

# Black Mage

A new class for *Adventurer Conqueror King* and *Labyrinth Lord*

By Matthew Skail



Cover Art by Nate Furman

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## Black Mage

Prime Requisite:	INT
Requirements:	None
Hit Die:	1d4
Maximum Level:	14

*Judge's Note: This class directly violates the class building recommendations in the Player's Companion. A judge may be uncomfortable allowing characters to have offensive spell-like abilities. In general though, it is what allows this class to compete with more standard generalist mages. In play, these abilities have not proven disruptive, but all tables are different.*

While white mages learn to use arcane magic to heal, black mages focus on the destructive elemental aspects of arcane magic. While their specialization comes at a cost as far as the amount of magic they can use, few can argue with their results. Black mages are often mistrusted by others, due to their tendency to cause massive destruction wherever they go.

Like mages, black mages receive limited combat training. At first level, black mages hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws only two points every six levels of experience (i.e. the same progression as mages). They may only fight with daggers, darts, staffs, or whips. They are unable to use shields, fight with two weapons, use a weapon two-handed, or wear any kind of armor. For these reasons, black mages tend to avoid personally fighting, and many black mages prefer for their party members or minions to do the dirty work.

Black mages **learn and cast arcane spells** as mages of two thirds their class level. The number and levels of spells the black mage can use in a single day is summarized on the Black mage Spell Progression table. Like a mage, the black mage's spell selection is limited to the spells in his **repertoire**. A black mage's repertoire can include a number of spells up to the number and level of spells listed for his

level, increased by his Intelligence bonus. A black mage can use any magic items usable by mages.

Every black mage begins play at 1<sup>st</sup> level skilled in **battle magic**. They are quick with their spells, an edge that wins many fights.

Upon reaching 2<sup>nd</sup> level, a black mage learns to channel his destructive magic into an **arcane bolt**. This ability acts like the spell, and can be used once an hour.

Starting at 4<sup>th</sup> level, a black mage masters a greater knowledge of destructive magic, learning **elementalism**. Note that he must choose fire, cold, or electricity as the element learned.

At 6<sup>th</sup> level, a black mage may channel his destructive magic into an **arcane burst**. This ability functions like the spell, and can be used once an hour.

At 7<sup>th</sup> level, the black mage may begin to research spells, scribe magical scrolls, and brew potions, as if he were a mage of 5<sup>th</sup> level.

Upon reaching 8<sup>th</sup> level, a black mage gains greater elemental knowledge in the form of an additional **elementalism** proficiency, which must come from the previous three.

At 9<sup>th</sup> level a black mage may establish a **mages' sanctum**, usually in a remote and desolate location. If he does so, he will attract 1d6 apprentices of 1<sup>st</sup>-3<sup>rd</sup> level plus 2d6 normal men seeking to become black mages. Their Intelligence scores will be above average, but many will become fearful of the sacrifices involved and quit after 1d6 months. While in the black mage's service, apprentices must be



provided food and lodging, but need not be paid wages. If the black mage builds a **dungeon** beneath or near his coterie, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them.

At 10<sup>th</sup> level, the black mage can use **arcane blast** again an additional time an hour.

Upon reaching 13<sup>th</sup> level, the black mage gains the ability to create magic items such as weapons, rings, and staves as a mage of 9<sup>th</sup> level. He may also cast ritual spells of a Blast or Transformation nature and create crossbred servants as a mage of 11<sup>th</sup> level.

Finally, at 14<sup>th</sup> level, a black mage unlocks the secret of the most destructive of all spells, **meteor**. This terrible power can be used only once a month after a turn of concentration.

