



THE JESTER

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 powers of the cosmos do your bidding as you manipulate time and space.

Role: 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.

Alignment: Any

Hit Die: d8

Starting Wealth: 3d6 × 6 gp (average 63 gp.) In addition, each character begins play with an outfit worth 10 gp or less and a set of Jester's Props (15 gp to replace).

CLASS SKILLS

The Jester's class skills are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Knowledge (Arcana) (Int), Perception (Wis), Perform (Cha), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the jester.

Weapon and Armor Proficiency: Jesters are proficient with the quarterstaff, sling, and all simple weapons.

Jesters are also proficient with light armor, but not with shields. In addition, Jesters are proficient with jester props which they can wield as weapons (see below).

Jester Props: Jesters have access to four unique implements that they use for some spells as a focus. They can also wield these props as weapons to greater effect than any other class. For other classes, these would be considered improvised weapons. However, for a Jester, they function as follows:

- **Orb:** This is a heavy wooden ball, about 5 inches in diameter, often painted in bright colors or intricately carved. In the hands of a Jester, it functions similarly to a sling bullet, although no sling is required to launch it. It costs 1 gp.
- **Card:** This reinforced playing card can be thrown by a Jester like a dart. A deck of 52 cards costs 3 gp.
- **Marotte:** A marotte is a prop stick or scepter with a carved head on it. Jesters can wield this with the effectiveness of a light mace. It costs 5 gp.
- **Pole:** A pole is a long, thin rod about 6 feet long, often striped with bright colors and has a hook on one end. The pole can fold or retract as a standard action into a 3-foot long baton and expand with a swift action. A Jester can wield an extended pole with the effectiveness of a quarterstaff, dealing bludgeoning damage. It costs 6 gp.

Spells: A Jester casts arcane spells which are drawn from their own class spell list. A Jester does not need to choose or prepare his spells ahead of time.

To cast a spell, the Jester must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Jester's spell is 10 + the spell level + the Jester's Wisdom modifier.

Like other spellcasters, a Jester can cast only a certain number of spells of each spell level per day. His base daily spell-slot allotment is given on Table: Jester. In addition, he receives bonus spell slots per day if he has a high Wisdom score.

TABLE 4-A: THE JESTER

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spell Slots per Day									
						0	1	2	3	4	5	6	7	8	9
1st	+0	+0	+2	+2	Props, 1st Henge, Henge Power	3	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+3	+3		4	4	1	—	—	—	—	—	—	—
3rd	+2	+1	+3	+3	Henge Power	4	4	2	—	—	—	—	—	—	—
4th	+3	+1	+4	+4		4	6	4	1	—	—	—	—	—	—
5th	+3	+1	+4	+4	2nd Henge, Henge Power	4	6	4	2	—	—	—	—	—	—
6th	+4	+2	+5	+5		4	6	6	4	1	—	—	—	—	—
7th	+5	+2	+5	+5	Henge Power	4	8	6	4	2	—	—	—	—	—
8th	+6/+1	+2	+6	+6		4	8	6	6	4	1	—	—	—	—
9th	+6/+1	+3	+6	+6	Henge Power	4	8	8	6	4	2	—	—	—	—
10th	+7/+2	+3	+7	+7	3rd Henge, Henge Power	4	8	8	6	6	4	1	—	—	—
11th	+8/+3	+3	+7	+7	Henge Power	4	8	8	8	6	4	2	—	—	—
12th	+9/+4	+4	+8	+8		4	8	8	8	6	6	4	1	—	—
13th	+9/+4	+4	+8	+8	Henge Power	4	8	8	8	8	6	4	2	—	—
14th	+10/+5	+4	+9	+9		4	8	8	8	8	6	6	4	1	—
15th	+11/+6/+1	+5	+9	+9	4th Henge, Henge Power	4	8	8	8	8	8	6	4	2	—
16th	+12/+7/+2	+5	+10	+10		4	8	8	8	8	8	6	6	4	1
17th	+12/+7/+2	+5	+10	+10	Henge Power	4	8	8	8	8	8	8	6	4	2
18th	+13/+8/+3	+6	+11	+11		4	8	8	8	8	8	8	6	6	4
19th	+14/+9/+4	+6	+11	+11	Henge Power	4	8	8	8	8	8	8	8	6	6
20th	+15/+10/+5	+6	+12	+12	5th Henge, Henge Power	4	8	8	8	8	8	8	8	8	8

Jesters inherently know all jester spells corresponding to the level that they can cast. To cast a spell, they must expend a certain number of slots, which are specific to the level of the spell, and meet any other prerequisites. The number of slots required depends on the keyword in the spell's name:

- Spells with the "Jest" keyword require only 1 slot to cast.
- Spells with the "Wit" keyword require 2 slots to cast. However, each Wit spell can only be cast once per day.
- All other Jester spells require 3 slots to cast.

After using these slots, Jesters can recover them through rest. A full recovery of all slots requires 8 hours of rest.

Pranks: Jesters can cast a number of pranks, or 0-level jester spells, each day, as noted on Table: Jester under "Spell slots per Day."

Jester's Charter (Su): When a Jester begins their journey at 1st level, they establish a profound connection with an ancient henge (detailed later). This bond bestows upon them unique abilities. The Jester gets to choose one henge at the 1st level. As they progress in their journey, they gain the ability to form bonds with additional henges at specific milestones - every 5th level (i.e., at the 5th, 10th, 15th, and 20th levels).

When a Jester establishes a bond with a henge, they gain a power associated with that henge. This happens at the 1st level and continues at every subsequent odd level (3rd, 5th, etc.). Once a power is chosen, it becomes a permanent part of the Jester's abilities and cannot be changed.

In addition to the powers gained at odd levels, the Jester has the opportunity to acquire an extra power at the 10th and 20th levels. This additional power can be chosen from any of the henges with which the Jester has formed a bond.

DESERT HENGE

A Jester who chooses the Desert Henge gains access to the following powers. Note that these powers require the Jester to have both hands free:

Fool's Fumble (Ex): Once per round, as a swift action, the Jester can cause one enemy within 30 feet to fumble its next attack. The enemy must succeed on a Reflex save or drop one item it is holding. The jester must have his hands free to use this ability.

Jest of the Desert Henge (Sp): Once per day, as a standard action and with both hands free, the Jester can cause an object or creature of his choice to seemingly sink into the ground and disappear. This acts as a *vanish* spell, but the difference is that it can effect an unattended object up the size of a Medium-sized person and the target appears to sink into the ground and out of sight. The target reappears in the same spot after a number of rounds equal to the Jester's level.

Mirage (Sp): Once per day, as a standard action and with both hands free, the Jester can create an illusion of a lush oasis or other enticing mirage. This acts as a silent image spell, but the illusion is specifically tailored to appear as a tempting sight. Those who believe the illusion must spend their next turn moving towards it.

Sandstorm Step (Su): Once per round, as a move equivalent action and with both hands free, the Jester can kick up a swirl of dust or sand around him, obscuring his movements. This acts as a smoke cloud, providing concealment and allowing the Jester to move up to 30 feet to a new location without provoking attacks of opportunity. This movement is not a teleportation effect, but rather a swift and obscured movement. The Jester must have a clear path to the destination.

FOREST HENGE

A Jester who chooses the Forest Henge gains access to the following powers:

Jest of the Forest Henge (Su): Once per day, as a standard action, the Jester can perform a special dance that confuses and distracts his enemies. Each enemy within 30 feet must succeed on a Will save or be fascinated for 1 round.

Quick Step (Ex): Once per round, while wielding a jester's pole, the Jester can move 5 feet as a swift action without provoking attacks of opportunity.

Shadow Step (Su): Once per day, as a swift action, the Jester can teleport up to 10 feet to any empty square within sight. This movement does not provoke attacks of opportunity.

Swinging Breakaway (Su): Once per day, as a swift action, the Jester can move up to his speed without provoking attacks of opportunity.

URBAN HENGE

A Jester who chooses the Urban Henge gains access to the following powers:

Alleyway Escape (Ex): Once per day as a move-equivalent action, when in an urban environment, the Jester can slip away from his enemies, becoming effectively *invisible* (as per spell) for a number of rounds equal to his level.

Card Trick (Ex): Once per round, as a swift action while wielding a deck of cards, the Jester can perform a special trick. He rolls a d20 and applies one of the following effects based on the result:

- **Even:** The target takes a -2 penalty to AC until the start of the Jester's next turn.
- **Odd:** One ally adjacent to the target gains a +2 bonus to AC until the start of the Jester's next turn.

Deal the Cards (Sp): Once per day, as a swift action, the Jester can throw a flurry of enchanted cards. This acts as a *magic missile* spell, but the missiles take the form of playing cards.

Jest of the Urban Henge (Sp): Once per day, as a standard action, the Jester can target a small object he can touch and make it appear as if it's made of gold. This illusion affects both the visual appearance and tactile sensation of the object, making it seem like a valuable item. The effect is similar to a combination of the *prestidigitation* and *minor image* spells, but only affects a single small object that can be held in one hand. A creature interacting with the object may make a Will save to disbelieve the illusion. This is a spell-like ability.

ISLAND HENGE

A Jester who chooses the Island Henge gains access to the following powers:

Cascade of Orbs (Sp): Once per day, as a standard action, the Jester can unleash a cascade of magical orbs. This acts as a *magic stone* spell, but instead of stones, the Jester uses jester orbs. The Jester imbues up to three small orbs with magic. Each orb strikes as a ranged attack dealing 1d6+1 points of damage (as though thrown by an at-will spellcaster of the Jester's level). The orbs are considered magic weapons for the purpose of overcoming damage reduction.

Jest of the Island Henge (Sp): Once per day, as a standard action, the Jester can create an illusory double of himself that moves as he directs, similar to a *silent image* spell, although the effect lasts until it is dispelled or dismissed and does not require concentration to maintain.

Great Balls of Fire (Su): Once per day, as a standard action, the Jester can imbue up to three jester orbs with a magical flame. Each orb acts as a thrown weapon with the Flaming weapon special ability, dealing an additional 1d6 points of fire damage on a successful hit. The orbs maintain this property for a number of rounds equal to the Jester's level, after which they revert to their original state.

Siteswap (Su): Once per round, as a swift action while wielding an orb, the Jester can teleport one adjacent creature to another space adjacent to him. This teleportation cannot place a creature into a harmful location.

RIVER HENGE

A Jester who chooses the River Henge gains access to the following powers:

Jest of the River Henge (Ex): Once per day, as a swift action, the Jester can tell a joke so funny that all enemies within 30 feet must succeed on a Will save or be dazed for 1 round.

Jester's Jinx (Sp): Once per day, as a standard action, the Jester can curse an enemy to suffer mishaps and minor calamities. The target must succeed on a Will save or take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1 round per level.

Perfect Puppetry (Ex): Once per round, as a swift action while wielding a marotte, the Jester can move one creature within 25 feet 5 feet in any direction. This movement does not provoke attacks of opportunity.

Sever the String (Sp): Once per day, as a standard action, the Jester can sever the strings of fate. This acts as a *dispel magic* spell and the jester gains a +2 on their dispel check.

JESTER ARCHETYPES

When a character selects a class, he must choose to use the standard class features found or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature.

Presented below are a couple of jester archetypes and alternate class features to help you in building your character.

Fey Prankster

Fey pranksters are jesters who have formed a deep connection with the chaotic and mischievous nature of the fey. They blend their jesting abilities with fey magic, becoming masters of illusion and trickery.

