Spell Creator

Create new spells to propose to your DM using a point-buy system

Creating a Spell Point budget

Spell points are the way the a spell's power is classified. There will be a limit of spell points you can allot to the spell you create; make sure to keep in mind that the maximum spell points you can use shouldn't always be reached.

- Points are allocated to a spell based on its level, and are used to build the spell effects.
  - The points available for building a spell are **1 + twice the spell's level.** Cantrips are considered level 0.
  - **One addition point is added for each component used in the casting** (verbal, somatic, material). Material components with a cost add additional points (more below). (You need at least one componet for a spell)
  - **You may get points back** by taking lower values on common properties (shown by a negative number in the cost section of a table), or by adding flaws to a spell.

Spending Your Spell Points

There are many different ways to spend your spell points. When looking at the below tables, **pick the choices you want** and **tally up the points those choices bring**. Remember that you don't need to use all of your point budget.

- Material component costs
- Casting time and Duration
- General Targets and Slective Targeting
- Range and Area of Effect
- Damage and Healing
- Features and Flaws

Creation No-No's

- A spell should not have more than three or four negative modifiersf.
- A spell with an area of effect cannot have an area size more than one level below the spell level.
- A spell cannot have a damage value greatly higher than its spell level. (Some spells like Fireball violate this rule.)
- Creature-targeting exclusions should rarely be applied. Rely on resistances and immunities first before considering a targeting exclusion.

Material Componet Costs

Material Cost	Point Modifier	Point Modifier if Consumed	Example
Trivial	0	0	Many
1 - 99 gp	-0.5	-1	Find Familiar
100 - 999 gp	-1	-2	Revivify
1,000 - 9,999 gp	-1.5	-3	Clone
+10,000	-2	-4	True Resurrection

Higher costs and consumed items should be used ***scarcely***.

Casting Time

Duration	Cost
1 Bonus Action	2
1 Reaction	3
1 Action	0
1 Minute	-1
10 Minutes	-2
1 Hour	-3
8 to 12 Hours	-4
24 Hours	-5
+ Ritual	1.5

Any spell cast as a bonus action should get careful review from the DM, and spells that are cast as a reaction should be used ***scarcely***. Also, Cantrips should not be a bonus action or reaction, and Rituals should not be used for level 7, 8, or 9 spells.

Duration

Duration	Cost
Instantaneous	0
1 Round	0.5
1 Minute	1.5
10 Minutes	2.5
1 Hour	3.5
8 Hours	4
24 Hours	5
Until Dispelled	6
+ Concentration	-2

Durations with higher values should be used with care, and should rarely have concentration.

General Targets

Different Creature Types

Major Creature Types	Minor Creature Types
Beasts	Abberations
Constructs	Celestials
Fiends	Dragons
Humaniods	Elementals
Monstrosities	Fey
Undead	Giants

(BASED SOLELY ON # OF STAT BLOCKS)

Available Targets	Cost
Self	0
Location	0
Any Creature	0
Objects	1
Exclude One Minor Creature Type	-0.5
Exclude One Major Creature Type	-1
Exclude All But One Minor Creature Type	-4
Exclude All But One Major Creature Type	-3

Selective Targeting

For spells that allow individually selective targeting of more than one creature

Maximum Amount of Targets

Level	Minor Buff	Moderate Buff	Major Buff	Cost
C	2	1	0	1.5
1	3	3	2	2.5
2	6	5	4	3
3	10	8	6	3
4	12	11	8	3.5
5	16	13	10	3.5
6	19	16	12	4
7	22	19	14	4
8	26	21	16	4.5
9	29	24	18	5
EXAMPLE	Water Breathing	Bless	Healing	-

Spell Range

Range	Cost
Self	-2
Touch/5'	-1
15'	-0.5
30'	0
60'	1
90'	1.5
120'	2
150'	2.5
300'	3
1/8 mile	4
1/4 mile	5
1/2 mile	6
1 mile	7

