	SO	Rare	2 gp
Die, silver	SO	Rare	4 gp
Disk, bone, numbered	SO	Rare	3 sp
Doll, replica of self	SO	Rare	10 gp
Drum, small	SO, TM	Uncommon	8 sp
Fan, silk	SO, TM	Rare	1 gp
Fan, tiny	SO, TM	Uncommon	2 sp
Glove, black silk	SO, TM	Uncommon	8 sp
Glove, leather	TM	Common	4 cp
Glove, scorched	TM	Uncommon	2 cp
Glove, snakeskin	SO	Rare	6 gp
Glove, soft	TM	Common	1 sp
Hand, clay	SO	Rare	3 gp
Hand, stone	SO	Rare	5 gp
Handkerchief, silk	TM	Uncommon	2 sp
Hinge, rusty iron	TM	Uncommon	5 cp
Horseshoe	TM	Common	1 sp
Hourglass	SO, TM	Rare	25 gp
Key, silver	SO	Rare	12 gp
Links, gold	SO	Rare	8 gp
Metal cube, perfect	SO	Rare	10 gp
Mirror, silver, small	SO, TM	Uncommon	15 gp
Mirror, tiny	TM, SO	Rare	20 gp
Needle	TM	Common	2 cp
Needle, golden, tiny	SO	Rare	3 gp
Needle, magnetized	TM	Uncommon	1 gp
Paintbrush	TM	Common	6 cp
Pendant, metal	SO	Rare	8 gp
Pin, silver	SO	Uncommon	1 gp
Plate mail, piece	SO, TM	Uncommon	5 gp
Portal, ivory	SO	Rare	15 gp
Pouch, leather	TM	Common	1 sp
Prayer beads	TM	Common	2 gp
Siege engine	SO	Rare	11 gp
Sphere, obsidian	SO	Rare	18 gp
Spinner, brass	SO, TM	Rare	2 gp
Spoon, silver	TM	Uncommon	1 gp
Standard, miniature	SO	Rare	4 gp
Statue, canine, ebony	SO	Rare	12 gp
Statue, canine, ivory	SO	Rare	12 gp
Statuette, ivory, of caster	SO	Rare	30 gp
Trumpet, hearing, brass, small	TM	Uncommon	6 sp
Veil, silk	TM	Rare	1 gp
War hammer	TM	Uncommon	2 gp
Whistle, bone	SO, TM	Rare	6 gp
Whistle, silver, tiny	SO, TM	Rare	12 gp
Whistle, vulture-bone	SO	Rare	5 gp
Ziggurat, clay	SO	Rare	10 gp

Refined/Finished Items

Item	Acquisition	Scarcity	Cost
Ball, lead	TM	Common	2 cp
+Bar, iron, magnetized	TM	Uncommon	8 cp
+Bar, metal	TM	Common	1 cp
Bead, crystal	TM	Uncommon	6 cp
+Bead, glass	TM	Common	3 cp
Blade, iron	TM	Common	4 cp
Box, small	TM	Uncommon	5 cp
Crystal, leaded	TM	Uncommon	5 sp
Cube, cast iron	SO	Uncommon	3 sp
Diamond, hemispherical	SO	Rare	60 gp
Disc, bronze	TM	Uncommon	1 sp
+Gauze	TM	Uncommon	1 sp
Glass, opaque	TM	Uncommon	8 sp
Glass sheet	TM	Uncommon	2 gp
+Glass tube	TM	Uncommon	1 gp
+Incense	TM	Uncommon	15 gp
Iron, sheet	TM	Common	4 sp
Lens, small	TM, SO	Rare	8 gp
+Magnet, small	TM	Uncommon	1 sp
Marble, black glass	TM	Common	4 cp
Marble, colored glass	TM	Common	4 cp
Mirror, fragment	TM	Uncommon	1 gp
Moonstone, polished	TM, SO	Rare	50 gp
+Paint, small pot	TM	Common	2 sp
Prism, crystal	TM, SO	Rare	5 gp
Ribbon	TM	Common	2 cp
Rod, amber	TM, SO	Rare	25 gp
Rod, crystal	TM	Rare	3 gp
+Rod, glass	TM	Rare	1 gp
Rod, iron	TM	Common	2 cp
Rod, silver	TM, SO	Rare	2 gp
Sheet, gold	TM, SO	Rare	20 gp
Sheet, platinum	TM, SO	Rare	30 gp
Sheet, silver	TM, SO	Rare	15 gp
Silk	TM	Uncommon	1 gp
Silk, black	TM	Rare	3 gp
Silk, colored	TM	Uncommon	2 gp
Silk streamer	TM	Rare	5 gp
Sphere, clay	TM	Common	1 cp
Sphere, glass	TM	Uncommon	1 sp
Stick or strip, ivory	TM, SO	Rare	5 gp
Tarts, tiny**	SO	Rare	1 sp
+Wire, copper	TM	Uncommon	1 gp
Wire, golden	TM	Uncommon	5 gp
Wire, platinum	SO	Rare	10 gp
Wire, silver	TM	Uncommon	2 gp