CLASS SKILLS

A fey prankster adds Knowledge (Nature) to their list of class skills. This replaces Knowledge (Arcana) as a class skill.

CLASS FEATURES

The following are class features of the fey prankster.

Fey Magic (Su): At 1st level, a fey prankster gains the ability to cast fey-themed spells. They add the following spells to their spell list at the indicated levels: 1st—*entangle*, 2nd—*hideous laughter*, 3rd—*major image*, 4th—*hallucinatory terrain*. These spells are considered jester spells for the fey prankster and use the same casting rules as other jester spells.

However, this attunement to fey magic comes at a cost. The fey prankster loses access to one spell of each level from the standard jester spell list. At 1st level, and every time they gain access to a new spell level, they must choose one spell of that level to remove from their spell list permanently.

This ability alters the jester's spell list but does not replace any class features.

Fey Step (Su): At 5th level, when a fey prankster selects their 2nd Henge, they may choose Fey Step as one of their Henge Powers. As a move action, they can teleport up to 10

feet. This ability can be used a number of times per day equal to 3 + the jester's Wisdom modifier.

This ability counts as one of the Henge Powers gained from the 2nd Henge.

Laughing Curse (Su): At 10th level, when a fey prankster selects their 3rd Henge, they may choose Laughing Curse as one of their Henge Powers. Once per day as a standard action, they can unleash a burst of fey-tainted laughter. All enemies within a 30-foot radius must succeed on a Will save (DC 10 + 1/2 the fey prankster's level + the fey prankster's Wisdom modifier) or be affected as if by *hideous laughter* for a number of rounds equal to the fey prankster's Wisdom modifier.

This ability counts as one of the Henge Powers gained from the 3rd Henge.

Vaudevillian Virtuoso

Vaudevillian virtuosos are jesters who have honed their skills in the rough-and-tumble world of vaudeville entertainment. They excel at improvisation and quick-thinking, using their wit and charm to survive in any situation.

CLASS SKILLS

A vaudevillian virtuoso adds Disguise to their list of class skills. This replaces Use Magic Device as a class skill.

CLASS FEATURES

The following are class features of the vaudevillian virtuoso.

Quick Change (Ex): At 1st level, when a vaudevillian virtuoso selects their 1st Henge, they may choose Quick Change as one of their Henge Powers. They can don or remove light armor as a move action instead of a full-round action. In addition, they gain a +2 bonus on Disguise checks to conceal their true appearance.

This ability counts as one of the Henge Powers gained from the 1st Henge.

Improvised Weaponry (Ex): At 3rd level, a vaudevillian virtuoso gains Catch Off-Guard as a bonus feat, even if they do not meet the prerequisites. In addition, they can use any object as an improvised weapon without taking the normal -4 penalty on attack rolls.

This ability replaces the Henge Power gained at 3rd level.

Scene Stealer (Ex): At 7th level, a vaudevillian virtuoso gains the ability to protect their allies through misdirection and quick thinking. Once per day as an immediate action, when an ally within 30 feet would be hit by an attack, the vaudevillian virtuoso can attempt to redirect the attack to themselves. They must make a Perform check with a DC equal to the attack roll. If successful, they become the target of the attack instead. Whether or not the check succeeds, they gain a +2 dodge bonus to AC against that attack.

This ability replaces the Henge Power gained at 7th level.

NEW FEATS

The following feats are available to jesters characters who meet the prerequisites.

DEXTEROUS TRICK

Prerequisite: Jester class, Armor Proficiency (Medium)

Benefit: While you are wearing Scale Mail, your armor check penalty on Acrobatics and Climb checks is reduced by 2.

FOOLISH WORDS

Prerequisite: Jester class

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 25 feet.

HAND MAGE

Prerequisite: Ability to wield props and cast jester spells

Benefit: Choose one prop from among the props you can use. You are always considered to be wielding the chosen prop for purposes of spells, feats, and class features.

HENGISH

PERSEVERANCE

Prerequisite: Human, Jester class

Benefit: Whenever you have cast a spell with the Jester descriptor, you gain a +2 bonus to all saving throws until the start of your next turn.

JESTER'S SKILL

Prerequisite: Wis 15, Jester class

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.

CLEVER QUIP

Prerequisites: Jester level 3rd, Cha 13

Benefit: Once per round, when an enemy within 30 feet that can hear you makes an attack roll, you can use an immediate action to force that enemy to reroll the attack. The enemy must take the result of the second roll, even if it's worse. You can use this ability a number of times per day equal to your Charisma modifier (minimum 1).

HENG MASTERY

Prerequisites: Jester level 5th, ability to bond with at least two henges

Benefit: Choose one henge you are bonded with. You gain one additional power from that henge's list of available powers. This power is in addition to the powers you normally gain from your henge bonds. You can take this feat multiple times. Each time you do, you must choose a different henge.

JESTING DEFLECTION

Prerequisites: Jester level 2nd, Acrobatics 5 ranks

Benefit: While wielding a jester prop, you gain a +1 dodge bonus to your Armor Class. This bonus increases to +2 at 10th

level. If you are denied your Dexterity bonus to AC, you also lose this dodge bonus.

PROP MASTERY

Prerequisites: Jester level 4th, proficiency with all jester props

Benefit: Choose one type of jester prop (orb, card, marotte, or pole). You gain a +2 bonus on attack rolls made with the chosen prop. Additionally, once per day, you can use that prop to cast a jester spell you know as if your caster level was 2 levels higher, without expending an additional spell slot.



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. 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.

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.



Henges

Sprawling like a web of rivers over the surface of the world, lay lines thrum with a powerful connection to the fey realm. 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 realm of the fey, 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.

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 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?

DESERT HENGES

Desert Henges are unique among henges, embodying the harshness and solitude of the desert environment. They are often found in vast, barren landscapes, where the relentless sun and shifting sands have erased all traces of life. The theme of a Desert Henge is the absence of things, reflecting the desolate and isolated nature of the desert.

Desert Henges are challenging to spot due to the lack of distinct landmarks in the desert. However, there are a few signs that can give away their presence. The most noticeable sign is a sudden change in temperature. Within the boundary of a Desert Henge, the scorching heat of the desert gives way to a more temperate climate, providing a respite from the harsh desert conditions. Another sign is the presence of mirages. These optical illusions are more frequent and vivid within a Desert Henge, often taking the form of lush oases or ancient ruins. These mirages are not mere illusions but manifestations of the arcane energy within the henge.

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.

Jesters of the Forest Henge 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.



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.

RIVER HENGES

Distinctive 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, river henge 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.

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.

JESTER MAGIC

At the beginning of their careers, Jesters share a common foundation with typical magic users, as evidenced by their shared 0-level spell list. This represents the basic understanding of magic that all arcane practitioners must master. However, as they grow in experience and embrace their unique path, Jesters diverge greatly from traditional spellcasters. Starting at 1st level, they develop a unique spell list that reflects their distinctive approach to magic.

Jester magic is a unique blend of arcane power and whimsical trickery, a testament to the Jester's ability to bend reality with their jests and pranks. Unlike traditional spellcasters who draw upon ancient tomes and rigorous study, Jesters tap into the chaotic currents of magic, shaping it through their will and often unpredictable nature. Their spells are not just incantations and gestures, but performances, each one a spectacle that manipulates the fabric of reality while leaving their audience in awe.

The spells of a Jester are as varied as their moods, ranging from annoying inconveniences to powerful maneuvers that can turn the tide of battle. They weave their magic into their performances, their jests becoming enchantments and their tricks turning into potent spells. Each spell is a performance, and every performance holds the potential for magic. The Jester's magic is spontaneous and intuitive, and they are known for their ability to adapt their spellcasting to the situation at hand, making them unpredictable and often surprising opponents.

The Jester's magic is also deeply tied to their connection with the ancient henges. These bonds allow them to tap into the primal forces of nature, imbuing their performances with planar power. From the shifting sands of the Desert Henge to the flowing waters of the River Henge, each bond offers unique abilities and spells that reflect the Jester's deep connection with the world around them. This connection to the natural world, combined with their unique approach to spellcasting, makes Jester magic a force to be reckoned with, a wild and unpredictable surge of power that is as entertaining as it is effective.

NEW CONDITION: DRIVEN

Some jester spells impart a new condition called "Driven." A creature that has immunity to mind-affecting effects is also immune to the Driven condition. Subjects under this condition gain the following:

- You are considered flat-footed.
- You lose your move action for the turn.
- At the start of your turn, the creature that caused this condition can force you to move using one of your movement modes as a free action. The creature chooses the direction and distance of the movement.
- This movement does not provoke attacks of opportunity.

NEW DAMAGE TYPE: PHRENIC DAMAGE

Phrenic damage represents physical harm to the brain and nervous system, disrupting mental processes and physical coordination. It is a unique type of damage that bypasses normal physical defenses.

Damage Application: Phrenic damage is applied directly to the target's hit points, similar to other types of energy damage like fire or cold. It bypasses damage reduction and energy resistance, as it targets the mind and nervous system directly.

Saving Throws: For the purposes of vulnerability, immunity, bonuses and penalties, phrenic damage is considered Enchantment (Compulsion) [Mind-Affecting].

Effects of Phrenic Damage: In addition to reducing hit points, Phrenic damage can have other effects. For every 10 points of Phrenic damage a creature takes in a single hit, it must make a Fortitude save or be dazed for 1 round. The DC of this save is equal to 10 + the amount of Phrenic damage dealt.

Healing Phrenic Damage: Phrenic damage can be healed normally through magical healing or natural rest. However, due to its unique nature, any effect that specifically heals ability damage or restores ability drain does not restore hit points lost to Phrenic damage.

Creatures Immune to Phrenic Damage: Creatures without a brain or nervous system, such as oozes, plants, and constructs, are immune to Phrenic damage. Undead, being unliving, are also immune unless they are intelligent undead like lichs or vampires.

JESTER SPELL LIST

Pranks (0-level Spells)

Acid Splash
Arcane Mark
Bleed
Breeze
Chameleon Scales
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Drench
Flare
Ghost Sound
Grasp
Haunted Fey Aspect
Jolt
Light
Mage Hand
Mending
Message
Oath of Anonymity
Open/Close
Penumbra
Prestidigitation
Ray of Frost
Read Magic
Resistance
Root
Scoop
Sotto Voce
Spark
Touch of Fatigue
Vacuous Vessel

Note: All of the following spells can be found in this tome and are unique to the Jester PC class.