Distances in miles don't have a solid foundation for their costs

Spell Area of Effect

Effective Volume Units For Each Shape

Side/Length/ Radius	Cube	Cone	Cylinder	Sphere
5'	1	1	4	2
10'	4	4	12	16
15'	9	6	32	54
20'	32	10	52	128
25'	50	15	86	250
30'	108	21	112	432
35'	168	26	164	686
40'	256	36	208	1,024
50'	500	55	316	2,000
60'	864	78	465	3,456
100'	4,000	210	1,256	16,000
FORMULA	(S×S×S)÷250	(L×L)÷50	(π×R×R)÷25	-

Constant 10' height assumed for Cones & Cylinders

Level	Effective Volume Units
C	4
1	10
2	25-30
3	80
4	200
5	500
6	1250
7	3000
8	7500
9	20000

The point cost for the area used in an AOE spell is 0 if the spell has an AOE appropriate to its level, or +1 or -0.5 for each level above or below the spell's level the AOE corresponds to.

How to use the Spell Area of Effect tables

There may be some confusion here, so I'll try to clear it up.

- **First, decide the AOE shape and the side/length/radius**
- **Then, find that combination's Effective Volume Units (EVU) number in the first table**
- **After That, find what level the EVU number corresponds to in the second table** (You may go inbetween levels (e.g. level 5.5) if the EVU is close to the middle)
- **Finally, determine the cost of your choices by caculating the difference between the spell level and the EVU level (Negative differences are halved & rounded up)** (e.g. 3rd level spell; 1.5 level for EVU; cost of -0.5)

Spell Damage

Level	DMG Dice (single)	Average	Ideal Average	DMG Dice (area)	Average	Ideal Average	Cost
C	1d10	5.5	4.5	1d6	3.5	3	1
1	2d10	11	12.5	2d6	7	8.5	2
2	3d10	16.5	20.5	4d6	14	14	4
3	5d10	27.5	28.5	6d6	21	19.5	6
4	6d10	33	36.5	7d6	24.5	25	8
5	8d10	44	44.5	8d6	28	30.5	10
6	10d10	55	52.5	11d6	38.5	36	12
7	11d10	60.5	60.5	12d6	42	41.5	14
8	12d10	66	68.5	13d6	45.5	47	16
9	15d10	82.5	84.5	14d6	49	58	18

Ideal averages are caculated as such: 4.5 + 8×Level for single, and 3 + 5.5×Level for area

Average Roll of Dice

# Of Dice	d4	d6	d8	d10	d12
1	2.5	3.5	4.5	5.5	6.5
2	5	7	9	11	13
3	7.5	10.5	13.5	16.5	19.5
4	10	14	18	22	26
5	12.5	17.5	22.5	27.5	32.5
6	15	21	27	33	39
7	17.5	24.5	31.5	38.5	45.5
8	20	28	36	44	52
9	22.5	31.5	40.5	49.5	58.5
10	25	35	45	55	65
11	27.5	38.5	49.5	60.5	71.5
12	30	42	54	66	78
13	32.5	45.5	58.5	71.5	84.5
14	35	49	63	77	91
15	37.5	52.5	67.5	82.5	97.5
16	40	56	72	88	104

Healing

Healing is pretty simple. It uses the same costs and rules as Damage, but all of the average healing values are halved. Also, a cantrip should **never** heal.

Features

Special custom features of a spell have a cost based on the power of the effect.

- Trivial — A very minor, nearly incidental effect. +0.5
- Minor — Some small bonus that aids in a minor way, or a moderate bonus with limitations. +1
- Moderate — Some effect that has some reasonably significant effect. +2
- Strong — A bonus feature that has a strong effect that can severely limit an opponent. +4
- Overpowering — Additional penalties on top of severe limitations. +8 points to +12
- Special — Effects that are outside of the above ratings.

Saves against conditions are assumed.

