



# Homebrew Spell Design Template

## How to Use This Template:

- Fill it Out for Each Spell: For each spell you create, complete this template to fully flesh out its mechanics and narrative impact.
- Use Templates for Fast Creation: Have this template ready when you design new spells to save time and ensure consistency.
- Share with Players or Sell: This format is easy to share in PDFs, blog posts, or as part of homebrew content you might sell.

Spell's aesthetic, look, animation etc.

What does the spell do when it is cast?  
(flame, ice lance etc.)

Does it have any noticeable features?  
(glowing parts of caster's body,  
cracks, symbols, etc.)

Is there any unique aspect that stands out?  
(Ancient language, mini choreography  
ets.)

## Lore, Backstory

Provide a little story of your spell's origin.

Where was its first appearance?

Who created it?

Was it passed down through generations, or did it come with a curse or blessing?

Does it have any significant story events tied to it?

(Image/Sketch)

## Spell Name

Damage Type [Fire, ice cold, poison, etc]:

Damage [e.g. 2d6 + modifier]:

Range/Type [Ranged, Aura, etc.]:

Properties [Fatigue to its caster, Light, heavy damage spell, etc.]:

Base Mechanics like damage etc.

Ability 1[" E.g. If the spell successfully hits the target , deal an additional d12 +2 fire damage to them"]

Ability 2 ["E.g. This spell also summons a fire elemental once per battle, with 10 Hp."]

Special abilities and effects, what makes this spell different from others?

### Trade-Offs/Drawbacks:

What are the consequences of casting it? What makes it balanced?

Drawback 1: [e.g., "After three uses, the spell deals d6 damage to its caster."]

Drawback 2: [e.g., "The spell's bond to ancient magic powers slowly drains the user's life force, causing them to lose 1

Optional Trade-Offs: [e.g., "The spell can be cast only three times a day before the wielder suffers disadvantage on attacks."]

### Narrative Impact:

How does this spell affect the world or the player's story?

Does it come with significant narrative consequences?

Does casting it create conflicts (e.g., causing fear among your own allies or fear among enemies)?

Is the spell tied into quests, create rivals, or shape the character's journey in a meaningful way?

### Spell Upgrades

If applicable, describe how the spell evolves over time (new abilities, stat increases, etc.)

Can the player personalize the spell [e.g. Walk their own path for the spell's upgrades etc.]