

CLEVER CLASSES

JESTER
Player Character Class



Jared Glenn
4th Edition Roleplaying Game Supplement

CLEVER CLASSES: THE JESTER

A New Player Character Class For the 4th Edition Dungeons & Dragons Game



CREDITS

AUTHOR

JARED GLENN

ILLUSTRATOR & COVER ARTIST

SAMUEL FLEGAL

EDITORS

PAUL KLEIN, J. MATTHEW KUBISZ, STEPHANIE D. KUBISZ

RULES CONSULTANT

MICHAEL LENAHAN

LAYOUT & DESIGN

TIM ADAMS & ROGUE AGENT SOLUTIONS

SPECIAL THANKS TO

TEAM DRACONIS & JIM CLUNIE

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008- 2010 Wizards of the Coast. All rights reserved.



INTRODUCTION

Swelling like an enormous lake behind an otherworldly dam, a henge burgeons with the arcane energies of ley lines that cannot drain back into the Feywild. In these rare locations, the natural laws of the world bend and break under the pressure of unending magic, altering the world in unforeseen ways. When the rare mortal who can understand the spectacle discovers a henge, the resulting master of arcana becomes known as a jester.

Jesters are agents of the world's forgotten henges, claiming their resource as the jester's own and defending their secrets at all costs; even if that cost is the jester's perceived intelligence or reputation. Due to their understanding of natural and hengish law, jesters have an amazing capacity to ignore those same laws, picking and choosing the ones they wish to live by; if any at all. The world is both lightened and strained by a jester's presence as she seeks to uncover the potential of her chosen henge.

This book lays the potential of those henges at your feet. Characters of other backgrounds can gain these benefits through multiclass feats, but most of this book was created for the benefit of those clever tricksters of the henge, the jester.

So forget the complex formulas of the wizard, the lofty ideals of the bard, and the forbidden paths of the warlock; their needless rules are laughable.

USING THIS BOOK

This book provides a brand new class for use with the Dungeons and Dragons game, along with powers, paragon paths, epic destinies, feats, magic items, familiars, and backgrounds to assist you in creating a truly unique character.

The first chapter is centered on the new class, with the new powers, paragon paths, and epic destinies intended to carry the jester all the way to its exciting final levels. This chapter also includes the Hybrid Jester, allowing you to mix and match the jester to create exciting combinations. The second chapter includes feats, magic items, familiars, and backgrounds. Many of these options are available to players of other classes, but they were created, primarily, to enhance a jester's abilities and present plenty of new options for the class. Finally, the appendix explains the rules for close walls and presents the class template for the jester.

Use this book to create the perfect trickster or reckless mage. To master forces that you do not truly understand, but must keep secret. To create a character who must act ignorant and innocent to keep his reservoirs of power in check. Ignore restraints; there are none.

Chapter 1: The Jester

"Impressive. Finding the Court of Drulion is no easy task. Unfortunately, the power here can only be sliced so thin ... so now your true test begins."

The jester is an archetype of sanity hidden beneath madness. Far from the wizard's bursts and blasts, the jester is more subtle, pin-pointing the threats and controlling them with clever jests. He is a master of turning failure into success, and warping his enemies' options until the choices before them spell failure.

Wherever your power hails from and however you have learned to channel it, the world's laws bend before you, begging you to break them. This chapter presents you with the options you will need to change the world forever. With your companions at your side, the power of the cosmos do your bidding as you manipulate time and space.

This chapter contains the following sections

- ◆ **New Class:** The jester class is the first part of this chapter, detailing the class features and rules for this exciting new addition to the arcane power source. It also includes rules for the four builds: the dancing, dealing, juggling, and puppeteering jesters.
- ◆ **Powers:** This section details each of the powers for the jester character class. It provides rules for a new condition here as well: driven.
- ◆ **Paragon Paths:** Nine new paragon paths are presented here. Each was designed with the jester in mind, along with one paragon path that any class can take: Hunter of the Henge.
- ◆ **Epic Destinies:** Two new epic destinies are presented near the end of the chapter. These destinies are built for the last epic levels of your jester, allowing her to conquer the largest threats of the cosmos.
- ◆ **Hybrid Jester:** Finally, this chapter presents the hybrid jester class, allowing you to blend the unpredictable spells of the jester with the useful abilities of another class.

JESTER

"The only rules are the ones you don't ignore."

CLASS TRAITS

Role: Controller. Your disregard for the laws of time and space allow you to manipulate several aspects of the battlefield at once. Your choice of class features often determines the method for your madness, determining whether you have a secondary role, and what it is. You might fill a secondary role of defender or striker, or your powers may focus on your main role alone.

Power Source: Arcane. You gain your unique abilities from your charter with an ancient henge, granting you unknowable power, while aligning your world around it. You maintain strong contact with your henge through your use of implements, which you employ to channel its almost limitless power.

Key Abilities: Wisdom, Dexterity, Charisma

Armor Proficiencies: Cloth, leather, hide, chainmail, scale

Weapon Proficiencies: Quarterstaff, sling

Implements: Decks, orbs, rods, staffs

Bonus to Defense: +1 Reflex, +1 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: From the class skills list below, choose five trained skills at 1st level.

Class Skills: Acrobatics (Dex), Arcana (Int), Bluff (Cha), Diplomacy (Cha), History (Int), Insight (Wis), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex).

Class Features: Jester's Charter, *rules of the henge*

To a jester, the natural laws of the planes are more of guidelines than actual rules. Deceptively clever and lithe, jesters are the agents of the world's forgotten henges, places of innate and immense arcane power. Jesters charter a henge's energies primarily through ancient implements, allowing them to cause explosions of force as easily as they can subtly manipulate thoughts. They are masters of control, juggling several aspects of the battlefield at once while dancing through swaths of foes.

By mastering the rules and rites surrounding a henge, jesters walk a fine line between madness and brilliance, performing the impossible simply because those rules do not apply where the jester hangs his hat.



As a jester, many call you a fool. Those who do either know you well or not at all – and few know you well. To your companions, you are an enigma, performing stunts that only the foolish would attempt when they know, better than most, that your mind borders on genius. But genius or not, the subject of your mental acuity is forever off-limits. After all, people tend to speak more freely around a joker than an ace, and that is precisely as you like it. Jesters have a knack for jumping into any social circle, a part of none and hearing candid words from each. Information so gathered is the jester's most powerful tool, for the proper information spoken into the proper ear at the proper time can alter the course of history. Through his unique powers, a jester is able to slowly fulfill his charter to align the world to his henge, altering the planes in fate changing ways.

As you influence the world for good or ill, you sense your henge's range of influence increasing, shifting the world around it to suit your alignment. Perhaps you will manipulate the highest members of your society with carefully chosen words, moving them like pieces in an unseen game. Maybe you are more militant, destroying all those who dare to interfere with your charter. Or you might merely care about protecting your henge from discovery, frightened of what another might do with its power.

In the end, the choice is yours. The charter you drafted has always favored you. The secret is in your hands, and, luckily, you are wise enough to play the fool.

JESTER CLASS FEATURES

Jesters have the following class features:

JESTER'S CHARTER

Henges are uncommon in the world. The weight of arcane energies that terminate where two ley lines meet is generally too powerful to be kept within the world. Therefore, those places that manage to become henges are never random. Your henge has unique properties which are likely to inform how you channel its arcane energies. After you chartered the power of your henge, magical forces coalesced around you, summoning an arcane implement that symbolized your connection to your henge. This implement connects you directly with your henge, allowing you to perform your trickiest spells in combat.

Choose one of the following options. The choice you make determines one of the at-will spells you gain at first level and also grants several additional benefits.

FOOL OF THE FOREST HENGE

The graceful movement of magic along ley lines. The eddies of energy that climb high boughs and dance with leaves. The dancing ribbon of power that stretches from your staff back to your canopied home. These movements pulse in your veins like the forgotten steps to a dance, allowing you to dodge the normal rules of your world. You normally carry a staff, harkening back to the grove where your power grows, and you wield it with the poise and agility of one who is willfully breaking the laws of creation.

Associated Implement: Staff

Swinging Breakaway: You know the *swinging breakaway* spell.

Jest of the Autumn Dance: You gain the *jest of the autumn dance* spell.

Quick Step: Once per round, while wielding a staff, you can shift 1 square as a minor action.

FOOL OF THE URBAN HENGE

Life in a city is a game of chance, and the hand you are dealt is usually the hand you keep. That is, unless you're the dealer. When you discovered your henge, you chose to ignore the cards that fate had dealt you, instead taking up a deck of your own and reshuffling it. You accept the reality of chance and embrace the chaotic nature of your henge, but always seek to stack the deck in your favor. Your cards fly where they may and your enemies can never guess what's up your sleeve.

Associated Implement: Deck

Deal the Cards: You know the *deal the cards* spell.

Jest of the Chaotic Streets: You gain the *jest of the chaotic streets* spell.

Card Trick: Once per round, as a minor action while you are wielding a deck, you can use your Card Trick against one enemy within 3 squares. When you do this, roll a d20 to determine the effect.

Choose one of the Suit options below. You gain the associated Card Trick.

CHAOS CARD TRICK

Even: The target takes a -2 penalty to a defense of your choice until the start of your next turn.

Odd: One ally adjacent to the target gains a +2 bonus to a defense of your choice until the start of your next turn.

SEAS CARD TRICK

Even: The target takes a -1 penalty to all defenses until the start of your next turn.

Odd: You gain 5 temporary hit points per tier.

SHADOWS CARD TRICK

Even: Creatures that are not adjacent to the target have concealment from it until the start of your next turn.

Odd: You gain concealment until the start of your next turn.

WILDS CARD TRICK

Even: You teleport the target 2 squares. You cannot teleport the target into hindering terrain.

Odd: You teleport 2 squares.

FOOL OF THE ISLAND HENGE

The world is a sea of instability and uncertainty. Indeed, position in it is merely illusion, shifting unpredictably like so many ships without a mooring. Luckily, you face no such problems. You connect to your henge's ability to change the world around it while staying constant. You excel at bending laws of position and space, mostly because they are hardly laws at all.

Associated Implement: Orb

Cascade of Orbs: You know the *cascade of orbs* spell.

Jest of the Inescapable Shores: You gain the *jest of the inescapable shores* spell.

Siteswap: Once per round, as a minor action while you are wielding an orb, you can teleport one adjacent creature to another space adjacent to you. You cannot teleport a creature into hindering terrain.

FOOL OF THE RIVER HENGE

The strings of cause and effect are ever changing, as fluid and invisible as any river. To most, anyway. You, on the other hand, see complex knots everywhere in the world. Indeed, with a practiced hand you can manipulate its very fate. The world is a stage and its players follow your every command, unable to ignore your riptide will. You control the battlefield through careful planning and persuasion, making you a dangerous enemy indeed.

Associated Implement: Rod

Sever the String: You know the *sever the string* spell.

Jest of the Torrential Current: You gain the *jest of the torrential current* spell.

Perfect Puppetry: Once per round, while you are wielding a rod, you can choose one creature within 5 squares, and slide that creature 1 square as a minor action. You cannot slide a creature into hindering terrain. You provoke opportunity attacks when taking this action.

RULES OF THE HENGE

As a jester, you are a creature of two worlds, beholden to neither, but pulled at by both. Often, the world around you dictates the rules you will live by, but your connection to your henge gives you the innate ability to sometimes choose to live by other rules. You gain the *rules of the henge* spell.

CREATING A JESTER

The four build options presented here are the Dancing Jester, Dealing Jester, Juggling Jester, and Puppeteering Jester, as corresponding to the class features presented above. Jesters often favor either Dexterity or Charisma, but each jester uses Wisdom extensively.

Dancing Jester

Your staff swirls at a speed that defies the eye to follow it. The ends of your implement glow with sudden bursts of arcane power as you throw enemies around the battlefield. Your reflexes are amplified by your henge, allowing you to move swiftly into any position necessary. Choose spells that allow you to control the layout of the battlefield by leading your foes' movements into their own disarray. Wisdom ought to be your best ability score, allowing you to sense the rhythm of the dance. Make Dexterity your next best score; that will allow you to move your staff into position in perfect synchrony with your senses. With their high mobility, many dancing jesters have a secondary role as striker.

Suggested Class Feature: Fool of the Forest Henge

Suggested Feat: Dancer's Stride

Suggested Skills: Acrobatics, Arcana, Perception, Stealth, Thievery

Suggested At-Will Powers: *swinging breakaway*, *set the stage*

Suggested Encounter Power: *glittering staff*

Suggested Daily Power: *wit of the uneven bridge*

Dealing Jester

The mere sight of you on the battlefield is enough to send chills down your foes' backs. The cards of your deck, dance in the air at your command, surrounding you and striking your enemies at your command. You throw cards with deadly accuracy, causing them to burst with arcane power and chaotic tricks. Choose abilities that give you

multiple methods of attack at a distance, so that you can use Card Trick to control enemies close to you while damaging enemies across the battlefield. Make Wisdom your best ability score with Charisma in a close second, allowing your connection to your henge to direct your cards exactly where they should go. Your abilities lean toward leader as a secondary role.

Suggested Class Feature: Fool of the Urban Henge

Suggested Feat: Hidden Luck

Suggested Skills: Acrobatics, Bluff, Perception, Insight, Streetwise

Suggested At-Will Powers: *deal the cards, spotlight compulsion*

Suggested Encounter Power: *the devil*

Suggested Daily Power: *wit of the shifting dune*

Juggling Jester

Your orb splits into three or more in your hands, allowing you to throw and catch in a fluid continuum on the battlefield. The illusion of position of that field alters at your whim, allowing you move your enemies or attack where others could not. You are at home in the center of the battle, positioning enemies precisely where you want them to aid your allies. Choose powers that allow you to position enemies and attack around corners without moving out of battle. Wisdom is your most important ability score, so make it your highest. Dexterity ought to follow closely behind, since you need the added agility to control all the disparate effects you create.

Suggested Class Feature: Fool of the Island Henge

Suggested Feat: Tiring Juggle

Suggested Skills: Acrobatics, Bluff, History, Perception, Thievery

Suggested At-Will Powers: *cascade of orbs, staged appearance*

Suggested Encounter Power: *surprising drop*

Suggested Daily Power: *wit of glacier's clarity*

Puppeteering Jester

You pull and loose the strings of cause and effect with deft expertise. Sometimes even your allies and foes can see the glimmering strands as you grasp them with your arcane rod and manipulate them like a practiced marionette manipulator. You prefer to stand behind your allies, working your hidden magic in relative safety. Choose abilities that allow you stay to the back of the party while protecting your allies in small but significant ways. Obviously, Wisdom should be your best ability score since manipulating your foes requires a clever wit, but also be certain to make Charisma a powerful score since direction is nothing without the flair of a planned

performance. This build allows you to fill the Defender secondary role.

Suggested Class Feature: Fool of the River Henge

Suggested Feat: Marionette's Strike

Suggested Skills: Arcana, Diplomacy, History, Perception, Thievery

Suggested At-Will Powers: *motley lots, sever the string*

Suggested Encounter Power: *loosen the ties*

Suggested Daily Power: *wit of the forgotten archive*

JESTER POWERS

Your powers are arcane spells, clever pranks of will empowered by your charter with a hidden henge. Your astounding abilities are energized by the implement you hold, a tangible piece of your henge that you carry along on your adventures. These spells allow you to change the world and planes in sometimes dramatic ways. While some spells are better suited to certain builds of the jester, you are free to choose any powers you wish.

NEW KEYWORD

The jester's daily spells use a new keyword.

Jest: A power with the Jest keyword can only be gained through the use of the specific power that grants it. Unless otherwise stated, it lasts until the end of the encounter.

You may have one power with the Jest keyword active at Heroic Tier, two at Paragon Tier, and three at Epic Tier. If another power grants you a power with the Jest keyword while you have your maximum amount of jests available, you may keep the jest(s) you have active or replace one of them with the new jest granted by the power you are using.

You can only perform one jest per round.

NEW CONDITION

The jester's spells confer one new condition.

DRIVEN

- ◆ You grant combat advantage.
- ◆ If you have a move action, you lose it.
- ◆ Once at the start of your turn, the driving creature causes you to use one of your at-will movement modes as a free action, choosing how you move.
- ◆ This movement is forced movement.
- ◆ A creature that is resistant or immune to domination is also resistant or immune to the driven condition.

The Deck Of Planes

Among the jester's considerable abilities, is the power to manipulate the arcane energy of the planes through the use of decks. Each Deck of Planes is a painstaking implement to craft and control; it requires the ability to throw the cards accurately as well as the capacity to empower them with arcane spells. Needless to say, such practitioners of ancient magic are few and far between.

Each deck is comprised of four suits: Chaos, Seas, Shadows, and Wilds. Within each suit is a run of thirteen; therefore, each individual card may be designated as a Five of Seas or a Thirteen of Chaos, etc. To those who attune themselves to a certain suit, battle becomes a mixed game of skill and chance as they draw cards as quickly as possible, hoping to draw a card from their attuned suit and produce a desired Card Trick effect.

Also of note are the Archetype cards. These cards belong to no suit, existing outside the normal structure, but they carry distinct powers associated with the symbols they bear. Archetype cards are singular and alone in each deck, but they can only be drawn from the deck by those who have attuned themselves to that specific card, therefore, the ability to even draw an Archetype card is proof of potent mastery.

Finally, most magic decks contain one final card: The Fool. While this card is technically an Archetype card, it is far more free with its powers, appearing in hand during battle and solving problems in strange (and random) ways. All those who wield decks have found The Fool card to be a valuable, if fickle, asset.



CLASS FEATURES

Every jester knows the *rules of the henge* power.

Rules of the Henge Jester Feature

Just as you are about to fail, you temporarily rework reality, forcing it to give you a second chance.

Encounter ♦ **Arcane**

Free Action **Personal**

Trigger: You make a d20 roll that you dislike.

Effect: Reroll the triggering d20 roll. You must keep the new result, even if it is lower.

The Jester's Charter class feature grants each jester one of the following powers.

Jest of the Torrential Current Jester Feature

Your foe attempts to thwart the script you have planned, but with a deft manipulation, your enemy is, once again, acting as you wish.

Encounter ♦ **Arcane, Implement, Jest, Reliable**

Minor Action **Ranged 10**

Requirement: You must be wielding a rod.

Target: One creature

Attack: Wisdom vs. Will

Hit: Choose one ally within 5 squares of the target. The target cannot attack that creature until the end of your next turn.

Effect: Until the end of your next turn, you are considered to have an active jest for purposes of feats, features, and other effects.

Jest of the Autumn Dance Jester Feature

You dance about your foe, trailing a ribbon of energy behind you and keeping your enemy hopelessly trapped.

Encounter ♦ **Arcane, Implement, Jest, Reliable**

Minor Action **Melee 1**

Requirement: You must be wielding a staff.

Target: One creature

Primary Attack: Wisdom vs. Fortitude

Hit: The target is immobilized until the end of your next turn.

Effect: Until the end of your next turn, you are considered to have an active jest for purposes of feats, features, and other effects.

Jest of the Inescapable Shores Jester Feature

Your enemy attempts to escape you, but your reach is too quick and too wide.

Encounter ♦ **Arcane, Implement, Jest, Reliable, Teleportation**

Minor Action **Close burst 10**

Requirement: You must be wielding an orb.

Target: One enemy in burst

Attack: Wisdom vs. Will

Hit: Teleport the target into a square adjacent to you.

Effect: Until the end of your next turn, you are considered to have an active jest for purposes of feats, features, and other effects.

Jest of the Chaotic Streets Jester Feature

You remember your luck and swiftly dismiss it, dismissing life and matter with it.

Encounter ♦ **Arcane, Force, Implement, Jest, Reliable, Teleportation**

Minor Action **Area burst 1 within 10 squares**

Requirement: You must be wielding a deck.

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: Choose an effect. The chosen effect applies to each hit target.

♦ The target changes places with another hit creature (your choice).

♦ The target grants combat advantage until the end of your next turn.

Effect: Until the end of your next turn, you are considered to have an active jest for purposes of feats, features, and other effects.

Henges

Sprawling like a web of rivers over the surface of the world, lay lines thrum with a powerful connection to the Feywild. Where two or more lay lines meet, arcane energy flows the strongest. Often, these meetings form a crossing, a drain for arcane energy back into the Feywild, but sometimes the veil between worlds is too strong to break, and arcane energy springs up into a vast pool of power. These places are known as henges.

Henges are lost throughout the world, in forgotten meadows or far beneath the foundations of cities, forming vast pockets of arcane energy. Largely unknown, these henges often appear ordinary or unremarkable, but some wiser folk see far more; they manage to recognize them as wonders of tremendous power. Such folk, when they are eventually able to charter the power of a henge, become jesters.

LEVEL 1 AT-WILL SPELLS

● Arcane Upheaval Jester Attack 1

With a blast of arcane force, you send your foes flying out of your path, clearing an escape.

At-Will ♦ Arcane, Force, Implement

Standard Action Close wall 4

Target: Each creature in wall

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier force damage, and the target is pushed 1 square out of the wall.

Level 21: 2d6 + Wisdom modifier force damage.

● Cascade of Orbs Jester Attack 1

Your orb splits into three, allowing you to quickly toss them at your foes and then watch as the orb reappears in your hand.

At-Will ♦ Arcane, Implement, Force

Standard Action Close burst 2

Requirement: You must be wielding an orb

Target: One, two, or three creatures in burst

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier damage.

Level 21: 2d6 + Wisdom modifier damage.

● Deal the Cards Jester Attack 1

You spread your cards in the air before you just before they shoot outward blasting your foes with arcane energy.

At-Will ♦ Arcane, Force, Implement

Standard Action Close blast 3

Requirement: You must be wielding a deck.

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier force damage.

Level 21: 2d6 + Wisdom modifier force damage.

● Laughing Fate Jester Attack 1

You send a single mote of arcane energy into your foe, placing their next attack at the whim of fate.

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier damage, and the next time the target hits with an attack before the end of your next turn, the target rolls a d20. On a roll of 10 or lower, the target is weakened for that attack.

Level 21: 2d6 + Wisdom modifier damage.

Special: You can use this power as a ranged basic attack.

● Motley Lots Jester Attack 1

Your foes' weapons suddenly seem strange in their hands, as if they had never wielded them before.

At-Will ♦ Arcane, Implement, Psychic

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 1d4 + Wisdom modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Level 21: 2d4 + Wisdom modifier psychic damage.

● Set the Stage Jester Attack 1

Your implement flies in every direction, landing a glancing blow and shoving your foes into position.

At-Will ♦ Arcane, Force, Implement

Standard Action Close burst 1

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier force damage, and slide the target 1 square.

Level 21: 2d6 + Wisdom modifier force damage.

● Sever the String Jester Attack 1

You give a lethal tug to a strand of fate attached to your foe, leaving your enemy unable to react as quickly as it would like.

At-Will ♦ Arcane, Implement, Psychic

Standard Action Ranged 10

Requirement: You must be wielding a rod.

Target: One creature

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier psychic damage and the target cannot make opportunity attacks until the end of your next turn.

Level 21: 2d10 + Wisdom modifier psychic damage.

● **Spotlight Compulsion** Jester Attack 1

You sneak into your enemy's mind, leaving a painful aversion to being close to another creature.

