

## Mage Class

### Description

The Mage is also known as the Magic-User or Magus, the terms are interchangeable and hold no special significance. The mage uses magic spells to accomplish their ends, and in so doing eschews the use of armor and all but the simplest weapons. They focus all their efforts on honing their mind into a powerful magical tool, capable of achieving amazing results through the intellectual control of arcane forces.

Members of the mage class have received training at the hands of a Wizard of 11th level or higher. Their education will not only have taught them the basic skills of spell casting, but will have molded their way of thinking to a substantial degree. The mage will disdain the use of armor, eschewing it not only because of the physical requirements of their work but also because of the weakness of intellect and magic power that its use signifies.

The mage will also refuse to carry weapons that require any but the most basic martial ability, the in-game equivalents of the kitchen knife and baseball bat; daggers and staves. If they are in a position where they need immediate self-defense, they may use whatever comes to hand if they do not have appropriate magic or more familiar weapons at hand, but they will not gain any experience from it. The only exception is weapons which have been magically enchanted so as to make them usable by mages, the enchanter will have imbued it with magic to allow the weapon to consume no more of a mage's thought in use than a dagger or staff.

Mages are mindful of the long traditions of their craft, since it is those traditions are the very basis of their capabilities and the preservation of their knowledge through the ages. This includes the protectiveness that each mage feels toward their own spells, and unwillingness to share those spells with others of their craft unless there is some life-changingly dramatic advantage to themselves. Likewise, when training other mages it is widely accepted that only the most basic instruction will prepare a mage for their craft, after that real world experience in the use of spells in difficult and stressful situations is the only means through which the mage may advance their abilities.

Mages have a severe distaste for the distribution of their skills to others who are not full initiates into their craft. It is rumored that there are uncouth places where small magics and cantrips are common knowledge, such a situation would be unacceptable to any mage, and should be (in the mage's view) unacceptable to any civilized individual. Only a mage, properly taught and sponsored into their craft, can capably control the power they wield. The use of arcane powers by Rangers, for example, is distasteful to mages in general as a sort of dissipation of the sanctity of the mage's craft. In fact, many mages go so far as to refuse to work with rangers who employ arcane magic, and in extreme cases refuse to have anything at all to do with rangers and other minor spell-casters that use the arcane arts.

Players playing mages should incorporate these views into their character's outlook on life, since these views are every bit as integral to the character of the mage as their ability to cast spells.

### Requirements

#### Race:

Any race may play a mage, however characters of races that are normally non-magical forfeit advantageous racial characteristics other than languages. Likewise, mage characters of non-magical races will likely suffer significant social disadvantages among normal members of their own race.

Humans, Elves, Half-Elves: No changes.

Dwarves: Have no +4 level advantage in saving throws vs. magic, have no ability to wield dwarf-only magic weapons unless those weapons are likewise mage-wieldable, have no abilities to note

slanting passages, traps, shifting walls and new construction, but they do obtain the ability to speak languages as other dwarves.

Halflings: Have no +4 level advantage in saving throws vs. magic and have no racial advantages with missile weapons.

Other Races: Where members of the character's race do not normally have magic powers as NPCs, all racial advantages other than those directly tied to intellect (e.g. languages) will not be obtained. Any racial disadvantages will be maintained.

The assumption is that while other young members of their race were developing and learning the normal skills of that race the budding mage character was "frittering away" their time in other pursuits that led to their career as a mage.

### **Characteristics:**

Characters must have an intelligence of at least 9 to be a mage, and it is recommended that they have an intelligence of 12 or higher.

### **Starting Conditions**

A starting mage will have the following possessions:

- A worn student's robe, of material appropriate to the climate where the mage received their training.
- A worn student's hood (a hood with a liripipe and cowl, the prototypical academic hood of the bachelor or master.) Fur-lined if the mage's training occurred in a temperate or arctic climate.
- A pair of cloth shoes with thin leather soles.
- One set of appropriate undergarments, including socks.
- A small leather neck pouch, of about 1 dry pint capacity.
- 3D6x10 gold pieces.
- A spell book containing the following spells:
  - Read Magic
  - Detect Magic
  - Read Languages
  - Light

And one spell from each of the following columns, selected by the player:

Sleep	Protection from Evil
Magic Missile	Shield
Charm Person	Hold Portal
Analyze	
Ventriloquism	
Floating Disk	

It is assumed that these spells were learned and used in the course of the mage's prior training. The first four spells are considered basic to a mage's education, the last two spells were learned and demonstrated as the mage's "final exam." All further spells must be acquired by the mage character in the course of play.

