

White Mage

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

By Matthew Skail



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White Mage

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

In some places, clerics and mages do not exactly get along. While mages are known for their destructive powers, some seek the power to mend instead of simply destroy. They learned ways to twist arcane magic to provide healing power at the cost of most of their destructive abilities. Though not as powerful as the clerics they sought to replace, they are still valued and able magicians.

Unlike pure mages, they learn some skills in combat, but they are not front-line combatants. Their altered arcane magic functions even while wearing leather armor, as the organic nature does not block the flow of their power.

At first level, white mages hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *four* levels of experience (i.e. the same as thieves). They may use hammers, maces, flails, bows and crossbows. They are not trained to use shields, fight two-handed, or dual wield weapons. White mages cannot wear armor heavier than leather.

White mages **learn and cast white magic spells** as mages of two thirds their class level. The number and levels of spells the white mage can use in a single day is summarized on the White mage Spell Progression table. Like a mage, the white mage's spell selection is limited to the spells in his **repertoire**. A white 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 white mage can use any magic items usable by mages.

White magic is slightly different from normal arcane magic. White mages learn 'Blast' and 'Death' spells as though they were divine casters, but learn 'Healing' spells and 'Hold' spells as divine caster, meaning they can add arcane versions of spells such as **Cure Light Wounds** or **Neutralize Poison** to their **repertoire**, and learn **Hold Person** as a second level spell. All other spells are learned at normal arcane levels.

At first level, all white mages are trained in the art of **Healing**. Each level of healing beyond 3 that a character possesses allows them to treat 1 additional patient per day, and grants them a +2 to the proficiency roll to generate the special effects.

At level three, they gain **herbal mastery**. Any herbs they use for healing purposes work at double potency (Comfrey would heal 2d3, wound wort would grant a +4, etc).

At level five, they gain the ability **cure minor wounds** once every hour after spending one turn tending to a patient.

At level seven, their healing skills are so great that their very touch heals wounds. They can perform **lay on hands**. At 7th level (Master Healer), the white mage may begin to research spells, scribe magical scrolls, and brew potions, as if they were a mage of 5th level.

At level eight, their familiarity and exposure to diseases grants them **immunity to disease**, whether natural or supernatural.

At level nine, they gain a second use of **lay on hands**. Also at 9th level (Life Giver) a white mage may establish a **college**. If he does so, he will

attract 1d6 apprentices of 1st-3rd level plus 2d6 normal men seeking to become white mages. Their Intelligence scores will be above average, but many will become frustrated by the required dedication and quit after 1d6 months. While in the white mage's service, apprentices must be provided food and lodging, but need not be paid wages. If the white mage builds a **dungeon** beneath or near his **college**, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them. White mages' coteries are otherwise identical to mages' sanctums, as detailed in the **Campaign** chapter of the *ACKS* Rulebook.

At level eleven, the healing powers that flood their body make them **immune to all poisons**.

Upon reaching 13th level (Life Giver), the white mage gains the ability to create magic items

such as weapons, rings, and staves as a mage of 9th level. He may also cast ritual spells of a healing nature and create construct servants as a mage of 11th level.

Finally, at level 14, their mastery over life and death gives them the ability to **Restore Life and Limb** once a week after spending a turn in surgery.

White Mage Proficiency List: Alchemy, Animal Husbandry, Battle Magic, Beast Friendship, Contemplation, Diplomacy, Divine Blessing, Divine Health, Healing, Illusion Resistance, Knowledge, Laying on Hands, Lore mastery, Magical Engineering, Magical Music, Mystic Aura, Naturalism, Performance, Prestidigitation, Profession, Prophecy, Quiet Magic, Righteous Turning, Sensing Evil, Sensing Power, Theology, Unflappable Casting

White Mage Level Progression					White mage Spell Progression					
Experience	Level	Title	Hit Dice	Special Abilities	1	2	3	4	5	Attack Throws
0	1	First-Aider	1d4	Spellcasting, Healing	1	–	–	–	–	10+
2375	2	Medic	2d4		1	–	–	–	–	10+
4750	3	Chirurgeon	3d4	Herbal Mastery	2	–	–	–	–	9+
9500	4	Healer	4d4		2	1	–	–	–	9+
19000	5	Doctor	5d4	Cure Minor Wounds	2	1	–	–	–	8+
38000	6	Surgeon	6d4		2	2	–	–	–	8+
75000	7	Master Healer	7d4	Magic research (minor), Lay on Hands	2	2	1	–	–	7+
150000	8	White-Healer	8d4	Immune to Disease	2	2	1	–	–	7+
300000	9	Life Giver	9d4	College, Lay on Hands	2	2	2	–	–	6+
450000	10	Life Giver, 10th level	9d4+1*		3	2	2	1	–	6+
600000	11	Life Giver, 11th level	9d4+2*	Immune to Poisons	3	2	2	1	–	5+
750000	12	Life Giver, 12th level	9d4+3*	–	3	3	2	2	–	5+
900000	13	Life Giver, 13th level	9d4+4*	Magic research	3	3	3	2	1	4+
1050000	14	Life Maker	9d4+5*	Restore Life and Limb	3	3	3	2	1	4+

