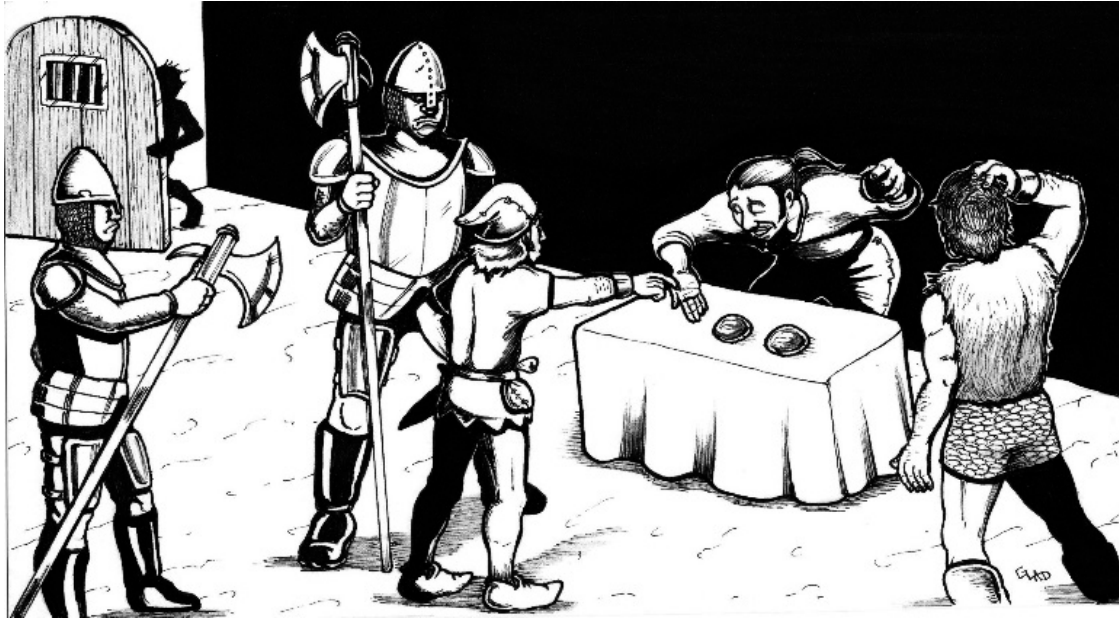


# Adventures Dark and Deep™



## The Mountebank

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.

# Adventures Dark and Deep™

## The Mountebank

*Being an extract of the core rules to allow for convenient lookup of necessary information for players playing a mountebank 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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# The Mountebank

The mountebank is a sub-class of the thief, an inveterate con-man and huckster, relying more on his skills of misdirection and confusion than on physical pilfering, but not entirely unskilled in many of the more traditional thievery arts as well. Mountebanks also have a small amount of knowledge of magic, which they use to aid in their confidence games.

Mountebanks must have a minimum dexterity of 9, an intelligence of 10, and a charisma of 12. They use a six-sided hit die and may be of any non-lawful alignment. Mountebanks may belong to any race save wild elves, but non-human mountebanks have restrictions on how high they may advance in level.

Mountebanks have the following powers and skills:

- Disguise
- Performing and prestidigitation
- Spellcasting ability
- Alchemy
- Thieves' Cant
- Verbal patter

Mountebanks may use any type of armor, but some will impose penalties on their skills (see below). They may not use shields. They may become proficient in the following weapons: caltrop, club, hand crossbow, dagger, dart, garrote, hand axe, knife, sap, sling, long sword, short sword, and quarterstaff. Those using weapons in which they are not proficient will suffer a -3 penalty "to hit".

Mountebanks advance in level according to the following table:

**TABLE 1: MOUNTEBANK LEVEL ADVANCEMENT**

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
1,750	2	2d6
3,500	3	3d6
7,000	4	4d6
14,000	5	5d6
28,000	6	6d6
56,000	7	7d6
100,000	8	8d6
200,000	9	9d6
400,000	10	10d6
600,000	11	10d6+2
800,000	12	10d6+4

Mountebanks require 200,000 x.p. to advance in level beyond 12th, and gain 2 h.p. when they do so.

Mountebanks begin the game with 2d6x10 g.p.

## Disguise

Disguise is used by the mountebank to change his appearance and make it much more difficult for his marks to come after him if a con is discovered. It can be used to make the mountebank appear up to three inches shorter, or five inches taller, than his actual height. Gender can be changed, as can weight; the disguised character can appear up to 25% slimmer or 50% heavier than his actual weight. Race can also be changed, within reason; a human might be able to pass as an elf, but never a halfling. On the other hand, a gnome could appear as a dwarf or halfling, in theory. Character

class, as well as social class, is very easily imitated, and the disguised character can appear as anything from a mage to a prince, from a merchant to a beggar.

