

## White Mage

**Prime Req.:** INT & WIS

**Required:** None

**Hit Dice:** d6

**Max Level:** 14

Lvl	XP	Title	1	2	3	4	5	6
1	0	Pacifist	1					
2	1500	Attendant	2					
3	3000	Mender	2	1				
4	6000	Blessist	2	2				
5	12000	Healer	2	2	1			
6	24000	Curist	2	2	2			
7	50000	White Mage	3	2	2	1		
8	100000	Life-Giver	3	3	2	2		
9	200000	Preserver	3	3	3	2	1	
10	300000	Life Mage	3	3	3	3	2	
11	400000	Comforter	4	3	3	3	2	1
12	500000	Peacebringer	4	4	3	3	3	2
13	600000	Cherub	4	4	4	3	3	2
14	700000	Arcane Magi	4	4	4	4	3	3

White Mages are quite rare. As an arcane spellcaster who has devoted her life to healing, rather than destroying, they are highly sought after.

White Mages may use **any armor**, including **shields**; however, they may only use bolos, coshes, staffs, or slings. They are **Chirurgeons** (Healer 3), and may serve in a hospital for 100gp/month. They can see up to 5 patients per day, and can *neutralize poison*, *cure disease*, or *cure serious wounds* with a proficiency throw of 14+, once per day per patient. White Mages may also use the healing herbs listed in the Equipment chapter (e.g. blackwort, comfrey, goldenrod, and woundwort) to heal additional damage or gain a bonus on his proficiency throws. A White Mage may **Lay On Hands**, healing up to their level in hit points. Because of their service, they have been given a **divine blessing**, a +2 bonus to all saving throws.

On the one hand, White Mages cast spells from the **Divine** spellcasting list rather than the arcane list, are bound by the same code of conduct as a cleric, and can use magical items as a cleric. However, they carry a **spellbook**, and **research spells**, **scribe scrolls**, **brew potions**, and **cast ritual spells** like a mage. Their spell list is increased with intelligence bonus, and they can add or remove spells as a mage as well. They save as a **Cleric**.

White Mages may use the following (10 gp/lb):

Belladonna: eat a pound, then save vs poison; if successful, cured, otherwise, die within 1 turn. Even if the poison is neutralized (or target raised), the target is still a lycanthrope.

Birthwort: +2 to neutralize poison

Comfrey: adds 1d3 HP; useable once per day per patient

Goldenrod: +2 to cure disease

Woundwort: +2 to cure light/serious wounds

### White Mage proficiency list

Alchemy, Apostasy, Battle Magic, Beast Friendship, Command, Contemplation, Diplomacy, Divine Health, Elementalism, Elven Bloodline, Familiar, Illusion Resistance, Language, Laying on Hands, Leadership, Loremastery, Magical Engineering, Mystic Aura, Naturalism, Prestidigitation, Prophecy, Quiet Magic, Sensing Evil, Sensing Power, Theology, Transmogrification, Unflappable Casting, Wakefulness