



THE PARTY FINDS A RARE SPELL COMPONENT...

1. **[Griffin Egg]** The shell of an already hatched griffin egg; The nest is perched atop a blade of a crumbling windmill; Allows the caster to fly for 1d4 rounds when used to cast any spell
2. **[Forge Ash]** A lingering bit of ash within an ancient dwarf forge; The forge is the den of some subterranean beast; Grants a +1 bonus to the spell target's weapons and armor for 1d4 rounds
3. **[Sentient Shard]** A petrified shard of a still-thinking brain; easily mistaken for a bit of astral crystal; The caster can telepathically speak with the spell's target for 1d4 days
4. **[Giant Toenails]** A heap of gnawed-on toenails from a giant's foot; The nails were discarded in an old well which is now clogged; Causes the spell's target to double in size for 1d4 rounds
5. **[Ectoplasm]** A fog-like slime floating within a dusty jar; Disturbing the jar risks conjuring nearby ghosts [Religion check to avoid]; Causes the spell's damage type to change to Necrotic
6. **[Scale]** A cracked scale from the hide of a dragon; Lost in the rubble of a town the dragon recently attacked; Empowers the spell with the dragon's fury causing it to deal max damage

IT MUST BE REFINED BY...

1. **[Powdering]** Must be ground into a fine powder using alchemist's supplies; Dust is toxic if not properly handled; Process requires a short rest
2. **[Setting]** Must be set in an amulet using jeweler's supplies; Rarer gems enhance the spell's effect; Process requires a long rest
3. **[Cooking]** Must be boiled at a consistent temperature using cook's utensils; Changes in temperature cause it to boil over and create oozes; Process requires a long rest
4. **[Etching]** Must be etched with precise runes across its surface using woodcarver's tools; Errors in the runes cause the component to explode; Process requires a short rest
5. **[Brewing]** Must be brewed and fermented using brewer's supplies; A failed batch results in a gallon of poisonous beer; Process requires 1d4 long rests
6. **[Oriented]** Must be perfectly aligned and left pointing north using navigator's tools; Aligning any other direction will change the spell's effects in random ways; Process requires a short rest

AN ALCHEMIST WILL BUY IT...

1. **[Vorwip Hornfoot]** Bug-eyed gnome wearing an insect wing dress; Works out of a beetle-shaped clockwork wagon; Sells potions that polymorph you into various insects
2. **[Bethil Greencork]** Ambitious young woman wearing her grandfather's apron; Works out of her family's old alchemy shop; Sells very basic [and often faulty] potions
3. **[Kwerp]** Gangly lizardfolk wearing a tiny loincloth; Works atop their river ferry that funds their experiments; Every potion they sell causes severe hallucinations
4. **[Nalmek Fumebeard]** High-pitched dwarf covered in acid scars; Can wear their portable workshop like a backpack; Sells potions that turn flesh into stone
5. **[Mathew Shortbrew]** Insane human beggar who thinks they're a chemist; Works out of a cluttered street alley; 50/50 chance that whatever he brews is either a very rare potion or a very lethal poison
6. **[Karn Hillscalper]** Fat-cheeked orc whose tusks function as hidden flasks; Works out of a yurt-like structure pulled by 2 giant boars; Sells curse-breaking potions



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