

Beguiler: 7

6	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Daze	0	Beguiler	PHBII:217	v,s,m	1a	1 rd	Close (40')		Enchantment (Compulsion) [Mind-affecting]	Will 19 neg	Yes
	<i>Target humanoid <5HD loses next action.</i>											
	Detect Magic	0	Beguiler	PHBII:219	v,s	1a	[c] 7 min [d]	60 ft.	Cone em.	Divination	None	No
	<i>Detects spells and magic items within 60 ft. See text for details on detect.</i>											
	Ghost Sound	0	Beguiler	PHBII:235	v,s,m	1a	7 rd [d]	Close (40')		Illusion (Figment)	Will 18 disblf-i	No
	<i>Figment sounds can simul. 20 humanoids.</i>											
	Message	0	Beguiler	PHBII:253	v,s,f	1a	60 min	Med (160')		Transmutation [Language]	None	No
	<i>Whispered conversation between up to 6 indicated subjects.</i>											
	Open/Close	0	Beguiler	PHBII:258	v,s,f	1a	Inst.	Close (40')		Transmutation	Will 16 neg (o)	Yes
	<i>Opens or closes small or light things.</i>											
	Read Magic	0	Beguiler	PHBII:269	v,s,f	1a	70 min	Personal		Divination	None	No
	<i>Read scrolls and spellbooks.</i>											
8	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Charm Person	1	Beguiler	PHBII:209	v,s	1a	7 hours	Close (40')		Enchantment (Charm) [Mind-affecting]	Will 20 neg	Yes
	<i>Makes one person believe you are his trusted friend and ally (see Influencing NPC Attitudes, PHB p. 72). If the creature is being threatened it gets +5 on its save.</i>											
	Color Spray	1	Beguiler	PHBII:210	v,s,m	1a	Inst. (text)	15 ft	Cone brst	Illusion (Pattern) [Mind-affecting]	Will 19 neg	Yes
	<i>Creatures within cone are affected by HD: 5+ HD are stunned for 1 rd. 3-4HD are blinded and stunned for 1d4 rd, then suffer previous state. 2- HD are knocked unconscious (if living), blinded and stunned for 2d4 rd, then suffer each of the other states in turn.</i>											
	Comprehend Languages	1	Beguiler	PHBII:212	v,s,m/df	1a	70 min	Personal		Divination	None	No
	<i>Understand all spoken and written languages. Written material is read at 1 page/min. Magical writing cannot be read, but is revealed to be magical.</i>											
	Detect Secret Doors	1	Beguiler	PHBII:220	v,s	1a	[c] 7 min [d]	60 ft.	Cone em.	Divination	None	No
	<i>Reveals hidden doors within area. See text for details.</i>											
	Disguise Self	1	Beguiler	PHBII:222	v,s	1a	70 min [d]	Personal		Illusion (Glamer)	None	No
	<i>You make yourself look different with minor changes. Grants +10 bonus to Disguise check. Creature that interacts with you gets a Will 19 check to recognize glamer.</i>											
	Expeditious Retreat	1	Beguiler	PHBII:228	v,s	1a	6 min [d]	Personal		Transmutation	None	No
	<i>Grants +30 (enhance) to your speed (and thus jumping distance, see PHB p. 77).</i>											
	Hypnotism	1	Beguiler	PHBII:242	v,s	1 rd	2d4 rd [d]	Close (40')		Enchantment (Compulsion) [Mind-affecting]	Will 20 neg	Yes
	<i>Hypnotize 2d4 HD of living creatures (no 2 >30' apart) if they can see or hear you. Those with least HD affected first. In combat, targets gets +2 bonus to save, but if only 1 target, they get -2 penalty. Subject becomes 2 steps more friendly (see NPC Attitude, PHB p. 72).</i>											
	Mage Armor	1	Beguiler	PHBII:249	v,s,f	1a	7 hours [d]	Touch		Conjuration (Creation) [Force]	Will 17 neg (h)	Yes
	<i>Force effect gives the touched subject a +4 (armor) to AC. No Armor Penalty, Arcane Spell Failure, or speed reduction from this armor. Incorporal creatures cannot ignore this armor.</i>											
	Obscuring Mist	1	Beguiler	PHBII:258	v,s	1a	7 min	Centered	20' r.	Conjuration (Creation)	None	No
	<i>Fog obscures vision; within 5', 20% miss chance; farther, 50% miss.</i>											
	Rouse	1	Beguiler	PHBII:123	v,s	1a	Inst.	Close (40')	10' burst	Enchantment (Compulsion) [Mind-affecting]	None	No
	<i>Awakens creatures in area.</i>											
	Silent Image	1	Beguiler	PHBII:279	v,s,f	1a	Concen.	Long (680')		Illusion (Figment)	Will 19 disblf-i	No
	<i>Creates minor illusion of your design.</i>											
	Sleep	1	Beguiler	PHBII:280	v,s,df	fr	7 min	Med (170')		Enchantment (Compulsion) [Mind-affecting]	Will 20 neg	Yes
	<i>Put 4 HD of creatures into comatose slumber.</i>											
	Undetectable Alignment	1	Beguiler	PHBII:297	v,s	1a	24 hours	Close (40')		Abjuration	Will 17 neg (o)	Yes
	<i>Conceals alignment of target creature or object for 24 hrs from all divination.</i>											
	Ventriloquism	1	Beguiler	PHB:298	v,f	1a	7 min [d]	Close (40')		Illusion (Figment)	Will 19 disblf-i	No
	<i>Throws voice, making it appear to come from someplace else.</i>											
	Whelm	1	Beguiler	PHBII:128	v,s	1a	Inst.	Close (40')		Enchantment (Compulsion) [Mind]	Will 20 neg	Yes
	<i>Deal 3,5d6 nonlethal damage.</i>											
8	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Blinding Color Surge	2	Beguiler	PHBII:104	v,s,f	1a	7 rd	Med (170')		Illusion (Glamer)	Will 20 neg	Yes
	<i>Blind subject for 1 round, gain invisibility.</i>											
	Blur	2	Beguiler	PHBII:206	v	1a	7 min [d]	Touch		Illusion (Glamer)	Will 20 neg (h)	Yes
	<i>Grants concealment; attacks miss subject 20% of the time. See Invisible does not counter Blur, but True Seeing does.</i>											
	Daze Monster	2	Beguiler	PHBII:217	v,s,m	1a	1 rd	Med (170')		Enchantment (Compulsion) [Mind-affecting]	Will 21 neg	Yes
	<i>Any creature (6 HD or less) loses next action.</i>											

