

## Epic Spell Creation

- Once a character gains the ability to cast 9<sup>th</sup> level spells, they may choose to begin work crafting epic level spells. A caster has a number of epic spell slots equal to half their spellcasting ability modifier (rounded down, minimum of 1). Once an epic spell is developed, it is added to the spell list for that spellcaster and can be prepared each day as normal.
- Resource Cost: Developing an epic spell takes raw materials equal in value to 200gp x the Final Spellcraft DC of the spell.
- Time: Developing an epic spell takes a number of days equal to half the Final Spellcraft DC of the spell.
- Spellcraft DC: If the Final Spellcraft DC for the epic spell is equal to or lower than 10 + the caster's spellcasting modifier + their proficiency, it is assumed to be well within the caster's grasp and the spell is successfully completed after the time and resource cost is met. If the final Spellcraft DC is greater than that number, then the caster must make a spellcrafting check (using their spellcasting ability modifier + proficiency) once half the needed research days have gone by. If the check succeeds then they may complete the spell, spending the necessary resource cost and remainder of the time. If the check fails, then they must restart the process. In this case, only half of the resource cost is lost to the failed attempt.

Every epic spell is created from a number of spell seeds. Each seed has a casting time, a range, a duration, a saving throw, and a Spellcraft DC. When combining spell seeds to create a more complex spell, always use the longer casting time, the smaller range, and the shorter duration. If one of the seeds has a duration of "instantaneous," then the effect of that seed occurs instantaneously and any seeds with longer durations last for the shortest duration among them. If any of the seeds require concentration, then the spell requires concentration. If any of the seeds require a saving throw, then the spell requires a saving throw (choose the option that best fits the spell attempting to be created). Epic spells have only Verbal and Somatic components, unless Material components are added as a mitigating factor.

When combining multiple seeds to create an epic spell, add all Base DCs of the seeds together. Once the base Spellcraft DC is determined, add all factors and subtract all mitigating factors to determine the Final Spellcraft DC of the epic spell.

One of the seeds is considered the base seed. This seed represents the core of the spell being created. If the base seed is from the caster's preferred school of magic, the caster has advantage on the Spellcraft check to create the spell.

Epic spells can be dispelled or countered with *Dispel Magic* or *Counterspell* as normal, although the DC for doing so depends on the level at which the opposing spell is being cast:

Level of <i>Dispel</i> or <i>Counter</i>	DC
3 <sup>rd</sup>	70
4 <sup>th</sup>	55
5 <sup>th</sup>	42
6 <sup>th</sup>	35
7 <sup>th</sup>	30
8 <sup>th</sup>	26
9 <sup>th</sup>	23

If an epic spell is used to dispel or counter another epic spell, then the caster must succeed on a Spellcasting check (spellcasting ability modifier + proficiency) with a DC equal to the targeted spell's Spellcraft DC in order to successfully dispel or counter it.

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## Afflict

*Enchantment*

**Spellcraft DC:** 6 (formerly 14)

**Casting Time:** 1 action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Concentration, up to 1 minute

**Saving Throw:** Wisdom

On a failed save, whenever the target makes an attack roll, an ability check, or a saving throw for the duration, subtract 1d4 from their roll. You can increase the die used for this seed by increasing the Spellcraft DC by 1 for each die above a d4, with a maximum of a d12 (Spellcraft DC10).

Alternatively, you can use this seed to give a creature vulnerability to one or more damage types of your choice. When you do so, increase the Spellcraft DC by 10 for each damage type selected. You can give a creature vulnerability to a damage type if it has resistance to that damage type, but not if it has immunity. To overcome immunity to the damage type increase the Spellcraft DC by 30.

## Animate

*Transmutation*

**Spellcraft DC:** 10 (formerly 25)

**Casting Time:** 1 action

**Range:** 100 ft.

**Target:** One object

**Duration:** Concentration, up to 1 minute

**Saving Throw:** None

This seed can animate any Medium or smaller object, or a part of a larger material (such as a portion of water in the ocean or a section of a stone wall) that does not exceed 20 cubic feet. For statistics of the object, see the *Animate Object* spell. You can animate objects that are larger than Medium by increasing the Spellcraft DC by 1 for each size above Medium or each 10

cubic feet of mater above 20 cubic feet. You can also give the animated objects additional hitpoints. The object gains 10 additional hitpoints for each 1 point you increase the Spellcraft DC. To attempt to animate objects worn or carried by another creature increase the Spellcraft DC by 5. In that case the wearer gets a Dexterity save to negate the effect.

