

# Adventures Dark and Deep™



## The Jester

By Joseph Bloch

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Note that this is an extract of the **ADVENTURES DARK AND DEEP™** Players Manual. It is not needed to play the game. It is provided as a convenience for players at the table, providing the essential rules and spell descriptions needed to play the class. It is also perfectly suited for those who wish to introduce mountebanks into other old-school games without needing to purchase the entire **ADVENTURES DARK AND DEEP™** Players Manual.

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## The Jester

*Being an extract of the core rules to allow for convenient lookup of necessary information for players playing a jester PC.*

Authored by Joseph Bloch

*Based on and inspired by the original work of E. Gary Gygax, David Arneson, David "Zeb" Cook, Monte Cook, Jeff Grubb, Robert Kuntz, Kim Mohan, Dave Newton, Douglas Niles, Jon Pickens, Jonathan Tweet, James Ward, Skip Williams, and Steve Winter.*

Edited by Mollie Carson-Vollath

With the kindest assistance of...

*...a multitude of volunteer playtesters, proofreaders, and editors who helped polish the early drafts of this manuscript into the version you see today.*

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## Dedicated to E. Gary Gygax, who gave us the game

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# Jester

The jester, a subclass of the bard, possesses a combination of magical, spoken, and acrobatic (tumbling, juggling, etc.) skills. In combat, they are particularly skilled at those weapons which are thrown or tossed, this carrying over from their juggling skills. Their abilities to convince others of various things, distract, etc., through their verbal patter is of great use when dealing with intelligent creatures, of course.

The prime requisites of the class are thus intelligence, dexterity and charisma, each of which must be at least 13. If all three are greater than 14, the character adds 10% to experience gained, and naturally having such high ability scores will help the character in other ways.

The jester uses a six-sided die per level to determine the number of hit points he has. The main focus of the jester is on distraction, persuasion, influence, and so forth. As nimbleness is also an important part of the jester's repertoire, only the lightest and least restrictive armor types are allowed without penalty (see below). Jesters have access to their own spells, as well as some of the same spells available to mages and illusionists. As combat is not their primary forte, their use of weapons is restricted. They do have considerable skills in terms of influencing intelligent creatures, as well as tumbling and juggling.

Jesters may be of any non-lawful alignment. Jesters who become lawful lose their spellcasting abilities, and will no longer improve their skills in those abilities they have in common with thieves or sub-classes of thieves.

Jesters have the following powers and abilities:

- Verbal patter
- Tumbling and performing
- Pranks
- Spell use
- Attract a troupe at 10th level

Only humans, halflings, and gnomes can take up the motley and become jesters. Halflings and gnomes are limited to 6th level. Halflings may multi-class as jester/thieves, while gnomes may multi-class as fighter/jesters.

Jesters may use only the following types of armor: leather cuirass, furs, gambeson, leather lamellar, brigandine, leather scale. They may not use shields. They may only become proficient in the following weapons: club, dagger, dart, knife, sword (short, long, or broad), sling, hand axe (including thrown), slapstick, and javelin; they may use caltrops as weapons. Those using weapons in which they are not proficient will suffer a -4 penalty "to hit" with melee weapons and a -2 penalty with hurled weapons.

Jesters advance in experience levels according to the following table:

**TABLE 1: JESTER LEVEL ADVANCEMENT**

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
2,250	2	2d6
4,500	3	3d6
10,000	4	4d6
20,000	5	5d6
40,000	6	6d6
70,000	7	7d6
110,000	8	8d6
200,000	9	9d6
350,000	10	10d6
600,000	11	10d6+2
850,000	12	10d6+4

For every level after 12th, the jester requires 250,000 experience points to advance. The jester gains 2 hit points for each level earned past the 12th.

Jesters can use any magic items available to mages or thieves, as well as those which are open to all classes. They do not get any other thief abilities, unless otherwise specified.

Jesters begin with 2d4x10 g.p.

## Verbal Patter

Jesters have skill with verbal patter, as well as pranks, tumbling and performing. Verbal patter is one of the most important of the jester's abilities; it is the heart of his powers of misdirection, confusion, and persuasion. In a round where a bard is using his verbal patter ability, he may not cast spells, but may engage in combat.

**TABLE 2: JESTER VERBAL PATTERN**

Jester Level	Assure, Demean, Attend, Question	Entertain, Distract, Distrust, Second Look	Befuddle, Trust, Value	Enrage
1	40%	20%	10%	-10%
2	45%	25%	15%	-5%
3	50%	30%	20%	0%
4	55%	35%	25%	5%
5	60%	40%	30%	10%
6	65%	45%	35%	15%
7	70%	50%	40%	20%
8	75%	55%	45%	25%
9	80%	60%	50%	30%
10	85%	65%	55%	35%
11	90%	70%	60%	40%
12	95%	75%	65%	45%
13	96%	80%	70%	50%
14	97%	85%	75%	55%
15	98%	90%	80%	60%
16	99%	95%	85%	65%
17	99%	96%	90%	70%

**TABLE 3: CHARISMA ADJUSTMENT FOR VERBAL PATTERN**

Charisma	Assure, Demean, Attend, Question	Entertain, Distract, Second Look	Befuddle, Trust, Value	Enrage
16	5%	10%	-	-
17	10%	15%	5%	-
18	15%	20%	10%	-
19	20%	25%	15%	-
20	25%	30%	20%	5%
21	30%	35%	25%	10%
22	35%	40%	30%	20%
23	40%	45%	35%	25%
24	45%	50%	40%	30%
25	50%	55%	45%	35%

Note that all of these abilities are verbal in nature, and therefore require that the target (audience) can understand what is being said! The game master should use discretion in assigning bonuses or penalties to these abilities, based on the specific circumstances involved; i.e., a drunken and hostile crowd might be particularly less likely to respond positively to a jester's efforts at persuading them to believe something, etc. Each use of these abilities requires one round; subsequent uses require additional rolls to succeed, but each gains a +5% chance to succeed if the one before it has been successful, but such "stacking" can never cause the chance of success to be greater than 95%. There are no racial bonuses for verbal patter.

**Attend:** The jester uses his or her powers of patter and gab to grab the attention of the audience (or direct it to someone else) and get them to listen to what is being said and possibly agree with or at the very least understand it.

**Assure:** The jester attempts to reinforce whatever preconceptions the audience already has. This has the effect of buttressing the perception of a decision as being right (or wrong), causing the audience to pay less heed to those who disagree, etc. The game master should apply penalties depending on what is being reinforced; if it is questionable a 20% penalty would not be unfair, and a 40% penalty could be assessed for an event which was downright against the thoughts of the audience.

**Befuddle:** The jester using this ability attempts to create utter confusion in the audience regarding some issue, fact, or event. By his or her confusing patter, the jester is able to cause the audience to no longer be sure of what it once knew for certain; who did what, where something is, the facts behind some event, etc.