At-Will ♦ **Arcane, Implement, Psychic**

Standard Action Area wall 4 within 10 squares

Target: Each creature in wall

Attack: Wisdom vs. Will

Hit: 1d6 + Wisdom modifier psychic damage, and if the target ends its next turn adjacent to another creature the target takes additional damage equal to your Dexterity or Charisma modifier, whichever is higher.

Level 21: 2d6 + Wisdom modifier psychic damage.

● **Staged Appearance** Jester Attack 1

Smoke surrounds your ally, and a moment later that same ally is striking a foe across the battlefield.

At-Will ♦ **Arcane, Implement, Teleportation**

Move Action Close burst 10

Target: One creature in burst

Attack: Wisdom vs. Reflex or Will (your choice)

Hit: You or one ally adjacent to you teleports adjacent to the target.

Level 21: You and one ally adjacent to you teleport adjacent to the target.

● **Swinging Breakaway** Jester Attack 1

With a flourish of your staff, you pummel your enemy into position for the next step.

At-Will ♦ **Arcane, Force, Implement**

Standard Action Melee 1

Requirement: You must be wielding a staff.

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wisdom modifier force damage and you push the target 2 squares.

Level 21: 2d8 + Wisdom modifier damage.

Special: This power can be used as a melee basic attack.

LEVEL 1 ENCOUNTER SPELLS

● **Call the Step** Jester Attack 1

You amplify your instructions for the dance, forcing all those who hear to follow.

Encounter ♦ **Arcane, Implement, Thunder**

Standard Action Close wall 5

Target: Each creature in wall

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier thunder damage, and you slide the target 1 square.

Implement: If you are wielding a staff, slide the target a number of squares equal to your Dexterity modifier.

● **Driving Will** Jester Attack 1

With a gesture, you snag control of your foe's mobility.

Encounter ♦ **Arcane, Charm, Implement**

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier damage, and the target is driven until the end of your next turn.

● **Follow the Ball** Jester Attack 1

You set a dangerous spell ticking in your foe and then, grinning, provide a way to avoid the catastrophe.

Encounter ♦ **Arcane, Force, Implement**

Standard Action Close burst 5

Target: One creature in burst

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier force damage.

In addition, choose one ally within 5 squares. If the target does not end its next turn adjacent to that ally, the target takes 1d8 + Wisdom modifier force damage.

Implement: If you are wielding an orb, the target also takes a -2 penalty to all defenses until the end of your next turn.

Glittering Staff Jester Attack 1

Motes of light dance off of your staff as you strike your foe, distracting it and making movement impossible.

Encounter ♦ **Arcane, Force, Implement**

Standard Action **Melee 1**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier force damage, and the target is slowed until the end of your next turn.

Implement: If you are wielding a staff, the target is immobilized instead of slowed.

Loosen the Ties Jester Attack 1

You allow the strands of fate to slacken, causing your foes to experience a sudden loss of will.

Encounter ♦ **Arcane, Implement, Psychic**

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 1d6 + Wisdom modifier psychic damage, and the target grants combat advantage until the end of your next turn.

Implement: If you are wielding a rod, the target is also dazed until the end of your next turn.

Surprising Drop Jester Attack 1

You toss your orb nonchalantly into the fray, watching it shatter with a resounding clap of thunder.

Encounter ♦ **Arcane, Implement, Thunder, Zone**

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wisdom modifier thunder damage.

Implement: If you are wielding an orb, you also slide the target 2 squares.

Effect: The burst creates a zone of resounding thunder that lasts until the end of your next turn.

Any creature that enters the zone or starts its turn there is deafened until the end of your next turn.

Swift Manipulation Jester Attack 1

You grasp at a strand of fate and give a sudden pull, throwing your foe into a sudden attack against an ally.

Encounter ♦ **Arcane, Charm, Implement, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier psychic damage, and the target makes a basic attack as a free action against a target of your choice.

Implement: If you are wielding a rod, the target gains combat advantage for the attack.

Recognizing a Henge

The discovery of a henge is rarely caused by what the discoverer sees. Indeed, even to the trained eye of a jester, henges can be difficult to spot. While the pooling of arcane power has a tendency to alter natural law, the manner in which it does this is far from predictable. There are, however, a few things that can give a henge away.

For one, each henge is more or less circular, emitting from a central point, called the loop. From the loop, a henge can extend from a few yards to a few hundred miles, though they rarely reach a single mile across. At the edge of a henge, reality buckles slightly, usually appearing as a short hill that rises and falls again over the course of a yard or two in a ring around the henge. In some places, the hill is strangely absent, so this cannot always be counted on as a visual cue. In these cases, however, a traveler will still feel the ground beneath her incline slightly and decline again as reality readjusts itself.

The only other visual cue is even more difficult to notice. Often, the area within a henge will appear to have a greenish tint. It is slight, and impossible to see when looked at directly, but when viewed out of the corner of the eye, it can be a handy tool for noticing a henge. The best tool, of course, is knowledge in arcane law and lore.

Anyone trained in arcana can detect the magic of a henge easily once within it.

The Devil Jester Attack 1

Your deck seems to catch fire as The Devil card streaks toward a hated foe.

Encounter ♦ **Arcane, Fire, Implement**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier fire damage, and choose one of the following options:

- ♦ The target is slowed until the end of your next turn.
- ♦ **Implement:** Choose one ally within 5 squares. That ally gains a bonus to attack rolls against the target before the end of your next turn equal to your Charisma modifier. You can only choose this option if you are wielding a deck.

The Looking Glass Jester Attack 1

You slide an archetype card from the deck, sending The Looking Glass card spinning across the battlefield.

Encounter ♦ **Arcane, Implement, Teleportation**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage, and choose one of the following options:

- ♦ You teleport the target 2 squares.
- ♦ **Implement:** You teleport one ally within 5 squares of the target a number of squares equal to your Charisma modifier. You can only choose this option if you are wielding a deck.

LEVEL 1 DAILY SPELLS

Wit of Glacier's Clarity Jester Attack 1

Your discerning eye sees every flaw on your foe, freezing it in place and allowing your attacks to find their mark easily.

Daily ♦ **Arcane, Cold, Implement**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier cold damage, and the target grants combat advantage (save ends).

Miss: Half damage.

Effect: You gain a +1 bonus to AC against attacks made by the target until the end of the encounter. In addition, you gain the *jest of glacier's clarity* power.

Jest of Glacier's Clarity

At-Will ♦ **Arcane, Implement, Jest**

Minor Action **Close burst 10**

Target: One creature in burst

Special: If you are trained in Perception, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. AC

Hit: You gain a +2 power bonus to attack rolls against the target until the end of your next turn.

Wit of the Forgotten Archive Jester Attack 1

In a flash, you recall the defeat of a creature similar to your foe and hasten to tell your allies how to bring it down.

Daily ♦ **Arcane, Implement, Psychic**

Standard Action **Ranged 10**

Target: One or two creatures

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier psychic damage, and the target gains vulnerable 5 to all damage until the end of your next turn.

Miss: Half damage.

Effect: Until the end of the encounter, you gain resist 1 to all damage from attacks made by creatures within 3 squares.

In addition, you gain the *jest of the forgotten archive* power.

Jests

As a jester begins to spread the influence of his henge, he soon realizes that the arcane energies he wields have differing effects depending on where he is in the world. Experience and practice soon allows a jester to recreate the combination of place and magic in creative and powerful new ways. These tricks, or jests, allow the jester a large amount of control over the battlefield, but can be difficult to recreate often. By using a form of spell shorthand and the proper frame of mind, jesters gain some of their most potent abilities.

● Jest of the Forgotten Archive

At-Will ♦ Arcane, Implement, Jest

Minor Action Close burst 5

Target: One creature in burst

Special: If you are trained in History, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Fortitude

Hit: The target gains vulnerable 3 to all damage until the beginning of your next turn.

✿ Wit of the Shifting Dune Jester Attack 1

You recall the effect of your henge on the desert, allowing you to shift the ground beneath your enemies.

Daily ♦ Arcane, Implement

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage, and the target is knocked prone and cannot stand up (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls against prone targets.

In addition, you gain the *jest of the shifting dune* power.

● Jest of the Shifting Dune

At-Will ♦ Arcane, Implement, Jest

Minor Action Melee touch

Target: One creature

Special: If you are trained in Acrobatics, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Reflex

Hit: The target is knocked prone.

✿ Wit of the Uneven Bridge Jester Attack 1

Your foes are overwhelmed by a sense of instability and fear, allowing you to bait and punish them.

Daily ♦ Arcane, Implement, Psychic

Standard Action Close burst 1

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier psychic damage, and the target takes 5 ongoing psychic damage (save ends).

Miss: Half damage.

Effect: Until the end of the encounter you gain a +1 bonus to speed.

In addition, you gain the *jest of the uneven bridge* power.

● Jest of the Uneven Bridge

At-Will ♦ Arcane, Implement, Jest

Minor Action Melee touch

Target: One creature

Special: If you are trained in Thievery, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: The next time the target misses with an attack before the end of your next turn, it takes 10 psychic damage.

LEVEL 2 UTILITY SPELLS

✿ Wit of the Hidden Path Jester Utility 2

Your form seems to skip in and out of existence, allowing you to change location with relative ease.

Daily ♦ Arcane

Minor Action Personal

Effect: Until the end of the encounter, you may make a save against the slowed or immobilized conditions at the start of your turns rather than the end.

In addition, you gain the *jest of the hidden path* power.

● Jest of the Hidden Path

At-Will ♦ Arcane, Implement, Jest, Teleportation

Minor Action Personal

Special: If you are trained in Arcana, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Fortitude

Hit: You teleport a number of squares equal to 1 + half your Wisdom modifier.

✿ Writ of the Shadowscape Jester Utility 2

The shadows cling to you, obscuring your shape.

Daily ✦ **Arcane, Illusion, Jest**

Minor Action **Personal**

Effect: Until the end of the encounter, you do not take a -5 penalty to Stealth checks from moving. In addition, you gain the *jest of the shadowscape* power.

● Jest of the Shadowscape

At-Will ✦ **Arcane, Implement, Jest**

Minor Action **Personal**

Special: If you are trained in Stealth, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Reflex

Hit: You gain concealment until the end of your next turn.

● Secret Mischief Jester Utility 2

With a smile and a gesture, you are suddenly dressed differently.

At-Will ✦ **Arcane, Conjuraton**

Minor Action **Personal**

Effect: You replace your clothing and armor with any mundane clothing you choose. You decide on the particulars of the clothing at the time you conjure it, and can replicate any uniform or specific clothing you have seen. When you conjure these clothes, choose Bluff, Diplomacy, or Intimidate. You gain a +2 bonus to that skill as long as this power is active.

This clothing remains for 5 minutes, and you can spend a minor action to reset this timer at any time. You can dismiss this effect as a free action. When the effect ends, your clothing and armor reappear on you as it was when you cast this spell. If you remove the conjured clothing, it disappears.

◆ Shell Game Jester Utility 2

A foe swings at you, and its weapon suddenly strikes the armor of your ally.

Encounter ✦ **Arcane, Teleportation**

Immediate Interrupt **Close** burst 5

Trigger: You are hit with an attack.

Target: One ally in burst

Effect: You change places with the target and it becomes the target of the triggering attack rather than you.

Targeting Your Own Defenses

It will definitely take some getting used to, targeting your own defenses; after all, defenses are supposed to make a character's job easier, aren't they?

Well, in the case of a jester, yes and no. Using a jest often offends reason, forcing you to cause effects that are dangerous or downright foolish, and, since a jester is generally an extremely clever person, it can be difficult to bring one into effect. Many jests cause such odd things as making you wink out of existence on a parody of faith or stand in plain sight when you want to hide. Often your jests can even cause mild pain through the magical exertion you force on yourself and your body naturally resists such things.

In short, using a jest is more complicated than merely casting a spell; it is really casting half a spell and hoping that your henge or perhaps fate, in the interest of saving you from yourself, will fill the void. This sometimes causes strange additional effects, but, to you, that is a bonus, not a problem.

Some see this as needlessly dangerous or just plain stupid, but such comments never cease to make you laugh. After all, that is precisely the point.

◆ Stack the Deck Jester Utility 2

You tap the top of your deck and draw exactly the card you wanted.

Encounter ✦ **Arcane**

Free Action **Personal**

Prerequisite: Fool of the Urban Henge class feature.

Requirement: You must be wielding a deck.

Effect: Until the end of your next turn, each time you use your Card Trick ability, you can choose the effect rather than rolling for it.

● Tricky Handstand Jester Utility 2

You cartwheel, handstand, and somersault to your destination, sensing all manner of attacks miss you.

At-Will ✦ **Arcane**

Move Action **Personal**

Prerequisite: You must be trained in Acrobatics

Effect: You move half your speed. In addition, you gain a +2 power bonus to all defenses against opportunity attacks for this move.

Up Your Sleeve Jester Utility 2

You adapt at a moment's notice, using the most devastating type of attack when you will most benefit.

Encounter ♦ **Arcane; Varies**

Minor Action **Personal**

Effect: Choose acid, cold, fire, lightening, or thunder. Each time you deal damage before the end of your next turn, the damage becomes the type you chose.

LEVEL 3 ENCOUNTER SPELLS

Clever Puppetry Jester Attack 3

You grasp the reigns of your foes, forcing them to move where you wish.

Encounter ♦ **Arcane, Charm, Implement**

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: The target is driven until the end of your next turn.

Implement: If you are wielding a rod, the target also takes a penalty to damage rolls equal to your Charisma modifier until the end of your next turn.

Frozen Influence Jester Attack 3

Your reach, like that of your henge, is limitless.

Encounter ♦ **Arcane, Cold, Implement**

Standard Action **Ranged** 10

Special: Choose 1 unoccupied square within 20 squares. You may choose for that square to be the origin square for this power. You determine line of sight and line of effect for this power from that square.

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier cold damage and the target is slowed until the end of your next turn.

Implement: If you are wielding an orb, you may choose for the origin square of this power to be the origin square for any attack power you cast before the end of your next turn.

Kval Jesters

Brimming with cunning and a natural affinity for arcane magic, those kval who discover a henge are some of the fastest to learn the tricks and pranks of a jester. Kval jesters are also some of the strangest of their kin; those who become interested in a henge are rarely the same afterwards. The subtle nature of the henge often impresses itself, with a sometimes frightening impact, upon a kval.

Those kval who become jesters most often take up the Fool of the Island Henge class feature, allowing their enormous hands and natural Dexterity to win over the forces of their henge. More than any other race, kval jesters do not like to share henges ... and that is putting it mildly. Many kval have lifelong missions to destroy those who would steal their rightful power, especially if that "thief" has a different alignment.

Graceful Throw Jester Attack 3

You strike your foe in the chest with your staff, sending his allies flying.

Encounter ♦ **Arcane, Force, Implement**

Standard Action **Melee** 1

Primary Target: One creature

Primary Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wisdom modifier force damage, and the primary target is dazed until the end of your next turn.

Effect: Make a secondary attack.

Close burst 1

Implement: If you are wielding a staff, this attack is Close burst 2 instead.

Special: The burst is centered on the primary target.

Secondary Target: Each enemy in burst

Secondary Attack: Wisdom vs. Reflex

Hit: Wisdom modifier force damage, and the secondary target is pushed 2 squares away from the primary target.

Improbable Game Jester Attack 3

You forcefully enroll your foes in a game; the rules of which were created by you.

Encounter ♦ **Arcane, Implement**

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 1d6 + Wisdom modifier damage, and the target is blinded until the end of your next turn. In addition, the target is marked by an ally within 5 squares until the end of your next turn.

Poisoned Pearl Jester Attack 3

"If you will not assist me in changing the world, I will remove you from it!"

Encounter ♦ **Arcane, Implement, Poison**

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d4 + Wisdom modifier poison damage, and the target is slowed, weakened, and cannot shift until the end of your next turn.

Sound and Fury Jester Attack 3

You manage the stage of battle perfectly, attacking foes like the poor players they are.

Encounter ♦ **Arcane, Implement, Lightning, Thunder**

Standard Action Close blast 3

Primary Target: Each creature in blast

Primary Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier lightning damage, and the primary target grants combat advantage until the end of your next turn.

Effect: Make a secondary attack. The secondary attack may not target any squares within the primary attack.

Close blast 3

Secondary Target: Each creature in blast

Secondary Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier thunder damage, and push the secondary target 2 squares.

Stage Direction Jester Attack 3

Your foes are taken by a sudden desire to move with flair or not at all.

Encounter ♦ **Arcane, Charm Implement, Psychic, Zone**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier psychic damage.

Effect: The burst creates a staged zone that lasts until the end of your next turn. Each creature that leaves a square within the zone must roll a d20 before leaving the square. On a roll of 10 or lower the target is immobilized (save ends). A creature must only make this check once per move action.

The Moon Jester Attack 3

In a flash of silvery light, you cause a short bout of lycanthropy to break out on the battlefield.

Encounter ♦ **Arcane, Implement, Radiant**

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier radiant damage, and choose one of the following options:

- ♦ The target must attack the nearest bloodied creature on its next turn., moving, if necessary, to do so. If attacking a bloodied creature is impossible, the target can act as normal.
- ♦ **Implement:** One ally within 5 squares of the target gains a bonus to damage rolls equal to 2 + your Charisma modifier until the end of your next turn. You can only choose this option if you are wielding a deck.

LEVEL 5 DAILY SPELLS

✿ Wit of the Abandoned Guard Tower Jester Attack 5

Your resolute words are perfectly chosen and seem to pierce through any guise of expertise.

Daily ♦ Arcane, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier radiant damage and the target is dazed (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you cannot be marked.

In addition, you gain the *jest of the abandoned guard tower* power.

● Jest of the Abandoned Guard Tower

At-Will ♦ Arcane, Implement, Jest

Minor Action Close burst 5

Target: One creature

Special: If you are trained in Diplomacy, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: The target takes a -3 penalty to attack rolls until the end of your next turn. If you or an ally attacks the target, this effect ends.

✿ Wit of the Burning Wind Jester Attack 5

Golden wind springs from your implement, surrounding your enemies and clinging to them with hateful fondness.

Daily ♦ Arcane, Fire, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier fire damage, and 5 ongoing fire damage (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you gain darkvision.

In addition, you gain the *jest of burning wind* power.

● Jest of the Burning Wind

At-Will ♦ Arcane, Implement, Jest

Minor Action Ranged 10

Target: One creature

Special: If you are trained in Arcana, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: The next attack roll against the target before the end of your next turn gains a +2 bonus, and the target cannot benefit from cover or concealment until the end of your next turn.

✿ Wit of the Crossroad's Tavern Jester Attack 5

You delve into your foes' minds, picking out each subtle communication and exploiting them openly.

Daily ♦ Arcane, Implement, Psychic

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier psychic damage, and the target is immobilized (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you can speak any language the target knows.

In addition, you gain the *jest of the crossroad's tavern* power.

● Jest of the Crossroad's Tavern

At-Will ♦ Arcane, Implement, Jest

Minor Action Ranged 5

Target: One or two enemies

Special: If you are trained in Streetwise, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: The target cannot gain combat advantage until the end of your next turn.

❁ Wit of the Enveloping Mire Jester Attack 5

Your foe is unable to avoid you, and where you are, your allies are never far behind.

Daily ♦ Arcane, Force, Implement

Standard Action Melee 1

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier force damage, and the target is immobilized (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, any ally that is flanking an enemy with you gains a +3 bonus to attacks against that enemy instead of the normal +2 bonus.

In addition, you gain the *jest of the enveloping mire* power.

● Jest of the Enveloping Mire

At-Will ♦ Arcane, Implement, Jest

Minor Action Melee 1

Target: One creature

Special: If you are trained in Bluff, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Reflex

Hit: You may shift into any square adjacent to the target.

❁ Wit of the Frozen Slope Jester Attack 5

You fly amongst your foes, tossing them aside with hardly an effort, as if your henge had placed your foes on a mountain.

Daily ♦ Arcane, Cold, Implement

Standard Action Close burst 2

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier cold damage and push the target 2 squares.

Miss: Half damage.

Effect: Until the end of the encounter, each time an enemy enters a square adjacent to you, you may shift 1 square as a free action.

In addition, you gain the *jest of the frozen slope* power.

● Jest of the Frozen Slope

At-Will ♦ Arcane, Implement, Jest

Minor Action Close burst 1

Target: Each creature in burst

Special: If you are trained in Acrobatics, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Reflex

Hit: You push the target 1 square.

Jester Armor

An anomaly among practitioners of arcane magic, many jesters choose to wear heavy scale armor. Easily among the oddest things that jesters choose to do, the wearing of scale is an ancient tradition among those who discover and charter hengish power. Though many jesters have a strong connection with their henge, the energy they channel is another matter entirely. While the magic they wield is powerful, it is also dangerous and prone to backfiring during experimentation, which all jesters must attempt from time to time, so a jester wears scale armor to always remind him that his magic is raw and foreign... and to help him survive the occasional explosion.

To many jesters there is another reason: inaccuracy. A jester's magic is a unique blend of the practiced, the accidental, and the unfinished. Many jesters seek out heavy armor to ensure that their actions are imprecise and to discourage them from putting too much thought into a single spell. Indeed, the most powerful spells in an epic level jester's arsenal were, at one time, mistakes. That jester has merely learned to use that mistake to benefit him.

Finally, a few jesters have one more reason. A heavy hand is difficult to replicate. A jester is always better off when a wizard assumes that she is casting unknown spells that she has studied. It would be quite the disaster indeed if a wizard were able to replicate the movements of a jest and discover that the jester is getting her power from elsewhere. The secret of the henge is always first priority.

LEVEL 6 UTILITY SPELLS

● Flexible Arcana Jester Utility 6

Your hand sweeps through the air, touching your henge just long enough to pull a suitable implement back to you.

At-Will ♦ Arcane, Conjuration

Minor Action Personal

Effect: You conjure a +1 Magic implement (your choice). The implement appears in your hand and remains for 5 minutes or until you put it down. You may dismiss this implement as a free action.

Level 16: +3 Magic implement

Level 26: +5 Magic implement

✿ Wit of the Draining Tomb Jester Utility 6

Your flesh takes on the diseased pallor of an undead creature as you steal the life from your foes.

Daily ♦ Arcane

Minor Action Personal

Effect: Until the end of the encounter, once per round, when you hit with an attack against a bloodied enemy, you gain 5 temporary hit points per tier.

In addition, you gain the *jest of the draining tomb* power.

● Jest of the Draining Tomb

At-Will ♦ Arcane, Implement, Jest, Necrotic

Minor Action Personal

Special: If you are trained in Thievery, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Fortitude

Hit: The next time a creature attacks you before the end of your next turn, that creature deals 5 less damage on a hit and grants combat advantage until the end of your next turn.

✿ Wit of Memory's Rain Jester Utility 6

Memory of past difficulties distill around you, falling into your mind and aiding you against the trials you now face.

Daily ♦ Arcane

Minor Action Personal

Effect: Until the end of the encounter, you gain a +1 bonus to all saving throws.

In addition, you gain the *jest of memory's rain* power.

● Jest of Memory's Rain

At-Will ♦ Arcane, Implement, Jest

Minor Action Personal

Special: If you are trained in History, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Fortitude

Hit: You make a saving throw.

