

MOUNTEBANK

Requirements: INT 13, DEX 13, CHA 13
Prime Requisite: Charisma
Hit Dice: 1d4
Maximum Level: 36

The mountebank is the consummate con artist of the medieval-fantasy world. By use of smooth talk, sleight of hand, and magical illusion the mountebank stays one step head of the law—and earns a decent living in the mean time. Because of their specialized skill set they are often also employed as spies.

As a sub-class of the thief, they are allowed to wear leather armor and use any weapon. They are also allowed to pick pockets, move silently, hide in shadows, listen at doors, and back stab as per a D&D thief of the equivalent level. They can further use disguises as per the AD&D assassin class. All saving and combat throws are made on the thief table.

They are also able to use a new skill, *Legerdemain* (aka sleight of hand). Legerdemain allows the mountebank to move, switch out, or otherwise manipulate without being noticed a hand-sized object.

They are restricted to only using magic items open to thieves until ninth level at which time they can also begin to use items available to illusionists.

At ninth level, the mountebank attracts a crew of 2d6 grifters, con-men, and other ne'er do wells (1st level mountebanks) as followers.



Mountebanks cannot be lawful or “good” in alignment.

Beginning at first level, a mountebank can use their smooth fast-talking and arcane powers to create semi-magical effects. All abilities are dependent on the character being able to talk in a language understandable to the target.

Mountebank Special Abilities

LEVEL	EFFECT	DURATION
1	<i>Flim Flam</i> – raises Charisma to 18	1 turn, +1 per level
2	<i>Hustle</i> – lower or raise a price in a commercial transaction by 10-40%	Immediate
3	<i>Charm Person</i> – same as Magic User spell	1d4 hours, +1 per level
4	<i>Hypnotism</i> – same as Illusionist spell	1 round, +1 per level
5	<i>Manufacture Flash Powder</i> – causes blindness 1d4 rounds one batch a day with appropriate materials (150gp)	Immediate
6	<i>Charm Person</i> – twice a day	See above
7	<i>Hypnotism</i> – twice a day	See above
8	<i>Charm Monster</i> – same as Magic User spell	1d4 hours
9	<i>Suggestion</i> – same as Magic User spell	6 turns, +1 per level
12	<i>Implant Emotion</i> – same as Illusionist spell	Same as spell
18	<i>Charm Person</i> – three times a day	See above
25	<i>Hypnotism</i> – three times a day	See above
30	<i>Suggestion</i> – twice a day	See above
36	<i>Implant Emotion</i> – twice a day	See above

Montebank Level Progression

EXPERIENCE	TITLE	LEVEL	HIT DICE (1D4)	LEGERDEMAIN
0	Pretender	1	1d4	35%
1,565	Imposter	2	2d4	40%
3,125	Madcap	3	3d4	45%
6,251	Swindler	4	4d4	50%
12,501	Trickster	5	5d4	55%
25,001	Dodger	6	6d4	60%
50,001	Grifter	7	7d4	70%
100,001	Charlatan	8	8d4	80%
200,001	Montebank	9	9d4	90%
300,001	10th Level Montebank	10	9d4+1*	100%
400,001	11th Level Montebank	11	9d4+2*	105%**
500,001	12th Level Montebank	12	9d4+3*	110%**
600,001	13th Level Montebank	13	9d4+4*	115%**
700,001	14th Level Montebank	14	9d4+5*	120%**
800,001	15th Level Montebank	15	9d4+6*	125%**
900,001	16th Level Montebank	16	9d4+7*	130%**
1,000,001	17th Level Montebank	17	9d4+8*	135%**
1,100,001	18th Level Montebank	18	9d4+9*	140%**
1,200,001	19th Level Montebank	19	9d4+10*	145%**
1,300,001	20th Level Montebank	20	9d4+11*	150%**
1,400,001	21st Level Montebank	21	9d4+12*	155%**
1,500,001	22nd Level Montebank	22	9d4+13*	160%**
1,600,001	23rd Level Montebank	23	9d4+14*	165%**
1,700,001	24th Level Montebank	24	9d4+15*	170%**
1,800,001	25th Level Montebank	25	9d4+16*	175%**
1,900,001	26th Level Montebank	26	9d4+17*	180%**
2,000,001	27th Level Montebank	27	9d4+18*	182%**
2,100,001	28th Level Montebank	28	9d4+19*	184%**
2,200,001	29th Level Montebank	29	9d4+20*	186%**
2,300,001	30th Level Montebank	30	9d4+21*	188%**
2,400,001	31st Level Montebank	31	9d4+22*	190%**
2,500,001	32nd Level Montebank	32	9d4+23*	192%**
2,600,001	33rd Level Montebank	33	9d4+24*	194%**
2,700,001	34th Level Montebank	34	9d4+25*	196%**
2,800,001	35th Level Montebank	35	9d4+26*	198%**
2,900,001	36th Level Montebank	36	9d4+27*	200%**

*Constitution adjustments no longer apply.

**Once a montebank reaches 12th level, the slight of hands tricks of low-level characters may be accomplished "automatically." However, there is always a 1% minimum chance of failure (regardless of the montebank's level).

Percentages of 100 or more: Special circumstances (affects of extreme weather, wind gusts makes hand movements difficult, another Montebank is involved etc.) may cause a penalty to be applied to the listed chance (-5 %, -10 %, -20 %, etc.).