## Animate Dead

*Necromancy*

**Spellcraft DC:** 9 (formerly 23)

**Casting Time:** 1 minute

**Range:** Touch

**Target:** One corpse or pile of bones

**Duration:** Instantaneous

**Saving Throw:** None

By touching a pile of bones or a corpse, you transform it into an undead servant under your control. A pile of bones becomes a **Skeleton**, or a corpse becomes a **Zombie**. You can also raise the spirit of the creature as a **Shadow**. Your degree of control over these creatures functions the same as the *Animate Dead* spell, but you do not lose control over the creature at the end of 24 hours. You can create more powerful creatures by increasing the Spellcraft DC as shown below:

Creature	Spellcraft DC Modifier
Skeleton or Zombie of a creature with a CR of 1 or greater	+1 Spellcraft DC for each CR level (i.e. CR 1 = Spellcraft DC 10; CR 2 = Spellcraft DC 11, etc.)
Ghoul	+1
Specter	+1
Ghast	+2
Wight	+3
Flameskull	+4
Wraith	+5

## Affliction

### *Abjuration*

**Spellcraft DC:** 6 (formerly 14)

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature

**Duration:** 24 hours

**Saving Throw:** None

This spell grants the target a +1 bonus to Armor Class for the duration. You can increase the Armor Class bonus by increasing the Spellcraft DC. For each additional +1 AC, increase the Spellcraft DC by +2.

## Control

### *Abjuration*

**Spellcraft DC:** 11 (formerly 27)

**Casting Time:** 1 action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Charisma

One extraplanar creature within range must succeed on a Charisma saving throw or be banished back to its home plane. You can target additional creatures by increasing the Spellcraft DC. You can specify an amount of time that the creature is unable to return to the plane from which it was banished by increasing the Spellcraft DC by 1 for every hour, or by 10 for every day, or by 100 for every year.

## Enchantment

### *Enchantment*

**Spellcraft DC:** 8 (formerly 19)

**Casting Time:** 1 action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Concentration, up to 24 hours

**Saving Throw:** Wisdom

You suggest a course of activity that sounds reasonable. Assuming the target can understand your language, it must succeed on a Wisdom saving throw or follow your suggestion until either

it is completed or the spell ends. To target a creature that cannot understand your language, increase the Spellcraft DC by +3. To suggest an unreasonable or clearly harmful course of action, increase the Spellcraft DC by +10.

## Conceal

*Illusion*

**Spellcraft DC:** 7 (formerly 17)

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature

**Duration:** Concentration, up to 1 hour

**Saving Throw:** None

This seed renders the target invisible, as the *Invisibility* spell. To create invisibility that lasts regardless of the target's actions, increase the Spellcraft DC by +10. Alternatively, this seed can be used to block divination spells targeting the creature (no increase in Spellcraft DC). To utilize both modes of the seed, increase the Spellcraft DC by +6.

## Conjure

*Conjuration*

**Spellcraft DC:** 9 (formerly 21)

**Casting Time:** 1 minute

**Range:** 120 ft.

**Target:** None

**Duration:** 8 hours

**Saving Throw:** None

This seed creates a nonmagical, nonliving object of up to 20 cubic feet in volume and worth no more than 100gp somewhere within range. For each additional 10 cubic feet created, increase the Spellcraft DC by 1. For each additional 50gp of value, increase the Spellcraft DC by 1. To create multiple objects with a total volume not exceeding the maximum allowed by the seed, increase the Spellcraft DC by +2 for each object created beyond the first.

This seed can be combined with the Life and Fortify seeds to create an entirely new creature, if made permanent. Such a creature has a base of 6 in every ability score, which can be increased using the Fortify seed. To give the creature magical abilities, apply other epic seeds that replicate the desired abilities.

## Contact

*Divination*

**Spellcraft DC:** 10 (formerly 23)

**Casting Time:** 1 minute

**Target:** One creature the caster touches and one creature the caster knows.

**Range:** Touch

**Duration:** Concentration, up to 1 minute

**Saving Throw:** None

This seed forges a telepathic bond with a particular creature that the caster has met and one creature that the caster touches. It creates no special compulsion for the targets to communicate with each other. To contact a creature that the caster has not met, such as a deity, increase the Spellcraft DC by +4. The caster must know the target's name, or at least an identifying pseudonym in order to establish the bond.

