

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**



the White Mage

A Magic User Class for Old
School Essentials

the White Mage



Writing & editing: Andrew Lenox

Layout: Andrew Lenox with Layout inspired by Old-School Essentials by Necrotic Gnome

Illustrations: All illustrations from the public domain.

Legal: Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license



Wards of Light

Dark Magic

When man first mastered the magical arts, he sought powers of destruction and subjugation. Tyrannical wizards then conquered the world of men. They ruled and fought one another for a brutal and unjust age, sundering the world under their terrible power.

Light Magic

An order of wizards arose from the ashes of this blighted world. They banished the terrifying beings summoned by the dark wizards of old. They dedicated their studies to the protection and freedom of mankind. They forged a new path of wizardry focused on service to mankind, rather than pressing mankind into servitude. This is the tradition of white magic.

Protection Magic

White Mages are a hybrid of standard magic users and

clerics. They use arcane magic similarly to magic users, but all their spell list is focused on protection.

White mages cannot magically heal like Clerics, and rely on preventative measures to protect their party members. They have the ability to swap any memorized spell for the 'Lucky Ward' spell which provides temporary hit points to a character. These hit points bolster their hit point total, but cannot be used to heal players of their existing wounds. While a white mage has more flexible magical talents than a cleric, they must apply their protective arts preventatively, rather than reactively.

Light Houses

White Mages abhor the wizards tower; a symbol of tyrannical rule of a previous age, and instead learn their arts in light-houses, in service to protecting humanity.

White Mage

Requirements: None

Prime Requisite: WIS

Hit Dice: 1d6

Maximum Level: 14

Armor: None

Weapons: Staff

Languages: Alignment, Common

White mages study powerful protective and healing magics. They seek peaceful or nonviolent resolution to conflict, and to protect their allies.

Lucky Ward

A White Mage may forget any memorized spell to immediately cast the spell 'Lucky Ward'.

Arcane Magic

See Magic (in OSE) and White Magic (later in this document) for full details.

Magical Research : A white mage of any level may spend time and money on magical research. This allows them to add

new spells to their spell book and to research other magical effects. When a white mage reaches 9th level, they are also able to create magic items.

Spell Casting: White mages carry spell books containing the formulae for arcane spells. The spell casting chart (opposite) shows both the number of spells in the white mage's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level white-mage has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to white mages is found later in this document.

Using Magic Items : As spell casters, white mages are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

White Mage Level Progression

Level	XP	HD	THACO	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	12	13	13	15	15	1	–	–	–	–
2	3,000	2d6	19 [0]	12	13	13	15	15	2	–	–	–	–
3	6,000	3d6	19 [0]	12	13	13	15	15	2	1	–	–	–
4	12,000	4d6	19 [0]	12	13	13	15	15	2	2	–	–	–
5	24,000	5d6	19 [0]	10	11	11	13	12	2	2	1	–	–
6	48,000	6d6	17 [+2]	10	11	11	13	12	2	2	2	–	–
7	96,000	7d6	17 [+2]	10	11	11	13	12	3	2	2	1	–
8	180,000	8d6	17 [+2]	10	11	11	13	12	3	2	2	2	–
9	350,000	9d6	17 [+2]	8	9	9	10	10	3	3	3	2	1
10	500,000	9d6+1*	17 [+2]	8	9	9	10	10	3	3	3	3	2
11	650,000	9d6+2*	14 [+5]	8	9	9	10	10	4	3	3	3	2
12	800,000	9d6+3*	14 [+5]	8	9	9	10	10	4	4	3	3	3
13	950,000	9d6+4*	14 [+5]	6	7	8	8	8	4	4	4	4	3
14	1,100,000	9d6+5*	14 [+5]	6	7	8	8	8	5	4	4	4	4

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves

Combat

White mages can only use staves and are unable to use shields or wear any type of armor. This makes them very vulnerable in combat

1d6 apprentices of levels 1-3 will then arrive to study under the white mage.

After 9th Level

The white mage may build a stronghold, often a lighthouse.

White Magic

1st Level

1. Charm Person
2. Detect Magic
3. **Expeditious Retreat***
4. **Feather Fall***
5. Protection From Evil
6. Read Languages
7. Read Magic
8. Shield
9. Sleep
10. **Disarm***
11. **Ward of Protection***
12. **Lucky Ward***

2nd Level

1. Bless
2. Hold Person
3. ESP
4. Detect Danger †
5. Invisibility
6. Knock
7. Continual Light
8. **Reflect***
9. Whispering Wind †
10. Stasis

3rd Level

1. Parley*
2. Fear
3. Hold Person

4. Clairvoyance
5. Protection from Evil 10'
6. Protection from Normal Missiles
7. Suggestion
8. Nondetection †

4th Level

1. Charm Monster
2. Confusion
3. Emotion
4. Dispel Magic
5. Illusory Stamina
6. Remove Curse
7. Telekinesis
8. Minor Creation †

5th Level

1. Contact Higher Plane
2. Teleport
3. Create Food
4. Feeblemind
5. Major Creation †
6. Protection from Fire and Lightning †
7. Stone to Flesh †
8. Banish (Summon)*

* - *White Mage Spells*

† - *Druid and Illusionist Spells*



1478
delle

White Magic Spells

Banish

Duration : 1 turn

Range: 60'

One creature must save vs. spells or be banished to its plane of origin permanently. If the creature is currently on its plane of origin it is banished to a formless void dimension for the spells duration where it is unharmed.

