MOUNTEBANK Mountebank Level	MOUNTEBANK	*
PATRON	Mountebank Level Beguiling Stare Mark of Damnation Bonus Language: Mountebank Beguile Victim; -2 Will, and -5 Sense Motive, lo DC 25 Diplomacy or Bluff check to be resurrect bonus equal to half Mountebank level	
BEGUILING STARE	2 Deceptive Attack +1d6 Extra damage on beguiled or feinted opponents	s
Mountebank SAVE DC Level	3 ☐ Infernal Patron (IP) +2 to saves against enchantments	
= 10 + (÷ 2) + CHA	4 IP. Infernal Guise Disguise self as similarily shaped creature	
INFERNAL PATRON *	5	otive check to
USES Mountebank PER DAY Level	6 Deceptive Attack +2d6	
rds = (÷ 2) + CHA	8 IP. Infernal Defense Gain 50% miss chance; self only	
Uses Today	IP. Infernal Jaunt Teleport short distance; self only	
	Deceptive Attack +306	
SAVE DC Mountebank Level	12 IP: Infernal Influence Cause single target to act irrationally	
= 10 + (÷ 2) + CHA	14 Deceptive Attack +4d6	
MASS BEGUILE	16 □ IP: Infernal Escape Teleport self and familiar only, must expend tw	ro uses of IP
BURST Mountebank RANGE Level	18 Deceptive Attack +5d6	
_{ft.} = 100 + (10 ×)	20 IP. Infernal Deception Create illusory double and become invisible Become half-fiend NPC thrall to infernal patron	1
infernal guise	INFERNAL ESCAPE	
ALTER SELF Mountebank DURATION Level	TELEPORT Mountebank Misc	
mins = 10 ×	mi. = 100 × +	
INFERNAL DEFENSE	INFERNAL DECEPTION	
DISPLACEMENT DURATION rds = Mountebank Level Rounds Passed	MISLEAD: GREATER INVISIBILITY DURATION Hountebank Level Misc Rounds Passed Hountebank Level Rounds Passed	
INFERNAL JAUNT	On all titles Alithing (comments and the little)	
DIMENSION DOOR Mountebank RANGE Level	Spell-Like Ability Level Uses Save DC Smite Good Used Today	
_{ft.} = 10 + (5 ×)	1 Darkness 2 🗆 🗆 Weapon 2 Desecrate 2 🗆 SMITING DAMAGE	
☐ Cape of the Hountebank: +100 ft.	3 Unholy Blight 4 SMITING DAMAGE Damage BONUS Bonus	
infernal influence	4 Poison 3	+ 20
Mountebank CONFUSION Level Rounds Passed	6 Blasphemy 7 🗆 Outsider Traits	
DURATION Level Rounds Passed	7 Unholy Aura 8 🗆 🗆 Immune to Charm Person and control that target non-outsiders.	other effects
rds	9 Horrid Wilting 8 Damage reduction 10/magic	
WANDS *	10 Summon Monster 9	
	11 Destruction 7	
# 000 000 000 # 000 000 000	SLA Save DC = 10 + CHA + Spell Level	
0	SCROLLS POTIONS	,
# 000000000		

CHARGES		