

Living in a material world

Where and how to scrounge up spell components

by Michael Dobson

*"Fillet of a fenny snake,
In the cauldron boil and bake;
Eye of newt and toe of frog,
Wool of bat and tongue of dog,
Adder's fork and blind-worm 's sting,
Lizard's leg and howlet's wing,
For a charm of powerful trouble,
Like a hell-broth boil and bubble."*

— Macbeth, Act IV, Scene I

Although the AD&D™ magic system does not require quite the same range of material spell components as did Macbeth's witches, what components it does require are often difficult to find and use in play. As a result, many Dungeon Masters may choose to ignore, omit, or just assume the presence of material spell components used by player and non-player characters.

The Players Handbook is of little help. It says only, "Material components for spells are assumed to be kept in the folds and small pockets of the spell caster's garb. Of course, some materials are too bulky, and in these cases the materials must be accounted for carefully. Also, some materials are rare, and these must be found and acquired by the spell user."

How are material spell components found and acquired? This is a problem not addressed in the rule books; as a result of that, this article is designed to supply the missing information. As with all other unofficial game additions, the DM should feel free to add to, subtract from, or otherwise modify this material.

In a world in which wizardry is relatively common, there must be places where spell materials can be bought. In some areas, the local Wizards' Guild might operate a private shop for its members; in smaller areas a witch or herbalist might sell selected items to the traveling sorcerer/adventurer. A well-

equipped expedition outfitter might contract with a local witch or wizard to sell spell components. Alchemists, druids, cloistered clerics, and others might sell material spell components appropriate to their professions. The careful shopper could find many of the required items in local stores. And, some spell items are so common (a piece of rock, a bit of mud) that they can be had for the taking.

The magic shop

Magic shops are found in virtually all cities, in some towns, and occasionally in some dark wood or cave. (The latter are frequently run by witches, who also sell love potions and cures to the local peasants.) Some shops are private, selling only to members of a specific Wizards' Guild, or only to spell casters of selected alignments. Witches may have been persecuted, and therefore would not be inclined to trust or to deal easily with strangers.

Magic shops will normally carry the full range of material spell components for magic-user and illusionist spells. They will also carry cleric or druid spell components only when those spells are the same as magic-user or illusionist spells. They do not, as a rule, sell gemstones which are necessary for spell action (see the section on gems below), nor do they commonly sell items which must be fabricated (see the section on fabricated items).

The markup on material spell components for sale in magic shops is very high — often more than 1,000%. The sale price is either 10 times the sum of the costs of the components (see Table V for this information) or 10 gp per level of the spell, whichever is higher.

Items purchased in a magic store are pre-packaged and ready for immediate use.

They are provided in a leather pouch, iron or glass flask, or small box as appropriate.

The following tables should be used to determine availability of material spell components:

Table I

The magic shop

Base chance to have component(s): 100%
Modifiers:

Subtract 10% for each spell level over 2nd (e.g., 5th level = -30%)

Add 10% for each level of the shop proprietor above 3rd (e.g., 5th level = +20%)

Subtract 30% if the spell is of a different class than the proprietor (e.g., buying cleric spell components in a shop run by a magic-user)

Adjust by level of rarity (Table II) and size of city/town (Table III)

Table II

Levels of rarity

Everyday.	+30%
Common0%
Uncommon.	-10%
Scarce	-20%
Rare.	-40%
Very Rare	-60%

Table III

Size of city/town

Major city (20,000+).	+30%
Large city (10,000-19,999)	+20%
Medium city (5,000-9,999).	+10%
Large town (3,000-4,999).0%
Medium town (2,000-2,999).	-10%
Small town (1,000-1,999)	-20%
Village (500-999)	-30%
Hamlet (100-499).	-40%
Crossroads (Less than 100).	-50%

All results of 100% or more mean that the desired items are available in unlimited supply. Totals between 01% and 99% require the appropriate percentile roll; successive rolls are required if more than one of any particular item is desired. The first failed roll indicates that the supply of the item is exhausted. If the adjusted total is 0% or lower, then spell components are not available in any quantity.

Expedition outfitters

Most towns and cities have at least one store devoted to filling the needs of adventurers. Depending on the community, they might be known as expedition outfitters, general stores, or ships' chandlers. They stock a wide range of everyday items, including most of the basic equipment and

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supplies listed in the Players Handbook on pages 35-36. (Note that at such stores "the average costs will be higher because these traders are middle-men.")

From time to time, one of these stores may arrange a contract with a local magic-user or witch to provide material spell components for the needs of traveling adventurers. The base chance for such an arrangement is 50% adjusted by the size of the city/town (Table III), or as desired by the DM.

The chance of a store having particular material spell components is determined as for a magic shop, but at -30%. The level of the shop proprietor is replaced with the level of the witch/wizard supplying the store.

The price of material spell components purchased through one of these stores is 15 times the sum of the costs of the components (Table V) or 15 gp per level of the spell, whichever is higher. As with the magic shop, gems and fabricated items are normally not available; see the appropriate sections of this article.

Alchemist

The AD&D alchemist is a combination of chemist, bio-chemist, pharmacist, and magical researcher. Because of the nature of this work, the alchemist is frequently in the possession of material spell components. An alchemist may manufacture potions for a magic-user using the rules for costs and time as given in the Dungeon Masters

Guide, pages 116-117. (Editor's note: See the BEST OF DRAGON® Vol. III anthology for an example of the alchemist described as a character class.) Although only magic-users of 7th level or higher may employ alchemists on a permanent basis, others may consult them for answers to specific questions related to their field of expertise.

Nearly all alchemists will be found in cities or large towns. They are part of a formal or semi-formal brotherhood. Their consulting rate is 100-150 gp per day. Some alchemists only consult, being primarily involved in their magical research. Others operate shops where a variety of alchemical and pharmaceutical substances, both magical and unmagical, can be obtained.

Alchemists who operate stores may also sell other material spell components. The base chance for such an arrangement is 50% adjusted by the size of the city/town (Table III), or as desired by the DM. The level of the "shop proprietor" is used as the level of the alchemist running the shop. As provided in Table I, subtract 30% if the components for the desired spell do not involve substances used in alchemy, or are not of spells usable by alchemists.

Prices are identical to those charged by expedition outfitters; see the preceding section of text.