**Black mage Proficiency List:** Alchemy, Beast Friendship, Black Lore of Zahar, Collegiate Wizardry, Craft, Diplomacy, Elementalism, Elven Bloodline, Engineering, Familiar, Healing, Illusion Resistance, Intimidation, Knowledge, Language, Lore mastery, Magical Engineering, Mapping, Mystic Aura, Naturalism, Quiet Magic, Performance, Prestidigitation, Profession, Sensing Power, Transmogrification, Soothsaying, Unflappable Casting

Black mage Level Progression					Black mage Spell Progression				
Experience	Level	Title	Hit Dice	Special Abilities	1	2	3	4	5
0	1	Apprentice	1d4	Battle Magic, spellcasting	1	-	-	-	-
2,075	2	Blaster	2d4	Arcane Blast	1	-	-	-	-
4,150	3	Channeler	3d4	-	2	-	-	-	-
8,300	4	Elementalist	4d4	Elementalism	2	1	-	-	-
16,600	5	Novitiate	5d4	-	2	1	-	-	-
33,200	6	Burster	6d4	Arcane Burst	2	2	-	-	-
65,000	7	Burner	7d4	Magic research (minor)	2	2	1	-	-
130,000	8	Breaker	8d4	Elementalism	2	2	1	-	-
280,000	9	Destroyer	9d4	Mage's Sanctum	2	2	2	-	-
430,000	10	Destroyer-10th	9d4+1*	Arcane Blast (x2)	3	2	2	1	-
580,000	11	Destroyer-11th	9d4+2*	-	3	2	2	1	-
730,000	12	Destroyer-12th	9d4+3*	-	3	3	2	2	-
880,000	13	Destroyer-13th	9d4+4*	Magic research	3	3	3	2	1
1,030,000	14	Unmaker	9d4+5*	-	3	3	3	2	1

\*Hit point modifiers from constitution are ignored

Black Mage Attack and Saving Throws					
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells
1-3	13+	13+	15+	11+	12+
4-6	12+	12+	14+	10+	11+
7-9	11+	11+	13+	9+	10+
10-12	10+	10+	12+	8+	9+
13-14	9+	9+	11+	7+	8+

## New Spells

**Arcane Blast**            Range: 90'

Arcane 1                    Duration: Instant

This spell creates a blast of energy that lashes out and strikes a target of the caster's choosing. The spell inflicts 1d6 damage per level of the user, up to 4d6 but the target can make a save versus Blast for half damage. If the character possesses the Elementalism proficiency, they can change the damage of this spell into a type matching their proficiency. If the target is protected from **magic missiles**, they will be protected from this spell as well.

**Arcane Burst**            Range: 90'

Arcane 1                    Duration: Instant

This spell creates a burst of energy that explodes in a 10' radius sphere. The spell inflicts 1d6 damage per level of the user, up to 3d6. The targets can make a save versus Blast for half damage. If the character possesses the Elementalism proficiency, they can change the damage of this spell into a type matching their proficiency.

**Meteor**                    Range: 360'

Arcane 6 (Blackmage) Duration: Instant

This terrible spell summons a meteor from the sky and crashes it into a target. It inflicts 1d10 magic damage per level of the caster in a 20' diameter sphere. It can be centered up to 360' away. Otherwise it is similar to the fireball spell.

## Labyrinth Lord Conversion

Converting Black Mages to Labyrinth Lord requires a bit of explanation of their abilities in ACKS. It also requires a few choices on the part of the GM.

They fight and save as magic-users.

Every black mage begins play at 1<sup>st</sup> level skilled in **battle magic**. This grants them a +1 to initiative rolls (when using individual initiative) while casting spells. It also allows them to count as 2 levels higher when casting **dispel magic**.

Upon reaching 2<sup>nd</sup> level, a black mage learns to channel his destructive magic into an **arcane bolt**. This ability acts like the spell, and can be used once an hour. If GM's do not like the idea of a recharging power, they could instead set a limit to the amount of use per day (3 or 4 is recommended).

Starting at 4<sup>th</sup> level, a black mage masters a greater knowledge of destructive magic, learning **elementalism**. This ability allows them to choose one element from the following; fire, cold, or electricity. When casting spells of this element, they inflict one extra point of damage per die of damage and opponent's saves against spells of that element suffer a -2.

At 6<sup>th</sup> level, a black mage may channel his destructive magic into an **arcane burst**. This ability functions like the spell, and can be used once an hour. Again this can be changed to a flat number of times per day at the GM's discretion.