## Mage Combat

### Magic User Combat Attack Matrix

Level of Mage	To Hit on D20							
	Armor Class of Target							
	9	8	7	6	5	4	3	2
1-5	10	11	12	13	14	15	16	17
6-10	8	9	10	11	12	13	14	15
11-15	5	6	7	8	9	10	11	12
16+	3	4	5	6	7	8	9	10

A roll of a “natural 20” (the number 20 appears on the die when rolled, as opposed to a 20 as a result of modifiers to the die roll) results in a “critical hit.” A critical hit causes any damage done to be double that rolled for the hit. If the to-hit roll requirement is 19 or higher, no critical hit occurs.

A roll of a “natural 1” (the number 1 or 01 appears on the die when rolled, as opposed to a 1 rolled as a result of modifiers to the die roll) results in a “fumble.” A fumble results in the character losing the ability to act in the following combat round. If the to-hit roll is 2 or less, no fumble occurs.

#### Weapons:

Mages are restricted to the use of weapons which are classified as daggers or staves, or magic weapons which are specifically created as usable by mages.

#### Armor:

Mages may not wear any armor other than leather, preferring to use magic means of protection and disdaining the interference and weight of metal armor on their bodies.

## Saving Throws

When struck by the following types of attacks, roll 1D20 to determine whether the full effect of the attack is taken by the character, or whether the effect is nullified or reduced as noted. Rolling the indicated number or higher results on no or reduced effects.

Level	Death Ray/ Poison	Wands	Stoning/ Paralysis	Dragon Breath	Staves, Rods, & Spells
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8
16+	5	6	5	8	3
<b>On Save:</b>					
	No Effect for Ray, 1/2 Damage for Poison	1/2 Damage	No Effect	1/2 Damage	No Effect for Spells, 1/2 Damage for Staves, Rods

#### Resurrection:

When an attempt is made to resurrect a character, the given value or lower must be rolled on percentile dice for the resurrection to be successful. A character can only be resurrected a number of times equal to their constitution using normal resurrection spells.

Constitution:	3-6	7-10	11-12	13-14	15	16	17	18	19+
	30%	50%	75%	85%	90%	95%	98%	99%	100%

## Spell Casting

### Memorization:

Mages cast spells by first memorizing them, then casting them at will once memorized. Once cast, the memorized spell is forgotten. A single spell may be memorized more than once, so that it may be cast more than once without re-memorizing. Mages may memorize all the spells they are capable of, or some fraction thereof, by spending one hour (6 turns) once per day when fully rested (eight hours of sleep within the past 12 hours) in spell memorization with their spell book.

If there is any interruption during this time, then only a portion of the spells they chose to memorize will have been memorized. The number spells memorized will be a fraction of the total spells that were to be memorized equal to the fraction of the hour during which they were undisturbed, starting with the lowest level spells and working upward. Any spells which had been memorized during the prior day which were to be kept memorized (the mage was not memorizing another spell in their place) will still be memorized.

For each hour of activity since the time at which the mage was fully rested, any further memorization will require an additional turns' time (10 minutes) undisturbed over the original hour. This is true for the memorization of one spell or for all the spells the mage is capable of memorizing. Once memorized, the player will note which spells are memorized on their record sheet.

### Casting:

To have the mage cast a spell, the player announces that they are casting a spell, giving the name and any other necessary information such as the target during their time for announcing their character's activities during a turn or a combat round. Once cast, the player will mark off that spell from the mage's memorized spells on their character record sheet. The DM will take any actions necessary to resolve the effects of the spell, and ask the player to take any actions they wish the player to take to assist in this (e.g. rolling for damage.)

### Spells Available: Mages have the following spells available at each level:

Level/Title	Can memorize this number of spells of spell level:								
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>
1 Seeker	3								
2 Initiate	4								
3 Conjuror	4	1							
4 Theurgist	4	2							
5 Invoker	4	2	1						
6 Magician	4	2	2						
7 Cosmist	4	3	2	1					
8 Thaumaturge	4	3	3	2					
9 Sorceror	4	3	3	2	1				
10 Demiurge	4	4	3	3	2				
11 Wizard	4	4	4	3	3				
12	4	4	4	4	4	1			
13	5	5	5	4	4	2			
14	5	5	5	4	4	3	1		
15	5	5	5	4	4	4	2		
16	5	5	5	5	5	5	2	1	
17	6	6	6	5	5	5	2	2	
18	6	6	6	6	6	6	2	2	1

(Levels past 11-12 are included primarily for use with non-player characters, most player characters will not proceed far past Wizard before "retirement.")

## Spell Books

Magic Users start with a small group of spells in their spell book. Their spell book is a magical item that they obtain as part of their training, and while it is physical it cannot be lost or destroyed. The spell book has no weight or bulk when carried normally by the mage themselves, and will appear in the mage's hands for use at any time that it is desired while the mage is in solid physical form. If the mage is in gaseous form, or spirit form, or otherwise non-solid or ethereal, then they may not refer to their spell book until they return to physical form. If the spell-caster is on another plane, they may only refer to their spell book while in a form that is natural for life-forms of that plane.

