

Top Shelf Spell Components

“Young wizard, why should you settle for such paltry excuses for your material components? Experience the difference with the finest and rarest of ingredients that the arcane world has to offer.”

—Evior the Gray

The following items are rarer versions of material components that enhance, shift, or otherwise alter the effects of a spell when used in the casting. The use of top shelf spell components add options that give spells a little extra power in exchange for a small gold cost. Each item outlines what spell casting it can be used in, what its extra effects are, and how much gold the component costs.



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Abhorrent Dried Tentacle

Cost: 85 gp (*consumed when used*)

This desiccated tentacle is a clipping from a nightmarish abomination. When used in the casting of *black tentacles*, it further widens the gateway into the void, increasing the spell's affected area to a 30-foot square.

Antique Porcelain Mask

Cost: 20 gp (*one of 10 chips must be broken off the mask for each use*)

This cracked and aged porcelain mask bears the marks left from decades of use. When used in the casting of a *shatter* spell, it can break down facades as well as foundations. Any shapechanger that fails its saving throw against the spell takes an extra 1d8 thunder damage, reverts to its original form, and can't assume a different form for 1d4 rounds.

Blessed Quartz

Cost: 60 gp (*consumed when used*)

This resplendent multicolor crystal was an ordinary piece of quartz until it was blessed by a powerful priest. When used in the casting of a *wall of ice* spell, holy energy radiates throughout the magic and causes the ice wall to glow with divine power. The wall of ice sheds bright white light in a 20-foot radius and dim light for an additional 20 feet. Any undead or evil creature that ends its turn within 10 feet of the wall must make a Constitution saving throw, taking 2d6 radiant damage on a failed save or half as much damage on a successful one.

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Cockatrice Heart

Cost: 80 gp (*consumed when used*)

This acrid green organ resembles the heart of a chicken. When used in the casting of a *fear* spell, it freezes the victims in their terror. Any creature frightened by the spell reduces its Speed to 0 ft. as long as it remains frightened.

Corpse Pyre Ashes

Cost: 225 gp (*the black urn contains enough ashes for 3 uses*)

Though frowned upon in most arcane circles, the potency of these black ashes—the remnants of fifty immolated humanoids—make them too enticing to resist. When used in the casting of a *wall of fire* spell, the psychic resonance of the pain and torment locked within the ashes springs forth as a nightmarish screaming. Any creature that fails its Dexterity saving throw against the spell must also make a Wisdom saving throw or become frightened of the wall of fire until the spell ends. If the creature ends its turn in a location where it doesn't have line of sight to the wall of fire, the creature can make a Wisdom saving throw. On a successful save, it is no longer frightened.

Cured Naga Leather

Cost: 200 gp (*this leather strip loses its potency after 8 uses*)

This small strip of reptilian skin seems to writhe and curl when unattended. When used in the casting of a *mage armor* spell, the target's armor class becomes 13 + its Intelligence modifier (instead of 13 + its Dexterity modifier).

Dwarven Mercury

Cost: 300 gp (*here is enough mercury in this small glass vial for 10 uses*)

The dwarves have a secret method for purifying quicksilver that makes it far more magically potent. When used in the casting of a *floating disk* spell, the resulting disk is 10 feet in diameter (instead of 3 feet) and the maximum carrying weight is 2,000 pounds (instead of 500 pounds).

Fermented Moonfruit

Cost: 120 gp (*consumed when used*)

Druids use the seeds from this nocturnal tree to produce beautiful silvery light but allowing the fruit to rot yields an altogether darker effect. When used in the casting of a *moonbeam* spell, the area of the spell is filled with magical darkness instead of light, and the damage dealt by the spell turns from radiant to necrotic damage.

Glass Agates

Cost: 150 gp (*this small pouch contains 3 gemstones, enough for 3 uses*)

These small rounded gemstones are perfectly clear and nearly invisible. When used in the casting of a *wall of force* spell, the purity of the gemstones confers a purity of vision to those that peer through it. Any creature that looks through the wall of force can clearly see any invisible creatures and has advantage on ability checks made to detect creatures or objects on the other side.

Illuminated Manuscript Page

Cost: 25 gp (*consumed when used*)

This page was torn from a beautifully-illustrated holy book and is covered in magnificent calligraphy, divine inspiration, and sublime artwork. When used in the casting of a *shield of faith* spell, the AC bonus increases to +3.

Iron Feather

Cost: 100 gp (*consumed when used*)

This iron casting has been painstakingly forged into the perfect likeness of an eagle's feather. When used in the casting of a *feather fall* spell, the falling creatures build up the kinetic energy their plummet would have developed and release it outward upon their landing. As long as a creature falls at least 60 feet during this spell, when they land they release a wave of energy in a 10-foot radius. Creatures within the area must make a Dexterity saving throw, taking 2d8 force damage on a failed save or half as much on a successful one.



Lapis Rod Wrapped in Yeti Fur

Cost: 125 gp (*consumed when used*)

This blue gemstone rod is wrapped in stark white fur. When used in the casting of a *lightning bolt* spell, instead of lightning damage the spell deals cold damage. When the spell hits a solid object such as the ground or a wall, it explodes into a cloud of freezing cold energy that remains for 1d4 rounds. A 20-foot radius area around the impact point is covered with slick ice, making it difficult terrain. When a creature enters the area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. If a creature starts its turn in the area and is concentrating on a spell, the creature must make a successful Constitution saving throw against the spell save DC or lose concentration.