Minerals

Item	Acquisition	Scarcity	Cost
Agate	TM, SO	Uncommon	50 gp
Amber	TM, SO	Uncommon	25 gp
Amber, powdered	TM, SO	Rare	40 gp
+Ash, volcanic	FS, TM	Rare	1 sp
+Bitumen	FS, TM	Rare	5 cp
+Carbon	FS, TM	Uncommon	5 cp
+Chalk	Auto	Common	1 cp
Charcoal	Auto, FS	Common	1 cp
Chrysolite, powdered	TM, SO	Rare	50 gp
+Clay	Auto, FS	Common	1 cp
+Coal	FS, TM	Common	1 cp
Copper	TM	Uncommon	5 cp
+Dust, coal	FS, TM	Common	1 cp
Dust, diamond	SO	Rare	100 gp
Dust, gold	TM, SO	Uncommon	10 gp
Dust, granite	FS, TM	Uncommon	1 cp
Dust, steel	TM	Uncommon	1 sp
Emerald, powdered	SO	Rare	60 gp
Feldspar, moonstone	FS, TM	Uncommon	5 gp
Feldspar, sunstone	FS, TM	Rare	8 gp
+Flint	Auto, FS	Common	2 cp
Granite, black	FS, TM	Rare	2 gp
Graphite, powdered	TM, SO	Uncommon	1 gp
+Iron filings	TM	Common	4 cp
+Iron, piece	TM	Common	8 cp
+Iron, powdered	TM	Uncommon	1 sp
+Iron pyrite	FS, TM	Common	2 sp

+Lead	TM	Common	2 cp
+Lime	FS, TM	Common	5 cp
+Lodestone	TM	Rare	1 gp
+Mercury (Quicksilver)	TM, SO	Rare	10 gp
Mica, chip	FS, TM	Uncommon	1 sp
Mica, ground	TM	Uncommon	5 sp
Phosphorus	SO	Rare	5 gp
+Pitch	TM	Common	8 cp
Quartz, clear	FS, TM	Common	4 sp
Quartz, powdered	TM	Uncommon	8 sp
Quartz, smoky	FS, TM	Common	2 sp
Ruby, powdered	SO	Rare	60 gp
+Salt	FS, TM	Common	2 cp
+Saltpeter	FS, TM	Common	1 cp
+Salts, alkaline	FS, SO	Rare	8 gp
Sand, colored	TM, SO	Uncommon	1 gp
Silver, powdered	TM, SO	Rare	5 gp
Stalactites, small	FS	Uncommon	—
Stone	Auto	Common	—
Stone, chip	Auto	Common	—
Stone, marble	FS, TM	Common	1 sp
+Sulphur	FS, TM	Uncommon	5 sp
Talc	TM	Uncommon	2 sp
Vermilion	TM	Uncommon	6 sp
Zinc	TM, SO	Rare	8 sp

Common/Household Materials

Item	Acquisition	Scarcity	Cost
Acorn	FS	Common	—
Bark chips	Auto	Common	—
Beeswax	FS, TM	Uncommon	2 sp
Blood**	Auto	Common	—
+Bone, powdered	TM	Uncommon	1 sp
Bone, small	Auto	Common	—
Butter**	TM	Common	2 sp
Candle, black wax	TM	Uncommon	5 cp
Candle, small	TM	Common	1 cp
Carrot, dried**	TM	Common	1 cp
Cloth, cotton	TM	Common	1 cp
Cloth, red	TM	Common	2 cp
Cloth, white	TM	Common	1 cp
Coffee bean	TM	Uncommon	1 cp
Coin, copper piece	TM	Common	1 cp
Coin, silver	TM	Common	1 sp
Coin, gold	TM	Common	1 gp
+Cork	TM	Uncommon	4 cp
Corn, kernel**	Auto	Common	—
Corn, powdered**	TM	Common	1 cp
Cotton	TM	Uncommon	2 cp
Dirt	Auto	Common	—
Dust	Auto	Common	—
Egg, rotten	FS, TM	Common	1 cp
Egg, shell	FS, TM	Common	1 cp
Egg, yolk**	FS, TM	Common	1 cp
Eyelash	Auto	Common	—
Fat**	Auto	Common	2 cp
Feather	Auto	Common	1 cp
Fleece	TM	Common	1 cp
Flour	Auto	Common	4 cp
Fruit, rotten**	Auto	Common	—
Fur	FS, TM	Common	1 sp
Garlic, bud**	FS, TM	Common	1 cp
Grain**	FS, TM	Common	1 cp
Gum arabic	TM, SO	Uncommon	6 cp
Handkerchief	TM	Common	2 cp
Honey**	FS, TM	Uncommon	8 sp
Honeycomb**	FS, TM	Uncommon	3 sp
+Humus	Auto	Common	—
+Ink	TM	Uncommon	8 gp
Leaf**	Auto	Common	—
Leaf, dry	Auto	Common	—
Leather loop	TM	Common	1 cp
Leather, shoe	TM	Common	1 cp
Meat, dried**	TM	Common	2 cp
Meat, raw**	TM	Common	1 cp
Milk fat**	TM	Common	—
Molasses	TM	Uncommon	4 cp
+Oil	TM	Common	6 cp

