

# MOUNTEBANK

Mountebank  
Level

PATRON



## BEGUILING STARE

SAVE DC

Mountebank  
Level

$$\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{2} \right) + \text{CHA}$$

## INFERNAL PATRON

USES  
PER DAY

Mountebank  
Level

$$\boxed{\phantom{000}} \text{ rds} = \left( \frac{\phantom{000}}{2} \right) + \text{CHA}$$

Uses Today



SAVE DC

Mountebank  
Level

$$\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{2} \right) + \text{CHA}$$

## MASS BEGUIL

BURST  
RANGE

Mountebank  
Level

$$\boxed{\phantom{000}} \text{ ft.} = 100 + (10 \times \phantom{000})$$

## INFERNAL GUISE

ALTER SELF  
DURATION

Mountebank  
Level

$$\boxed{\phantom{000}} \text{ mins} = 10 \times \phantom{000}$$

## INFERNAL DEFENSE

DISPLACEMENT  
DURATION

Mountebank  
Level

Rounds Passed

$$\boxed{\phantom{000}} \text{ rds} = \phantom{000}$$

## INFERNAL JAUNT

DIMENSION DOOR  
RANGE

Mountebank  
Level

$$\boxed{\phantom{000}} \text{ ft.} = 10 + (5 \times \phantom{000})$$

☐ Cape of the  
Mountebank: +100 ft.

## INFERNAL INFLUENCE

CONFUSION  
DURATION

Mountebank  
Level

Rounds Passed

$$\boxed{\phantom{000}} \text{ rds} = \phantom{000}$$

## WANDS

CHARGES  
#



CHARGES  
#



CHARGES  
#



CHARGES  
#



# MOUNTEBANK

Mountebank  
Level

1

Beguiling Stare  
Mark of Damnation  
Bonus Language: \_\_\_\_\_

Beguile Victim; -2 Will, and -5 Sense Motive, lose **DEX** to AC  
DC 25 Diplomacy or Bluff check to be resurrected, gain  
bonus equal to half Mountebank level

2

☐ Deceptive Attack +1d6

Extra damage on beguiled or fainted opponents

3

☐ Infernal Patron (IP)

+2 to saves against enchantments

4

☐ IP: Infernal Guise

Disguise self as similarly shaped creature

5

☐ IP: Disguise the Soul's Aspect

Use **CHA** check against opponent's Sense Motive check to  
project a false alignment reading

6

☐ Deceptive Attack +2d6

8

☐ IP: Infernal Defense

Gain 50% miss chance; self only

10

☐ { IP: Infernal Jaunt  
Deceptive Attack +3d6

Teleport short distance; self only

12

☐ IP: Infernal Influence

Cause single target to act irrationally

14

☐ Deceptive Attack +4d6

16

☐ IP: Infernal Escape

Teleport self and familiar only, must expend two uses of IP

18

☐ Deceptive Attack +5d6

20

☐ { IP: Infernal Deception  
Aspect of the Damned

Create illusory double and become invisible  
Become half-fiend NPC thrall to infernal patron

## INFERNAL ESCAPE

TELEPORT  
RANGE

Mountebank  
Level

Misc

$$\boxed{\phantom{000}} \text{ mi.} = 100 \times \phantom{000} + \phantom{000}$$

## INFERNAL DECEPTION

MISLEAD: GREATER  
INVISIBILITY  
DURATION

Mountebank  
Level

Misc

Rounds Passed

$$\boxed{\phantom{000}} \text{ rds} = \phantom{000} + \phantom{000}$$

## ASPECT OF THE DAMNED: HALF-FIEND ABILITIES

Spell-Like Abilities (If INT or WIS is 8 or higher)  
Spell-Like Ability Level Uses Save DC

1	Darkness	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
2	Desecrate	2	<input type="checkbox"/>			
3	Unholy Blight	4	<input type="checkbox"/>			
4	Poison	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
5	Contagion	3	<input type="checkbox"/>			
6	Blasphemy	7	<input type="checkbox"/>			
7	Unholy Aura	8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
8	Unhallow	5	<input type="checkbox"/>			
9	Horrid Wilting	8	<input type="checkbox"/>			
10	Summon Monster IX (fiends only)	9	<input type="checkbox"/>			
11	Destruction	7	<input type="checkbox"/>			
12			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

SLA Save DC = 10 + CHA + Spell Level

### Smite Good

☐ Smite Good Used Today

SMITING DAMAGE  
BONUS

Weapon  
Damage  
Bonus

$$+ \boxed{\phantom{000}} = + \boxed{\phantom{000}} + 20$$

### Outsider Traits

Immune to Charm Person and other effects  
that target non-outsiders.

Damage reduction 10/magic

## SCROLLS

## POTIONS