Spelldle (or Castdle) is a browser game based on games like Wordle and Isaacle.

Essentially, this is a guessing game for every official spell in D&D 5th edition, in *all the books,* plus the spells that have been recognized and created by famous voice actor, host of the D&D show Critical Role, and insanely handsome man, Matt Mercer. About 500 or so spells I think. Might expand this to include spells from other editions, though I know the mechanics of how they work have changed a lot.

You'd get 6 guesses, and the game would tell you whether you're wrong (red), close to right (yellow), or right on the money (green) based on each category. In a perfect world, I'd like to have a drop down list that can list spells as you type in the bar, but I am unsure how that would work. Also, maybe we could incorporate a hint system, like if you forfeit one of your guesses you can get one of the categories revealed to you! That would be cool! Anyways, here are the categories that would be listed as you guess spells so far:

- **School:** This is the type of magic the spells are. The options are [Abjuration, Conjuration, Divination, Dunamancy, Enchantment, Evocation, Illusion, Necromancy, and Transmutation.]
- **Level:** This is the power of the spell, what level you have to be to cast it. The options range from [1st to 9th level, OR the spell is a Cantrip.]
    - I'm thinking we add a modifier to this, which is whether the spell is a Ritual spell. So if someone guesses a 1st level spell, but the actual answer is a 1st level *Ritual* spell, this category would show as **yellow**. The Ritual modifier cannot exist without another Level listed.
- **Casting Time:** How long a spell takes to cast. The options are [1 Action, 1 Reaction, Bonus Action, 1 minute, 10 minutes, 1 hour, 1+ hours.] (There are VERY FEW spells that have a casting time longer than 1 hour, and only ONE that has multiple options for casting time, *Plant Growth*, which can be cast with 1 Action OR in 8 hours)
- **Range:** This varies wildly between spells, but it's probably simpler to keep it short for Range. The options are [Touch, Self, 5 feet, 10 feet, 30 feet, 60 feet, 120 feet, 120+ feet.] Very few spells are above 120 ft. Range.
- **Target:** This one is especially tricky with variation, so I'm simplifying it. The options are [Creature, Object, Area, Point, Unoccupied Space, or N/A.] (I think this one specifically is going to have modifications after looking at all the spells)
- **Components:** Strikingly simple in comparison to some of these, just three options: [Verbal, Somatic, and Material (should be listed as V, S, M).] Most spells have more than one of these though, and most of the time it's *all three*.
- **Duration:** Some variation in this, specifically with Concentration spells, cause the limit to its duration can vary. [Instantaneous, 1 round, 1 minute, 10 minutes, 1 hour, 8 hours, 8+ hours, and Until Dispelled.]
    - With Duration, I would like *Concentration* to be like a modifier for this category, similar to Ritual spells for the Level category. For example, if someone guessed *Feather Fall*, a spell that has a Duration of 1 minute, but the **actual** answer is *Bless*, a *Concentration* spell that lasts up to 1 minute, the Duration category would be **yellow**. Concentration **cannot** exist in the Duration category without another type of duration listed.
- **Classes:** This lists what class can cast the spell as a part of the class' spell lists.The options are [Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, and Wizard.] Most spells will have more than one.
- **Effects:** This is probably the most complicated one. Since spells vary WILDLY in terms of what they do, this needs to be simplified in general terms, but not too simple to make it hard to guess what the spell is based on what the game gives. This list is subject to change, and every spell will most likely have more than one option. [Damage, Healing, HP, AC, AoE, Condition, Buff, Debuff, Ability Score, Check, Saving Throw, Advantage, Disadvantage, Resistance, Terrain, Living, Non-Living, Utility, Location, Movement, Find, Hide, Send, Control, Create, Summon, Ask, Creature Type, Options, Change, Choose, Multiple,