## Delude

*Illusion*

**Spellcraft DC:** 6 (formerly 14)

**Casting Time:** 1 action

**Range:** 120 ft.

**Target:** None

**Duration:** Concentration, up to 24 hours

**Saving Throw:** Intelligence (to disbelieve if interacted with)

This seed creates an illusion that is Large or smaller within range. You can control the illusion by using your action. For an illusion that includes audible, olfactory, tactile, taste, and thermal aspects, increase the Spellcraft DC by +1 for each additional aspect. The illusion cannot deal damage unless combined with a different seed. You can increase the size of the illusion, increasing the Spellcraft DC by +2 for each size larger than Large (maximum +4 for something 40 feet on any side). If the illusion would create something larger than 40 feet on any side (such as affecting a large portion of the terrain), increase the Spellcraft DC by an additional +2 for each additional 20 feet of the illusion. To create multiple illusions with a combined size not exceeding the maximum allowed by the spell, increase the Spellcraft DC by +2 for each illusion created beyond the first.

## Destroy

*Transmutation*

**Spellcraft DC:** 13 (formerly 29)

**Casting Time:** 1 action

**Range:** 60 ft.

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Constitution

This seed deals 20d6 points of force damage to the target. If the damage reduces the target to 0 hitpoints, it is utterly destroyed as the *disintegrate* spell. This seed can also be used to destroy up to 10-cubic feet of nonliving matter.

## Dispel

*Abjuration*

**Spellcraft DC:** 8 (formerly 19)

**Casting Time:** 1 action

**Range:** 120 ft.

**Target:** One creature, object, or spell

**Duration:** Instantaneous

**Saving Throw:** None

This seed can end ongoing spells that have been cast on a creature or object, temporarily suppress the magical abilities of a magic item for 1d6 rounds, or end ongoing spells in an area. If attempting to dispel the effects of another epic spell, make a spellcasting check against the other spell's Spellcraft DC. You can increase the Spellcraft DC of this spell to give yourself a bonus on such a check. For each +1 bonus to your spellcasting check, increase the Spellcraft DC of this spell by +2.

To fully end all effects of a spell on all targets regardless of other factors in play (on a successful spellcasting check), increase the Spellcraft DC by +20 (i.e. if a wizard has cast *invisibility* targeting multiple creatures, increasing the Spellcraft DC by +20 would allow the caster to end the *invisibility* on all such creatures instead of targeting only one of them).



## Energy

### *Evocation*

**Spellcraft DC:** 9 (formerly 19)

**Casting Time:** 1 action

**Range:** 150 ft.

**Target:** One creature or none (see text)

**Duration:** Instantaneous, or Concentration up to 1 minute (see text)

**Saving Throw:** Dexterity

This seed uses one of the five energy types: acid, cold, fire, lightning, or thunder. The caster can shape the energy as a bolt, an area of effect, or create a freestanding manifestation of the energy.

- If the energy is released as a bolt, the target must succeed on a Dexterity saving throw, taking 12d6 points of that energy's damage type on a failed save or half as much on a successful save.
- If the energy is released in an area of effect, the damage decreases by 2d6 for each additional 20 feet affected. For instance, a 20-foot line, a 20-foot cone, a 20-foot cube, or a 10-foot radius sphere would deal 10d6 damage. A 40-foot line, a 40-foot cone, a 40-foot cube, or a 20-foot radius sphere would deal 8d6 damage. If this option is chosen then the target is considered to be "none."
- If the energy is released as a freestanding manifestation, it can be shaped up to 60 feet long and 20 feet high or in a ring or dome 20 feet in diameter and 20 feet high. When shaped in this way, the energy manifestation lasts up to 1 minute with Concentration. You can choose one side of the manifestation to deal damage and one side to be safe. Any creature that comes within 10 feet of the damage side or starts its turn there must succeed on a Dexterity saving throw, taking 4d6 of the damage type specified on a failed save or half as much on a successful one. If this option is chosen then the target is considered to be "none."

## Foresee

### *Divination*

**Spellcraft DC:** 8 (formerly 17)

**Casting Time:** 1 minute

**Range:** Touch

**Target:** One living creature or none (see text)

**Duration:** Instantaneous

**Saving Throw:** None

The caster can foretell the immediate future. The caster knows if a specific action to be taken in the next 30 minutes will bring good results, bad results, no results, or unclear results. In this

case the target is “none.” For each additional 30 minutes into the future being foreseen, add +2 to the Spellcraft DC.

