Mazes & Perils

The Charlatan

Mazes & Perils: The Charlatan

The Charlatan

Extra Classes

Though we included six main classes in *Mazes & Perils Deluxe Edition*, there are plenty more to explore, so we'll be releasing a new class now and then to expand the world. Whether they expand the reach of the things in the dark or the things in the light is up to you!

An Overview

The Charlatan is the ultimate con man, able to step into myriad situations and pull a fast one over the average Joe without anyone batting an eye. Some may even have just enough magic in their bag of tricks to utter a bit of arcane mumbo jumbo to back up their words with a bit of razzle-dazzle.

With some clever roleplaying, the Charlatan can impersonate a Magic-User, Cleric, or other magical class and probably get away with it.

But a word of caution. This class is built around the idea of talking your way out of a situation, not fighting your way out, so keep your wits about you!

Among the Charlatan's abilities are a bit of spellcraft, a knack for disguise, the ability to read a crowd, and a talent for turning the most common rock into something worthy of a king. And the best can use rumors as weapons to help achieve whatever schemes they may have brewing.

Basic Features

Like the Wizard or Thief, a Charlatan uses a d4 for his Hit Dice if the "Variable Hit Dice" optional rule is in play. Or a standard d6 otherwise.

They are limited to leather armor or lighter and may only use daggers or swords.

The class is available to all races, but the character must be of a non-Good alignment.
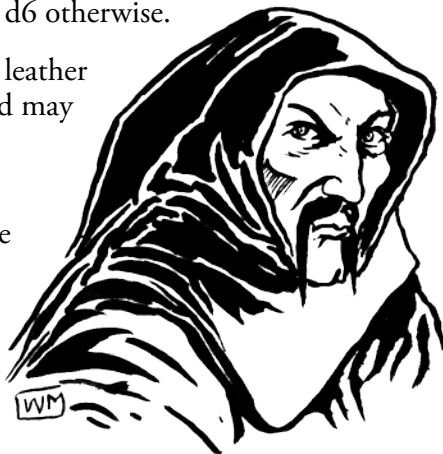
Special Abilities

The Charlatan manifests several abilities at different levels of experience:

- Disguise (1st level)
- Spellcasting (2nd level)
- Fool's Gold (3rd level)
- Sense Motive (5th level)
- Rumormongering (7th level)

Disguise

The ability to change appearance on the fly is the first thing a Charlatan learns. Slipping away in the crowd when a con is finished saves him a ton of headaches later. He does a few simple alterations in a flash and moves on to his next scheme.

Though many choose to rely on fancy kits full of wigs, powders, and costume pieces, the most successful Charlatans will find ways to alter body position and gait to effectively become a whole other person in a moment.

Some may go so far as to prepare a portfolio of personalities, collecting personas they can slip into between one heartbeat and the next. The confidant becomes a beggar. A parent becomes an old man. Adding a hunch and a shuffle, a stumble, and a slur can confuse anyone looking for a proper wizard who just scammed a rich villager out of his coin purse with a poof of smoke and a few fancy words.

In addition, a good disguise artist will always have a few pieces of clothing that can strategically be used and tossed away. A Charlatan masquerading as a priest may steal a robe to assume the role and have a garish outfit hidden beneath, should he need to suddenly discard the role. Or a particular scarf worn around the neck may be reversible with a different color and used as a head wrap.

REFEREE

Note that disguises may not change a character's height, but may change the appearance of weight, age, gender, social status, and so on.


Spellcasting

The next skill Charlatans learn is the ability to use simple magic for their purposes. This provides a whole new box of tricks.

Actual spells are possible but drain the character quickly. As such, they are usually the last resort or the keystone around which their actual con is built. Having a little actual power at your disposal comes in handy to establish credibility.

Being able to read a scroll or arcane tome nobody else can (i.e. "Read Magic"), predict the future (i.e. "Clairvoyance"), or find an important object long lost (i.e. "Locate Object") can go a long way to secure a perch from which you can trick the people the rest of the way to your goal.

The spell list is limited, but versatile, in achieving a Charlatan's purposes. And being able to cast "Read Magic" can expand that list through the use of scrolls and appropriated spell books.

In addition, many Charlatans will employ simple sleight-of-hand tricks and illusions to help them along. Tools such as smoke bombs, flash paper, mirrors, and other items to distract and amaze can quickly enhance an already good performance.
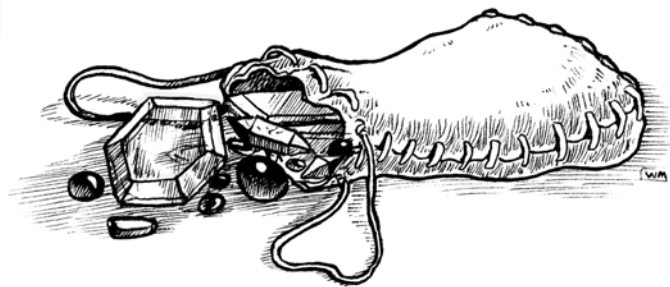
Fool's Gold

A skilled Charlatan gains a new spell-like ability at level 3. For a time, they can, for a time, make a worthless rock, coin, bauble, or piece of glass seem like wondrous riches. With an original, more detailed item, in their possession they can even copy any special markings to their new temporary masterpiece of con art.