There is a base chance of 2% per day, however, that the disguise will be seen through. This base chance is modified as follows:

**TABLE 2: MOUNTEBANK DISGUISE MODIFIERS**

Condition	Modifier
Posing as another race	+2%
Posing as opposite gender	+2%
Posing as another class	+2%
INT+WIS of observer is 36	+6%
INT+WIS of observer is 35	+5%
INT+WIS of observer is 34	+4%
INT+WIS of observer is 33	+3%
INT+WIS of observer is 32	+2%
INT+WIS of observer is 31	+1%
INT+WIS of observer is 19	-1%
INT+WIS of observer is 18	-2%
INT+WIS of observer is 17	-3%
INT+WIS of observer is 16	-4%
INT+WIS of observer is 15	-5%
INT+WIS of observer is 14	-6%
INT+WIS of observer is 13	-7%
INT+WIS of observer is 12	-8%

A check is made for each concerned party (the mark himself, and any of the mark's companions, guards, etc.) encountering the disguised mountebank, and a further check is made every 24 hours. Magic items such as a gem of seeing will penetrate a disguise automatically.

## Performing and Prestidigitation

Performing and prestidigitation allow the mountebank to prove that the hand is indeed quicker than the eye. With these skills he is able to use his deft manual dexterity to befuddle, distract, and amuse others.

**TABLE 3: PERFORMING AND PRESTIDIGITATION**

Mountebank Level	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
1	30%	35%	25%	±0, +1
2	35%	40%	30%	±0, +1
3	40%	45%	35%	±0, +1
4	45%	50%	40%	+1, +1
5	50%	55%	45%	+1, +1
6	55%	60%	50%	+1, +2
7	60%	65%	55%	+2, +2
8	65%	70%	60%	+2, +2
9	70%	75%	65%	+2, +3
10	80%	80%	70%	+2, +3
11	90%	85%	75%	+3, +3
12	100%	90%	80%	+3, +4
13	105%	95%	85%	+3, +4
14	110%	96%	90%	+3, +4
15	115%	97%	95%	+3, +5
16	125%	98%	96%	+4, +5
17	125%	99%	97%	+4, +5

**TABLE 4: PERFORMING AND PRESTIDIGITATION RACIAL ADJUSTMENTS**

Race	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
Dwarf	-10%	-	-10%	-
Elf	+5%	+5%	+5%	±0, +1
Gnome	+5%	-	+5%	-
Half-elf	+5%	+5%	+5%	±0, +1
Halfling	-	-5%	-	-1, ±0
Half-Orc	-5%	-5%	-5%	+1, +1

**TABLE 5: PERFORMING AND PRESTIDIGITATION DEXTERITY ADJUSTMENTS**

Dexterity	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
15	-	+5%	-	-
16	-	+10%	+5%	-
17	+5%	+15%	+10%	+1, ±0
18	+10%	+20%	+15%	+1, ±0
19	+15%	+25%	+20%	+1, +1
20	+20%	+30%	+25%	+2, +1
21	+25%	+33%	+30%	+2, +2
22	+30%	+36%	+35%	+2, +2
23	+35%	+39%	+38%	+3, +2
24	+40%	+42%	+41%	+3, +2
25	+45%	+45%	+45%	+3, +3

**TABLE 6: PERFORMING AND PRESTIDIGITATION ARMOR ADJUSTMENTS**

Armor Type	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
None	+5%	+5%	-	-
Leather cuirass or lamellar	-	-	-	-
Elven mail	-20%	-20%	-	-
Brigandine, furs, or gambeson	-30%	-30%	-5%	-
Steel scale or lamellar	-50%	-40%	-10%	-1, ±0
Mail	-40%	-50%	-15%	-2, -1
Plated mail	-50%	-60%	-20%	-3, -2
Plate armor	-75%	-70%	-30%	-4, -3
Jousting	-100%	-80%	-40%	-5, -4
Plate	-	-	-	-

Like ordinary thieves, mountebanks can pick pockets, cut purses, remove small items from belt pouches, palm trinkets, pilfer small items from market stalls, etc.

Sleight of hand allows the mountebank to perform minor feats of prestidigitation; palming, ditching, and switching small objects.

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 mountebank as the target. The mountebank 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 mountebank 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 mountebank 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 mountebank, as a modifier to the fire rate (thus, a fourth level mountebank could hurl 4 darts per round). The second number is the bonus "to hit" that the mountebank receives over and above the standard dexterity bonus for such things. In addition, the mountebank treats all such hurled missiles as being one range class closer; i.e., L range becomes M, and M becomes S. Note that mountebanks 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.