Druids and temples

Druid spells and cleric spells normally

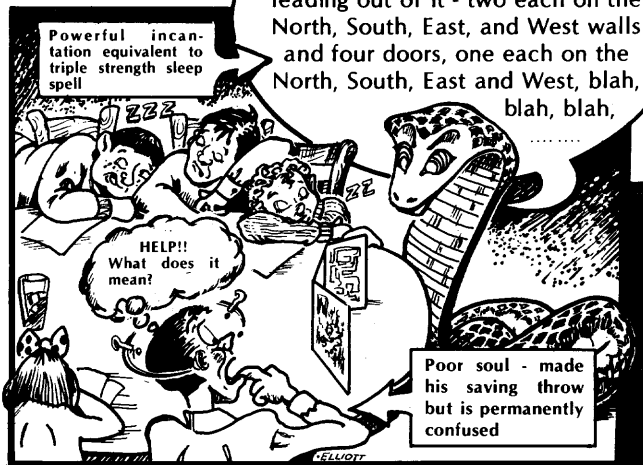
require a smaller range of material spell components than magic-user spells and illusionist spells do.

A druidic order will normally be based in a grove or other natural setting. The members tend to have the full range of druid spell components (but of course only "borrowed" mistletoe), and make them available to druids, rangers, and bards who are part of their order or who tithe generously. Table V notes those items which can only or best be obtained from a druid. Druids may also deal with persons outside the faith; the chance of such an occurrence is 50% plus (or minus) the non-druid's charisma reaction adjustment, minus 10% for every alignment step the non-druid differs from true neutral.

Clerics would always prefer to deal with a temple to their deity when attempting to procure material components, but can also deal with a temple to an equivalent deity, in stature and alignment, or at a minimum with a temple of identical alignment.

Cleric spells normally require the use of a holy symbol, prayer beads, or similar devices. I recommend that it be assumed that 1st-level clerics receive one appropriately prepared and consecrated holy symbol as part of their ordination. Any other holy symbols or other such items will have to be either prepared by the cleric when he is able to cast the *holy symbol* spell (see issue #58 of DRAGON® Magazine), or be obtained from a temple of identical faith.

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Another frequently required material spell component is holy (or unholy) water. This should be available at the listed *Players Handbook* cost from any temple of the appropriate alignment: a good church will produce holy water, an evil church unholy water, and a neutral church none at all.

Many temples will have clerical only spell components for sale, but will sell them only to clerics of appropriate alignment. The base chance of a temple selling such components is 80% adjusted by the size of the city/town; all other factors are calculated as for a magic shop, with the level of the highest cleric used as the level of the "shop proprietor." Prices are 10 times the sum of the costs of the components or 10 gp/level of the spell, whichever is higher. A tithe, sacrifice, or large donation is advisable.

Gathering

A number of material spell components can most easily be obtained just by going out and gathering them. Anything not fabricated and not refined can be gathered.

To determine the chance of gathering a particular material spell component, use the following equation: a base chance of 100%, adjusted by the item's level of rarity times two, plus 1% for each day spent searching, plus 2% per day for each additional searcher beyond the first. Roll the adjusted chance once per day until the desired item is found, or the search is given up. If the chance to find the item is exactly 100%, it can be found after one full day's search (approximately 12 hours). For every 10% over 100%, the searching time drops by two hours. If the chance to find the item is 160%, then the item is found instantly.

The Dungeon Master should use discretion in determining whether a certain item can be gathered or not, based on his knowledge of the campaign area. If the spell caster insists on looking, roll the dice every day, but if the item is simply not to be found, the outcome is always negative regardless of what the dice read.

Gems

A large number of spells require gems, jewelry, or precious metals as part of the material component. There are two basic ways of obtaining such items: the spell caster may retain gems found during adventures, or he may purchase them from a jeweler, gem dealer, or (occasionally) a moneylender who assays and deals in precious stones.

In the case of many of the spells, the cost in gold pieces of the gems required is defined; otherwise the tables in the *Dungeon Masters Guide*, pp. 25-27, should be consulted for representative prices.

The chance of a particular dealer having the required gems is determined by the following formula: a base chance of 100%, adjusted by the rarity of the gem (see Table IV) and the size of the city/town, plus 20% if the shop is large, no adjustment if the shop is medium-sized, and minus 10% if the shop is small.

Powdered gems may be prepared by any gem dealer. If the spell caster wishes to have his own gems powdered by a jeweler, the cost is 10% of the value of the gem(s).

Gold and silver items can be made by goldsmiths and silversmiths; this is described in more detail in the section on fabricated items. Jewelers and moneylenders can provide certain gold items, including gold dust, gold coins, and some fabricated items. Silversmiths can make the full range of silver items; so can many jewelers.

Table IV
Gems

Level of rarity of gems:	
Ornamental stones	Common
Semi-precious stones	Uncommon
Fancy stones	Scarce/Rare *
Gem stones	Rare/Very Rare *
* - Within the categories of gems, some are noted as having a base price five times higher than average. These should be treated as being one rarity level higher than others in the same category.	

Gems used in spells:

Agate	Ornamental/ Common
Amber	Fancy/Scarce
Amethyst (crushed)	Fancy/Scarce
Citrine	Semi-Precious/ Uncommon
Corundum	Gem/Rare
Diamond	Gem/Very Rare
Moonstone	Semi-Precious/ Uncommon
Opal, Black	Gem/Rare
Pearl	Fancy/Scarce
Pearl, Black (crushed)	Fancy/Rare
Ruby (powdered)	Gem/Very Rare
Sapphire, White	Gem/Rare
Topaz	Fancy/Scarce
Several spells call for a "large gem" or "a gem worth at least 5,000 gp." These should always be treated as Gem Stones (Rare), except those of 5,000 gp or greater value, which should be treated as Gem Stones (Very Rare).	

Going shopping

Of course, not all communities have a magic store, or an alchemist, or even an expedition outfitter. Not all stores which do carry material spell components as such will have all the items in stock that a spell caster may desire. In addition, as noted, the prices that magic dealers charge is well in excess of the going prices on the open market.

The following table is a master list of material spell components, their level of rarity, their "normal" cost (perhaps subject to change based on demand or availability), and a list of shops or other sources where they might be obtained. Not all communities will have all the various types of stores listed; some will have stores not listed. If a player wishes to attempt to buy material spell components in a shop not described in the following table, the DM should allow it

if, in his opinion, there is a reasonable chance that the shop might carry the desired item. Omitted from this list are gem stones, holy symbols, and fabricated items, all of which are discussed in other sections of this text.

