

# Handbook of Spellcrafting



Many Isles





# SPELLCRAFTING

Feel like downtime for the spellcasters of your party isn't full enough? Well, spellcrafting is for you!

This handbook introduces a new way of homebrewing spells - within the game itself! Watch as characters attempt developing something new and burn down the whole village, including themselves. These are rules for character's creation of spells. What could go wrong?

**A note on the system.** This handbook is balanced for D&D 5e, and specially adapted for 5eS, a slightly modified system. However, next to renaming ceremonies into rituals and incorporating mythical spells, there's no big difference: this can perfectly be used for either system.

## CRAFTING A NEW SPELL

The most studious of arcanists are not content to cast spells created by others, but fabricate their own unique creations that pluck novel effects from the Weave. By conducting careful research and through studious development, a spellcaster can create a new spell.

## RESEARCH

**Resources.** Typically, a character needs access to a library of scrolls and spellbooks, or an appropriate arcanist to conduct research into the creation of new spells. Assuming such access is available, conducting research requires one workweek of effort and at least 50 gp spent on materials, bribes, gifts, and other expenses.

**Resolution.** The character declares the focus of the spellcrafting—a specific spell of a declared school and college, and the spell's level. After one workweek, the character makes an Intelligence check with a +1 bonus per 50 gp spent beyond the initial 50 gp, to a maximum of +6. In addition, a character who has access to a particularly well-stocked library of spellscrolls or spellbooks or knowledgeable arcanist gains advantage on this check. Determine how many pieces of appropriate spellcraft a character learns using the Spellcraft Outcomes table.

## SPELLCRAFT OUTCOME

Result	Effect
1-5	No effect
6-10	Learn 1 piece of spellcraft
11-20	Learn 2 pieces of spellcraft
21+	Learn 3 pieces of spellcraft

Each piece of spellcraft is the equivalent of one useful piece of arcane knowledge about spellcraft, casting, and effects of the researched spell. Examples include knowledge of relevant components, previous research on attempts to create similar spells, common pitfalls experienced by experienced casters within the school, or other relevant tips and tricks.

## COMPLICATIONS

The greatest risk in spellcrafting is uncovering false information planted by other jealous wizards. Not all spellcraft is accurate or truthful, and a rival with an arcanist's bent might try to lead the character astray, especially if the object of the spellcraft under research is known to the rival. The rival might plant false information, bribe other arcanists to give bad advice, or steal key tomes needed to find relevant spellcraft research material to complete the new spell.

In addition, a character might run into other complications during the research of relevant pieces of information. Every workweek spent conducting spellcraft research brings a 20 percent chance of a complication, examples of which are on the Spellcraft Complications table.

## SPELLCRAFT COMPLICATIONS

### d6 Complication

- 1 You accidentally damage a rare spellbook. Fees for replacement are 1'000 gp.
- 2 You offend an arcanist, who demands an extravagant gift.
- 3 If you had known that spellbook was cursed, you never would have opened it.
- 4 An arcanist becomes obsessed with convincing you of a number of strange theories about reality and the nature of spells that affect the Weave.
- 5 Your actions cause you to be banned from a library until you make reparations.
- 6 You uncovered useful spellcraft, but only by promising to complete a dangerous task in return.

## BUILDING THE SPELL

To actually create the spell, the character needs a number of spellcraft pieces. The required amount is given in the table below.

Furthermore, to perfect the spell, money needs to be paid in the refined research of that specific spell.

## SPELLCRAFT REQUIREMENTS

Spell Level	Pieces Required	Research Cost
Cantrip	2	15 gp
1	2	25 gp
2	3	250 gp
3	4	500 gp
4	5	2500 gp
5	6	5000 gp
6	8	15000 gp
7	9	25000 gp
8	11	50000 gp
9	13	250000 gp

Please keep in mind that spellcraft pieces can only be used in the specific college that they were researched for. An Evocation (Telekinesis) research piece cannot be used for a pure Evocation spell.

## CRAFTING SPECIAL SPELLS

To create a mythical spell (levels 10-12), more advanced magical ability is required. See "Crafting a Mythical Spell" below.

