| MOUNTEBANK Mountebank Level                     | *                              | Mo  | OUNTEBANK  |
|---|--------------------------------|---|--|
| PATRON  | Mountebank<br>Level            | Beguiling Stare Mark of Damnation Bonus Language:     | Beguile Victim; -2 Will, and -5 Sense Motive, lose <b>DEX</b> to <b>AC</b> DC 25 Diplomacy or Bluff check to be resurrected, gain bonus equal to half Mountebank level |
| BEGUILING STARE                                 | 2                              | □ Deceptive Attack +1d6                               | Extra damage on beguiled or feinted opponents  |
| Mountebank Level                                | 3                              | □ Infernal Patron (IP)                                | +2 to saves against enchantments   |
| = 10 + ( ÷ 2 ) + CH                             | 4                              | ☐ IP. Infernal Guise                                  | Disguise self as similarily shaped creature  |
| INFERNAL PATRON  EINSETZBAR  Mountebank         | 5                              | ☐ IP. Disguise the Soul's Aspect                      | Use <b>CHA</b> check against opponent's Sense Motive check to project a false alignment reading  |
| PRO TAG Level                                   | 6                              | ☐ Deceptive Attack +2d6                               |  |
| Runden + 2) + CH                                | 8                              | ☐ IP. Infernal Defense                                | Gain 50% miss chance; self only  |
| Heute eingesetzt                                | 10                             | □   | Teleport short distance; self only   |
| Mountebank                                      | 12                             | ☐ IP: Infernal Influence                              | Cause single target to act irrationally  |
| = 10 + ( ÷ 2 ) + CH                             | 14                             | ☐ Deceptive Attack +4d6                               |  |
| MASS BEGUILE                                    | 16                             | □ IP: Infernal Escape                                 | Teleport self and familiar only, must expend two uses of IP  |
| BURST Mountebank RANGE Level                    | 18                             | ☐ Deceptive Attack +5d6                               |  |
| ft. = 100 + ( 10 × )                            | 20                             | IP. Infernal Deception Aspect of the Damned           | Create illusory double and become invisible<br>Become half-fiend NPC thrall to infernal patron   |
| INFERNAL GUISE                                  |                                | INF   | ERNAL ESCAPE   |
| LTER SELF Mountebank URATION Level              | TELEPORT<br>RANGE              | Mountebank<br>Level                                   | Sonstiges  |
| mins = 10 ×                                     | n                              | i = 100 ×   | +  |
| INFERNAL DEFENSE *                              |                                |   | NAL DECEPTION  |
| NOUNTATION  Mountebank Level Rounds Passed      | MISLEAD: GINVISIBILITEDURATION | v Mountebank  | nstiges Rounds Passed  |
| INFERNAL JAUNT                                  | Spoll-Like                     | ASPECT OF THE DAI<br>Abilities (If INT or WIS is 8 or | MNED: HALF-FIEND ABILITIES   |
| DIMENSION DOOR Mountebank ANGE Level            |                                | Ability Level Uses Save [                             |  |
| ft. = 10 + (5 × )                               | 1 Darkr 2 Desec                | rate 2 🗆  | SMITING DAMAGE Damage BONUS Popular  |
| Mountebank: + 100 ft.                           | 3 Unho                         |   | + = + + 20   |
| INFERNAL INFLUENCE                              | 5 Conta                        |   | Outsider Traits  |
| Mountebank ONFUSION Level Rounds Passed URATION |                                | nemy 7 🗆 🔃<br>y Aura 8 🗆 🗆 🗆                          | Immune to Charm Person and other effects   |
|   | 8 Unhal                        | low 5 🗆   | that target non-outsiders.  Damage reduction 10/magic  |
| Runden  |                                | Wilting 8 □<br>on Monster 9 □                         |  |
| ZAUBERSTÄBE                                     |                                | nds only)   |  |
| # # # # # # # # # # # # # # # # # # #           | 12                             | C = 10 + <b>CHA</b> + Spell Level                     |  |
| 2 000 000 000                                   |                                | SCHRIFTROLLEN   | TRÄNKE   |
| # # # # # # # # # # # # # # # # # # #           |                                |   |  |
| # COO OOO OOO                                   |                                |   |  |
|   |                                |   |  |