Mandrake Absinthe

Cost: 25 gp (*this tiny bottle contains enough for 5 uses*)

Inside of this small flask is a concentrated mind-blasting liquor rife with eldritch potential. When used in the casting of a *false life* spell, the necromantic energy is greatly enhanced but it smashes into the conscious mind with mental-fraying potency. The spell grants an additional 1d4 temporary hit points, but while a creature has any temporary hit points remaining from the spell it has disadvantage on Wisdom (Perception) checks.

Obsidian Mirror

Cost: 55 gp (*can be used indefinitely*)

This dark mirror reflects even those hidden in the shadows. When used in the casting of a *sanctuary* spell, the target becomes acutely aware of threats. Any creature that fails one or more saving throws against the spell has disadvantage on Dexterity (Stealth) checks until the spell ends.



Ooze Tanned Leather Strap

Cost: 40 gp (*this strap loses its potency after 5 uses*)

This small leather strap has been treated with the essence of monstrous oozes. When used in the casting of a *freedom of movement* spell, the target becomes partially gelatinous for the duration and can move through openings as narrow as 6 inches wide without squeezing.

Petrified Salamander Eye

Cost: 25 gp (*this eye loses its potency after 5 uses*)

This stone reptilian eye radiates a soft heat. When used in the casting of a *hex* spell, instead of necrotic damage the extra damage dealt by the spell is fire damage.

Pixie Cocoon

Cost: 100 gp (*consumed when used*)

This tiny husk glitters and shines with shifting colors. When used in the casting of a *polymorph* spell, its inherent fey magic greatly extends the effects. Instead of 1 hour, the spell's duration changes to concentration (up to 8 hours).

Preserved Jumping Spiders

Cost: 90 gp (*this small wooden box contains dried jumping spiders, enough for 6 uses*)

This macabre collection of tiny arachnid corpses has potent magic locked within the eight-legged cadavers. When used in the casting of a *spider climb* spell, in addition to the spell's normal effects the target's jump distance is tripled for the duration.

Prism Dust

Cost: 80 gp (*this small bag contains enough powder for 2 uses*)

This once pristine crystal prism has been ground into a fine powder. When used in the casting of a *see invisibility* spell, its effects refract around the caster. The spellcaster and all creatures within 10 feet are targeted by the spell (instead of only the spellcaster).

Sack of Imp Guano

Cost: 66 gp (*this sack contains enough vile matter for 6 uses*)

This rancid burlap sack contains the leavings of lesser fiends. When used in the casting of a *fireball* spell, the ignited fiendish energy creates a plume of darkness. All damage dice rolled for the spell become d4s instead of d6s, and instead of fire damage the spell deals necrotic damage. After the spell is cast, it leaves behind an area of darkness (as the *darkness* spell) within the area affected by the fireball. The darkness remains for 1d4 rounds.

Silvered String

Cost: 50 gp (*consumed when used*)

This small length of silk string has been interwoven with fine silver threads. When used in the casting of an *unseen servant* spell, the resulting magical servant can pass through solid objects, but cannot end its turn within them.

Thousand-Year Basilisk Egg

Cost: 100 gp (*consumed when used*)

This 5-pound reptilian egg has been soaked for months in a pungent concoction of spices and brine. When used in the casting of a *stinking cloud* spell, those that succumb to the noxious vapors are also filled with a potent paralyzing toxin. Any creature that fails its Constitution saving throw against the spell reduces its Speed to 0 ft. for that turn (in addition to spending its action retching and reeling).

Toad Syrup

Cost: 120 gp (*this small metal bottle contains enough syrup for 5 uses*)

A saccharine mixture of cane sugar and psychedelic toad mucus. When used in the casting of a *slow* spell, the targets are stricken with hallucinations and slowed down, effects that confusingly compound each other. In addition to its normal affects, targets of the spell take a -2 penalty on Wisdom saving throws.

Tub of Troll Butter

Cost: 90 gp (*this tub contains enough for 2 uses*)

This oddly cheery container holds butter rendered from troll fat. When used in the casting of a *grease* spell, the resulting grease starts regenerating as soon as it's wiped off. A creature that fails a Dexterity saving throw against the spell becomes covered in regenerating grease, and it must continue making Dexterity saving throws at the end of each of its turns until the spell ends, regardless of whether it ends its turn in the spell's area or not.

Velvet Sand

Cost: 50 gp (*this silk bag contains enough sand for 5 uses*)

This deep maroon sand was collected from a far-off shore and is pillow-soft. When used in the casting of a *sleep* spell, targets are lulled into notably pleasant dreams. Roll an additional 1d8 for determining how many hit points of creatures the spell can affect.

Witch's Tarot Cards

Cost: 90 gp (*can be used indefinitely*)

This set of tarot cards has been repeatedly used to determine the fates for decades. When used in the casting of *augury* spells, repeated castings do not incur the chance for random readings. 🃏