## Spellcasting Ability

Mountebanks are able to cast spells, but do not gain them automatically when they advance in level. Rather, mountebanks obtain spells for their books haphazardly, finding spells while adventuring, and copying them into their spell books. Note that while they are able to copy spells from mages, illusionists, and savants, the reverse is not true; regular spell-casters cannot understand the abbreviated patois mountebanks use when noting down their spells. They are able to memorize a number of spells based on their own level:

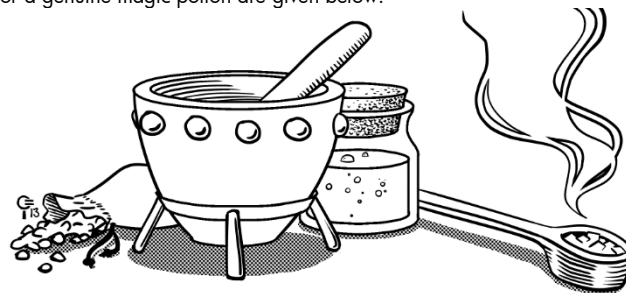
**TABLE 7: MOUNTEBANK SPELLS AVAILABLE BY LEVEL**

Mountebank Level	1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells
5	1	-	-	-
6	2	1	-	-
7	2	2	-	-
8	2	2	1	-
9	3	2	1	1
10	3	3	2	2

Mountebanks are not able to memorize any additional spells after 10th level.

## Alchemy

In addition to his knowledge of magic, the mountebank has a smattering of alchemical knowledge. This is often used in the production of "patent medicines" which are sold as remedies for various ailments, as well as claiming to be genuine magic potions. Sometimes they even are genuine. The chances of successfully creating either a medicine for a particular ailment or a genuine magic potion are given below:



**TABLE 8: ALCHEMY**

Mountebank Level	Medicine	Magic Potion
1	20%	0%
2	25%	0%
3	30%	0%
4	35%	10%
5	40%	15%
6	45%	20%
7	50%	25%
8	55%	30%
9	60%	35%
10	65%	40%
11	70%	45%
12	75%	50%
13	80%	55%
14	85%	60%
15	90%	65%
16	95%	70%
17	100%	75%

The cost of creating a patent medicine is 50 g.p. The cost of creating a magic potion is 25% of its listed g.p. value. In game terms, a genuine patent medicine will heal 1d4 h.p. of damage, or cure one specific ailment (only one can be ingested per day with any effect). Note that the mountebank won't know whether or not his attempt was successful; if the result was a failure, the game master should roll on the failure sub-table to determine the actual result:

**TABLE 9: MOUNTEBANK ALCHEMY FAILURE**

Roll	Type of Failure
01-75	Snake oil. The potion or medicine has no effect.
76-99	Nostrum remedium. Functions as a <i>potion of delusion</i> , with the drinker believing the potion actually worked as intended.
00	Poison. The brew is poisonous; anyone drinking it will take 10 h.p. of damage (save vs. poison for half damage). Note that this will kill all but the hardiest commoners, even if they making their saving throw.

## Thieves' Cant

Like all thieves, mountebanks share a patois known as Thieves' Cant. This is a means of both recognition and communication from one thief to another, and generally stretches beyond cultural and other linguistic lines. It does not count against other languages that the thief may be able to know (see Languages, p. 2).

## Verbal Patter

Mountebanks have skill with verbal patter, as well as their other skills. Verbal patter is one of the most important of the mountebank's abilities; it is the heart of his powers of misdirection, confusion, and persuasion.

**TABLE 10: VERBAL PATTERN**

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

**TABLE 11: VERBAL PATTERN CHARISMA ADJUSTMENTS**

Charisma	Assure, Attend, Question	Distract, Distrust, Second Look	Befuddle, Trust, Value
16	5%	10%	
17	10%	15%	5%
18	15%	20%	10%
19	20%	25%	15%

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 much less likely to respond positively to a mountebank'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, to a maximum 95% chance of success. There are no racial bonuses for verbal patter.

**Assure:** The mountebank 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.

**Attend:** The mountebank 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.

**Befuddle:** The mountebank using this ability attempts to create utter confusion in the audience regarding some issue, fact, or event. By his or her confusing patter, the mountebank 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.

**Distract:** By means of this ability, the mountebank 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. If the character is successful, the target will forget the one object of its attention for the other.

**Distrust:** The mountebank 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 on the dimmest possible view of the target's intentions and actions.

**Question:** By using this ability, the mountebank 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 mountebank 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 mountebank 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 mountebank attempts to persuade the audience that a third party (not the mountebank himself) is worthy of the trust and faith of the audience. This will not mean automatic acceptance of anything they say, but it will certainly make them much more likely to be heeded.