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8	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Detect Thoughts	2	Beguiler	PHBII:220	v,s,f/df	1a	[c] 7 min [d]	60 ft.	Cone em.	Divination [Mind-affecting]	Will 18 neg (txt)	No
	<i>Allows "listening" to surface thoughts. See text for details on detect.</i>											
	Fog Cloud	2	Beguiler	PHBII:232	v,s	1a	70 min	Med (170')	20' r. sprd.	Conjuration (Creation)	None	No
	<i>Fog cloud 20' high obscures vision (incl. Darkvision); within 5', concealment (20% miss); farther, Total Conceal (50% miss). Fog can be dispersed (see text) and cannot function under water.</i>											
	Glitterdust	2	Beguiler	PHBII:236	v,s,m	1a	7 rd	Med (170')	10' r. sprd	Conjuration (Creation)	None	No
	<i>Blinds creatures (Will 18 neg), outlines invisible creatures. Subject suffer -40 to Hide checks.</i>											
	Hypnotic Pattern	2	Beguiler	PHBII:242	v,s,m	1a	[c] +2 rd	Med (170')	10' r. sprd	Illusion (Pattern) [Mind-affecting]	Will 20 neg	Yes
	<i>Verbal Component for Bards only. Fascinates 2d4+7 HD of creatures (fewest HD creatures first). Sightless creatures are not affected.</i>											
	Invisibility	2	Beguiler	PHBII:245	v,s,m/df	1a	7 min [d]	(text)		Illusion (Glamer)	(text) 20	Yes
	<i>You, creature, or object weighing 700lbs or less vanishes from sight for duration or until it attacks. If affects you, then spell is Personal, else it is Touch. See text for details of what constitutes an 'attack'.</i>											
	Knock	2	Beguiler	PHBII:246	v	1a	Inst. (text)	Med (160')	60' sq.	Transmutation	None	No
	<i>Opens a locked or a magically sealed door, secret door, locked or trick opening box or chest. Also loosens welds, shackles or chains used to hold closures shut. Will remove up to 2 different methods of closure on the target.</i>											
	Minor Image	2	Beguiler	PHBII:254	v,s,f	1a	[c] +2 rd	Long (680')		Illusion (Figment)	Will 20 disblf-i	No
	<i>Create an illusion (like Silent Image, PHB, p. 279, but with minor sounds).</i>											
	Mirror Image	2	Beguiler	PHBII:254	v,s	1a	7 min [d]	(text)		Illusion (Figment)	None	No
	<i>Creates 1d4+2 decoy duplicates of you (maximum 8 duplicates).</i>											
	Misdirection	2	Beguiler	PHBII:254	v,s	1a	7 hours	Close (40')		Illusion (Glamer)	Will 20 neg	No
	<i>Misleads divinations for one creature or object.</i>											
	See Invisibility	2	Beguiler	PHBII:275	v,s,m	1a	70 min [d]	Med (170')		Divination	None	No
	<i>Reveals invisible creatures or objects.</i>											
	Silence	2	Beguiler	PHBII:279	v,s	1a	7 min [d]	Long (680')		Illusion (Glamer)	(text) 20	Yes
	<i>Negates sound in 20-ft. radius.</i>											
	Spider Climb	2	Beguiler	PHBII:283	v,s,m	1a	60 min	Touch		Transmutation	Will 18 neg (h)	Yes
	<i>Grants ability to walk on walls and ceilings at speed of 20 ft.</i>											
	Stay the Hand	2	Beguiler	PHBII:126	v	1im.	Inst.	Med (170')		Enchantment (Charm) [Mind-affecting]	Will 21 neg	Yes
	<i>Change subject creature's attitude to helpful for 1 round.</i>											
	Touch of Idiocy	2	Beguiler	PHBII:294	v,s	1a	70 min	Touch		Enchantment (Compulsion) [Mind-affecting]	None	Yes
	<i>Touch attack applies 1d6 penalty to subject's Int, Wis, and Cha for 70 minutes.</i>											
	Vertigo	2	Beguiler	PHBII:127	v,s	1a	7 rd	Close (40')		Illusion (Phantasm) [Mind, Fear]	Will 20 disbelieve	Yes
	<i>Subject creature must succeed on a DC 10 Balance check to move each round.</i>											
	Whelming Blast	2	Beguiler	PHBII:128	v,s	1a	Inst.	30 ft.	Cone (s) burst	Enchantment (Compulsion) [Mind]	Will 21 neg	Yes
	<i>15-foot cone deals 3,5d6 nonlethal damage.</i>											