Every good thing must come to an end however, so

these temporary prizes will only last for two hours and then revert to their original form.

The raw item must be of a similar size to the object they are impersonating. A grain of sand cannot suddenly become a gold coin, but a rock about the size of a coin can certainly be.

For example, the Charlatan may carry a bag of rocks that weighs about what the average person might consider the weight of a similar bag of gold. When it was time to use such a tool, he could pull out a "coin" from the bag to show a vendor, then put them back. The appearance of such a bag might be enough for the Charlatan to leave on the counter as payment for something more valuable. And then he can hightail it out of the market with a quick Disguise and be just another face in the crowd.

Sense Motive

One of the Charlatan's most powerful abilities is a keen eye for detail. Much like a card shark can spot an opponent's "tell" across the table so the player can know when to raise the ante or walk away, Sense Motive gives the Charlatan the ability to read a target and determine intent.

But this ability comes at a cost. The Charlatan must observe the target for 10 full minutes in order to gain this knowledge. After that point, the Charlatan can tell with 95% accuracy if they are lying or being truthful.

Rumormongering

At the height of power, the Charlatan has power over most crowds. Rumormongering is the subtle art of getting a crowd to believe what the Charlatan wants them to believe. Given a few days, he will have them eating out of his hands.

The art of spreading rumors is useful to the Charlatan's plans but requires patience, preparation, and all of his abilities, especially Disguise and Sense Motive. Though Spellcasting may be used effectively during such an operation, Fool's Gold is too easily discovered in such instances to be very helpful.

For each day spent Rumormongering, the Charlatan can be assured that 30% of the crowd will believe the rumors. After three days, this effort maxes out at 90% because there are always a few skeptics.

Spells

(Spells are per the Magic-User spells)

- 1st— Charm Person, Read Languages, Read Magic
- 2nd— Knock, Locate Object, Phantasmal Forces
- 3rd— Clairaudience/Clairvoyance, Explosive Runes, Haste
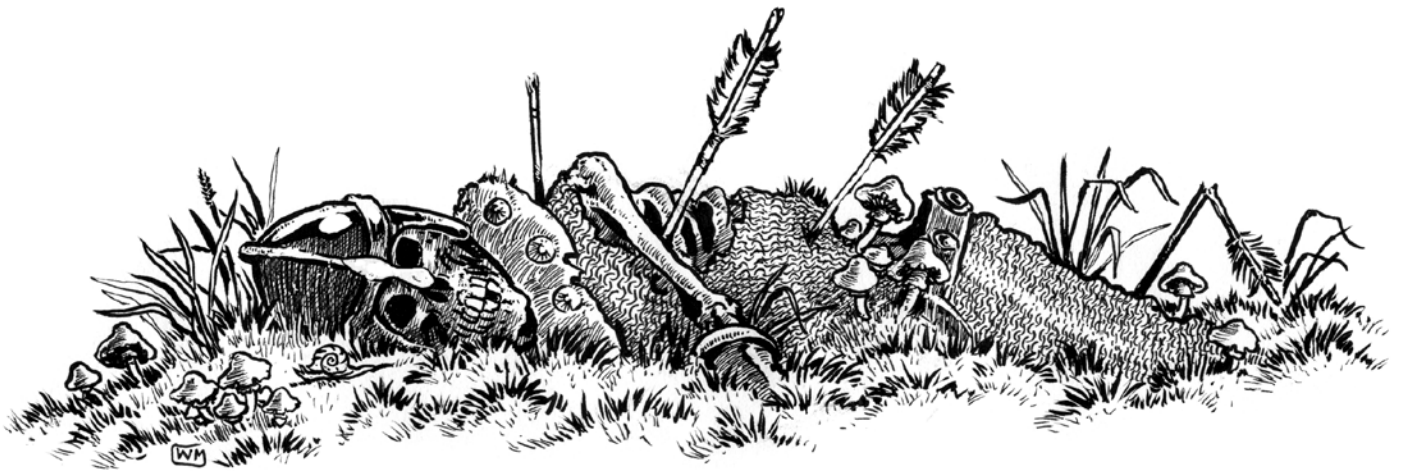
Charlatan- Experience and Spells Per Level

Level	Experience	Hit Dice	Spells Per Level			Special Abilities
			1	2	3	
1	0	1	-	-	-	Disguise*
2	2,000	2	1	-	-	Spellcasting*
3	4,000	3	2	-	-	Fool's Gold*
4	8,000	4	2	1	-	
5	16,000	5	2	2	-	Sense Motive*
6	30,000	6	2	2	1	
7	60,000	7	3	2	2	Rumormongering*
8	120,000	8	3	3	3	
9	240,000	9	3	3	3	

* See the Special Abilities for a description.