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

# Spells

TABLE 12: MOUNTEBANK SPELLS BY LEVEL

	First Level	Second Level	Third Level	Fourth Level
1	Affect Normal Fires	Alter Self	Clairaudience	Charm Monster
2	Change Self	Detect Magic	Delude	Dispel Exhaustion
3	Charm Person	Fascinate	Feign Death	Emotion
4	Dancing Lights	Fools Gold	Infravision	Fear
5	Friends	Forget	Non-Detection	Fumble
6	Magic Aura	Hypnotic Pattern	Suggestion	Plant Growth
7	Mending	Misdirection	Tongues	
8	Message	Preserve	Water Breathing	
9	Push	Rope Trick		
10	Spook	Sobriety		
11	Taunt			
12	Ventriloquism			

## Spell Descriptions

### Affect Normal Fires

Level 1 mountebank spell, level 6 bard spell (alteration)  
 Requires: incantation, gestures  
 Casting time: 6 seconds (1 segment)

This spell allows the caster to alter the size and light (but not heat) of a non-magical fire. Range is 5' per level of the caster. Fires as large as 3' in diameter can be affected, changing brightness from as dim as a match to as bright as sunlight. Naturally, any such change in size will affect the consumption of fuel (wood, torch, oil, candle wick) accordingly. Since heat is not affected, it is entirely possible to have a flame with the brightness of a candle but the heat of a campfire, etc.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see the **ADVENTURES DARK AND DEEP™** Players Manual for details).

### Alter Self

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

This spell allows the caster to effect a semi-real change to his appearance. Not only can features be changed, but size as well (up to 50% smaller or larger). The caster can also choose the form of some animal or other creature, and take on the actual physical characteristics of that creature; wings allow flight (albeit two maneuverability classes below a "normal" creature of the type), gills and fins allow movement underwater, etc. No special or additional attacks can be created through this spell, however, unless the caster has taken the time to become intimately familiar with a particular form. The spell lasts for 3d4 minutes plus 2 minutes per level of the caster, but the caster will not know beforehand exactly how long the spell will last.

### Change Self

Level 1 mountebank spell (illusion/phantasm)  
 Requires: incantation, gestures  
 Casting time: 6 seconds (1 segment)

This spell allows the caster to change his appearance. He is able to appear to be one foot taller or shorter, 50% thinner or heavier, and to seem to be any sort of human, demi-human, or humanoid type. His clothing and possessions will also change to conform to the desired form. The spell will last for 2d6 minutes plus 2 minutes per level of the caster.



### Charm Monster

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

This spell allows the caster to convince one or more creatures that the caster is a trusted friend who should be protected and well treated. The creature(s) so charmed are not mindless automatons; they will act like friends, not slaves, and any overtly hostile act against the target will negate the spell instantly. The target(s) must be within 60' of the caster, and the number of creatures affected depends on how many hit dice/experience levels they have:

**TABLE 13: CHARM PERSON NUMBER AFFECTED**

Hit Dice/Level	Number Affected
1	2-8
2	1-4
3	1-2
4+	1

Creatures targeted by this spell get a saving throw vs. spells to avoid its effects. The game master should check each week (in game-time) to determine whether or not the charm effect has dissipated; the chance for the spell to be broken is also dependent on the number of hit dice or experience levels they possess:

**TABLE 14: CHARM MONSTER WEARING OFF**

Hit Dice	Level	% Chance of Spell Wearing Off
1-2	1	5%
3	2	10%
4	3	15%
5-6	4	25%
7	5	35%
8	6	45%
9-10	7	60%
11-12	8	75%
13+	9	90%

**Charm Person**

Level 1 mountebank spell (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 6 seconds (1 segment)

This spell allows the caster to convince any one person (which includes sylvan creatures such as brownies, pixies, and centaurs; demihumans such as dwarves, elves, etc.; humanoids such as kobolds, orcs, etc.; as well as lizard men, troglodytes, and other creatures noted as persons for purposes of this spell in the **ADVENTURES DARK AND DEEP™** Bestiary) that the caster 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. The target must be within 80' of the caster, and gets a saving throw vs. magic; making the save means the spell has no effect. The target also gets an additional saving throw to see if the effects of the spell have worn off. The frequency of these additional saving throws is dependent on the intelligence of the being under the spell:

**TABLE 15: CHARM PERSON**

Intelligence	Saving Throw Every...
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or greater	1 day

Bear in mind that the spell will be broken if the caster harms the *charmed* person in any way, and also that the spell does not afford the target any special means of understanding the caster's language. A *dispel magic* spell will also cancel out a *charm*.

**Clairaudience**

Level mountebank spell (divination)  
 Requires: incantation, gestures, silver horn  
 Casting time: 18 seconds (3 segments)

This spell allows the caster to hear everything that takes place in some distant locale with which he is familiar, or whose nature is very obvious and/or visible (behind a door, on a hill, in a tower room, etc.). He is able to hear everything in a 60' radius from some point in that locale chosen by him. There is no limit to how far the spell will reach, but the locale must be on the same plane as the caster. It lasts for 1 minute per experience level of the caster, and requires a small silver horn worth at least 100 g.p. The horn is destroyed by the casting of the spell.

**Dancing Lights**

Level mountebank 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.