1st-Level Jester Spells

Arcane Upheaval
Call the Step
Cone of Cards
Cut the String
Driving Will
Follow the Ball
Glittering Pole
Jest of the Forgotten Archive
Jest of the Hidden Path
Jest of the Shifting Dune
Jest of the Uneven Bridge
Laughing Fate

Loosen the Ties
Motley Lots
Set the Stage
Shifting Breakaway
Spotlight Compulsion
Staged Appearance
Surprising Drop
Swift Manipulation
The Devil
The Looking Glass
Torrent of Orbs
Wit of Glacier's Clarity
Wit of the Forgotten Archive
Wit of the Hidden Path
Wit of the Shifting Dune
Wit of the Uneven Bridge

2nd-Level Jester Spells

Clever Puppetry
Frozen Influence
Graceful Throw
Hero Prop
Improbable Game
Jest of the Abandoned Guard Tower
Jest of the Burning Wind
Jest of the Crossroad's Tavern
Jest of the Draining Tomb
Jest of the Enveloping Mire
Jest of the Frozen Slope
Jest of the Shadowscape
Poisoned Pearl
Secret Mischief
Shell Game
Sound And Fury
Stack the Deck
Stage Direction
The Moon
Tricky Handstand
Up Your Sleeve
Wit of the Abandoned Guard Tower
Wit of the Burning Wind
Wit of the Crossroad's Tavern
Wit of the Draining Tomb
Wit of the Frozen Slope
Wit of the Shadowscape

3rd-Level Jester Spells

Borrower And Lender
Contactless Juggling
Electrified Floor

Frozen Steps
Hengish Time
Hit Your Mark
Jest of Memory's Rain
Jest of the Ancient Lighthouse
Jest of the Black Moon
Jest of the Dying Plain
Jest of the Eroding Shore
Jest of the Stinging Geyser
Jest of Toxic Tendrils
Return To the Henge
The Fates
The Void
Threefold Orb of Weakness
Unwilling Puppet
Wit of Memory's Rain
Wit of the Ancient Lighthouse
Wit of the Black Moon
Wit of the Dying Plain
Wit of the Eroding Shore
Wit of the Stinging Geyser
Wit of Toxic Tendrils

4th-Level Jester Spells

Anchoring Eyes
Curse of the Henge
Devastate the Floor
Directed Chaos
Henge of Fate
Invoke the Henge
Jest of the Hedge Maze
Jest of the Twisting Highway
Jester's Tricks
Make A Mockery
Wit of the Hedge Maze
Wit of the Twisting Highway

5th-Level Jester Spells

Jest of Stolen Sight
Jest of the Glaring Steppe
Jest of the Miracle Court
Jest of the Reality Storm
Jest of the Traitor's Prison
Reinforced Connection
Stop Hitting Yourself
The Lovers
Wit of the Glaring Steppe
Wit of the Miracle Court
Wit of the Reality Storm
Wit of the Traitor's Prison

6th-Level Jester Spells

Jest of the Echoing Cave
Jest of the Flash Fog
Jest of the Guarding Statue
Jest of Infinite Space
Never In the Same Place
Rhythmic Rod
The Swan
Wit of the Echoing Cave
Wit of the Flash Fog
Wit of the Guarding Statue

7th-Level Jester Spells

Dance of Death
Gibberish
Jest of the Revitalizing Gale
Spatial Illusion
Split Vision
Stone Cold Lies
Temporal Barrier
The Dragon
Wit of the Revitalizing Gale

8th-Level Jester Spells

Jest of the Braided River
Jest of the Dispassionate Island
Jest of the Heartless Streets
Jest of the Scorched Tundra
Wit of the Braided River
Wit of the Dispassionate Island
Wit of the Heartless Streets
Wit of the Scorched Tundra
Wit of the Staggering Avalanche

9th-Level Jester Spells

Henge's Sacrifice
Jest of the Gutter's Reprisal
Jest of the Stormy Sky
Jest of the Waterfall's End
Jester's Riddle
Wit of Gutter's Reprisal
Wit of the Stormy Sky
Wit of the Waterfall's End

JESTER SPELL DESCRIPTIONS

The following spells are unique to the Jester PC class.

ANCHORING EYES

School: Evocation [force]

Level: Jester 4

Casting Time: 1 standard action

Prop: Orb

Range: Close (65 ft. + 5 ft./2 levels)

Target: One, two, or three creatures

Duration: 1 round

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: Each target takes 2d6 points of force damage +1 point per caster level. The target cannot benefit from cover or concealment until the end of your next turn. If you are wielding an orb, the target is also unable to take a 5-foot step or teleport until the end of your next turn.

ARCANE UPHEAVAL

School: Evocation [Force]

Level: Jester 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Wall up to 20 ft. long/level or a ringed wall up to 5 ft. radius/2 levels; either form 20 ft. high

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

Description: This spell creates a wall of force that pushes creatures away. Each creature within the area is subject to a bull rush attempt. You can bull rush each affected creature back a distance of 5 feet plus 5 additional feet for every 5 by which your caster level check exceeds the target's CMD. No damage is dealt due to this spell.

BORROWER AND LENDER

School: Evocation [force]

Level: Jester 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: Each creature within the area of effect takes 2d6 points of force damage +1 point per caster level. In addition, you gain 10 temporary hit points. The next time you roll a d20, you have the option to reroll it. You must use the result of the second roll. If you choose to reroll, you can replace the attack roll of a target (who failed their save) on its next turn with the result of your discarded d20 roll. This replacement can be done as a free action.

CALL THE STEP

School: Evocation [sonic]

Level: Jester 1

Casting Time: 1 standard action

Prop: Pole

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft.-wide wall extending from you out to the range limit

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: You intensify your dance commands, compelling all observers to join in. Every creature within a certain boundary (the 'wall') suffers sonic damage as a result of this compelling performance. The damage is calculated as 1d6 (one six-sided die roll) plus an additional point for each of your caster levels.

If you're using a jester's pole while performing this action, you gain an additional effect. You can exert force on one target that fails their save vs. the above effect, pushing them away from you. The distance you can push them is equal to five times your Dexterity modifier, measured in feet.

CLEVER PUPPETRY

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 2

Casting Time: 1 standard action

Prop: Marotte

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius burst

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: Each creature in the burst is driven (as the condition) until the end of your next turn. If you are wielding a marotte, the target also takes a penalty to damage rolls equal to your Charisma modifier until the end of your next turn.

CONE OF CARDS

School: Evocation [Force]

Level: Jester 1

Casting Time: 1 standard action

Prop: Cards

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Description: A cone of force cards shoots from your hands. Each creature in the area takes 1d4 points of force damage.

CONTACTLESS JUGGLING

School: Evocation [force]

Level: Jester 3

Casting Time: 1 standard action

Prop: Orb

Range: Close (25 ft. + 5 ft./2 levels)

Area: 15-ft.-radius burst

Duration: 1 round

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: Each enemy within the area of effect takes 1d8 points of force damage +1 point per caster level . If you are wielding an orb, you also push the target 15 feet. This is similar to the Bull Rush combat maneuver, but without the need for a combat maneuver check. The area of effect creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone is dazed for 1d6 rounds. A successful save at the end of the target's turn negates this daze effect.

CURSE OF THE HENGE

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 4

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Select three numbers less than 16. If a creature within 50 feet of you rolls any of those numbers before the end of your next turn, you may push that creature 20 feet (no save but subject to spell resistance). Additionally, each ally within 50 feet of the triggering creature gains 5 temporary hit points.

CUT THE STRING

School: Enchantment (Compulsion) [Mind-Affecting]

Level: Jester 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round per level

Saving Throw: Will negates

Spell Resistance: Yes

Description: You cause the target to become unable to make opportunity attacks for the duration of the spell.

DANCE OF DEATH

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 7

Casting Time: 1 standard action

Prop: Pole

Range: Close (85 ft. + 5 ft./2 levels)

Target: Each creature in 20-ft.-radius burst

Duration: 1 round

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: Each target takes 2d6 points of phrenic damage +1 point per caster level . In addition, until the end of your turn, each time you move, you may push each hit target 10 feet as a free action. If you are wielding a pole, each time you move 5 feet until the end of your turn, you may push each hit target 5 feet as a free action.

DEVASTATE THE FLOOR

School: Evocation [force]

Level: Jester 4

Casting Time: 1 standard action

Prop: Pole

Range: Close (65 ft. + 5 ft./2 levels)

Area: 35-ft.-line

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: Each creature in the line takes 2d8 points of force damage +1 point per caster level . The target's speed is reduced by half until the end of your next turn. If you are wielding a pole, the target cannot voluntarily move from its current location instead of having its speed reduced to 0 until the end of your next turn.

DIRECTED CHAOS

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 4

Casting Time: 1 standard action

Prop: Marotte

Range: Medium (130 ft. + 10 ft./level)

Area: 10-ft.-radius burst

Duration: 1 round

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: Each creature within the area of effect takes 1d10 points of phrenic damage +1 point per caster level2 is driven (as the condition) until the end of your next turn. If you are wielding a marotte, the target's base speed increases by 10 feet while it is driven.

DRIVING WILL

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Description: With a gesture, you snag control of your foe's mobility. The target takes 2d8 points of phrenic damage +1 point per caster level, and is driven (as the condition) until the end of your next turn.

ELECTRIFIED FLOOR

School: Evocation [electricity]

Level: Jester 3

Casting Time: 1 standard action

Prop: Pole

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius burst

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: Every creature within the area of effect suffers 1d6 points of electricity damage, plus an additional point for each caster level. Affected creatures are also slowed (as per the *slow* spell) until the end of your next turn. If you are wielding a pole, the target is additionally afflicted with the dazed condition until the end of your next turn.

FOLLOW THE BALL

School: Evocation [force]

Level: Jester 1

Casting Time: 1 standard action

Prop: Orb

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: You cast a perilous spell on your enemy, setting a destructive force in motion within them. With a grin, you offer them a way to avert the impending disaster. The target suffers 1d8 points of force damage, plus an additional point for each of your caster levels.

Next, select an ally within 25 feet. If the target does not end its next turn adjacent to that ally, it takes an additional 1d8 points of force damage, plus a bonus equal to your Wisdom modifier. The target is magically aware of this condition. If you're wielding an orb, the spell has an even more potent effect. The target suffers a -2 penalty to its Armor Class and Saving Throws until the end of your next turn.

FROZEN INFLUENCE

School: Evocation [cold]

Level: Jester 2

Casting Time: 1 standard action

Prop: Marotte

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: The target takes 1d8 points of cold damage +1 point per caster level. If the target fails a Reflex save, it is slowed (as the *slow* spell) until the end of your next turn. If you are wielding an orb, you may choose for the origin point of this spell to be the origin point for any spell you cast before the end of your next turn.

FROZEN STEPS

School: Evocation [cold]

Level: Jester 3

Casting Time: 1 standard action

Prop: Pole

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: The target suffers 2d6 points of cold damage, plus an additional point for each caster level. If you are wielding a pole, you also push the target back 10 feet.

You may move up to half your speed and repeat the attack against each enemy that comes within your reach at any point during that movement. Each enemy can only be targeted once with this attack.

GIBBERISH

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 7

Casting Time: 1 standard action

Range: Close (85 ft. + 5 ft./2 levels)

Target: Each enemy in 20-ft.-radius burst

Duration: 1 round

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: Each target takes 1d8 points of phrenic damage +1 point per caster level. Until the end of your next turn, the target cannot communicate through any language or gain flanking bonus against any creature.

GLITTERING POLE

School: Evocation [force]

Level: Jester 1

Casting Time: 1 standard action

Prop: Pole

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: You cause motes of light to dance off your pole, striking your foe and making movement difficult. The target takes 2d6 points of force damage +1 point per caster level. If the target fails a Reflex save, it is slowed (as the *slow* spell) until the end of your next turn. If you are wielding a pole, the target is immobilized (as the *hold person* spell) instead of slowed if it fails its Reflex save.

GRACEFUL THROW

School: Evocation [force]

Level: Jester 2

Casting Time: 1 standard action

Prop: Pole

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: You strike your foe in the chest with your pole, sending his allies flying. The primary target takes 1d8 points of force damage +1 point per caster level. If the primary target fails a Will save, it is dazed (unable to take actions, but no penalty to AC) until the end of your next turn. Make a secondary attack against each enemy in the area. Each secondary target takes force damage equal to your Wisdom modifier, and is pushed 10 feet directly away from the primary target if it fails a Reflex save.