THE MAZES & PERILS COMPATIBILITY-STATEMENT LICENSE (CSL)

1. You must state on the first page where you mention M&P that "Mazes & Perils, M&P, and Wild Games Productions, LLC are the trademarks of Vincent Florio," and that you are not affiliated with Vincent Florio or Wild Games Productions™.

2. You must comply with the terms of the OGL if the terms apply.

3. Your cover must include the words "House Rules" or "Variant Rules" near the title if the document is a full, free-standing game that includes modifications. Feel free to contact the author if you wish to use a different form of disclaimer.

4. Selling a full version of this game with your house rules incorporated into it is perfectly permissible, but you may not sell an effectively unchanged copy of the rules for money.

5. Your rights under this CSL cannot be revoked, and are perpetual, unless you breach the terms of the license, in which case your rights terminate.

OPEN GAME CONTENT

Open Game Content may only be Used under and in terms of the Open Game License Version 1.0a (OGL).

This entire work is designated as Open Game Content under the OGL, with the exception of the trademarks "Mazes & Perils," "Mazes & Perils," "M & P," "Wild Games Productions, LLC," and "Moebius Adventures" and with the exception of all artwork. These trademarks, and the Trade Dress of this work (font, layout, style of artwork, etc.) are reserved as Product Identity.

OPEN GAME LICENSE Version 1.0a

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

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

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

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

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

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

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

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Mazes & Perils Core Rules, Copyright 2011 & 2016, Vincent Florio.

Mazes & Perils Deluxe Rules, Copyright 2016, Moebius Adventures

END OF LICENSE

Explore these Games, Adventures, System-Neutral Supplements And More
at WWW.MOEBIUSADVENTURES.COM
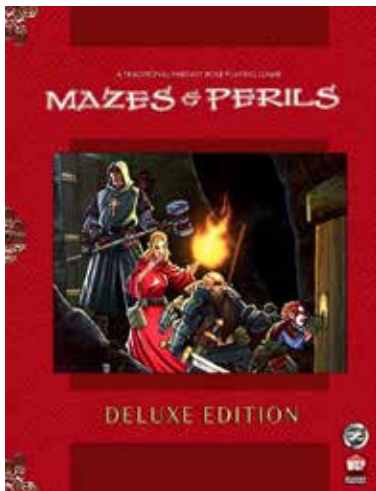
Death lurks around every turn! Not everyone will survive – but hey, those are the breaks! It's all worth it to find fame, fortune, and make a name for yourself, right?

Mazes & Perils is a fantasy game that takes you back to the days when it was simple: no powers, no special abilities, just swords and magic. All you need to play are a few friends, some dice, and your imagination. And if it's not in this book – make it up! Remember, you rule the game, not the other way around!

The Frozen North holds many secrets, not least of which is the power of the Purple Lotus. Impossible to find, it may be the only way to help a brother get vengeance.

Will your heroes help find the flower or keep it for themselves?

The Purple Lotus is a short adventure designed for 3-6 *Swords & Wizardry White Box* characters between 3rd and 4th level, but it can easily be adjusted for use with any edition of your favorite fantasy RPG.

Mazes & Perils version coming soon!
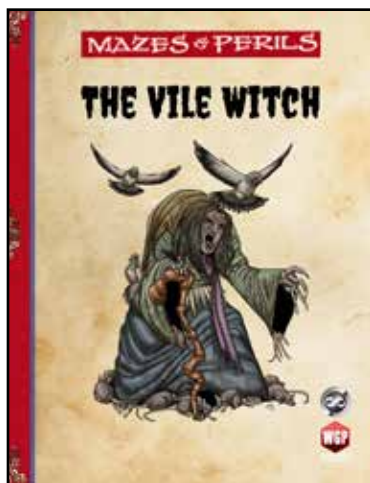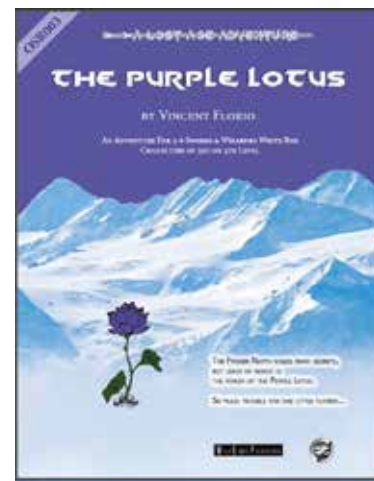
She's coming for you, out of the darkness. She's full of bile, pus, and spite… Plus she reeks of the sewers, dung heaps, and garbage that has been the product of the civilized world for generations. Are you ready for her? She's ready to give you a kiss!

The Vile Witch is a nasty creature… part spellcaster, part disease vector, and 100% trouble for whoever runs across her.

The Vile Witch supplement offers 14 pages (9 pages of content) enabling you to play this new class as a PC or an NPC in a *Mazes & Perils* campaign. It includes some neat new tricks, nearly 20 new spells, plus rules for Familiars and Swarms you can use to entice or frighten your players.

Find us on Facebook and Google+! Or reach out to info@moebiusadventures.com! We'd love to hear from you!