

LABYRINTHINE LORE PRESENTS: SUPPLEMENTAL LORE

The Jester

JESTER

Requirements: INT 12, WIS 12, CHR 13, DEX 9
 Prime Requisite: DEX and CHR
 Hit Dice: 1d4
 Maximum Level: None

Clowns, Jokers, Tricksters, and Harlequins all fall under the Jester class. This absurd class lives by its wits, quick tongue, and ability to entertain, bedazzle, and influence an audience's mood. Comedy and mirth are the jester's trademark, along with a host of special abilities that complement the class' calling.

A Jester with a score of 13 in one of its Prime Requisites gains a +5% bonus to experience. 13 in both DEX and CHR grants a +10% bonus. Jesters may use clubs, darts, daggers, slings, staves, and swords (short, broad, and long). They may also use two weapons exclusive to the class; the jester's scepter and laughing gas balls (see below). They may wear leather armor and employ shields. A jester attacks and saves as a Thief with Saving Throws getting a +1 bonus due to the Jester's uncanny luck. Jesters may use magic leather armor, magic shields, magic weapons of the permitted type, as well as any magic items not restricted to other classes.

In addition to the requirements and limitations listed above, a Jester must be of Neutral alignment. Should a Jester's alignment become Lawful or Chaotic, the Jester will lose all Jester abilities (with the exclusion of the 2 thief abilities: Climb Walls and Pick Pockets) and will be treated as a Thief with no Thief Abilities other than Climb Walls and Pick Pockets. The Jester may resume his progression in the Jester class should his alignment ever revert back to Neutral.

Additional Languages: At each odd numbered level the Jester may learn an additional language.

Climb Walls & Pick Pockets: Jesters possess the Climb Walls and Pick Pockets abilities of the Thief class. A Jester will Climb Walls as a Thief of equal level and will Pick Pockets as a Thief of 2 levels lower than the Jester.

Immunity to Insanity: Jesters are immune to insanity of any kind.

Catching & Throwing: Years of practicing feats of juggling has given the jester the uncanny ability to catch items hurled at him (this does not include propelled items such as arrows, bolts, or sling stones). The jester may do nothing in the round in which he'll perform the catch. The object thrown at the jester must be thrown at up to 20ft in order for the jesters to attempt catching it. When an object is hurled towards the jester, the jester will make a Catching roll. If the Catching roll is successful, the Jester may immediately hurl the caught object back at the attacker (roll to-Hit). If the weapon the jester hurls back at an attacker is a weapon the jester doesn't normally use, the jester's attack roll suffers a -4 penalty. A jester may catch up to 3 hurled items per round. A failed Catching roll results in the jester taking damage from the weapon.

Use Scrolls: At 15th level a Jester may use scrolls in a manner identical to a 10th level Thief.

Tumbling: Years of honing their acrobatic skills has given the jester the ability to avoid incoming melee attacks. A jester who forgoes taking any action in a round may double his DEX bonus with regards to AC adjustment. This increase in AC lasts for 1 round and is effective against all melee attacks (not hurled or missile attacks).

Ventriloquism: Effects similar to the spell of the same name, but with a range of 30'.

Spell Casting: Jesters are able to cast a small number of spells, some exclusive to the class, others shared with the Magic-User/Elf. Jesters record their spells in special spell books that can only be read by other Jesters. Jesters may cast Jester spells while wearing leather armor. This applies only to Jester spells and not to the spells they share with Magic-Users and Elves.

Jester Level Progression		
Experience	Level	Hit Dice (1d4)
0	1	1
1,251	2	2
2,501	3	3
5,001	4	4

10,001	5	5	19	99	99	99	+1
20,001	6	6	20	99	99	99	0
40,001	7	7					
80,001	8	8					
160,001	9	9					
280,001	10	+2 hp only*					
400,001	11	+4 hp only*					
520,001	12	+6 hp only*					
640,001	13	+8 hp only*					
760,001	14	+10 hp only*					
880,001	15	+12 hp only*					
1,000,001	16	+14 hp only*					
1,120,001	17	+16 hp only*					
1,240,001	18	+18 hp only*					
1,360,001	19	+20 hp only*					
1,480,001	20	+22 hp only*					

*Hit Point modifiers from Constitution are ignored.