Once inscribed in a spell book, a spell can never be lost. Spells can be transcribed from scrolls or spell books of other mages for any spell that the mage has the ability to cast. If the spell is outside a mage's class, then they may not inscribe the spell. Other mage's spell books can only be referenced for inscription so long as the other mage has stored it in a way that another mage can get at it, and the mage does not summon it to themselves (by simply desiring it while in a form they can use it) before the job of inscription is completed. A stolen spell book could only be kept until its owner was in a form where they could use it and wished its presence. If a spell is transcribed from a scroll, the scroll disintegrates upon completion of the transcription, just as if the spell had been cast from the scroll. Transcription requires a number of days equal to the square of the spell level during which the mage must be sequestered and cannot perform any other activities. Any interruptions to their activity that occupy more than two hours of game time in a day result in failure of the transcription, if the character wishes they may start over again with another attempt.

When a magic user dies, their spell book will revert to a normal physical form. It is now subject to aging damage, and destruction as a normal book. If the book contains any spells of the fifth level or higher, the book will become a magic item with its own intelligence equal to the number of spells within it of 5th level and higher, with a maximum intelligence of that of its creator. It will have the spell-casting ability of a mage equal to the highest spell level in it, e.g., a book containing seventh level spells at the highest will cast as a 7th level mage. The book can cast any spell within itself that it has the capability to up to once per day, and does not need to memorize spells. The book will be of the same alignment as its originator to a violent degree. The book's hit points will equal one point for each spell inscribed in it, but it will not heal, and one spell in the book will be destroyed at random for each point of damage it takes. The spell book will have a weight of 1GP for each level of each spell within it, and will occupy the space of a large book with 4 pages per spell and a large, heavy leather binding over wood and metal fittings (binding hinges, hasp.) The appearance of the book may be as the character makes it. If the mage that wrote the book returns to life through some means, the book will revert to its 'normal' magic form, in the condition it is in at the time the mage returns to life.

## Mage Advancement

The prime requisite of a mage is intelligence. Mages receive the following bonuses for prime requisite scores above 12: 13-14: 5% Bonus, 15+: 15% Bonus. This means that for all experience gained, an additional amount of experience equal to 5 or 10% of the experience gained is added to that amount (there is no bonus on experience bonuses, naturally.)

Level	Standard Title	Experience Points Required	Hit Points
1	Seeker	0	8 Hit Points
2	Initiate	2,500	+1D4 hit points per level
3	Conjuror	5000	
4	Theurgist	10,000	
5	Invoker	20,000	
6	Magician	35,000	
7	Cosmist	50,000	
8	Thaumaturge	75,000	
9	Sorcerer	100,000	
10	Demiurge	200,000	
11	Wizard	300,000	
	Each Addt'l Level	+250,000	+1 hit point per level

## Spell Research

Mages may seek to extend their available spells through research of spells that are new to them. They can only research spells which are of a difficulty level which they would be capable of casting. Mages may seek either to research entirely new spells, or they may seek to "reverse-engineer" existing spells of which they are aware but do not have in their spell book.

The cost of researching a spell is 20 gold pieces times the square of the level of the spell, plus any living expenses (housing, prepared meals, someone to answer the door and keep the riff-raff away, etc.) The time to research a new spell is 1 week times the square of the spell level plus one week of game time. During this time the character must work uninterrupted with no more than two hours per day spent in other activities. If there is an interruption in the work, the scroll is spoiled and work must start all over again with new materials (or be abandoned.)

## Writing Scrolls

Mages can create new scrolls for their own use or for sale to others. The scrolls will contain a spell drawn from their spell book or any other spell book to which they have exclusive access during the time they are writing the scroll. The spell on the scroll must be a spell of a spell level which the mage can cast.

The cost of writing a scroll of the highest level the mage can cast is 20 gold pieces times the square of the level of the spell to be inscribed for materials (parchment, papyrus, or vellum, ink, quills or pens, blotting paper, etc.) plus any living expenses (housing, prepared meals, someone to answer the door and keep the riff-raff away, etc.) The time to write the scroll is 1 week times the square of the spell level plus one week of game time. If the mage is writing a scroll for a spell of a lower level than what they can cast, they can write the scroll at a fraction of the cost and time given above. The fraction can be found by dividing the level of the spell to be written by the highest level of spell which the mage can cast. So, if a mage is writing a second level spell scroll it would normally cost  $20 \times 4 = 80$  gold pieces and  $1 \times 4 + 1 = 5$  weeks (35 days), but if that mage can cast level four spells then the cost and time are multiplied by  $2/4 = 1/2$ , meaning the scroll will cost 40 gold pieces to produce and take 18 days to write.

