

# Spells

written by CresthavenRPG Guru | November 14, 2014

Forget memorizing spells! In Cresthaven, you can cast your favorites over and over again. Just keep an eye on your mana, the magic juice that fuels your spells. Rest up to get it back, or guzzle a rare mana potion in a pinch.

There are a few things to keep in mind:

- **No Wimpy Spells:** You can't cast spells stronger than your level.
- **Focus Up:** Casting takes all your concentration, so no multitasking!
- **Talk the Talk:** Gotta speak to cast, so keep your mouth free.
- **Gotta See It:** You need a clear view of your target to cast a spell on them.

Are we missing spells? You can suggest spells [here](#).

## Mana

Mana is the amount of magical energy a character has to spend after a long rest.

- **Wizard's** mana is their level plus their Intelligence bonus (include ability focus).
- **Cleric's** mana is their level plus their Wisdom bonus (include ability focus).
- **Druid's** mana is their level plus their Wisdom bonus (include ability focus).

For example a 3rd level wizard with +3 Intelligence would have 8 mana to spend before they'd need to rest to recover their mana.

## Spell Mana Cost

A spells mana cost is determined by its level.

Ex. 2nd level spell would cost 2 mana.

## Recovering Mana

To recover mana a character must rest. Assuming that a full 10 hours of rest can recover 100% of a character's mana, then for each hour of rest, a

character would recover 10% of their total mana.

### **Sacrifice Self**

A spell caster can choose to use their hit points in the event that they run out of mana. Only after a caster's mana pool has reached zero may they use their health. 2 hit points = 1 mana. Damage taken to a character this way heals like normal.

### **Potion of Mana**

Like a potion of healing, the potion of mana can restore 1d8 mana to a spell caster. Mana can never exceed the maximum value available. These potions are expensive, rare and coveted by magic users. Typical costs are 800gp and up.

## **Limitations of Spell Casting**

- No spell caster could cast a spell for a mana cost higher than their level.
- The spell caster cannot take any other action in a round when casting a spell.
- A spell caster who cannot speak or is bound can not cast a spell.
- If the spell caster takes damage before their turn in combat, the spell is interrupted and the mana is lost.
- The spell caster must be able to see the target the spell is to be cast on.

### **Wizard Limitations**

Wizards cannot cast a spell for which they do not have the formula. This means that they must have the spell in their hand – either on a scroll or in their spell book at the time of casting. This also means that wizards can potentially have access to many more spells than any of the other spell caster classes.

Note: If the spell formula is lost, such as a spell book stolen or destroyed, then the intricate knowledge is also lost and spells cannot be cast anymore.

### **Cleric Limitations**

Clerics have a limited number of spells provided by their gods. Unlike a spell book, their magic is divine and cannot be destroyed, but it can be taken from the character if the character does something against their god's (DM) wishes. In addition, the cleric must have their holy symbol in one hand to cast their spells.

OPTIONAL: It is recommended that the DM limit the spell choices clerics can choose from. The DM has the final say in spell picking for a cleric, and is the limit of choosing a god driven character.

## Druid Limitations

Druids draw their power from the very fabric of life itself. Druids call this source Gaia. Unlike other magic classes they can cast any of their spells, but only in the positive. Reverse or evil versions of spells are not available to them.

## Casting Spells

The spell caster must roll d20 plus their modifier (WIS or INT with Ability Focus) vs a DC 10 + spell cost/level. If the roll does not meet or exceed the required number, then the mana is used, and the spell fails.

For example a 3rd level wizard with +3 INT casting a 2nd level spell roll d20+5 (+3 INT +2 Ability Focus) vs DC12 (10 +2nd level spell)

## Saving Against Spells

The **Difficulty Check** for saving against a spell is: 10 + the spell level. If no ability score is specified – use the Wisdom ability score.

## Learning New Spells

**Wizards** acquire spells in the form of scrolls they find when adventuring. Once they find a scroll, they must “scribe” it into their spell book to keep it. Once a spell is ascribed into the spell book, the character may use it as normal.

**Clerics** have access to their entire spell list. They must pray to their deity **each day** to receive the number of spells allowed. This can completely change after each 8-hour rest. Spells received are limited to the whim of the deity (the game master) and may differ from the spells the character is attempting to acquire.