**Delude**

Level 3 mountebank spell (alteration)  
 Requires: incantation, gestures  
 Casting time: 18 seconds (3 segments)

This spell allows the caster to mask his own alignment with that of some other creature within 30'. The creature whose alignment is being used to mask that of the caster must have an intelligence of 2 or greater, and is entitled to a saving throw vs. spells; success indicates that its alignment aura cannot be used, and the spell fails. The effect will last for 10 minutes per level of the caster, and will perfectly fool magic such as *detect evil*, *know alignment*, etc. *Detect magic* will only indicate that the target creature radiates magic, but the caster himself will only do so if the *detect magic* is cast by the creature whose alignment is being borrowed.

**Detect Charm (Obscure Charm)**

Level 2 mountebank spell (divination)  
 Requires: incantation, gestures  
 Casting time: 1 minute

This spell allows the caster to determine if a given person or creature is under the effects of a *charm*-type spell (*charm person*, *charm monster*, etc.). Up to ten creatures can be thus checked, as long as they are examined within ten minutes of the spell being cast. The reverse of the spell, *obscure charm*, works as a shield against such detection for a ten-minute span, but only works on a single individual.



### Detect Magic

Level mountebank spell (divination)  
 Requires: incantation, gestures  
 Casting time: 6 seconds (1 segment) (mage)

This spell allows the caster to detect magical emanations in a beam 10' wide and 30' long in the direction he is facing (60' long if the caster is a mage or mage sub-class). The spell lasts for ten minutes, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take a full 6 minutes for the caster to turn around completely while actively detecting magic). The spell is blocked by one foot of solid stone, three feet of solid wood, or but a single inch of metal.

### Dispel Exhaustion

Level 4 mountebank spell (illusion/phantasm)  
 Requires: incantation, gestures  
 Casting time: 24 seconds (4 segments)

This spell creates the illusion that the targets of the spell are renewed in health and vigor. Up to four creatures may be affected, but must be touched by the caster. The spell creates the illusion in the target that 50% of his hit points are restored (but in reality they are not, and he will fall to unconsciousness or death when his real hit point total equals 0). Stamina and vigor will seem to be restored, and the recipients can move and attack at twice normal speed for 1 minute out of every 10. The spell will last for 30 minutes per level of the caster.

### Emotion

Level 4 mountebank 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*: As per the spell *fear* (see p. 7), but the effect is not an illusion, and the saving throw 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 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.

### Fascinate

Level 2 mountebank, level 6 bard spell (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 12 seconds (2 segments)

This spell allows the caster to seem to be a trusted companion, lover, or other desired being, in order to gain the trust and love of the target creature. The creature to be *fascinated* must be within 30', and must have an intelligence score greater than 0. Note that the spell does not actually change the appearance of the caster. If the target fails a saving throw vs. spells, he will follow the caster around if possible, although not so far as to risk life and limb. The caster can make requests of the *fascinated* target, which must be obeyed if the caster makes a successful charisma check (i.e., rolling his charisma score or less on 3d6), but the game master may apply an adjustment of up to +6 if the requests are dangerous or even life-threatening. One such failed check is enough to end the spell, and the *fascinated* creature will be filled, in turn, with anger and rage. Otherwise the spell will last for a maximum of one day per point of charisma of the caster. Animals, on the other hand, will only remain *fascinated* for 1d4 days. Once the spell wears off, the subject will either attack (if poorly treated) or simply leave (if well treated), but if well treated there is a 2% chance per point of caster's charisma that the subject will remain of his own free will once the spell has worn off.



### Fear

Level 4 mountebank spell (illusion/phantasm)  
 Requires: incantation, gestures, hen's heart or white feather  
 Casting time: 24 seconds (4 segments)

This spell creates a powerful beam of panic and fear radiating out from the caster, some 60' long, 30' wide at the end, and 5' wide at the base. All creatures within the area of effect are entitled to a saving throw vs. spells; those that fail the saving throw 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.

The spell requires either a hen's heart or a white feather, which are destroyed as the spell is cast.

## Feign Death

Level 3 mountebank spell (necromantic)  
Requires: incantation, gestures, graveyard dirt  
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, and nothing more than the spoken spell and hand-gestures are required.

## Fool's Gold

Level 2 mountebank spell (alteration)  
Requires: incantation, gestures, powdered gems  
Casting time: 1 minute

This spell enables the caster to change lead, brass, or copper into gold, albeit temporarily (1 hour per level of the caster). The caster is able to affect 1 cubic foot per level, the equivalent of some 4,000 coins. Persons and monsters handling *fool's gold* get an intelligence check (roll their intelligence or lower on 1d20), adjusted by +1 for every level of the caster of the *fools gold* spell. If *fool's gold* is struck by cold iron, there is a chance that it will instantly revert to its original base metal:

**TABLE 16: FOOL'S GOLD**

Gem Used to Cast Spell	Chance to Revert
50 g.p. citrine	30%
100 g.p. amber	25%
500 g.p. topaz	10%
1,000 g.p. corundum	1%

The gem powder is lost when the spell is cast.