HENGES OF FATE

School: Divination

Level: Jester 4

Casting Time: 1 immediate action

Range: Close (50 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Description: The target must reroll the most recent roll it made. The outcome of this second roll is final and must be used, regardless of whether it is better or worse than the original roll.

HENGES'S SACRIFICE

School: Transmutation

Level: Jester 9

Casting Time: 1 swift action

Range: Close (110 ft. + 10 ft./2 levels)

Target: One enemy

Duration: 1 round

Description: The first time the target is either reduced to 0 hit points or brought to half its total hit points or less before the end of combat, you and each ally gain temporary hit points equal to the target's Hit Dice. 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.

HENGISH TIME

School: Transmutation

Level: Jester 3

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: You gain three swift actions this turn.

HERO PROP

School: Conjunction (creation)

Level: Jester 2

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 5 minutes

Description: You conjure a +1 Magic jester's prop (your choice of cards, orb, marotte, or pole). The prop appears in your hand and remains for 5 minutes or until you put it down. You may dismiss this prop as a free action.

HIT YOUR MARK

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 3

Casting Time: 1 standard action

Prop: Marotte

Range: Medium (100 ft. + 10 ft./level)

Target: One or two creatures

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: The target suffers 2d8 points of phrenic damage, plus an additional point for each caster level. The target is also subjected to the driven condition (see beginning of spell chapter) until the end of your next turn. If you are wielding a marotte, the target gains a +10 feet bonus to speed while under the driven condition.

IMPROBABLE GAME

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius burst

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: Each enemy in the burst takes 1d6 points of phrenic damage +1 point per caster level. If an enemy fails a Fortitude save, it is blinded until the end of your next turn. In addition, you can choose one ally within 25 feet. The target takes a -2 penalty on attack rolls for attacks that don't include the ally as a target until the end of your next turn. The target is aware of the conditions of this spell.

INVOKE THE HEDGE

School: Transmutation

Level: Jester 4

Casting Time: 1 standard action

Range: Close (50 ft. + 5 ft./2 levels)

Target: You and up to three allies in 15-ft.-radius burst

Duration: 1 round

Description: Until the end of your next turn, each target can receive one of the listed benefits. No matter how many targets there are, each one can only receive a single benefit, and each benefit must be different from the others.

- The target may reduce one creature's speed by half that it hits with an attack before the end of the target's next turn. This speed penalty persists for 1d6 rounds.
- One creature that the target is engaging in combat takes an additional -2 penalty to attacks that don't include the target. This attack penalty persists for 1d6 rounds.
- The target heals an additional 1d8 hit points with its next healing spell.
- The target deals an additional 1d8 damage on its next successful attack.

JEST OF INFINITE SPACE

School: Abjuration

Level: Jester 6

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

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

JEST OF MEMORY'S RAIN

School: Divination

Level: Jester 3

Casting Time: 1 free action when you fail a savings throw.

Range: Personal

Target: You

Duration: 1 round

Description: You may reroll a failed saving throw and take the second result. You may only use this spell once per round.

JEST OF STOLEN SIGHT

School: Evocation [force]

Level: Jester 5

Casting Time: 1 immediate action

Range: Medium (130 ft. + 10 ft./level)

Target: one creature

Duration: 1 round

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: The target takes 2d6 points of force damage +1 point per caster level. The target who fails its save is also blinded until the end of your next turn.

JEST OF THE ABANDONED GUARD TOWER

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: 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.

JEST OF THE ANCIENT LIGHTHOUSE

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 3

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Description: The target suffers a -4 penalty to a saving throw of your choice until the start of your next turn.

JEST OF THE BLACK MOON

School: Conjuraction (teleportation)

Level: Jester 3

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: instantaneous

Saving Throw: none

Description: Target suffers 1d4 points of damage, plus an additional point for each caster level. You then teleport, equivalent to the *dimension door* spell, to move to a space adjacent to the target.

JEST OF THE BRAIDED RIVER

School: Transmutation

Level: Jester 8

Casting Time: 1 swift action

Range: Medium (190 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: none

Spell Resistance: Yes

Description: If your attack against the target misses before the end of your next turn, you may reroll that attack and use the second result.

JEST OF THE BURNING WIND

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: 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.

JEST OF THE CROSSROAD'S TAVERN

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One or two enemies

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: If the target fails its saving throw, it will not gain any advantage against opponents who are flat-footed. Additionally, its opponents will not lose their Dexterity bonus to Armor Class when defending against the target's attacks. Both of these effects last until the end of your next turn.

JEST OF THE DISPASSIONATE ISLAND

School: Transmutation

Level: Jester 8

Casting Time: 1 swift action

Range: Medium (190 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: none

Spell Resistance: Yes

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

JEST OF THE DRAINING TOMB

School: Necromancy

Level: Jester 2

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: The next time a creature attacks you before the end of your next turn, that creature deals 5 less damage on a successful hit. In addition, the attacking creature does not benefit from any situation that would normally deny you your Dexterity bonus to AC until the end of your next turn.

JEST OF THE DYING PLAIN

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 3

Casting Time: 1 swift action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: The target can only use free, swift, or immediate actions until the end of your next turn.

JEST OF THE ECHOING CAVE

School: Transmutation

Level: Jester 6

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: You are blinded and gain blindsense out to a range of 15 feet until the end of your next turn.

JEST OF THE ENVELOPING MIRE

School: Transmutation

Level: Jester 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: none

Spell Resistance: Yes

Description: The target is unable to move from its current space until the end of your next turn. However, this effect ends immediately if you or an ally attacks the target.

JEST OF THE ERODING SHORE

School: Transmutation

Level: Jester 3

Casting Time: 1 swift action

Range: touch

Target: One creature

Duration: 1 round

Saving Throw: none

Spell Resistance: Yes

Description: The target is slowed (as per the *slow* spell) until the beginning of your next turn.

JEST OF THE FLASH FOG

School: Transmutation

Level: Jester 6

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: You gain the ability to move through objects and creatures as if they were difficult terrain until the end of your next turn.

JEST OF THE FORGOTTEN ARCHIVE

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: The target takes additional damage equal to half the damage dealt (rounded down) from all sources until the beginning of your next turn. This additional damage is considered phrenic damage. If you have at least 1 rank in the Knowledge (history) skill, you gain a +2 circumstance bonus on your next attack roll.

JEST OF THE FROZEN SLOPE

School: Transmutation

Level: Jester 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

- Description

Each creature within the area of effect is pushed 5 feet. This is similar to the Bull Rush combat maneuver, but without the need for a combat maneuver check.

If you have ranks in the Acrobatics skill, you gain a +2 circumstance bonus to your next attack roll. This represents your training in Acrobatics allowing you to take advantage of the disarray caused by the push.

JEST OF THE GLARING STEPPE

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 5

Casting Time: 1 swift action

Range: Touch

Target: Creature touched and one ally

Duration: 1 round

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Description: Select one ally within 25 feet of the target. Until the start of your next turn, that ally can score a critical hit on a roll of 14-20 against that target. After this effect ends, that ally cannot score critical hits. The ally can attempt a saving throw at the end of each of its turns to end this effect. The effect also ends at the end of combat.

JEST OF THE GUARDING STATUE

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 6

Casting Time: 1 swift action

Range: Medium (100 ft. + 10 ft./level)

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

Duration: 1 round

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Description: The target suffers 1d6 points of damage +1 point for every caster level. Additionally, the target's movement is reduced by half (considered as being under the effect of the *slow* spell) until the end of your next turn.

JEST OF THE GUTTER'S REPRISAL

School: Transmutation

Level: Jester 9

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round per level

Description: You burrow, climb, or swim your base speed +10 (your choice).

JEST OF THE HEARTLESS STREETS

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 8

Casting Time: 1 swift action

Range: Close (85 ft. + 5 ft./2 levels)

Target: Each creature in a 20-ft.-radius burst

Duration: 1 round

Saving Throw: none

Spell Resistance: Yes

Description: Until the end of your next turn, each time an ally has a flanking bonus against the target, it deals +1d6 extra phrenic damage with attacks against it.

JEST OF THE HEDGE MAZE

School: Transmutation

Level: Jester 4

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Until the end of your next turn, if an opponent ends its turn within 5 feet of you, you may move up to your speed as an immediate action.

JEST OF THE HIDDEN PATH

School: Conjuration (teleportation)

Level: Jester 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Description: You teleport a distance in feet equal to 5 times (1 + half your Wisdom modifier, rounded down). If you have at least 1 rank in the Knowledge (arcana) skill, you gain a +2 circumstance bonus on your next attack roll.

JEST OF THE MIRACLE COURT

School: Transmutation

Level: Jester 5

Casting Time: 1 swift action

Range: Close (75 ft. + 5 ft./2 levels)

Target: One or two creatures

Duration: 1 round

Saving Throw: none

Spell Resistance: Yes

Description: The target is unable to take a 5-foot step until the end of your next turn.

JEST OF THE REALITY STORM

School: Transmutation

Level: Jester 5

Casting Time: 1 swift action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: none

Spell Resistance: Yes

Description: Any resistances that the target possesses are reduced by 10 until the end of your next turn. If the target has immunity to an energy type, that immunity is suppressed until the end of your next turn. If the target does not have any resistances or immunities, choose one of the following energy types: acid, cold, fire, electricity, or sonic. The target gains vulnerability to that energy type until the end of your next turn.

JEST OF THE REVITALIZING GALE

School: Conjuratation (healing)

Level: Jester 7

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Any healing effects applied to you will have their healing amount doubled until the end of your next turn.

JEST OF THE SCORCHED TUNDRA

School: Conjuratation (creation) [cold]

Level: Jester 8

Casting Time: 1 swift action

Range: Close (95 ft. + 5 ft./2 levels)

Area: 5-ft.-radius burst

Duration: 1 round

Saving Throw: none

Spell Resistance: Yes

Description: The burst creates a zone of icy ground until the end of your next turn. Spaces in the zone are considered difficult terrain. You teleport 10 feet to an unoccupied space within sight.

JEST OF THE SHADOWSCAPE

School: Illusion (shadow)

Level: Jester 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Description: You gain concealment until the end of your next turn. If you have at least 1 rank in the Stealth skill, you gain a +2 circumstance bonus on your next attack roll.

JEST OF THE SHIFTING DUNE

School: Transmutation

Level: Jester 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Description: The target is knocked prone. If you have at least 1 rank in the Acrobatics skill, you gain a +2 circumstance bonus on all attack rolls against that creature for the rest of the encounter.

JEST OF THE STINGING GEYSER

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 3

Casting Time: 1 swift action

Range: Touch

Target: Creature touched

Duration: 1 round per level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Description: Your attacks with any prop can score critical hits against the target on a roll of 18-20 for the duration of the spell. If you have ranks in the Perception skill, you gain a +2 bonus to your attack roll versus this target.