◆ Return to the Henge Jester Utility 6

Smiling, you look around at your weary enemies and teleport home to your henge. In the space of a moment you have rested some of your wounds away and returned to the fray.

Encounter ♦ Arcane, Healing, Teleportation

Move Action Personal

Effect: You teleport 3 squares and may spend a healing surge.

◆ Hengish Time Jester Utility 6

You reach out to your henge, and it returns threefold the power to your hands.

Encounter ♦ Arcane

Minor Action Personal

Effect: You gain three minor actions this turn.



LEVEL 7 ENCOUNTER SPELLS

Borrower and Lender Jester Attack 7

You borrow a bit of life force from your foe, using it for yourself, while lending the same foe your ill luck.

Encounter ♦ **Arcane, Force, Implement**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier force damage, and you gain 10 temporary hit points.

In addition, the next time you roll a d20 you can choose to reroll it and use the second roll. If you do, you can substitute one target's attack roll on its next turn with your discarded d20 roll as a free action.

Contactless Juggling Jester Attack 7

Your orb splits several times over, dancing through the battle at your direction, striking and fascinating your foes.

Encounter ♦ **Arcane, Implement, Zone**

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage.

Implement: If you are wielding an orb, you also slide the target 3 squares.

Effect: The burst creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone is dazed until the end of its next turn.

Electrified Floor Jester Attack 7

Your quick movement builds up so much energy that those who fall behind receive an unpleasant shock.

Encounter ♦ **Arcane, Implement, Lightning**

Standard Action Close wall 5

Target: Each creature in wall

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier lightning damage, and the target is slowed until the end of your next turn.

Implement: If you are wielding a staff, the target is also dazed until the end of your next turn.

Frozen Steps Jester Attack 7

The ground beneath you freezes as you dance in the midst of your foes, helping you to slide them away from you.

Encounter ♦ **Arcane, Cold, Implement**

Standard Action Melee 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier cold damage.

Implement: If you are wielding a staff, you also push the target 2 squares.

Effect: You may shift half your speed and repeat the attack against each enemy that is adjacent to you at any point during that movement. You may only attack each enemy once with this attack.

Hit Your Mark Jester Attack 7

You compel your foes to move where you wish, positioning them for the next scene.

Encounter ♦ **Arcane, Charm, Implement, Psychic**

Standard Action Ranged 10

Target: One or two creatures

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier psychic damage, and the target is driven until the end of your next turn.

Implement: If you are wielding a rod, the target gains a +2 bonus to speed while driven.

The Fates Jester Attack 7

This card splits into three upon being thrown, each glowing a different sickly color as they streak toward your foes.

Encounter ♦ **Arcane, Implement, Psychic**

Standard Action Ranged 10

Target: One, two, or three creatures

Attack: Wisdom vs. Will

Hit: 4d4 + Wisdom modifier psychic damage, and choose one of the following options:

- ♦ The next time the target makes a saving throw during this encounter it takes a -2 penalty to that roll.
- ♦ **Implement:** One ally within 5 squares of the target may roll a saving throw against each effect that a save can end as a free action. You can only choose this option if you are wielding a deck.

River Henges

Unique among henges, a river henge is almost never circular. The flow of magic, combined with the flow of water and life, mix in such a way that the loop of the henge stretches down the length of a river, creating a henge in a long line across the landscape. In such a henge, the water is the best sign of the arcane energies that permeate it. Most often, the water is crystal clear, but thick green water is also common.

Those jesters who draw power from a river henge tend to see people as tools in one way or another. Even the noblest among them are quick to justify the manipulation of the weak willed. Also, more than any other jester, puppeteering jesters prefer dishonesty; lying in preference to any other communication, even when the benefit might be elusive. They also tend to be extremely good at it.

The Void Jester Attack 7

The Void card veritably collapses in on itself as you throw it, pulling your foes into its short-lived singularity or throwing them back from its tremendous power.

Encounter ♦ **Arcane, Force, Implement**

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 3d4 + Wisdom modifier force damage.

Effect: Choose one of the following options:

- ♦ Push each target 3 squares from the origin square.
- ♦ **Implement:** Pull each target 1 square toward the origin square. Each creature that is pulled into the origin square is knocked prone. You can only choose this option if you are wielding a deck.

Threefold Orb of Weakness Jester Attack 7

Your orb splits into three and, though each glows with a different force, they all rush toward your enemy.

Encounter ♦ **Arcane, Fire, Implement, Poison, Psychic**

Standard Action Ranged 5

Target: One creature

Implement: If you are wielding an orb, the target cannot benefit from concealment or total concealment against this attack.

Attack: Three attacks; Wisdom vs. Fortitude; Wisdom vs. Reflex; Wisdom vs. Will

Hit: 1d4 + Wisdom modifier damage, and depending on which defense(s) you hit, the effect of this power is different:

- ♦ **Fortitude:** +1d4 poison damage, and the target is slowed until the end of your next turn.
- ♦ **Reflex:** +1d4 fire damage, and the target grants combat advantage until the end of your next turn.
- ♦ **Will:** +1d4 psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Unwilling Puppet Jester Attack 7

You lash the target to your will, controlling it like a helpless marionette.

Encounter ♦ **Arcane, Charm, Implement**

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: The target is dominated until the end of your next turn.

Implement: If you are wielding a rod, you also slide the target 2 squares.

LEVEL 9 DAILY SPELLS

Wit of the Ancient Lighthouse Jester Attack 9

Your gaze brings the failings of your foes to light, allowing your allies to strike with prejudice.

Daily ♦ **Arcane, Implement, Radiant**

Standard Action Close burst 2

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier radiant damage.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a +1 power bonus to attack rolls against creatures within 2 squares of you.

In addition, you gain the *jest of the ancient lighthouse* power.

● Jest of the Ancient Lighthouse

At-Will ♦ Arcane, Implement, Jest

Minor Action Close burst 5

Target: One creature in burst

Special: If you are trained in Perception, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Fortitude

Hit: The target takes a -4 penalty to a defense of your choice until the start of your next turn.

✿ Wit of the Black Moon Jester Attack 9

Light itself seems to be shadowed, allowing you to move about with impunity.

Daily ♦ Arcane, Implement

Standard Action Melee 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage, and the target is blinded (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you have concealment against the target.

In addition, you gain the *jest of the black moon* power.

● Jest of the Black Moon

At-Will ♦ Arcane, Implement, Jest,
Teleportation

Minor Action Close burst 2

Target: One creature in burst

Special: If you are trained in Stealth, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Reflex

Hit: 1d4 + Wisdom modifier damage, and you must teleport adjacent to the target.

✿ Jest of the Dying Plain Jester Attack 9

Your foe stands confused, as if surrounded by several equally bleak options.

Daily ♦ Arcane, Implement, Jest, Psychic

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d6 + Wisdom modifier psychic damage, and the target is dazed (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you may make opportunity attacks when a creature adjacent to you shifts.

In addition, you gain the *jest of the dying plain* power.

● Jest of the Dying Plain

At-Will ♦ Arcane, Implement, Jest

Minor Action Ranged 5

Target: One creature

Special: If you are trained in Insight, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: The target can only use at-will powers until the end of your next turn.

✿ Wit of the Eroding Shore Jester Attack 9

Your jests suck your foes in, crushing them in hopelessness.

Daily ♦ Arcane, Implement, Psychic

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier psychic damage, and the target is slowed (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, once per round when you hit a slowed enemy with a jester at-will attack power, that enemy is immobilized until the end of your next turn.

In addition, you gain the *jest of the eroding shore* power.

● Jest of the Eroding Shore

At-Will ♦ Arcane, Implement, Jest

Minor Action Close burst 1

Target: Each creature in burst

Special: If you are trained in Acrobatics, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Reflex

Hit: The target is slowed until the beginning of your next turn.

Playing Jesters

While many jesters combine the unflattering traits of greed, secrecy, and manipulation, it is important to remember, as a player of Dungeons and Dragons, that the game is first and foremost a team experience. The jesters you play as are meant to be heroic, breaking the mold of the jester archetype, while still abiding by its creed and method.

Also, even unaligned, more traditional jesters see the benefit of allies, and keeping them in the dark makes for ineffectual tools. Crafty and manipulative a jester may be, but few are foolish enough to make enemies out of allies.

✿ Wit of the Stinging Geyser Jester Attack 9

Your implement drips with sulfur, tearing away armor and allowing you to strike your foe's most vital places.

Daily ♦ Arcane, Implement

Standard Action Melee 1

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier acid damage, and ongoing 5 acid damage (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, when you score a critical hit, you may shift your speed after the attack is resolved.

In addition, you gain the *jest of the stinging geyser* power.

● Jest of the Stinging Geyser

At-Will ♦ Arcane, Implement, Jest

Minor Action Melee 1

Target: One creature

Special: If you are trained in Perception, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Reflex

Hit: Your attacks can score critical hits against the target on a roll of 16-20 until the end of your next turn.

✿ Wit of Toxic Tendrils Jester Attack 9

Your lying words reach out to your foes, entwining them like ivy and protecting your allies from malicious intent.

Daily ♦ Arcane, Implement, Poison

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier poison damage and the target is weakened (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, each enemy that ends its turn adjacent to you takes poison damage equal to your Wisdom modifier.

In addition, you gain the *jest of the toxic tendrils* power.

● Jest of Toxic Tendrils

At-Will ♦ Arcane, Charm, Implement, Jest

Minor Action Ranged 10

Jest Target: One, two, or three creatures

Special: If you are trained in Bluff, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: The target is marked by one ally within 2 squares of the target until the end of your next turn.

LEVEL 10 UTILITY SPELLS

⬠ Curse of the Henge Jester Utility 10

You place a curse on degrees of success, spreading fear and doubt through the enemy ranks.

Encounter ♦ Arcane

Minor Action Personal

Effect: Choose three numbers lower than 16. If a creature within 10 squares rolls any of those numbers before the end of your next turn you slide that creature 4 squares, and each ally within 10 squares of the triggering creature gains 5 temporary hit points per tier.

Urban Henges

Where ley lines cross, life is attracted. The powerful energies that collect when a henge is created often calls life to it relentlessly. Therefore, it is unsurprising that the people of the world often answer the call to live in a henge. In these cases, a henge that was a river or forest henge may be forcefully transformed into an urban henge. In many cases, ley lines will shift into alignment with a city, drawn by the myriad lives and lifestyles, transforming a part of the city into a henge. Among henges, the urban varieties tend to be the smallest.

Most urban henges are confined to basements, attics, foundations, sewers, or even portions of city streets. Not surprisingly, these places often gain reputations for being haunted or cursed, as natural law is ignored again and again. Despite these warnings, an observer would note that the stone or woodwork never seems to decay or even age. Over a longer period of time, the materials also change. In one case, a wooden building built over a henge was discovered to be made up of no less than 1,462 varieties of trees, shrubbery, and reeds.

Urban jesters are the most varied of types. This is especially due to the fact that urban henges can be found in so many different locales, allowing the jester of an underground city to harness shadows, while a jester whose city is found in a great forest might teleport his foes. The duality of the urban henge has a powerful effect on these jesters, and they are the most likely to take a familiar; almost as if to house an additional personality.

Henge of Fate Jester Utility 10

"The henge won't let you do that ..."

Encounter ♦ **Arcane**

Immediate Interrupt **Close burst 5**

Trigger: One creature in the burst other than you makes a d20 roll that you dislike.

Target: The triggering creature

Effect: The target rerolls the triggering roll.

Invoke The Henge Jester Utility 10

With a burst of your will, the influence of your henge washes over the battlefield.

Encounter ♦ **Arcane**

Standard Action **Close burst 10**

Target: You and each ally in burst

Effect: Until the end of your next turn, the target gains a benefit based on the role of its primary class. If a hybrid character has multiple roles, that character may choose which benefit it gains.

- ♦ **Controller:** The target may slow one creature it hits with an attack before the end of the target's next turn.
- ♦ **Defender:** One creature marked by the target takes an additional -2 penalty to attacks that don't include the target.
- ♦ **Leader:** The target heals an additional 1d8 hit points with its next healing power.
- ♦ **Striker:** The target deals an additional 1d8 damage on its next attack that hits.

Wit of the Hedge Maze Jester Utility 10

You call on your henge's magic and apply it to a remembered natural maze, catching your foes unprepared.

Daily ♦ **Arcane**

Minor Action **Personal**

Effect: Until the end of the encounter, you can use ranged basic attacks as melee basic attacks. When used as a melee basic attack, they have a range of 1 and do not provoke opportunity attacks. In addition, you gain the *jest of the hedge maze* power.

Jest of the Hedge Maze

At-Will ♦ **Arcane, Implement, Jest**

Minor Action **Personal**

Special: If you are trained in Insight, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Reflex

Hit: Until the end of your next turn, if an enemy ends its turn adjacent to you, you may shift your speed as a free action.

✿ Wit of the Twisting Highway Jester Utility 10

You twist perception until sight cannot reach you.

Daily ♦ Arcane

Minor Action Personal

Effect: Until the end of the encounter, you gain a +1 bonus to your speed.

In addition, you gain the *jest of the twisting highway* power.

● Jest of the Twisting Highway

At-Will ♦ Arcane, Illusion, Implement, Jest

Minor Action Personal

Special: If you are trained in Arcana, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Fortitude

Hit: You are invisible until the start of your next turn or until you attack.

⬠ Jester's Tricks Jester Utility 10

Since you wrote your charter to your henge, you are uncertain what you know and what is merely your henge's influence.

Encounter ♦ Arcane

Minor Action Personal

Effect: Choose one skill that you do not have training in. You gain training in that skill until the end of your next turn.

⬠ Devastate the Floor Jester Attack 13

You jump, landing as light as a feather, but watching the ground splinter away from you.

Encounter ♦ Arcane, Force, Implement

Standard Action Close wall 7

Target: Each creature in wall

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier force damage, and the target is slowed until the end of your next turn.

Implement: If you are wielding a staff, the target is immobilized instead of slowed until the end of your next turn.

⬠ Directed Chaos Jester Attack 13

You violently grasp the strings of fate, directing your foes into the worst danger you can manage.

Encounter ♦ Arcane, Charm, Implement, Psychic

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier psychic damage, and the target is driven until the end of your next turn.

Implement: If you are wielding a rod, the target gains a +2 bonus to speed while driven.

⬠ Extract Memory Jester Attack 13

You reach out to touch the target, pulling memories out like bite-sized snacks.

Encounter ♦ Arcane, Implement, Psychic

Standard Action Melee touch

Target: One creature

Attack: Wisdom vs. Will

Hit: Wisdom modifier psychic damage, and the target is dazed until the end of your next turn.

In addition, until the end of your next turn you gain the target's melee basic attack. You can use this attack once per turn as a minor action, and you can also use it at-will as an opportunity action.

When you use the target's melee basic attack, you use the target's attack bonus and damage as if you were the target.

LEVEL 13 ENCOUNTER SPELLS

⬠ Anchoring Eyes Jester Attack 13

Blazing eyes burst into view within your orbs as you fiercely toss them at your enemies.

Encounter ♦ Arcane, Force, Implement

Standard Action Close burst 5

Target: One, two, or three creatures in burst

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier force damage, the target cannot gain the benefit of cover or concealment until the end of your next turn.

Implement: If you are wielding an orb, the target also cannot shift or teleport.

Reinforced Connection Jester Attack 13

You strike at a foe, stealing its strength and using it to boost your connection to your henge.

Encounter ♦ **Arcane, Implement, Necrotic**

Standard Action **Close burst 1**

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier necrotic damage, and the target is weakened until the end of your next turn.

Effect: Until the end of your next turn, you gain a +1 bonus to implement attacks and you deal extra damage equal to your Wisdom modifier with them.

Stolen Sight Jester Attack 13

As your enemy lines up an attack against you, you manage to turn the attack back on it with its own accuracy.

Encounter ♦ **Arcane, Force, Implement**

Immediate Interrupt **Ranged 10**

Trigger: An enemy in range hits you with a ranged attack

Target: The triggering enemy

Attack: Wisdom + 2 vs. Reflex

Hit: 2d6 + Wisdom modifier force damage, and the target is blinded until the end of your next turn.

The Lovers Jester Attack 13

You toss this archetype card toward your foe, implanting a strong desire to protect you and your allies in it or another ally.

Encounter ♦ **Arcane, Charm, Implement, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier psychic damage, and choose one of the following options:

- ♦ The target is dominated until the end of your next turn.
- ♦ **Implement:** Choose one ally within 5 squares of the target. Until the end of your next turn that ally can make opportunity attacks against enemies that make attacks that do not include that ally as a target. You can only choose this option if you are wielding a deck.

Willful Servants Jester Attack 13

You manipulate the objects carried by your foes, causing them to attack those who wield them.

Encounter ♦ **Arcane, Implement**

Standard Action **Close blast 5**

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: The target takes damage as if it were hit by its own basic attack (your choice if the target has more than one).

Effect: The target grants combat advantage until the end of your next turn.

LEVEL 15 DAILY SPELLS

Wit of the Glaring Steppe Jester Attack 15

You bend light from every source, centering it on yourself and your foes. You can use this light to direct your allies' attacks, but it leaves your friend's vision foggy for a few moments.

Daily ♦ **Arcane, Implement, Radiant**

Standard Action **Melee 1**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier radiant damage, and ongoing 10 radiant damage (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you shed bright light as a sunrod and enemies who end their turns adjacent to you take 5 cold and radiant damage. In addition, you gain the *jest of the glaring steppe* power.

Jest of the Glaring Steppe

At-Will ♦ **Arcane, Implement, Jest**

Minor Action **Melee 1**

Target: One creature

Special: If you are trained in Perception, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Fortitude

Hit: Choose one ally within 5 squares of the target. Until the start of your next turn, that ally can score a critical hit on a roll of 15-20 against the target. After this effect ends, that ally cannot score critical hits (save ends).

❁ Wit of the Guarding Statue Jester Attack 15

With a whip of your implement, the statue against the wall answers your call to enter the fray as your living puppet.

Daily ♦ Arcane, Implement, Summoning
Standard Action Ranged 10

Effect: You put life where it does not belong, creating a Large guarding statue in range. The guarding statue has reach 2 and a speed of 6. Also, until the end of the encounter, each time you hit with a power with the Jest keyword the guarding statue gains 10 temporary hit points.

The guarding statue can use the following attack:

♦ **Opportunity Attack:** Melee 1; targets one creature; Wisdom vs. Reflex; 2d6 + Wisdom modifier damage.

Effect: You gain the *jest of the guarding statue* power.

● Jest of the Guarding Statue

At-Will ♦ Arcane, Implement, Jest

Minor Action Ranged 10

Target: One creature within your guarding statue's reach.

Special: If you are trained in Bluff, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Reflex

Success: 1d6 + Wisdom modifier damage, and the target is slowed until the end of your next turn.

Elf Jesters

Elves have an uncanny connection to the natural world, drawing strength and understanding from the ebb and flow of primal energies. Therefore, when an elf happens upon a henge, he is twice as likely to notice the difference. Add to that an elf's innate curiosity and desire to manipulate the latent energies of the world, and it becomes apparent why so many jesters are elves. An elf's natural wisdom also assists in controlling the immense power of a henge.

Those elves that become jesters often become Dealing Jesters or Dancing Jesters because of their desire to turn even implements into martial weapons. Elven jesters become impressive information brokers, sharing their knowledge at opportune moments and aligning the world to their henges where they can.

❁ Wit of the Miracle Court Jester Attack 15

Your voice carries so strongly that your foes cannot dare to argue your judgments.

Daily ♦ Arcane, Implement, Thunder

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier thunder damage, and the target is knocked prone.

Miss: Half damage.

Effect: Until the end of the encounter, whenever you hit with an attack power with the Jest keyword, you may switch places with one adjacent ally.

In addition, you gain the *jest of the miracle court* power.

● Jest of the Miracle Court

At-Will ♦ Arcane, Implement, Jest

Minor Action Close burst 5

Target: One or two creatures in burst

Special: If you are trained in Acrobatics, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Reflex

Hit: The target cannot shift until the end of your next turn.

❁ Wit of the Reality Storm Jester Attack 15

*"I speak of lights, I speak of sounds, I speak of fire and frost. Of how my words your strength confounds
Until your battle's lost."*

Daily ♦ Arcane, Force, Implement; Varies

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier force damage. Choose acid, cold, fire, lightning, or thunder. The target gains vulnerability 10 to that damage type (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, increase any resistances you have or gain by 5.

In addition, you gain the *jest of the reality storm* power.

● Jest of the Reality Storm

At-Will ♦ Arcane, Implement, Jest

Minor Action **Ranged 10**

Target: One creature

Special: If you are trained in History, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Fortitude

Hit: Reduce any resistances the target has by 10 until the end of your next turn.

If the target has no resistances, choose acid, cold, fire, lightning, or thunder. The target gains vulnerability 5 to that damage type until the end of your next turn.

✿ Wit of the Traitor's Prison Jester Attack 15

Your henge's magic passes through the turncoats of the world before inspiring the same attitude in your foes.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier psychic damage, and the target is dominated until the end of your next turn.

Miss: Half damage

Effect: Until the end of the encounter, you gain a +2 power bonus to defenses against opportunity attacks.

In addition, you gain the *jest of the traitor's prison* power.

● Jest of the Traitor's Prison

At-Will ♦ Arcane, Charm, Implement, Jest

Minor Action **Ranged 5**

Target: One enemy

Special: If you are trained in Diplomacy, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: The target makes a melee basic attack against a creature of your choice as a free action.

LEVEL 16 UTILITY SPELLS

◆ Infinite Space Jester Utility 16

You stretch the space around you, causing arrows and magic to lose momentum before they can strike.

Encounter ♦ Arcane

Minor Action **Personal**

Effect: Until the end of your next turn, you gain a +5 bonus to defenses against ranged and area attacks.

✿ Wit of the Echoing Cave Jester Utility 16

You magically alter your senses, allowing you to rely more on sound than sight.

Daily ♦ Arcane

Minor Action **Personal**

Effect: Until the end of the encounter, you cannot be deafened.

In addition, you gain the *jest of the echoing cave* power.

● Jest of the Echoing Cave

At-Will ♦ Arcane, Implement, Jest

Minor Action **Personal**

Special: If you are trained in Perception, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Fortitude

Hit: You are blinded and gain blindsight 5 until the end of your next turn.

✿ Wit of the Flash Fog Jester Utility 16

Your clever feints start to confuse, not only your enemies, but reality itself as well.

Daily ♦ Arcane

Minor Action **Personal**

Effect: Until the end of the encounter, when an effect would slow or immobilize you, you may immediately make a saving throw as a free action to negate that effect. You gain a +2 bonus to the saving throw.

In addition, you gain the *jest of the flash fog* power.

● Jest of the Flash Fog

At-Will ♦ **Arcane, Implement, Jest**

Minor Action **Personal**

Special: If you are trained in Bluff, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Reflex

Hit: You gain phasing until the end of your next turn.

✿ Wit of the Revitalizing Gale Jester Utility 16

You call upon your henge to strengthen your resolve, and, as always, it answers the call.

Daily ♦ **Arcane**

Minor Action **Personal**

Effect: Until the end of the encounter, whenever you use your second wind, you may shift 1 square as a free action.

In addition, you gain the *jest of the revitalizing gale* power.