The rarity of each item was determined assuming a temperate (European) climate and the proper season, especially for botanical products. If this does not describe your campaign situation, the DM should adjust the rarity level and cost accordingly.

It will be necessary for the spell caster to purchase or obtain appropriate containers for the components, and to spend time preparing the mixtures for rapid casting. This should be a part of preparing and memorizing spells prior to an adventure. Failure to do this will substantially extend the spell casting times listed in the *Players Handbook*, which assume that the material spell components are ready and available.

Sources already described — magic shops, expedition outfitters, alchemist shops, druid orders, cleric temples, and jewelers — are not listed except when those stores are the optimum (or only) place to get a certain item.

The base chance for one of the listed stores to have the given component is 100%, adjusted by the item's level of rarity and the size of the city/town.

Table V
Material spell components

<i>Acid, strong</i> (Uncommon; 1 gp/oz.): alchemist, brickmaker, engraver, stonemason
<i>Acorns</i> (Common; 5 cp/lb.): druid, gathering
<i>Adder stomach</i> (Scarce; 5 gp/ea.): magic shop
<i>Alcohol, grain</i> (Common; 1 gp/qt.): alchemist, barber, dyer, jeweler, painter, paper/ink maker, perfumer, physician, tanner
<i>Alkaline salts</i> ¹ (Scarce; 5 gp/oz.): alchemist, gathering, physician
<i>Alum</i> (Uncommon; 1 gp/oz.): alchemist, barber, dyer, paper/ink maker, perfumer, physician
<i>Amaryllis (Hypoxis) stalk</i> ² (Rare; 24 gp/ doz.): botanist, druid, flower shop
<i>Animal hoof, powdered</i> (Uncommon; 1 gp/oz.): alchemist, physician, stable, veterinarian
<i>Bag, tiny</i> (Common; 15 sp/ea.): leatherworker, moneylender, tailor, tanner
<i>Bark, tree / Bark chips</i> (Common; 1 cp/lb.): carpenter, druid, gathering, lumber mill
<i>Bat fur/Bat guano /Bat hairs</i> (Scarce; 10 gp/oz.): gathering, magic shop
<i>Bead, crystal or glass</i> (Common; 5 sp/ea.): glassblower, jeweler
<i>Beeswax</i> (Everyday; 1 cp/oz.): beekeeper, bowyer/fletcher, food store
<i>Bell, small</i> (Uncommon; 20 gp/ea.): bellmaker, clockmaker, jeweler, musical instrument maker, smith
<i>Berries, edible fresh</i> (Common in season, 1 sp/lb.; Rare out of season, 15 gp/lb.): druid, food store, gathering

*Bitumen*³ (Uncommon; 5 gp/oz.): alchemist, barrelmaker, carpenter, shipmaker
Blood, black dragon (Very Rare; 500 gp/oz.): alchemist, magic shop
*Blood, human*⁴ (Rare; 100 gp/oz.): alchemist, druid, magic shop, physician
Blood, mammal (Uncommon; 1 gp/oz.): alchemist, butcher
Bone, powder or shard (Common; 1 gp/lb.): alchemist, butcher, magic shop, physician
Bone from undead (Rare; 50 gp/ea.): alchemist, magic shop
Brandy, drop (Common; 1 gp/pt.): tavern, winemaker
Brass dust (Common; 5 sp/oz.): armorer, smith, weapon maker
Brazier (Uncommon; 25 gp/ea.): candlemaker, smith, temple
*Bromine salts*⁵ (Scarce; 5 gp/oz.): alchemist, saltmaker
Bronze disc (Common; 15 sp/ea.): armorer, engraver, smith
Bull's horn, carved (Uncommon; 1 gp/ea.): carver, stable
Burrs (Everyday; 1 cp/oz.): gathering, stable
Butter (Everyday; 5 cp/lb.): dairy, farm, food store, tavern
Candles, various types (Everyday, 1 cp/ea., for tallow; Common, 1 sp/ea., for wax; Uncommon, 1-6 gp/ea., for special candles): candlemaker
Carbon (Common; 1 cp/oz.): candlemaker, paper/ink maker, smith

Carp, live miniature (Scarce; 1 sp/ea.): bait shop, fishmonger
Carrot, dried or powdered (Scarce; 1 sp/oz.): alchemist, food store, herbalist
*Castor beans*⁶ (Rare; 10 gp/oz.): alchemist, dyer, perfumer, physician
Caterpillar cocoon (Uncommon; 5 sp/ea.): druid, gathering, silkmaker
Chalk (Common; 1 sp/stick): quarry
Charcoal: see Carbon
Citric acid (lemon or lime juice) (Uncommon; 1 gp/pt.): food store
Clay (Common; 1 gp/lb.): artist/sculptor, brickmaker, potter
Cloth (Everyday; 1-10 gp/yd.): clothmaker, sailmaker, spinner, tailor, weaver
Club, oaken (Common; 1 gp/ea.): weapon shop, woodcarver
Coal (Common; 1 gp/lb.): brickmaker, quarry, smith
Cone, crystal or glass (Scarce; 10 gp/ea.): glassblower, jeweler
Copper piece (Everyday; 1 cp/ea.): moneylender
Copper wire, fine (Common; 1 gp/ft.): smith
Corn extract (Common; 2 sp/lb.): alchemist, food dealer, herbalist
Crickets, live (Uncommon; 1 gp/ea.): bait shop, gathering
Crystal (Uncommon; 1-10 gp/ea.): glassblower, jeweler
Dart (Common; 5 sp/ea.): weapon shop
Demon ichor (Type I, Very Rare, 500 gp/oz.; Type II, Very Rare, 750 gp/oz.;