JEST OF THE STORMY SKY

School: Transmutation

Level: Jester 9

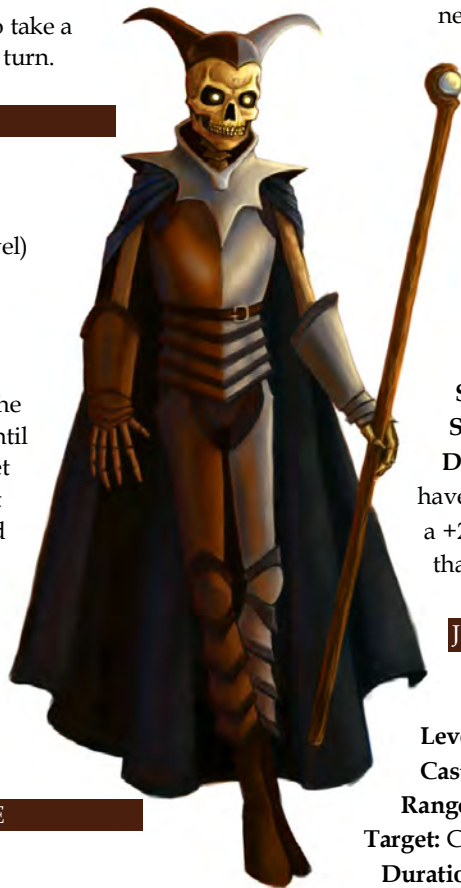
Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: You fly your base speed (perfect maneuverability).



JEST OF THE TRAITOR'S PRISON

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 5

Casting Time: 1 swift action

Range: Medium (100 ft. + 10 ft./level)

Target: One enemy

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: The target makes a melee attack against a creature of your choice that is in melee range of the target as an immediate action.

JEST OF THE TWISTING HIGHWAY

School: Illusion

Level: Jester 4

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: You become invisible until the start of your next turn or until you make an attack.

JEST OF THE UNEVEN BRIDGE

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round per level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: While the spell is active, it lays in wait for the target to falter. Should the target miss an attack, the spell triggers, dealing 10 points of phrenic damage to the target and subsequently ending the spell's effect. Additionally, if you possess at least one rank in the Sleight of Hand skill, the spell enhances your precision, granting you a +2 circumstance bonus on your next attack roll for as long as the spell remains in effect.

JEST OF THE WATERFALL'S END

School: Illusion

Level: Jester 9

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: You gain the incorporeal condition until the end of your next turn.

JEST OF TOXIC TENDRILS

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 3

Casting Time: 1 swift action

Range: Medium (100 ft. + 10 ft./level)

Target: One, two, or three creatures within a 10-foot radius of an ally.

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: Target creatures gain a -2 penalty to hit the ally designated. If you have ranks in Bluff, that ally receives a +2 circumstance bonus on their attack roll to hit the designated targets.

JESTER'S RIDDLE

School: Illusion

Level: Jester 9

Casting Time: 1 swift action

Range: Medium (200 ft. + 20 ft./level)

Target: One creature

Duration: 1 round

Description: You and the target switch positions. Each of you appears exactly like the other. Each creature within line of sight can attempt a Perception check against your Will save to detect the change. Otherwise, the target's allies treat you as an ally, and your allies treat the target as an ally, as long as you both maintain the disguise. This effect lasts until the end of your next turn.

JESTER'S TRICKS

School: Divination

Level: Jester 4

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Select one skill in which you do not have ranks. You gain ranks in that skill until the end of your next turn equal to your level.

LAUGHING FATE

School: Enchantment (Compulsion) [Mind-Affecting]

Level: Jester 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Description: You curse the target with a moment of poor luck. The next time the target makes an attack roll, it must roll twice and take the worse result.

LOOSEN THE TIES

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 1

Casting Time: 1 standard action

Prop: Marotte

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius burst

Duration: 1 round

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: You allow the strands of fate to slacken, causing your foes to experience a sudden loss of will. Each creature within the burst takes 1d6 points of phrenic damage +1 point per caster level. If a creature fails a Will save, it is considered flat-footed (granting a +2 bonus to attack rolls against it) until the end of your next turn. If you are wielding a marotte, the target is also dazed (unable to take actions, but no penalty to AC) until the end of your next turn if it fails its Will save.

MAKE A MOCKERY

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 4

Casting Time: 1 standard action

Prop: varies, see below

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: The target takes damage equal to your Wisdom modifier as phrenic damage, and is dazed until the end of your next turn. In addition, until the end of your next turn, you gain the ability to mimic the target's primary melee attack. You can use this mimicked attack once per round as an immediate action, and you can also use it at will as an attack of opportunity. When you use the target's basic melee attack, you use the target's attack bonus and damage as if you were the target. If your target is wielding a weapon, the prop most resembling that weapon is used in its place.

MOTLEY LOTS

School: Enchantment (Compulsion) [Mind-Affecting]

Level: Jester 1

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round per level

Saving Throw: Will negates

Spell Resistance: Yes

Description: You cause the targets to become disoriented. Affected creatures take a -2 penalty on attack rolls.

NEVER IN THE SAME PLACE

School: Conjuration (teleportation)

Level: Jester 6

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Description: You teleport 50 feet to an empty square within sight. In addition, until the end of your next turn, you may teleport any creature that ends its turn adjacent to you 15 feet as an immediate action.

POISONED PEARL

School: Conjuration (creation) [poison]

Level: Jester 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: The target suffers 1d4 points of phrenic damage +1 point per caster level. In addition, the target is affected as if by a *slow* spell and a *ray of enfeeblement* spell for 1 round. The target is also unable to take a 5-foot step until the end of your next turn.

REINFORCED CONNECTION

School: Necromancy

Level: Jester 5

Casting Time: 1 standard action

Range: Close (65 ft. + 5 ft./2 levels)

Target: Each enemy in 15-ft.-radius burst

Duration: 1 round

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: Each target takes 1d10 points of negative energy damage +1 point per caster level. The target is shaken, suffering a -2 penalty on attack rolls, saving throws, skill checks, and ability checks until the end of your next turn. Until the end of your next turn, you gain a +2 bonus to attack rolls made with your props versus these targets and you deal extra damage equal to your Wisdom modifier with them.

RETURN TO THE HEDGE

School: Conjuration (teleportation)

Level: Jester 3

Casting Time: 1 move action

Range: Personal

Target: You

Duration: Instantaneous

Description: You teleport 15 feet. This follows the same rules as a *dimension door* spell, but without the need for a verbal component and with a much shorter range. In addition, you heal 2d8 points of damage +1 point per caster level (maximum +10) (as per *cure moderate wounds*).

RHYTHMIC ROD

School: Evocation [force]

Level: Jester 6

Casting Time: 1 standard action

Prop: Pole

Range: Close (85 ft. + 5 ft./2 levels)

Area: 45-ft.-line

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: Each creature in the line takes 1d10 points of force damage +1 point per caster level, and is stunned until the end of your next turn. If you are wielding a pole, you may also Push targets that fail their save 10 feet.

SECRET MISCHIEF

School: Conjuraction (creation)

Level: Jester 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 5 minutes per level

Description: You magically 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 circumstance bonus to that skill as long as this spell is active. 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.

SET THE STAGE

School: Evocation [Force]

Level: Jester 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Description: A wave of force sweeps out from you, moving creatures away. Each creature within the area is subject to a bull rush attempt. You can bull rush each affected creature back a distance of 5 feet plus 5 additional feet for every 5 by which your caster level check exceeds the target's CMD. No damage is dealt due to this spell.

SHELL GAME

School: Conjuraction (teleportation)

Level: Jester 2

Casting Time: 1 swift action immediately after triggering an attack of opportunity but before the opponent rolls to hit.

Range: Close (25 ft. + 5 ft./2 levels)

Target: One ally in range

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

SHIFTING BREAKAWAY

School: Evocation [Force]

Level: Jester 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Description: Your touch generates a wave of force that pushes the target away. The target is subject to a bull rush attempt. You can bull rush the target back a distance of 5 feet plus 5 additional feet for every 5 by which your caster level check exceeds the target's CMD. No damage is dealt due to this spell.

SOUND AND FURY

School: Evocation [electricity, sonic]

Level: Jester 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: two 15-ft.-cone-shaped bursts

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: Each creature within the first area of effect takes 2d6 points of electricity damage +1 point per caster level. Those who make their save take half damage.

Additionally, these targets are considered flat-footed until the end of your next turn if they miss their save.

Each creature within the second area of effect takes 2d6 points of sonic damage +1 point per caster level. Those who make their save take half damage. These targets are also pushed 10 feet away from the caster if they miss their save.

SPATIAL ILLUSION

School: Conjuraction (teleportation)

Level: Jester 7

Casting Time: 1 standard action

Prop: Orb

Range: Close (85 ft. + 5 ft./2 levels)

Target: Each creature in a 20-ft.-radius burst

Duration: 1 round

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: Each target takes 2d6 points of force damage +1 point per caster level, and you teleport the target 10 feet. If you are wielding an orb, you may instead teleport the target a distance in feet equal to 5 times (1 + your Dexterity modifier). The target location of the teleport must be an open, unthreatened square within sight.

SPLIT VISION

School: Evocation [force]

Level: Jester 7

Casting Time: 1 standard action

Prop: Orb

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: The target takes 2d8 points of force damage +1 point per caster level. In addition, the first time you hit with a melee attack after casting this spell, you may repeat this attack against another creature as if you were in the target's space. 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 space.

SPOTLIGHT COMPULSION

School: Enchantment (Compulsion) [Mind-Affecting]

Level: Jester 1

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Description: You cause the targets to become averse to being close to other creatures. If a target ends its turn adjacent to another creature, it takes 1d6 points of phrenic damage.

STACK THE DECK

School: Divination

Level: Jester 2

Casting Time: 1 free action

Prop: Cards

Range: Personal

Target: You

Duration: 1 round per level

Description: Each time you use your Card Trick (urban henge power), you can choose the effect rather than rolling for it.

STAGE DIRECTION

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius burst

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: Each creature within the area of effect takes 1d10 points of phrenic damage +1 point per caster level. The spell also creates a zone that lasts until the end of your next turn. Each creature that attempts to leave a square within the zone must make a Will save against the spell's DC. On a failed save, the target is unable to move from its current space until the beginning of its next turn.

STAGED APPEARANCE

School: Conjuration (Teleportation)

Level: Jester 1

Casting Time: 1 move action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You and one touched creature

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

Description: You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired – whether by simply visualizing the area or by stating direction.

STONE COLD LIES

School: Evocation [force]

Level: Jester 7

Casting Time: 1 standard action

Prop: Orb

Range: Medium (100 ft. + 10 ft./level)

Target: One or two creatures

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: Each target takes 2d6 points of force damage +1 point per caster level, and (if the save is failed) the target is paralyzed until the end of your next turn. If you are wielding a marotte, the target is petrified instead of paralyzed until the end of your next turn.

STOP HITTING YOURSELF

School: Transmutation

Level: Jester 5

Casting Time: 1 standard action

Range: Close (65 ft. + 5 ft./2 levels)

Target: One, two, or three creatures

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description: Each target takes damage as if it were hit by its own primary attack (your choice if the target has more than one). The target is considered flanked, granting a +2 bonus on attack rolls to all creatures that threaten it until the end of your next turn.

SURPRISING DROP

School: Evocation [sonic]

Level: Jester 1

Casting Time: 1 standard action

Prop: Orb

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius burst

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: You toss your orb nonchalantly into the fray, watching it shatter with a resounding clap of thunder. Each creature within the burst takes 1d8 points of sonic damage +1 point per caster level. If a creature fails a Fortitude save, it is deafened until the end of your next turn. If you are wielding an orb, you also push one target to 10 feet directly away from you if it fails its Fortitude save. 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 if it fails a Fortitude save.

