

Spellcrafting

Spell Creation is a complex, costly, and time consuming endeavor that can lead to great discovery or end in demoralizing failure. The process consists of three primary phases: research, costs and time required. It is a task not to be taken on lightly, but a wizard's name can last forever when a spell bears the name of its creator.

Who can craft spells?

Wizards are the primary class that can create spells using this method. Clerics receive their spells from their god, druids from nature, sorcerers from a latent power they have always possessed, and warlocks from their patrons. None of these classes, nor those who cast spells as a secondary function, have had to spend the years required to harness the powers of the arcane and would not possess the necessary skills needed to research and create spells. Even if they were to spend the time learning how to do so, the chances of them successfully crafting a spell are slim.

Note of warning

Maintaining balance is crucial in the development of a spell. A DM should not allow a spell that will be abused or create an unfair advantage. The player and DM should work together in the creation of spells, reviewing all aspects of the spell from spell level, range, damage, and everything else in between. Other items that should be taken into consideration when crafting a spell include staying within general parameters of the wizard class and a clear intention of what the spell will do and how it will accomplish it. Spells that closely mimic or copy the effects of existing spells should be avoided.

The Spellcrafting Process

The following steps need to be followed in order, to craft a spell. You won't know the total costs before you determine what materials are needed nor would you know how long the crafting of the spell will take before you do your research.

A wizard may not create a spell if they do not have access to that spell level. In general, new spells need to have the following properties.

- Spells are required to have an area of effect, casting time, and range.
- Spells must have at least one component.
- Spells must have a pre-determined effect order.
- Spells cannot be created if wizards they do not normally have access to that spell type. For example, a wizard does not normally have access to healing spells and therefore should not be allowed to create spells with that effect.
- Cantrips cannot use the Healing, Base Damage, Vampiric Damage or Armor Class effect. They are not allowed to have a Ritual Casting time. All Cantrips that require a Bonus Action or Reaction to cast cannot cause an effect on an unwilling creature or effect Temporary Hit Points.

Research

A wizard must do some preliminary research to find out if crafting the spell is even possible. A wizard wishing to craft a spell must have access to a library or a wizard school so that they consult with books and fellow wizards. Such institutions can be found in large cities, but masters of the arcane can be found throughout the world and on any number of the planes.

A wizard must spend one day doing research for each spell level. Upon finishing their research, the wizard makes a check to determine the results of their research. Roll 1d20 + Intelligence modifier to determine your research results

Research may yield positive benefits or reveal additional requirements need for the crafting of the spell.

Research Results

Check Total	Result
1-5	Research yields no results. Spell cannot be crafted.
6-10	One additional week of research needed, after which another check is made.
11-20	Research successful.
21-22	Discovery of knowledge that reduces time needed to create the spell by 1/2.
23-24	Discovery of knowledge that reduces the overall cost to craft the spell by 1/2.
25+	Both time needed to craft the spell and cost required are reduced by 1/2.

Time

Crafting a spell takes time. **A wizard will need to spend 1 week per spell level to craft their new spell, working 8 hours a day.** A cantrip takes 3 days to create. Interruptions may occur during the crafting process and while wizards will take detailed notes, long periods of time not crafting the spell will lead to additional time being needed to complete the process. For every 3 days that a wizard does not work on the spell, an additional day is required. If the wizard is unable to work on crafting a spell for an entire week, they will have to start over.

At the end of each week the wizard must make an Intelligence check (Arcana) to see if they have made progress during that time. The DC is 10 + spell level. If the wizard fails a check, the spell proves to be more difficult to craft than originally expected. On the first failed save the DC increases to 12 + spell level, and on the second failed save the DC increases to 14 + spell level. If the wizard fails 3 consecutive checks in a row then the spell is beyond the wizard's skill and is unable to be created. The wizard may not attempt to craft the same spell more than once, but can make adjustments to the spell and try again.

Costs

There are a variety of costs associated with crafting a spell. A safe working space will be needed, whether a private room within a library or university, inside a wizard's tower or a private laboratory. If material components are needed, they will need to be acquired, usually in bulk, since there is trial and error throughout the process. The DM may increase the cost of the spell if it is decided that an item(s) of high value is needed to cast the spell.

Costs are based on the following formula: **(500 gold x Spell level) x # of weeks to create spell**. For example a 5th level spell would cost $(100 \times 5) \times 5 = 2500$ gold. Cantrips cost 1/2 the cost of a first level spell.

Costs

Spell Level	Cost
Cantrip	125 gp
1st	100 gp
2nd	2000 gp
3rd	4500 gp
4th	8000 gp
5th	12,500 gp
6th	18,000 gp
7th	24,500 gp
8th	32,000 gp
9th	40,500 gp

Success

When the wizard has succeeded on their final Intelligence check at the end of the last week required to craft the spell, they have successfully created their spell. The wizard will have already transcribed the final version into their spellbook, but if they wish to learn the spell, they must spend the required time to memorize it like any other spell.

Variant Rules

Recouping your Expenses

It is possible that the new spell you have crafted is of great interest to your fellow wizards. If this is the case, they will pay handsomely to be able to copy the spell into their spellbooks or scribe a spell scroll. The following table determines how much gold others will pay to obtain your spell.

Spell Trait	Gold
Spell Level	10 gp per level
Damage die 1d6	10 gp per damage die
Damage die 1d10	15 gp per damage die
Spell Cast as a Bonus Action	25 gp
Spell Cast as a Reaction	50 gp
Area of Effect minimum 30 ft.	100 gp, 100 gp every 10 ft. thereafter

Failure and Consequences

If a wizard fails three Intelligence checks in a row, not only will the spell be unable to be created, but there are negative consequences as a result. Immediately after failing the third Intelligence check, roll on the chart below to determine the consequences of their failure.

d100

Consequence

01-10	If spell was to cause damage, take 1d6 of damage, per spell level, of intended damage type. If no damage attached to spell, no consequence incurred.
11-20	The long days of work have caught up to you. You suffer 2 levels of exhaustion.
21-30	The final attempt to craft the spell resulted in a flash of bright, intense light. You are blinded for 24 hours.
31-40	The spell damages your spellbook. Lose one spell of the same level as spell you attempted to create, your choice.
41-50	The strain of failure ages you 2d12 years.
51-60	Failure causes an explosion of arcane power. You and all creatures within 40 feet of you take 10d6 force damage.
61-70	Any charges remaining in magical items on your person are drained. Items do not recharge for 1d4 days.
71-80	The mental strain of casting the spell tears through your brain. You take 6d6 psychic damage.
81-90	The failure to craft your spell drives you mad. Roll on the Long-Term Madness Table in the <i>DMG</i> , pg. 260
91-00	Your spell was partially successful. The range of the spell is reduced by 1/2. If the range was touch, the spell failed with no other consequences.