Type III, Very Rare, 1000 gp/oz.): alchemist, magic shop
Dirt (Everyday; free): gathering
Dirt, graveyard (Common; 1 gp/oz.): graveyard, temple
Down (Common; 1 sp/lb.): bowyer/fletcher, farm
Dragon bones (Rare; 500 gp/set): magic shop
Drum, small (Uncommon; 10 gp/ea.): musical instrument shop
Dung (Everyday; 1 gp/lb., packaged): stable
Dust (Everyday; free): gathering
Eagle eye (Rare; 20 gp/ea.): alchemist, magic shop
Egg, rotten (Uncommon; 1 cp/ea.): farm, food dealer
Eggshell (Common; 1 cp/ea.): farm, food dealer
Elixir made from the juice of dried plums and the oil of 5-8 beans of a castor plant (Rare; 50 gp/oz.): alchemist
Evergreen (Common; 1 sp/lb.): druid, lumber mill
Eyesh, normal (Everyday; free): gathering
Eyesh of basilisk, ki-rin, ogre mage, or other spell-using creature (Very Rare; 100 gp/ea.): alchemist, magic shop
Fan (Common; 1-6 gp/ea.): clothing store, tailor
Fat (Everyday; 1 cp/lb.): farm, food store, tavern
Feather, wing / White / owl (Common/

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Uncommon; 1-6 gp/ea.): farm, gathering, tailor

Feather, exotic (Scarce; 10-20 gp/ea.): clothing store, tailor

Firefly, live (Uncommon; 1 sp/ea.): gathering

Firefly, tail (Uncommon; 5 sp/ea.): magic shop

Fleece (Common; 1 gp/lb.): farm, fuller, tailor, weaver

*Flesh, human*⁷ (Rare; 50 gp/bit): alchemist, magic shop, physician

Flint (Common; 10 sp/ea.): armorer, candle maker, smith, tobacconist, weapon maker

Flower petal (Everyday; free): gathering
Flour, white (Common; 1 sp/lb.): food store, miller

Fool's gold: see Iron Pyrite

Fur (Common; 1-20 gp/skin): farm, fuller, furrier, tailor

Garlic (Common; 5 cp/bud): food store, herbalist, tavern

Gauze (Common; 1 sp/yd.): physician, weaver

Glass (Uncommon; 10 gp/sq. ft.): glassblower

Glove (Common; 1-6 gp/pr.): leatherworker, tailor

Glove, snakeskin (Scarce; 25 gp/pr.): tailor

Gold (Uncommon; price varies by weight and workmanship, base value 1 gp/1 gp wt.): goldsmith, jeweler, moneylender

Grain (Everyday; 1 sp/lb.): bakery, brew-

ery, farm, food store, miller, stable, tavern
Granite, dust or block (Common;

1 sp/oz.): mason, quarry

Grasshopper hind legs (Uncommon; 5 sp/ea.): gathering, magic shop

*Gum arabic*⁸ (Uncommon; 2 gp/oz.): alchemist, bakery, candy maker, physician
Gut (Uncommon; 1 gp/yd.): butcher, musical instrument shop

Hairs from a strong animal (Common; 1 cp/bunch): gathering, stable

Hammer, war (Common; 1 gp/ea.): weapon maker

Hawk eye (Scarce; 15 gp/ea.): alchemist, hawker, magic shop

Heart of a hen (Uncommon; 1 sp/ea.): butcher, farm

Herbs, various (Uncommon/Rare; 2-40 gp/oz.): alchemist, herbalist

Herring scales, powdered (Uncommon; 2 gp/oz.): alchemist, fishmonger, herbalist

Holly (Common; 5 sp/oz.): druid, gathering

Honey /honeycomb (Everyday; 1 sp/pt.): alchemist, beekeeper, farm, food store

Horn, carved (Uncommon; 1 gp/ea.): carver, stable

*Humus*⁹ (Common; 1 cp/lb.): farm

*Ice or snow*¹⁰ (Varies)

Incense (Common; 1 gp/stick): candle-maker, perfumer, temple

Inks, special (Scarce, 100-500 gp/oz.; Rare, 600-1000 gp/oz.): alchemist

Ink, normal or lead-based (Uncommon;

10 gp/oz.): alchemist, paper/ink maker

Iron, various shapes and sizes (Common; 1-6 gp/ea.): smith, weapon maker

Iron pyrite (Uncommon; 5 gp/lb.): alchemist, magic shop

Jade circlet (Rare; 5000 gp): jeweler
Lampblack (Common; 3 cp/oz.): candle-maker, illuminator/scribe, painter, paper/ink maker

Lard (Common; 2 cp/lb.): farm, food store, tavern

Leaf (Everyday; free): gathering

Leaf from poison ivy, oak, or sumac

(Common; 1 sp/ea.): druid, gathering

Leather loop (Common; 1-6 sp/ea.): leatherworker, tailor

Leather blessed by cleric (Uncommon; 100 gp/ea.): leatherworker or tailor + cleric/temple

Leek, crushed (Common; 5 cp/ea.): food store, tavern

Licorice root, shaving (Scarce; 15 sp/oz.): alchemist, food store, herbalist, physician, tavern

Lime, powdered or crushed (Uncommon; 1 gp/lb.): alchemist, quarry, stonemason

Loam (Common; 1 gp/lb.): brickmaker, farm, foundry, quarry, smith

Lodestone (Rare; 25 gp/ea.): astronomer/navigator, Chandler, magic shop

Magnets: see Lodestone

Mandrake root (Scarce; 15 sp/ea.): alchemist, herbalist, physician

Marble, polished (Uncommon; 1 gp/cu. in.): mason, quarry

Marigold (Common; 1 cp/ea.): druid, flower shop, gathering

Mercuric-nitric crystals (Rare;

50 gp/oz.): alchemist, physician

*Mercury*¹¹ (Scarce; 25 gp/oz.): alchemist, physician

Metal bar: rod, nail (Common;

1-6 cp/ea.): barrelmaker, carpenter, smith, weapon maker

Mica (Uncommon; 1 gp/cu. in.): mason, quarry

Milkfat, solidified (Common; 5 sp/pt.): dairy, food store

Mirror, silver (Uncommon; 20 gp/ea.): jeweler, silversmith

Mistletoe, borrowed (Uncommon;

10 sp/sprig): gathering

Mistletoe, greater (Scarce; as per Players Handbook)

Mithral plate (Rare; 50 gp/1gp wt.): armorer, jeweler, smith, weapon maker

*Moonseed plant*¹² (Scarce; 5 gp/ea.): druid, flower shop, herbalist

Mud (Everyday; free): gathering

Mushroom spores (Rare; 50 gp/oz.): alchemist, herbalist, physician

Nettle leaves, crushed (Uncommon; 10 gp/oz.): alchemist, druid, herbalist, physician

