

# MOUNTEBANK

Mountebank  
Level

## PATRON



### BEGUILING STARE

SAVE DC

Mountebank  
Level

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{2} \right) + \text{CHA}$$

### INFERNAL PATRON

USES

PER DAY

Mountebank  
Level

$$\boxed{\phantom{00}} \text{ rds} = \left( \frac{\phantom{00}}{2} \right) + \text{CHA}$$

Uses Today



SAVE DC

Mountebank  
Level

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{2} \right) + \text{CHA}$$

### MASS BEGUIL

BURST  
RANGE

Mountebank  
Level

$$\boxed{\phantom{00}} \text{ ft.} = 100 + (10 \times \phantom{00})$$

### INFERNAL GUISE

ALTER SELF  
DURATION

Mountebank  
Level

$$\boxed{\phantom{00}} \text{ mins} = 10 \times \phantom{00}$$

### INFERNAL DEFENSE

DISPLACEMENT  
DURATION

Mountebank  
Level

Rounds Passed

$$\boxed{\phantom{00}} \text{ rds} = \frac{\phantom{00}}{\phantom{00}}$$

### INFERNAL JAUNT

DIMENSION DOOR  
RANGE

Mountebank  
Level

$$\boxed{\phantom{00}} \text{ ft.} = 10 + (5 \times \phantom{00})$$

☐ Cape of the  
Mountebank: + 100 ft.

### INFERNAL INFLUENCE

CONFUSION  
DURATION

Mountebank  
Level

Rounds Passed

$$\boxed{\phantom{00}} \text{ rds} = \frac{\phantom{00}}{\phantom{00}}$$

### 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

$$\boxed{\phantom{00}} \text{ mi.} = 100 \times \phantom{00} + \phantom{00}$$

### INFERNAL DECEPTION

MISLEAD: GREATER  
INVISIBILITY  
DURATION

Mountebank  
Level

Misc

Rounds Passed

$$\boxed{\phantom{00}} \text{ rds} = \frac{\phantom{00}}{\phantom{00}}$$

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

SLA Save DC = 10 + CHA + Spell Level

Smite Good

☐ Smite Good Used Today

SMITING DAMAGE  
BONUS

Weapon  
Damage  
Bonus

$$+ \boxed{\phantom{00}} = + \boxed{\phantom{00}} + 20$$

Outsider Traits

Immune to Charm Person and other effects  
that target non-outsiders.  
Damage reduction 10/magic

### SCROLLS

### POTIONS