Mage

By Gavin Norman

Requirements: None
Prime requisite: INT and WIS
Hit Dice: 1d6
Maximum level: 14
Armour: None
Weapons: Dagger, short sword, staff, sword
Languages: Alignment, Common

Mages are adventurers who study the secrets of deep magic, making them powerful allies.

Prime requisites: A mage with at least 13 INT and WIS gains a 5% bonus to XP. A mage with an INT of at least 16 and a WIS of at least 13 receives a 10% XP bonus.

Arcane Magic

Mages cannot memorize spells, but can cast arcane spells from scrolls. See ***Magic*** in ***Old-School Essentials*** for full details on arcane magic.

Magical research: A mage of any level may spend time and money on magical research. This allows them to scribe scrolls of arcane spells (see ***Scribing Scrolls***) or to research other magical effects. From 9th level, a mage may also create magic items of other kinds.

Using magic items: Mages are able to cast spells from arcane scrolls and use any items that may only be used by arcane spell casters (e.g. magic wands).

Combat

Mages can use staves and one-handed blades, but cannot wear armour.

Healing

Once per day, a mage may spend 1 turn to heal an ally. This either cures 1hp per level or allows another save against a negative effect (e.g. a curse or poison).

Mage Armour

A mage's connection with deep magic grants them a +2 bonus to Armour Class.

Mage Skills

Mages can use the following skills on targets within 30', with the chance of success shown opposite:

- **Detect magic (DM):** Requires 1 turn of concentration on an object. Failed checks may be re-attempted, if the mage is willing to spend the additional time.
- **Open/close (OC):** Magically opens or pushes closed an unlocked door, portal, lid, etc. and holds it open/closed for 1 round per level of the mage. May only be attempted once per portal.
- **Rally/fear (RF):** Rally counters magical fear effects. Fear forces enemies to make a morale check. This skill may be used once per turn.
- **Read magic (RM):** Allows the mage to decipher magical scripts and runes. Failed attempts cannot be retried until the mage gains a level.
- **Suggestion (SU):** On a successful check, the mage's words take on a supernatural potency. Up to one HD of persons (see ***Persons*** in ***Old-School Essentials***) per level of the mage must **save versus spells** or follow the mage's suggestion for 1 round per level of the mage. (If the suggestion would endanger a subject, that subject automatically saves). Afterwards, subjects realise they have been tricked. This skill may be used once per turn.

Mage's Staff

Invulnerable monsters: In the hands of a mage, a normal staff can harm creatures that are immune to mundane attacks.

Light: Once per day, the mage may cause their staff to radiate light in a 30' radius for 1 turn per level.

Mage Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	12	13	12	15	14
2	2,800	2d6	19 [0]	12	13	12	15	14
3	5,600	3d6	19 [0]	12	13	12	15	14
4	12,000	4d6	19 [0]	12	13	12	15	14
5	24,000	5d6	19 [0]	12	13	12	15	14
6	48,000	6d6	17 [+2]	10	11	10	13	11
7	100,000	7d6	17 [+2]	10	11	10	13	11
8	200,000	8d6	17 [+2]	10	11	10	13	11
9	400,000	9d6	17 [+2]	10	11	10	13	11
10	560,000	9d6+1*	17 [+2]	10	11	10	13	11
11	720,000	9d6+2*	14 [+5]	7	8	7	10	7
12	980,000	9d6+3*	14 [+5]	7	8	7	10	7
13	1,140,000	9d6+4*	14 [+5]	7	8	7	10	7
14	1,300,000	9d6+5*	14 [+5]	7	8	7	10	7

THAC0: Attack matrix row to use. (Ascending AC attack bonus in [].)
***:** Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Scribing Scrolls

Mages of any level can create scrolls of arcane spells. See ***Duplicating spell effects*** under ***Creating Magic Items*** in ***Old-School Essentials***.

After Reaching 11th Level

A mage may build a stronghold, often a great tower. 1d6 apprentices of levels 1–3 will arrive to study under the mage.

Rolling Skill Checks

All skills are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for detect magic on the player's behalf, as the mage does not always know whether the object being scanned is magical or not.

Mage Skills Chance of Success

Level	DM	OC	RF	RM	SU
1	75	30	20	50	20
2	80	35	23	55	23
3	83	40	25	60	25
4	85	45	26	65	26
5	87	50	35	70	35
6	90	55	45	75	45
7	92	60	55	80	55
8	93	65	65	83	65
9	94	70	70	86	70
10	95	75	75	90	75
11	96	80	80	92	80
12	97	85	85	95	85
13	98	90	90	98	90
14	99	95	95	99	95