## Forget

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

This spell wipes the immediate short-term memory from the target creature(s). Up to 1 minute of memories per 3 levels of the caster can be so erased. The target(s) must be within 30' of the caster, and must all be within a 20' x 20' area; up to 4 targets may be so affected. The targets do get a saving throw vs. spells; if there is only 1 target, he gets a -2 penalty on his save; if there are 2 targets, they get -1 penalties; 3 or 4 targets make their saving throws normally. Note that this spell won't negate the effects of other mind-altering spells cast on the target during the time erased from memory, but it might make the target forget who cast those spells in the first place! The spell can be negated by means of a *heal*, *restoration*, or *wish* spell.

## Friends

Level 1 mountebank spell (enchantment/charm)  
Requires: incantation, gestures, chalk or flour, lampblack or soot, vermilion  
Casting time: 6 seconds (1 segment)

This spell requires all creatures within 10' plus 10' per level of the caster to make a saving throw vs. spells. Those who fail their saving throw will see the caster as having 2-8 more points of charisma than he actually does, and will desire to ingratiate themselves with him and give him aid and friendship. Those who are successful in their saving throws will see the caster as having 1-4 points of charisma less than he actually does, and will distrust and dislike him. The effect lasts for 1 minute per level of the caster. The spell requires that the caster apply the chalk or flour, lampblack or soot, and vermilion to his face before the spell is cast.

## Fumble

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

This spell causes one creature to become incredibly ham-fisted and ungainly, tripping, dropping weapons and other things, and generally bumbling around. The target must be within 10' per experience level of the caster, and the effect will last for 1 minute per level. The affected creature is entitled to a saving throw; a successful save indicates that the target is merely slowed (moving and attacking at half the normal rate). Recovery from the effects of the spell (i.e., picking up a dropped object or picking oneself up after falling) will require a full minute to accomplish. The spell requires a bit of butter, which is destroyed in the casting.

## Hypnotic Pattern

Level 2 mountebank spell (illusion/ phantasm)  
Requires: gestures, incense/phosphorescent rod  
Casting time: 12 seconds (2 segments)

This spell will create an intricate glowing pattern which will have the effect of mesmerizing up to a total of 24 hit dice worth of creatures, as long as they are all within a 30'x30' area around the caster. Each individual is entitled to a saving throw vs. spells; success indicates the *hypnotic pattern* has no effect. The effect will last as long as the caster can keep creating it in the air by carefully waving either a stick of incense or a crystal rod filled with some sort of phosphorescence (special lichens, glowworm essence, etc.).

## Infravision

Level 3 mountebank spell (alteration)  
Requires: incantation, gestures, dried carrot or agate gem  
Casting time: 1 minute

This spell allows the caster or some other creature touched to be able to see into the infrared spectrum, thus seeing heat. The effect has a range of some 60', and will last for 2 hours plus 1 hour per experience level of the caster. See the **ADVENTURES DARK AND DEEP™** Players Manual for details on the benefits and limitations of *infravision*. Creatures that are *invisible* are usually not visible by *infravision*.

## Magic Aura

Level 1 mountebank spell (illusion/phantasm)  
Requires: incantation, gestures, square of silk  
Casting time: 1 minute

This spell allows the caster to create a false magical aura on some object. The object so enchanted can be up to 5 lbs. per level of the caster, and the aura will endure for one day per his experience level. The false aura will be picked up as genuine by anyone casting a *detect magic* spell (or the equivalent, such as some innate power), but if the person so doing is physically holding the object (and not just casting the spell from afar), he will be entitled to a saving throw vs. magic. A successful save indicates the caster of the *detect magic* spell realizes the aura being detected is false. The spell requires that a small square of silk be passed over the object; the silk is not destroyed by the casting.

### Mending

Level 1 mountebank spell (alteration)  
 Requires: incantation, gestures, magnets/burrs  
 Casting time: 6 seconds (1 segment)

This spell enables the caster to repair small breaks and tears in physical objects such as rings, chains, rope, poles, etc. If the object is metal, it can only have a single break to be mended. Single holes (such as a hole in a belt pouch) can be repaired by means of this spell, and objects of ceramic or wood can be mended even if they are smashed into many pieces. The spell requires two tiny magnets or two burrs, which are destroyed by the casting of the spell.

### Message

Level 1 mountebank spell (alteration)  
 Requires: incantation, gestures, copper wire  
 Casting time: 6 seconds (1 segment)

This spell enables the caster to whisper a message that will be heard by a single recipient within 60' plus 10' per experience level of the caster, and that recipient can then whisper a reply that will be heard by none save the caster. The message and the reply can be no longer in length combined than 30 seconds (5 segments) plus 6 seconds (1 segment) per level of the caster. The spell does not confer the ability to understand languages that are otherwise unknown to either the caster or the recipient. The caster and the recipient must be in line of sight, without obstruction, for the spell to work. The spell requires a small bit of copper wire, which is destroyed in the casting.

