

Creating a new spell

Effect of spell must fit the normal domain or identity of the Class.
Forexample Sorcerer and Wizard do not have access to healing spells.

Duration, range, number of targets, area and damage effect must be balanced and in line with existing spell on same level. If slightly increasing one, one or more of the others should be decreased (DMG p. 283)

Cantrips cannot offer healing

Damage/Healing effect Guidelines (DMG p. 284)

| Spell level | Damage | | | | Healing | |
|----------------|------------------------------|--------------|-----------------------------------|--------------|--------------|------|
| | Assumes save for half damage | | If no damage on successful Save** | | Max. Healing | |
| | One target | More targets | One target | More targets | | |
| Cantrip | 1d10 | 1d6 | 1d12 | 1d10 | 1d10 | 1d6 |
| 1 | 2d10 | 2d6 | 2d12 | 2d10 | 2d10 | 2d6 |
| 2 | 3d10 | 4d6 | 6d6 | 3d10 | 3d10 | 4d6 |
| 3 | 5d10 | 6d6 | 8d8 | 7d6 | 5d10 | 6d6 |
| 4 | 6d10 | 7d6 | 6d12 | 5d10 | 6d10 | 7d6 |
| 5 | 8d10 | 8d6 | 10d10 | 6d10 | 8d10 | 8d6 |
| 6 | 10d10 | 11d6 | 10d12 | 10d8 | 10d10 | 11d6 |
| 7 | 11d10 | 12d6 | 11d12 | 9d10 | 11d10 | 12d6 |
| 8 | 12d10 | 13d6 | 15d10 | 10d10 | 12d10 | 13d6 |
| 9 | 15d10 | 14d6 | 15d12 | 13d8 | 15d10 | 14d6 |

(DMG p. 200)

(DMG p. 128-129)

| Classification | Costs | Time | |
|----------------|------------|---|------------|
| | Creation | Requires 8 hours of daily work per person | Team of |
| Rarity | costs | 1 person | 10 persons |
| Common | 50 GP | 2 days | 1,5 hours |
| Common | 100 GP | 4 days | 3 hours |
| Uncommon | 250 GP | 10 days | 1 day |
| Uncommon | 500 GP | 20 days | 2 days |
| Rare | 2.500 GP | 100 days | 10 days |
| Rare | 5.000 GP | 200 days | 20 days |
| Very Rare | 10.000 GP | 400 days | 40 days |
| Very Rare | 25.000 GP | 1.000 days | 100 days |
| Very Rare | 50.000 GP | 2.000 days | 200 days |
| Legendary | 500.000 GP | 20.000 days | 2.000 days |

* Can be altered to other dice with same or lower average eg. (1d10 or 2d4) / (2d10 or 2d6) / (3d10 or 5d6) / (8d10 or 10d8 or 13d6)

** if no damage on successful save damage max is increased +25%. This is reflected in the above dice

How to create a spell

- 0) You can only craft a spell of maximum the spell level your character can cast
- 1) Formulate the spell. Check if the identity of the spell is within the Class normal domain, scope or normal abilities
- 2) Check in PHB if spell effect, duration, area and range is in line with existing spell for the spell level
- 3) The character must create the spell spending time and pay cost according to normal crafting magic item rules
- 4) Must make a success check at end of completion. Success is determined by Intelligence (Arcana), Charisma or Wisdom check - depending on class. DC = 10 + spell level. If succeeding spell is created. Failure means the crafting failed and work is destroyed.

If you are a Wizard the final result is a spell scroll - which can be written into your spellbook later. Copying it into your spellbook requires an Intelligence check (Arcana) with DC = 10 + Spell level.

Crafting spell above level 3 is a very expensive and time-consuming task. Creation costs and time comes from DMG p. 128-129. For reducing time needed, likely hiring of a "team of spell casters" is needed. Each member of the working team must qualify for the requirements (class, level etc.) in order to be able to contribute.

People able to cast spells are not considered normal skilled hirelings. Spell casters able to cast 1 and 2 level spells can normally be recruited in larger cities. But spell casters able to cast 3 level or higher spells are normally only found in large cities and Metropolises. Often higher level spell casters are not satisfied only by being paid money due to they are less willing to sacrifice their time and might require favors/services in addition to being paid.