BEGUILER

| Caster Level | 1 |
|-----------------|---|
| Level Bonus | + |

| × | | SPEL | LS | | |
|------------------|---|-------------------|----|----------------|-----------------------------|
| Spell Save DC | | Spells per day | = | Base Spells | + Bonus Spells |
| | 0 | | | | NT - 4 NT - 8 NT - 12 |
| | 1 | | | | 7777 |
| | 2 | | | | |
| | 3 | | | | |
| | 4 | | | | |
| | 5 | | | | |
| | 6 | | | | |
| | 7 | | | | |
| | 8 | | | | |
| | 9 | | | | |

| ARCANE | SPELL | FAILURE | THRESHOLD |
|--------|--------------|----------------|------------------|
| | | | |

Beguilers can wear light armor without risk of spell failure

| without how of spen fundic | | | |
|----------------------------|--|----------|--|
| `* | CLOAKED CASTING | | |
| Spell Save DC = 1 | O + INT + Spell Level + Cloaked Casting Bonus | | |
| SPELL DC BONUS | From Level 8: \Box +2 to overcome Spell Resistance | | |
| + | From Level 20: Always overcome Spell Resistance | <u> </u> | |

| W | AND | |
|---|-----------|---|
| | ARGES | |
| | CHARGES | |
| | CHARGES # | |
| | 8 | _ |
| | CHARGES | _ |
| | CHARGES | _ |
| | CHARGES | |

| * | | | KNOWNS | SPELLS | * |
|---|----------|--|--|---|---|
| 0 | | Dancing Lights Message | Daze Open / Close | Detect Magic Read Magic | Ghost Sound |
| | | | | | |
| 1 | | Charm Person Disguise Self Obscuring Mist Undetectable Alignme | Color Spray Expeditious Retreat Rouse nt | 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 / Clairv 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 |
| | | Greater Dispel Magic Repulsion | Mass Suggestion Shadow Walk | Mislead True Seeing | Overwhelm Veil |
| 7 | 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 | | POT | IONS |
| | | | | | |
| | | | | | |
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