● Jest of the Revitalizing Gale

At-Will ♦ **Arcane, Implement, Jest**

Minor Action **Personal**

Special: If you are trained in Arcana, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Will

Hit: You regain the use of your second wind. You do not gain any additional benefits from using the second wind granted by this power beyond spending a healing surge.

⬠ Never In The Same Place Jester Utility 16

Bright white light centers around you, changing the fabric of space.

Encounter ♦ **Arcane, Teleportation**

Immediate Interrupt **Personal**

Trigger: You are hit or missed by an attack.

Effect: You teleport 10 squares. In addition, until the end of your next turn, you may teleport any creature that ends its turn adjacent to you 3 squares as a free action.

⬠ Temporal Barrier Jester Utility 16

You enforce a shimmering wall around yourself, forcing enemies to approach you with caution or be frozen in time.

Encounter ♦ **Arcane**

Minor Action **Personal**

Effect: Until the end of your next turn, whenever a creature enters a space adjacent to you without shifting, its turn ends immediately and it is dazed until the end of your next turn.

LEVEL 17 ENCOUNTER SPELLS

⬠ Dance of Death Jester Attack 17

Your movements haunt your foes and entice them to follow your dance.

Encounter ♦ **Arcane, Implement, Psychic**

Standard Action **Close burst 2**

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier psychic damage.

In addition, until the end of your turn, each time you move you may slide each hit target 2 squares as a free action.

Implement: If you are wielding a staff, each time you enter a square until the end of your turn, you may slide each hit target 1 square as a free action.

⬠ Double Cross Jester Attack 17

You tie terrible knots in the strings hanging around you, causing your foes to use their abilities against their own allies.

Encounter ♦ **Arcane, Charm, Implement, Psychic**

Standard Action **Area burst 1 within 10 squares**

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 1d6 + Wisdom modifier psychic damage, and the next time before the end of your next turn that the target uses an attack power, you may cause that target to repeat the attack against a creature or area (as indicated by the attack power) of your choice as a free action.

Implement: If you are wielding a rod, the target gains combat advantage against enemies.

Gibberish Jester Attack 17

Your foes begin to babble incoherently to one another, unable to effectively work in concert.

Encounter ♦ **Arcane, Implement, Psychic**

Standard Action **Close** burst 20

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier psychic damage.

Effect: Until the end of your next turn, the target cannot communicate through any language or gain combat advantage against any creature.

Rhythmic Staff Jester Attack 17

You strike your staff against the ground, counting out a beat that your foes cannot hope to keep up with.

Encounter ♦ **Arcane, Force, Implement**

Standard Action **Close** wall 9

Target: Each creature in wall

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier force damage, the target is dazed until the end of your next turn.

Implement: If you are wielding a staff, you may also slide the target 2 squares.

Spatial Illusion Jester Attack 17

You lift a curtain of reality, suddenly revealing your foe's actual position on the battlefield.

Encounter ♦ **Arcane, Force, Implement, Teleportation**

Standard Action **Close** burst 2

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier force damage, and you teleport the target 2 squares.

Implement: If you are wielding an orb, you may instead teleport the target a number of squares equal to your 1 + Dexterity modifier.

Split Vision Jester Attack 17

Your orb explodes around your foe, reforming twice again and streaking toward enemies beyond your normal reach.

Encounter ♦ **Arcane, Force, Implement**

Standard Action **Ranged** 20

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier force damage.

In addition, the first time you hit you may repeat this attack against another creature as if you were in the target's square.

Implement: If you are wielding an orb, the first time you hit you may repeat the attack against 2 creatures as if you were in the target's square.

Spun Lies Jester Attack 17

The gossamer threads shimmer into the material world, and you spin them around your foe with the fury of an spider.

Encounter ♦ **Arcane, Force, Implement**

Standard Action **Ranged** 10

Target: One or two creatures

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier force damage, and the target is immobilized until the end of your next turn.

Implement: If you are wielding a rod, the target is restrained instead of immobilized until the end of your next turn.

The Dragon Jester Attack 17

This archetype seems to sprout wings of fire as it hurries toward your frightened foes.

Encounter ♦ **Arcane, Implement; Varies**

Standard Action **Ranged** 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier acid, cold, fire, lightning, or thunder damage (your choice).

Effect: Choose one of the following options:

- ♦ Repeat the attack against each creature adjacent to the target.
- ♦ **Implement:** One ally within 5 squares of the target gains resist 15 against the type of damage used in the attack. You can only choose this option if you are wielding a deck.

The Swan Jester Attack 17

Shining with skin-deep beauty, this card grants a wish, but not exactly as the wisher planned.

Encounter ♦ **Arcane, Implement, Necrotic**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wisdom modifier necrotic damage, and choose one the following options:

- ♦ The target is slowed, weakened, and blinded until the end of your next turn.
- ♦ **Implement:** One ally within 5 squares of the target is stunned and gains resist 20 to all damage until the end of your next turn. In addition, that ally may spend two healing surges as a free action. You can only choose this option if you are wielding a deck.

LEVEL 19 DAILY SPELLS

Wit of the Braided River Jester Attack 19

You toy with fate, increasing your chances of success while destroying the odds on your foes.

Daily ♦ **Arcane, Force, Implement**

Immediate Interrupt **Ranged 10**

Trigger: An enemy in range hits you or an ally with an attack.

Target: The triggering enemy

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier force damage, and the target misses with the triggering attack instead of hitting.

Miss: Half damage.

Effect: Until the end of the encounter, each time you make a saving throw, you may roll twice and take the higher result.

In addition, you gain the *jest of the braided river* power.

Jest of the Braided River

At-Will ♦ **Arcane, Implement, Jest**

Minor Action **Ranged 10**

Target: One creature

Special: If you are trained in Perception, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Reflex

Hit: The next time you miss the target with an attack before the end of your next turn, you may reroll that attack and use the second result.

Wit of the Dispassionate Island Jester Attack 19

You convince your foes that their odds are half-chance, just like everybody else.

Daily ♦ **Arcane, Implement, Psychic**

Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier psychic damage, and the target is stunned (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you take ongoing damage at the end of your turn instead of at the beginning of your turn.

In addition, you gain the *jest of the dispassionate island* power.

Jest of the Dispassionate Island

At-Will ♦ **Arcane, Implement, Jest**

Minor Action **Ranged 5**

Target: One creature

Special: If you are trained in Bluff, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: Until the end of your next turn, the target only succeeds on saving throws on a natural roll of 11 or higher.

Wit of the Heartless Streets Jester Attack 19

With adept skill, you manipulate the social interactions around you, even in the midst of battle.

Daily ♦ **Arcane, Implement, Psychic**

Standard Action **Close burst 2**

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier psychic damage, and 10 ongoing psychic damage (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you gain a +4 bonus to attacks with combat advantage instead of the normal +2 bonus.

In addition, you gain the *jest of the heartless streets* power.

Forest Henges

While a fey crossing and a forest henge may be worlds apart in definition and function, to the naked eye the differences are fleeting. To the unwary traveler, crossing the barrier of a forest henge could easily give the impression that one has passed into the Feywild. Indeed, the odd way that light scatters through the canopy, brighter and more vibrant, is identical to how light travels in the plane of the fey.

An easy way of spotting a forest henge is to watch the leaves and branches of the trees. Viewed from the correct angle, they often form symbols or words connected to the henge in some way. Those trees nearest to the loop of the henge have been known to display perfect and intricate maps in their dense foliage.

Dancing Jesters are among the most athletic of jesters, enjoying the thrill of strenuous running, climbing, and swimming. In addition, many suffer from a fey-like sense of humor. Truly, the desire to design and spring clever pranks is strong among these people. When added to the dispassionate emotions of the fey, many of these pranks tend to reach deadly levels.

Jest of the Heartless Streets

At-Will ♦ Arcane, Implement, Jest

Minor Action Close burst 2

Target: Each creature in burst

Special: If you are trained in Streetwise, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Reflex

Hit: Until the end of your next turn, each time an ally has combat advantage against the target, it deals +1d6 extra damage with attacks against it.

Wit of the Scorched Tundra Jester Attack 19

You siphon the heat from your foe or the earth beneath your feet, burning those who stand too close.

Daily ♦ Arcane, Cold, Fire, Implement

Standard Action Close burst 10

Target: One creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier cold damage, and each creature adjacent to you takes 1d8 + Wisdom modifier fire damage.

Miss: Half damage.

Effect: Until the end of the encounter, each time you hit with a power with the Jest keyword, until the end of your next turn each creature that ends its turn adjacent to you takes fire damage equal to your Wisdom modifier.

In addition, you gain the *jest of the scorched tundra* power.

Jest of the Scorched Tundra

At-Will ♦ Arcane, Implement, Jest, Teleportation, Zone
Minor Action Close burst 1

Target: Each creature in burst

Special: If you are trained in Thievery, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Reflex

Hit: The target is knocked prone.

Effect: The burst creates a zone of icy ground until the end of your next turn. Squares in the zone are considered difficult terrain.

You teleport 2 squares.

Wit of the Staggering Avalanche Jester Attack 19

With a mere touch, you send your foe skidding across the battlefield, despite its efforts to remain in place.

Daily ♦ Arcane, Force, Implement

Standard Action Melee 1

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier force damage, and you slide the target 4 squares.

Miss: Half damage.

Effect: Until the end of the encounter, you are immune to forced movement.

In addition, you gain the *jest of the staggering avalanche* power.

Jest of the Staggering Avalanche

At-Will ♦ Arcane, Implement, Jest

Minor Action Melee touch

Target: One creature

Special: If you are trained in Acrobatics, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Fortitude

Hit: You slide the target 4 squares.

LEVEL 22 UTILITY SPELLS

Henge's Sacrifice Jester Utility 22

You recognize that nothing will increase your henge's influence like destroying its enemies.

Encounter ♦ Arcane

Minor Action **Close burst 10**

Target: One enemy in burst

Effect: The first time the target is either dropped to 0 hit points or bloodied before the end of the encounter, you and each ally gain temporary hit points equal to the target's level.

In addition when this happens, you and each ally gain a bonus to attacks equal to your Dexterity or Charisma modifier (whichever is higher) during that ally's and your next turn.

Wit of Gutter's Reprisal Jester Utility 22

You manipulate the earth around you, breaking its rules as you see fit, and punishing those who resist your new laws.

Daily ♦ Arcane

Minor Action **Personal**

Effect: Until the end of the encounter, each time you are hit by an attack made by an enemy, you gain a +4 bonus to attacks rolls with attack powers with the Jest keyword against that enemy until the end of your next turn.

In addition, you gain the *jest of gutter's reprisal* power.

Jest of the Gutter's Reprisal

At-Will ♦ Arcane, Implement, Jest

Minor Action **Personal**

Special: If you are trained in Acrobatics, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Fortitude

Hit: You burrow, climb, or swim your speed +2 (your choice).

Wit of the Stormy Sky Jester Utility 22

Your armor lightens, buoying you upward.

Daily ♦ Arcane

Minor Action **Personal**

Effect: Until the end of the encounter, you gain a fly speed equal to half your speed (hover).
In addition, you gain the *jest of the stormy sky* power.

Jest of the Stormy Sky

At-Will ♦ Arcane, Implement, Jest

Minor Action **Personal**

Special: If you are trained in Arcana, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Reflex

Hit: You fly your speed.

Wit of the Waterfall's End Jester Utility 22

Your form blurs at the edges, as if you were not truly here.

Daily ♦ Arcane

Minor Action **Personal**

Effect: Until the end of the encounter, when you move through an ally's square, that square does not count toward your movement limit.

In addition, you gain the *jest of the waterfall's end* power.

Jest of the Waterfall's End

At-Will ♦ Arcane, Implement, Jest

Minor Action **Personal**

Special: If you are trained in Bluff, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Will

Hit: You are insubstantial until the end of your next turn.

Jester's Riddle Jester Utility 22

You force the question of loyalty onto the battlefield, bending perceptions to your advantage.

Encounter ♦ Arcane, Illusion, Teleportation

Minor Action **Ranged 10**

Target: One creature

Effect: You and the target change places. Each of you looks exactly like the other. Each creature in sight can attempt a Perception check vs. your Will to detect the change. Otherwise, the target's allies treat you as an ally, and your allies treat the target as an ally, inasmuch as you both play the role.

This effect lasts until the end of your next turn.

LEVEL 23 ENCOUNTER SPELLS

A Memory Lost Jester Attack 23

You let memories flee your foe's mind, leaving your enemy uninformed for a few vital seconds.

Encounter ♦ **Arcane, Implement, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d6 + Wisdom modifier psychic damage, and the target is surprised until the end of your next turn.

Be Seated Jester Attack 23

You "encourage" your audience to sit as you move into position for your act.

Encounter ♦ **Arcane, Force, Implement**

Standard Action **Close wall 7**

Target: Each creature in the wall

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier force damage.

Effect: The target is knocked prone.

Implement: If you are wielding a staff, you may shift your speed after the attack.

Clear the Floor Jester Attack 23

You demand space to practice your art.

Encounter ♦ **Arcane, Implement, Thunder**

Standard Action **Close burst 2**

Target: Each creature in the burst

Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier thunder damage, and the target is dazed until the end of your next turn.

Implement: If you are wielding a staff, you also slide the target 3 squares.

Frozen Orb Jester Attack 23

You hold your orb out, drawing your enemy into its embrace.

Encounter ♦ **Arcane, Cold, Implement, Teleportation**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier cold damage.

Effect: The target is trapped in your implement until the start of your next turn. While the target is trapped in your implement, the target is stunned and cannot be targeted by attacks or effects.

At the start of your next turn, the target reappears in an adjacent square.

Implement: If you are wielding an orb when the target reappears, it is dazed until the end of its next turn.

The Charter

After the discovery of a henge, a jester must form a connection to that henge if he or she wishes to obtain power from it. This connection usually takes the form of an agreement of some sort, known as a charter. Few warlocks manage to see the difference between their pacts and the jester's charter, but, in practice, they could not be more different.

First of all, henges are not sentient. A henge is merely a collection point for vast arcane energies, no more alive than a lake. A jester's charter is generally formed with little consideration for the henge itself, allowing the jester to set the rules of the perceived agreement and draw as much power as he or she can manage at any given time without going mad. Many jesters prefer to speak of their henges as if they possessed will, but this is generally only poetic.

Second, while a henge possesses an alignment, of sorts, it is bound to the predominate alignment of its jesters. In short, a henge with good jesters will influence the world in good ways, whereas if a group of chaotic evil jesters controls that same henge, the world will devolve into chaos and evil where the henge holds sway.

Finally, a henge increases its power based solely on the amount of influence its jesters have in the world, regardless of how. Therefore, jesters of extremely disparate views may gain power from the same henge. For this reason, jesters guard the secret of a henge with their lives, claiming ignorance as to where their power comes from. The fact that jesters are called fools by the masses is no coincidence, for who would use such power without understanding where it originates?

◆ Lift the Strings Jester Attack 23

With a wave of your rod, you pull your foes' strings directly upward, leaving them hanging, weakly, in mid air.

Encounter ◆ Arcane, Implement

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: The target is weakened the end of your next turn.

Effect: The target is immobilized 5 feet off the ground until the end of your next turn.

Implement: If you are wielding a rod, you also slide the target 3 squares.

◆ Reveal Position Jester Attack 23

You draw back the curtain, revealing that your enemies are clustered around you. Then you dispel that illusion as well.

Encounter ◆ Arcane, Force, Implement, Teleportation

Standard Action Close burst 1

Effect: Teleport each enemy within 5 squares into an adjacent square, if possible.

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 3d6 + Wisdom modifier force damage.

Implement: If you are wielding an orb, you may teleport a number of squares equal to your speed after the attack.

◆ Strung Tension Jester Attack 23

You pull a creature's will to the breaking point, forcing it into a blind rage.

Encounter ◆ Arcane, Implement, Psychic

Standard Action Ranged 10

Target: One, two, or three creatures

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier psychic damage.

Effect: The target makes a charge attack against a creature of your choice. Each target must charge a different creature.

Implement: If you are wielding a rod, the target gains combat advantage for the charge.

◆ The Hydra Jester Attack 23

This archetype writhes and coils with a sinister desire to strike.

Encounter ◆ Arcane, Implement, Poison

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier poison damage.

Effect: Choose one of the following options:

- ◆ Repeat the attack against each enemy within 2 squares of the first hit target.
- ◆ **Implement:** One ally within 5 squares of the target may spend a healing surge as a free action and gain one additional standard action on its next turn. You can only choose this option if you are wielding a deck.

◆ The Tomb Jester Attack 23

The terror of this card strangles the life out of your foes as you reach for an archetype of death.

Encounter ◆ Arcane, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier necrotic damage.

Effect: Choose one of the following options:

- ◆ If this attack reduces the target to 0 hit points or fewer, you may repeat the attack (not the effect) against another creature in range. If not, the target is stunned until the end of your next turn on a hit.
- ◆ **Implement:** You may repeat the attack (not the effect) against each enemy within 2 squares. On a hit, the target is slowed and takes a -2 penalty to attack rolls until the end of its next turn. You can only choose this option if you are wielding a deck.

LEVEL 25 DAILY SPELLS

✿ Wit of the Commanding Rapids Jester Attack 25

Your recollection of a raging river informs your henge's abilities.

Daily ♦ Arcane, Charm, Cold, Implement

Standard Action Area burst 1 within 10 squares

Hit: 2d8 + Wisdom modifier cold damage, and the target is driven (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you gain a swim speed equal to your speed and gain the Aquatic subtype.

In addition, you gain the *jest of the commanding rapids* power.

● Jest of the Commanding Rapids

At-Will ♦ Arcane, Charm, Implement, Jest

Minor Action Close burst 5

Target: One creature in burst

Special: If you are trained in Arcana, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: The target is driven until the end of your next turn. In addition, you lose the use of this power until the end of your next turn.

✿ Wit of the Decaying Castle Jester Attack 25

The years seem to pile onto your enemy, and it begins to crumble before your eyes.

Daily ♦ Arcane, Implement

Standard Action Melee 1

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier damage, and 20 ongoing damage (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you gain resist 5 to all damage.

In addition, you gain the *jest of the decaying castle* power.

● Jest of the Decaying Castle

At-Will ♦ Arcane, Implement, Jest

Minor Action Melee 1

Target: One creature

Special: If you are trained in Acrobatics, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Fortitude

Hit: The target takes 10 ongoing damage (save ends). If the target is already taking ongoing damage, this jest has no effect.

✿ Wit of the Desert Wind Jester Attack 25

Bit by bit, you steal your foe's vitality and bolster your own.

Daily ♦ Arcane, Implement, Necrotic

Standard Action Ranged 5

Target: One, two, three, or four creatures

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier necrotic damage, and the target is immobilized (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, each time you hit with an attack power with the Jest keyword, you gain a +3 bonus to speed and can shift 3 squares as a move action until the end of your next turn.

In addition, you gain the *jest of the desert wind* power.

● Jest of the Desert Wind

At-Will ♦ Arcane, Implement, Jest

Minor Action Close burst 2

Target: Each enemy in burst

Special: If you are trained in Thievery, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Fortitude

Hit: The target is slowed until the end of your next turn.

✿ Wit of the Grim Others Jester Attack 25

Your henge proposes a terrible feat, and with deft manipulation of arcane energies, you manage to craft a perfect shadowy copy of your foe.

Daily ♦ **Arcane, Conjunction, Implement, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 4d6 + Wisdom modifier psychic damage.

Miss: Half damage.

Effect: You conjure two grim others in squares adjacent to the target. Creatures cannot move through a square containing a grim other.

You can dismiss any number of grim others as a move action, otherwise they remain until the end of the encounter. The grim others have 1 hit point and defenses identical to yours. The grim others must be targeted by an attack to take damage. They gain the following attack.

♦ **Opportunity Attack:** Melee 1; targets one creature leaving an adjacent square without shifting; Wisdom vs. Reflex; 2d6 + Wisdom modifier psychic damage, and the grim other marks the target.

Effect: You gain the *jest of the grim others* power.

● Jest of the Grim Others

At-Will ♦ **Arcane, Conjunction, Implement, Jest**

Minor Action **Ranged 10**

Target: One creature

Special: If you are trained in Perception, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Reflex

Hit: You conjure one grim other adjacent to the target.

Island Henges

A henge, in general, makes up only a small part of a geographical feature. While a forest henge may occupy a portion of the woods, it rarely follows its borders. Island henges, on the other hand, often conform to the island's shores, stretching across the entire landscape. In a few cases of enormous islands, the hengish magics have congregated along the shoreline, avoiding the inland portions, but this is rare.

Those who visit such a henge notice that the water around the island rises in a ring offshore, as if it were a frozen wave. For this reason, island henges can be devilishly difficult to enter or leave. Another feature distinct to an island henge is the periodic sound of whispering voices. Jesters of island henges warn that this sound portends a personal disaster, but no other henges have such a phenomenon.

Jesters who draw a charter with an island henge are often secretive people, hoarding information and dispersing it sparingly. They are calculating about what they say and when, sharing knowledge only at the perfect moment to gain the best advantage.



LEVEL 27 ENCOUNTER SPELLS

Counter-Jest Jester Attack 27

You catch the power of an enemy attack and fling it back at them before it knows what's coming.

Encounter ♦ Arcane, Implement

Immediate Interrupt **Ranged 10**

Trigger: You are hit by an enemy attack

Target: The triggering enemy

Primary Attack: Wisdom vs. Will

Hit: The attack misses instead of hits. Make a secondary attack against the target.

Secondary Attack: Wisdom + 2 vs. Reflex

Hit: 2d8 + Wisdom modifier damage, and the target is knocked prone and pushed 2 squares.

Henge's Judgment Jester Attack 27

Your henge seeps through the barriers of the world around your foes, and provides you power to destroy the interlopers.

Encounter ♦ Arcane, Implement, Psychic

Standard Action **Area burst 1 within 10 squares**

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 4d8 + Wisdom modifier psychic damage, and you gain a +5 power bonus to attack rolls with jests against the target until the end of your next turn.

Lock Step Jester Attack 27

Three swift steps leave your foes rooted to the spot and reeling in pain.

Encounter ♦ Arcane, Force, Implement

Standard Action **Close wall 5**

Target: Each creature in wall

Attack: Wisdom vs. Fortitude

Hit: 4d6 + Wisdom modifier force damage, and the target is immobilized until the end of your next turn.

Implement: If you are wielding a staff, the target cannot make opportunity attacks until the end of your next turn.

Peer into the Crystal Jester Attack 27

You stare into your orbs, erasing the pitiful life you glimpse.

Encounter ♦ Arcane, Force, Implement

Standard Action **Close burst 5**

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier force damage, and the target is dazed until the end of your next turn.

Implement: If you are wielding an orb, you do not need line of effect or line of sight to the target.

The Tempest Jester Attack 27

This card burns with the cool hatred of annihilation.

Encounter ♦ Arcane, Cold, Implement

Standard Action **Area burst 2 within 10 squares**

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 3d8 + Wisdom modifier cold damage, and choose one of the following options:

- ♦ The target is knocked prone and cannot stand up until the end of your next turn.
- ♦ **Implement:** You may slide the target a number of squares equal to your Charisma modifier and the target grants combat advantage until the end of your next turn. You can only choose this option if you are wielding a deck.