Oil, sweet	TM	Uncommon	1 sp
+Paper	TM	Uncommon	2 gp
+Parchment	TM	Uncommon	1 gp
Peas, dried and split	TM	Common	3 cp
Pebble	Auto	Common	—
Pepper	TM	Uncommon	2 gp
Pork rind**	TM	Common	2 cp
Reed	Auto	Common	—
Saffron**	TM	Rare	15 gp
Seashell	FS, TM	Uncommon	1 cp
Smoke	—	Common	—
Soot	FS, TM	Common	—
Sponge	TM	Uncommon	2 sp
Straw	Auto	Common	—
String	FS, TM	Common	1 cp
Sugar	TM	Uncommon	6 cp
Tallow**	TM	Common	2 cp
Thread	FS, TM	Common	1 cp
Twig	Auto	Common	—
Water	Auto	Common	—
Wax	TM	Common	2 cp
Wax, white	TM	Uncommon	4 cp
Whitewash	TM	Uncommon	2 sp
Wine	TM	Common	4 sp
Wood	Auto	Common	—
Wood, charred	Auto	Common	—
Wood, splinter	Auto	Common	—
Wool	TM	Common	1 cp

Animal Specimens

Item	Acquisition	Scarcity	Cost
Blood, doppleganger**	SO	Rare	25 gp
Blood, umber hulk**	SO	Rare	20 gp
Butterfly, live**	FS	Common	—
Claw, cat	FS, TM	Common	2 sp
Claw, umber hulk	SO	Rare	150 gp
Cocoon, caterpillar	FS, TM	Uncommon	2 cp
Cricket, live**	FS	Common	—
Dung, ape	FS, SO	Rare	2 gp
Dung, ox	Auto	Common	—
Eye, hawk**	SO	Rare	5 gp
Eyelash, basilisk	SO	Rare	80 gp
Eyelash, kirin	SO	Rare	60 gp
Eyelash, ogre mage	SO	Rare	40 gp
Fang, spider	FS, TM	Uncommon	1 sp
Feather, chicken	FS, TM	Common	—
Feather, eagle	FS, TM	Uncommon	5 sp
Feather, exotic	SO	Rare	10 gp
Feather, hawk	FS, TM	Uncommon	3 sp
Feather, hummingbird	FS, TM	Rare	1 gp
Feather, owl	FS, TM	Uncommon	1 sp
Feather, vulture	FS, TM	Uncommon	1 cp
Feather, white	FS, TM	Common	—
Feather, wing	FS, TM	Common	2 cp
Firefly, live**	FS	Common	—
Fur, bat	FS, TM	Uncommon	2 sp
Fur, bloodhound	TM	Uncommon	1 sp
Fur, cat	FS, TM	Common	—
Glowworm, live**	FS	Uncommon	—
Grasshopper leg**	FS	Common	—
Guano, bat	FS, TM	Uncommon	5 cp
Hair, ape	SO	Rare	1 gp
Hair, horse	Auto	Common	—
Hair, infant	FS, TM	Common	—
Hair, lycanthrope	SO	Rare	10 gp
Hair, ox	Auto	Common	—
Hair, skunk	FS	Uncommon	—
Heart, hen**	TM	Common	2 cp
+Hoof, powdered	TM	Common	1 cp
Honey, royal jelly**	FS, SO	Uncommon	10 gp
Ink, giant squid	SO	Rare	35 gp
Leg, frog, dried	FS, TM	Common	4 cp
Legs, millipede**	FS	Uncommon	—
Mouse, mummified	FS	Common	—
Pineal gland**	SO	Rare	20 gp
Scale, dragon	SO	Rare	5 gp
Scale, fish	FS, TM	Common	1 cp
Scale, herring	FS, TM	Uncommon	1 cp