Upon reaching 8<sup>th</sup> level, a black mage gains greater elemental knowledge in the form of an

additional **elementalism** proficiency, which must come from the previous three. This otherwise acts as the ability gained at level 4.

At 10<sup>th</sup> level, the black mage can use **arcane blast** again an additional time an hour (or double the number of flat uses).

At 11<sup>th</sup> level a black mage may establish a **magics' sanctum**, usually in a remote and desolate location. If he does so, he will attract 1d6 apprentices of 1<sup>st</sup>-3<sup>rd</sup> level plus 2d6 normal men seeking to become black mages. Their Intelligence scores will be above average, but many will become fearful of the sacrifices involved and quit after 1d6 months. While in the black mage's service, apprentices must be provided food and lodging, but need not be paid wages. If the black mage builds a **dungeon** beneath or near his coterie, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them.

Upon reaching 13<sup>th</sup> level, the black mage gains the ability to create magic items such as weapons, rings, and staves as a mage of 9<sup>th</sup> level. He may also cast ritual spells of a Blast or Transformation nature and create crossbred servants as a mage of 11<sup>th</sup> level.

Finally, at 14<sup>th</sup> level, a black mage unlocks the secret of the most destructive of all spells, **meteor**. This terrible power can be used only once a month after a turn of concentration. The GM may substitute the spell **meteor swarm** if they wish.

## Black Mage Spell List

	LEVEL 1		8 Detect Invisible		
1	Allure		9 ESP		LEVEL 4
2	Arcane Bolt		10 False Gold		1 Arcane Eye
3	Arcane Burst		11 Invisibility		2 Confusion
4	Burning Hands		12 Knock		3 Dimension Door
5	Comprehend Languages		13 Levitate		4 Enchant Arms
6	Dancing Lights		14 Locate Object		5 Fear
7	Detect Magic		15 Magic Mouth		6 Fire Shield
8	Erase		16 Mirror Image		7 Fire Trap
9	Feather Fall		17 Phantasmal Force		8 Flame Charm
10	Floating Disc		18 Resist Fire		9 Fumble
11	Hold Portal		19 Resist Lightning		10 Globe of Invulnerability, Lesser
12	Identify		20 Rope Trick		11 Hallucinatory Terrain
13	Jump		21 Scare		12 Massmorph
14	Light		22 Silence 15' Radius		13 Mnemonic Enhancer
15	Magic Aura		23 Stinking Cloud		14 Move Earth, lesser
16	Magic Missile		24 Strength		15 Plant Growth
17	Message		25 Web		16 Polymorph Others
18	Protection from Evil				17 Polymorph Self
19	Read Languages		LEVEL 3		18 Remove Curse (reversible)
20	Read Magic		1 Blink		19 Suggestion
21	Resist Cold		2 Clairaudience		20 Summon Monster II
22	Scribe		3 Clairvoyance		21 Wall of Fire
23	Shield		4 Dispel Magic		22 Wall of Ice
24	Shocking Grasp		5 Feign Death		
25	Shocking Spray		6 Fireball		LEVEL 5
26	Sleet Blast		7 Fly		1 Animate Dead
27	Sleep		8 Glacial Spike		2 Atmosphere Bubble
28	Spider Climb		9 Gust of Wind		3 Charm Monster
29	Summon Familiar		10 Haste (reversible)		4 Cloudkill
30	Unseen Servant		11 Hold Person		5 Cone of Cold
31	Ventriloquism		12 Ice Storm		6 Cone of Flame
			13 Infravision		7 Cone of Thunder
	LEVEL 2		14 Invisibility 10' radius		8 Conjure Elemental
1	Amnesia		15 Lightning Bolt		9 Contact Other Plane
2	Arcane Lock		16 Protection from Evil 10' radius		10 Distort Distance
3	Auditory Illusion		17 Protection from Normal Missiles		11 Faithful Hound
4	Charm Person		18 Tiny Hut		12 Feeblemind
5	Continual Light		19 Tongues		13 Hold Monster
6	Darkness Globe		20 Summon Monster I		14 Interposing Hand
7	Detect Evil		21 Water Breathing		15 Magic Jar

