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) + CHA	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
JSES Mountebank PER DAY Level	6		Deceptive Attack +2d6	
rds = (÷ 2) + CHA	8		IP: Infernal Defense	Gain 50% miss chance; self only
Использовано сегодня	10	_ ·	IP: Infernal Jaunt Deceptive Attack +3d6	Teleport short distance; self only
Mountebank	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 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		Mountebank Level	Прочее
mins = 10 ×		mi.	= 100 × +	+
INFERNAL DEFENSE			INFER	NAL DECEPTION
DISPLACEMENT Mountebank Level Rounds Passed rds =	MISLEAD: INVISIBILI DURATION	rds	Mountebank Level Np	POUVEE Rounds Passed
INFERNAL JAUNT	Spoll-Like		ASPECT OF THE DAN ilities (If INT or WIS is 8 or I	MNED: HALF-FIEND ABILITIES
DIMENSION DOOR Mountebank RANGE Level			lity Level Uses Save D	
ft. = 10 + (5 ×)		kness ecrate	2 🗆	SMITING DAMAGE Weapon Damage
□ Cape of the Hountebank: +100 ft.	3 Unh 4 Pois	oly Bl son	light 4 🗆	BONUS Bonus
INFERNAL INFLUENCE	5 Con	tagior		20
Mountebank CONFUSION Level Rounds Passed		phem oly Au		Outsider Traits Immune to Charm Person and other effects
DURATION DODG DODG DODG DODG DODG DODG DODG DO	1	allow		that target non-outsiders.
rds		rid Wi		Damage reduction 10/magic
WANDS			Monster 9 🗆	
	11 Dest	ructio	on 7 🗆	
3APA108		DC =	10 + CHA + Spell Level	
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