Unbreakable Strands Jester Attack 27

You pluck at strands of fate, sending your enemies into a perfect farce of unity.

Encounter ♦ Arcane, Charm, Implement

Standard Action **Area burst 1 within 10 squares**

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: The target is dominated until the end of your next turn.

Implement: If you are wielding a rod, the target also gains combat advantage against the target of its attacks while you are dominating it.

Unliving Puppet Jester Attack 27

You manipulate unseemly forces to turn your dead foe into a horrific puppet.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Target: One dead creature

Attack: Wisdom + 2 vs. Fortitude

Hit: The target gains hit points equal to your healing surge value and is driven and dominated (save ends). When this effect ends, the target is reduced to 0 hit points.

Unstoppable Laughter Jester Attack 27

You bring the futility of your foe's efforts into full light, crushing it under the hilarity of it all.

Encounter ♦ Arcane, Implement

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: The target falls prone and is stunned until the end of your next turn. In addition, you gain temporary hit points equal to your Wisdom modifier.

LEVEL 29 DAILY SPELLS

Wit of the Choking Jungle Jester Attack 29

Your connection to your henge seems to open the world to you, while trapping your enemies within themselves.

Daily ♦ Arcane, Implement

Standard Action Close burst 2

Target: One, two, or three creatures in burst

Attack: Wisdom vs. Fortitude

Hit: 3d10 + Wisdom modifier damage, and the target is blinded (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you have cover against nonadjacent enemies, and superior cover against enemies more than 3 squares away. In addition, you gain the *jest of the choking jungle* power.

Jest of the Choking Jungle

At-Will ♦ Arcane, Implement, Jest

Minor Action Melee 1

Target: One creature

Special: If you are trained in Perception, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Fortitude

Hit: The target's aura effects deactivate. It cannot reactivate them until the end of your next turn.

Wit of the Forsaken Temple Jester Attack 29

You offer a second chance, "forgetting" to mention that the second chance will not be on your foe's terms.

Daily ♦ Arcane, Implement, Psychic

Standard Action Close burst 10

Target: One, two, or three creatures in burst

Attack: Wisdom vs. Will

Hit: 3d6 + Wisdom modifier psychic damage, and each time the target misses with an attack, it takes 15 psychic damage (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, each time an enemy within 10 squares misses with an attack you gain temporary hit points equal to your Wisdom modifier.

In addition, you gain the *jest of the forsaken temple* power.

Jest of the Forsaken Temple

At-Will ♦ Arcane, Implement, Jest

Minor Action Close burst 10

Target: One creature in burst

Special: If you are trained in Insight, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: If the target misses with a Melee or Ranged attack before the end of your next turn, the target must immediately repeat the attack against a creature of your choice in reach or range as a free action.

✿ Wit of the Haunted Forest Jester Attack 29

You blur the differences between your mind and that of your foe.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier psychic damage, and the target is driven (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, creatures that are dominated by you gain a +2 bonus to attack rolls.

In addition, you gain the *jest of the haunted forest* power.

● Jest of the Haunted Forest

At-Will ♦ Arcane, Charm, Implement, Jest

Minor Action Melee touch

Jest Target: One creature

Special: If you are trained in Diplomacy, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: The target is dominated and gains a +10 bonus to all defenses against attack powers with the Jest keyword until the end of your next turn.

In addition, while the target is dominated by this effect, it is immune to all damage from you, your allies, and itself.

✿ Wit of the Henge's Spirit Jester Attack 29

Your henge's spirit, appearing as a mass of black smoke, flies to your side, ready to punish your foes for their past crimes and future atrocities.

Daily ♦ Arcane, Implement, Psychic, Zone

Minor Action Area burst 1 within 10 squares

Effect: You create a zone of your henge's spirit in the burst that lasts until the end of the encounter.

You can move it 10 squares as a Minor action. Any creature in the zone takes a -2 penalty to attack rolls and has concealment against creatures not in the zone.

Once per round, when you hit with an attack power with the Jest keyword, each creature within the zone takes 2d10 + Wisdom modifier psychic damage.

● Jest of the Henge's Spirit

At-Will ♦ Arcane, Implement, Jest

Minor Action Ranged 10

Target: Each creature in the zone created by *wit of the henge's spirit*.

Special: If you are trained in History, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: The target is dazed until the end of your next turn.

The Suits of the Deck of Planes

Suit of Chaos: This suit thrums with the energy of reorganization. The symbols on these cards shift across the surface and often shift their color slightly. In the hands of those who are attuned to this suit, the deck will often shuffle on its own. When you strike a creature with a Card of the Chaos, armor dissolves at your whim, resolving as new armor around a nearby ally.

Suit of Seas: This suit has a tendency to glow slightly, shimmering like flecks of light off of a vast ocean. In the hands of those who are attuned to this suit, the deck feels light in hand, often floating an inch above surfaces and drifting as on a tide. When you strike an enemy with a Card of the Seas, the target bursts into better view, guiding further attacks against it.

Suit of Shadows: This suit always feels cool to the touch, often inspiring a shiver after being thrown. The symbols on each card are slightly darker and often appear to have different symbols when viewed out of the corner of one's eye. When wielded by someone attuned to this suit, a deck will throw an eerily long shadow. When struck by a Card of the Shadows, creatures become surrounded by a palpable darkness, making distant targets difficult to attack.

Suit of Wilds: Even while gripped firmly, this suit seems to shift oddly and unpredictably. It vibrates slightly when it is about to be thrown, as if excited by battle. Those who attune themselves to this suit find that they can often hear quiet whispers emanating from it. When those jesters attack a creature with a Card of the Wilds, that creature slips into the card and is spat out a little ways off.



PARAGON PATHS

Arcane Crucible

"I do not control magic, I merely release it. That I know precisely what it will do is beside the point."

Prerequisite: Jester

The adaptability of the world and its echoes has ever been a source of wonder. A plant thriving in a frozen tundra may have cousins growing just as well on tropical islands. An insect may store water away in the desert while swimming to catch food in another clime. Water itself changes based on its location, altering in fundamental ways to fit the environment. In its raw form, arcane magic itself is also organic and subject to wondrous and, sometimes, surprising changes - if one knows how to channel it properly.

As an arcane crucible, you have become adept at maintaining raw arcane magic and allowing it to interact with your environment. Throughout your travels, you have seen the extraordinary ways that your henge has interacted with the world outside it, and the memory of those interactions influence each spell you cast. Through your mastery of jests, you have come to see them as the true expression of the natural world, eschewing natural law as a mundane facade.

You delight in visiting new and exciting locales, and allowing your raw magic to dance in powerful and original ways. Rigorously, you test the boundaries of arcana, bringing the world to an improved balance with each new jest. As you boldly experiment in the arcane frontier, you recall each new breakthrough in battle to devastating and wondrous effect.

Arcane Crucible Path Features

Inescapable Jest (11th): Each time you miss with a jest, you gain a +2 bonus to jests until you hit with a jest attack. This bonus is cumulative.

Crucible's Action (11th): When you use an action point to take an extra action, you may also use a jest you have available as a free action. This jest does not count toward your limit of jests per round.

Unbelievable Jest (16th): Whenever you roll a natural 20 on a jest, your next jest attack before the end of your next turn is an automatic hit (no attack roll required).

Arcane Crucible Spells

Imperfect Jest Arcane Crucible Attack 11

You perform a jest on any enemy, leaving half of the spell unsaid, and, unsurprisingly, your henge does not care to make up the difference for your foe.

Encounter ♦ Arcane, Implement, Psychic
Standard Action Close burst 5

Target: One creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom psychic damage, and the target disappears from reality until the beginning of your next turn. While in this state, the target is skipped in initiative and is not affected by any ongoing ability or effect. At the beginning of your next turn, the target reappears in its space or, if that space is occupied, the nearest unoccupied space (your choice).

Effect: Until the end of your turn, you gain a power bonus equal to half your Wisdom modifier to attack rolls when you use attack powers with the Jest keyword.

Master of Jest Arcane Crucible Utility 12

Your henge expands your capacity to break the fragile rules of your world.

Daily ♦ Arcane

Minor Action

Personal

Effect: Until the end of the encounter, you may use two attack powers with the Jest keyword each round rather than just one. You must still spend the appropriate actions.

Wit of the City of Doors Arcane Crucible Attack 20

Your perfect understanding of the laws of the universe allows you to dictate when an effect should end and when it shouldn't.

Daily ♦ Arcane, Implement

Standard Action

Close burst 5

Target: One creature in burst

Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier damage, and the target is stunned until the end of your next turn.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a +1 power bonus to saving throws.

In addition, you gain the *jest of the city of doors* power.

Jest of the City of Doors

At-Will ♦ Arcane, Implement, Jest

Minor Action

Close burst 5

Target: One creature

Special: If you are trained in Arcana, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Fortitude

Hit: Choose one effect on the target that will end this turn. That effect lasts until the end of your next turn.

Card of the Burning Gate

"Pick a card, any card at all. Now watch closely. Are you watching? Good, because you're about to disappear."

Prerequisites: Jester, Fool of the Urban Henge

Stability is illusory, a trick to put the foolish at ease. Society stacks the cards at perfect angles to hide apparent doom from public view. One event, one mistake, one weight applied to the wrong section and the entire house will collapse to nothing. And when that happens, you will be there.

Over your time manipulating the Deck of the Planes and collecting archetype cards, you have come to see those cards as compatriots rather than tools. In many ways, you do not so much draw the cards as become them. Reality, you have found, thrives on chaos. After all, chaos was the world's cradle. When you first drew the Burning Gate archetype card, you finally understood that boundaries must be destroyed altogether.

As a card of the burning gate, you are an unpredictable force on the battlefield, ever altering your tactics and using the same magic in new ways. By disregarding the assumed bounds of magic, you have bent spells beyond recognition and into unpredictable tools of power.

Many fear your strange art, distrusting the strange contortions you force onto the arcane powers of the cosmos. You, on the other hand, understand the endgame. When, at last, the final boundary cracks between the planes, and the world is flooded with magic of every kind, then they will see, and truly know fear as their house of cards finally falls.

Card of the Burning Gate Path Features

Entropic Trick (11th): You gain the Entropic Trick for your suit. Whenever you use your Card Trick, you may choose either the even or the odd effect and replace that effect with the Entropic Trick's effect. You must do this before you roll the d20 to determine the effect.

CHAOS ENTROPIC TRICK

Choose one: acid, cold, fire, lightening, or thunder. You gain resistance 10 to that damage type until the start of your next turn.

SEAS ENTROPIC TRICK

You gain resist 5 to all damage until the start of your next turn.

SHADOWS ENTROPIC TRICK

You teleport adjacent to an ally within 3 squares.

WILDS ENTROPIC TRICK

You gain a +2 bonus to all defenses until the start of your next turn.

Card's Action (11th): Whenever you spend an action point to take an extra action, as a free action you may have your Entropic Trick activate before or after the extra action.

Up Your Sleeve (16th): Once per encounter, when you roll a critical hit on an attack, you may regain the use of an arcane encounter power of your choice.

Card of the Burning Gate Spells

The Burning Gate Card of the Burning Gate Attack 11

You slide this card from the deck, and send it colliding into your foes, forcing them into painful bouts of laughter.

Encounter ♦ **Arcane, Implement, Fire**

Standard Action **Close** blast 3

Requirement: You must be wielding a deck.

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: The target is restrained until the end of your next turn.

Effect: Choose one of the following effects:

- ♦ Each target takes 1d8 + Wisdom modifier fire damage.
- ♦ Slide each target 3 squares.

Burning Trick Card of the Burning Gate Utility 12

You catch your foe by surprise, using the residual magic from your Card Trick to teleport and confuse it.

Encounter ♦ **Arcane, Teleportation**

Move Action **Close** burst 5

Target: One enemy in burst who you used your Card Trick against this round

Effect: You change places with the target, and the target grants combat advantage until the end of your next turn.

✿ Wit of the Chaotic Asylum

Card of the Burning Gate Attack 20

You smile a sickening smile, forcing your foes to follow suit by stretching their faces in frightening masks of pain.

Daily ♦ Arcane, Implement

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier damage, and the target is affected by the "even" result of your Card Trick ability.

Miss: Half damage.

Effect: Until the end of the encounter, when you target an enemy with your Card Trick ability, you gain a +1 bonus to attacks against that enemy until the end of your turn.

In addition, you gain the following jest.

● Jest of the Chaotic Asylum

At-Will ♦ Arcane, Implement, Jest

Minor Action Area burst 1 within 10 squares

Target: Each enemy in burst

Special: If you are trained in Bluff, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: The target is affected by the "even" result of your Card Trick ability.

Harlequin of the Sanguine Step

"Like the existence of our world, I dance on the edge of a knife. One failed step and my henge may consume us all."

Prerequisites: Jester, Fool of the Forest Henge

Within the confines of a henge, rules break down, mixing and thinning like blood in water, combining in new and unpredictable ways. It is a realm of chaos and uncertainty, where the simplest laws of dance cannot easily abide. To many jesters, this dichotomy leads to a terrible downfall... but not for you.

As a harlequin of the sanguine step, you drink from the massive fountain of your henge, but only from a distance. The lawless realm of your henge may be an ally, but it cannot be allowed to spread, moving like a cancer of chaos over the land. Unlike much of your kind, you do not disdain the world, but applaud its rules. Indeed, if anything, it has not taken those rules far enough.

You walk a delicate path, keeping the flood of arcane energy separate; allowing it to pass around you, but never mixing in it. Through this dangerous technique, you bring benefit to the world while still keeping your henge contained. As long as your blood is kept pure, the world's laws will survive, but the dance is not easy. You observe each step with care, following a carefully prescribed beat, ever watchful, for a single misstep could end the dance forever.

Harlequin of the Sanguine Step Path Features

Harlequin Action (11th): When you spend an action point to take an extra action, you can also shift 3 squares as a free action. Also, until the end of your next turn you can move through enemy squares, though you still provoke opportunity attacks as normal.

Trip the Careless (11th): You gain a +1 bonus to opportunity attacks. In addition, when you hit with your *swinging breakaway* spell, the target is also knocked prone.

Swift Steps (16th): When you use your Quick Step class feature, you shift 2 squares instead of 1.





Harlequin of the Sanguine Step Spells

◆ Unseen Dance Harlequin of the Sanguine Step Attack 11

You disappear for a moment as your foes take severe blows in a long line before you reappear at the end of it.

Encounter ◆ Arcane, Implement, Teleportation

Standard Action Close wall 5

Target: Each creature in wall

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier damage, and the target is dazed until the end of your next turn.

Effect: You teleport into any square adjacent to the last square of the wall.

◆ Nimble Escape Harlequin of the Sanguine Step Utility 12

Your foes attempt to slow your intricate steps, but find that nothing can halt your dance.

Encounter ◆ Arcane

Minor Action Personal

Effect: If you are grabbed, immobilized, slowed, or restrained, that effect ends. This only affects one of the named effects.

You shift 1 square.

✱ Wit of the Impenetrable Wall

Harlequin of the Sanguine Step Attack 20

Your foes give into your lead, moving in time with your direction without knowing why.

Daily ◆ Arcane, Charm, Implement, Psychic

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 3d6 + Wisdom modifier psychic damage, and slide the target 4 squares.

Miss: Half damage.

Effect: Until the end of the encounter, whenever you are hit by an attack, you may shift 2 squares as a free action.

In addition, you gain the *jest of the impenetrable wall* power.

● Jest of the Impenetrable Wall

At-Will ◆ Arcane, Charm, Implement, Jest

Minor Action Melee 1

Target: One creature

Special: If you are trained in Acrobatics, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: You slide the target 4 squares.

Hidden Hand

"My word is mightier than the crown."

Prerequisite: Jester, Trained in Diplomacy

The territories and countries of the world operate on many tiers, like an enormous ship. These kingdoms traverse political storms, move quicker when the weather provides, and are driven by a single hand that the captain trusts. In the ship of your land, that helmsman is you.

Power is a tricky rope to walk, and the people who watch for your fall are many, but your finesse has kept you aloft until now. Indeed, as you gain power your fall becomes far less likely. Perhaps you lead from a position of prominence, your subordinates never fathoming your actual power. On the other hand, you might be the power behind the throne, whispering the right words into the monarch's ear at the right moment, and charting a new course for your country. Your henge gives your actions enormous repercussions, especially if it is close, altering public opinion to match yours, whether it be for good or evil.

However you wield your power, both arcane and political, you are the small rudder on your ship, and when you turn to face a threat, the ship goes with you.

Hidden Hand Path Features

Hidden Words (11th): You gain a +2 bonus to Diplomacy checks.

Public Opinion (11th): When you hit an enemy with an attack, your allies gain a +1 bonus to attack rolls against that enemy until the end of your next turn.

Hidden Hand Action (11th): When you spend an action point to take an extra action, you may also slide each of your allies 1 square as a free action.

Behind the Throne (16th): While you are adjacent to at least one ally, enemies do not gain the normal bonus to attack rolls when they have combat advantage against you.

Hidden Hand Spells

False Treaty Hidden Hand Attack 11

You convince your foes that the fight is over, and destroy them while they are distracted.

Encounter ♦ Arcane, Implement, Psychic

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier psychic damage.

Effect: The target is slowed and grants combat advantage until the end of your next turn.

Hidden Repercussions Hidden Hand Utility 12

Those around you are more susceptible to your henge's power.

Encounter ♦ Arcane

Free Action Close burst 5

Trigger: You hit an enemy with an attack.

Target: One ally in burst

Effect: The target makes a basic attack against the target of the triggering attack.

Invisible Hand Hidden Hand Attack 20

With a clever manipulation, you call a hand into existence to help you direct the battle precisely as you want it to go.

Daily ♦ Arcane, Conjuration, Implement

Minor Action Ranged 10

Effect: You conjure a hidden hand into a square within range. The hidden hand is invisible and creatures may move into its space without penalty. Allies gain combat advantage against creatures adjacent to or in the same square as the hidden hand. You can move the hidden hand 6 squares as a move action. You can also give it the following command.

Standard Action: Melee 1; targets one creature; Wisdom vs. Will (you have combat advantage for this attack); 3d8 + Wisdom modifier damage and the target takes a -4 penalty to a defense of your choice until the end of your next turn.

Hunter of the Henge

"The rules of this world are not so easily disregarded. Not even by you."

Magic distills in a henge like morning dew, flowing because it has no choice. The magic itself is innocent of the havoc it wreaks on the natural world by its disruptive presence. Those who channel its energy, on the other hand, are not so innocent.

Jesters and all others who choose to channel the arcane energies of a henge to increase its influence are toying with the fate of the world and must be destroyed. Indeed, only you are strong enough to channel these ancient forces without damaging the world. You are a hunter of the henge.

Many of those who seek to destroy jesters take up the way of the hunter of the henge, channeling a henge's power to destroy their foes, and then draining the power directly back into the Feywild where it belongs. They restore the natural order, one spell at a time.

When a jester takes up the call to become a hunter of the henge, on the other hand, his motives are often quite different. When two jesters share the same henge, rivalries often follow, and they are rarely civil. Such jesters often follow this path in self defense. In other cases, a good jester discovers an evil Jester Court and becomes a hunter to remove that plague permanently.

However you heard the call, it still continues to ring in your ears. It seems to grow louder when you face a jester, teaching you to avoid its devastating effects, and causing you to wonder how long you can use this power unscathed.

Hunter of the Henge Path Features

Tools of the Hunter (11th): You can use jester implements when you use hunter of the henge powers.

Hengish Feedback (11th): Each time you are hit with an attack, you gain a +1 bonus to all defenses until the end of your next turn. This bonus is cumulative.

Hunter of the Henge's Action (11th): When you spend an action point to take an extra action, you may roll a saving throw against each negative effect on you, even if the effect would not normally be ended by a save.

Improved Hengish Feedback (16th): Each time you are hit by an attack, rather than gaining the +1 bonus to all defenses from your Hengish Feedback feature, you gain a +2 bonus to all defenses until the end of your next turn. This bonus is cumulative.

Hunter of the Henge Spells

◆ Shards of the Feywild Hunter of the Henge Attack 11

You open a conduit to the Feywild inside your foe and let your magic channel back to where it belongs.

Encounter ◆ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Chosen Ability vs. Fortitude

Hit: 6d4 damage, and the target is dazed until the end of your next turn.

Special: When you take this power, choose one ability score. That ability score is your Chosen Ability for this attack.

◆ Rules of the World Hunter of the Henge Utility 12

You turn your foe's ability to reshape reality back on it.

Encounter ◆ Arcane

Immediate Interrupt Close burst 10

Trigger: An enemy in the burst hits you with an attack.

Target: The triggering creature

Effect: The target rerolls the attack and uses the new result.

✿ Drain to the Feywild Hunter of the Henge Attack 20

You create a drain to the Feywild, strengthening your connection to your magic, while weakening that of your foes.

Daily ◆ Arcane, Implement

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Chosen Ability vs. Fortitude

Hit: 8d4 damage, and the target is dazed and takes a -2 penalty to saving throws (save ends both).

Effect: Until the end of the encounter, you gain 1 additional minor action on each of your turns.

Special: When you take this power, choose one ability score. That ability score is your Chosen Ability for this attack.

Knight of the Forgotten Court

"Many Courts have fallen to vanity in the past, but there is one that will not. I plan to find it."

Prerequisite: Jester

In the distant past, as whispered by old and probably senile jesters, the first henge was chartered as the Dawn War drew to a close. While the primal spirits banished god and primordial alike, those who had depended on one of these seemingly ultimate powers began to seek a power that could sustain them in uncertain times.

Feeling their powers diminish, mortal invokers, shamans, and shapers began a quest for stability and power. When they found a henge in a quiet grove of trees, they discovered the method of chartering the energies of that henge, but they did so as a single unit. A Court. Though many Courts have come and gone since that forgotten year, none have survived the vanity that follows. None except the first Court. The Forgotten Court.

As a knight of the Forgotten Court, you have begun your own quest for stability and power, seeking out those who founded the first Court. Just as with all jesters, the location is a great secret, hidden from those who would destroy or steal its power. The road has been long, but you will be prepared when you reach its end. Just as those who founded the first Court came from many different backgrounds, you endeavor to broaden your abilities as well.

You feel certain that when you join the first charter, it will be because you belong. The bond of a true Court will be yours, and the stability that neither gods nor spirits could provide will flow through you at last.

Knight of the Forgotten Court Path Features

Knight's Blade (11th): You gain proficiency with a heavy blade of your choice. You may treat heavy blades as your associated implement for purposes of powers, effects, and abilities.

Knight's Rules (11th): You may make basic melee attacks with your Wisdom modifier instead of your Strength modifier. When you hit with a melee basic attack, you may add your Wisdom modifier to the damage roll instead of your Strength modifier. In addition, when you hit with an opportunity attack, the target grants combat advantage until the end of your next turn.

Forgotten Court Action (11th): When you spend an action point to take an extra action, you may also regain 1 healing surge.

Questing Knowledge (16th): You gain a +2 bonus to all knowledge skill checks.

Knight of the Forgotten Court Spells

Invoker's Charter

Knight of the Forgotten Court Attack 11

You recall the failure of the gods to protect the world, and renew your charter aloud.

Encounter ♦ Arcane, Implement, Radiant

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier radiant damage.

