

Spellcasting

Casting a spell has several requirements, you must possess and be able to freely manipulate your **spell focus** with a hand, **speak** the verbal components aloud, and possess any necessary **material components**.

Spell Focus

Casting a spell requires a focus. A spell focus is equipped in a free hand. Typical spell focuses are quarterstaves, wands, orbs, medallions or bells but a focus may be any object appropriate to the character's concept that is wielded in one hand. A spell focus cannot be used for any other function besides casting spells, such as being used as a weapon. There are no inherent benefits to having multiple spell focuses.

Focus-less Spells

Spells which were designed to escape dangerous situations or spells that are extensions of the caster's pure willpower do not require a focus. The following spells do not require a focus to cast.

Casting Time: Bonus Action or Reaction

Wish

Time Stop

Teleport

Light

Thaumaturgy

Misty Step

Vicious Mockery

Word of Recall

Special Spell Focuses

Some spellcasting classes may select alternative focuses. Alternative spell focuses listed below may be used as weapons in addition to spell focuses.

Quarterstaff. Anyone using a quarterstaff as a focus may also use it as a weapon.

Fighters. Fighters who can cast spells may use a weapon bound to them as their focus.

Monks. Monks who can cast spells may do so without a focus.

Paladins, Rangers and Rogues. Paladins, rangers and rogues who can cast spells may attune a martial weapon in a 1 hour ritual in order to use it as their focus. The item remains attuned for 1 month. Only one item may be attuned in this way at a time, attuning additional items removes attunement from any other attuned items.

- Paladins may attune a shield or one martial weapon.
- Rangers may attune one ranged weapon or up to two martial weapons.
- Rogues may attune one simple weapon, one martial weapon, or one object that can be hidden on their person.

Warlocks. Warlocks may use their Book of Shadows or a weapon bound to them as their focus. Pact of the Chain warlocks with a familiar may use the familiar as a focus so long as it is within view.

Designer Notes

Spell focuses were redesigned to replace somatic components, and as a counterpart to a martial character's weapon. This allows a spellcaster to be disarmed by a martial character.

Spells intended to help their caster escape a situation where they do not have access to their focus (for example, being grappled) do not require a focus. A limited number of spells were also chosen to represent either their power (wish) or simplicity (Thaumaturgy)

Special spell focuses were created to provide exceptions for the quarterstaff and to allow spellcasting martial classes to use their spells without needing to give up their weapons.

Verbal Components

Most spells require the require the caster to speak a few words out loud. These words are obviously magical and any creature capable of understanding a language within ear-shot is aware a spell is being cast. If you are unable to speak aloud you are unable to cast spells with a verbal component.

Silent Spells

Spells designed to be silent or subtle, such as illusions, do not require a verbal component. The following spells are silent.

School: Illusion

Counterspell

Darkness

True Strike

Beast Sense

Friends

Designer Notes

Verbal components are intended to limit which spells you can use while hidden and to make it obvious to an outside observer that a character is casting a spell. The need for verbal components also allows an enemy to disable multiple spell casters in an area, such as with areas of silence.

Material Components

Casting some spells requires particular objects. Spells which require material components are listed in the table below. Unless specified with an (*), spells do not consume the corresponding material component. Material components do not require a free hand to use.