During this time the character must work uninterrupted with no more than two hours per day spent in other activities (eight to ten hours sleep and twelve to fourteen hours of work per day is assumed.) If there is an interruption in the work, the scroll is spoiled and work must start all over again with new materials (or be abandoned.) No experience will be accumulated for any activities during the time the scroll is being inscribed.

The spells on scrolls must be transcribed from a spell book which the mage has exclusive and continuous access to during the time that they are writing the scroll (even while asleep.) If at any time the original source becomes unavailable to them during that time, the scroll will be spoiled and all work lost. The assumption is that a magical transfer is in effect and any use of the original spell source will interrupt that transfer.

## Concocting Potions

A mage may concoct potions after level 4 that have the effect of one of their spells on the drinker. They may concoct potions of level 1 spells at level 4, potions of level 2 spells once the mage reaches level 6, level 3 spells once they reach level 8, and level 4 spells once they reach level 10. The power of higher level spells cannot be contained in a potion by a mage. The effect of the potion once used will be the same as if cast by the lowest level mage that can make the potion. I.e., a Shield potion (from a level 1 spell) would have an effect strength and duration as if cast by a level 4 mage.

There may be some spells for which it is not possible to concoct a potion, even of the appropriate level, consult with the dungeon master before starting a potion. Examples include mostly those spells which involve effects placed on an inanimate object, such as Magic Mouth, Rope Trick, or Explosive Runes (though a creative dungeon master may allow these if they wish.) Other spells would have an effect as determined by the dungeon master, e.g. a Monster Summoning I potion may allow the drinker to immediately summon a level 1 monster to serve them.

To create the potion, a scroll of the appropriate spell will be required. In addition, equipment and materials costing 400 G.P. per level of the spell to be placed in the potion will be required (in addition to any living expenses, as with the inscription of scrolls), and two weeks per level of the spell. The scroll is destroyed in the course of producing the potion. The mage cannot engage in any other activity (e.g. adventuring, research) while concocting potions. If they engage in any other activity for more than 2 hours per day (assuming 6-8 hours of sleep per night) then they will fail to create the potion and the money and scroll will be lost.

There is a chance of failure in properly brewing potions. The chance is equal to the level of the spell being brewed into the potion divided by the level of the mage times three:

$$\text{Chance of Failure} = \text{Level of Potion} / (\text{Level of Mage} * 3)$$

For example, a level 4 mage brewing a Sleep potion has a 1/12 chance of failure (roll one on D12 equals failure or roll 01-08 on percentile dice.) A level 6 mage brewing a second level potion has a 1/9 chance of failure for each potion brewed.

Potions with multiple effects may be concocted. Such a potion requires a scroll for each of the spells of which the effect is to be captured in the potion, as well as a cost of 300 G.P. times the square of the sum of the levels of the spells. So, making a potion that combines Shield (Level 1 spell) and Protection from Evil (Level 1 spell) costs  $((1+1)^2) \times 300$  G.P. or 1,200 G.P.

Potions have an indefinite shelf life, once sealed in their flask they will keep forever unless affected by some outside force. The potions are usable by any class.

The Alchemist class is capable of creating potions at lower cost and with different effects, so if the player's desire is to have a character whose main occupation is creating potions, they may want to consider playing an alchemist instead of a mage. The mage's potions, though created at greater cost of time and money and experience, can have effects that the alchemist does not have available.

A Wizard (10th or higher level mage) can work with an Alchemist of level 9 or higher to create potions with the effects of mage spells higher than level 4 that are of a level that the Wizard can cast. These potions also require a scroll of the spell to be made into a potion, and cost 600 G.P. per level of spell. The chance of failure is:

$$\text{Chance of Failure} = \text{Level of Potion} / (\text{Level of Mage} + \text{Level of Alchemist})$$

For example, a level 10 mage working with a level 10 alchemist will have a 1 in 20 chance of failure on any individual potion.

The scroll used is destroyed in the course of making the potion. Multiple effect potions cannot be made for spells of fifth level or higher.

### **Creating Enchanted Items**

Just as mages can create potions, though with more difficulty than an alchemist, they can likewise create enchanted items, though with more difficulty than members of the enchanter class. They may also work with enchanters to create more powerful items than either class is capable of creating on their own.

At sixth level and above, the mage may begin to create enchanted items as an enchanter of half their level, and at three times the cost of money and time. At eighth level, a mage can take an item which has been enchanted by an enchanter of eighth or higher level and make the effect permanent at a cost of 100 times the enchanter's original cost of enchantment, and twenty times the time spent by the enchanter.

### **Keeps and Retainers**

At or above 10th level, the magic user may establish a stronghold in the same way as a fighter of ninth level. In some cases a mage may take over or establish a stronghold earlier in their career, if they are sufficiently adept at managing the various monetary, political, and social issues involved.