

# Material Component

All characters are presumed to have on their person the requisite material components for any spell which does not have a listed value, with a couple exceptions.

- Material components with listed gp values must be explicitly purchased and their quantities carefully tracked on the character sheet.
- Special components such as those for [spiritual hammer](#) and [augury](#) should also be added to the character sheet.
- Other components need not be paid for or explicitly acquired; upkeep and “off screen” downtime covers these components. They are assumed to be on the caster's person during an adventure, and need not be tracked. An exception might be made for an exceptional circumstance. For example, if a character is trapped in a desert for months, the DM may rule that the character does not have a live goldfish on hand.

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