Nitre: see Saltpeter

Nut shells (Common; 1 sp/lb.): food store, gathering

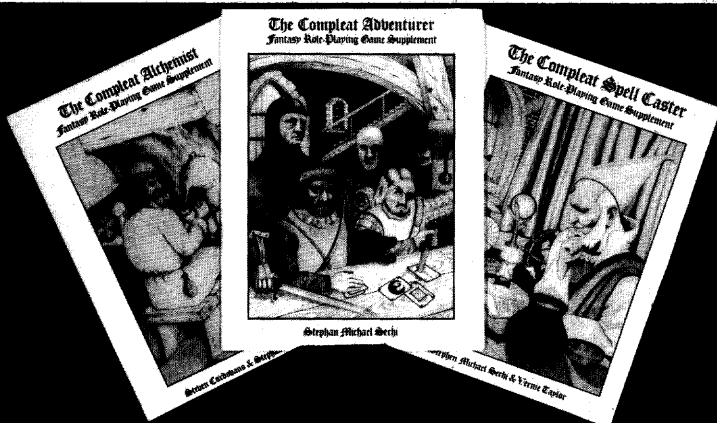
Oak bark / leaf (Common; 1 sp/lb.): druid, gathering

Octopus (giant) tentacle (Rare;

50 gp/ea.): fishmonger

Oil (Common; 1 gp/flask): alchemist,

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Ointment of very rare mushroom powder, saffron and fat (Very Rare; 500 gp/oz.): alchemist, herbalist

Ointment of oil, poppy dust, and pink orchid essence (Rare; 150 gp/oz.): alchemist, herbalist

Paddle, wooden (Common; 1 sp/ea.): carpenter, woodcarver

Parchment (Common; 10 sp/sheet): illuminator, paper/ink maker, scribe

Peas, split dry (Common; 3 cp/lb.): food store

Phosphorus (Uncommon; 5 gp/oz.): alchemist, glassblower, physician

Pigments (Uncommon; 1-6 gp/oz.): alchemist, painter

Pine /pine cone (Common; 1 cp/ea.): druid, gathering

Pine tar (Common; 5 sp/pt.): alchemist, carpenter, painter, physician

Pins, silver (Uncommon; 1 sp/ea.): jeweler, silversmith

Pitch (Common; 5 sp/pt.): carpenter, painter, physician

Plant, green (Everyday; free): gathering

Plums, dried (Common; 2 cp/doz.): food store

Pork rind (Common; 5 cp/lb.): butcher, food store, tavern

Potion of heroism or superheroism (Rare; 500/700 gp/ea.): alchemist

Prayer beads / Prayer wheel / Prayer book (Common; 1-100 gp/ea.): temple

Prism, mineral (Uncommon; 5 gp/ea.): glassblower, jeweler

Quicksilver: see Mercury

Quartz, rock crystal, smoky quartz (Uncommon; 1-6 gp/ea.): glassblower, jeweler

Raisin (Common; 3 cp/lb.): food store

Ram's horn (Uncommon; 15 sp/ea.): farm

Reed (Common; 1 cp/lb.): gathering, mill, weaver

Resin (Common, 1 gp/oz. for ordinary sort; Uncommon, 5 gp/oz. for resin from camphor tree): alchemist, musical instrument shop, painter, paper/ink maker, physician

Rhubarb leaf, powdered (Uncommon; 5 sp/oz.): alchemist, herbalist

Roc eye (Very Rare; 500 gp/ea.): alchemist, magic shop

Rock (Everyday; free): gathering

Rod of amber, crystal, or glass (Uncommon; 15 gp/ea.): glassblower, jeweler

Rope (Common; 50' for 4 sp): expedition outfitter, ropemaker

Rose petals (Common; 1 sp/ea. rose): flower shop

Salt /Rock salt (Common; 1 gp/lb.): food store, herbalist

Saltpeper (Uncommon; 1 gp/oz.): stable, quarry

Sand, fine / colored (Uncommon; 1 gp/oz.): clockmaker, gathering

Scroll (Uncommon-Scarce; 10-60 gp/ea.): illuminator, paper/ink maker, scribe

Seashell (Common; 1 sp/ea.): fishmonger, gathering, jeweler

Sesame seeds (Uncommon; 2 gp/lb.): herbalist

Shamrock leaf (Uncommon; 5 sp/ea.): druid, gathering

Silk, various (Scarce; 50-300 gp/yard): clothier, tailor, trader/importer, weaver

Silver (Common; price varies by weight and workmanship): jeweler, silversmith

Sinew from strong animal (Uncommon; 1 gp/ea.): alchemist, butcher

Skunk cabbage leaves (Uncommon; 1 gp/cabbage): druid, gathering

Slug (giant) digestive juice (Rare; 50 gp/flask): alchemist

Smoke (Everyday; free): any fire source

Snake scales / skin / tongue (Scarce; 6-12 gp/ea.): alchemist, magic shop

Snow: see Ice and snow

Soot: see Lampblack

Spectre, essence of (Very Rare; 750 gp/oz.): alchemist, magic shop

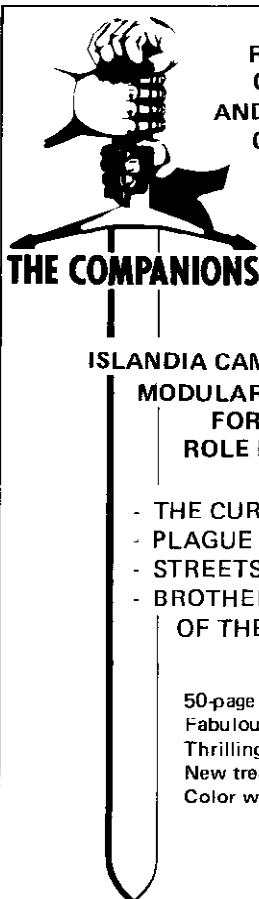
Spell books¹⁴ (Rare; 1000 gp + 100 gp/spell level): magic shop