Scale, snake	FS, TM	Common	2 cp
Shell, turtle	FS, TM	Common	1 sp
Sinew, ape**	SO	Rare	8 gp
Sinew, horse or ox**	TM	Common	2 sp
Skin, chameleon	FS, SO	Rare	2 gp
Skin, eel	FS, TM	Uncommon	8 sp
Skin, snake	FS, TM	Uncommon	6 sp
Slug, live**	FS	Common	—
Spider, live**	FS	Common	—
Spider web	FS	Common	—
Spittle, giant slug	SO	Rare	25 gp
Stomach, adder's**	FS, SO	Rare	7 gp
Tentacle, giant squid**	FS, SO	Rare	20 gp
Toad, mummified	FS, TM	Uncommon	7 sp
Tongue, snake**	FS, TM	Rare	2 gp
Tooth, carnivore	FS, TM	Uncommon	1 sp
Whisker, mouse	FS	Common	—
Whisker, rat	FS	Common	—
Will o' wisp essence	SO	Rare	75 gp
Wing, bee	FS, TM	Uncommon	3 cp

Herbs and Plant Specimens

Item	Acquisition	Scarcity	Cost
Amaryllis, stalk**	FS, TM	Uncommon	2 sp
Apple blossom**	FS	Common	1 cp
Aster seed	FS, TM	Common	1 cp
Bark, oak	Auto	Common	—
Bark, willow	FS	Common	—
Foxfire**	FS, TM	Rare	5 sp
Hickory nut oil	TM	Uncommon	4 gp
Holly berry**	Auto	Common	2 cp
Holly leaf**	Auto	Common	2 cp
Leek, crushed**	Auto	Common	1 cp
Lotus blossom**	FS, SO	Rare	10 gp
Marigold, crushed**	FS, TM	Common	2 cp
Moonteed seed	FS, TM	Uncommon	1 sp
Moss, phosphorescent**	FS	Rare	15 gp
Nut, shell	TM	Common	—
Pine cone	Auto	Common	—
Pine sprig**	Auto	Common	—
Poison ivy, leaf**	FS	Common	—
Poison oak, leaf**	FS	Uncommon	—
Poison sumac, leaf**	FS	Uncommon	—
Raspberry leaves**	FS, TM	Common	2 cp
Resin, camphor	SO	Rare	10 gp
Rhubarb, leaf**	FS, TM	Common	1 cp
Root, licorice	FS, TM	Uncommon	4 sp
Rose petal**	FS, TM	Common	2 cp
Seed, legume	FS, TM	Common	1 cp
Seed, sesame	TM	Uncommon	5 sp
Shamrock leaf**	FS	Common	—
Skunk cabbage, leaf**	FS	Common	—
Spores, mushroom	FS, TM	Uncommon	6 sp
Stinging nettle, crushed**	FS	Uncommon	—
Thistledown	FS	Common	—
Thorns, sharp	FS	Common	—
Walnut oil	TM	Rare	2 gp
Wychwood**	FS	Rare	—

Other Components

Item	Acquisition	Scarcity	Cost
+Acid	TM	Rare	3 gp
+Acid, citric	TM	Rare	10 gp
+Acid, nitric	TM	Rare	5 gp
Balloon	TM, SO	Uncommon	5 sp
Bone, from undead	FS, SO	Rare	20 gp
Book, numerological	SO	Rare	80 gp
Branch, from cemetery	FS	Uncommon	—
Cloth, from corpse	FS, SO	Common	5 sp
Cloth, from ghoul	FS, SO	Rare	15 gp
Cloth, from priest's robe	FS, SO	Uncommon	3 sp
Cloth, linen & gold thread	SO	Rare	6 gp
Dirt, from dragon's footprint	FS, SO	Rare	12 gp
Dirt, from ghoul's lair	FS, SO	Rare	10 gp
Dirt/earth from grave	FS	Common	—
Dust, from wizard's tomb	FS, SO	Rare	30 gp
Dust, spectre	FS, SO	Rare	35 gp
Dust, vampire	FS, SO	Rare	40 gp

Eyelash, from corpse	FS	Common	—
Hair, from evil female elf	FS	Rare	—
Hair, from ghoul	FS, SO	Rare	20 gp
Leather scrap, blessed	SO	Rare	50 gp
Mesh of thread	SO	Uncommon	3 gp
Page, from calendar	FS	Common	—
Rainwater, from thunderstorm	FS	Common	—
Scrap, from map 100 years old	FS, SO	Rare	10 gp
Shroud, from 100-year old corpse	FS	Rare	—
Skin, from magic-resistant creature	FS	Rare	—
Tombstone, chip	FS	Common	—
Vellum, blessed	SO	Rare	50 gp
Wand, oak, 100 years old	FS, SO	Rare	20 gp
Weapon, broken	FS, TM	Common	—
Weapon, broken magical	FS, SO	Rare	50 gp
Wood, from coffin	FS, TM	Common	1 gp
Wrapping, from mummy	FS, SO	Rare	40 gp

+ Items commonly available in wizard's laboratory.

** Perishable items.

FS Item acquired by field search.