

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	
	Max. Damage*	Max. Damage	Max. Damage	Max. Damage		
One target	More targets	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	
		Requires 8 hours of daily work per person	Team of
Rarity	Creation 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.