Spell books, travelling¹⁴ (Rare; 500 gp + 100 gp/spell level): magic shop

Spheres of crystal, glass, or mineral (Uncommon; 5 gp/ea.): glassblower, jeweler

Spider, live (Uncommon; 1 gp/ea.): gathering, magic shop

Spider web (Everyday; 1 gp/web): alchemist, gathering, magic shop



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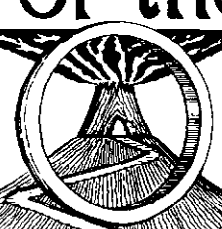
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Squid (giant) tentacle (Rare; 50 gp/tentacle): fishmonger
Squid secretion (Rare; 50 gp/flask): alchemist
Stalactites (Scarce; 5 gp/ea.): gathering
Steel (Uncommon; 10-60 gp/sq. yd.): smith
Stone, small (Everyday; free): gathering
Stone, square chip (Common; 1 cp/ea.): mason, quarry
Straw (Common; 5 sp/bale): farm, stable
String, piece (Everyday; 1 cp/yard): clothing store, any craft shop, tailor, weaver
Stylus (Uncommon; 1 gp/ea.): engraver, paper/ink maker, scribe/illuminator
Sugar (Common; 1 gp/lb.): food store, herbalist, tavern
Sulphur (Uncommon; 1 gp/oz.): alchemist, physician
Sumac (Uncommon; 1 gp/oz.): druid, gathering
Talc (Uncommon; 1 gp/oz.): alchemist, beauty shop
Tallow (Common; 1 cp/lb.): candlemaker
Tea, herb (Uncommon; 1-6 gp/lb.): herbalist
Thread (Common; 1 sp/spool): clothing store, tailor
Thorns (Common; 1 sp/lb.): druid, gathering
Tort, minute (Common; 3sp/ea.): bakery
Tortoise / Turtle shell (Common; 3 sp/ea.): fishmonger, jeweler
Treacle (Common; 5 sp/qt.): alchemist, food store, physician, tavern

Twigs (Everyday; free): gathering
Umber hulk blood (Very Rare; 750 gp/flask): alchemist
Vampire dust (Very Rare; 1000 gp/oz.): alchemist, magic shop
Vellum (Rare; 50 gp/sheet): paper/ink maker, scribe/illuminator
Viz-million (Uncommon; 10 gp/oz.): alchemist, dyer, paper/ink maker
Vestments, clerical (Uncommon; 100-600 gp/set): tailor, temple
Vial (Common; 1 gp/ea.): alchemist, glassblower
Vinegar (Common; 5 cp/qt.): food store, tavern, wine shop
Water (Everyday; free): gathering
Wax (Common; 1 sp/lb.): candlemaker
Whitewash (Common; 1 gp/gal.): painter
Willow or other flexible wood (Common; 1 cp/yard.): carpenter, druid, gathering, lumber yard
Wood, small piece (Everyday; free): gathering
Wool (Common; 1 cp/oz. unwoven, 1-20 sp/yard. woven): farm, fuller, tailor, weaver
*Wytchwood*¹⁵ (Uncommon; 5 gp/piece): druid
Yellow-tinted glass, crystal, or mica (Uncommon; 1-6 gp/ea.): glassblower, jeweler

moderate, temperate, European climates.

13 — For a pineal gland from human or humanoid creature, see Notes 4 and 7, above.

14 — Spell books and travelling spell books are treated in detail in issue #62 of DRAGON Magazine and the BEST OF DRAGON Vol. III anthology. If the spell caster desires to make his own, the cost will be the same.

15 — Wytchwood is also known as Wytch Elm or Witch Elm, and is found in temperate climates.

Fabricated items

Certain material spell components must be specially made, either by skilled craftsmen or by the spell caster personally. The following table provides information on those components which must be fabricated, who can do the work, how much the work costs, and how long it will take. (*Editor's note: Tables VI, VII, and VIII hereafter include mentions of some spells that are not part of the AD&D rules, but which were described as official new spells in past issues of DRAGON Magazine. The issue in which each of those spell descriptions appears is indicated by the reference following the spell name.*)

Table VI

Fabricated material spell components

1 — Alkaline salts are found in natural water and arid soils.

2 — Amaryllis (*Hypoxis*) stalks are native to southern Africa, and would be Uncommon in that climate. They are also known as "Belladonna lilies."

3 — Bitumen is obtained by distillation from coal or petroleum, and is occasionally found naturally.

4 — Human blood is actually not rare, but because its indiscriminate gathering is likely to cause trouble with the local authorities, it is a troublesome substance to obtain.

5 — Bromine salts are obtained from seawater, and are only Uncommon in the vicinity of the ocean.

6 — Castor beans are native to tropical Africa and Asia, and are Common in similar climates.

7 — Human flesh poses the same problem as human blood; see Note 4 above. Both can be "gathered" by the spell caster, of course, but watch out for alignment problems.

8 — Gum arabic is a gum resin exuded by various African trees of the genus *Acacia*. Because it travels well, and has many uses, it is only Uncommon.

9 — Humus is found in compost heaps. It is not made from chick peas.

10 — Ice or snow is Common or Everyday in appropriate climates, and unavailable without magic in other climates.

11 — Mercury has been known since ancient times, but was thought to have uses only in alchemy and medicine. It is also known as quicksilver (q.v.).

12 — Moonseed plants are found in

Augury (cleric): A set of gem-inlaid sticks. These sticks can be manufactured by a jeweler in 1-4 weeks at a cost of 500 gp per set.

Plane shift (cleric): A small, forked metal rod. Tuning forks can be made by a smith or musical instrument maker in 1-6 days for 25 gp, tuned.

Changestaff, #71 (druid): A staff of ash, oak, or yew wood made from the limb of a tree which had been struck by lightning within the past 24 hours. Obtaining the tree limb requires one full day of searching following a lightning storm. If your campaign has no system to determine the occurrence of such a storm, assume a 10% chance plus 1% per day, cumulative. There is a base 50% chance of finding such a tree. Searchers may be hired to help in this search. Normal searchers add 10% to the chance for each additional person; their cost is determined as per the DMG, pg. 29. Druids or rangers add 25% per person, and cost 150 gp per day to hire. Having the limb carved into a staff will take a trained woodcarver 1 week + 1-6 days, and will cost 250 gp.

Levitate (magic-user): A piece of golden wire bent into a cup shape with a long shank on one end. A goldsmith can manufacture this in one day for a cost of 100 gp.

Deeppockets, #67 (magic-user): A tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends. A tailor can manufacture this in one day at a cost of 100 gp.