SWIFT MANIPULATION

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 1

Casting Time: 1 standard action

Prop: Marotte

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Description: You grasp at a strand of fate and give a sudden pull, throwing your foe into a sudden attack against an ally. The target takes 1d10 points of phrenic damage +1 point per caster level. If the target fails a Will save, it makes a melee attack as a free action against a target of your choice within its reach. If you are wielding a marotte, the target is considered flat-footed (granting a +2 bonus to attack rolls against it) for this attack.

TEMPORAL BARRIER

School: Abjuration

Level: Jester 7

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Until the end of your next turn, any creature that enters a space adjacent to you without using a 5-foot step immediately ends its turn and is stunned until the end of your next turn.

THE DEVIL

School: Evocation [fire]

Level: Jester 1

Casting Time: 1 standard action

Prop: Cards

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: Your deck seems to catch fire as The Devil card streaks toward a hated foe. The target takes 2d8 points of fire damage +1 point per caster level. If the target fails a Reflex save, it is slowed (as the *slow* spell) until the end of your next turn. If you are wielding a deck of cards, you can choose one ally within 30 feet. That ally gains a bonus to attack rolls against the target before the end of your next turn equal to your Charisma modifier.



THE DRAGON

School: Evocation [acid, cold, fire, electricity, or sonic]

Level: Jester 7

Casting Time: 1 standard action

Prop: Cards

Range: Medium (100 ft. + 10

ft./level)

Target: One creature

Duration: 1 round

Saving Throw: none

Spell Resistance: Yes

Description: The target takes 2d10 points of acid, cold, fire, electricity, or sonic damage (your choice) +1 point per caster level. Choose one of the following options:

- Repeat the spell effect against each creature adjacent to the target. This spell cannot affect the same creature twice in the same round, but can continue on to other adjacent creatures.
- One ally within 25 feet of the target gains resistance 20 against the type of damage used in the attack. You can only choose this option if you are wielding a deck of cards.

THE FATES

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 3

Casting Time: 1 standard action

Prop: Cards

Range: Medium (100 ft. + 10 ft./level)

Target: One, two, or three creatures

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: The target suffers 4d4 points of phrenic damage, plus an additional point for each caster level. You can then choose one of the following options:

- The next time the target makes a saving throw during this encounter, it suffers a -2 penalty to that roll.
- One ally within 25 feet of the target may attempt a saving throw against each effect that a save can end, as a free action. This option is only available if you are wielding a deck of cards.

THE LOOKING GLASS

School: Conjuration (teleportation)

Level: Jester 1

Casting Time: 1 standard action

Prop: Cards

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: You slide an archetype card from the deck, sending The Looking Glass card spinning across the battlefield. The target takes 2d6 points of damage +1 point per caster level. If the target fails a Will save, you teleport the target 10 feet to a location of your choice within range. If you are wielding a deck of cards, you can choose one ally within 30 feet of the target. You teleport that ally a number of feet equal to 5 times your Charisma modifier to a location of your choice within range.

THE LOVERS

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 5

Casting Time: 1 standard action

Prop: Cards

Range: Medium (130 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: The target takes 1d8 points of phrenic damage +1 point per caster level. Then, choose one of the following options:

The target is under your control, as per the *Dominate Person* spell, until the end of your next turn.

Select one ally within 25 feet of the target. Until the end of your next turn, that ally can make attacks of opportunity against enemies that make attacks that do not include that ally as a target. This option can only be chosen if you are wielding a deck of cards.

THE MOON

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 2

Casting Time: 1 standard action

Prop: Cards

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: The target takes 2d6 points of Phrenic damage +1 point per caster level. Then, choose one of the following options:

- The target must attack the nearest creature with less than half its hit points on its next turn, moving if necessary to do so. If attacking such a creature is impossible, the target can act as normal.
- One ally within 25 feet of the target gains a bonus to damage rolls against target creature equal to 2 + your Charisma modifier until the end of your next turn.

THE SWAN

School: Necromancy

Level: Jester 6

Casting Time: 1 standard action

Prop: Cards

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Fortitude special; see text

Spell Resistance: Yes

Description: The target takes 1d8 points of negative energy damage +1 point per caster level, and choose one the following option if the target fails their save:

- The target is staggered, fatigued, and blinded until the end of your next turn.
- One ally within 25 feet of the target is stunned and gains damage reduction 20/- against all damage until the end of your next turn. In addition, that ally may regain hit points equal to twice their level as a free action. You can only choose this option if you are wielding a deck of cards.

THE VOID

School: Evocation [force]

Level: Jester 3

Casting Time: 1 standard action

Prop: Cards

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: Every creature within the area of effect suffers 3d4 points of force damage, plus an additional point for each caster level. You can then choose one of the following options:

- Push each target back 15 from the origin point.
- Pull each target 5 feet toward the origin point. Any creature that is pulled into the origin point is knocked prone. This option is only available if you are wielding a deck of cards.

THREEFOLD ORB OF WEAKNESS

School: Evocation [acid, fire]

Level: Jester 3

Casting Time: 1 standard action

Prop: orb

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Target rolls Reflex, Fortitude, and Will saves for half damage (see text).

Spell Resistance: Yes

Description: The target suffers 1d8 points of damage, plus an additional point for each caster. If the target fails any saving throw, the spell's effect is applied as though the saving throw was unsuccessful. The specific effect of this spell is determined by the saving throw that resulted in the lowest roll:

Fortitude: The target takes poison damage and is slowed (as per the *slow* spell) until the end of your next turn.

Reflex: The target fire damage and grants a +2 bonus on attack rolls to its enemies until the end of your next turn.

Will: The target takes psychic damage and suffers a -2 penalty on attack rolls until the end of your next turn.

TORRENT OF ORBS

School: Evocation [Force]

Level: Jester 1

Casting Time: 1 standard action

Prop: Orb

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One, two, or three creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Description: A series of orbs of force appear and strike the targets. Each orb deals 1d4 points of force damage. The orbs strike unerringly, even if the targets are in melee combat or have less than total cover or total concealment.

TRICKY HANDSTAND

School: Transmutation

Level: Jester 2

Casting Time: 1 move action

Range: Personal

Target: You

Duration: Instantaneous

Description: You move half your speed. You are not subject to attacks of opportunity for this move.

UNWILLING PUPPET

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 3

Casting Time: 1 standard action

Prop: Marotte

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: The target falls under the effects of the *dominate person* spell until the end of your next turn. If you are wielding a marotte, you also move the target 10 ft.

UP YOUR SLEEVE

School: Transmutation

Level: Jester 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round per level

Description: Choose acid, cold, fire, lightning, or sonic. Each time you deal damage before the end of your next turn, the damage becomes the type you chose.

WIT OF GLACIER'S CLARITY

School: Evocation [cold]

Level: Jester 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

- **Description** Your discerning eye sees every flaw on your foe, freezing it in place and allowing your attacks to find their mark easily. The target takes 2d6 points of cold damage +1 point per caster level. If the target fails a Reflex save, it is considered flat-footed (granting a +2 bonus to attack rolls against it) until it makes a successful Will save at the end of its turn. You gain a +1 dodge bonus to AC against attacks made by the target until the end of combat. In addition, you gain a bonus to Perception checks equal to your caster level until the end of combat.

WIT OF GUTTER'S REPRISAL

School: Transmutation

Level: Jester 9

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Until the end of combat, each time you are hit by an attack made by an enemy, you gain a +4 bonus to attack rolls with spells with the Jester keyword against that enemy until the end of your next turn.

WIT OF MEMORY'S RAIN

School: Divination

Level: Jester 3

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

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

WIT OF THE ABANDONED GUARD TOWER

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round per level

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: Initially, the target takes 2d6 points of phrenic damage +1 point per caster level. In addition, the target is dazed for a 1d4 rounds. A successful save negates the daze effect. If the save is failed, the target cannot target you with an attack of any sort for the duration of the spell.

WIT OF THE ANCIENT LIGHTHOUSE

School: Evocation [fire]

Level: Jester 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius burst

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: Every creature within the area of effect suffers 2d6 points of fire damage, plus an additional point for each caster level. For the duration of the encounter, you gain a +2 bonus on attack rolls against creatures who failed this save.

WIT OF THE BLACK MOON

School: Evocation [negative energy]

Level: Jester 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: Reflex special (see text)

Spell Resistance: Yes

Description: The target suffers 1d8 points of negative energy damage, plus an additional point for each caster level. With a failed save, the target is also blinded. For the duration of the encounter, you benefit from 'concealment' against the target, even if they succeed their save.

WIT OF THE BRAIDED RIVER

School: Evocation [force]

Level: Jester 8

Casting Time: 1 immediate action

Range: Medium (190 ft. + 10 ft./level)

Target: One creature rolling to attack

Duration: 1 round

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: The target takes 1d8 points of force damage +1 point per caster level, and the target's attack misses. Until the end of combat, each time you make a saving throw, you may roll twice and take the higher result.

WIT OF THE BURNING WIND

School: Evocation [fire]

Level: Jester 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: Each creature within the area of effect takes 2d6 points of fire damage +1 point per caster level. In addition, the target takes 5 points of fire damage each round. A successful Reflex save (DC determined by the spell) at the end of the target's turn negates this additional damage.

For the duration of the encounter, you gain Darkvision up to 60 feet if you don't already have it. If you already have Darkvision, the range of your Darkvision is doubled. This effect lasts until the end of combat.

WIT OF THE CROSSROAD'S TAVERN

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius burst

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: Each enemy within the area of effect takes 2d6 points of Phrenic damage +1 point per caster level. In addition, the target is unable to move from its current space for the spell's duration. A successful save at the end of the target's turn negates this immobilization effect. For the duration of the encounter, you gain the ability to speak and understand any language that the targets who failed their save know. This effect is similar to the *tongues* spell.

WIT OF THE DISPASSIONATE ISLAND

School: Necromancy

Level: Jester 8

Casting Time: 1 standard action

Range: Medium (190 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: The target takes 2d10 points of phrenic damage +1 point per caster level, and the target is stunned until it makes a successful saving throw at the end of each of its turns. Until the end of combat, you take any ongoing damage (including bleed damage) at the end of your turn instead of at the beginning of your turn.

WIT OF THE DRAINING TOMB

School: Necromancy

Level: Jester 2

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Until the end of the combat, once per round, when you successfully hit an enemy that is at or below half its total hit points, you gain 5 temporary hit points. This effect can be triggered once per round.

WIT OF THE DYING PLAIN

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One or two creatures

Duration: 1 round

Saving Throw: Will negates; see text

Spell Resistance: Yes

Description: The target suffers 3d6 points of phrenic damage, plus an additional point for each caster level. The target is subjected to the 'dazed' condition.

Throughout the encounter, if the creature that failed this saving throw and is within your reach moves out of a square you threaten, you are allowed to make an attack of opportunity against it. This holds true even in situations where such a movement would not typically provoke an attack of opportunity.

WIT OF THE ECHOING CAVE

School: Transmutation

Level: Jester 6

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Until the end of the combat, you cannot be deafened or magically silenced.



WIT OF THE ERODING SHORE

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius burst

Duration: 1 round

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: Every creature within the area of effect suffers 2d6 points of phrenic damage, plus an additional point for each caster level. The target is subjected to the 'staggered' condition. This condition lasts until a successful saving throw is made.

For the duration of the encounter, once per round when you hit an enemy that failed a save versus this spell with a prank (0-level jester spell), that enemy is subjected to the 'grappled' condition. This condition lasts until the end of your next turn.

