BEGUILER

Zauberstufe Stufenbonus

*		ZAUE	BER	1	*
RW gegen Zauber		Zauber pro Tag	=	Grund- zauber	+ Bonus- Zauber
	0				N N N - 4 - N - 8 - 12
	1				7777
	2				
	3				
	4				
	5				
	6				
	7				
	8				
	9				. 44

ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT Beguilers can wear light armour without risk of spell failure CLOAKED CASTING

CLOAKED CASTING						
RW gegen = 10 + Zauber		vel Cloaked Casting Bonus				
ZAUBER SG BONUS	Ab Stufe 8:	+2 to overcome Spell Resistance				
+	Ab Stufe 20:	Always overcome Spell Resistance				

ZAUBERST	'ÄBE
z	
##	
# PADUNGEN	
N. C.	
##	
##	
N	
# TAD UN GEN	

*		BEKANNTE	ZAUBER	*
0		Benommenheit Offen / Geschlossen	Magie entdecken Magie lesen	Geisterhaftes Geräusch
	Person bezaubern Disquise Self	Sprühende Farben Expeditious Retreat	Comprehend Languages Hypnotism	Geheimtüren entdecken Mage Armour
1	Obscuring Mist Undetectable Alignme	Rouse	Silent Image Whelm	Sleep
2	Blinding Colour Surge Fog Cloud Klopfen See Invisibility Touch of Idiocy	Verschwimmen Glitterdust Minor Image Silence Vertigo	Daze Monster Hypnotic Pattern Mirror Image Spinnenklettern Whelming Blast	Detect Thoughts Invisibility Misdirection Stay the Hand
3	Zone of Silence	Hellhören / Hellsehen Dispel Magic Hast Invisibility Sphere Slow	Standort vortäuschen Hesitate Legion of Sentinals Einflüsterung	Crown of Veils Glibness Hold Person Major Image Vertigo Field
4		Confusion Greater Mirror Image Rainbow Pattern	Crushing Despair Locate Creature Solid Fog	Freedom of Movement Mass Whelm
5		Dominate Person Incite Riot Sending	Feeblemind Mind Fog Swift Etherealness	Friend to Foe Rary's Telepathic Bond
6	Repulsion	enMasseneinflüsterung Shadow Walk	Mislead True Seeing	Overwhelm Veil
7	Ethereal Jaunt	Greater Arcane Sight Power Word Blind	Mass Hold Person Project Image	Mass Invisibility Spell Turning
8		Discern Location Schillerndes Muster	Mind Blank Screen	Moment of Prescience
9	Monster beherrschen Power Word Kill	Etherealness Time Stop	Foresight	Mass Hold Monster
	SCHRIFTROI	LLEN	TRÄ	inke ,