

# BEGUILER

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## SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	<b>0</b>					INT - 4
	<b>1</b>					INT - 8
	<b>2</b>					INT - 12
	<b>3</b>					
	<b>4</b>					
	<b>5</b>					
	<b>6</b>					
	<b>7</b>					
	<b>8</b>					
	<b>9</b>					

### ARCANE SPELL FAILURE THRESHOLD

Beguilers can wear light armour without risk of spell failure

## CLOAKED CASTING

$$\text{Spell Save DC} = 10 + \text{INT} + \text{Spell Level} + \text{Cloaked Casting Bonus}$$
**SPELL DC  
BONUS**

From Level 8: ☐ +2 to overcome Spell Resistance

From Level 20: ☐ Always overcome Spell Resistance

## WANDS

## KNOWN SPELLS

## Mass Hold Monster

## SCROLLS

## POTIONS