Example Feature	Cost
Sets objects on fire	0.5
Extinguishes fires	0.5
Lightly obscures area	1
Knock Prone	1
Simple illusion	1
Extinguishes magical/protected flames	1
Dispels gases and vapors	1
Uncommon damage type (Force)	1
Gain advantage on XYZ check	2
Heavilies obscures area	2
Cause disadvantage on next attack	2
Gain advatage on next attack	2
+1d4 to attacks and saves	2
Diffcult terrain	2
Charmed/Frightened	2
Lose concentration	2
Uncommon saving throw	2
Advanced illusion	4
Blind/Deafen	4
Suggested	4
Restrained	4
Incapacitated	4
Can become permanent	4
Stunned	8
Paralyzed	12
Raise from dead	16
Repeat effect as action	Effect Cost/2
Repeat effect as bonus action	Effect Cost/2 +1
Move creature	Distance/10
Move object	Distance/20
Light	Bright Range/20
Versatility	Additional Effect/2

Versatility does not apply to the most costly effect, but it does to every one after that.

Flaws

A spell should not have more than three or four negavtive modifiers

Example Flaw	Cost
Target knows it was charmed	-1
Ends if you wear armor	-1
Ends if target is harmed	-1
Ends if spell is re-cast	-1
Dispersed by strong wind	-1
Uses poison damage	-1
Dispersed by fire	-2
Ends if action is spent differently	-2
Repeated saves	-2
Dispersed by medium wind	-2
Full-or-No damage	-Spell Level

Final Disclaimer:

- This tool is not perfect, and never will be
- There are still ways to make a broken spell with this tool
- All spells are made to go through the DM first, so it is an useless endevor to try to purposefully make a broken spell
- You should read through the Features and Flaws before making a spell, because you might miss something
- This tool can only see a spell as the sum of its parts, not the worth of its whole. Knowing this, it is **even more highly suggested that a spell doesn't go right at it's spell point limit.**

Example Spells

Bless	Level 1, VSM (6 Points)	Points
General Target	Any Creature	0
Selective Targets	3 (moderate buff)	2.5
Range	30'	0
Duration	Concentration, 1 minute	-0.5
Feature	+1d4 to attacks and saves	2
Cost		**4/6**

Fireball	Level 3, VSM (10 Points)	Points
Range	150'	2.5
Area	20' Sphere (Level 3.5)	0.5
Damage	8d6 (Level 5)	10
Feature	Sets objects on fire	0.5
Cost	**Over Baseline**	**13.5/10**

Grasping Vine	Level 4, VS (11 Points)	Points
Range	30'	0
Casting Time	Bonus action	2
Duration	Concentration, 1 minute	-0.5
Feature	Dex save or pulled 20'	4
Feature	Repeat as bonus action	3
Cost		**8.5/11**

Insect Plague	Level 5, VSM (14 Points)	Points
Range	300'	3
Area	20' Sphere (Level 3.5)	-0.5
Duration	Concentration, 10 minutes	0.5
Damage	4d10 (Level 3.5)	7
Feature	Difficult Terrain	2
Feature	Lightly Obscured	1
Cost		**13/14**

Minor Illusion	Cantrip, SM (3 Points)	Points
Range	30'	0
Area	5' Cube (Level 0)	0
Duration	1 minute	1.5
Feature	Simple Illusion	1
Cost		**2.5/3**

Suggestion	Level 2, VM (7 Points)	Points
Range	30'	0
Duration	Concentration, 8 hours	2
Feature	Wis save or suggested	4
Cost		**6/7**

Custom Spells

Tymorn's Second Smoke	Level 2, S (6 Points)	Points
Range	Self	-1.5
Area	10' Sphere (level 1.5)	0
Casting Time	1 Reaction	3
Duration	1 Round	0.5
Feature	Heavilies obscures area	2
Feature	User is not blinded	1
Cost		**5/6**

Tymorn's Second Smoke

2nd-level abjuration

Casting Time: 1 reaction, which you take when you are targeted by an attack
Range: self (10' sphere)
Components: S
Duration: 1 round

A heavy smoke covers you and a 10' sphere centered on you, which heavily obscures the area. However, you are able to see through the smoke, negating the blinding effect. The smoke dissipates at the end of your next turn.

THANK YOU FOR USING THIS TOOL! I'D LIKE TO SEE WHAT SPELLS YOU'VE MADE, SO PLEASE FILL OUT THIS FORM HERE