Effect: Each ally in the blast gains temporary hit points equal to 2 + your Wisdom modifier.

Wit of the Shaper

Knight of the Forgotten Court Utility 12

You remember the primordials' reckless destruction, and prepare a jest of protection.

Daily ♦ Arcane, Cold, Fire, Lightning

Minor Action Personal

Effect: Until the end of the encounter, enemies who end their turn adjacent to you take 3 fire, lightning, and cold damage.

In addition, you gain the *jest of the shaper* power.

Jest of the Shaper

At-Will ♦ Arcane, Implement, Jest

Minor Action Personal

Special: If you are trained in Arcana, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. your Fortitude

Hit: You gain resist 3 to all damage until the end of your next turn.

Shaman's Henge

Knight of the Forgotten Court Attack 20

Memory of the primal spirits' complacency during most of the Dawn War keeps your loyalty to your henge a palpable spirit on the battlefield.

Daily ♦ Arcane, Implement, Thunder, Zone

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 5d6 + Wisdom modifier thunder damage.

Effect: The burst creates a zone of hengish energies that last until the end of the encounter. Allies in the zone gain a bonus to all defenses equal to the number of allies in the zone. You can move the zone 4 squares as a move action.

Menhir Agent

"Your life; that of your family; your friends. My stake in the henge is large enough to make them all obsolete in my eyes."

Prerequisite: Jester

Standing stones have ever been a telltale sign of the presence of a henge. Before the true art of the charter was learned, ancient peoples raised enormous stones, called menhirs, to signify a connection between themselves and a henge. Far more than symbolic, the community's essence was eternally bound to the henge; if it were ever to be destroyed, so too would the community who created the menhir. Of course, tying a soul to a henge had benefits as well.

You have learned the secret powers of the menhir, becoming an agent for your henge and binding your soul with its fate. When you took up this path, you returned to your henge and constructed a standing stone in its midst, inscribing sigils that held your very essence. In exchange for your fealty, your henge has rewarded you greatly, protecting and empowering your body, while your soul resides within the henge itself.

The arcane energies of your henge surround you now, making enemies to your henge apparent. Those who seek to cause you or your henge harm seem to be surrounded by your menhir's sigils, calling to your spells, begging to be destroyed.

Each kill you make might sadden or enlighten you. The second may be considerably easier than the first. Perhaps, you will even need to murder those who are, otherwise, innocent. In the end, however, one thing is certain: while your henge survives, so will you.

Menhir Agent Path Features

Menhir Sigil (11th): Once per encounter, you can designate one creature as the target of your menhir sigil. Until the end of the encounter, you gain a +2 bonus to all attack rolls against the target. When the target is reduced to 0 hit points or fewer, you regain this ability.

Menhir Agent's Action (11th): When you spend an action point to take an extra action, you may also spend a healing surge.

Agent's Vendetta (16th): You deal +1d6 damage to the target of your menhir sigil.

Menhir Agent Spells

Standing Stone Menhir Agent Attack 11

You weigh your foe down, letting it feel your responsibility for an agonizing instant.

Encounter ♦ Arcane, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier damage and the target is immobilized until the end of your next turn.

Menhir's Return Menhir Agent Utility 12

Your body fails, but your soul is unscathed.

Daily ♦ Arcane

Free Action **Personal**

Trigger: You are reduced to 0 hit points or fewer.

Effect: You spend a healing surge. You also gain resist 10 until the end of your next turn.

Two Places At Once Menhir Agent Attack 20

You strike another foe of your henge, and feel the boundaries between your soul and body disappear.

Daily ♦ Arcane, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier damage, and the target takes ongoing 10 damage (save ends).

Miss: Half damage, and the target takes ongoing 5 damage (save ends).

Effect: You become insubstantial and gain regeneration 10 until the target saves.

Mystic Navigator

"Defense requires knowledge of weakness. I've seen how the spirits protect this world, and I can do it better!"

Prerequisites: Jester, Fool of the Island Henge

The fabric of the world is thin, easily broken and easily mended. The vibrant colors of the world bleed into the Feywild, while its darker hues are visible in the Shadowfell. While this instability may be beautiful, it is also dangerous. The supposed bulwark between this world and the next is nothing but a screen. A henge, on the other hand, is an impregnable barrier; one where magic itself cannot leak to other planes, one where life is safe, and one that is easily expanded with careful planning.

As a mystic navigator, the preservation of your world is your top priority. It is, therefore, necessary to move around swiftly and destroy its enemies. As you have grown in power as a jester, your connection to your henge has strengthened such that you can return to it briefly at any time. Each time you use a teleportation spell to teleport yourself or an ally, your ally or you pass through your henge. Most importantly, your enemies also pass through your henge. In that brief moment, you gain keen insight into your foes, and expose them to your henge's magic. This makes them light up like a sunrod in your eyes, and you can direct your attacks more accurately.

Each time your henge's magic washes over you or your foes, its influence expands, and your world is safer for it. But you can't be a jester and not know that when something is taken, something must be left behind. And if your foes do indeed leave something in your henge, you can only hope to use it against them

Mystic Navigator Path Features

Unpredictable Arrival (11th): Whenever you use a power with the teleportation keyword, you may cause the teleported creature to arrive anywhere within 2 squares of the power's described arrival point. You must still have line of sight and line of effect to the new arrival square.

Navigator's Action (11th): Whenever you use an action point to take an extra action, you may also teleport an adjacent enemy 3 squares as a free action.

Mystic Juggle (16th): As a move action, you may change places with an ally within 2 squares.

Mystic Navigator Spells

Enforce Compliance Mystic Navigator Attack 11

With a flourish, you change the nature of the battlefield and teleport above it, ready to direct it further.

Encounter ♦ **Arcane, Implement, Teleportation**

Standard Action **Ranged 5**

Target: One, two, three, or four creatures

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier damage.

Effect: You may cause each target to change places with another target (your choice). In addition, you teleport straight upward 2 squares and gain a fly speed (hover) equal to half your speed until the end of your next turn.

Go Around Mystic Navigator Utility 12

You manipulate space around you, placing your allies exactly where they need to be.

Encounter ♦ **Arcane, Teleportation**

Move Action **Close burst 5**

Target: Each ally in burst

Effect: Teleport the target 5 squares.

Wit of the Approaching Horizon Mystic Navigator Attack 20

Your henge speaks through you, remaking the battlefield as those ancient laws would have it.

Daily ♦ **Arcane, Force, Implement, Teleportation**

Standard Action **Close burst 5**

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier damage, and the target is teleported 3 squares.

Miss: Half damage.

Effect: Until the end of the encounter, you cannot be teleported against your will.

In addition, you gain the *jest of the approaching horizon* power.

Jest of the Approaching Horizon

At-Will ♦ **Arcane, Implement, Jest, Teleportation**

Minor Action **Close burst 2**

Target: One creature in burst

Special: If you are trained in Thievery, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: Teleport the target 3 squares. You cannot teleport the target into hindering terrain.

Obsidian String

"Those who stand in the light deserve the scrutiny that destroys them."

Prerequisites: Jester, Fool of the River Henge

The stage of life is a busy place, full of entrances and exits, stunts and drama, valor and falsehoods. The spotlight is fought over like a vapor of gold as each player makes a case for stardom, and each extra tries to outmaneuver his colleagues. The shadows of backstage, on the other hand, are silent, hiding every intent and action. In this unique position, a hidden organization has taken root, pulling strings and moving levers to change the scenes and scripts of those foolish enough to stay onstage. Those who dare speak of it call it the Obsidian Curtain.

As an obsidian string, your allegiance is to the Obsidian Curtain, intertwined with each other thread to manipulate the world around you. Joining this cabal was no easy task, either. You were invited by another member; one who would have paid dearly for your failure. Next you were tested. The tests are many and varied, but the most common is the Chamber of Catastrophe. In this test, the initiate is placed in an enormous room of intricately stacked rods and told to collapse each stack in the room by removing but a single implement from its place. Only those who can see the intricate connections and guess at the complex reactions will ever pass such a test. You are just such a person. The Obsidian Curtain does not accept loose threads.

Since your test, you have come to understand that the world operates exactly as the Chamber of Catastrophe. You delight in finding the weak link in the groups that oppose you and severing it like a thread. Indeed, you are certain that, given the right time and place, you could destroy the world with but a snap of your fingers.

Obsidian String Path Features

Direct Miss (11th): Once per encounter, when you are missed by an attack, you may cause the attacker to hit with that attack against a creature adjacent to you (your choice) as an immediate reaction.

Obsidian Action (11th): Instead of spending an action point to take an extra action, you may, instead, spend an action point to cause one creature within 10 squares to make a basic attack against a creature of your choice as a free action.

Critical Dominion (16th): When you use your Perfect Puppetry ability against an ally, you can slide that ally 2 squares rather than 1 square.

Obsidian String Spells

◆ Conniving Playwright Obsidian String Attack 11

You take on the roles of two of your enemies, playing them as traitors to your foes.

Encounter ◆ Arcane, Charm, Implement
Standard Action Ranged 10

Target: One or two creatures

Attack: Wisdom vs. Will

Hit: The target is dominated until the end of your next turn.

Effect: You grant combat advantage until the end of your next turn.

◆ Tangled Cause Obsidian String Utility 12

You tangle the strings of cause and effect, confusing who attacked whom first.

Encounter ◆ Arcane, Teleportation

Immediate Interrupt Close burst 10

Trigger: You or an ally in the burst are hit by an enemy attack

Target: The creature being attacked

Effect: The target may make a basic attack against the enemy that attacked it.

✿ Wit of the Catastrophic Chamber Obsidian String Attack 20

You place mistaken thoughts of tactical movement in your foe's head, forcing it to hurry from place to place as you desire.

Daily ◆ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier psychic damage, and the target is driven (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, enemies treat squares adjacent to you as difficult terrain. In addition, you gain the *jest of the catastrophic chamber* power.

● Jest of the Catastrophic Chamber

At-Will ◆ Arcane, Charm, Implement, Jest

Minor Action Ranged 5

Target: One creature

Special: If you are trained in Diplomacy, you gain a +2 bonus to the attack roll.

Attack: Wisdom vs. Will

Hit: The target is driven until the end of your next turn. You cannot move the target outside the range of this attack.

EPIC DESTINIES

Infinite Lawbreaker

The laws of this world buckle at your presence, giving way to the chaos of your henge.

Prerequisite: 21st level, Jester

In a wide and unexplored world, henges are rare indeed. Between these lands of pure freedom lie the natural world. Islands of order. Prisons of law. These bleak areas keep the populace locked behind unfair taxes of cause and effect. That is why your henge chose you to free them.

To those who struggle under tyranny, you are beacon of hope and change. To those who prefer the protection of law, however, you go far beyond the confines of a troublemaker. You are an avatar of chaos, bending laws back on themselves for advantage or even just amusement.

As you use your henge's abilities, natural law breaks down. Indeed, places you visit seem to lose any sense of law. Gravity on a particular street might take weeks to get back to normal after you travel down it, if it ever does. Seasons in the woods are sometimes offset by weeks where you camp. These changes are varied and uncontrollable, but then, that's the point.

Immortality

Law cannot abide your presence, fleeing at your approach. When you have thrown away the most powerful rules of this world, you go in search of others to liberate.

Reborn Liberator: When the last law of this world lies torn and broken at your feet, you know that this world has been defeated. In the months that follow, you watch as henges slowly become more plentiful, sprouting up throughout the world. With practiced ease, you teach new jesters to master your art, and teach the common folk how to build menhirs upon hengish soil. And then you leave.

In the ages that follow, the repercussions of your chaos reverberate through the world. Indeed, whenever something out of the ordinary happens, either for good or ill, your name is inevitably mentioned.

When you leave, the boundaries of reality collapse as you travel to another world and begin anew. Somewhere far away, you are born as a child to parents of your choosing, and always close to a powerful henge.

In time, once the world has grown accustomed to your presence, a henge will reach out once again and allow you to liberate your new home.

Infinite Jest (21st level): Choose one jester daily power of 6th level or lower. You gain the secondary power with the Jest keyword as an additional at-will power.

This power does not count toward the amount of jests you can have active at a time, nor does it count toward the number of jests you can use in a round.

Free From Law (24th level): You gain a burrow, climb, fly, and swim speed equal to your speed. You also gain blindsight 5, and no longer need to eat, sleep, or breathe.

In addition, you need only rest for 2 hours to gain the benefits of an extended rest.

Infinite Seconds (30th level): You gain 1 additional minor action on your turn.

Stretch the Seconds Infinite Lawbreaker Utility 26

You break the mold of time itself for a moment, allowing you to cast a difficult spell in no time at all.

Encounter ♦ **Arcane**

Minor Action

Personal

Effect: You gain a standard action which you must use immediately. If you use this action to make an attack, you gain a +2 bonus to each attack roll for that attack.

Living Henge

Wherever you go, ley lines converge, letting arcane energies pool at your feet and rejuvenate you.

Prerequisite: 21st level, Jester

You have spent your life in the service of a henge, channeling its might directly through your being and spreading its influence wherever you step. The very flow of magic churns at your presence, attracted to you almost magnetically.

In time, ley lines themselves changed course, terminating at your feet, but refusing to sink back into the Feywild. You had become a living henge, capable of supplying your own power, and, as you progress, even having jesters of your own. You find that your powers never entirely fade, returning to you with ease, even in the midst of combat. Your enemies, on the other hand, find that their abilities wane around you.

The energies of the cosmos collapse into you like a void, increasing your abilities with each hour, but, more and more, you realize that you can handle it.

Immortality

You are a vast lake of arcane energies, and a powerful conduit for their raw power. When those abilities reach beyond the capabilities of your mortal form, you discover another way to increase in ability.

Eternal Henge: As your destiny quest comes to a close, the energies of the cosmos converge on your form, giving you near-godlike power but straining the confines of your mortal coil. As the energy becomes more difficult, you put your affairs in order and seek out a suitable place for your spirit.

When you enter the site, your body disappears, melding into the landscape along with the arcane energies that accompany you. At that moment, you become a true henge, but still far more, for you retain your sentience. Your resting place stands as a perfect example of hengish magic, a part of the world, but separate. Beholden only to its own rules. Perhaps you allow Courts or individual jesters to charter your magic, allowing you to influence the outside world. In these moments, you catch glimpses of a world many years removed from your time.

Eventually you might glimpse another peril in the world that threatens the existence of your henge. At that time, you might leave the energies that clung to you behind, reclaiming your body and venturing again into a land parched of power.

Converging Ley Lines (21st level): Increase your Wisdom score by 2.

Collecting Energies (21st level): When you complete a short rest, choose one of your encounter powers. That power gains the recharge 6 property until you complete another short rest.

Traveling Henge (24th level): The first time you die after completing an extended rest, your body disappears and the area around your body becomes a hengish zone in a burst 2.

You regain hit points equal to your surge value and are considered insubstantial. Creature can target you as if you were in any one square in the zone. If you are ever reduced to 0 hit points, the zone ends and your body reappears in the center of the zone. Allies in the zone gain regeneration 5, and enemies in the zone grant combat advantage.

While the zone persists, you may use powers as if you were in any one square in the zone, and all of your encounter powers gain the recharge 5 property. You can move the zone half your speed as a move action.

At the end of the encounter, you reappear at the center of the zone as if you had just completed a short rest.

Unending Arcana (30th level): Each of your encounter powers gain the recharge 6 property.

✿ Draining to the Henge Living Henge Utility 26

You call the arcane energies of the world to surround you, bolstering you, while draining the power from your foes.

Daily ♦ **Arcane, Healing, Zone**

Minor Action

Close burst 5

Effect: The burst creates a zone centered on you until the end of the encounter. The zone remains centered on you, if you move. Enemies that start their turns in the zone cannot recharge powers and are weakened until the start of their next turn.

In addition, you gain regeneration 5 and a +2 bonus to all jest attacks.



HYBRID JESTER

Like many before and after you, the discovery of a henge changed your life in unforeseen ways. You channel unpredictable magic with a disregard for natural law to manipulate the world around you. However, unlike many jesters, the power of your henge was never quite enough for you.

Did the chaos of your henge push you into finding other, more predictable abilities? Or did you dabble in older mysteries to help you locate your henge?

As a hybrid jester, you retain your swift spells and many of your clever tricks, but you will need to sacrifice some predictability with hengish magic to gain power elsewhere.

CLASS TRAITS

Role: Controller

Power Source: Arcane

Key Abilities: Wisdom, Dexterity, Charisma

Armor Proficiencies: Cloth, leather, hide, chainmail, scale

Weapon Proficiencies: Quarterstaff, sling

Implements: Decks, orbs, rods, staffs

Bonus to Defense: +1 Reflex or Will

Hit Points at 1st Level: 5

Hit Points per Level Gained: 2

Healing Surges per Day: 3

Class Skills: Acrobatics (Dex), Arcana (Int), Bluff (Cha), Diplomacy (Cha), History (Int), Insight (Wis), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex).

Extra Trained Skill: Choose an extra trained skill from the class skills list above.

Class Features: Jest of the Henge

Hybrid Talent Options: Jester Armor Proficiency, Jester's Charter (hybrid), rules of the henge

CLASS FEATURE

Jest of the Henge: Choose one of the jest encounter powers granted by the Jester's Charter class feature. You gain that power as a class feature.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Jester Armor Proficiency: You gain proficiency with leather armor, hide armor, chainmail, and scale armor.

Jester's Charter (Hybrid): You gain one of the following class features: Card Trick, Perfect Puppetry, Quick Step, or Siteswap. You must choose the option associated with the power you gained from your Jest of the Henge feature. You are also considered to have the associated Jester's Charter class feature.

Rules of the Henge: You gain the jester power *rules of the henge*.

SUGGESTED COMBINATIONS

A druid/jester can allow you to combine melee elements and high mobility into a single melee controller.

For an extremely accurate attacker, consider an avenger/jester hybrid. Combining oath of enmity with the rules of the henge Hybrid Talent will allow a character to reroll an attack where a normal avenger could not. Together with melee control, this allows you to keep your oath of enmity target exactly where you want it.

If you're interested in straddling the line between melee and ranged, a jester/paladin allows you to keep a high AC while managing both melee and ranged attacks. The ability to control your enemies from afar easily makes up for the hit points you lose, and using Hybrid Talent to gain the Siteswap ability lets you more effectively defend your allies.



The Court at Alectun

A general buzz of conversation rose above the court of Alectun. The nobility was riled, and a few words of despair were mixed among the collection of worried conversation. The messenger was late and, right now, that was all the court needed to exude disquiet.

Mostly, however, the room was still until a single figure stood solemnly and proceeded to cartwheel around the room. A few voices laughed, nervously at first. The figure, an elf called Tuktin, began to joke about the upcoming hostilities, dancing around and commenting on the unusually large noses of their enemies, the Wrythes.

"Likely, all our soldiers will need are shields and feathers. A sneezing soldier is a poor one, after all." Tuktin bowed, letting himself tumble to the floor, roll a few yards, and jump up again. It was not his best work, of course, but at the moment the royals were aching to laugh, so they did so with little encouragement.

The figure at the head of the hall, however, was not laughing. The King looked tired, and he slumped over in his chair, glaring with frustration at Tuktin. *Laughter, bah! The fool has no concept of power.* He despised the court's jester, who had been in this position since before he took the throne, and it would have been disruptive to remove him, unfortunately. For now, he let Tuktin live, but he allowed himself a brief fantasy involving an axe, a large audience, himself, and Tuktin. The King grinned, but it was only for a moment.

The room resounded as the enormous doors to the hall flew open and a cold wind blew through the court. A woman stood against the pale light outside, dressed in the armor of a general. She held an envelope splashed with blood, and she approached the throne quickly, kneeling before the King.

"King Elksen," the woman announced, her eyes averted. "The Wrythes move on Thorndriven." The room was shattered with the gasps and outraged cries of the nobility, but the woman continued. "Without our forces here in Alectun, the city will fall."

This was met with similar cries of outrage, but this time it was far more obvious that the nobility disliked losing their armies to another city.

"When will the Wrythes reach Thorndriven?" The King questioned, leaning back in his chair. He was frustrated at this development, and it was difficult, perhaps unnecessary, to hide it.

The woman steeled herself, and looked up. "Three days, sire."

The nobility stood as one, shouting and demanding to know why they found out so late.

Tuktin stepped forward, "Indeed, Jintess? The Wrythes must have entered the country four days ago, yet we know so little of them?" The fool paused for a moment. "Could this be the work of the Faceless One? Where is the messenger?"

Again the nobility gasped. They sat now, worried to interrupt. The woman, Jintess, looked torn between a sarcastic smile and a grimace. "The Faceless One is a Wryth bedtime story, not worthy of our hall. And the messenger is dead. Pierced by many arrows as she fled the army. A second messenger carried it to Alectun's gates."

Tuktin approached the King. "Your highest, magnificent majesty!" He bowed, and his three-pointed hat touched floor. "This messenger is merely the Faceless One in disguise, sent by the enemy. If we empty Alectun to assist Thorndriven, they might march on our walls. Certainly, we would fall from such an attack!"

Jintess made a move to speak, but the King raised his hand. He considered the possibility of a trap in this conundrum, and slowly let a grin climb his cheeks. *Perhaps this fool will be useful after all.*

"Tuktin is right!" A sigh of relief overcame the court, and the King stood. "We will send spies to learn where the Wrythes truly are. Until then, we will not empty Alectun out of fear!"

The fool smiled at Jintess, who scowled back in disgust.

* * *

Hours later, the hall stood empty, except for the King, leaning back in the ancient throne, now his. He stood and walked behind the throne. Approaching an enormous painting, he stepped straight through, letting the royal ring touch the surface first. The tunnel behind it was dark, except for a few torches, and he moved quickly until he reached the bed chamber.

He sighed with relief as his robe shimmered and transformed into his scale armor. He stepped around the huddled mass on the floor, glancing at the hard, but familiar, face with disdain. It groaned, but did not wake. *Not that it could.* He laughed to himself. *He is as tired and pathetic as Alectun itself.*

He considered Tuktin for a moment; his earlier suggestion had proved most useful. Now this kingdom would fail to send help to Thorndriven, and he would, at last, reclaim his old henge. *That fool dares to call himself a jester? I doubt he has ever even met a true jester ... except for me, of course.*

The King's face smiled again, and blurred for a moment until it returned to its native state. That of a changeling. He had worn his own face so rarely over the last few months, he was happy for any opportunity to stop impersonating King Elksen. Shaking his head, he considered the day he could laugh about this story with the rest of his Jester Court. The Faceless One shuffled his arcane deck with excitement and kicked the unmoving form of the old tyrant, Elksen, sprawled and bound on the floor.

It takes more than a hat to make a jester.

CHAPTER 2: JESTER OPTIONS

"You look surprised. Have I inadvertently broken another of your world's laws? ... No wonder I felt exhilarated."

Arcane energies surround and empower you. They are the very substance of abilities. Your options are numerous, but you can only begin to grasp them as you start on your journey. As you continue to increase in power, you find that one trick is never enough to win the day.

This chapter provides your jester with many new tricks to try on the battlefield. In this way, many jesters begin similarly, but do not remain so for long.

Many of the options of this chapter allow characters of other classes to play the fool, as it were, at the game table.