Upcast, Leveling, Melee, Weapon, Acid, Bludgeoning, Cold, Fire, Force, Lightning, Necrotic, Piercing, Poison, Psychic, Radiant, Slashing, Thunder]

As an example, let's take the spell *Polymorph.* Classic spell! If Polymorph is the answer, these are the relevant category options:
- **School:** Transmutation
- **Level:** 4th
- **Casting Time:** 1 Action
- **Range:** 60 feet
- **Target:** Creature
- **Components:** V, S, M
- **Duration:** Concentration, 1 hour
- **Classes:** Bard, Druid, Sorcerer, Wizard
- **Effects:** Living, Saving Throw, Choose, Change

If Polymorph is the answer, and I were to guess the spell *Banishment*, these are the relevant category options and what the game would show me based on the true answer:
- **School:** Abjuration **(RED)**
- **Level:** 4th **(GREEN)**
- **Casting Time:** 1 Action **(GREEN)**
- **Range:** 60 feet **(GREEN)**
- **Target:** Creature **(GREEN)**
- **Components:** V, S, M **(GREEN)**
- **Duration:** Concentration, 1 minute **(YELLOW)**
- **Classes:** Paladin, Cleric, Sorcerer, Warlock, Wizard **(YELLOW)**
- **Effects:** Living, Saving Throw, Send, Upcast **(YELLOW)**

What about the spell *Gentle Repose*?
- **School:** Necromancy **(RED)**
- **Level:** 2nd, Ritual **(RED)**
- **Casting Time:** 1 Action **(GREEN)**
- **Range:** Touch **(RED)**
- **Target**: Object **(RED)**
- **Components:** V, S, M **(GREEN)**
- **Duration:** 8+ hours **(RED)**
- **Classes:** Cleric, Wizard **(YELLOW)**
- **Effects:** Non-Living, Utility **(RED)**

It'd look something like this (without abbreviations and some more *flair*):

Spell	School	Level	Casting	Range	Target	Compos.	Duration	Class	Effects
Gentle Repose	Necromancy	2nd, Ritual	1 Action	Touch	Object	V, S, M	8+ hours	Cleric, Wizard	Non-Living, Utility
Banishment	Abjuration	4th	1 Action	60 feet	Creature	V, S, M	Concentration, 1 minute	Paladin, Cleric, Sorcerer, Warlock, Wizard	Living, Saving Throw, Send, Upcast

Polymorph	Transmutation	4th	1 Action	60 feet	Creature	V, S, M	Concentration, 1 hour	Bard, Druid, Sorcerer, Wizard	Living, Saving Throw, Choose, Options, Change

SPELL LIST

Just listing Effects for the spells. Everything else is pretty self explanatory upon looking it up.

Acid Splash (Cantrip) — Damage, Acid, Saving Throw, Multiple, Upcast
Blade Ward (Cantrip) — Buff, Melee, Resistance, Bludgeoning, Piercing, Slashing
Booming Blade (Cantrip) — Damage, Debuff, Thunder, Weapon, Upcast
Chill Touch (Cantrip) — Damage, Necrotic, HP, Debuff, Disadvantage, Upcast
Control Flames (Cantrip) — Choose, Control, Fire, Options, Utility
Create Bonfire (Cantrip) — Create, Fire, Damage, Saving Throw, Upcast
Dancing Lights (Cantrip) — Create, Control, Movement, Utility
Druidcraft (Cantrip) — Create, Options, Utility
Eldritch Blast (Cantrip) — Damage, Force
Encode Thoughts (Cantrip) — Choose, Utility
Fire Bolt (Cantrip) — Damage, Fire, Upcast
Friends (Cantrip) — Advantage, Utility
Frostbite (Cantrip) — Damage, Saving Throw, Cold, Disadvantage, Upcast
Green-Flame Blade (Cantrip) — Melee, Fire, Multiple, Upcast
Guidance (Cantrip) — Buff, Check
Gust (Cantrip) — Options, Saving Throw, Utility