

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 staffs 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, Loremastery, 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 11thlevel (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	10th level	9d4+1*		3	2	2	1	—	—	—
600000	11	11th level	9d4+2*	Immune to Poisons	3	2	2	1	—	—	—
750000	12	12th level	9d4+3*	—	3	3	2	2	—	—	—
900000	13	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		10	False Gold	23	Speak with Dead
1	Allure	11	Find Traps	24	Suggestion
2	Charm Person	12	Hold Person	25	Summon Monster I
3	Comprehend Languages	13	Invisibility	26	Water Breathing
4	Cure Light Wounds (reversible)	14	Knock		
5	Dancing Lights	15	Levitate		LEVEL 4
6	Detect Magic	16	Locate Object	1	Arcane Eye
7	Erase	17	Magic Mouth	2	Charm Monster
8	Feather Fall	18	Mirror Image	3	Confusion
9	Floating Disc	19	Phantasmal Force	4	Cure Serious Wounds
10	Hold Portal	20	Resist Fire	5	Dimension Door
11	Identify	21	Rope Trick	6	Enchant Arms
12	Jump	22	Scare	7	Exorcism
13	Light	23	Silence 15' Radius	8	Fear
14	Magic Aura	24	Stinking Cloud	9	Fumble
15	Mending	25	Strength	10	Globe of Invulnerability, Lesser
16	Message	26	Web	11	Hallucinatory Terrain
17	Protection from Evil			12	Massmorph
18	Read Languages		LEVEL 3	13	Mnemonic Enhancer
19	Read Magic	1	Animate Dead	14	Move Earth, lesser
20	Remove Fear	2	Blink	15	Neutralize Poison
21	Resist Cold	3	Burning Hands	16	Plant Growth
22	Sanctuary	4	Clairaudience	17	Polymorph Others
23	Scribe	5	Clairvoyance	18	Polymorph Self
24	Shield	6	Cure Blindness	19	Protection from Evil 10' Radius
25	Sleep	7	Cure Disease	20	Remove Curse (reversible)
26	Spider Climb	8	Dispel Magic	21	Summon Monster II
27	Summon Familiar	9	Feign Death	22	Wall of Fire
28	Unseen Servant	10	Fly	23	Wall of Ice
29	Ventriloquism	11	Gust of Wind		
		12	Haste (reversible)		LEVEL 5
	LEVEL 2	13	Infravision	1	Atmosphere Bubble
1	Amnesia	14	Invisibility 10E radius	2	Conjure Elemental
2	Arcane Lock	15	Magic Missile	3	Contact Other Plane
3	Auditory Illusion	16	Protection from Evil 10E radius	4	Cure Critical Wounds
4	Bless	17	Protection from Normal Missiles	5	Distort Distance
5	Continual Light	18	Prayer	6	Faithful Hound
6	Darkness Globe	19	Remove Curse (reversible)	7	Feeblemind
7	Detect Evil	20	Tiny Hut	8	Fireball
8	Detect Invisible	21	Tongues	9	Hold Monster
9	ESP	22	Shocking Grasp	10	Interposing Hand

11	Lightning Bolt	8	Forceful Hand	1	Charm Plants
12	Magic Jar	9	Freezing Sphere	2	Cloudkill
13	Passwall	10	Geas	3	Cone of Cold
14	Secret Chest	11	Globe of Invulnerability	4	Duo-Dimension
15	Stone Shape	12	Guards and Wards	5	Grasping Hand
16	Telekinesis	13	Heal	6	Instant Summons
17	Teleport	14	Invisible Stalker	7	Limited Wish
18	Transmute Rock to Mud	15	Legend Lore	8	Mass Invisibility
19	Wall of Force	16	Lower Water	9	Phase Door
20	Wall of Iron	17	Monster Summoning IV	10	Power Word Stun
21	Wall of Stone	18	Move Earth	11	Regenerate
		19	Part Water	12	Restoration
	LEVEL 6	20	Project Image	13	Reverse Gravity
1	Anti-Magic Shell	21	Raise Dead	14	Simulacrum
2	Arcane Window	22	Reincarnate	15	Statue
3	Control Weather	23	Repulsion	16	Summon Demon
4	Death Spell	24	Spiritwrath	17	Summon Monster V
5	Disintegrate	25	Stone to Flesh	18	Vanish
6	Dweomer of Rage		LEVEL 7		
7	Extension III				

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