

Magnus Morodak's Mana Mayhem

D&D 5th edition 2014 version

A Treatise on the Arcane, by Magnus Morodak

Greetings, fellow seekers of arcane enlightenment! It is I, Magnus Morodak, renowned arcanist, spellwright, and humble servant of the esoteric arts. For too long, spellcasters have been shackled by the restrictiveness of spell slots—rigid, archaic, and bound by arbitrary limitations; they stifle creativity and hinder the full potential of arcane mastery.

Thus, I present to you a revolutionary system: **Mana**. Gone are the days of counting and categorizing your spells into restrictive slots. With this new approach, spellcasters will draw directly from a wellspring of magical energy, a fluid resource that mirrors the ebb and flow of arcane power. The result is a more intuitive, versatile, and exhilarating experience for practitioners of magic.

Within these pages, you will find the culmination of years of research and experimentation, meticulously recorded and perfected. This tome details every aspect of the Mana system, from its mechanics to its balance across different magical disciplines. Whether you are a fledgling wizard eager to take your first steps into the arcane or a seasoned sorcerer seeking to refine your craft, this guide is for you.

Together, let us cast aside the shackles of tradition and embrace the boundless possibilities of Mana. Prepare to reshape your understanding of magic and unlock your true potential.

Welcome to the Mana Mayhem!

— Magnus Morodak

Mana System Basics

Under this system, the rigid structure of spell slots is replaced by a unified pool of magical energy called **Mana**. Instead of managing a set number of spell slots per spell level, all spells draw from this single resource. The amount of Mana available to a character is determined by their class, calculated in a manner similar to hit points, with adjustments based on their Intelligence modifier.

Determining Maximum Mana

To calculate a character's maximum Mana, use the following formulas based on their class:

Sorcerers:

- **Mana Dice:** 1d12 per class level.
- formula: $12 + 1d12 \text{ (or 7)} + \text{Intelligence modifier, per class level}$

Other Full Casters (e.g., Bards, Clerics, Druids, Wizards):

- **Mana Dice:** 1d10 per class level
- Formula: $10 + 1d10 \text{ (or 6)} + \text{Intelligence modifier, per class level}$

Half Casters (e.g., Artificers, Paladins, Rangers):

- **Mana Dice:** 1d8 per class level
- Formula: $5 + 1d8 \text{ (or 5)} + \text{Intelligence modifier, per class level}$

Third Casters (e.g., Eldritch Knights, Arcane Tricksters):

- **Mana Dice:** 1d6 per class level
- Formula: $1d6 \text{ (or 4)} + \text{Intelligence modifier, per class level}$

Non-Casters:

- **Mana Dice:** 1d4 per class level
- Formula: $1d4 \text{ (or 3)} + \text{Intelligence modifier, per class level}$

Warlocks:

- Warlocks do not use this Mana system. For any levels in Warlock, use the spell slots and mechanics outlined in the Pact Magic feature. If you need to determine your Mana for other purposes, calculate it as if you were a non-caster.

Note: For non-casters, Mana is generally irrelevant since they lack the ability to use spells. However, the non-caster formula above is provided for those rare situations where a non-caster might need to know their maximum Mana, such as when using certain magic items or multiclassing into a spellcasting class.

Spell Mana Costs

In this system, every spell requires mana to cast, including cantrips, which previously cost nothing under the spell slot system. Cantrips now have a minimal cost of 1 mana, while higher-level spells require increasingly more mana. All spells of the same level share the same mana cost, as shown in the table below.

Spell Level	Mana Cost
Cantrip	1 Mana
1st Level	7 Mana
2nd Level	13 Mana
3rd Level	24 Mana
4th Level	40 Mana
5th Level	61 Mana
6th Level	87 Mana
7th Level	118 Mana
8th Level	154 Mana
9th Level	195 Mana

Upcasting Spells

If you want to cast a spell at a higher level than its base level, simply spend the amount of mana required for the level you are casting it at. For example, if you upcast *Fireball* (normally a 3rd-level spell) to 5th level, you must spend 61 mana instead of 24.

However, you can only upcast spells to a level you are capable of casting. If your class can only cast spells up to 4th level, you cannot upcast a spell to 5th level or higher.

Regaining Mana

Whenever you take a long rest you regain all spent mana

Mana Potions

Mana potions function similarly to healing potions but restore mana instead of health. They follow the same rarity, cost, and general availability as their healing counterparts. When consumed, a mana potion restores a set amount of mana based on its tier, as detailed in the table below.

Risk of Overuse

Unlike healing potions, mana potions carry a risk of exhaustion when consumed in excess. Each time you drink a mana potion, you must make a **Constitution saving throw**. The **DC** for this saving throw is determined by the potion's tier and increases based on the number of mana potions you've already consumed that day.

Exhaustion Mechanic

The formula for the saving throw DC is:

Base DC + (3 × Number of Mana Potions already consumed today)

For example, a **Basic Mana Potion** has a base DC of **5**. If you're drinking your fifth mana potion this day then the DC for this potion would be **5 + (3 × 4) = 17**.

When calculating the number of mana potions consumed (n), include all tiers of mana potions. For example, if you drank one Basic Mana Potion and one Greater Mana Potion, then went to drink a Superior Mana Potion, it would still count as your third potion of the day, meaning n = 2.