### Misdirection

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

This spell is designed to foil divination spells aimed at a particular thing or creature. The spell effect lasts for 1 minute per level of the caster, and the object of the casting must be within 30'. If the subject of the spell is subsequently the object of some sort of divination spell such as *detect charm*, *detect lie*, *detect magic*, etc., the caster of the divination spell must make a saving throw vs. spells. Failure indicates that the divination spell will go awry, giving a false reading, indicating something is not magic when it is, failing to detect some invisible object, etc.

### Non-Detection

Level 3 mountebank spell (abjuration)  
 Requires: incantation, gestures, diamond dust  
 Casting time: 18 seconds (3 segments)

This spell renders the mountebank completely unreadable by any sort of detection spells: *clairaudience*, *clairvoyance*, *detect invisibility*, etc. It will

also foil magic items such as *crystal balls*, wands, and the like, as long as they have effects related to detection. The spell will last for 10 minutes per level of the caster, and will affect an area in a 5' radius around the caster.

### Plant Growth

Level 4 mountebank 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). The spell will affect one 10'x10' square per level, centered on a point up to 10' distant per level of the caster.

### Preserve

Level 2 mountebank spell (abjuration)  
 Requires: incantation, gestures, dust, resin/amber, brandy  
 Casting time: 2 minutes

This spell allows the caster to keep some item(s) fresh until needed for some other purpose (such as being used as the component of a spell, or for consumption without fear of spoilage). The spell can affect ½ cubic foot of material per level of the spell, and its effects are permanent. The type of material that can be affected depends on the level of the caster:

Level of Caster	Material Affected
2-4	Hard, dry
5-7	Soft, moist
8+	Wet, liquid

Those plants used as material components for druid spells (mistletoe, holly berries, oak leaves, etc.) cannot be *preserved*, nor can the spell be used to keep a corpse *preserved* until it can be *resurrected* or *raised*. It will otherwise work on all other materials, as noted above. The spell requires a pinch of dust, a small bit or resin or amber, and a drop of brandy, all of which are lost as the spell is cast.

### Push

Level 1 mountebank spell (evocation)  
 Requires: incantation, gestures, powdered brass  
 Casting time: 6 seconds (1 segment)

This spell calls into being an invisible force to push whatever thing or being is within its range (10' plus 2.5' per level of the caster), as long as it is within line of sight of the caster. The spell can be used to generate 1 foot-pound of pressure per level of the caster, and can be used to knock an object back 1', knock over an object that is not secured, etc. If the spell is cast against a creature (for instance, a monster in the midst of some attack, and thus possibly off-balance), the target gets a saving throw vs. spells. Failure indicates that it is indeed knocked over, and would lose its attack that combat round. If the spell is cast against a held weapon, wand, etc., the holder also gets a saving throw vs. spells. Failure indicates that the holder gets -1 "to hit", or his intended target gets +1 to his saving throw, per level of the caster of the *push* spell. The powdered brass is blown towards the object, and is thus lost as the spell is cast.

## Rope Trick

Level 2 mountebank spell (alteration)

Requires: incantation, gestures, corn powder, parchment loop

Casting time: 12 seconds (2 segments)

This spell allows the caster to enchant a length of rope up to 30' in length, causing it to become fixed to an extra-dimensional space up to 30' in the air. This rope can be then used in two ways. First, it can be climbed so that the person climbing gets off before the top is reached. Second, the person climbing can go all the way to the top, in which case he enters the extra-dimensional space and is completely safe for the duration of the spell (20 minutes per level of the caster). Up to six persons can stay in the space at any given time; if they are still there when the spell expires, they will drop to the ground (perhaps suffering falling damage in the process). The rope can be pulled up after them if there are only 5 persons in the space; otherwise it must remain hanging below. The corn powder and twisted parchment loop disappear when the spell is cast. The rope in question must be touched by the caster.

## Sobriety

Level 2 mountebank spell (abjuration)

Requires: incantation, gestures, pinch of saleratus

Casting time: 12 seconds (2 segments)

This spell is a special form of the *neutralize poison* spell that allows the caster to completely and instantly remove the effects of alcohol or other drugs that have the function of impairing judgment and coordination, causing drowsiness, etc. It will not function on more potent toxins, and will in no case heal damage caused by breathing, drinking, or eating poison.

