

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 1st level skilled in **battle magic**. They are quick with their spells, an edge that wins many fights.

Upon reaching 2nd 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 4th 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 6th 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 7th level, the black mage may begin to research spells, scribe magical scrolls, and brew potions, as if he were a mage of 5th level.

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

At 9th 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 1st-3rd 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 10th level, the black mage can use **arcane blast** again an additional time an hour.

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

Finally, at 14th 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, Loremastery, 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 1st 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 2nd 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 4th 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 6th 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 8th 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 10th level, the black mage can use **arcane blast** again an additional time an hour (or double the number of flat uses).

At 11th 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 1st-3rd 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 13th level, the black mage gains the ability to create magic items such as weapons, rings, and staffs as a mage of 9th level. He may also cast ritual spells of a Blast or Transformation nature and create crossbred servants as a mage of 11th level.

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

16	Passwall	8	Forceful Hand	1	Charm Plants
17	Secret Chest	9	Freezing Sphere	2	Delayed Blast Fireball
18	Stone Shape	10	Geas	3	Delayed Blast Lightning Bolt
19	Telekinesis	11	Globe of Invulnerability	4	Delayed Blast Ice Storm
20	Teleport	12	Guards and Wards	5	Duo-Dimension
21	Transmute Rock to Mud	13	Invisible Stalker	6	Grasping Hand
22	Wall of Force	14	Legend Lore	7	Instant Summons
23	Wall of Iron	15	Lower Water	8	Limited Wish
24	Wall of Stone	16	Monster Summoning IV	9	Mass Invisibility
		17	Move Earth	10	Magic Sword
	LEVEL 6	18	Part Water	11	Phase Door
1	Anti-Magic Shell	19	Project Image	12	Power Word Stun
2	Arcane Window	20	Reincarnate	13	Reverse Gravity
3	Control Weather	21	Repulsion	14	Simulacrum
4	Death Spell	22	Spiritwrath	15	Statue
5	Disintegrate	23	Stone to Flesh	16	Summon Demon
6	Dweomer of Rage		LEVEL 7	17	Summon Monster V
7	Extension III			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 die 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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