**Demean:** The jester picks a specific target (person, event, thing, institution, place, etc.) and makes it the object of his or her derision, insults, and so forth. If this is done more than once against the same target, a 10% penalty should be imposed. Note that if the target (or a representative thereof) of the demeaning is present, it could lead to violence.

**Distract:** By means of this ability, the jester substitutes one object of attention for another. For example, he could relate some amusing anecdote involving the chief of the palace security, distracting a guard enough for a companion to slip away unnoticed.

**Distrust:** The jester uses his clowning to attempt to point out something dishonest or otherwise disreputable in the target's behavior or history. If successful, the audience takes the dimmest possible view of the target's intentions and actions.

**Enrage:** By use of this ability, the jester brings his audience to paroxysms of rage, aimed at a particular target. The chances for success listed above assume the target is a generally liked and respected member of the audience. If the target is not present, but is someone the audience would normally be sympathetic to, there is a 10% bonus to the chance of success.

If the target is present, but neither particularly liked nor disliked, there is a 20% bonus. If the target is absent and hated, present and disliked, or the jester himself, there is a 30% bonus. If the target is present and hated, there is a 40% bonus. Note that these bonuses can be applied to the negative chances of success at lower levels, and turn them into positives.

Note that if the jester attempts to enrage an audience, and fails his roll by more than 30%, the audience will resent his attempts and turn ugly in his direction.

**Entertain:** The jester attempts to occupy the attention of an audience with jokes, comedy, gags, and amusing yarns. The audience, if the roll is successfully made, will respond with laughter, chuckles, and a generally jolly attitude.

**Question:** By using this ability, the jester causes the audience to question something which had been hitherto known: what someone said, what they did, etc. Note that the distinction between this ability and befuddle is subtle and much an issue of degree; question generally is used to merely cause doubt in the mind of the audience, while befuddle is used to completely make a mess of the subject at hand.

**Second Look:** By use of this ability, the jester causes his audience to reevaluate a given decision or judgment they have recently undertaken. If attempted after a successful use of question or befuddle, the jester gains a 10% bonus to succeed. The difference between this and question, is that second look actively attempts to get the audience to change their minds, while question merely causes doubt.

**Trust:** With this ability, the jester attempts to persuade the audience that a third party (not the jester himself) is worthy of the trust and faith of the audience. This will not mean automatic acceptance of anything that third party says, but it will certainly make him much more likely to be heeded.

**Value:** The jester attempts to make his audience revere and generally have a high opinion of a particular person or thing.

## Tumbling/Performing

Tumbling is a series of capering, tumbles, rolls, and handstands that give the jester some abilities in combat similar to those enjoyed by the thief-acrobat (q.v.). Performing is a combination of several skills; extraordinary balance, fire breathing, knife (and other objects) throwing, sword swallowing, and tossing/catching/juggling.

**TABLE 4: JESTER TUMBLING AND PERFORMING**

Jester Level	Attack	Evasion	Falling	Balance	Fire Breathing	Juggling	Knife Throwing	Sword Swallowing
1	-	10%	25%, 10'	20%	-	25%	±0, +1	-
2	-	15%	50%, 10'	25%	5%	30%	±0, +1	-
3	+1	20%	75%, 10'	30%	10%	35%	±0, +1	-
4	+1	25%	25%, 20'	35%	15%	40%	+1, +1	5%
5	+1	30%	50%, 20'	40%	20%	45%	+1, +1	10%
6	+1	35%	75%, 20'	45%	25%	50%	+1, +2	15%
7	+2	40%	25%, 30'	50%	30%	55%	+2, +2	20%
8	+2	45%	50%, 30'	55%	35%	60%	+2, +2	25%
9	+2	50%	75%, 30'	60%	40%	65%	+2, +3	30%
10	+2	55%	25%, 40'	65%	45%	70%	+2, +3	35%
11	+3	60%	50%, 40'	70%	50%	75%	+3, +3	40%
12	+3	60%	75%, 40'	75%	55%	80%	+3, +4	45%
13	+3	60%	25%, 50'	80%	60%	85%	+3, +4	50%
14	+3	60%	50%, 50'	85%	65%	90%	+3, +4	55%
15	+4	60%	75%, 50'	90%	70%	95%	+3, +5	60%
16	+4	60%	25%, 60'	95%	75%	96%	+4, +5	65%
17	+4	60%	50%, 60'	96%	80%	97%	+4, +5	70%

**TABLE 5: DEXTERITY ADJUSTMENTS TO TUMBLING AND PERFORMING**

Dexterity	Attack	Evasion	Falling	Balance	Fire Breathing	Juggling	Knife Throwing	Sword Swallowing
16	+1	+2%	-	+3%	-	+5%	-	-
17	+1	+3%	-	+6%	-	+10%	+1, ±0	-
18	+2	+5%	+5'	+9%	-	+15%	+1, ±0	-
19	+2	+8%	+10'	+12%	-	+20%	+1, +1	-
20	+3	+12%	+15'	+15%	-	+25%	+2, +1	-
21	+3	+17%	+20'	+17%	-	+30%	+2, +2	-
22	+4	+23%	+25'	+19%	-	+35%	+2, +2	-
23	+4	+30%	+30'	+21%	-	+38%	+3, +2	-
24	+5	+38%	+35'	+22%	-	+41%	+3, +2	-
25	+5	+47%	+40'	+23%	-	+45%	+3, +3	-

**TABLE 6: RACIAL ADJUSTMENTS TO TUMBLING AND PERFORMING**

Race	Attack	Evasion	Falling	Balance	Fire Breathing	Juggling	Knife Throwing	Sword Swallowing
Gnome	-	+5%	-	-	-	+5%	-	-
Halfling	-	+10%	+5%	-	+5%	-	-1, +0	-

**TABLE 7: JESTER TUMBLING AND PERFORMING ARMOR MODIFIERS**

Armor Type	Attack	Evasion	Falling	Balance	Fire Breathing	Juggling	Knife Throwing	Sword Swallowing
None	-	-	-	-	-	-	-	-
Leather cuirass or lamellar	-	-	-	-3%	-	-	-	-
Elven mail	-	-	-	-	-	-	-	-
Brigandine, furs, or gambeson	-	-5%	-	-6%	-	-5%	-	-
Steel scale or lamellar	-	-10%	-5%	-9%	-	-10%	-1, -1	-
Mail	-1	-15%	-10%	-12%	-5%	-15%	-1, -2	-
Plated mail	-1	-20%	-15%	-15%	-10%	-20%	-2, -2	-
Plate armor	-2	-25%	-20%	-20%	-15%	-30%	-2, -3	-5%
Jousting Plate	-3	-30%	-25%	-25%	-20%	-40%	-3, -3	-10%

**Attack** adds the stated “to hit” bonus to the jester’s rolls in hand-to-hand combat.

**Evasion** functions like an analogue to magic resistance, applied to physical attacks. It allows the jester to caper, dodge and weave away from attacks. It

only functions when the jester has a lower initiative score than an enemy in melee combat, and has a maximum 60% chance of success (even factoring in dexterity and racial bonuses). It can be applied to a single attack (if more than one are possible, the jester may choose which to apply the evasion

chance to). It is not done in lieu of the jester's normal combat action, but in addition to it.