**Druids** have access to their entire spell list. They must attune to nature each day to receive the number of spells allowed. This can completely change after each 8-hour rest.

## Complete Spell List

Are we missing spells? You can suggest spells [here](#).

### Zero Level

- Bleed
- Bless
- Daze
- Detect Magic

- Detect Poison
- Ghost Sound
- Guidance
- Heal Wound
- Inflict Wound
- Know Direction
- Mage Hand
- Mending
- Message
- Purify Food and Drink
- Ray of Frost
- Sacred Flame
- Spark
- Virtue

## **1st Level**

- Affect Normal Fires
- Burning Hands
- Charm Person
- Color Spray
- Command
- Comprehend Languages
- Create Water
- Cure Light Wounds
- Dancing Lights
- Detect Animals
- Detect Evil
- Effect Wind
- Enlarge
- Entangle
- Erase
- Faerie Fire
- Feather Fall
- Floating Disk
- Hide from Animals
- Hold Portal
- Identify
- Jump
- Keen Senses
- Light
- Magic Aura
- Magic Missile
- Mending, Improved
- Pass without Trace
- Protection from Evil
- Read Weather
- Remove Fear
- Resist Cold

- Sanctuary
- Shield
- Shocking Grasp
- Silent Image
- Sleep
- Unseen Servant
- Ventriloquism

## **2nd Level**

- Augury
- Chant
- Clairvoyance
- Continual Light
- Darkness
- Detect Charm
- Detect Invisibility
- ESP
- Find Traps
- Fool's Gold
- Forget
- Hold Person
- Invisibility
- Knock
- Levitate
- Locate Object
- Mage Armor
- Magic Mouth
- Mirror Image
- Pyrotechnics
- Ray of Enfeeblement
- Resist Fire
- Rope Trick
- Scare
- Shatter
- Silence
- Slow Poison
- Snake Charm
- Speak with Animals
- Spider Climb
- Spiritual Weapon
- Stinking Cloud
- Strength
- Web
- Wizard Lock

## 3rd Level

- Animate Dead
- Blink
- Clairaudience
- Cure Blindness
- Cure Disease
- Dispel Magic
- Explosive Runes
- Feign Death
- Fireball
- Flame Arrow
- Fly
- Forecast Weather
- Glyph of Warding
- Gust of Wind
- Haste
- Infravision
- Lightning Bolt
- Monster Summoning I
- Phantasmal Force
- Prayer
- Protection from Normal Missiles
- Speak with Dead
- Suggestion
- Tiny Hut
- Tongues
- Water Breathing

## 4th Level

- Charm Monster
- Confusion
- Cure Serious Wounds
- Detect Lie
- Dig
- Dimension Door
- Divination
- Enchanted Weapon
- Exorcise
- Extension I
- Fear
- Fire Charm
- Fire Shield
- Fire Trap
- Grove of Trees
- Hallucinatory Terrain
- Ice Storm

- Lower Water
- Minor Globe of Invulnerability
- Mnemonic Enhancement
- Monster Summoning II
- Neutralize Poison
- Plant Growth
- Polymorph Other
- Polymorph Self
- Raise Dead
- Speak with Plants
- Sticks to Snakes
- Wall of Fire
- Wall of Ice
- Wizard eye

## **5th Level**

- Cloudkill
- Commune
- Conjure Elemental
- Dispel Evil
- Feeblemind
- Hold Monster
- Magic Jar
- Passwall
- Quest
- Telekinesis
- Teleport
- True Seeing
- Wall of Force
- Wall of Stone

## **6th Level**

- Death Spell
- Disintegrate
- Invisible Stalker
- Move Earth
- Project Image
- Reincarnate
- Stone to Flesh
- Stoneform
- Wall of Iron
- Weather control

## 7th Level

- Delayed blast fireball
- Force Cage
- Limited Wish
- Power Word Blind
- Prismatic Spray
- Reverse Gravity
- Spell Turning
- Statue
- Summon Object
- Teleport Object
- Teleport, Greater

## 8th Level

- Clone
- Dance
- Explosive Cloud
- Force Field
- Mass Charm
- Mind Barrier
- Permanency
- Steelform
- Symbol
- Travel

## 9th Level

- Contingency
- Gate
- Immunity
- Maze
- Meteor Swarm
- Power Word: Kill
- Prismatic Wall
- Shapechange
- Timestop
- Wish