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Caster Level	1
Level Bonus	+

×		SPEL	.LS		7
Spell Save DC		Spells per day	=	Base Spells	+ Bonus Spells
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	8				
	9				44

ARCANE SPELL FAILURE THRESHOLD

% Beguilers can wear light armour without risk of spell failure

			6	Greater Dispel Magic		Mislead	Overwhelm
				Repulsion	Shadow Walk	True Seeing	Veil
				Ethereal Jaunt Phase Door	Greater Arcane Sight Power Word Blind	Mass Hold Person Project Image	Mass Invisibility Spell Turning
X	WANDS	*	8	Demand Power Word Stun	Discern Location Scintillating Pattern	Mind Blank Screen	Moment of Prescience
	CHARGE S		9	Dominate Monster Power Word Kill	Etherealness Time Stop	Foresight	Mass Hold Monster
	CHARGES # 0000		\	SCROLLS		P	OTIONS
	¥ # □□□□						
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)	N.		KNOWN S	PELLS	,
	0	Dancing Lights Message	Daze Open / Close	Detect Magic Read Magic	Ghost Sound
	1	Charm Person Disguise Self Obscuring Mist Undetectable Alignme	Colour Spray Expeditious Retreat Rouse ent	Comprehend Languages Hypnotism Silent Image Whelm	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 / Clairve Dispel Magic Haste Invisibility Sphere Slow	oyance 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