CREATING A SPELL

When creating a new spell, use existing spells as guidelines. Here are some things to consider:

- If a spell is so good that a caster would want to use it all the time, it might be too powerful for its level.
- A long duration or large area can make up for a lesser effect, depending on the spell,
- Avoid spells that have very limited use, such as one that works only against good dragons. Though such a spell could exist in the world, few characters will bother to learn or prepare it unless they know in advance that doing so will be worthwhile.
- Make sure the spell fits with the identity of the class. Wizards and sorcerers don't typically have access to healing spells, for example, and adding a healing spell to the wizard class list would step on the cleric s turf.

SPELL DAMAGE

For any spell that deals damage, use the Spell Damage table to determine approximately how much damage is appropriate given the spell's level. The table assumes the spell deals half damage on a successful saving throw or a missed attack. If your spell doesn't deal damage on a successful save, you can increase the damage by 25 percent.

You can use different damage dice than the ones in the table, provided that the average result is about the same. Doing so can add a little variety to the spell. For example, you could change a cantrip's damage from Id 10 (average 5.5) to 2d4 (average 5). reducing the maximum damage and making an average result more likely.

SPELL DAMAGE

Spell level	One target	Multiple targets
Cantrip	1d10	1d6
1st	2d10	2d6
2nd	3d10	4d6
3rd	5d10	6d6
4th	6d10	7d6
5th	8d10	8d6
6th	10d10	11d6
7th	11d10	12d6
8th	12d10	13d6
9th	15d10	14d6

HEALING SPELLS

You can also use the Spell Damage table to determine how many hit points a healing spell restores. A cantrip shouldn't offer healing.