Alternatively, this seed can be used to gain one basic piece of information about a living target, such as their alignment, special magical abilities, location, etc. For each additional piece of information being seen, increase the Spellcraft DC by +2. This seed cannot target a creature that is warded from divination magic unless combined with the Reveal seed.

## Fortify

*Transmutation*

**Spellcraft DC:** 8 (formerly 17)

**Casting Time:** 1 minute

**Range:** Touch

**Target:** One creature

**Duration:** Concentration, up to 24 hours

**Saving Throw:** None

This seed gives the target advantage on any one saving throw. You can give the target advantage on additional saving throws by increasing the Spellcraft DC by +2 for each saving throw above the first.

Alternatively, this seed can increase one of the target’s ability scores. One of the target’s ability scores is increased by +1 for the duration. For each additional +1 that their ability score is raised, increase the Spellcraft DC by +3. For each additional ability score to be raised, increase the Spellcraft DC by +2. If a target’s ability score is affected by two instances of a Fortify seed, only the higher one applies. They are not added together. This is true even if the spell with the Fortify seed is rendered Permanent. Spells created using this seed can increase a creature’s ability score above 20.

## Heal

*Evocation*

**Spellcraft DC:** 20 (formerly 25)

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

This spell restores all hitpoints to a creature. It also ends blindness, deafness, disease, and any poisons affecting the creature. It can also end other conditions affecting the creature, by increasing the Spellcraft DC per additional condition targeted as shown below:

Condition	Spellcraft DC Modifier
Charmed	+1
Frightened	+1
Paralyzed	+1
Cursed	+2
Petrified	+2
Hitpoint Max Reduction	+2
Exhaustion	+1/level removed; +10 to remove all levels of exhaustion
Ability Score Drain	+2/ability score restored; +10 to restore all ability scores

## Life

*Necromancy*

**Spellcraft DC:** 21 (formerly 27)

**Casting Time:** 1 minute

**Range:** Touch

**Target:** None

**Duration:** Instantaneous

**Saving Throw:** None

This seed restores life and complete vigor to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be returned to life (the remains of a creature that has been *disintegrated* count as a small portion of its body). The creature can have been dead for no longer than 200 years. For each additional 50 years, increase the Spellcraft DC by +1.

Alternatively, this seed can be used to give life to normally inanimate objects and non-sentient creatures (as with the *Awaken* spell). When doing so, increase the Spellcraft DC by +3. Casting the spell in this way does not grant the object or creature means of locomotion or speech unless combined with other spell seeds.

## Reflect

*Abjuration*

**Spellcraft DC:** 20 (formerly 27)

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature

**Duration:** Up to 24 hours or until expended.

**Saving Throw:** None

For the duration, the target can choose to reflect one spell or attack that targets only it back at the attacker as a reaction. For instance, a target could reflect a *Disintegrate* or an axe swing back at the caster or the attacker, but not a *Fireball* or a dragon's breath weapon. If the spell or attack requires a save, the caster must make the saving throw. If it requires an attack roll, then the attack roll used against you is used against them. Once used, the spell ends. To allow for multiple uses, increase the Spellcraft DC by +5 for each allowable expenditure beyond the first.

## Reveal

*Divination*

**Spellcraft DC:** 9 (formerly 19)

**Casting Time:** 1 minute

**Range:** A well-known location or familiar to the caster

**Target:** None

**Duration:** Concentration, up to 1 hour

**Saving Throw:** None

The caster can see some distant location or hear sounds occurring there. To both see and hear increase the Spellcraft DC by +2. Distance is not a factor, but the locale must be a place familiar to the caster or a well-known one. To see onto a different plane of existence, increase the Spellcraft DC by +10. The spell creates an invisible sensor that can be dispelled. To create a mobile sensor controlled by the caster, increase the Spellcraft DC by +5. To give the sensor darkvision, increase the Spellcraft DC by +1. To give the sensor Truesight, increase the Spellcraft DC by +6. To cast any spell from the sensor, increase the Spellcraft DC by +4/allowable level of spell to be cast. To understand all languages of creatures heard through the sensor, increase the Spellcraft DC by +2.

