MOUNTEBANK Mountebank Level			MO	DUNTEBANK
PATRON	Mountebank Level		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
BEGUILING STARE	2		Deceptive Attack +1d6	Extra damage on beguiled or feinted opponents
Mountebank TIRI SALVEZZA Level	3		Infernal Patron (IP)	+2 to saves against enchantments
= 10 + (÷ 2) + CAR	4		IP: Infernal Guise	Disguise self as similarily shaped creature
INFERNAL PATRON	5		IP: Disguise the Soul's Aspect	Use CHA check against opponent's Sense Motive check to project a false alignment reading
USI Mountebank PER DAY Level	6		Deceptive Attack +2d6	7 3
r = (÷ 2) + CAR	8		IP: Infernal Defense	Gain 50% miss chance; self only
Usi oggi	10		IP: Infernal Jaunt Deceptive Attack +3d6	Teleport short distance; self only
Mountabank	12		IP. Infernal Influence	Cause single target to act irrationally
Mountebank Level	14	_	Deceptive Attack +4d6	,
=10 + (÷ 2) + CAR	16		IP. Infernal Escape	Teleport self and familiar only, must expend two uses of IP
MASS BEGUILE BURST Mountebank	18		Deceptive Attack +5d6	, , , , , , , , , , , , , , , , , , , ,
RANGE Level			IP: Infernal Deception	Create illusory double and become invisible
ft. = 100 + (10 ×)	20		Aspect of the Damned	Become half-fiend NPC thrall to infernal patron
INFERNAL GUISE ALTER SELF Mountebank	TELEBORA		INFE Mountebank	ERNAL ESCAPE
DURATION Level	TELEPORT RANGE		Level	Varie
min = 10 ×		mi.	= 100 ×	·
r = INFERNAL JAUNT DIMENSION DOOR Mountebank Level ft. = 10 + (5 ×) Cape of the	Spell-Like 1 Dark 2 Dese	r e Abi	ilities (If INT or WIS is 8 or lity Level Uses Save D 2	
Mountebank: + 100 ft.	3 Unho	•	3 🗆 🗆 🗆	+ = + + 20
INFERNAL INFLUENCE Mountebank Level Rounds Passed T BACCHETTE BACCHETTE	6 Blasp 7 Unho 8 Unha 9 Horr 10 Sum IX (fi 11 Distr	iends ruzior	ny 7	Outsider Traits Immune to Charm Person and other effects that target non-outsiders. Damage reduction 10/magic
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