**Falling** percentage indicates the chance for the jester to avoid damage when falling the given distance. If the jester fails the throw, he still avoids some of the normal falling damage; an inverse of the percentage indicated (for example, a 9th level jester falling 30' would only take 25% of the normal damage for such a fall). If the fall is greater than the distance given, that portion of the falling damage is prorated, with the remainder yielding full damage (for example, a 9th level jester falling 50' would only take 25% of the first 30' worth of damage, plus full damage for the remaining 20').

**Balancing** allows the jester not only to maintain his own balance in unusual situations, but also to balance things upon himself. Examples would include remaining upright when the floor is tilting at a steep angle, balancing a plate on a stick on the forehead, balancing at the top of a pole, etc. It also includes the skill of balancing things on each other.

**Fire Breathing** is the art of blowing flammable liquids or vapors out of the mouth and igniting them. When done just for show, the chance for success is increased by 50%. When done in a combat situation, the percentage is as stated. As a rule, the materials necessary will cost 3 g.p. per dose, will cause 1d6 h.p. of damage, and have a range of 4', although the game master may, at his discretion, include other substances or even magical potions that alter those parameters. Failure could indicate that a friendly combatant was burned (at the discretion of the game master); failing by more than 50% indicates that the jester himself is injured. An ignition source (torch, usually) is required.

**Juggling** is the general art of tossing and catching things (cups, knives, torches, balls, etc.); actual juggling is the best-known example of this, of course, but in combat this can be used to intercept non-magical missiles which have the jester as the target. The jester may then immediately throw the object (if it may ordinarily be thrown; an arrow, for instance, could not be), hold it, or simply let it drop to the ground. This may be used against a number of incoming missiles equal to his level, to a maximum of 6. If the jester does immediately re-throw the missile, it does not count as his attack for that round. Juggling cannot be done while the character is "in melee".

**Knife throwing** allows the jester to use small hand-held missile weapons such as daggers, darts, axes, etc. In the table above, the first number indicates the number of missiles per round that can be thrown by the jester, as a modifier to the fire rate (thus, a sixth level jester could hurl 4 darts per round). The second number is the bonus "to hit" that the jester receives over and above the standard dexterity bonus for such things. In addition, the jester treats all such hurled missiles as being one range class closer; i.e., L range becomes M, and M becomes S. Note that jesters can use weapons not normally thought of as hurled weapons in such a fashion, with only the normal non-proficiency penalty "to hit." Unless otherwise specified, this applies to hurled magic items such as *iron bands of binding*, etc.

**Sword swallowing** does not have any immediate combat-related application, but could be used to conceal objects by an enterprising character. The details of such use are left to the game master, but players should not be allowed to "get away with murder" in terms of using this

ability. A key would be well within the bounds of the ability, as might be a wand, but hiding an actual sword would be too much.

## Pranks

Pranks are physical gags: the pie-in-the-face and the bucket of glue left in an awkward spot to be stepped in.

Pranks come in three types: those which cause minor injury, those which trip/delay, and those which humiliate. Those which cause minor injury will cause at most 1d6 h.p. damage and a stunning effect which lasts for 1-3 rounds. A trip/delay prank will cause the target to fall (possibly dropping carried items), lose an entire round of movement, or be slowed to half movement for 1-3 rounds. A humiliation prank will make the victim appear clumsy and oafish to witnesses, and will result in a temporary loss of 1-4 points of charisma, but will otherwise not cause any damage or delay.

When used in combination with the jester's verbal patter abilities, it could yield a bonus, depending on the circumstances. Bear in mind that the jester may need to purchase or make props for these pranks, and will usually need time to prepare.

## Magic Spells

Jesters are able to cast spells, but do not gain them automatically when they advance in level. Rather, jesters obtain spells for their books haphazardly, and are able to copy them into their spell books from those they find while adventuring (jesters do not begin the game with a spell book; they must purchase or find one at some point prior to reaching 3rd level). They can also copy spells of clerical, druid, or mystical nature from the appropriate sorts of scrolls. Note that while they are able to copy spells from mages and illusionists, the reverse is not true; regular spell-casters cannot understand the abbreviated patois jesters use when noting down their spells. They are able to memorize a number of spells based on their own level:

**TABLE 8: JESTER SPELLS AVAILABLE BY LEVEL**

Jester's Level	Spell Level			
	1st	2nd	3rd	4th
3	1	-	-	-
4	2	-	-	-
5	2	1	-	-
6	2	2	-	-
7	2	2	1	-
8	3	2	1	-
9	3	2	2	1
10	3	3	2	1
11	3	3	2	2
12	3	3	3	2

Jesters are not able to memorize any additional spells after 12th level.

Spells must be committed to memory by the jester before they must be cast. In order to do so, the jester must be rested prior to the actual study necessary to impress the mystical energies upon his mind, just like a mage or cleric.

# Spells

TABLE 9: JESTER SPELLS BY LEVEL

	First Level	Second Level	Third Level	Fourth Level
1	Animal Friendship	Feign Death	Animal Summoning I	Ethereality
2	Audible Glamer	Gust Of Wind	Cloudburst	Exchange
3	Color Spray	Ignore	Emotion	Passwall
4	Dancing Lights	Invisibility	Fireball	Place Of Holding
5	Darkness 15' Radius	Lightning Bolt	Greater Morphing	Prismatic Spray
6	Enlarge	Mirror Image	Hide In Plain Sight	Stone to Flesh
7	ESP	Phantasmal Force	Hideous Laughter	
8	Faerie Fire	Plant Growth	Just Out Of Time	
9	Fool's Luck	Skyhook	Project Image	
10	Minor Morphing	Slow		
11	Palm of my Hand	Stream		
12	Stinking Cloud	Ventriloquism		

## Spell Descriptions

### Animal Friendship

Level 1 jester spell (enchantment/charm)  
 Requires: incantation, gestures, mistletoe, food  
 Casting time: 1 hour

This spell allows the caster to convince one ordinary animal that he is a friend. The animal in question must be within 10' of the caster when the spell is begun, at which point it rolls a saving throw vs. spells. If the save fails, the animal will remain for the full casting time, after which it will follow the caster. Befriended animals can be taught three simple tricks per point of intelligence (see the **ADVENTURES DARK AND DEEP™** Bestiary for specifics), such as might be taught to a dog. Each trick will take a week to teach the animal, and no new tricks can be taught after three months. If the creature is abandoned for more than three days, the effects of the spell will wear off. Only neutral "ordinary" animals (i.e., no monsters, giant animals, etc.) can be affected. Although the effect is permanent (except as noted above), the caster can only have a maximum number of befriended animals whose hit dice are equal to or less than twice his own level. Example: a 4th level druid could have 8 HD worth of animal friends. The spell requires a piece of mistletoe and some sort of food the animal would like, both of which are used up as the spell is cast.

