MOUNTEBANK Livello da Mountebank	MOUNTEBANK	
PATRON	Livello da Mountebank Beguiling Stare Mark of Damnation Linguaggio bonus: Beguile Victim; -2 Will, and -5 Sense Motive, lose DEX bonus equal to half Mountebank level	
BEGUILING STARE	2 Deceptive Attack +1d6 Extra damage on beguiled or feinted opponents	
CD TIRO SALVEZZA Livello da Mountebank	3	
= 10 + (÷ 2) + CAR	4	
INFERNAL PATRON	5	eck to
USI Livello AL GIORNO da Mountebank	6 Deceptive Attack +2d6	
rd = (÷ 2) + CAR	8	
Usati oggi	10 ☐ { IP. Infernal Jaunt Teleport short distance; self only Deceptive Attack +3d6	
Livello	12	
CD TIRO SALVEZZA da Mountebank = 10 + (÷ 2) + CAR	14 Deceptive Attack +4d6	
MASS BEGUILE	16	of IP
BURST Livello RANGE da Mountebank	18 Deceptive Attack +5d6	
m = 100 + (10 ×)	20	
infernal guise	INFERNAL ESCAPE	三
ALTER SELF Livello DURATION da Mountebank	TELETRASPORTO Livello Altro	
min = 10 ×	mi. = 100 × +	
infernal defense	INFERNAL DECEPTION	
DISPLACEMENT Livello da Mountebank rd = Round Trascorsi	MISLEAD: GREATER INVISIBILITY DURATION Trd Livello da Mountebank Altro Round Trascorsi	
infernal jaunt	ASPECT OF THE DAMNED: HALF-FIEND ABILITIES Spell-Like Abilities (se INT or WIS is 8 or higher) Smite Good	
PORTA DIMENSIONALE Livello da Mountebank	Spell-Like Ability Level Uses Save DC Smite Good Used Today	
m = 10 + (5 ×)	1 Darkness 2	
Mountebank: +30m	Veleno 3 DDD Allin	20
INFERNAL INFLUENCE	5 Contagio 3 🗆	20
Livello CONFUSION da Mountebank Round Trascorsi DURATION	7 Unholy Aura 8 🗆 🗆 Immune to Charm Person and other e	effects
	8 Unhallow 5	
rd	9 Horrid Wilting 8 10 Summon Monster 9	
BACCHETTE *	IX (fiends only) 11 Distruzione 7	
# 000 000 000 H	12	
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