BEGUILER

Caster Level	1
Level Bonus	+

×		SPEL	LS	7
Spell Save DC		Spells per day	= Basis Spreuker	
	0			INT - 4 INT - 8 INT - 12
	1			7777
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			

ARCANE SPRI	Beguilers can wear light armour without risk of spell failure	
×	CLOAKED CASTING	,
Spell Save DC = 10	+ INT + Spell + Cloaked Casting Bonus	
SPELL DC BONUS	From Level 8:	
+	From Level 20: Always overcome Spell Resistance	

WAND	os "
CHARGES	
CHARGES	
CHARGES	
## CHARGES	
	_
SHARGES	

2	Dancing Lights Message Charm Person Disguise Self Obscuring Mist Undetectable Alignme Blinding Colour Surge Fog Cloud Knock See Invisibility Touch of Idiocy Arcane Sight Deep Slumber Halt Inevitable Defeat Nondetection Zone of Silence Charm Monster Greater Invisibility Phantom Battle	Daze Open / Close Colour Spray Expeditious Retreat Rouse Int Blur Glitterdust Minor Image Silence Vertigo Clairaudience / Clairv Dispel Magic Haste Invisibility Sphere Slow Confusion Greater Mirror Image Rainbow Pattern	Detect Magic Read Magic Comprehend Languages Hypnotism Silent Image Whelm Daze Monster Hypnotic Pattern Mirror Image Spider Climb Whelming Blast oyance Displacement Hesitate Legion of Sentinals Suggestion Crushing Despair Locate Creature Solid Fog	Detect Secret Doors Mage Armour Sleep Detect Thoughts Invisibility Misdirection Stay the Hand Crown of Veils Glibness Hold Person Major Image Vertigo Field Freedom of Movement Mass Whelm
1 2 3 4	Disguise Self Obscuring Mist Undetectable Alignme Blinding Colour Surge Fog Cloud Knock See Invisibility Touch of Idiocy Arcane Sight Deep Slumber Halt Inevitable Defeat Nondetection Zone of Silence Charm Monster Greater Invisibility	Expeditious Retreat Rouse Int Blur Glitterdust Minor Image Silence Vertigo Clairaudience / Clairv Dispel Magic Haste Invisibility Sphere Slow Confusion Greater Mirror Image	Hypnotism Silent Image Whelm Daze Monster Hypnotic Pattern Mirror Image Spider Climb Whelming Blast oyance Displacement Hesitate Legion of Sentinals Suggestion Crushing Despair Locate Creature	Mage Armour Sleep Detect Thoughts Invisibility Misdirection Stay the Hand Crown of Veils Glibness Hold Person Major Image Vertigo Field Freedom of Movement
2 3 4	Disguise Self Obscuring Mist Undetectable Alignme Blinding Colour Surge Fog Cloud Knock See Invisibility Touch of Idiocy Arcane Sight Deep Slumber Halt Inevitable Defeat Nondetection Zone of Silence Charm Monster Greater Invisibility	Expeditious Retreat Rouse Int Blur Glitterdust Minor Image Silence Vertigo Clairaudience / Clairv Dispel Magic Haste Invisibility Sphere Slow Confusion Greater Mirror Image	Hypnotism Silent Image Whelm Daze Monster Hypnotic Pattern Mirror Image Spider Climb Whelming Blast oyance Displacement Hesitate Legion of Sentinals Suggestion Crushing Despair Locate Creature	Mage Armour Sleep Detect Thoughts Invisibility Misdirection Stay the Hand Crown of Veils Glibness Hold Person Major Image Vertigo Field Freedom of Movement
3	Fog Cloud Knock See Invisibility Touch of Idiocy Arcane Sight Deep Slumber Halt Inevitable Defeat Nondetection Zone of Silence Charm Monster Greater Invisibility	Glitterdust Minor Image Silence Vertigo Clairaudience / Clairve Dispel Magic Haste Invisibility Sphere Slow Confusion Greater Mirror Image	Hypnotic Pattern Mirror Image Spider Climb Whelming Blast oyance Displacement Hesitate Legion of Sentinals Suggestion Crushing Despair Locate Creature	Invisibility Misdirection Stay the Hand Crown of Veils Glibness Hold Person Major Image Vertigo Field Freedom of Movement
3 4 5	Fog Cloud Knock See Invisibility Touch of Idiocy Arcane Sight Deep Slumber Halt Inevitable Defeat Nondetection Zone of Silence Charm Monster Greater Invisibility	Glitterdust Minor Image Silence Vertigo Clairaudience / Clairve Dispel Magic Haste Invisibility Sphere Slow Confusion Greater Mirror Image	Hypnotic Pattern Mirror Image Spider Climb Whelming Blast oyance Displacement Hesitate Legion of Sentinals Suggestion Crushing Despair Locate Creature	Invisibility Misdirection Stay the Hand Crown of Veils Glibness Hold Person Major Image Vertigo Field Freedom of Movement
4 	Deep Slumber Halt Inevitable Defeat Nondetection Zone of Silence Charm Monster Greater Invisibility	Dispel Magic Haste Invisibility Sphere Slow Confusion Greater Mirror Image	Displacement Hesitate Legion of Sentinals Suggestion Crushing Despair Locate Creature	Glibness Hold Person Major Image Vertigo Field Freedom of Movement
5	Greater Invisibility	Greater Mirror Image	Locate Creature	
				INId22 MIIGIII
	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	Etherealness Time Stop	Foresight	Mass Hold Monster
	SCROLLS	s , (POT	IONS