MOUNTEBANK Mountebank Level	*		MC	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 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 USI Mountebank	5		IP. Disguise the Soul's Aspect	Use CHA check against opponent's Sense Motive check to project a false alignment reading
Level ÷ 2) + CAR	6		Deceptive Attack +2d6	
ius	8		IP. Infernal Defense	Gain 50% miss chance; self only
Usi oggi	10		IP. Infernal Jaunt Deceptive Attack +3d6	Teleport short distance; self only
Mountebank	12		IP. Infernal Influence	Cause single target to act irrationally
EAVE DC Level + 2	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 Become half-fiend NPC thrall to infernal patron
INFERNAL GUISE			INFE	ERNAL ESCAPE
ALTER SELF Mountebank DURATION Level	TELEPORT RANGE	Γ	Mountebank Level	Altro
min = 10 ×		mi.	= 100 × -	
INFERNAL DEFENSE			INFER	NAL DECEPTION
DISPLACEMENT Mountebank Level Rounds Passed rds =	MISLEAD: INVISIBILI DURATION	rds	Mountebank Level A	Altro Rounds Passed
INFERNAL JAUNT	Snell-Like		ASPECT OF THE DAN ilities (If INT or WIS is 8 or	MNED: HALF-FIEND ABILITIES
DIMENSION DOOR Mountebank RANGE Level	Spell-Like	e Abi	lity Level Uses Save D	
ft. = 10 + (5 ×)	2 Dese	kness ecrate oly Bl	2 🗆	SMITING DAMAGE Weapon Damage BONUS Bonus
Mountebank: +100 ft.	4 Pois	-	3 🗆 🗆 📗	+ = + + 20
INFERNAL INFLUENCE Mountebank		tagio: sphem		Outsider Traits
CONFUSION Level Rounds Passed		oly A		Immune to Charm Person and other effects
		allow	· –	that target non-outsiders. Damage reduction 10/magic
rds		rid Wi	lting 8 □ Monster 9 □	
BACCHETTE		fiends	only)	_
CARICH # 00000000000000000000000000000000000	12		10 + CHA + Spell Level	
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