*Hit point modifiers from constitution are ignored

White Mage 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+

Labyrinth Lord Conversion

White mages require some work to convert over to *Labyrinth Lord*, but not much.

They fight as clerics and save as magic-users. They may use hammers, maces, flails, bows and crossbows. They are not trained to use shields or dual wield weapons. White mages cannot wear armor heavier than leather.

White mages **learn and cast white magic spells** as mages of two-thirds their class level. The number and levels of spells the white mage can use in a single day is summarized on the White mage Spell Progression table.

At first level, all white mages are trained in the art of **Healing**. In *Labyrinth Lord*, this ability allows them to heal others who are injured for 1d3 hit points. This can be done once a day per person.

At level three, they gain **herbal mastery** which allows them to use healing herbs to double the benefits of their **healing** ability (2d3). This requires using herbs that cost 10gp per patient, and weighs 1 pound.

At level five, they gain the ability **cure minor wounds** once every hour after spending one turn tending to a patient. This allows them to

heal 2d6 damage. This can only be used once a day per person.

At level seven, their healing skills are so great that their very touch heals wounds. They can perform **lay on hands**. This allows them to heal a person for 2 hp per level to a wounded target with but a touch.

At level eight, their familiarity and exposure to diseases grants them **immunity to disease**, whether natural or supernatural.

At level nine, they gain a second use of **lay on hands**.

At 11th level (Life Giver) a white mage may establish a **college** or a stronghold and attract white mage apprentices (1d6), who will range from level 1-3.

Upon reaching 13th level (Life Giver), the white mage gains the ability to create magic items such as weapons, rings, and staffs as a magic-user of 9th level.

Finally, at level 14, their mastery over life and death gives them the ability to **Raise Dead** once a week after spending a turn in surgery.

White Mage Level Progression					White mage Spell Progression						
Experience	Level	Title	Hit Dice	Special Abilities	1	2	3	4	5	6	7
0	1	First-Aider	1d4	Spellcasting, Healing	1	–	–	–	–	–	–
2375	2	Medic	2d4		1	–	–	–	–	–	–
4750	3	Chirurgeon	3d4	Herbal Mastery	2	–	–	–	–	–	–
9500	4	Healer	4d4		2	1	–	–	–	–	–
19000	5	Doctor	5d4	Cure Minor Wounds	2	1	–	–	–	–	–
38000	6	Surgeon	6d4		2	2	–	–	–	–	–
75000	7	Master Healer	7d4	Lay on Hands	2	2	1	–	–	–	–
150000	8	White-Healer	8d4	Immune to Disease	2	2	1	–	–	–	–
300000	9	Life Giver	9d4	Lay on Hands	2	2	2	–	–	–	–
450000	10	Life Giver, 10th level	9d4+1*		3	2	2	1	–	–	–
600000	11	Life Giver, 11th level	9d4+2*	Immune to Poisons	3	2	2	1	–	–	–
750000	12	Life Giver, 12th level	9d4+3*	–	3	3	2	2	–	–	–
900000	13	Life Giver, 13th level	9d4+4*		3	3	3	2	1	–	–
1050000	14	Life Maker	9d4+5*	Restore Life and Limb	3	3	3	2	1	–	–
1200000	15	Life Maker	9d4+6*		3	3	3	3	2	–	–
1350000	16	Life Maker	9d4+7*		4	3	3	3	2	1	–
1500000	17	Life Maker	9d4+8*		4	3	3	3	2	1	–
1650000	18	Life Maker	9d4+9*		4	4	3	3	3	2	–
1800000	19	Life Maker	9d4+10*		4	4	4	3	3	2	1
1950000	20	Life Maker	9d4+11*		4	4	4	3	3	2	1