5	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Arcane Sight	3	Beguiler	PHBII:201	v,s	1a	7 min [d]	Personal		Divination	None	No
	<i>Eyes glow blue; detect magical auras within 120'. Effect similar to Detect Magic (PHB p. 219) but does not require concentration.</i>											
	Clairaudience/Clairvoyance	3	Beguiler	PHBII:209	v,s,f/df	10 min	7 min [d]	Long (680')		Divination (Scrying)	None	No
	<i>You can see or hear (your choice) at a distance for up to 7 minutes. Location is chosen at casting time and may not be moved.</i>											
	Crown of Veils	3	Beguiler	PHBII:108	v,s,f	1a	7 hr [d]	Touch		Illusion (Figment)	Will 21 neg (h)	Yes
	<i>Gain +2 to Disguise and Hide, discharge to gain +8.</i>											
	Deep Slumber	3	Beguiler	PHBII:217	v,s,m	1 rd	7 min	Close (40')	10'	Enchantment (Compulsion) [Mind-affecting]	Will 22 neg	Yes
	<i>Put creatures (with 10 HD or less) in 10 ft. area into comatose slumber as Sleep.</i>											
	Dispel Magic	3	Beguiler	PHBII:223	v,s	1a	Inst.	Med (170')	20' r. brst	Abjuration	None	No
	<i>Cancels magical spells and effects; d20+7 check vs. 11+ caster's Int of caster or item. Cannot dispel Inst. effects. You can choose to target one creature, spell being cast (see Counterspell, PHB p. 170) or effect, or an area.</i>											
	Displacement	3	Beguiler	PHBII:223	v,m	1a	7 rd [d]	Touch		Illusion (Glamer)	Will 21 neg (h)	Yes
	<i>Subject appears about 2 feet away from true location; attacks at target miss 50%. True seeing reveals true location.</i>											
	Glibness	3	Beguiler	PHBII:236	s	1a	60 min [d]	Personal		Transmutation	19	No
	<i>Gain +30 on Bluff checks to convince someone you're telling the truth. Magical effects that would detect your lies or force you to speak truth get Caster check to overcome effect.</i>											
	Halt	3	Beguiler	PHBII:114	v	1im.	1 round	Close (40')		Transmutation	Will 19 neg	Yes
	<i>Subject's feet become stuck to the ground.</i>											