### Animal Summoning I

Level 3 jester spell (conjuration/summoning)  
 Requires: incantation, gestures  
 Casting time: 36 seconds (6 segments)

This spell enables the caster to call to service up to eight non-magical creatures that are within 120' per level of the caster. Thus, the spell could call wild dogs, eagles, etc., but not manticores or unicorns. The animals summoned cannot have more than 4 hit dice each. If none of the specified type of creature is within the spell's range, the caster may try up to two more times. They will stay and aid the caster any way they can, but will leave once the specific situation has been resolved (the caster is safe, the fight is over, the mission is accomplished, etc.). Typical animals that can be summoned by means of this spell include apes, badgers (inc. giant), bears, giant beavers, wild boars, bulls, camels, cattle, crocodiles, dogs, eagles, goats (inc. giant), herd animals, horses, hyenas, jackals, jaguars, leopards, giant lizards, lynxes (inc. giant), owls (inc. giant), snakes, giant weasels, wolves, and wolverines, but this is not a comprehensive list.

This spell cannot be cast underwater.

### Audible Glamer

Level 1 /jester spell (illusion/phantasm)  
 Requires: incantation, wool or wax  
 Casting time: 18 seconds (3 segments)

This spell allows the caster to create an audible illusion designed to give the impression of a body of people or animals. The *glamer* may be centered on a spot up to 60' from the caster, plus 10' per experience level, and will last 3 minutes per level of the caster. The noise that can be created is dependent on the level of the caster:

TABLE 10: AUDIBLE GLAMER

Level of Caster	Noise Created is Equal to...
2	4 men
3	8 men, horde of rats
4	12 men
5	16 men, lion roaring
6	20 men
7	24 men, dragon roaring
	Etc.

If someone hearing the glamer explicitly states that they do not believe it to be real, they are entitled to a saving throw vs. spells; making the save means they hear nothing.

The spell requires a bit of wool or small piece of wax, which is destroyed by the casting of the spell.

### Cloudburst

Level 3 jester spell (alteration)  
 Requires: incantation, gestures, powdered silver and iodine  
 Casting time: 30 seconds (5 segments)

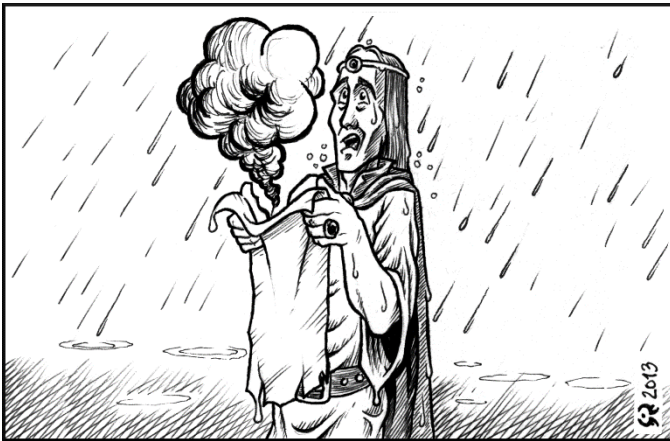
This spell will cause an area some 30' in diameter and 60' high to suddenly be struck by a downpour of rain. A full inch of rain will fall in but a single minute, after which time the spell will have run its course. Even the largest non-magical fires will be extinguished by the time the spell is done, while permanent magical fires will reignite themselves after a minute or two. Small flame-based spells such as *burning hands* will be rendered ineffectual, while larger area-based fire spells such as *flame strike* or *fireball* will cause an immense cloud of steam some 120' in diameter and 240' high that does 1-3 hit points of damage to most creatures, and twice that to cold-based or cold-

using creatures. The steam will last 1d4+1 minutes under normal conditions, but only a minute in strong wind.

In dry conditions, the spell will affect an area some 30' in diameter and 120' high, centered on a point some 10' distant per level of the caster. The rain will last for 12 seconds (2 segments) per level of the caster. This will be enough to thoroughly soak thin, light material such as paper and cloth in but 12 seconds (2 segments), and twigs and canvas in 18; stone and wood will become covered in a thin sheet of water, etc. Small flames such as candles will be extinguished, slightly larger fires will become smoky for a minute after the *cloudburst* has ended, and large fires will be unaffected. Magical fire such as *flame strike* cast into the area of the *cloudburst* spell will cause a blanket of fog twice the area of the spell, in addition to the other spell's normal effect.

In humid climates, the spell will have twice its normal duration. At the freezing mark, the rain will become ice and sleet, while below freezing up to 10" of snow will fall. There is no electrical component to the spell, and thus it cannot be used to accommodate a *call lightning* spell. The spell requires a pinch of powdered silver and powdered iodine crystals, which are consumed as the spell is cast.

This spell cannot be cast underwater.



**Color Spray**

Level 1 jester spell (alteration)  
 Requires: incantation, gestures, red/yellow/blue sand or powder  
 Casting time: 6 seconds (1 segment)

This spell creates an intense fan of color emanating from the caster's hands, some 5' wide at the starting point, 20' long, and 20' long at the base. Creatures with a number of hit dice greater than the caster's level, or those with more than 6 hit dice in any case, are entitled to a saving throw vs. spells; success indicates the spell has no effect. Otherwise, the spell's effect depends on the difference between the caster's level and that of the target(s):

**TABLE 11: COLOR SPRAY**

Target HD Minus Caster's Level	Effect
0 or less	Unconscious for 1-4 minutes
1-2	Blind for 1-4 minutes
3 or greater	Stunned for 12-48 seconds (2d4 segments)

**Dancing Lights**

Level 1 jester spell (alteration)  
 Requires: incantation, gestures, phosphorus/wyitchwood/glowworm  
 Casting time: 6 seconds (1 segment)

This spell allows the caster to create a pattern of lights that can take one of three forms. First, a group of up to four lights resembling torches or lanterns; second, up to four luminescent spheres; or third, a glowing light roughly in the shape of a human being. These lights will remain for 2 minutes per level of the caster, and can move as the caster wishes, without his needing to concentrate on doing so. The lights will disappear if they move further away than 40' plus 10' per level of the caster. The spell requires a pinch of phosphorus, wyitchwood, or a glowworm, any of which are destroyed by the casting.

**Darkness, 15' Radius**

Level 1 jester spell (alteration)  
 Requires: gestures, bat fur, pitch or coal  
 Casting time: 12 seconds (2 segments)

This spell creates an area of complete and total darkness in a globe some 15' in radius. The globe can be centered on any point within 10' per experience level of the caster, and will last for 10 minutes plus 1 minute per level. No sort of vision, magical or natural, will function within the globe, but a *light* spell will cancel out a *darkness* spell, and vice versa, so that normal light sources will function. *Continual light* will overwhelm the *darkness* spell, and light the area without the need for conventional light sources. The spell requires a bit of the fur of a bat and a small piece of either pitch or coal.