*Hit point modifiers from constitution are ignored

White Mage Spell List

LEVEL 1

- 1 Allure
- 2 Charm Person
- 3 Comprehend Languages
- 4 Cure Light Wounds (reversible)
- 5 Dancing Lights
- 6 Detect Magic
- 7 Erase
- 8 Feather Fall
- 9 Floating Disc
- 10 Hold Portal
- 11 Identify
- 12 Jump
- 13 Light
- 14 Magic Aura
- 15 Mending
- 16 Message
- 17 Protection from Evil
- 18 Read Languages
- 19 Read Magic
- 20 Remove Fear
- 21 Resist Cold
- 22 Sanctuary
- 23 Scribe
- 24 Shield
- 25 Sleep
- 26 Spider Climb
- 27 Summon Familiar
- 28 Unseen Servant
- 29 Ventriloquism

LEVEL 2

- 1 Amnesia
- 2 Arcane Lock
- 3 Auditory Illusion
- 4 Bless
- 5 Continual Light
- 6 Darkness Globe
- 7 Detect Evil
- 8 Detect Invisible
- 9 ESP

- 10 False Gold
- 11 Find Traps
- 12 Hold Person
- 13 Invisibility
- 14 Knock
- 15 Levitate
- 16 Locate Object
- 17 Magic Mouth
- 18 Mirror Image
- 19 Phantasmal Force
- 20 Resist Fire
- 21 Rope Trick
- 22 Scare
- 23 Silence 15' Radius
- 24 Stinking Cloud
- 25 Strength
- 26 Web

LEVEL 3

- 1 Animate Dead
- 2 Blink
- 3 Burning Hands
- 4 Clairaudience
- 5 Clairvoyance
- 6 Cure Blindness
- 7 Cure Disease
- 8 Dispel Magic
- 9 Feign Death
- 10 Fly
- 11 Gust of Wind
- 12 Haste (reversible)
- 13 Infravision
- 14 Invisibility 10E radius
- 15 Magic Missile
- 16 Protection from Evil 10E radius
- 17 Protection from Normal Missiles
- 18 Prayer
- 19 Remove Curse (reversible)
- 20 Tiny Hut
- 21 Tongues
- 22 Shocking Grasp

- 23 Speak with Dead
- 24 Suggestion
- 25 Summon Monster I
- 26 Water Breathing

LEVEL 4

- 1 Arcane Eye
- 2 Charm Monster
- 3 Confusion
- 4 Cure Serious Wounds
- 5 Dimension Door
- 6 Enchant Arms
- 7 Exorcism
- 8 Fear
- 9 Fumble
- 10 Globe of Invulnerability, Lesser
- 11 Hallucinatory Terrain
- 12 Massmorph
- 13 Mnemonic Enhancer
- 14 Move Earth, lesser
- 15 Neutralize Poison
- 16 Plant Growth
- 17 Polymorph Others
- 18 Polymorph Self
- 19 Protection from Evil 10' Radius
- 20 Remove Curse (reversible)
- 21 Summon Monster II
- 22 Wall of Fire
- 23 Wall of Ice

LEVEL 5

- 1 Atmosphere Bubble
- 2 Conjure Elemental
- 3 Contact Other Plane
- 4 Cure Critical Wounds
- 5 Distort Distance
- 6 Faithful Hound
- 7 Feeblemind
- 8 Fireball
- 9 Hold Monster
- 10 Interposing Hand

- 11 Lightning Bolt
- 12 Magic Jar
- 13 Passwall
- 14 Secret Chest
- 15 Stone Shape
- 16 Telekinesis
- 17 Teleport
- 18 Transmute Rock to Mud
- 19 Wall of Force
- 20 Wall of Iron
- 21 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 Heal
- 14 Invisible Stalker
- 15 Legend Lore
- 16 Lower Water
- 17 Monster Summoning IV
- 18 Move Earth
- 19 Part Water
- 20 Project Image
- 21 Raise Dead
- 22 Reincarnate
- 23 Repulsion
- 24 Spiritwrath
- 25 Stone to Flesh

LEVEL 7

- 1 Charm Plants
- 2 Cloudkill
- 3 Cone of Cold
- 4 Duo-Dimension
- 5 Grasping Hand
- 6 Instant Summons
- 7 Limited Wish
- 8 Mass Invisibility
- 9 Phase Door
- 10 Power Word Stun
- 11 Regenerate
- 12 Restoration
- 13 Reverse Gravity
- 14 Simulacrum
- 15 Statue
- 16 Summon Demon
- 17 Summon Monster V
- 18 Vanish

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