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5	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Haste	3	Beguiler	PHBII:239	v,s,m	1a	6 rd	Close (40')		Transmutation	Fort 19 neg (h)	Yes
	<i>Up to 6 creatures (no 2 >30' apart) gain: When full att, extra att; +1 (dodge) to AC and REF; +1 to att; All modes of move incr by 30 ft (to max 2x). Haste dispels/counters Slow.</i>											
	Hesitate	3	Beguiler	PHBII:114	v,s	1im.	7 rd [d]; see text	Close (40')		Enchantment	Will 22 neg; see text	Yes
	<i>Force subject to lose actions.</i>											
	Hold Person	3	Beguiler	PHBII:241	v,s,f/df	1a	7 rd [d]	Med (170')		Enchantment (Compulsion) [Mind-affecting]	Will 22 neg (txt)	Yes
	<i>Immobilizes one humanoid creature for 7 rounds. Each rd on its turn, subj. may attempt new save as a Full Rd Act.</i>											
	Inevitable Defeat	3	Beguiler	PHBII:115	v,s	1a	7 rd	Touch		Enchantment (Compulsion) [Mind-affecting]	None and Will22 neg; se	Yes
	<i>Subject takes 3d6 nonlethal damage for 7 round(s).</i>											
	Invisibility Sphere	3	Beguiler	PHBII:245	v,s,m	1a	7 min [d]	Touch	10' r. em.	Illusion (Glamer)	Will 21 neg (h)	Yes
	<i>Makes everyone within 10 ft. of touched creature invisible. Subjects can see each other. Creatures affected (other than target) become visible without affecting other subjects. If target attacks, spell ends.</i>											
	Legion of Sentinels	3	Beguiler	PHBII:116	v,s,m	1a	7 rd	Close (40')	10' eman. (c)	Illusion (Shadow)	None	No
	<i>Ghostly swordsmen threaten a 10-foot radius, dealing 1d8 + 2 damage.</i>											
	Major Image	3	Beguiler	PHBII:252	v,s,f	1a	[c] +3 rd	Long (680')	11x 10' cu. (S)	Illusion (Figment)	Will 21 disblf-i	No
	<i>Create an illusion (like Silent Image, PHB, p. 279, but with visual, sound, olfactory and thermal effects).</i>											
	Nondetection	3	Beguiler	PHBII:257	v,s,m	1a	7 hours	Touch		Abjuration	Will 19 neg (oh)	Yes
	<i>The touched object or creature can resist divination and scrying attempts.</i>											
	Slow	3	Beguiler	PHBII:280	v,s,m	1a	6 rd	Close (40')		Transmutation	Will 19 neg	Yes
	<i>6 subjects take only move or standard actions, -1 AC, attacks, Ref saves.</i>											
	Suggestion	3	Beguiler	PHBII:285	v,m	1a	(text)	Close (40')		Enchantment (Compulsion) [Mind-affecting, Language]	Will 22 neg	Yes
	<i>Compels subject to follow stated course of action.</i>											
	Vertigo Field	3	Beguiler	PHBII:0	v,s	1a	7 rd	Med (170')	20' spread	Illusion (Pattern)	Fort 21 part; see text	Yes
	<i>Creatures have 20% miss chance and possibly become nauseated.</i>											
	Zone of Silence	3	Beguiler	PHBII:303	v,s,f	1r	7 hour [d]	Personal		Illusion (Glamer)	None	Yes
	<i>Sound does not leave a 5 ft. radius pocket surrounding you.</i>											

References Used

Abbreviation	Name	Version
CA	Complete Arcane	1,05
CAdv	Complete Adventurer	1,10
CD	Complete Divine	1,02
CompMage	Complete Mage	1,00
DMG	Dungeon Masters Guide 3.5E	1,00
FRCS	FRCS - Forgotten Realms Campaign	1,02
PHB	Players Handbook 3.5E	2,01
PHBII	Player's Handbook II 3.5	1,22
SCmp	Spell Compendium	2,05