**Emotion**

Level 3 jester spell (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to instill a particular emotion in all creatures within a 40'x40' area, centered on a point some 10' distant per level of the caster. Each creature in the area of effect is entitled to a saving throw; success means the spell has no effect. The caster must choose from one of the following emotive states, and the effect will remain until the caster stops concentrating:

- *Fear*: Those in the area of effect will flee in blind panic for a number of minutes equal to the experience level of the caster, and have a 65% chance of dropping any items carried minus 5% per level/hit dice. They are entitled to a saving throw vs. spells, but it is made with a -2 penalty.
- *Hate*: This emotive effect will give a +2 bonus to morale, saving throws, rolls "to hit", and damage.
- *Hopelessness*: This emotion will cause those activating it to either surrender or slink away mired in a cloud of despair and they will even obey commands to surrender or retreat unless they make a successful saving throw vs. magic. They will be in this state for 30 - 120 (3d4x10) minutes. Those affected by the *symbol* will either stand immobile (75% chance) or retreat sullenly (25% chance).
- *Love*: This emotion will cause the target to believe the object of his affection (chosen by the caster from those within visual range of the target, or the first person the target sees) is a friend who should be protected and whose advice is sound. It does not turn the subject into a mindless slave; a command to kill oneself would not be followed, for example. Physical harm will break the effect immediately.



- *Rage*: This emotion will cause an uncontrollable berserk rage, causing the recipient to fight without any regard for his own life and limb, tossing down any shield, and gaining +1 on all rolls “to hit”, +3 to damage done, and a temporary increase of 5 hit points while the spell is in effect.

One emotion spell can be used to counter another. *Fear* will counteract *rage*, *hate* will counter *hopelessness*, and vice versa. The spell lasts until the caster’s concentration is broken.

### Enlarge (Reduce)

Level 1 jester spell (alteration)  
Requires: incantation, gestures, powdered iron  
Casting time: 6 seconds (1 segment)

This spell will cause one object or creature to increase in size. The target must be within 5’ per level of the caster, and the effect will last for 10 minutes per caster’s level. If the target is a living creature (which cannot exceed 10 cubic feet per level of the caster), it can be enlarged 20% per level of the caster, up to a maximum of 200%. If the target is an inanimate object, all of those sizes and ratios are cut in half. Mass is affected by the spell, and people turned to giant-size are treated as giants in terms of damage inflicted, but magical effects are not proportionally increased. The reverse of the spell, *reduce*, will make items or creatures smaller, in the same proportions and with the same restrictions as the ordinary spell, to a maximum 90% reduction in size. If either is cast upon an unwilling recipient, they are entitled to a saving throw vs. spells; if the save is made, the spell has no effect.

### ESP

Level 1 jester spell (divination)  
Requires: incantation, gestures, 1 copper piece  
Casting time: 12 seconds (2 segments)

This spell allows the caster to read the thoughts of one creature in range (5’ per level of the caster, up to a maximum of 90’). The spell lasts for 1 minute per level, and cannot act through 2’ or more of stone, 2” of metal, or even the thinnest layer of lead foil. The spell can only read the surface thoughts of a creature; it cannot be used to discover deep secrets, passwords (unless they are being actively thought of), etc. The spell cannot be used on creatures that are essentially mindless, such as puddings and jellies, and undead creatures are similarly unaffected. The target need not be seen; the spell can be used, for example, to learn if something is lurking behind a closed door.

### Ethereality

Level 4 jester spell (alteration)  
Requires: incantation, gestures  
Casting time: 3 minutes

This spell allows the jester to transport an object or creature into the ethereal plane. If it is cast upon an inanimate object, the object gains no saving throw, and can have a maximum size of 1,000 lbs. and maximum volume of 30 cubic feet. If it is cast on living creatures, they do get a saving throw if they are unwilling to be so transported. Up to six living creatures can be so transported, as long as all are within 60’ plus 10’ per level of the caster and all are within 30’ of one another. They will remain in that state for 1 hour.

### Exchange

Level 4 jester spell (alteration) (illusion/phantasm)  
Requires: incantation, gestures, cake  
Casting time: 12 seconds (2 segments)

This spell causes any object within 60’ plus 10’ per level of the caster to be destroyed and instantly replaced with an illusionary duplicate. The item must be seen (i.e., something within a chest could not be affected, but the chest and everything in it could be), and can be no more than 3 cubic feet in volume. Living creatures cannot be affected. Magical items get a saving throw vs. lightning. The target item is permanently destroyed, but the illusionary replacement will last until it is struck, touched, or otherwise handled. The material component is a piece of cake.

### Faerie Fire

Level 1 jester spell (alteration)  
Requires: incantation  
Casting time: 18 seconds (3 segments)

This spell will cause some creature or object to be surrounded by a brightly glowing but otherwise harmless outline of blue, green, or violet (caster’s choice). The amount of outlining is dependent on the level of the caster; some 12’ of *faerie fire* per level, enough to outline a human, two small creatures such as halflings, etc. All the creatures so outlined must be within a 40’ radius of a point no farther than 80’ away from the caster. Those who are outlined by the fire are naturally highly visible (no hiding in shadows, sneaking in general is difficult, and *invisibility* is rendered useless), as well as being easier for enemies to hit; opponents do not suffer the -2 (or -4) penalty to hit such outlined creatures when in darkness or otherwise poor lighting conditions. Note that in torchlight or brighter light, there is no bonus in melee. The fire will last for 4 minutes per level of the caster.

### Feign Death

Level 2 jester spell (necromantic)  
Requires: incantation, gestures  
Casting time: 12 seconds (2 segments)

This spell allows the caster to create a state of catatonia that is indistinguishable from death. The person so affected is fully conscious of his surroundings, but the senses of sight and touch are dead (hearing and smell are unaffected). Any damage suffered to the “body” for the duration of the spell is reduced by half, and *paralysis* and level draining attacks, etc. will have no effect. If the “body” is poisoned while the spell is in effect, the venom will have no effect, but will take effect once the duration of the spell is over. The caster of the spell can end its effects at will, but it will take a full minute for the target to regain the use of his body. This spell lasts for six minutes plus one minute per level of the caster.

### Fireball

Level 3 jester spell (evocation)  
Requires: incantation, gestures, bat guano, sulfur  
Casting time: 18 seconds (3 segments)

This spell calls into being a fiery explosion covering a sphere 40’ in diameter. The caster is able to specify the distance and height at which the explosion will take place, as long as it is within 100’ plus 10’ per experience level (if something intervenes between the caster and the intended blast site, the fireball can and will prematurely detonate upon it). The blast will cause 1d6 h.p. of damage for every level of the caster; everyone in the blast area is entitled to a saving throw vs. spells. Success indicates they take half damage, although the game master should remember that combustible

materials such as scrolls and spell books will burst into flames, and other items vulnerable to extremely high heat must make saving throws as well (coins will melt, for example, glass shatter or melt, etc.). Ships and fortifications do not get a saving throw, but take the same damage as creatures in the blast radius.