WIT OF THE FLASH FOG

School: Abjuration

Level: Jester 6

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

- **Description:** Until the end of combat, when an effect would reduce your speed or paralyze you, you may immediately remake the saving throw as an immediate action to negate that effect, once per round. You gain a +2 circumstance bonus to the new saving throw.

WIT OF THE FORGOTTEN ARCHIVE

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: 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. The target takes 1d6 points of phrenic damage +1 point per caster level. If the target fails a Will save, it takes additional damage equal to half the damage dealt (rounded down) from all sources until the end of your next turn. Until the end of combat, you gain damage reduction equal to your Jester level against attacks made by the target creature. In addition, you gain a bonus to Knowledge checks equal to your caster level until the end of combat regarding lore concerning the target creature.

WIT OF THE FROZEN SLOPE

School: Evocation [cold]

Level: Jester 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius burst

Duration: 1 round

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: Each enemy within the area of effect takes 2d6 points of cold damage +1 point per caster level. In addition, the target is pushed 10 feet directly away from you. This is similar to the Bull Rush combat maneuver, but without the need for a combat maneuver check.

For the duration of the combat, each time an enemy who failed their save versus this effect enters a square adjacent to you, you may take a 5-foot step as a free action. This step does not provoke attacks of opportunity.

WIT OF THE GLARING STEPPE

School: Evocation [fire, cold]

Level: Jester 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: Fortitude (special, see text)

Spell Resistance: Yes

Description: The target takes 1d6 points of fire damage +1 point per caster level (no save). The target then takes 1d10 points of cold damage at the start of each of its turns until it makes a successful saving throw. Until the end of the combat, you emit bright light in a 20-foot radius and dim light for an additional 20 feet, similar to a sunrod. Enemies who end their turns within 5 feet of you take 5 points of cold damage and 5 points of fire damage (no save).

WIT OF THE GUARDING STATUE

School: Conjunction (creation)

Level: Jester 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Duration: 1 round per level

Effect: You infuse life into inanimate matter, conjuring a Large Alchemical Golem within range. The golem is under your control and will remain for the duration of the spell, at which point it melts away. Additionally, for the duration of the spell, each time you successfully land a hit with a spell that includes the Jest keyword, the Alchemical Golem is bolstered with 10 temporary hit points.

WIT OF THE HEARTLESS STREETS

School: Necromancy

Level: Jester 8

Casting Time: 1 standard action

Range: Close (95 ft. + 5 ft./2 levels)

Target: Each creature in a 20-ft.-radius burst

Duration: 1 round

Saving Throw: Will special; see text

Spell Resistance: Yes

Description: Each target takes 2d6 points of phrenic damage +1 point per caster level, and 10 ongoing phrenic damage (requires a successful saving throw at the beginning of each of the opponent's turns to end). Until the end of combat, you gain a +4 bonus to attacks with flanking bonus instead of the normal +2 bonus.

WIT OF THE HEDGE MAZE

School: Transmutation

Level: Jester 4

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Until the end of the combat, you can use ranged attacks as if they were melee attacks. When used as a melee attack, they have a reach of 5 feet. These attacks do not provoke attacks of opportunity.

WIT OF THE HIDDEN PATH

School: Conjunction (teleportation)

Level: Jester 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round per level

Description: For the duration of the spell, if you are affected by a condition that slows or immobilizes you (such as from a spell or other effect), you may attempt a new saving throw (usually Fortitude or Will, depending on the source of the condition) at the start of each of your turns to end the condition early.

WIT OF THE MIRACLE COURT

School: Evocation [sonic]

Level: Jester 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: Every creature within the area of effect suffers 3d6 points of sonic damage, plus an additional point of damage for every caster level. For the remainder of the encounter, whenever you successfully land a hit with a spell that includes the Jest key word against one of these targets, you gain the option to swap positions with an ally adjacent to you.

WIT OF THE REALITY STORM

School: Evocation [force]

Level: Jester 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: none

Spell Resistance: Yes

Description: The target suffers 2d8 points of force damage, plus an additional point of damage for every caster level. Choose one of the following energy types: acid, cold, fire, electricity, or sonic. The target gains vulnerability to that energy type until the end of combat. If the target has immunity to that energy type, it instead loses that immunity and can be affected normally by that energy type until the end of combat.

WIT OF THE REVITALIZING GALE

School: Conjunction (healing)

Level: Jester 7

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Until the end of combat, whenever you receive healing, you may take a 5-foot step as an immediate action.

WIT OF THE SCORCHED TUNDRA

School: Evocation [cold, fire]

Level: Jester 8

Casting Time: 1 standard action

Range: Close (95 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: The target takes 2d8 points of cold damage +1 point per caster level, and each creature adjacent to you takes 2d8 points of fire damage. Until the end of combat, each time you hit with a spell 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 caster level.

WIT OF THE SHADOWSCAPE

School: Illusion (shadow)

Level: Jester 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes per level

Description: For the duration of the spell, you do not incur the usual -5 penalty to Stealth checks when moving at a speed greater than half but less than your normal speed.

WIT OF THE SHIFTING DUNE

School: Evocation [earth]

Level: Jester 1

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Description: You recall the effect of your henge on the desert, allowing you to shift the ground beneath your enemies. Each enemy in the burst takes 1d8 points of damage +1 point per caster level, and is knocked prone. Until the end of combat, you gain a +2 bonus to damage rolls against prone targets.

WIT OF THE STAGGERING AVALANCHE

School: Evocation [force]

Level: Jester 8

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: none

Spell Resistance: Yes

Description: The target takes 3d8 points of force damage +1 point per caster level, and you push the target 20 feet. Until the end of combat, you are immune to involuntary movement.

WIT OF THE STINGING GEYSER

School: Conjunction (creation) [acid]

Level: Jester 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: none

Spell Resistance: Yes

Description: The target suffers 2d8 points of acid damage, plus an additional point for each caster level. The target also takes 5 points of acid damage at the start of its next turn.

For the duration of the combat, once per round when you score a critical hit against this target, you may move up to your speed after the attack is resolved.

WIT OF THE STORMY SKY

School: Transmutation

Level: Jester 9

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Until the end of combat, you gain a fly speed equal to your base speed (perfect maneuverability).



WIT OF THE TRAITOR'S PRISON

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: The target suffers 1d10 points of phrenic damage, plus an additional point of damage for every caster level. Additionally, the target is under the effect of the *dominate person* spell until the end of your next turn.

WIT OF THE TWISTING HIGHWAY

School: Transmutation

Level: Jester 4

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Until the end of the combat, your base speed increases by 10 feet.

WIT OF THE UNEVEN BRIDGE

School: Enchantment (compulsion) [mind-affecting]

Level: Jester 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius burst

Duration: 1 round per level

Saving Throw: Will half; see text

Spell Resistance: Yes

Description: Your foes are overwhelmed by a sense of instability and fear, allowing you to bait and punish them. Each creature in the burst takes 2d6 points of phrenic damage +1 point per caster level. If a creature fails a Will save, it takes 5 points of force damage each round at the start of its turn for the duration of the spell. Until the end of combat, your base speed increases by 5 feet.

WIT OF THE WATERFALL'S END

School: Illusion

Level: Jester 9

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Description: Until the end of combat, when you move through an ally's space, that space does not count toward your movement limit.

WIT OF TOXIC TENDRILS

School: Conjuration (creation) [poison]

Level: Jester 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius burst

Duration: 1 round per level

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Description: Each enemy within the spell's area of effect takes 2d6 points of poison damage, with an extra point added for each level of the caster. If the target doesn't succeed on its saving throw, it receives a -6 penalty to its Strength score. This penalty remains in effect until the target makes a successful saving throw, which it can attempt at the end of each of its turns.

For the duration of the encounter, once per round when you hit an enemy affected by this Strength penalty with a prank (0-level jester spell), that enemy is dazed until the end of your next turn.

DAZZLING DECKS

The Deck of Planes is a magical tool used by jesters to manipulate arcane energy. Each deck, requiring precise control and spell empowerment, consists of four suits: Chaos, Seas, Shadows, and Wilds, each with thirteen cards. Unique Archetype cards exist outside these suits, drawn only by those attuned to them, signifying potent mastery. The Fool, an Archetype card, freely lends its powers during battle, solving problems in unpredictable ways. Each suit has distinct properties and effects when used in battle, such as reorganizing armor, enhancing visibility, creating shadows, or teleporting creatures, making the Deck of Planes a versatile and powerful tool in the hands of a skilled jester.

While anyone can use a Deck of Planes (such as for fortune telling), they seldom find their true potential in the hands of anyone other than jesters. They are therefore fairly uncommon.

DECK OF ARCANES ANGUISH

Aura: Moderate evocation; **CL:** Varies

Slot: None; **Price:** Varies by bonus (8,000 gp for a +1 deck, 32,000 gp for a +2 deck, 72,000 gp for a +3 deck, 128,000 gp for a +4 deck, 200,000 gp for a +5 deck, 288,000 gp for a +6 deck); **Weight:** -

DESCRIPTION

This deck of cards is adorned with a fool bristling with the uncontrollable elements of this world. The deck provides an enhancement bonus of +1 to +6 on attack and damage rolls with spells. On a critical hit, it deals an extra 1d6 points of phrenic damage per plus. Once per day, when you successfully damage an enemy with a card prop spell, you can activate the deck as a free action. Roll a d20 to determine the effect:

Even: The target and each adjacent enemy take 1d6 phrenic damage per plus of the deck.

Odd: The target and each adjacent creature are pushed 5 feet per plus of the deck.

DECK OF DEPENDABLE TRICKS

Aura: Moderate transmutation; **CL:** Varies

Slot: None; **Price:** Varies by bonus (8,000 gp for a +1 deck, 32,000 gp for a +2 deck, 72,000 gp for a +3 deck, 128,000 gp for a +4 deck, 200,000 gp for a +5 deck, 288,000 gp for a +6 deck); **Weight:** -

DESCRIPTION

This deck of cards is strangely predictable, with the fool card always within reach when you need it. The deck provides an enhancement bonus of +1 to +6 on attack and damage rolls with jester spells and ranged attacks with its cards. On a critical hit, you get maximum damage instead of rolling for damage. Once per hour, you can use cast a card prop jester spell as a swift action

instead of a standard action. Once per day, you can roll a d20 to determine the effect:

Even: You can use the deck's hourly power twice during the current hour.

Odd: Until the end of the day, you can choose Even or Odd rather than rolling to determine which.

DECK OF MOMENTARY RELIEF

Aura: Moderate illusion; **CL:** Varies

Slot: None; **Price:** Varies by bonus (8,000 gp for a +1 deck, 32,000 gp for a +2 deck, 72,000 gp for a +3 deck, 128,000 gp for a +4 deck, 200,000 gp for a +5 deck, 288,000 gp for a +6 deck); **Weight:** -

DESCRIPTION

The fool on this deck's card looks calm, even as he is continually running from unimaginable dangers. The deck provides an enhancement bonus of +1 to +6 on attack and damage rolls with jester spells and ranged attacks with its cards. On a critical hit, it deals an extra 1d10 points of damage per plus. Once per day, you can roll a d20 to determine the effect:

Even: You are invisible (as per spell) until the end of your next turn.

Odd: You heal 1d4 (+ the deck's bonus) hit points per level.