Spell	Component	Spell	Component
<i>Arcane Lock</i>	Gold Dust *	<i>Legend Lore</i>	Scholar's Incense *
<i>Astral Projection</i>	Opal *	<i>Leomund's Secret Chest</i>	Mithril Box
<i>Augury</i>	Divining Bones	<i>Magic Circle</i>	Platinum Dust *
<i>Awaken</i>	Emerald *	<i>Magic Jar</i>	Crystal Prism *
<i>Chromatic Orb</i>	Agate	<i>Magic Mouth</i>	Jade *
<i>Circle of Death</i>	Onyx Effigy	<i>Mordenkainen's Magnificent Mansion</i>	Miniature Dollhouse
<i>Clairvoyance</i>	Crystal Glass	<i>Mordenkainen's Sword</i>	Platinum Dagger
<i>Clone</i>	Flesh Effigy	<i>Nondetection</i>	Agate *
<i>Contingency</i>	Bone Effigy	<i>Planar Binding</i>	Opal *
<i>Continual Flame</i>	Topaz *	<i>Plane Shift</i>	Platinum Dagger
<i>Create Undead</i>	Obsidian Effigy	<i>Programmed Illusion</i>	Agate
<i>Divination</i>	Divining Bones *	<i>Project Image</i>	Painter's Brush
<i>Drawmij's Instant Summons</i>	Sapphire *	<i>Raise Dead</i>	Onyx Effigy *
<i>Find Familiar</i>	Musky Incense *	<i>Reincarnate</i>	Saint's Incense *
<i>Find the Path</i>	Lodestone	<i>Resurrection</i>	Diamond *
<i>Forbiddance</i>	Ruby *	<i>Revivify</i>	Pearl *
<i>Forcecage</i>	Emerald Catalyst	<i>Scrying</i>	Crystal Mirror
<i>Gate</i>	Alexandrite Catalyst	<i>Sequester</i>	Alexandrite Catalyst *
<i>Glyph of Warding</i>	Turquoise *	<i>Shapechange</i>	Sapphire Catalyst
<i>Greater Restoration</i>	Quartz *	<i>Simulacrum</i>	Ruby Catalyst*
<i>Guards and Wards</i>	Silver Dust	<i>Stoneskin</i>	Amethyst *
<i>Hallow</i>	Saint's Incense *	<i>Symbol</i>	Opal *
<i>Heroes' Feast</i>	Agate Catalyst *	<i>Teleportation Circle</i>	Silver Ink *
<i>Holy Aura</i>	Saint's Bone	<i>True Resurrection</i>	Diamond Catalyst *
<i>Identify</i>	Crystal Glass	<i>True Seeing</i>	Charcoal Ointment *
<i>Imprisonment</i>	Arcane Ink * (1 / HD)	<i>Warding Bond</i>	Platinum Dust

Buying & Selling Components

Material components are often also used in luxury goods, as such they are quite valuable independent of their uses in spellcasting. Usual spell components are found in the marketplaces of large towns and cities.

Catalysts. Catalysts are specialty occult items which are usually only found at mystic auctions or the ruined towers of powerful ancient mages. Skilled artisans may also be persuaded to craft them on commission, for the right price.

Effigies. Effigies are afflicted with the stigma of dark magic, usually only found in the homes of witches and necromancers. Only the most unscrupulous merchants and mad artisans deal in these curious.

The table below list the typical prices of various material components.

Component	Value
Painter's Brush	5
Musky Incense	10
Silver Dust	10
Jade	10
Miniature Dollhouse	15
Gold Dust	25
Divining Bones	25
Agate	25
Charcoal Ointment	25
Topaz	50
Obsidian Effigy	50
Silver Ink	50
Crystal Glass	100

Component	Value
Lodestone	100
Quartz	100
Amethyst	100
Platinum Dust	100
Turquoise	250
Scholar's Incense	250
Platinum Dagger	250
Pearl	250
Onyx Effigy	500
Crystal Prism	500
Arcane Ink	500
Opal	1000
Emerald	1000
Sapphire	1000
Ruby	1000
Saint's Incense	1000
Tanzanite	1000
Saint's Bone	1000
Diamond	1000
Crystal Mirror	1000
Bone Effigy	1500
Emerald Catalyst	1500
Sapphire Catalyst	1500
Ruby Catalyst	1500
Flesh Effigy	3000
Alexandrite Catalyst	5000
Mithril Box	5000
Diamond Catalyst	25000

Designer Notes

Material components were significantly changed from RAW to be more straightforward and functional. The number of different components at each price tier were reduced to make each component more versatile and interesting. Free material components were removed as they added a lot of complications with little mechanical effect (determining where players got certain rare-sounding components.) If the DM wishes, they may allow players to cast spells without their spell focus as a ritual by using the free material components from the book.

Material components were intentionally made into items which would commonly be found in treasure hoards. This allows the DM to realistically reward players with spellcasting components in many different contexts. For example, a player would not be surprised to be given an opal as a reward from a noble, or to find one deep in a dungeon. It would also be reasonable to find such items sold in mundane markets as common luxury goods. If players do not wish to use the item as a material component they will still be able to sell it.

Effigies and catalysts were singled out to allow the DM more control over high level or "evil" spells. If the DM wishes to make spell components more rare and not risk polluting their treasure tables with unintended spell components I suggest they simply change all precious gem or metal components to catalysts of that material (for example, "gold catalyst") and "upgrade" the existing catalysts to fictional materials (mithril, adamantium, etc.)