## Slay

*Enchantment*

**Spellcraft DC:** 10 (formerly 25)

**Casting Time:** 1 action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Constitution

A target that has 100 hitpoints or fewer must succeed on a Constitution saving throw or die. On a successful save, the target instead takes 3d6+10 points of psychic damage. To kill a more powerful creature, increase the Spellcraft DC by +1 for each additional 10 hitpoints that the spell can overcome.

## Summon

*Conjuration*

**Spellcraft DC:** 7 (formerly 14)

**Casting Time:** 1 minute

**Range:** 60 ft.

**Target:** None

**Duration:** Concentration, up to 1 hour

**Saving Throw:** None

This spell summons a creature that the caster is familiar with and that has a CR of 2 or less. For each +1 CR of the summoned creature, increase the Spellcraft DC by +1. For each additional creature summoned, increase the Spellcraft DC by +5. The summoned creature attacks the caster's opponents to the best of its ability. The caster can also give the creature additional instructions if it can communicate, which the creature obeys to the best of its ability. If the caster's concentration ends before the spell is complete, they lose control over the creature for the remaining duration of the spell.

## Transform

*Transmutation*

**Spellcraft DC:** 15 (formerly 21)

**Casting Time:** 1 action

**Range:** 60 ft.

**Target:** One creature or nonmagical object

**Duration:** Concentration, up to 1 hour

**Saving Throw:** Wisdom

The target must succeed on a Wisdom saving throw or be transformed into another form of creature or object. The new form can be up to one size larger or smaller than the original target. For additional increment of size change, increase the Spellcraft DC by +3 for each additional increment from Tiny to Gargantuan, or by +20 to change the target into a form of any size no larger than 500 feet on any side. To transform a creature into an object or an object into a creature increase the Spellcraft DC by +6. To transform a solid into a liquid or gas or vice versa, increase the Spellcraft DC by +6.

## Transport

*Conjuration*

**Spellcraft DC:** 11 (formerly 27)

**Casting Time:** 1 action

**Range:** Touch

**Target:** One willing creature or an object weighing up to 1,000lbs

**Duration:** Instantaneous

**Saving Throw:** Wisdom

The target immediately arrives at a designated location familiar to the caster. For interplanar travel, increase the Spellcraft DC by +4. For each 50lbs above the 1,000lb limit increase the Spellcraft DC by +1. To transport an unwilling creature, increase the Spellcraft DC by +4, and the target may make a Wisdom saving throw to be unaffected. To transport to an unfamiliar location, increase the Spellcraft DC by +2 (the caster must at least have reliable information about the location or the spell fails).

A special use of the transport spell can allow the target to transport into a different time stream while staying in the same location. This increases the Spellcraft DC by +5. If the target is moved into a slower time stream, no force or effect can harm it for 1d4 rounds. If the target is moved into a faster time stream, then it can act for 1d4 rounds while everything around it seems to remain frozen. In this instance the target cannot interact with its surroundings or any creatures still in ordinary time, as with the *Time Stop* spell. Time-altering effects cannot be rendered Permanent.

## Ward

*Abjuration*

**Spellcraft DC:** 6 (formerly 14)

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature or object of 2,000lbs or less

**Duration:** Concentration, up to 1 hour

**Saving Throw:** None

Choose one damage type. The target has resistance to the chosen damage type for the duration. To choose additional damage types, increase the Spellcraft DC by +4 for each damage type chosen above the first. To give immunity to a chosen damage type, increase the Spellcraft DC by +10 for each damage type immunized against.

Alternatively, this seed can ward against a specific type of creature. If it does so, the target has advantage on saves against attacks from creatures of that type and creatures of that type have disadvantage on attacks against the target.

Alternatively, this seed can ward against magic. The target is immune to all spell effects up to 1<sup>st</sup> level. To ward against more powerful magic, increase the Spellcraft DC by +3 for each spell level to be blocked above 1<sup>st</sup>.

When choosing any mode for this seed, the ward can manifest as a 10-foot radius sphere instead of targeting a specific creature. This manifestation increases the Spellcraft DC by +3.

Creatures within the sphere are protected from damage and spells initiated outside the sphere. The sphere does not block physical movement unless combined with the Conjure seed to create a physical barrier.

## Factors:

Additional factors can be added to empower the epic spells. Each factor increases the Spellcraft DC by a set amount. The various factors are detailed below.