Jester Abilities Table

Lvl	Climb Walls	Pick Pockets	Catching	Add. Language
1	87		82	+1
2	88		83	0
3	89	17	84	+1
4	90	23	85	0
5	91	27	86	+1
6	92	31	87	0
7	93	35	88	+1
8	94	45	89	0
9	95	55	90	+1
10	96	65	91	0
11	97	75	92	+1
12	98	85	93	0
13	99	95	94	+1
14	99	97	95	0
15	99	99	96	+1
16	99	99	97	0
17	99	99	98	+1
18	99	99	99	0

Jester Spell Progression

Class Level	Spell Level							
	1	2	3	4	5	6	7	8
1	-	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-	-
3	2	-	-	-	-	-	-	-
4	2	1	-	-	-	-	-	-
5	3	2	-	-	-	-	-	-
6	3	2	1	-	-	-	-	-
7	4	3	2	-	-	-	-	-
8	4	3	2	1	-	-	-	-
9	4	4	3	2	-	-	-	-
10	4	4	3	2	1	-	-	-
11	4	4	4	3	2	-	-	-
12	4	4	4	3	2	1	-	-
13	4	4	4	4	3	2	-	-
14	4	4	4	4	3	2	1	-
15	4	4	4	4	4	3	2	-
16	4	4	4	4	4	3	2	1
17	4	4	4	4	4	4	3	2
18	4	4	4	4	4	4	4	3
19	4	4	4	4	4	4	4	4

JESTER WEAPONS

Jester's Scepter: A Jester's Scepter resembles a rod topped with a sculpted, weighted head. The head of the weapon is usually crafted in the likeness of something fanciful, like a bell-capped jester's bust. A jester's scepter is treated as a mace in combat (see LL weapons list).

Laughing Gas Balls: Small glass balls containing mystical laughing gas. When thrown (Range: 10'/20'/30'), the glass ball shatters, releasing the laughing gas which affects 1 person. Victims failing a Saving Throw vs. Poison succumb to uncontrollable laughter which lasts for 1d4 rounds. During this time, the victim may perform no actions other than moving at 1/2 their normal pace. Laughing gas balls may only be purchased from Jester Academies, Clown Schools, certain circuses, and sometimes through a thieves' guild. The cost for 1

laughing gas ball is around 10 to 15 gp (depending from who they are purchased).

JESTER SPELL LIST

As mentioned above, jesters are able to cast a small number of arcane spells. Some of these spells are taken from the Magic-User/Elf spell list. Others, noted as "Jester" after the spell's name, are exclusive to the Jester alone. These jester-specific spells may be cast while wearing leather armor. Jestlers acquire and cast their spells in the same manner as magic-users and elves do.

LEVEL 1	LEVEL 2
Charm Person	Mirror Image
Sleep Ventriloquism	Invisibility
Read Magic	Knock
<i>Giggle (Jester)</i>	<i>Joke (Jester)</i>
<i>Contortion (Jester)</i>	<i>Uncanny Contortion (Jester)</i>
<i>Befuddling Pun (Jester)</i>	
LEVEL 3	LEVEL 4
Clairvoyance	Charm Monster
Fly	Confusion
Hold Person	<i>Belly Aching (Jester)</i>
<i>Blasphemous Obscenities (Jester)</i>	<i>Extended Joke (Jester)</i>
LEVEL 5	LEVEL 6
Feeblemind	Geas
Hold Monster	<i>Laughing Death (Jester)</i>
<i>Gut Busting Joke (Jester)</i>	
<i>Grievous Insult (Jester)</i>	
LEVEL 7	LEVEL 8
Power Word Stun	Irresistible Dance
<i>Charm Crowd (Jester)</i>	<i>Laughing Death: Encore! (Jester)</i>

SPELL DESCRIPTION

The following descriptions are for the jester-specific spells only. Refer to the LL rule-book for spell descriptions of the spells Jestlers share with Magic-Users and Elves.