MAGICAL MAROTTES

A marotte is a prop stick or scepter with a carved head on it. The miniature head will often reflect the costume of the jester who carries it. More elaborate and ornate marottes even have music boxes or other machinery built into the head. Mirthling culture prize these trinkets, and many have even learned to utilize them as effective weapons.

It is not entirely surprising that mirthlings and jesters alike have sought to enchant marottes, creating a hybrid magic item that is half magical rod and half magic weapon.

While anyone can use or wield a marotte, they seldom find their true potential in the hands of anyone other than mirthlings or jesters. They are therefore fairly uncommon.

DANCING MAROTTE

Aura: strong enchantment; **CL:** 16th
Slot: none; **Price:** 10,550 gp; **Weight:** 1 lb.

DESCRIPTION

This +1 dancing club is dressed in green and gold with heart-shaped brass bells on its hat. Little feet dangle below the head, and a winding mechanism activates a music box that also kicks the little feet making it look like the figure dancing to the lively music mechanism produces for 6 rounds. When you critically hit Dancing Marotte, the target becomes affected by an *uncontrollable dance* spell as a 16th-level spell, using your melee attack modifier with the Marotte as your spell modifier.

JUGGLING MAROTTE

Aura: moderate transmutation; **CL:** 10th
Slot: none; **Price:** 950 gp; **Weight:** 1 lb.

DESCRIPTION

This +1 club looks like a juggling baton with a mirthling face painted onto it and adorned with multicolored gems. With a successful DC 15 Perform (juggle) check, the Juggling Marotte becomes two +1 clubs until the end of the round and the wielder gains one extra action that must be used to attack with one of these clubs. If the juggling check fails, the Juggling Marotte is dropped.

LAUGHING MAROTTE

Aura: moderate enchantment;; **CL:** 5th
Slot: none; **Price:** 355 gp; **Weight:** 1 lb.

DESCRIPTION

This +1 disrupting club is a gold scepter capped with a colorful and smiling jester head replete with tiny gold bells. By pulling a cord, the marotte emits a

mechanical laughing sound for 1 round.

When you critically hit with the Laughing Marotte, the target becomes affected by a *hideous laughter* spell as a 7th-level spell, using your melee attack modifier with

the Laughing Marotte as your spell attack modifier.

THE PIE LAUNCHER

Aura: moderate evocation [fire]; **CL:** 9th
Slot: none; **Price:** 710 gp; **Weight:** 1 lb.

DESCRIPTION

This +1 flaming club is stylized in the form of a mirthling wearing an eccentric baker's hat. It is crafted from black iron and silver. It can be activated to generate and fling a variety of pies with a variety of effects. Pies launched in this way have a range increment of 30 feet. Only one pie can be launched per round. The pies evaporate at the end of the round that they were launched. The Pie Launcher has several command word activated abilities:

- Once per day, a banana-cream pie can be launched at a target in range. Regardless of whether or not the attack was successful, the area is affected by a *grease* spell centered on the target. If the target was hit, they receive a -2 circumstance penalty on saves versus this spell effect.
- Once per day, a lemon pie can be launched at a target in range. On a successful hit, the target is affected by a *blindness* spell.
- Once per round, a hot apple pie can be launched at a target in range. On a successful hit, the target takes 1d6 fire damage.
- Once per round, a pecan pie can be launched at a target in range. On a successful hit, the target takes 1d6 bludgeoning damage.

OTHERWORLDLY ORBS

Orbs, the mystical spheres of mirth, are magical tools used by Mirthlings and Jesters. Each orb, a wooden juggling ball, is a unique manifestation of the wielder's humor and wit, often reflecting the inner joy of the Mirthling or Jester who wields them. More elaborate orbs even have intricate patterns or runes etched into them, enhancing their power. While anyone can hold or carry an orb, they seldom find their true potential in the hands of anyone other than those trained in the art of jesting.

The power of an orb is not just in its magical properties, but also in the laughter and joy it brings. In the hands of a skilled Mirthling or Jester, an orb can be a source of great amusement and merriment, as well as a formidable tool of magic. Whether used in a performance to delight an audience or in a battle to confound an enemy, orbs are a testament to the power of humor and wit in the magical arts.

ORB OF THE DANCING SHADOWS

Aura: moderate illusion; **CL:** 18th
Slot: none; **Price:** 64,000 gp; **Weight:** 1 lb.

DESCRIPTION

This +4 orb is surrounded by dancing shadows that move and twirl in time with the wielder's movements. The range for this orb is doubled. On a critical hit, it deals an extra 4d6 points of negative energy damage. Once per day, as a swift action, the wielder can command shadows to form into a solid barrier, granting the wielder a +4 deflection bonus to AC for 1 round.

ORB OF THE DISTANT THROW

Aura: moderate illusion; **CL:** 16th
Slot: none; **Price:** 34,000 gp; **Weight:** 1 lb.

DESCRIPTION

This +4 orb creates illusive copies of itself that float to either side at all times. The range for this orb is doubled. On a critical hit, it deals an extra 4d6 points of force damage. Once per day, as a swift action, the wielder can teleport an adjacent creature to any open square within 10 feet.

ORB OF FORETOLD STEPS

Aura: moderate divination; **CL:** 9th
Slot: none; **Price:** 2,000 gp; **Weight:** 1 lb.

DESCRIPTION

This +1 orb gives the constant feeling of déjà vu while held. On a critical hit, the wielder may push the target 5 feet. Once per day, as an immediate action when the wielder is hit by an attack, they may push the attacker 15 feet if they fail a Reflex save DC 17.



ORB OF THE JUGGLERS

Aura: moderate conjuration **CL:** 12th
Slot: none; **Price:** 8,400 gp; **Weight:** 1 lb.

DESCRIPTION

This +2 orb reflects images of places far from your location. On a critical hit, it deals an extra 2d6 points of damage. Once per combat, when the wielder uses a spell with the keyword Jest in the title, they can teleport to any square within 25 feet. Once per day as a free action, the wielder regains the use of one Jester spell slot, as long as it is immediately used to cast a Jest spell.

ORB OF THE LAUGHING ECHO

Aura: moderate enchantment; **CL:** 10th
Slot: none; **Price:** 16,000 gp; **Weight:** 1 lb.

DESCRIPTION

This +2 orb is filled with the echoing laughter of a thousand jesters. On a critical hit, it deals an extra 2d6 points of sonic damage. Once per day, as a swift action, the wielder can cause the orb to emit a burst of laughter that distracts and confuses enemies within 20 feet, causing them to take a -2 penalty on attack rolls for 1 round (Will DC 17 negates).

POWERFUL POLES

Poles, the vibrant rods of balance, are essential props used by Mirthlings and Jesters. Each pole, colorful and collapsible, often reflects the daring spirit of the Mirthling or Jester who wields them. More elaborate poles even have intricate patterns or symbols painted onto them, each marking enhancing the pole's charm. Mirthlings and Jesters prize these poles, and many have even learned to utilize them as effective tools in their performances.

A pole's strength lies not only in its physical form, but also in the sense of awe and wonder it inspires. When manipulated by a proficient Mirthling or Jester, a pole becomes an instrument of fascination and intrigue, as well as a remarkable tool for maintaining equilibrium. Whether employed in a performance to captivate spectators or in a daring display of balance, the pole serves as a symbol of the Mirthling's or Jester's skill and artistry. And let's not forget the hook! Often, but not always, these poles have a hook on one side, adding an extra layer of utility. Whether they're spinning, balancing, or hooking, these poles are as much a part of their identity as their orbs.

THE MAYPOLE

Aura: faint transmutation;; **CL:** 5th
Slot: none; **Price:** 2,000 gp; **Weight:** 3 lbs.

DESCRIPTION

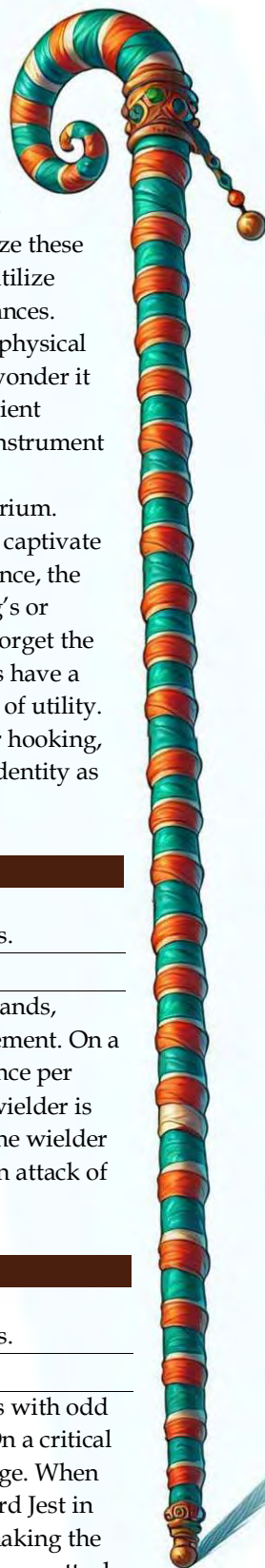
This +1 pole shifts in the wielder's hands, making them ache for continuous movement. On a critical hit, it pushes the target 5 feet. Once per day, as an immediate action when the wielder is hit by an attack, the attack misses and the wielder takes a 5-foot step without provoking an attack of opportunity.

POLE OF THE DANCERS

Aura: moderate illusion; **CL:** 8th
Slot: none; **Price:** 8,000 gp; **Weight:** 3 lbs.

DESCRIPTION

This +2 pole is covered in iron plates with odd patterns, as if each taught a new step. On a critical hit, it deals an extra 2d6 points of damage. When the wielder uses a spell with the keyword Jest in the title, they can move 10 feet before making the attack as a free action without provoking an attack of opportunity. Once per day, as a swift action, the wielder regains the use of any pole prop spell.



POLE OF OPPORTUNITY

Aura: moderate transmutation; **CL:** 5th
Slot: none; **Price:** 16,000 gp; **Weight:** 3 lbs.

DESCRIPTION

This +1 pole allows the wielder to recognize the steps of their opponents as if they were from an old familiar dance. On a critical hit, it deals an extra 1d8 points of damage. Once per day, as a swift action, the wielder can make an additional 5-foot step without provoking an attack of opportunity. Once per day, as an immediate action when an enemy provokes an attack of opportunity, the wielder can use one available spell to make that attack.

POLE OF THE MERRY ACROBAT

Aura: moderate transmutation; **CL:** 7th
Slot: none; **Price:** 4,000 gp; **Weight:** 3 lbs.

DESCRIPTION

This +2 pole is adorned with colorful ribbons that flutter and dance as the wielder moves. On a critical hit, it deals an extra 2d6 points of damage. The pole enhances the wielder's acrobatic prowess, granting a +2 competence bonus on Acrobatics checks. Once per day, as a swift action, the wielder can perform a complex acrobatic maneuver, allowing them to move up to their speed without provoking attacks of opportunity. Once per day, as an immediate action when an enemy provokes an attack of opportunity, the wielder can use one available spell to make that attack.

POLE OF THE TUMBLING FOOL

Aura: moderate enchantment; **CL:** 10th
Slot: none; **Price:** 250,000 gp; **Weight:** 3 lbs.

DESCRIPTION

This +5 pole follows the wielder's commands a moment before they give them granting a +5 luck bonus on initiative checks and Acrobatics skill checks. Once per day, the wielder of this pole may automatically succeed on an Acrobatics skill check.