Spell Component:	Spells:	Suggested Cost GP	Cost:
cloth, white	Aid	0.02	-
bell	Alarm	1	-
silver, wire	Alarm	1	-
dust, bone	Animate Dead	0.1	-
blood	Animate Dead, Bane, Summon Fiend	0.1	-
iron, filings, powdered	Antimagic Field, Reverse Gravity, Dispel E	0.02	-
vinegar	Antipathy/Sympathy	0.5	-
honey	Antipathy/Sympathy, Suggestion	0.1	-
fur, bat	Arcane Eye, Darkness	2	-
gold, dust	Arcane Lock	25	25 GP
glass, blue	Armor of Agathys	0.2	-
jacinth	Astral Projection	1000	1000 GP
silver, bar	Astral Projection	-	100 GP
bone, marked	Augury	25	25 GP
cards, marked	Augury	25	25 GP
divinatory token, marked	Augury	25	25 GP
stick, marked	Augury	25	25 GP
agate, gem	Awaken	-	1000 GP
pentacle	Banishment	0.5	-
bark	Barskin	0.05	-
key ring	Befuddlement	0.05	-
glove, mitten	Bigby's Hand, Ice Storm	3	-
holy symbol	Bless	5	5 GP
silver, pins	Chain Lightning	1	-
diamond, gem	Chromatic Orb, Clone, Gate, Raise Dead, I	-	50 GP, 1000 GP, 5000 GP, 500 GP, 300 GP, 25000 GP
pearl, black, powder	Circle of Death	500	500 GP
glass, eye	Clairvoyance	100	100 GP
horn, jeweled	Clairvoyance	100	100 GP
sealable vessel large enough to hold the	c Clone	2000	2000 GP
glass	Cloud of Daggers, Wall of Force	0.1	-
sand, colorful, red, yellow, blue	Color Spray	10	-
incense	Commune, Control Weather, Divination, Fi	-	0 GP, 25 GP, 10 GP, 1000 GP, 250 GP
soot	Comprehend Languages	0.01	-
salt	Comprehend Languages, Magic Circle	0.1	-
glass, cone	Cone of Cold	0.1	-
nut, shells	Confusion	0.01	-
weapon, ranged	Conjure Barrage, Conjure Volley	-	1 CP
weapon, melee	Conjure Barrage, Conjure Volley, Steel Wir	-	1 CP, 1 SP
gem-encrusted statuette of yourself	Contingency	1500	1500 GP
ruby, dust, powder	Continual Flame, Forbiddance, Forcecage,	-	50 GP, 1000 GP, 1500 GP
dust	Control Water, Disintegrate	0.01	-
ornamental braid	Cordon of Arrows	25	-
sand, any	Create or Destroy Water, Dream, Sleep	0.5	-
onyx, black, gem	Create Undead	-	150 GP
paintbrush	Creation	0.02	-
phosphorus	Dancing Lights, Fire Shield, Jallarzi's Storn	1	-
coal	Darkness	1	-
carrot, dried	Darkvision	0.05	-
guano, bat	Delayed Blast Fireball, Fireball	0.1	-
sulfur	Delayed Blast Fireball, Fireball, Flame Stril	0.1	-
leaf, yew	Detect Poison and Disease	1	-
lodestone	Disintegrate, Mending, Reverse Gravity	10	-
silver, dust, powder	Dispel Evil and Good, Magic Circle	-	100 GP
hot pepper	Dragon's Breath	0.1	-
sapphire, gem	Drawmij's Instant Summons	-	1000 GP
rock, fractured	Earthquake	0.1	-
feather	Enhance Ability, Feather Fall, Fly, Summor	0.1	-
fur, tuft, any	Enhance Ability, Lightning Bolt, Summon B	0.3	
tentacle, pickled	Evard's Black Tentacles, Hunger of Hadar,	5	-
alcohol	False Life	0.04	-
feather, white	Fear	0.2	-
feather, down	Feather Fall	0.1	-

dist successed	Friend Dooth	0.00	
dirt, graveyard	Feign Death	0.02	-
divination, cards	Find the Path	100	100 GP
divination, runes	Find the Path	100	100 GP
divination, tools	Find the Path	100	100 GP
firefly	Fire Shield, Light	0.1	-
leaf, sumac	Flame Blade	1	-
wax	Flaming Sphere	0.5	-
feather, cockatrice	Flesh to Stone	3	-
feather, hummingbird	Foresight	2	-
leather, strap	Freedom of Movement	0.5	-
makeup	Friends	1	-
gauze	Gaseous Form	0.1	-
glass, bead	Globe of Invulnerability	0.1	_
pork, rind	Grease	0.02	
butter	Grease	0.02	
			100 CD 25 CD 200 CD 1000 CD
diamond, dust, powdered	Greater Restoration, Nondetection, Stones	-	100 GP, 25 GP, 200 GP, 1000 GP
silver, rod	Guards and Wards	10	10 GP
seed, legume	Gust of Wind	0.1	-
mushroom	Hallucinatory Terrain	0.02	-
licorice, root	Haste	0.1	-
iron	Heat Metal	0.02	-
gem-encrusted bowl	Heroes' Feast	1000	1000 GP
petrified eye, newt	Hex	15	-
iron, straight	Hold Monster, Hold Person	0.1	-