The fireball explosion will always be roughly the same size, no matter where it is detonated; some 33,000 cubic feet. Care should be therefore taken when casting the spell in an enclosed space; in a small enough space, it is quite possible that the blast will double back and encompass the caster or his allies! It will cause 5 h.p. of damage to wooden structures, in addition to the regular damage it causes. The spell requires a small ball of bat guano mixed with sulfur, which is destroyed by the casting.

This spell cannot be cast underwater.

**Fool's Luck**

Level 1 jester spell (conjuration/summoning)  
 Requires: incantation, gestures, four-leaf clover  
 Casting time: 1 minute

Upon bestowing the blessing of *fool's luck* upon another creature (or upon himself) by touch, the jester bestows a temporary effect whereby the target gains a +1 "to hit", a +1 bonus on all saving throws, and a general 5% favorable bonus in any circumstance where luck or chance is involved (gambling, etc.). Anyone attempting to hit the lucky fool incurs a -1 penalty, and any trap has a 5% chance of misfiring (with an additional 25% chance of affecting someone nearby instead). The effect lasts for 1 round per level of the caster.

**Greater Morphing**

Level 3 jester spell (alteration)  
 Requires: incantation, gestures  
 Casting time: 24 seconds (4 segments)

By means of this spell the jester is able to effect a minor alteration in the physical appearance of another creature within 30'; the target is entitled to a saving throw vs. spells. The caster could, for instance, cause leaves to grow on the target, change its skin color, cause it to sprout horns, or turn its ears into those of a donkey. It is not possible to change its appearance into that of another specific person (i.e., one could not use it to disguise someone as someone else), or to change their racial appearance (i.e., turn someone into a half-orc). Height and weight can be changed by up to 25% greater or lesser. It cannot be used to grant (or remove) any special powers such as flight, underwater breathing, etc. A *remove curse* or *dispel magic* spell will cancel the effect. The spell lasts for 24 hours.

**Gust of Wind**

Level 2 jester spell (alteration)  
 Requires: incantation, gestures, legume seed  
 Casting time: 18 seconds (3 segments)

This spell creates a strong gust of air in the direction that the caster is facing. The gust will travel for 10' per experience level of the caster, and will put out small open flames such as candles and torches. Lanterns have a chance equal to 5% per level of the caster of also being put out. Large flames will be fanned 1-6' in the direction of the gust, and have an effect on flying creatures flying into the gust, depending on their size:

**TABLE 12: GUST OF WIND**

Size	Effect
Small	Forced back 10-60'
Medium	Held in place
Large	Movement speed halved

The legume seed is destroyed in the casting of the spell.

This spell cannot be cast underwater.

**Hide in Plain Sight**

Level 3 jester spell (enchantment/charm)  
 Requires: incantation, gestures, flour  
 Casting time: 12 seconds (2 segments)

This spell causes a single object (9 cubic feet maximum) to be completely ignored by anyone looking for it. That is, it is not invisible, but rather those seeing it simply take no notice of it. It can be cast upon a living being, but if that being moves more than 10' per round, the effect is disrupted. The spell lasts for 10 minutes per level of the caster. The material component is a pinch of flour, which the caster must sprinkle on the object to be hidden.

**Hideous Laughter**

Level 3 jester spell (evocation)  
 Requires: incantation, gestures, tort, feather, paddle  
 Casting time: 12 seconds (2 segments)

This spell causes some creature to fall into a fit of uncontrollable laughter. By the round following the round in which it is cast, the creature will be laughing so hysterically that it will be virtually helpless. The entire course of the spell is thus:

**TABLE 13: HIDEOUS LAUGHTER**

Round	Effect
1 (spell is cast)	Slight tingling
2	Collapse in paroxysms of laughter
3 - 4	Recovering; -2 strength or -2 "to hit" and damage
5	None

The target creature must be within 50' of the caster, and is entitled to a saving throw vs. spells; success indicates the spell has no effect. Creatures with an intelligence score less than 4 are unaffected, while those with intelligence 4-8 get a -6 penalty to their saving throw, 9-12 intelligence save at -4, 13-15 get a -2 penalty, and those with an intelligence of 16 or higher save as normal.

The spell requires a small tort, a feather, and a small wooden paddle, all of which are lost as the spell is cast.

**Ignore**

Level 2 jester spell (enchantment/charm)  
 Requires: incantation, gestures, bread  
 Casting time: 36 seconds (6 segments)

This spell allows the jester to cause a single creature to ignore a single object. The creature will act as if the object does not exist, and will completely forget about it as well, for 10 minutes per level of the caster. The object must be within 30' of the caster. It is possible, of course, for the creature affected to accidentally damage or destroy the ignored object while he or she is so enchanted. The target creature gets a standard saving throw

vs. spells; the ignored object does not get a separate save. The material component of this spell is a piece of bread.

**Invisibility**

Level 2 jester spell (illusion/phantasm)  
 Requires: incantation, gestures, (eyelash in gum arabic)  
 Casting time: 12 seconds (2 segments)

This spell allows the caster to cause any single creature touched (and his possessions, worn or carried) to become completely invisible, both to ordinary sight and infravision. The invisibility will continue until it is either magically dispelled, or the creature attacks another, in which case the *invisibility* is instantly cancelled. The invisible creature could perform most other normal functions without spoiling the spell: walking, opening doors, talking, etc.

When cast by an illusionist, this spell does not require any material components.

**Just Out of Time**

Level 3 jester spell (enchantment/charm)  
 Requires: incantation, gestures, bell  
 Casting time: 18 seconds (3 segments)

This spell causes hesitation in a combatant. When in melee or other combat situations, if the target loses initiative, it will keep hesitating, thereby not attacking, until the round is over and new initiative must be rolled. If the target wins initiative for the round, it attacks normally. The target must be within line of sight of the caster, and must be within 60'. It is entitled to a saving throw vs. spells; success means the spell has no effect. The spell lasts for one minute per level of the caster. The material component is a small around bell, which is struck as the spell is cast. The bell is not lost when the spell is cast.

**Lightning Bolt**

Level 2 jester spell (evocation)  
 Requires: incantation, gestures, fur, rod of glass/crystal/amber  
 Casting time: 18 seconds (3 segments)

This spell creates a jolt of electrical energy beginning at a point up to some 40' from the caster plus 10' per experience level (it does not begin at the caster himself). The *lightning bolt* will cause 1d6 h.p. of damage per level of the caster, and will melt soft metals, cause flammable objects to burst into flame, burst wooden doors open, destroy stone up to 1' thick, and require most other objects in its area of effect to make saving throws vs. lightning. When directed against a ship or wooden fortification, it will do normal damage, but will only do half damage if the wood is wet or covered with wet hides. Ships and fortifications do not get a saving throw, but anyone else affected by the spell is entitled to one, which indicates half damage.

