

# BEGUILER

Niveau de  
Lanceur de Sort

Niveau  
Bonus

+

## SORTS

Sort DD sauvegarde		Sorts par jour	=	Base Sorts	+	Sorts Supplémentaires
	0					INT - 4
	1					INT - 4
	2					INT - 4
	3					INT - 4
	4					INT - 4
	5					INT - 4
	6					INT - 4
	7					INT - 4
	8					INT - 4
	9					INT - 4

### RISQUE D'ÉCHEC DES SORTS PROFANES

Beguilers can wear light armour  
without risk of spell failure

## CLOAKED CASTING

Sort  
DD sauvegarde = 10 + INT + Niveau  
du sort + Cloaked  
Casting Bonus

### SPELL DC BONUS

+

From Level 8: ☐ +2 pour vaincre la  
résistance à la magie  
From Level 20: ☐ Vainc toujours la  
résistance à la magie

## SORTS CONNUS

0  
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□□□

Lumières dansantes  
Message

Daze  
Open / Close

Détection de magie  
Lecture de la magie

Ghost Sound

1  
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□□□  
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Charm Person  
Disguise Self  
Obscuring Mist  
Undetectable Alignment

Colour Spray  
Expeditious Retreat  
Rouse

Compréhension des langues  
Hypnotism  
Silent Image  
Whelm

Detect Secret Doors  
Armure de mage  
Sleep

2  
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□□□  
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Blinding Colour Surge  
Fog Cloud  
Knock  
See Invisibility  
Touch of Idiocy

Blur  
Glitterdust  
Minor Image  
Silence  
Vertigo

Daze Monster  
Hypnotic Pattern  
Mirror Image  
Spider Climb  
Whelming Blast

Detect Thoughts  
Invisibility  
Misdirection  
Stay the Hand

3  
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Vision Magique  
Deep Slumber  
Halt  
Inevitable Defeat  
Nondetection  
Zone de silence

Clairaudience / Clairvoyance  
Dispel Magic  
Hâte  
Sphère d'invisibilité  
Slow

Displacement  
Hesitate  
Legion of Sentinals  
Suggestion

Crown of Veils  
Glibness  
Hold Person  
Major Image  
Vertigo Field

4  
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Charm Monster  
Greater Invisibility  
Phantom Battle

Confusion  
Greater Mirror Image  
Rainbow Pattern

Crushing Despair  
LOCALISATION DE CRÉATURES  
Solid Fog

Liberté de mouvement  
Whelm

5  
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Brise l'enchantement  
Hold Monster  
Seeming

Dominate Person  
Incite Riot  
Envoi

Feeblemind  
Mind Fog  
Swift Etherealness

Friend to Foe  
Rary's Telepathic Bond

6  
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Greater Dispel Magic  
Repulsion

Suggestion de masse  
Shadow Walk

Mislead  
True Seeing

Overwhelm  
Veil

7  
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Ethereal Jaunt  
Phase Door

Greater Arcane Sight  
Power Word Blind

Mass Hold Person  
Project Image

Mass Invisibility  
Spell Turning

8  
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□

Demand  
Power Word Stun

Discern Location  
Scintillating Pattern

Mind Blank  
Écran

Moment of Prescience

9  
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Dominate Monster  
Power Word Kill

Etherealness  
Time Stop

Foresight

Mass Hold Monster

## BAGUETTES

CHARGES

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## PARCHEMINS

## POTIONS