Reversed: Summon

The caster chooses any creature they have previously successfully banished with this spell. The creature saves vs spells or be summoned to a point within range of the caster.

Disarm

Duration : Instant

Range: 10' per level

One creature per caster level saves vs spells. On a failed save, targets drop an item held in one of their hands of the casters choice.

Expeditious Retreat

Duration : 2 turns

Range: 60'

A number of creatures up to the casters level gain 20' movement speed. If targets take a retreat action, they keep their AC bonus and attackers do not gain a +2 attack bonus.

Feather Fall

Duration : 1 round per level

Range: 10' per level

Targets: 1 creature per level

The rate of falling of target(s) is reduced to 2' per second. No damage is incurred from falling.

Lucky Ward

Duration: 1 turn per level

Range: 120'

The target creature is surrounded by a shimmering field of energy that effects their fate.

- **Damage Negation:** The subject gains protection against 1d4 hit points of

damage per level.

- **Ending:** When all of the hit points of protection are used up, the spell ends.

Parley

Duration : 1 turn

Range: 60'

The caster creates a peaceful zone where hostilities cease, and negotiations can be made.

- No creatures in range can attack one another, or take any hostile actions.
- All intelligent creatures in range can understand each other's spoken language.
- Any creatures who are hostile or unfriendly become neutral to the party. Their reaction can change over the course of the negotiation.

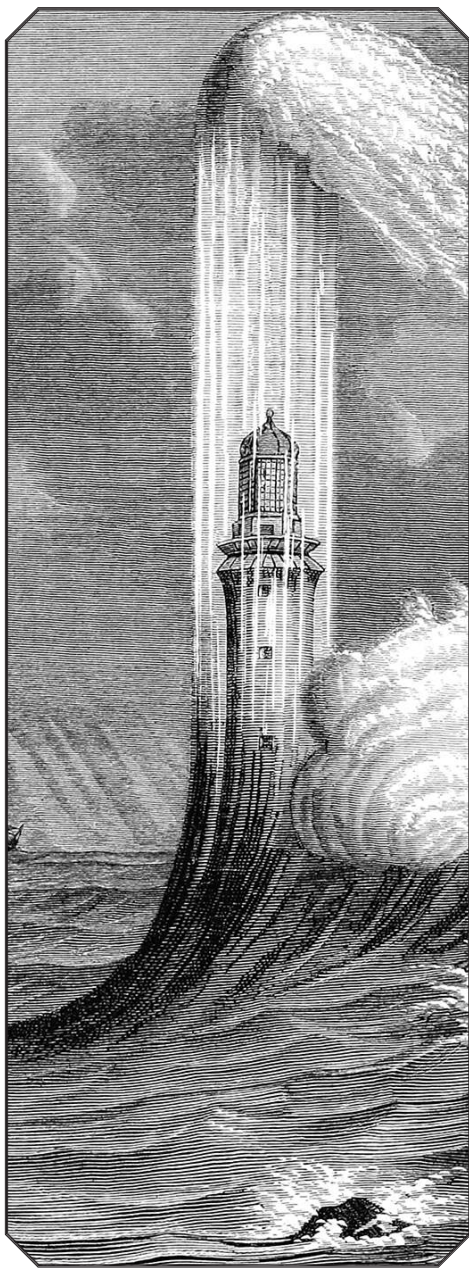
Reflect

Duration : 1 turn

Range: The caster

The next time the spellcaster takes damage, prevent 1d6 damage per caster level and deal the amount of prevented damage to the source of the damage. The target of the damage may save vs spells to

reduce the damage by half. This effect wears off after the duration.



Open Gaming License

DESIGNATION OF PRODUCT IDENTITY

All artwork, logos, and presentation are product identity. The names "Necrotic Gnome" and "Old-School Essentials" are product identity. All text in the following sections is product identity: Introduction.

DESIGNATION OF OPEN GAME CONTENT

All text and tables not declared as product identity are Open Game Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce

R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

The White Mage, A Magic User Class for Old School Essentials © 2021 Andrew Lenox, author Andrew Lenox

END OF LICENSE