The lightning bolt can be made to appear in two forms. The first is a many-forked bolt 10' wide and 40' long. The second is a single bolt 5' wide and 80' long. The bolt appears at a point specified by the caster and travels forth. Note that if there is not enough room for the bolt to travel, it will bounce back and travel its remaining distance right back at the caster. Example: an 80' bolt is set to originate 20' from a caster in a 50' room. It does so, travels 30' before bouncing off the wall of the room, and then travels 50' back to zap the caster.

The spell requires a small piece of fur and a rod of amber, crystal, or glass. The components are not destroyed by the casting.

If cast underwater, this spell will affect a sphere some 20' in radius, centered on the point it would otherwise have been. All creatures in that area of effect will take 1d6 h.p. per level of the caster (a successful saving throw indicates half damage).

**Minor Morphing**

Level 1 jester spell (alteration)  
 Requires: incantation, gestures  
 Casting time: 24 seconds (4 segments)

By means of this spell the caster is able to effect a minor alteration in the physical appearance of another creature. He could, for instance, cause leaves to grow on the target, change its skin color, cause it to sprout horns, or turn its ears into those of a donkey. The target of the spell must be within 30' of the caster, and the effect lasts for a maximum of 24 hours. It is not possible to change its appearance into that of another specific person (i.e., one could not use it to disguise someone as someone else), or to change their racial appearance (i.e., turn someone into a half-orc). Height and weight are not affected by this spell. It cannot be used to grant (or remove) any special powers such as flight, underwater breathing, etc. A *remove curse* or *dispel magic* spell will cancel the effect.

**Mirror Image**

Level 2 jester spell (illusion/phantasm)  
 Requires: incantation, gestures  
 Casting time: 12 seconds (2 segments)

This spell creates from one to four exact duplicates of the caster, all of whom move and act in concert with the genuine. The images move and shift around, so it is impossible to pick out the real one, even if he has been struck and wounded in a previous round. If an image is struck by a weapon, it will disappear. Don't forget that there is a chance that the actual caster will be struck if in combat! The number of mirror images is determined by rolling percentile dice and adding the caster's experience level to the number:

TABLE 14: MIRROR IMAGE

Die Roll (d%) Plus Level	Number of Images	
	Mage	Illusionist
01-25	1	2
26-50	2	3
51-75	3	4
76+	4	5

All of the images will instantly disappear when the spell expires after 2 minutes per level of the caster if cast by a mage, 3 minutes per level if cast by an illusionist.

**Palm of My Hand**

Level 1 jester spell (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 30 seconds (5 segments)

This spell allows the caster to increase the effectiveness of his verbal patter abilities on a particular audience (or portion of the audience). He will have them "eating out of the palm of his hand"; hence the name of the spell. The enchantment will affect up to one creature per level of experience of the jester, as long as all are within a 40' x 40' area, centered on a point within the range of the spell, which can be up to 60' away from the caster. All creatures within the area of effect get a single shared saving throw (the save of the toughest individual); if one saves, they all do. If this spell is used on a subset of a larger audience, the game master should roll singly for the enchanted and non-enchanted members of the audience, but apply the bonus

only to the former; it is possible for the one to be affected by the jester's patter, and the other not to be. The jester gains a 25% bonus when attempting verbal patter on those "eating out of the palm of his hand". The effect lasts for 1 round per level of the caster.

**Passwall**

Level 4 jester spell (alteration)  
 Requires: incantation, gestures, sesame seeds  
 Casting time: 30 seconds (5 segments)

This spell will cause a hole to appear in a nearby wall, some 5' wide, 8' high, and 10' deep. The target wall can be of stone, brick, wood, and/or plaster, but must be within 30' of the caster. Metal walls (and gates, portcullises, etc.) are not affected. Multiple spells can be cast to create deep passages through thick walls. The passage will remain for 1 hour plus 10 minutes per level of the caster. The spell requires a pinch of sesame seeds, which are destroyed as the spell is cast.

**Phantasmal Force**

Level 2 jester spell (illusion/phantasm)  
 Requires: incantation, gestures, fleece  
 Casting time: 12 seconds (2 segments)

This spell creates a visible illusion that is so convincing that creatures believing it to be real will suffer actual damage from it, if appropriate. Any image desired by the caster can be created, and the image can move and react (as long as the caster concentrates on making it behave thus) but no accompanying sounds are created, which might be a tip-off to an observer. The image can cover an area of 120 square feet plus 10 square feet per level of the caster, centered on a point up to 80' plus 10' per level of the caster distant.

Creatures who actively attempt to disbelieve the image gain a saving throw vs. spells, and if they are successful, they will see the illusion for what it is and will be immune to any further damage from it. Companions of those who disbelieve, and who can be told of the true nature of the illusion, get a saving throw with a +4 bonus. The illusion lasts as long as the caster continues to concentrate, or until the illusion fails to react realistically (i.e., an illusion of an orc which does not react when it is hit by an axe). The spell requires a small bit of fleece, which is destroyed as the spell is cast.

**Place of Holding**

Level 4 jester spell (alteration)  
 Requires: incantation, gestures, object (see below)  
 Casting time: 1 minute

By means of this spell, the caster creates a miniature extra-dimensional space inside another (ordinary) space. The extra-dimensional pocket will be a 10' cube, plus 1' per level of the caster (i.e., a 10th-level caster will create a cube 20' on each side), and will have sufficient light, heat, and air to sustain life for the duration of the spell. It must be within 30' of the caster. The object upon which the spell is cast must have a volume of its own, plus a door, opening, etc. The extra-dimensional space can be entered and exited through that opening; the spell is often used to create the illusion that a great number of creatures are entering or exiting from a place that would be far too small to accommodate them all. If anyone or anything is in the extra-dimensional space when the spell duration ends, they will be ejected unceremoniously from the opening. If the opening is destroyed or otherwise uncompromisingly blocked to the point where movement is impossible, those within the extra-dimensional space are lost forever on the astral plane. It lasts for 10 minutes per level of the caster.

**Plant Growth**

Level 2 jester spell (alteration)  
 Requires: incantation, gestures  
 Casting time: 1 minute

This spell allows the caster to transform an area containing "normal" vegetation such as bushes and trees into an impenetrable thicket that slows movement to 10'/minute (20'/minute for large creatures). When cast by a druid, the spell will affect one 10'x10' square per level, centered on a point up to 10' distant per level of the caster.