The following material is presented in this chapter:

- ◆ **Feats:** A multitude of new feats are presented in this chapter to give your jester the diversity and character you desire.
- ◆ **Multiclass Feats:** Love playing your wizard, but still want to try out the jester? You can easily dip into the class with the help of the many multiclass feats found here.
- ◆ **Magic Items:** Several new magic items are presented in this section, including a new implement used by jesters: decks.
- ◆ **Familiars:** Two new familiars are presented here: the dog and the living puppet. Both are excellent companions for any jester.
- ◆ **Backgrounds:** Eight new backgrounds are laid out for your character. Pick one for your character or use them as inspiration for your own clever backstory.

FEATS

Aside from powers, feats are the best way to customize your jester. They allow you to decide how you wish your jester to operate in battle and noncombat situations.

Choose feats to reinforce your character image and add flavor to your abilities. There are also several options specific to your race, allowing even further diversity.

HEROIC TIER FEATS

As you begin your path, it is important to have many tricks up your sleeve. The feats of the heroic tier allow you to adapt faster and use racial abilities to greater effect. These feats are available to jesters of any level.

AFFINITY FOR THE HENGE

Prerequisite: Elf, jester, *elven accuracy* racial power, *rules of the henge* power

Benefit: You lose your *elven accuracy* racial power and gain an additional use of your *rules of the henge* power. All feats, powers, and features that key off of your *elven accuracy* power now key off of your *rules of the henge* power instead.

In addition, you gain a +1 bonus on the reroll whenever you use your *rules of the henge* power.

ARCANE LEAP

Prerequisite: Mogogol, jester

Benefit: When you use your *leap* racial power, you also gain a fly speed of 6 until the end of your next turn, and you do not need to land at the end of your leap. If you are not on solid ground at the end of your next turn, you land gracefully, taking no damage.

ARCANE SHELL

Prerequisite: Zif, jester, *retract into shell* racial power

Benefit: While affected by your *retract into shell* racial power, you can use one jest as part of the standard action to sustain that power. The range for these powers is halved (minimum 1). You are still blinded and immobilized while under this effect.

BLOOD SKILL

Prerequisite: Tiefling, jester

Benefit: When you hit a creature with a jest, you gain training in the skill associated with that jest until the end of your next turn.

HEROIC TIER FEATS

Jester Feats	Prerequisites	Benefit
Affinity for the Henge	Elf, jester, <i>elven accuracy</i> racial power, <i>rules of the henge</i> power	Lose <i>elven accuracy</i> and gain an another use of your <i>rules of the henge</i> power
Arcane Leap	Mogogol, jester	Gain a fly speed of 6 until the end of your next turn when leaping
Arcane Shell	Zif, jester, <i>retract into shell</i>	Use a jest as a standard action while affected by <i>retract into shell</i>
Blood Skill	Tiefling, jester	Hit with a jest and gain training in skill until the end of next turn.
Bounty of the Henge	Half-elf, jester	Gain the <i>bounty of the henge</i> power.
Branches from the Henge	Oakling, jester, <i>sun heal</i>	<i>Sun heal</i> also pushes each adjacent creature 1 square as a free action.
Breath of the Henge	Dragonborn, jester, <i>dragon breath</i> racial power	Gain a +1 bonus to jests until the end of next turn with <i>dragon breath</i> power
Careful Manipulation	Jester, Fool of the River Henge	Gain combat advantage against target with use of <i>jest of the torrential current</i> .
Dancer's Stride	Jester, Fool of the Forest Henge	Gain a +2 bonus to damage rolls for moving around
Dangerous Switch	Jester, Fool of the Island Henge	Gain a +1 to attack with Siteswap ability.
Dark Jest	Drow, jester, <i>darkfire</i>	Effect of <i>darkfire</i> lasts until the end of your next turn on first attempt.
Deadly Jest	Obitu, jester, <i>alacrity of the dead</i>	Use <i>alacrity of the dead</i> racial power to activate a jest instead.
Dexterous Trick	Jester, Proficiency with Scale	Ignore the speed penalty for Scale armor
Entropic Presence	Kval, jester	When bloodied and jesting, enemies within 1 square take Entropic Blood damage.
Failure Sense	Boggle, jester	Each time you miss with a jest, shift 1 square as a free action.
Fall Through the Henge	Dwarf, jester, Stand Your Ground racial feature	When using Stand Your Ground you may fall prone and teleport 3 squares as a free action.
Foolish Words	Jester	Speak gibberish. If you do this, you may choose to be understood by any one creature within 5 squares.
Furious Jest	Half-orc, jester, <i>furious assault</i>	With a jest use <i>furious assault</i> to make effect of jest "save ends" against target
Hand Mage	Ability to wield implements	Choose an implement and always be considered to be wielding the chosen implement
Henge Siblings	Taddol, jester	Once per encounter, use a jest you have access to as an immediate reaction in place of your twin's minor action
Hengish Anchor	Eladrin, jester, <i>fey step</i> racial power	With <i>fey step</i> , choose not to teleport and instead push adjacent creatures 2 squares as free action.
Hengish Perseverance	Human, jester	When jesting, gain a +2 bonus to saving throws.
Hidden Luck	Jester, Fool of the Urban Henge class feature	With <i>jest of the chaotic streets</i> power, cause both effects to happen.
Jester's Skill	Wis 15, jester	Fail a skill check in class skill, and reroll a failed result.
Jest of Recovery	Jester	With a second wind, gain a +2 bonus to all jests until the end of next turn.
Marionette's Strike	Jester, Fool of the River Henge class feature	With a critical hit, change to normal hit and make target strike adjacent creature.
Menhir Ancient	Mahrog, jester	While wielding implement, damage dice for At-Will attack powers increase by one size.
Mutable Relationship	Doppelganger, jester	Spend minor action to change shape of wielded implement into any other implement
My Worst Enemy	Wis 13, jester	Always have combat advantage against yourself when targeting self with jest.
Oozing Arcana	Squole, jester, Elemental Oozing racial feature	Once per round, when hitting same target twice, deal Elemental Oozing damage
Playing the Fool	Numistian, jester, Training in Bluff	Each time you make a Bluff check, you may roll twice and take either result.
Presence of the Henge	Muse, jester	Your Unearthly Presence applies against all creatures within 5 squares.
Reaching Dancer	Jester, Fool of the Forest Henge	Your <i>jest of the autumn dance</i> power now has a range of Melee 2.
Retained Rules	Jester, <i>rules of the henge</i> power	With <i>rules of the henge</i> power, if you roll a 5 or lower on the reroll, it does not get expended.
Rewrite Rules	Jester, <i>rules of the henge</i> power	When you use your <i>rules of the henge</i> power, gain a +2 bonus to the reroll.
Rules of Chaos	Xax, jester, We Are One racial feature, <i>rules of the henge</i> power	As a minor action expend <i>rules of the henge</i> power and roll a d8 to gain the racial power granted by We Are One
Scent of the Henge	Wis 13, Anumus, jester	Gain training in Arcana, and use each application of Detect Magic as minor action.
Skittering Jest	Entobian, jester	Whenever you have an active jest, you gain a +1 bonus to speed.
Tiring Juggle	Jester, Fool of the Island Henge class feature	A successful <i>jest of the inescapable shores</i> power causes target creature to be weakened
Trick of the Henge	Gnome, jester, <i>fade away</i> racial power	When you are affected by your <i>fade away</i> racial power, jests do not end that effect.
Tricky Suit	Jester, Fool of the Urban Henge class feature	With extended rest, choose any Suit to align your Card Trick ability to
Vengeful Jest	Halfling, jester, <i>second chance</i>	With <i>second chance</i> racial power, if the attacker misses, use a jest as an immediate reaction
Walking Menhir	Relluk, jester	Once per day, when you score a critical hit, you regain the use of one jester encounter power.

BOUNTY OF THE HENGE

Prerequisite: Half-elf, jester

Benefit: You gain the *bounty of the henge* power.

Bounty of the Henge Feat Power

Knowing that your henge has unlimited power makes sharing that much easier.

Encounter ♦ **Arcane**

Free Action **Melee touch**

Trigger: You hit yourself with a jest that has a range of Personal.

Target: One ally

Effect: The target gains the benefit of the jest rather than you.

Special: You must take the Bounty of the Henge feat to use this power.

BRANCHES FROM THE HENGE

Prerequisite: Oakling, jester, *sun heal* racial power

Benefit: When you use your *sun heal* racial power, you may also push each adjacent creature 1 square as a free action.

BREATH OF THE HENGE

Prerequisite: Dragonborn, jester, *dragon breath* racial power

Benefit: When you use your *dragon breath* power, you gain a +1 bonus to jests against each target until the end of your next turn.

CAREFUL MANIPULATION

Prerequisite: Jester, Fool of the River Henge class feature

Benefit: Whenever you use the *jest of the torrential current* power, you gain combat advantage against the target for that attack. If the attack hits, you gain combat advantage against the target until the end of your next turn.

DANCER'S STRIDE

Prerequisite: Jester, Fool of the Forest Henge class feature

Benefit: Each time you end your turn at least 4 squares from where you began your turn, you gain a +2 bonus to damage rolls until the end of your next turn.

DANGEROUS SWITCH

Prerequisite: Jester, Fool of the Island Henge class feature

Benefit: When you use your Siteswap ability, you gain a +1 bonus to your next attack against the target of that ability before the end of your turn.

DARK JEST

Prerequisite: Drow, jester, *darkfire* racial power

Benefit: The first time you hit a creature affected by your *darkfire* racial power with a jest during an encounter, the effect of *darkfire* lasts until the end of your next turn.

DEADLY JEST

Prerequisite: Obitu, jester, *alacrity of the dead* racial power

Benefit: When a creature provokes an opportunity attack from you, you may expend your *alacrity of the dead* racial power and, instead of gaining the normal benefit, you may use a jest you have access to against that creature. Doing this never provokes opportunity attacks.

DEXTEROUS TRICK

Prerequisite: Jester, Proficiency with Scale armor

Benefit: While you are wearing Scale armor, you do not take the normal penalty to speed from wearing it.

ENTROPIC PRESENCE

Prerequisite: Kval, jester

Benefit: When you hit with a jest while you are bloodied, enemies within 1 square of you take damage equal to the damage you deal with your Entropic Blood racial feature.

FAILURE SENSE

Prerequisite: Boggle, jester

Benefit: Each time you miss with a jest, you may immediately shift 1 square as a free action.

FALL THROUGH THE HENGE

Prerequisite: Dwarf, jester, Stand Your Ground racial trait

Benefit: Whenever you would be knocked prone and you succeed on the saving throw granted by your Stand Your Ground racial trait, you can choose to still fall prone and immediately teleport 3 squares as a free action.

FOOLISH WORDS

Prerequisite: Jester

Benefit: Each time you speak, you may choose for it to sound like gibberish. If you do this, you may choose to be understood by any one creature within 5 squares.

FURIOUS JEST

Prerequisite: Half-orc, jester, *furious assault* racial power

Benefit: When you hit with a jest, you can expend the use of your *furious assault* racial power to make the effect of that jest "save ends" against the hit creature.

HAND MAGE

Prerequisite: Ability to wield implements

Benefit: Choose one implement from among the implements you can use. You are always considered to be wielding the chosen implement for purposes of powers, feats, and class features.

HENGE SIBLINGS

Prerequisite: Taddol, jester

Benefit: Once per encounter when your twin does not use its minor action during its turn, you may use a jest you have access to as an immediate reaction. This jest does not count toward the number of jests you may use in a round.

HENGISH ANCHOR

Prerequisite: Eladrin, jester, *fey step* racial power

Benefit: When you use your *fey step* racial power, you can choose not to teleport and, instead, push each adjacent creature 2 squares as a free action.

HENGISH PERSEVERANCE

Prerequisite: Human, jester

Benefit: Whenever you have an active attack with the Jest keyword, you gain a +2 bonus to saving throws.

Special: The bonus from this feat does not stack with the bonus from the Human Perseverance feat.

HIDDEN LUCK

Prerequisite: Jester, Fool of the Urban Henge class feature

Benefit: When you use the *jest of the chaotic streets* power, you can cause both effects to happen.

JESTER'S SKILL

Prerequisite: Wis 15, jester

Benefit: Choose a jester class skill that you are trained in. Each time you make a skill check using that skill, and you dislike the result, you may reroll the skill check. You must use the second result, even if it is lower.

JEST OF RECOVERY

Prerequisite: Jester

Benefit: When you use your second wind, you gain a +2 bonus to all jests until the end of your next turn.

MARIONETTE'S STRIKE

Prerequisite: Jester, Fool of the River Henge class feature

Benefit: When you score a critical hit, you can choose to change it into a normal hit. If you do so, you can cause the target of that attack to immediately make a melee basic attack as a free action against a creature of your choice. The target has combat advantage for that attack.

MENHIR ANCIENT

Prerequisite: Mahrog, jester

Benefit: While you are wielding your Associated Implement, the damage dice for your at-will attack powers increase by one size.

MUTABLE RELATIONSHIP

Prerequisite: Doppelganger, jester

Benefit: Whenever you are wielding an implement, you may spend a minor action to change the shape of that implement into any other implement you can use.

MY WORST ENEMY

Prerequisite: Wis 13, jester

Benefit: Whenever you target yourself with a jest, you are considered to have combat advantage against yourself.

OOZING ARCANA

Prerequisite: Squole, jester, Elemental Oozing racial trait

Benefit: Once per round, when you hit the same creature with two separate attacks during that your turn, you deal damage to that creature equal to the damage dealt by your Elemental Oozing racial trait.

PLAYING THE FOOL

Prerequisite: Numistian, jester, Trained in Bluff

Benefit: Each time you make a Bluff check, you may roll twice and take either result.

PRESENCE OF THE HENGE

Prerequisite: Muse, jester

Benefit: Your Unearthly Presence racial feature applies against all creatures within 5 squares, rather than only adjacent creatures.

REACHING DANCER

Prerequisite: Jester, Fool of the Forest Henge class feature

Benefit: Your *jest of the autumn dance* power now has a range of Melee 2.

RETAINED RULES

Prerequisite: Jester, *rules of the henge* power

Benefit: When you use your *rules of the henge* power, if you roll a 5 or lower on the reroll, you do not expend the use of your *rules of the henge* power for this encounter.

REWRITE RULES

Prerequisite: Jester, *rules of the henge* power

Benefit: When you use your *rules of the henge* power, you gain a +2 bonus to the reroll.

RULES OF CHAOS

Prerequisite: Xax, jester, We Are One racial trait, *rules of the henge* power

Benefit: As a minor action, you can expend the use of your *rules of the henge* power. If you do so, roll a d8 and gain the racial power granted by your We Are One racial trait. This power is in addition to the power granted at the beginning of the encounter.

SCENT OF THE HENGE

Prerequisite: Wis 13, anumus, jester

Benefit: You gain training in Arcana, and you can use each application of Detect Magic as a minor action.

SKITTERING JEST

Prerequisite: Entobian, jester

Benefit: Whenever you have an active jest, you gain a +1 bonus to speed.

TIRING JUGGLE

Prerequisite: Jester, Fool of the Island Henge class feature

Benefit: Whenever you hit a creature with the *jest of the inescapable shores* power, if that creature attacks you on its next turn, it is weakened for that attack.

TRICK OF THE HENGE

Prerequisite: Gnome, jester, *fade away* racial power

Benefit: When you are affected by your *fade away* racial power, using jests does not end that effect.

TRICKY SUIT

Prerequisite: Jester, Fool of the Urban Henge class feature

Benefit: When you finish an extended rest, you can choose any Suit to align your Card Trick ability to until you complete another extended rest.

VENGEFUL JEST

Prerequisite: Halfling, jester, *second chance* racial power

Benefit: When you use your *second chance* racial power, if the attacking creature misses on the reroll, you can use a jest that you have available as an immediate reaction against the attacking creature. This attack never draws opportunity attacks.

WALKING MENHIR

Prerequisite: Relluk, jester

Benefit: Once per day, when you score a critical hit, you regain the use of one jester encounter power.

PARAGON TIER FEATS

Once you reach paragon tier, your ability to specialize becomes your greatest asset. These feats allow further power in your chosen field, and are available to Jesters of 11th level or higher.

ARCANE GAMBIT

Prerequisite: 11th level, jester

Benefit: When you use a jest against an enemy, you can take a -4 penalty to the attack roll to cause that enemy to grant combat advantage until the end of your next turn if you hit.

CITY OF THE HENGE

Prerequisite: 11th level, jester, Fool of the Urban Henge class feature

Benefit: When you use your *jest of the chaotic streets* power, each target takes 1d4 + Wisdom modifier force damage.

FAVORED SWIFTNESS

Prerequisite: 11th level, jester, *rules of the henge* power, Jester's Charter class feature

Benefit: When you use your *rules of the henge* power, you regain the encounter power granted by your jester's Charter class feature, and can use it immediately as a free action.

PARAGON TIER FEATS

Jester Feats	Prerequisites	Benefit
Arcane Gambit	11th level, jester	Use a jest and take a -4 penalty to attack to cause target to grant combat advantage until the end of next turn
City of the Henge	11th level, jester, Fool of the Urban Henge	With <i>jest of the chaotic streets</i> , each target takes 1d4 + Wis modifier force damage.
Favored Swiftmess	11th level, jester, <i>rules of the henge</i> power, Jester's Charter class feature	With <i>rules of the henge</i> , you regain the encounter power granted by Jester's Charter
Forest of the Henge	11th level, jester, Fool of the Forest Henge	With <i>jest of the autumn dance</i> , the target is restrained until end of next turn.
Island of the Henge	11th level, jester, Fool of the Island Henge class feature	With <i>jest of the inescapable shores</i> , target also grants combat advantage until the end of next turn
Jest Mastery	11th level, Wis 15, jester	With training in associated skill for a jest, gain +3 to attack roll
Last Laugh	11th level, Con 13, jester, Jester's Charter	When bloodied, regain the use of Jester's Charter encounter power
River of the Henge	11th level, jester, Fool of the River Henge class feature	With <i>jest of the torrential current</i> , choose 2 allies within 5 squares that target cannot attack until end of next turn.
Skilled Jester	11th level, jester	Gain one skill encounter utility power of the same level or lower as jester encounter utility power
String of Jests	11th level, jester	On critical hit with an attack power, immediately make a jest attack as a free action
Unexpected Jest	11th level, Wis 15, jester	When you hit with an attack, gain combat advantage against creatures you target with jests during the same turn.

FOREST OF THE HENGE

Prerequisite: 11th level, jester, Fool of the Forest Henge class feature

Benefit: When you use your *jest of the autumn dance* power, the target is, instead, restrained until the end of your next turn.

ISLAND OF THE HENGE

Prerequisite: 11th level, jester, Fool of the Island Henge class feature

Benefit: When you use your *jest of the inescapable shores* power, the target also grants combat advantage until the end of your next turn.

JEST MASTERY

Prerequisite: 11th level, Wis 15, jester

Benefit: If you are trained in the associated skill for a jest, you gain a +3 bonus to the attack roll, rather than the normal +2 bonus.

LAST LAUGH

Prerequisite: 11th level, Con 13, jester, Jester's Charter class feature

Benefit: The first time you are bloodied during an encounter, you regain the use of the encounter power granted by your Jester's Charter class feature.

RIVER OF THE HENGE

Prerequisite: 11th level, jester, Fool of the River Henge class feature

Benefit: When you use your *jest of the torrential current* power, you can choose 2 allies within 5 squares that the target cannot attack until the end of your next turn.

SKILLED JESTER

Prerequisite: 11th level, jester

Benefit: Choose one jester encounter utility power you can use. You gain one skill encounter utility power of the same level or lower. You can use only one of these powers in each encounter, though they are both available until you use one.

STRING OF JESTS

Prerequisite: 11th level, jester

Benefit: When you score a critical hit with an attack power, you may immediately make a jest attack as a free action. This jest does not count toward the maximum amount of jests you can use in a round.

UNEXPECTED JEST

Prerequisite: 11th level, Wis 15, jester

Benefit: When you hit with an attack during your turn, you gain combat advantage against creatures you target with jests during the same turn, as long as you have not attacked those creatures.

EPIC TIER FEATS

Epic tier feats bring your character into realms of power generally reserved for gods. These feats will allow you to battle the most powerful beings in the cosmos, and are available to jesters of 21st level and higher.

JESTER IMPLEMENT EXPERTISE

Prerequisite: 21st level, Wis 21, Dex 15, Cha 15, jester

Benefit: When you wield a jester implement while using an arcane power, you can score a critical hit on a roll of 19-20.

PROTECTIVE HENGE

Prerequisite: 21st level, jester

Benefit: Creatures you hit with jest attacks also take a -2 penalty to attack rolls against you until the end of your next turn.

RELIABLE RULES

Prerequisite: 21st level, Wis 21, jester, *rules of the henge* power

Benefit: When you use your *rules of the henge* power, if the reroll is still unsuccessful, you do not expend the use of your *rules of the henge* power.

SKILL MASTERY

Prerequisite: 21st level, jester

Benefit: Choose one skill power that you qualify for of 10th level or lower. You gain that power.

SWIFT JEST

Prerequisite: 21st level, Wis 21, jester

Benefit: Once per encounter, you can make a jest attack as a free action. This jest does not count toward the maximum amount of jests you can use in a round.

MULTICLASS FEATS

APOSTATE OF NATURAL LAW [MULTICLASS JESTER]

Prerequisite: Wis 13

Benefit: Once per day, you can use the jester's *rules of the henge* power.

In addition, you gain training in one skill from the jester's class skills list and can wield jester implements.

CONDUIT OF THE HENGE [MULTICLASS JESTER]

Prerequisite: Wis 13

Benefit: You gain training in one skill in one skill from the jester's class skills list.

Choose a 1st level jester at-will attack power. You can use that power once per encounter.

In addition, you can wield jester implements.

HENGISH DANCER [MULTICLASS JESTER]

Prerequisite: Any multiclass jester feat, paragon multiclassing as a jester, Wis 15, Dex 13

Benefit: You gain the jester's Quick Step class feature.

EPIC TIER FEATS

Jester Feats	Prerequisites	Benefit
Jester Implement Expertise	21st level, Wis 21, Dex 15, Cha 15, jester	When you wield a jester implement while using an arcane power, you can score a critical hit on a roll of 19-20.
Protective Henge	21st level, jester	Those hit with your jest attacks also take a -2 penalty to attacks you until end of next turn.
Reliable Rules	21st level, Wis 21, jester, <i>rules of the henge</i> power	With <i>rules of the henge</i> , if reroll is unsuccessful, you do not expend the use of power.
Skill Mastery	21st level, jester	Choose one skill power that you qualify for of 10th level or lower. You gain that power.
Swift Jest	21st level, Wis 21, jester	Once per encounter, make a jest attack as a free action.

HENGISH DEALER [MULTICLASS JESTER]

Prerequisite: Any multiclass jester feat, paragon multiclassing as a jester, Wis 15, Cha 13

Benefit: You gain the jester's Card Trick class feature.

HENGISH JUGGLER [MULTICLASS JESTER]

Prerequisite: Any multiclass jester feat, paragon multiclassing as a jester, Wis 15, Dex 13

Benefit: You gain the jester's Siteswap class feature.

HENGISH PUPPETEER [MULTICLASS JESTER]

Prerequisite: Any multiclass jester feat, paragon multiclassing as a jester, Wis 15, Cha 13

Benefit: You gain the jester's Critical Manipulation class feature.