reliquary	Holy Aura, Magic Jar, Summon Celestial	-	1000 GP, 500 GP
confetti	Hypnotic Pattern	0.05	-
pearl	Identify	-	100 GP
ink	Illusory Script	10	10 GP
statuette, target	Imprisonment	5000	5000 GP
locust	Insect Plague	0.1	-
eyelash in a gum arabic	Invisibility	5	
-		0.1	-
grasshopper, hind leg	Jump		-
ivory, strip	Legend Lore	50	50 GP
chest, 3 feet by 2 feet by 2 feet, cor		5050	5050 GP
crystal, bead	Leomund's Tiny Hut	0.5	-
metal, spring	Levitate	0.1	-
moss, phosphorescent	Light	1	-
crystal, rod	Lightning Bolt	1	-
fur, bloodhound	Locate Animals or Plants, Locate Creature	1	-
twig, forked	Locate Object	0.05	-
leather, cured	Mage Armor	0.8	-
crystal, gem	Magic Jar, Cone of Cold	-	0 GP, 500 GP
gem, jewel, any	Magic Jar, Planar Binging	-	500 GP, 1000 GP
jade, dust	Magic Mouth, Programmed Illusion	-	10 GP, 25 GP
fleece	Major Image, Minor Illusion, Phantasmal Fo	0.05	-
tongue, snake	Mass Suggestion	5	_
rhubarb leaf, powered	Melf's Acid Arrow	1	_
copper, wire (per foot)		0.1	
	Message, Sending		-
leaf, moonseed	Mordonkainon's Esithful Hound	20	-
silver, whistle	Mordenkainen's Faithful Hound	5	- 45.0D
miniature, door	Mordenkainen's Magnificent Mansion	15	15 GP
lead	Mordenkainen's Private Sanctum	0.06	-
miniature, door	Mordenkainen's Sword	15	15 GP
miniature, shovel	Move Earth	10	-
silk	Nystul's Magic Aura	2	-
miniature, crystal sphere	Otiluke's Freezing Sphere	30	-
glass, sphere	Otiluke's Resilient Sphere	1	-
seed, sesame	Pass without Trace	1	-
mistletoe	Passwall, Goodberry, Shillelagh	0.1	-
metal rod, forked, attuned to a plan		250	250 GP
cocoon, caterpillar	Polymorph	5	-
		-	
statuette, self	Project Image	5	5 GP

egg	Rary's Telepathic Bond, Bigby's Hand	0.3	
egg		10	-
prayer wheel oil, rare	Regenerate Reincarnate	1000	- 1000 GP
· ·		1	1000 GP
rope	Rope Trick	ı	- 0 CD 4000 CD
mirror	Sanctuary, Scrying	1000	0 GP, 1000 GP
crystal, ball	Scrying		1000 GP
font	Scrying	1000	1000 GP
talcum powder	See Invisibility	0.5	- F000 OD
gem, any, dust	Sequester	5000	5000 GP
circlet, jade	Shapechange	1500	1500 GP
mica	Shatter	0.5	-
prayer scroll	Shield of Faith, Spirit Guadians	1	<u>-</u>
rose, petals	Sleep	0.1	-
miniature, umbrella	Sleet Storm	15	-
molasses	Slow	0.1	-
bitumen	Spider Climb	0.1	-
thorn	Spike Growth, Wall of Thorns	0.1	-
egg, rotten	Stinking Cloud	0.5	-
clay, soft	Stone Shape	0.1	-
eye-ball in a platinum-inlaid vial	Summon Aberration	400	400 GP
fish tail inside a gilded acron	Summon Beast	200	200 GP
lockbox	Summon Construct	400	400 GP
object with the image of a dragon en	grave Summon Dragon	500	500 GP
ash	Summon Elemental	0.05	-
vial, gold-inlaid	Summon Elemental	400	400 GP
gilded, flower	Summon Fey	300	300 GP
vial, blood	Summon Fiend	600	600 GP
gilded, skull	Summon Undead	300	300 GP
magnifying glass	Sunbeam	100	-
sunstone	Sunburst	20	-
quiver	Swift Quiver	1	1 GP
gilded, ladle	Tasha's Bubbling Cauldron	500	500 GP
tart	Tasha's Hideous Laughter	0.2	-
ring, silver	Telepathy	3	-
ink, rare	Teleportation Circle	50	50 GP
mercury	Tenser's Floating Disk, True Polymorph	5	-
stem, thorny plant	Thorn Whip	0.05	_
miniature, ziggurat	Tongues	10	_
gum arabic	True Polymorph	0.5	_
mushroom, powder	True Seeing	25	25 GP
weapon, any	True Strike	-	1 CP
string	Unseen Servant	0.02	-
wood	Unseen Servant	0.02	- -
bile	Vitriolic Sphere	0.5	<u>-</u>
charcoal	Wall of Fire	0.5	-
	Wall of Ice	-	<u>-</u>
quartz	Wall of Stone	0.5	<u> </u>
granite			
ring, platinum	Warding Bond	50	50 GP
reed	Water Breathing	0.02	-
cork	Water Walk	0.02	<u>-</u>
candle	Wind Walk	0.01	-
fan	Wind Wall	0.5	-
twig, struck by lightning	Witch Bolt	25	-
token, sunburst	Word of Radiance	100	-
miniature, tiara	Yolande's Regal Presence	20	-