

MOUNTEBANK

Mountebank
Level

PATRON



BEGUILING STARE

SAVE DC

Mountebank
Level

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{CHA}$$

INFERNAL PATRON

USES
PER DAY

Mountebank
Level

$$\boxed{} \text{ rds} = \left(\boxed{} \div 2 \right) + \text{CHA}$$

Uses Today



SAVE DC

Mountebank
Level

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{CHA}$$

MASS BEGUIL

BURST
RANGE

Mountebank
Level

$$\boxed{} \text{ ft.} = 100 + \left(10 \times \boxed{} \right)$$

INFERNAL GUISE

ALTER SELF
DURATION

Mountebank
Level

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

INFERNAL DEFENSE

DISPLACEMENT
DURATION

Mountebank
Level

Rounds Passed

$$\boxed{} \text{ rds} = \boxed{} \times \boxed{}$$

INFERNAL JAUNT

DIMENSION DOOR
RANGE

Mountebank
Level

$$\boxed{} \text{ ft.} = 10 + \left(5 \times \boxed{} \right)$$

☐ Cape of the
Mountebank: + 100 ft.

INFERNAL INFLUENCE

CONFUSION
DURATION

Mountebank
Level

Rounds Passed

$$\boxed{} \text{ rds} = \boxed{} \times \boxed{}$$

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

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

INFERNAL DECEPTION

MISLEAD: GREATER
INVISIBILITY
DURATION

Mountebank
Level

Misc

Rounds Passed

$$\boxed{} \text{ rds} = \boxed{} \times \boxed{}$$

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

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

Outsider Traits

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

Damage reduction 10/magic

SCROLLS

POTIONS