A ritual spell cannot be developed as of yet by these rules. Suggestions can be brought to the DM, and he can incorporate them in typical homebrew manner.

Furthermore, the spell has a number of restrictions on its effects.



## DAMAGE AND HEALING

A spellcrafted spell cannot heal or deal more damage than noted on the table below. If a spell deals more damage or heals more, it is prone to mishaps (see further down). If it has other beneficial effects next to the damage or healing, the damage or healing should of course be reduced to avoid mishaps.

### SPELL MAXIMUM HEALING AND DAMAGE

Spell Level	One target	Multiple targets
Cantrip	1d10	1d6
1	2d10	2d6
2	3d10	4d6
3	5d10	6d6
4	6d10	7d6
5	8d10	8d6
6	10d10	11d6
7	11d10	12d6
8	12d10	13d6
9	15d10	14d6

### CANTRIPS

In general, a crafted cantrip behaves similarly to any other spell. However, there is one exception: a cantrip cannot grant any kind of healing whatsoever. Attempting to do so can cause the greatest of mishaps (evil DM noises intensify).

### UTILITY (Non-DAMAGE) SPELLS

Of course, a spellcaster may attempt creating a spell that doesn't deal damage, but one that maybe allows them to levitate, push back enemies, or summon towers.

In that case, it is up to the DM to judge the spell's power and approximate how prone to mishaps it is. Due to the versatility of utility spells, no table can be made to predict the expected power; instead, the new spell must be compared against existing spells. Handily, a 5eS [index of spells](#) exists against which the DM should judge the power of the utility spell.

The uncertainty behind the development could further be pointed out by requiring the creator to make an Arcana check during each experimental casting, provoking a mishap on a fail and not counting that spell towards the requirement to getting it working.

### COMPONENTS

A character may choose to craft a spell with a limited amount of components. In that case, they must perform an Intelligence (Arcana) check and pay for additional research. Refer to the table.

Furthermore, they may have to pay an increased amount of research cost. This increase is given in the Research Price column.

### COMPONENT RESEARCH

Components	DC	Research Price
V, S, M	0	+0%
S, M	18	+20%
V, M	20	+20%
V, S	22	+22%
M	25	+22%
V	25	+30%
S	28	+40%

On a failed Intelligence (Arcana) check, the weaving of less components fails. The research price is still expended. If the spell is attempted without re-researching the required components, it is prone to mishaps (see further below).

### MATERIAL COMPONENTS

Now, what material components should the spell have? That is the DM's decision. If the spell has a powerful one-time effect, then a consumed item with a cost should be necessary. If the effect is a more everyday thing, a thematically appropriate component should be chosen.

The DM may also rule that a powerful one-time effect spell, such as resurrecting, must have a material component, and that it is prone to mishaps otherwise.

### CEREMONIAL SPELLS

Some spells can be cast without using a spell slot, but by adding 10 minutes to the casting time through a ceremony. This option can be added to a spellcrafted spell. However, the spell must fulfill following prerequisites:

- The duration may not be instantaneous.
- The casting time may not be a reaction.
- The casting time may be no longer than 15 minutes.

Making a spell into a ceremony will increase the Research Cost (see Spellcraft Requirements) by 20%.

### MYTHICAL SPELLS

A mythical spell is one of advanced level (10-12), that can only be cast by god-empowered characters or those beyond 20th level. Such spells are extremely powerful, and cannot be fashioned by a mere mortal without aid.

As normal, a certain amount of spellcraft pieces are required. The research cost remains at 250'000 gp, but very different and even more expensive prices must be paid.

### MYTHICAL SPELLCRAFT REQUIREMENTS

Spell Level	Pieces Required
10	16
11	22
12	30



## MYTHICAL PRICE

In addition to the extensive research and resources that must be invested in the creation of a mythical spell, something extra must be achieved. A cleric of Auril wishing to create a 12th-level spell to freeze an ocean will likely have to travel to the Frostfell and bathe in the icy waters, searching for a gem of pure ice that will be consumed in the ultimate perfection of the spell. A wizard wishing to develop a way of scrying the location of the most unholy of artifacts must travel to the Shadowfell, scouring across foul castles in the search of the lich's phylactery she will consume in the perfection of her spell.