If you fail the saving throw, you gain **one level of exhaustion**, representing the strain of forcing magical energy into your body too quickly.

This mechanic prevents excessive potion use while still allowing them to be a valuable resource in managing mana throughout the adventure.

Type	Amount Restored	Saving Throw DC	Cost	Rarity
Mana Potion	2d10+5	5+3n	50	Common
Greater Mana Potion	4d10+10	8+3n	100	Uncommon
Superior Mana Potion	8d10+20	11+3n	500	Rare
Supreme Mana Potion	10d10+50	15+3n	5000	Very Rare

Adjustments to Spell Slot Recovery Abilities

Certain class features that originally restored spell slots now restore Mana instead. These abilities function exactly as they did before, following all their original rules, except they now restore Mana instead of spell slots.

Arcane Recovery (Wizard) & Natural Recovery (Druid - Circle of the Land)

Wizards and Circle of the Land Druids can restore mana using the following formula:

- **Wizards: $(1d10 + \text{Intelligence modifier}) \times L$**
- **Druids (Circle of the Land): $(1d10 + \text{Intelligence modifier}) \times L$**

L = Half your levels in this class (rounded up).

Usage: Can only be used during a short rest and only once per long rest.

Harness Divine Power (Cleric & Paladin)

Clerics and Paladins can use their **Harness Divine Power** ability to restore mana instead of spell slots. The formula for mana restoration is:

- **Clerics: $(1d10 + \text{Intelligence modifier}) \times P$**
- **Paladins: $(1d8 + \text{Intelligence modifier}) \times P$**

P = Half of their proficiency bonus (rounded up).

Usage: Can only be used during a short rest and only once per long rest.

Flexible Casting (Sorcerer)

Sorcerers can convert mana into sorcery points and vice versa at a fixed rate:

- **You can buy sorcery points by spending 6 mana per sorcery point**
- **You can buy mana by spending one sorcery point per 4 mana**

Usage: Can be used as a bonus action.

You can't use this feature to gain more mana or sorcery points than your normal maximum, only to recover lost mana or sorcery points.

General Rule for Spell Slot Recovery

For any other ability, item, or effect that restores spell slots, instead restore mana using the following formula:

- **$(\text{Mana Dice} + \text{Intelligence modifier}) \times T$**

T = The total combined level of spell slots that would have been restored.

Mana Feat

Mana Reserves:

Ability Score Increase: Increase your Intelligence score by 1, to a maximum of 20

Mana: Your maximum mana increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your maximum mana increases by an additional 2 points.

Optional Rules

Alternate mana potion overuse rules:

Instead of using exhaustion as a drawback for overusing mana potions, you can implement an alternative system to discourage excessive use. The goal is to prevent wealthy spellcasters from stockpiling potions and casting high-level spells endlessly while ensuring the penalty is severe enough to matter but not so punishing that players avoid mana potions entirely. Ideally, the consequences should escalate the more potions a character consumes.

Possible approaches to make mana potions inherently dangerous or controversial:

- **Addictive Properties:** Repeated use increases dependency, with escalating penalties for withdrawal or overuse.
- **Illegal Substance:** Mana potions could be banned or heavily regulated, making possession or use a criminal act.
- **Dark Origins:** The potion may require a significant amount of human blood, creating moral and ethical dilemmas.

This kind of system can add depth to your game, encouraging strategic use of mana potions while introducing roleplaying and narrative consequences.

Metamagic with mana:

If using this optional rule, sorcery points are removed entirely. Instead, Sorcerers may apply Metamagic effects by **spending additional Mana when casting a spell**. The cost depends on the Metamagic option and the spell's level:

Sorcery Point Cost	New Mana Cost
1	2 Mana per spell level
2	3 Mana per spell level
3	4 Mana per spell level
Twinned Spell	6 Mana per spell level

For example, if a Metamagic option normally costs **2 sorcery points**, it now costs **3 Mana per spell level**. Applying this to a 3rd-level spell would require **9 additional Mana (3 × 3rd-level spell) on top of the spell's base Mana cost**.

Since Sorcerers under this optional rule are losing a pool of resources they will get compensated by gaining a mana recovery ability similar to wizards Arcane Recovery:

Metamagic Recovery

Starting at 2nd level, you have learned to draw upon your innate magical reserves to restore your expended power. Once per long rest, when you finish a short rest, you can regain Mana equal to **(1d12 + your Intelligence modifier) × L**, where **L** is half your Sorcerer level (rounded up).

Spell Cost Reduction:

Some abilities in D&D allow you to cast a spell for free a certain number of times per day. Under this optional rule, instead of casting the spell for free, its mana cost is permanently reduced.

If an ability lets you cast a spell for free once per day, reduce that spell's mana cost by an amount equal to its spell level.

This reduction applies only to that specific spell. For example, if you reduce the cost of *Misty Step* it does not affect other spells, even those of the same level.

If multiple features reduce the cost of the same spell, the reductions stack, but the spell's cost cannot be reduced to that of a spell one level lower (4 mana is the minimum cost of 1st level spells). Even if another ability would reduce the cost of a spell through a different method spells still have to follow this minimum threshold unless specifically stated otherwise.

If an ability allows you to cast a spell for free multiple times per day, reduce its mana cost by an amount equal to its spell level for each free use granted, you still must abide by the above rule.