16 Passwall  
17 Secret Chest  
18 Stone Shape  
19 Telekinesis  
20 Teleport  
21 Transmute Rock to Mud  
22 Wall of Force  
23 Wall of Iron  
24 Wall of Stone

#### LEVEL 6

1 Anti-Magic Shell  
2 Arcane Window  
3 Control Weather  
4 Death Spell  
5 Disintegrate  
6 Dweomer of Rage  
7 Extension III

8 Forceful Hand  
9 Freezing Sphere  
10 Geas  
11 Globe of Invulnerability  
12 Guards and Wards  
13 Invisible Stalker  
14 Legend Lore  
15 Lower Water  
16 Monster Summoning IV  
17 Move Earth  
18 Part Water  
19 Project Image  
20 Reincarnate  
21 Repulsion  
22 Spiritwrath  
23 Stone to Flesh

#### LEVEL 7

1 Charm Plants  
2 Delayed Blast Fireball  
3 Delayed Blast Lightning Bolt  
4 Delayed Blast Ice Storm  
5 Duo-Dimension  
6 Grasping Hand  
7 Instant Summons  
8 Limited Wish  
9 Mass Invisibility  
10 Magic Sword  
11 Phase Door  
12 Power Word Stun  
13 Reverse Gravity  
14 Simulacrum  
15 Statue  
16 Summon Demon  
17 Summon Monster V  
18 Vanish

## New Spells

### Shocking Spray

Level: 1

Duration: 1 round

Range: See below

This spell causes a 3' long cone of sparking electricity to shoot from the caster's fingertips. The cone shoots out in a 120 degree arc centered on the caster. Any creature in the area of the sparks takes 1 point of electricity damage per caster level (no saving throw).

### Sleet Blast

Level: 1

Duration: 1 round

Range: See below

This spell causes a 3' long cone of jagged ice shards to shoot from the caster's fingertips. The cone shoots out in a 120 degree arc centered on the caster. Any creature in the area of the shards takes 1 point of cold damage per caster level (no saving throw).

### Resist Lightning

Level: 2

Duration: 6 turns

Range: 30'

While under the effects of this spell, a character or monster is unharmed by electricity (non-magical), and grants a bonus of +2 to all saving throws versus electricity-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a electricity-based attack. Each die will inflict a minimum of 1 hp damage.

### Glacial Spike

Level: 3

Duration: Instant

Range: 240'

A glacial spike spell is an eruption of ice that detonates with the thunderous roar of cracking glaciers and deals 1d6 points of cold damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the glacial spike is to burst. A blue-white ray streaks from the pointing digit and, unless it impacts upon a material body or solid barrier



prior to attaining the prescribed range, blossoms into the glacial spike at that point. (An early impact results in an early detonation.)

The glacial spike freezes and damages objects in the area. It can shatter glass and crystal, freeze liquids, and coat surfaces with ice. If the damage caused to an interposing barrier causes it to shatter or break apart, the glacial strike may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw versus spells. A successful save reduces damage by half.

### **Cone of Flame**

Level: 5

Duration: Instantaneous

Range: 0

Cone of flame creates an area of extreme heat, originating at the caster's hand and extending outward in a cone 5' long per level. It burns, dealing 1d4 +1 points of cold damage per caster level.

### **Cone of Thunder**

Level: 5

Duration: Instantaneous

Range: 0

Cone of thunder creates an area of extreme electricity, originating at the caster's hand and extending outward in a cone 5' long per level. It shocks, dealing 1d4 +1 points of electricity damage per caster level.

### **Delayed Lightning Bolt**

Level: 7

Duration: See below

Range: 100', + 10' per level

In most respects, this spell is identical to lightning bolt. However, damage receives a +1 bonus per damage die, and the caster may choose for the spell to "go off" from 1 to 5 rounds after the round the spell is cast.

### **Delayed Ice Storm**

Level: 7

Duration: See below

Range: 100', + 10' per level

In most respects, this spell is identical to ice storm. However, damage receives a +1 bonus per damage die, and the caster may choose for the spell to "go off" from 1 to 5 rounds after the round the spell is cast.



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