## Spook

Level 1 mountebank spell (illusion/phantasm)

Requires: incantation, gestures

Casting time: 6 seconds (1 segment)

This spell allows the caster to create an illusory horror from the subconscious mind of the target (who must be within 10' of the caster). If the target fails a saving throw vs. spells will flee in terror (but will not drop items carried). The caster will not know the exact nature of the horror that is then "pursuing" the target. The target is entitled to another saving throw each minute for 6 minutes, with a cumulative +1 bonus. After 6 minutes, the spell will wear off even if the subject hasn't yet made a successful saving throw. The spell will not work on creatures with an intelligence of 0.

## Suggestion

Level 3 mountebank spell (enchantment/charm)

Requires: incantation, snake's tongue, honeycomb or sweet oil

Casting time: 18 seconds (3 segments)

This spell allows the caster to make a proposal in such a way that the listener will be disposed to agree to it. The listener must be able to understand what is being said. The listener gets a saving throw vs. spells to resist the *suggestion*, but if it is a particularly reasonable-sounding proposition, the save is made at a penalty of -1 or even -2 (at the game master's discretion). The *suggestion* can never be obviously harmful, deadly, or against the interests of the hearer, but (for instance) a *suggestion* that a giant agree to a truce to help an adventuring party attack a nearby orc lair, with the giant getting a share of the loot, is certainly within the bounds of the spell. A maximum of two short sentences can be used to make the *suggestion*. If successful, the *suggestion* will remain in force for 1 hour plus 1 hour per level of the caster.

## Taunt

Level 1 mountebank spell (enchantment/charm)

Requires: incantation, gestures, elderberries

Casting time: 1 minute

This spell allows the caster to so enrage a targeted group of creatures that they will rush headlong towards him and attempt to engage in melee (as opposed to firing missile weapons or using spells, for instance). The target creatures need not be able to understand the language spoken by the caster in order for the spell to be effective. The spell will affect 2 hit dice worth of creatures per level of the caster (all of whom must be of the same type; all orcs, all goblins, etc.), all of whom must be within a 30' distance from the caster. The nearest appropriate creatures will always be affected first (i.e., if there are two groups of kobolds, one 10' away and the other 25' away, the first group would be affected by the spell first). The target creatures are entitled to a saving throw vs. spells; success indicates the spell has no effect. The presence of a strong leader can give his subordinate creatures a bonus of +1 to +4 (the exact bonus is left to the game master). The presence of some impenetrable barrier between the targets and the caster (a wide chasm, for instance, or a *wall of ice*) will negate the spell. The spell requires a small number of elderberries, which are lost as the spell is cast.

## Tongues (Babble)

Level 3 mountebank spell (alteration)

Requires: incantation, gestures

Casting time: 30 seconds (5 segments)

This spell allows the caster to speak and understand the spoken languages of any creatures within a 60' diameter circle. Non-verbal communication, such as sign language, is not translated by the spell.

The reverse of the spell, *babble*, can either be used to cancel out the *tongues* spell, or to make verbal communication within the area of effect impossible, as all creatures within it are incapable of understanding one another.

## Ventriloquism

Level 1 mountebank 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.

## Water Breathing (Air Breathing)

Level 3 mountebank spell (alteration)

Requires: incantation, gestures, straw

Casting time: 30 seconds (5 segments)

This spell enables the caster to enable one creature touched to breathe water as if it were air. The effect lasts for 1 hour per experience level of the caster. The reverse of the spell, *air breathing*, allows those who can only breathe water to survive in the air. The spell requires a short straw or reed stalk, which is destroyed as the spell is cast.

# Combat and Saving Throw Tables

**TABLE 17: ATTACK TABLE COLUMN BY LEVEL**

Class	Level / Hit Dice																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Mountebank	A	A	A	A	C	C	C	C	F	F	F	F	H	H	H	H	J	J	J	J	L

**TABLE 18: ROLL TO HIT BY ARMOR CLASS**

Target Armor Class		A	C	F	H	J	L
		-10	26	24	21	20	20
-9	25	23	20	20	20	19	
-8	24	22	20	20	20	18	
-7	23	21	20	20	19	17	
-6	22	20	20	20	18	16	
-5	21	20	20	19	17	15	
-4	20	20	20	18	16	14	
-3	20	20	19	17	15	13	
-2	20	20	18	16	14	12	
-1	20	20	17	15	13	11	
0	20	19	16	14	12	10	
1	20	18	15	13	11	9	
2	19	17	14	12	10	8	
3	18	16	13	11	9	7	
4	17	15	12	10	8	6	
5	16	14	11	9	7	5	
6	15	13	10	8	6	4	
7	14	12	9	7	5	3	
8	13	11	8	6	4	2	
9	12	10	7	5	3	1	
10	11	9	6	4	2	0	

**TABLE 19: SAVING THROWS BY TYPE AND LEVEL**

Class	Level	Paralyzation, Poison, Death	Petrification, Polymorph	Rod, Staff, Wand	Breath Weapon	Spell
Mountebank	1-4	13	12	14	16	15
	5-8	12	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
	21+	8	7	4	11	5

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