**Prismatic Spray**

Level 4 jester spell (conjuration/summoning)  
 Requires: incantation, gestures  
 Casting time: 42 seconds (7 segments)

This spell causes the seven enchanted colors of the *prismatic sphere* to issue forth from his extended hand towards some target. The ray takes the form of a beam some 70' long, 15' wide at the end, and 5' wide at the base (the hand whence it issues), and any creature in the area of effect will be struck by one or more of the colored beams:

D6 Roll	Beam Hits	Effect
1	Red	10 h.p. damage
2	Orange	20 h.p. damage
3	Yellow	40 h.p. damage
4	Green	Save vs. poison or die
5	Blue	Save vs. petrification or be turned to stone
6	Indigo	Save vs. wands or go insane
7	Violet	Save vs. magic or be hurled to some other plane
8	Roll twice, ignoring subsequent rolls of 8	

**Project Image**

Level 3 jester spell (alteration, illusion/phantasm)  
 Requires: incantation, gestures, figurine  
 Casting time: 30 seconds (5 segments)

This spell allows the caster to create an illusionary image of himself which will move as he moves, speak as he speaks, etc. Most significantly, the image allows the caster to cast spells through it, but it is otherwise completely incorporeal and attacks of any sort will not affect it. The image can be projected to any point within 10' per level of the caster, but must always be in line of sight. If the caster's sight is somehow blocked, even momentarily, the spell will be broken. The spell can be broken by a *dispel magic* spell, or at the discretion of the caster. It will otherwise last for 1 minute per experience level of the caster. The spell requires a small figurine in the image of the caster, which is not destroyed by the casting of the spell.

**Skyhook**

Level 2 jester spell (alteration)  
 Requires: incantation, gestures, small hook  
 Casting time: 12 seconds (2 segments)

This spell creates an invisible "hook" in mid-air, from which the caster can then hang things that would normally be able to be hung from a hook. The invisible hook must be within 10' of the caster. It will hold 100 lbs. of weight plus 10 lbs. per level of the caster, and will last for ten minutes. The material component of this spell is a small brass hook, which disappears as the spell is cast.

**Slow**

Level 2 jester spell (alteration)

Requires: incantation, gestures, drop of molasses

Casting time: 18 seconds (3 segments)

This spell causes the affected creatures to move and attack at half their normal rate. A maximum number of creatures equal to the experience level of the caster may be affected, as long as they are all within a 40'x40' area, centered on a point 90' plus 10' per level distant from the caster. It will negate a *haste* spell, and can be used cumulatively (i.e., two *slow* spells will cause a target to move at ¼ speed, etc.). The effect lasts for 3 rounds plus 1 round per level of the caster. The drop of molasses is destroyed in the casting.

**Stinking Cloud**

Level 1 jester spell (evocation)

Requires: incantation, gestures, rotten egg or skunk cabbage leaves

Casting time: 12 seconds (2 segments)

This spell brings into being a 20' cloud of noxious vapor, somewhere within 30' of the caster. Anyone within the cloud must make a saving throw vs. poison or be overcome with nausea for 2-5 minutes, in effect helpless and unable to move, fight, cast spells, etc. If the saving throw is successful, the creature in the cloud is able to move out of the cloud and will only be under its effect for a minute afterwards, as his eyes, nose, and throat are cleared of the vapors. The spell requires a rotten egg or a few skunk cabbage leaves, which are used up as the spell is cast.

**Stone to Flesh (Flesh to Stone)**

Level 6 jester spell (alteration)

Requires: incantation, gestures, earth/blood (lime, water, and earth)

Casting time: 36 seconds (6 segments)

This spell will enable the caster to change any creature turned to stone (by the gaze of a medusa or basilisk, for example) back to flesh-and-blood, including the restoration of any possessions on his person. If cast upon an area of ordinary stone, 9 cubic feet per level of experience of the caster will be affected. The reverse of the spell, *flesh to stone*, will turn any flesh-and-blood creature to stone, including any possessions, but the target is entitled to a saving throw vs. spells. The range of both spells is 10' per level of the caster.

**Stream (Alteration)**

Level 2 jester spell (evocation)

Requires: incantation, gestures, other (see below)

Casting time: 12 seconds (2 segments)

This spell causes a stream of objects (or material) to spray from the hand of the caster. There are several possible effects, depending on the material component used:

**TABLE 15: STREAM**

Component Used	Effect
Butterfly wing	Stream of 600 butterflies blinds everyone within 25' for 2 rounds
2 oz. water	Seltzer shoots forth in 6' X 2" stream for 1 round, soaking anything in range (puts out non-magical fires), any creature hit gets -3 initiative penalty
1 g.p. gem	10-40 gems, base value 1 g.p. each, shoot forth 30' from the caster's hand. Each does 1 h.p. of damage to creatures in its path. They turn to ordinary stones after 1 hour.
2" X 2" paper	Confetti bursts from the caster's hand in a 1" cloud; all creatures within the cloud are stunned for 1 round
6" string	A stream of colorful, but sticky, string shoots forth from the jester's hand, 15' long by 1' wide. A single creature can be caught in the string, as if caught in a <i>web</i> spell.

Note that the material component used in the spell is consumed during the casting.

**Ventriloquism**

Level 2 jester spell (illusion/phantasm)

Requires: incantation, small parchment/paper/vellum cone

Casting time: 6 seconds (1 segment)

This spell allows the caster to "throw his voice", making it appear to come from some point up to 10' distant per experience level (maximum 90'). The caster may also use the spell to make the voice sound like that of someone else, or some other simple sound that the caster could otherwise make. If anyone with an intelligence score of 12 or greater hears the voice, there is a 10% chance, plus 10% per point above 12, of recognizing the trick. The spell lasts for 4 minutes plus 1 minute per level of the caster, and requires that the caster speak into a small rolled-up piece of parchment, paper, or vellum, which is not destroyed in the casting.

# Combat and Saving Throw Tables

**TABLE 16: ATTACK TABLE COLUMN BY LEVEL**

		Level																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
A	A	A	C	C	C	E	E	E	G	G	G	I	I	I	K	K	K	M	M	M	

**TABLE 17: ROLL TO HIT BY ARMOR CLASS**

	A	C	E	G	I	K	M
Target Armor Class	-10	26	24	22	20	20	19
	-9	25	23	21	20	20	18
	-8	24	22	20	20	20	17
	-7	23	21	20	20	18	16
	-6	22	20	20	20	19	15
	-5	21	20	20	20	18	14
	-4	20	20	20	19	17	13
	-3	20	20	20	18	16	12
	-2	20	20	19	17	15	11
	-1	20	20	18	16	14	10
	0	20	19	17	15	13	9
	1	20	18	16	14	12	8
	2	19	17	15	13	11	7
	3	18	16	14	12	10	6
	4	17	15	13	11	9	5
	5	16	14	12	10	8	4
	6	15	13	11	9	7	3
	7	14	12	10	8	6	2
	8	13	11	9	7	5	1
	9	12	10	8	6	4	0
10	11	9	7	5	3	-1	

**TABLE 18: SAVING THROWS BY TYPE AND LEVEL**

Level	Paralyzation, Poison, Death	Petrification, Polymorph	Rod, Staff, Wand	Breath Weapon	Spell
1-4	14	12	13	16	13
5-8	13	11	11	15	11
9-12	12	10	9	14	9
13-16	11	9	7	13	7
17-20	10	8	5	12	5
21+	9	7	3	11	3

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