Whip, #67 (magic-user): A small bit of silk braided into a miniature whip. A tailor

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can manufacture this in 1-3 days for a cost of 15 gp.

Clairaudience (magic-user): A small silver horn of 100 gp value. This can be manufactured by a silversmith in 7-12 days for 100 gp.

Tongues (magic-user): A small clay model of a ziggurat. This can be manufactured by a potter, sculptor, or mason for 100 gp in 7-12 days.

Melf's Minute Meteors, #67 (magic-user): A small golden tube, 1000 gp cost. This can be manufactured by a goldsmith or jeweler in 14-21 days for 1000 gp.

Dig (magic-user): Miniature shovel and tiny bucket. A smith, jeweler, or other craftsman can make these items in 1-3 days for 50 gp.

Rary's Mnemonic Enhancer (magic-user): An ivory plaque of at least 100 gp value. This can be carved by a jeweler, sculptor, or carver for 100 gp in 7-12 days.

Magic mirror, #67 (magic-user): A silver mirror of 1000 gp cost. This can be manufactured by a silversmith for 1000 gp in 14-21 days.

Leomund's Secret Chest (magic-user): An exceptionally well-crafted and expensive chest costing at least 5000 gp, and a tiny replica, perfect in every detail. The chance of finding a master craftsman capable of this work is 50% adjusted by the size of the city. The cost of doing the work is 5000 gp + (50-5000) gp. The replica costs 2500 gp + (25-2500) gp. The work will take 7-12 months.

Mordenkainen's Faithful Hound (magic-user): A tiny silver whistle. A silversmith can manufacture such a whistle in 7-12 days for 50 gp.

Sending, #68 (magic-user): Two tiny cylinders, each with one open end, connected by a short piece of copper wire. A smith can manufacture this device in 1-8 days for 50 gp.

Legend lore (magic-user): Strips of ivory formed in a rectangle. This can be made by a jeweler or sculptor in 1-3 days for 100 gp.

Project image (magic-user): A small replica (doll) of the magic-user. For 100% spell effectiveness, this doll should be prepared by a witch or magic-user, at a cost of 300 gp in 1-4 weeks. A sculptor or tailor could produce such a doll for 100 gp, but the spell would only have 50% effectiveness in terms of range and duration.

Repulsion (magic-user): A pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony. A skilled carver or craftsman could make this device in 7-14 days for 200 gp.

Spiritwrack (magic-user): An illuminated sheet of vellum. Although the final product of this spell must be personally produced by the magic-user, the vellum can be illuminated by a trained scribe in 7-14 days for 200 gp.

Contingency, #68 (magic-user): An elephant ivory statuette of the magic-user. This can be carved by a good sculptor in 1-4 weeks for 1500 gp.

Duo-dimension (magic-user): A thin, flat ivory likeness of the spell caster, gold

filigreed, enameled, and gem-studded at a cost of 5000-10000 gp. This can be manufactured by a trained sculptor in 2-8 weeks at a cost of 5000 gp + (d6 x 1000) gp.

Mordenkainen's Sword (magic-user): A miniature platinum sword with grip and pommel of copper and zinc at a cost of 500 gp. A good smith could manufacture this in 1-4 weeks at the listed cost.

Mordenkainen's Magnificent Mansion, #68 (magic-user): A miniature portal carved from ivory. This can be carved by a jeweler, sculptor, or trained carver in 7-14 days for 250 gp.

Volley, #68 (magic-user): A bit of bent willow or other flexible wood, crisscrossed with specially prepared strands of gut. A carpenter or musical instrument maker can build this in 1-6 days for 100 gp.

Bigby's Clenched Fist (magic-user): A small device consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest, the whole fashioned of an alloyed metal of copper and zinc. A smith can manufacture a set of brass knuckles in 1-6 days for 100 gp.

Hypnotic pattern (illusionist): A crystal rod filled with phosphorescent material. This can be made by a glassblower in 7-14 days for 300 gp.

Variable spells

Some spells have material components which vary with each casting. The spell

caster should write down the material components to be used, and where he intends to get them, prior to casting. The DM, using the guidelines in the Players Handbook and this article, can then determine availability and costs, as well as the effectiveness of the proposed spell components. Expensive, rare, or particularly well-chosen materials should result in full (or even slightly improved) spell effectiveness; a half-hearted attempt to satisfy the material requirements should be penalized.

Table VII

Variable spells

Druid spells:

Animal friendship
Slow poison
Trip

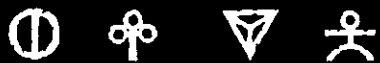
Magic-user spells:

Mount, #67
Dismissal/Beckon, #68
Fabricate, #68
Enchant an item
Legend lore
Banishment, #68
Clone
Binding, #68

Illusionist spells:

Minor creation
Vision
Mirage arcane, #66





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Reusable items

Most material spell components vanish upon use. A few, however, survive. Such reusable items are particularly desirable for spell casters.

The following table lists all such material spell components. In some cases, it is not clear from the spell description whether the item is meant to be reusable or not; in those cases, a "(?)" follows the item. In the absence of official rulings on these items, the DM should use discretion in making the items either reusable or expended.

Table VIII

Reusable material spell components

Cleric spells, various: holy symbol

Sanctuary: a small silver mirror

Augury: a set of gem-inlaid sticks or dragon bones

Locate object: a piece of lodestone (?)

Atonement: prayer beads, prayer wheel, or prayer book

Find the path: divination counters favored by the cleric (as for augury)

Control weather: prayer beads

Druid spells, various: mistletoe or holly

Shillelagh: an oaken club

Changestaff, #71: a staff of ash, oak, or yew wood made from the limb of a tree which had been struck by lightning within the past 24 hours.

Magic-user spells:

Read magic: a clear crystal or mineral prism (?)

Bind, #67: rope or ropelike object (?)

Clairaudience: a small silver horn of 100 gp value (?)

Lightning bolt: a bit of fur and an amber, crystal, or glass rod (?)

Detect illusion, #67: a piece of yellow-tinted glass, crystal, or mica (?)

Melf's Minute Meteors, #67: a small golden tube of 1000 gp cost

Magic mirror, #67: a silver mirror of 1000 gp cost

Leomund's Secret Chest: two custom-fabricated chests

Magic jar: a large gem or crystal (?)

Mordenkainen's Faithful Hound: a tiny silver whistle (?)

