

BEGUILER

Poziom
Czarującego

Poziomy
Premiowe

+

CZARY

ST Rzutu Obronnego		Czary na dzień	=	Czary Bazowe	+	Premiowe Czary
	0					INT - 4 INT - 8 INT - 12
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NIEPOWODZENIE CZARU WTajemniczeń RYZYKO

% Beguilers can wear light armour
without risk of spell failure

CLOAKED CASTING

ST Rzutu
Obronnego = 10 + INT + Poziom
Czaru + Cloaked
Casting Bonus

SPELL DC
BONUS

+

From Level 8: ☐ +2 to overcome
Spell Resistance
From Level 20: ☐ Always overcome
Spell Resistance

ZNANE CZARY

0	Dancing Lights Message	Daze Open / Close	Detect Magic Read Magic	Ghost Sound
1	Charm Person Przebranie Obscuring Mist	Deszcz Kolorów Expeditious Retreat Rouse	Comprehend Languages Hypnotism Silent Image	Detect Secret Doors Mage Armour Sleep
2	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	Arcane Sight Deep Slumber Halt Inevitable Defeat Nondetection Zone of Silence	Clairaudience / Clairvoyance Dispel Magic Haste Invisibility Sphere Slow	Displacement Hesitate Legion of Sentinals Suggestion	Crown of Veils Glibness Hold Person Major Image Vertigo Field
4	Charm Monster Greater Invisibility Phantom Battle	Confusion Greater Mirror Image Rainbow Pattern	Crushing Despair Locate Creature Solid Fog	Freedom of Movement Mass Whelm
5	Break Enchantment Hold Monster Seeming	Dominate Person Incite Riot Sending	Feeblemind Mind Fog Swift Etherealness	Friend to Foe Rary's Telepathic Bond
6	Greater Dispel Magic Repulsion	Mass Suggestion Shadow Walk	Mislead True Seeing	Overwhelm Veil
7	Ethereal Jaunt Phase Door	Greater Arcane Sight Power Word Blind	Mass Hold Person Project Image	Mass Invisibility Spell Turning
8	Demand Power Word Stun	Discern Location Scintillating Pattern	Mind Blank Screen	Moment of Prescience
9	Dominate Monster Power Word Kill	Eteryczność Time Stop	Foresight	Mass Hold Monster

RÓŻDŹKI

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ZWOJE

MIKSTURY