As the final cost for creating a mythical spell, a creature must consume an item or creature of great value, such as the unique gem of pure ice or the phylactery of a great lich. Only such a sacrifice grants the caster the insight to weave the magic around them and complete the movements.

## FRAMEWORK FOR MYTHICAL SPELLS

Beyond 9th level, even the most simple of spells involves multiple effects and grand showdowns. For this reason, no simple tabulation of damage can be provided; instead, the spell must be balanced against already existing mythical spells and judged by the DM. You can find such examples in the [Spell Index](#).

## TRYING IT OUT

Once fully researched and built, the spell is ready to go!

Almost. It must be tried out a number of times first, of course using spell slots each time it is cast.

## EXPERIMENTING

A spell must be cast a number of times equal to its level before it can be declared as a functioning spell. During these attempts, there is a fair chance that a mishap occurs (see below). Additionally, while experimenting, the effects of the spell aren't perfectly regular: the casting time, range, duration, and damage/healing all have a margin.

The DM might declare that more tries than those necessary for a spell must be performed, to get that spell right.

### OUCH!

Sometimes during the experimentation with a new spell, its irregularity might push some effects over into the op range. In that case, consider making a mishap/backfire (see below) occur, even though there's nothing wrong with the spell! This will just reinforce the experimentation aspect, and show where not to go.

Once a spell functions correctly (aka, it has been cast at least as much as the minimal threshold), it can be established as a new spell. It should be given a name, noted down somewhere, and officialized as a true spell!

## MISHAPS

Mishaps can occur for a number of reasons during the experimentation of a spell, most often because the energies harnessed are too powerful for the container placed upon them. This means: when that spell of yours is overpowered, it's gonna explode in your face.

A number of missing foundations during the building of a spell, or simply an aspect of it that isn't contradicted by the rules herein but clearly unbalanced, can cause mishaps. These mishaps can have different effects.

Sometimes, the mishap may just be represented in the form of a never-ending experimentation phase, meaning the spell never gets down to be a true reliable thing.

**Fixing Mishaps.** Remember, the goal of mishaps is not to make a player abandon working on their spell, but to make them realize that spell is too powerful and won't work. They can then get to work on the aspects of the spell that are causing the mishaps. Note that they cannot change the school, college or level of the malfunctioning spell; however, all the rest can be freely alterable. Handle it as if they were first developing those aspects, and make research costs increase fixed sums: they'll just pay for the aspect they're redoing, not the whole spell.

## DAMAGE/HEALING MISHAPS

If a damaging spell is overpowered, the mishap is simple. Damage applies to the caster and anyone around him. Same goes for healing spells: instead of healing the intended target, it damages them by the amount it would have healed.

## ILLUSORY MISHAPS

Any spell directed at forming an illusion might go wrong. A strong flash of light replaces the beautiful fairy that was supposed to appear, a static sound replaces the intended illusory goblin cries for help. Illusions going wrong can be hilarious. Handle it like a malfunctioning TV.

## OTHER MISHAPS

Get creative! Making op spells backfire on the characters can be absolutely hilarious. Don't overdo it, though, and let them redo aspects of their spell if they so wish.

## ELE'SILLIAN ELEMENT

The element of a spell isn't too important for its correct functioning, and actually hardly has any impact upon the spell itself except when facing off certain other spells.

"The beauty of magic is that one never knows what springs from it: it may be water, it may be fire, it may be both." As can be seen from the words of this ancient elven high mage, the Ele'Sillian element of a spell can only be guessed at until that spell is out of its experimental and unstable phase and has become a true thing. A character cannot decide which element their spell will be: it is up to the DM to choose it.

A spell's element does follow some guidelines. The higher level it is, the purer it will be, and the more likely it is to actually have an element. It should be somewhat appropriate to the spell. And, feel free to make it a bit odd - many Ele'Sillian characteristics seem off.

High Magic spells are any non-elemental spells that the DM feels should have an element. Lower-level spells may have no element whatsoever, which means they are the least powerful of Ele'Sillian spells.



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*Made with the Homebrewery*

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