Befuddling Pun

Level: 1

Duration: 1d4 + level rounds

Range: 30'

The jester utters a clever pun which, on a failed save, causes the victim to stand inert for 1 turn as he contemplates the esoteric pun.

Belly Aching

Level: 4

Duration: 1d6 + level rounds

Range: 60'

Causes a victim to laugh uncontrollable for a number of rounds equal to 1d6 + Jester's level. A successful save from a victim of 4 HD (level) or less will half the duration. If the victim possesses more than 4 HD, a successful save will negate the spell's effect.

Blasphemous Obscenities

Level: 3

Duration: 1d6 rounds

Range: 60'

Renders Clerics ineffective for 1d6 rounds due to embarrassment (no save). Acts as a Giggle spell on non-clerics.

Charm Crowd

Level: 7

Duration: Special

Range: 5' per level

Similar to the 8th level Magic-User spell *Mass Charm*, except that targets affected need be within a 60' square area and are not penalized on their Saving Throw.

Contortion

Level: 1

Duration: 1 turn

Range: 0

The Jester may magically contort his body, avoiding attacks for 1 turn. During this time, the Jester is treated as having an AC of 1.

Extended Joke

Level: 4

Duration: +50% original spell

Range: Same as spell being extended

Extended Joke lengthens the duration of another of the jester spell by 50%. Only spells of level 1-3 can be affected by Extended Joke.

Giggle

Level: 1

Duration: 1d4 rounds

Range: 20'

This spell affects all thinking creatures of 1 or 2 HD within 20' of the jester. Those failing their saving throw are overcome with an uncontrollable case of the giggles which lasts 1d4 rounds. While in this state, victims suffer a -2 to

hit due to the distracting nature of their condition.

Grievous Insult

Level: 5

Duration: 2d6 + level rounds

Range: 90'

This spell will have one of two effects upon its victim. It will either cause the victim of the spell to flee in embarrassment, or it will send the target into such a fit of rage that he'll attack the Jester. There is an equal chance that the target's reaction will be embarrassment or rage (50% chance each).

Gut Busting Joke

Level: 5

Duration: 1d4 + level rounds

Range: 60'

Identical to the Jester's Belly Aching spell. In addition, 1d4 points of damage are inflicted on the target per round of uncontrollable laughter.

Joke

Level: 2

Duration: 1d6 rounds

Range: 30'

The incantation for this spell is a magically charged joke. All those within the spell's range must successfully save or suffer an attack penalty of -4 (save negates the spell's effect).

Laughing Death

Level: 6

Duration: 1 round

Range: 240'

This spell affects all those within a 60' cube who can hear the joke. This deadly magical joke will cause up to 4d8 HD creatures with fewer than 9 hit dice to die laughing (literally). A successful Saving Throw by the victim(s) of this spell will negate the effects.

Laughing Death: Encore!

Level: 8

Duration: 1 round

Range: 240'

This spell is identical to the Jester's Laughing Death spell. Unlike the Laughing Death spell, Laughing Death: Encore! may affect creatures of 9 HD or more. Such creatures are afforded a chance to save, with a successful save negating the effects. Creatures with less than 9 HD succeeding in a Saving Throw will take damage equal to 1/4 of their maximum hit points. Laughing Death: Encore! affects 2d10 creatures as opposed to 2d8.

Uncanny Contortion

Level: 2

Duration: 1 turn

Range: 0

Same as the Jester spell *Contortion*, but gives the Jester an AC of -1 for the duration of the spell.