Project image: a small replica (doll) of the magic-user (?)

Contingency #68: an elephant ivory statuette of the magic-user (?)

Cacodemon: a brazier

Trap the soul: a very large and expensive gem (?)

Illusionist spell:

Hypnotic pattern: a crystal rod filled with phosphorescent material

Spell substitutions

Sometimes, material spell components can't be found. The *Players Handbook*, pg. 64, notes that "Substitute materials might be allowed. This is up to your Dungeon Master. It should be noted that such substitutions could affect spell range, duration,

area of effect, effect, etc." If you decide to allow substitutions, their effectiveness should be judged on (a) effectiveness and (b) expense.

In the AD&D magic system, material spell components tend to either follow the Laws of Magic or are puns or modern-day references. Good material spell component substitutions should have the same characteristics.

The Laws of Magic require that the method of the spell be an analog to reality in some way. The Law of Similarity, for example, states that events resemble causes, which is the principle behind pouring water on the ground as part of a rain dance. The Law of Contagion, which states that things once in contact continue to interact from a distance after separation, is the principle behind a voodoo doll.

Examples of modern-day references and puns in the AD&D magic system include the brass knuckles in *Bigby's Clenched Fist* (the glove itself is an example of the Law of Similarity), or the tin-can telephone in *sending* (issue #68), which implies the Law of Contagion.

Higher-level spells generally have more expensive material spell components than lower-level spells. The addition of high-cost components may increase spell effectiveness, at the discretion of the DM. This should not exceed the addition of one level to the spell caster's level for casting effectiveness for each doubling of the cost of material spell components.

Of course, poorly chosen or cheap material spell components will substantially lower spell effectiveness, or possibly not work at all . . . but the spell caster may not know this in advance.

Selling material components

A party of adventurers that kills a black dragon, an umber hulk, a spectre, etc., might elect to take the blood, ichor, or essence back to civilization to sell to the local alchemist or magic shop. This is a good way for a resourceful party to make some extra money.

The price an alchemist or magic shop will offer will only be half the sale price as listed in Table V — if very large quantities are offered for sale, the offering price will plummet to as low as one-tenth. Of course, if the party has sold several gallons of black dragon blood to an alchemist, the level of rarity in that area of the campaign world should drop considerably.

Magic shops and some expedition outfitters might want to buy magic items, potions, and scrolls found by the party which are surplus to their needs. The price offered will run about one-half the sale price in the *Dungeon Masters Guide*. If a party member wants to buy an item back, he will, of course, be charged full price.

At the Dungeon Master's discretion, magic shops may have a few select enchanted items, scrolls, etc., for sale. These can either be generated randomly, using the tables on pp. 121-125 of the

DMG, or selected by the DM. As always, the DM should not allow a randomly generated result to allow an item of too great power into the party's hands.

Using the system

Greycloak, a 5th level magic-user, is preparing for a several-week expedition to defeat the evil wizard Ashlock, who inhabits an old, evil dungeon in the mountains. Because he must travel light, he has obtained and prepared a travelling spell book (500 gp) with the spells *charm person*, *magic missile*, *sleep*, *stinking cloud*, *forget*, and *phantasmal force* (1000 gp to inscribe). Fortunately, *charm person*, *magic missile*, and *forget* have no material components.

Using the spell descriptions in the Players Handbook and the tables in this article, Greycloak makes the following list:

Sleep: a pinch of fine sand (Uncommon; 1 gp/oz.), rose petals (Common; 2 sp/ea.), or a live cricket (Uncommon; 1 gp/ea.)

Stinking cloud: a rotten egg (Uncommon; 1 cp/ea.) or several skunk cabbage leaves (Uncommon; 1 gp/cabbage).

Phantasmal force: a bit of fleece (Common; 1 gp/lb.)

Greycloak has paid 500 gp to the local magician's guild in dues to use the guild's private magic shop. In order to make sure he has ample supplies for the upcoming adventure, he wants to buy ten sets of ingredients for each spell.

The magic shop is located in a medium-sized town (-10%), and is run by a 3rd level magic-user (no adjustment). *Sleep* is a first-level spell, so the base chance to have the most rare item (Uncommon, -10%) is 80%. Greycloak rolls less than 80% ten times, and receives ten packets of fine sand and/or rose petals in a waterproof box, for which he pays 100 gp.

The next item on Greycloak's shopping list is the ingredients for *stinking cloud*, a second-level spell with Uncommon components. Again, there is an 80% chance that the components will be in stock, but this time Greycloak rolls an 85% on his fifth roll, meaning that he can only buy four sets of components here, for a price of 20 gp each, or 80 gp. "Make sure they're packaged tightly," Greycloak growls. "Last time the party made me stay twenty feet downwind!"

Because he still needs six rotten eggs (or skunk cabbage leaves), he decides to visit the local alchemist. He could, of course, visit a farm or a food dealer, but he wants to make sure that the ingredients are pre-packaged. There is a base 40% chance that the local alchemist will sell material spell components; the roll is successful. The chance of the items being in stock is 100% (base) -20% (alchemist) -10% (medium town) -10% (Uncommon component) = 60%. This time, Greycloak succeeds in making six rolls, and finishes his purchase for a price of 15 gp/level x 2 levels x 6 sets =

180 gp. He grumbles at paying the higher price, but likes the odor-proof containers.

The third item on his list, fleece for the *phantasmal force* spell, would cost 30 gp for each casting. "Outrageous, what these magic dealers get away with," Greycloak mutters. He visits the local fuller, which is 90% likely to sell fleece, a Common item. He buys a pound of fleece for 1 gp, and spends another gold piece to have his purchase wrapped.

Finally, all the preparation is complete. His horse has been groomed and fed by stableboys, his dagger sharpened, all his magic items carefully checked and ready for use. "Now for a good night's sleep," Greycloak says to himself, and yawns. "And on the morrow, the adventure begins!"

Conclusion

I hope this information will allow the more active use of material spell component rules in your campaign. Properly used, material spell components add to the romance and realism of magic use, and somewhat restrict the power of spell casters. They also provide an interesting method of siphoning off excess cash, and ways for a clever party to obtain extra gold pieces. And, by giving people a reason to visit more stores and shops in your favorite city or town, they will meet more non-player characters, hear more rumors, and become more involved in the day-to-day life of your world.

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