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| --- | --- | --- | --- |
| MC and Focus name rewrite | Cost | MC or Focus | Name of Spell(s) |
| array [Repulsion] | 50 | Focus | Repulsion |
| book, prayer | 500 | Focus | Atonement |
| chest [Secret Chest] | 5000 | Focus | Secret Chest |
| chest, replica [Secret Chest] | 50 | Focus | Secret Chest |
| circlet, jade | 1500 | Focus | Shapechange |
| dart | .5 | Focus | Acid Arrow |
| diamond | 1000 | Focus | Protection from Spells |
| divination counters/tokens | 25 | Focus | Augury; Find the Path |
| gem | 100 | Focus | Magic Jar |
| crystal | 100 | Focus | Magic Jar |
| holy symbol, special, anathema; unholy symbol, special, anathema | 500 | Focus | Destruction |
| ivory strips (4 @ 50 ea.) | 200 | Focus | Legend Lore |
| laboratory, equipment, cloning | 500 | Focus | Clone |
| lens, ruby or sapphine, set in golden loop | 1500 | Focus | Analyze Dweomer |
| miniature (platinum sword) | 250 | Focus | Mage’s Sword |
| miniature (portal carving, ivory); marble, small, polished; miniature (spoon, silver) (5 GP ea.) | 15 | Focus | Mage’s Magnificent Mansion |
| prayer wheel | 500 | Focus | Atonement |
| plaque, ivory | 50 | Focus | Mnemonic Enhancer |
| quarterstaff [Changestaff] | N/A? | Focus | Changestaff (a specific type of self-made quarterstaff) |
| reliquary, tiny (chaotic) | 500 | Focus | Cloak of Chaos |
| reliquary, tiny (holy) | 500 | Focus | Holy Aura |
| reliquary, tiny (lawful) | 500 | Focus | Shield of Law |
| reliquary, tiny (unholy) | 500 | Focus | Unholy Aura |
| ring, platinum (1 of 2) | 50 ea. | Focus | Shield Other |
| sapphire, black | 1000+ | Focus | Soul Bind (1000 per HD) |
| statuette, of self, ivory and gems | 1500 | Focus | Contingency |
| amber, powdered/dust | 500-1000 | MC | Sepia Snake Sigil, 500; Teleportation Circle, 1000 |
| diamond, powdered/dust | 50-5000 | MC | Nondetection, 50; Restoration, 100; Glyph of Warding, 200; Stoneskin, 250; Glyph of Warding, Greater, 400; Protection from Spells & Undeath to Death, 500; Temporal Stasis, up to 5000; Symbols of Fear, Pain, & Sleep, up to 1000; Symbols of Insanity, Persuasion, Stunning, & Weakness, up to 5000; Symbol of Death, 5000 |
| opal, powdered/dust | 1000-5000 | MC | Symbols of Fear, Pain, & Sleep, up to 1000; Symbols of Insanity, Persuasion, Stunning, & Weakness, up to 5000; Symbol of Death, 5000 |
| diamonds | 5000-25000 | MC | Raise Dead, 5000; Resurrection, 10000; True Resurrection, 25000 |
| doll, of self | 5 | MC | Project Image |
| dust, special [Phantom Trap] | 50 | MC | Phantom Trap |
| emerald, powdered/dust | -5000 | MC | Temporal Stasis, up to 5000 |
| gem, onyx | 50+ | MC | Create Undead, 50 per hit die |
| gold, powdered/dust | 25, 50 | MC | Fire Trap, 25 GP; Arcane Lock, 50 GP; Wall of Iron, 50 GP, 1 lb |
| incense | 25 | MC | Augury, 25; Legend Lore, 250 |
| incense and offering | 25 | MC | Divination |
| incense, herbs, and oils [Hallow][Unhallow] | 1000 | MC | Hallow, Unhallow |
| incense, rare | 1000-1500 | MC | Forbiddance, 1500 & 1000+ |
| ink, lead-based, special | 50 | MC | Illusory Script |
| jacinth | 1000 | MC | Astral Projection |
| jade, powdered/dust | 10-250 | MC | Magic Mouth, 10; Programmed Image, 25; Permanent Image, 100; False Vision, 250 |
| laboratory supplies, cloning | 1000 | MC | Clone |
| oils and ungents, rare [Reincarnate] | 1000 | MC | Reincarnate |
| ointment [True Seeing] | 250 | MC | True Seeing |
| pearl, black, crushed | 500 | MC | Circle of Death |
| pearl, crushed | 100 | MC | Identify, 100; Sympathy, 1500 |
| ruby, powdered/dust | 50-5000 | MC | Continual Flame & Simulacrum, 50; Forcecage, 1500; Temporal Stasis, up to 5000 |
| sapphire | 1000 | MC | Instant Summons, 1000 |
| sapphire, powdered/dust | -5000 | MC | Temporal Stasis, up to 5000 |
| silver, bar | 5 | MC | Astral Projection |
| silver, powdered/dust | 25 | MC | Bless Water, Consecrate, Curse Water, & Desecrate, 25 GP, 5 lbs |
| special object [Refuge] | 1500 | MC | Refuge |

Notes:

Gems and metals are spoken of as both “powdered” or “dust” frequently, so one or both would work--both would allow better searching for people working off of the RSRD.

Some have the name of the relevant spell included in the “MC and Focus name rewrite” as these seemed to have preparations that were very specific for that spell. Essentially, someone would need to buy the special ointment, say, that is used in the True Seeing spell, or the complicated “array” described in the Repulsion spell. I am not sure how to best indicate the spell name so that it comes up in a purchase search.

Acid Arrow uses a dart as its material component. There isn’t a cost listed in the spell, but is something that costs 0.5 GP and, more importantly, weights half a pound, ignorable or not? (Too bad it wasn’t some tiny version or, better, a focus.)

Temporal Stasis used a preparation of four different gem dusts totaling at least 5,000 GP in value, but it doesn’t say how much of each. Presumably, just some of each needs to be included. This could be another place where just making an entry, “Gems (Powdered/Dust)[Temporal Stasis], 5000 GP”