LEY LINE WALKER [MULTICLASS JESTER]

Prerequisite: Wis 15

Benefit: Choose one of the encounter powers granted by the Jester's Charter class feature. You can use that power once per day.

In addition, you can wield jester implements.

TRIPPING JEST [MULTICLASS JESTER]

Prerequisite: Conduit of the Henge feat

Benefit: You gain the *tripping jest* power.

Tripping Jest	Feat Power
<i>You briefly channel the might of an ancient henge, making your foe lose balance at your whim.</i>	
Encounter ♦ Arcane, Implement, Reliable	
Minor Action	Close burst 5
Target: One creature in burst	
Attack: Wisdom vs. Reflex	
Hit: The target is knocked prone.	
Special: You must have the Tripping Jest feat to use this power.	

MAGIC ITEMS

The magic items presented here follow the same rules presented in the D&D 4E PLAYER'S HANDBOOK.

DECKS

"Want to see a card trick? I guarantee it will leave you breathless."

Deck of Arcane Backlash Level 2+

The fool on this card bristles with the uncontrollable elements of this world.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit an enemy with an attack with this implement. Roll 1d20 to determine the effect:

Even: The target bursts into flames. The target and each adjacent enemy takes 1d6 fire damage.

Level 12 or 17: 2d6 fire damage.

Level 22 or 27: 3d6 fire damage.

Odd: The target and each adjacent creature are pushed 3 squares by a powerful wind.

Deck of Dependable Tricks Level 5+

Strangely predictable, the fool card for this deck is always within reach when you need it.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: Ongoing 5 damage per plus (save ends)

Power (Encounter): Minor Action. You use your Card Trick ability. This use does count toward the number of times you can use Card Trick in a round.

Power (Daily): Free Action. Roll 1d20 to determine the effect:

Even: You can use this deck's encounter power twice during this encounter.

Odd: Until the end of the encounter, when you use your Card Trick ability, you can choose Even or Odd rather than rolling to determine which.

Deck of Frozen Life Level 3+

This fool archetype card depicts the fool dancing in the midst of several people, who stand immobile to all sides.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: The target is slowed (save ends)

Power (Daily): Free Action. Use this power when you hit an enemy with an attack with this implement. Roll 1d20 to determine the effect:

Even: The target levitates 5 feet off the ground and is immobilized (save ends).

Odd: The target is slowed (save ends).

First Failed Save: The target is slowed and weakened (save ends).

Second Failed Save: The target is unconscious (save ends).

Deck of Momentary Relief Level 2+

The fool on this deck's card looks calm, even as he is continually running from unimaginable dangers.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Power (Daily): Minor Action. Roll 1d20 to determine the effect:

Even: You are invisible until the end of your next turn.

Odd: You spend a healing surge.

Deck of Nature's Leap Level 3+

The fool in this deck shows an enormous stag playing tricks on those that hunt it.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: The target's speed is reduced by 1 per plus

Power (Daily ♦ Polymorph): Minor Action. Roll 1d20 to determine the effect and choose one ally within 5 squares to be the target.

Even: The target grows antlers that last until it takes an extended rest. In addition, until the end of the encounter, the target gains a +2 bonus to attacks and damage with a charge.

Odd: The target's legs double in length until it takes an extended rest. In addition, until the end of the encounter, the target gains a +5 bonus to Athletics checks to jump and does not provoke opportunity attacks from jumping.

Deck of the Dealers Level 3+

The fool card of this deck is covered in many fools gathered in a city street, leaving you to wonder which is the true fool.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use your *jest of the chaotic streets* power, you gain combat advantage against enemies in the burst.

Power (Encounter): Minor Action. Roll 1d20 to determine the effect:

Even: You regain the use of your *jest of the chaotic streets* power.

Odd: You make the following attack:

Melee 1; Wisdom vs. Reflex; 1d6 + Wisdom modifier damage.

Deck of the Endless Action Level 14+

While you hold this deck, you never seem to run out of options.

Lvl 14	+3	21,000 gp	Lvl 24	+5	525,000 gp
Lvl 19	+4	105,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: You gain 1 action point.

Power (Daily): Free Action. Use this power when you hit with an attack. Roll 1d20 to determine the effect:

Even: You gain 1 action point.

Odd: The target is dazed until the end of your next turn.

Special: Action points gained from this implement follow special rules. You must use these action points before the end of your next turn. This action point does not count toward your normal limit of action points you can use in an encounter.

Deck of the Hunt Level 5+

This deck's fool engages in an unending search for an elusive fox.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Power (Daily ♦ Summoning): Minor Action. Roll 1d20 to determine the effect:

Even: You summon a large Hunter's Horse in an unoccupied space adjacent to you. It has a speed of 10, and while you are mounted on it, you gain a +2 bonus to AC and Reflex.

Odd: You summon a small Hunter's Hound in an unoccupied square within 5 squares. It has a speed of 5, and enemies within 3 squares of it cannot benefit from cover or concealment.

Deck of the Menagerie Level 5+

This deck's fool is surrounded by adoring animals moving about at his command.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily ♦ Summoning): Minor Action. Roll 1d20 to determine the effect:

Even: You summon a small Poison-Web Spider in an unoccupied square within 5 squares. It has a speed of 6 and the following attack:

Standard Action: Melee 1; targets one creature; Item Level + 2 vs. AC; 1d8 + twice Enhancement bonus poison damage, and the target is slowed until the end of your next turn.

Odd: You summon a large Ragetusk Elephant in an unoccupied space within 5 squares. It has a speed of 4, and the following attack:

Standard Action: Melee 2; targets one creature; Item Level + 1 vs. AC; 1d10 + twice Enhancement bonus damage, and slide the target 1 square.

Deck of Unknown Growth Level 4+

This deck seems to be printed on leaves, with the fool card still appearing alive.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this implement. Roll 1d20 to determine the effect:

Even: Leaves cover the target's body and the target is blinded until the end of your next turn.

Odd: Roots reach from the feet of the target and the target is immobilized until the end of your next turn.

Deck of Unknown Height Level 3+

The fool in this deck is consistently out of sync with the other cards, changing at a whim, making it easy to pull from the deck.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Polymorph): Minor Action. Roll 1d20 to determine the effect and choose one ally within 5 squares to be the target.

Even: Until the end of your next turn, the target shrinks 1 size category and gains a +1 bonus to speed and a +2 bonus to all defenses against opportunity attacks.

Odd: Until the end of your next turn, the target grows 1 size category and doubles the range and reach of its attacks. It also deals +1d6 extra damage on attacks.

Deck of Unusual Diplomacy Level 2+

You feel an unusual closeness to this deck, and find yourself at ease when you wield it.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: The target is dazed (save ends)

Power (Daily): Free Action. Use this power when you hit an enemy with an attack with this implement. Roll 1d20 to determine the effect:

Even: Until the end of your next turn, the target's gender changes and it is dazed.

Odd: Your face appears familiar and friendly. Until the end of the encounter, you gain a +5 bonus to Bluff and Diplomacy checks.

Feathered Serpent Deck Level 4+

The fool card in this deck features a single twisting couatl wearing the iconic jester's hat.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Minor Action. Roll 1d20 to determine the effect:

Even: You grow feathers and gain a fly speed equal to your speed until the end of your next turn.

Odd: Scales cover your body and you gain a burrow and swim speed equal to your speed until the end of your next turn.

Magic Deck Level 1+

A simple deck of planes, each card has been enchanted with arcane power.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Deck)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

ORBS

"Of course I can juggle...can you dodge?"

Orb of Foretold Steps Level 5+

This orb gives the constant feeling of déjà vu while held.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: Slide the target 2 square per plus

Power (Encounter): Immediate Reaction. Use this power when you are hit by an attack. Slide the attacker 3 squares.

Orb of the Distant Throw Level 3+

Illusiove copies of this orb float to either side of this orb at all times.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

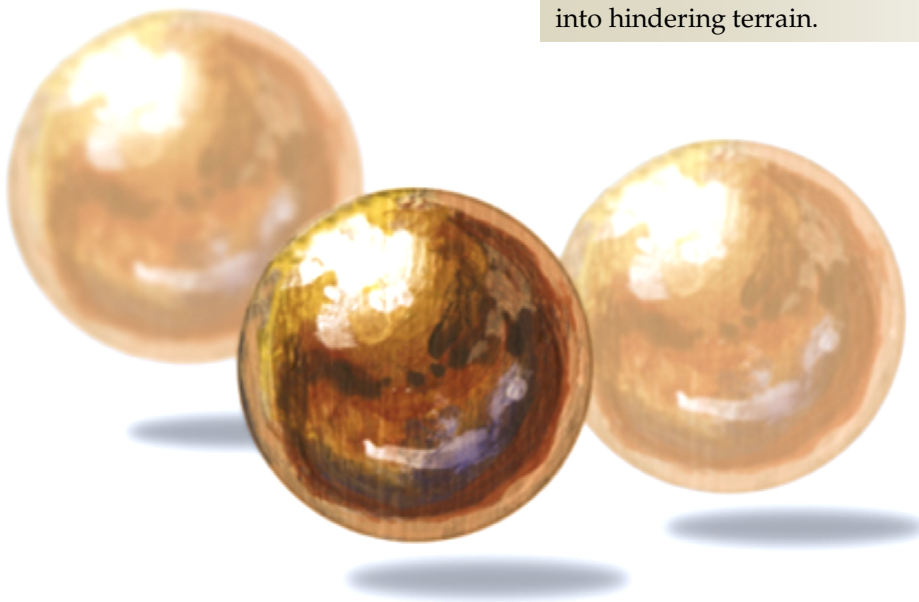
Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Minor Action. You use your Siteswap ability. This does not count toward the number of times you can use Siteswap in a round.

Power (Daily): Free Action. Until the end of the encounter, whenever you use your Siteswap ability, you can teleport an adjacent creature to any space within 2 squares. You still cannot teleport creatures into hindering terrain.



Orb of the Jugglers Level 4+

This orb reflects images of places far from your location.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use your use your *jest of the inescapable shores* power, you can teleport the target into any square within 5 squares.

Power (Encounter): You regain the use of your *jest of the inescapable shores* power.

Rod of the Manipulators Level 3+

This rod is covered in runes of protection and defense.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use your *jest of the torrential current* power, you can choose one ally within 10 squares rather than 5 squares.

Power (Encounter): You regain the use of your *jest of the torrential current* power.

RODS

"It doubles as a back-scratcher...shall I demonstrate?"

Rod of Persistent Puppetry Level 5+

This rod emits steam constantly, its wisps stringing around the battlefield in all directions.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Property: You can use your Perfect Puppetry ability twice per round, while you are wielding this rod.

Rod of Strong Currents Level 3+

Tiny bits of string trail off of this rod, reaching about as if attached to the creatures surrounding you.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Use this power when you use your Perfect Puppetry class feature. Slide the target an additional number of squares equal to this rod's enhancement bonus.

Rod of the Puppeteer Level 4+

The world seems to anticipate your desires, moving as you see fit.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter): Minor Action. You use your Perfect Puppetry ability. This does not count toward the number of times you can use Perfect Puppetry ability.

Power (Daily): Minor Action. Choose one creature within 5 squares. Slide that creature 4 squares.

Torrential Rod Level 2+

This rod always seems to be moist. It vibrates slightly, as if containing a powerful current.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack. Slide the target 4 squares, and that creature grants combat advantage until the end of your next turn.

STAFFS

"Never go on a trip without your trusty staff."

Staff of Opportunity Level 5+

While wielding this staff, you recognize the steps of your opponents as if they were from an old familiar dance.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter): Minor Action. You shift 2 squares.

Power (Daily): Opportunity Action. Use this power when an enemy provokes an opportunity attack from you. You use one available encounter melee arcane spell to make that opportunity attack.

Staff of the Dancers Level 3+

This staff is covered in iron plates with odd patterns, as if each taught a new step.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use your *jest of the autumn dance* power, you can shift one square before making the attack.

Power (Encounter): Minor Action. You regain the use of your *jest of the autumn dance* power.

Staff of the Maypole Level 2+

This staff shifts in your hands, making you ache for continuous movement.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: Slide the target a number of square equal to this item's enhancement bonus

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack. The attack misses and you shift 3 squares.

Staff of the Tumbling Fool Level 4+

This staff follows your commands a moment before you give them.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter): Immediate Reaction. Use this power when you are missed by a melee attack. Make a melee basic attack against the attacking creature.

FAMILIARS

"A fool's best friend is sometimes himself."

Dog Familiar

This small dog has a keen sense for magical trickery, helping jesters avoid disaster.

Speed 6

Constant Benefits

You gain a +2 bonus to all jest attack rolls with a range of Personal.

Active Benefits

Jest's Scent: Once per encounter while your dog familiar is adjacent to an enemy, you can reroll a jest attack roll against that enemy as a free action. You must keep the result of the reroll, even if it is lower.

Living Puppet Familiar

This spirit has the ability to possess and manipulate any small object.

Speed 5

Constant Benefits

You gain the wizard cantrip *prestidigitation*.

Active Benefits

Bestow Life: When this familiar becomes active, it must possess one unattended object within 10 squares, which can weigh no more than 10 pounds. The familiar takes on the properties of the object it possesses, manipulating it and moving it as it pleases.

BACKGROUNDS

This section provides backgrounds created specifically for the jester. For full rules on backgrounds, see the D&D 4E PLAYER'S HANDBOOK 2.

BREAKER OF NATURAL BOUNDARIES

One of the primary attributes of a henge is enhancing natural talent to the point of breaking natural molds. Those adept at acrobatic stunts often find new ways to use that skill, sometimes with impossible results. Knowledge is enhanced with strategies, strength is buffered by arcane energies, and wit is empowered with jest. While within your henge, such exaggerations are inevitable. In the world, however, laws take over, overriding skill with logic. As a jester, though, you carry a bit of your henge with you, and you delight in forcing the world to accept your chosen rules. You work on perfecting skills of every sort, but you take extra care to perfect your physical form, knowing that the world has one last wild card: mortality. Why do you despise the world's rules? What skills have you perfected and why?

Associated Skills: Acrobatics, Athletics

COURT JESTER

Growing up, you knew that your kingdom was not under the rule of any king. You knew that your landlord controlled absolutely nothing in your territory. You possessed a curiosity and disregard for the rules that few others dared to possess in your society, and, as you came tantalizingly close to the truth, the truth finally decided to come to you. A member of a Court approached you, offering to share the power of the hidden henge in exchange for your fealty to a Court. It was a small price to pay. Is your Court young? Dying? Do you use your connections to help your society, or to bend it to your will? Do you believe in the cause of your Court, or do you serve only because you fear the consequences of leaving?

Associated Skills: Diplomacy, History

COURT REFUGEE

You were introduced to your henge through a close acquaintance within one of the world's many Courts. Unfortunately, you came into the Court late and soon it was collapsing around you. Jesters turned on one another for control of the henge, and, through ingenuity or luck, you survived the disaster. Perhaps you are the last of your Court, alone with the secret of your henge and hoping to keep it a secret so as to protect people from another disaster. On the other hand, perhaps there are others who survived. Are these friends or foes? Do they seek to destroy you to gain full power over the henge, or do you seek to destroy them instead?

Associated Skills: Bluff, Insight, Streetwise

HENGE PURIFIER

You found your henge at a young age, chartering its power for good. It was a long time before you realized that more henges existed. Indeed, it was a shock to realize that people often shared a henge with others, and that such a Court caused greater change than you ever had on your own. For a time you watched, bearing witness to how they used its power. And you were disappointed. Since the day you realized that someone could use a henge's power to bring terrible evils to the world, you vowed to cleanse the henge of that

evil. Using your considerable skill with arcane magic, you hunt and destroy those jesters that would hurt the world. Do you relish the hunt? How many henges have you purified? Does your own henge need to be purified? What do you do with a henge once you have cleansed it?

Associated Skills: Stealth, Streetwise

HENGE'S ACOLYTE

When you first dipped your toe into the powerful current of arcane energies at your henge, you instantly realized that you had found the ultimate power in the cosmos. The overwhelming energy seemed to speak to you, instructing you how to forever change the world into a reflection of the henge. Ever since that time, your henge's voice has continually provided revelation. Perhaps you believe that the voice is divine, proclaiming its words as scripture. Maybe you believe that the world is trapped behind laws, and seek to free it with the henge's arcane power. Then again, you might believe that the henge is merely amplifying your own power, and you only plan to use it until you can take your own place amongst the gods.

Associated Skills: Arcana, Religion

HENGE SEEKER

The first time you felt the arcane energies of your henge lapping at your feet, you touched something infinite. Indeed, you needed no other information to tell you that more henges existed, more untapped power was out there. You would be the one to find them. Using your knowledge of the world and magic, you follow ley lines of every sort, looking for another henge. In truth, you do not draw all your power from a single henge now. Rather than a charter, you have much more of a collection, and it continues to grow as you travel. What about you makes you seek out henges? What do you do when others have already claimed a henge? Do your companions know your mission?

Associated Skills: Arcana, Dungeoneering, Nature

SEEKER OF THE FORGOTTEN COURT

Upon discovery of your henge and learning of the tales of ancient Jester Courts, you became convinced that the world needed the return of an idealistic Court. You have since begun to seek others with the moral fiber and wisdom necessary to make that Court into a reality. The road to this ideal is long and, while you adventure for your henge's sake, your main goal is always to seek additions to your new Court.

Associated Skills: History, Insight

STRING PULLER

The complexities of politics are a studied art to you. Public opinion, a noble's favor, or good deeds are like a form of currency in your hands. You, however, keep this currency close to your chest, fearing that people will see you use these things to your advantage. It is a difficult game and likely to someday destroy you, but one thing you know, if you don't play this game, someone else will. And it may be somebody whose motives are not quite so altruistic. For now, it is your words that whisper into the monarch's ear, and, if things go as planned, it will stay that way. Why do you adventure when you have the ear of a king? What do your companions think of your methods? Do you have any rivals at court?

Associated Skills: Bluff, Diplomacy, Insight

APPENDIX

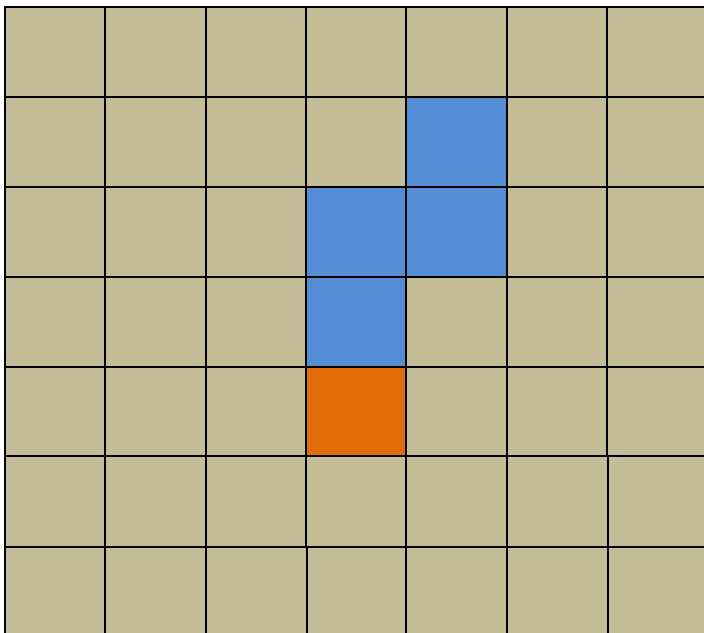
CLASS TEMPLATE

Jester	Elite Controller
Defenses +1 Reflex, +1 Will	
Saving Throws +2	
Action Points 1	
Hit Points +8 per level + Constitution score	
Weapon Proficiency Quarterstaff, sling	
Armor Proficiency Cloth, leather, hide, chainmail, scale	
Trained Skills Arcana, plus two other skills from the jester class skills list	
Class Features: Jester's Charter, <i>rules of the henge</i>	
Implements Decks, orbs, rods, staves	

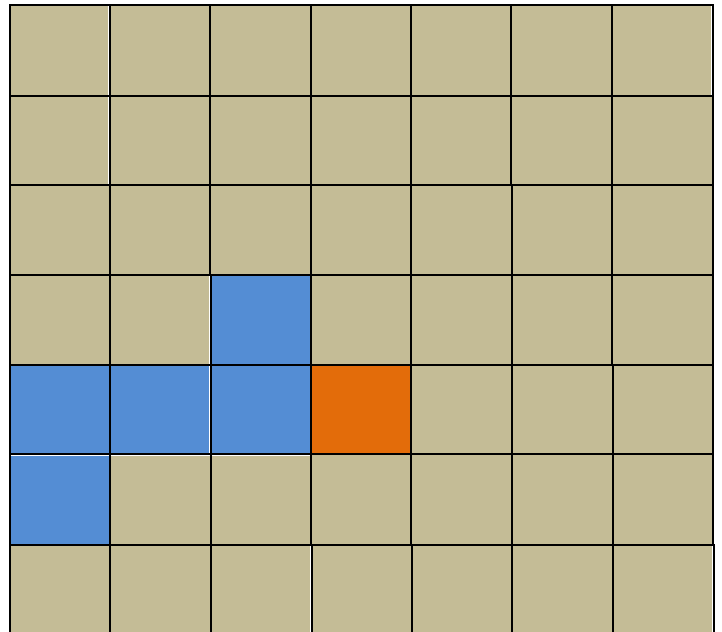
CLOSE WALLS

A close wall attack's origin square is one square adjacent to the attacker. Each square of the wall must share at least 1 side (not a corner) with another square of the wall. However, each square can share no more than 2 sides with other squares in the wall.

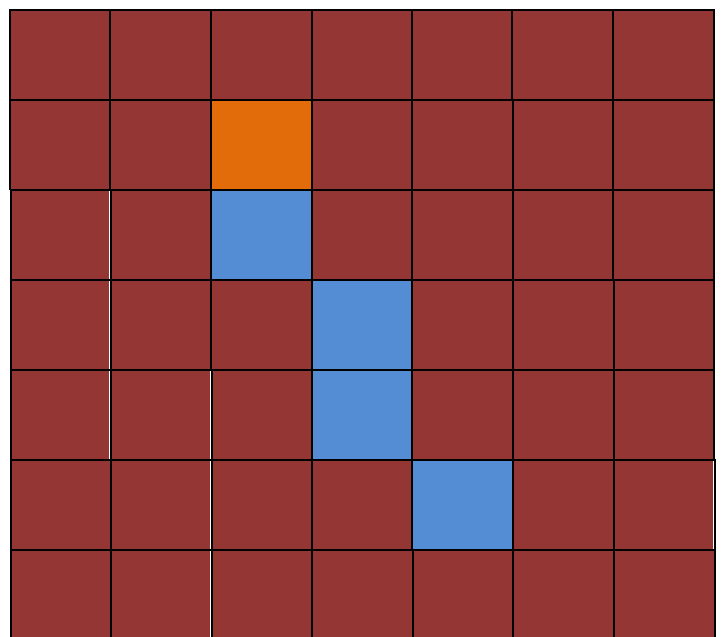
Within those rules, the wall can stretch in any way you wish it to, within the confines of the power itself.



Close Wall 4



Close wall 5



Incorrect Close wall 4



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