Factor	Spellcraft DC Modifier
Creatures have disadvantage on saving throws against the spell	+15
Increase the save DC for the spell's targets.	+2/every +1 save DC
The spell does not require Concentration to maintain	+20
The spell has an additional target (does not apply to seeds with a target of "none")	+2/additional target
The spell changes from targeted to a 20-foot radius sphere.	+20
The radius is doubled (applying this factor multiple times adds the radius again. It does not multiply exponentially)	+5
Duration is changed from Instantaneous to Concentration, up to 1 minute	+20
Duration is doubled (applying this factor multiple times adds the duration again. It does not double exponentially)	+4
The longest duration from among the seeds is used instead of the shortest	+10
The effects of the spell are permanent (does not apply to instantaneous effects)	+30
The effect of the spell cannot be dispelled by anything short of a <i>Wish</i> spell or an Epic spell. If a <i>Wish</i> or Epic spell is used to dispel it, the caster must succeed on a Spellcasting check against the spell's Spellcraft DC or the attempt fails.	+8
The spell cannot be countered with magic short of a <i>Wish</i> spell or an Epic spell. If <i>Wish</i> or an Epic spell is used to counter it, the caster must succeed on a Spellcasting check against the spell's Spellcraft DC or the attempt fails.	+8
Increase the DC to counter or dispel the spell	+1/each +1 bonus
The epic spell persists even if targeted with <i>Antimagic</i>	+12
The longest range from among spell seeds is used rather than the shortest	+6
Change the range from touch to 30 feet	+5
Range is doubled (applying this factor multiple	+4



times adds the range again for each application, it does not multiply exponentially)	
The shortest casting time from among spell seeds is used rather than the longest	+15
The spell can be cast as a bonus action (normal rules about casting multiple spells in one turn still apply; this factor can only be used if the spell could be cast as an action)	+10
The spell can be cast as a reaction to a specific condition (the condition is set when the spell is created; this factor can only be used if the spell could be cast as an action)	+20
Add 1d6 damage to the spell	+1/d6 added
Increase the damage die	+3/die level
Cast the spell without verbal components	+5
Cast the spell without somatic components	+5

### Mitigating Factors:

Mitigating factors reduce the Spellcraft DC by imposing additional penalties upon the casting of the spell. The various mitigating factors are detailed below.

Mitigating Factor	Spellcraft DC Modifier
Costly material components are consumed each time the spell is cast	-2/100gp components consumed
Casting the spell causes the caster to gain levels of exhaustion	-5/level of exhaustion
Casting the spell drains one of the caster's ability scores (the ability score to be drained must be determined upon the creation of the spell. Multiple ability scores can be drained in this way for the casting of one spell. When ability scores are drained in this way, they are only recovered at a rate of 1 point per long rest. <i>Greater Restoration</i> or similar magic can only restore 1 point of this ability score loss through casting. This includes even the Epic Heal seed).	-5/each point drained
Damage backlash. Damage backlash occurs immediately upon casting of the spell and cannot be prevented or reduced in any way. If backlash damage reduces the caster to 0 hitpoints the caster dies and the spell fails.	-1/1d6 backlash (up to a maximum of -20)

Damage backlash reduces hitpoint maximum. This hitpoint maximum reduction can only be replenished at a rate of 5 hitpoints per long rest. <i>Greater Restoration</i> or similar magic can only restore up to 5 max hitpoints lost in this way. This includes even the Epic Heal seed. Can only be applied if there is at least 5d6 points of damage backlash.	-10
Expend additional spell slots on cast. On creating the spell, designate a total number of additional spell slots to be expended on cast. For instance, if you designate 6 spell slots to be expended, you could expend one 6 <sup>th</sup> - level spell slot or four 1 <sup>st</sup> -level spell slots and one 2 <sup>nd</sup> -level spell slot.	-1/level spell slot to be expended.
Increase the casting time by one minute	-2/minute (maximum -20)
Increase the casting time by one hour (only applies to spells with a casting time of one hour, or if the maximum number of additional minutes has already been added)	-2/hour (maximum -20)
Increase casting time by one day (only applies if the maximum number of additional hours has already been added)	-2/day (maximum -20)
Range is halved (cannot reduce range to less than 3 feet)	-4
Range reduced to self	-4
Radius is halved (spell must have a radius; cannot reduce radius to smaller than 3 feet)	-5
Duration is halved (spell cannot have an instantaneous duration; cannot reduce duration to less than 1 round)	-4