

## Beguiler Spell Reference

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### 0 Level Spells

#### Dancing Lights

*Evocation [Light]*

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Up to four lights, all within a 10-ft.-radius area

**Duration:** 1 minute (D)

**Saving Throw:** None

**Spell Resistance:** No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Dancing lights can be made permanent with a permanency spell.

#### Daze

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One humanoid creature of 4 HD or less

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

**Material Component:** A pinch of wool or similar substance.

#### Detect Magic

*Divination*

**Level:** Brd 0, Clr 0, Drd 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

You detect magical auras. The amount of information revealed

depends on how long you study a particular area or subject.

**1st Round:** Presence or absence of magical auras.

**2nd Round:** Number of different magical auras and the power of the most potent aura.

**3rd Round:** The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.) Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

**Aura Strength:** An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two.

**Lingering Aura:** A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

#### Ghost Sound

*Illusion (Figment)*

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Illusory sounds **Duration:** 1 round/level (D)

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

**Material Component:** A bit of wool or a small lump of wax.

#### Message

*Transmutation [Language-Dependent]*

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One creature/level

**Duration:** 10 min./level

**Saving Throw:** None

**Spell Resistance:** No

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message

#### Aura Power

Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

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does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

*Note:* To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

### Open/Close

#### Transmutation

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** Object weighing up to 30 lb. or portal that can be opened or closed

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

*Focus:* A brass key.

### Read Magic

#### Divination

**Level:** Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level

By means of read magic, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

*Focus:* A clear crystal or mineral prism.

## 1<sup>st</sup> Level Spells

### Charm Person

**Enchantment (Charm) [Mind-Affecting]**

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One humanoid creature

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

### Color Spray

**Illusion (Pattern) [Mind-Affecting]**

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous; see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its Hit Dice.

**2 HD or less:** The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

**3 or 4 HD:** The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

**5 or more HD:** The creature is stunned for 1 round.

Sightless creatures are not affected by color spray.

*Material Component:* A pinch each of powder or sand that is colored red, yellow, and blue.

### Comprehend Languages

#### Divination

**Level:** Brd 1, Clr 1, Sor/Wiz 1

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

*Arcane Material Component:* A pinch of soot and a few grains of salt.

### Detect Secret Doors

#### Divination

**Level:** Brd 1, Knowledge 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

**1st Round:** Presence or absence of secret doors.

**2nd Round:** Number of secret doors and the location of each. If an aura is outside

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your line of sight, then you discern its direction but not its exact location.

*Each Additional Round:* The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

### Disguise Self

*Illusion (Glamour)*

**Level:** Brd 1, Sor/Wiz 1, Trickery 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

### Expeditious Retreat

*Transmutation*

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

This spell increases your base land speed by 30 feet. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill).

### Hypnotism

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** Several living creatures, no two of which may be more than 30 ft. apart

**Duration:** 2d4 rounds (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

### Mage Armor

*Conjuration (Creation) [Force]*

**Level:** Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

*Focus:* A piece of cured leather.

### Obscuring Mist

*Conjuration (Creation)*

**Level:** Air 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Effect:** Cloud spreads in 20-ft. radius from you, 20 ft. high

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** No

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage.

This spell does not function underwater.

### Rouse

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Beguiler 1, duskblade 1, sorcerer/wizard 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** 10-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*With a loud snap of your fingers, you cause any sleeping creatures in the spell's area to awaken.*

This spell has no effect on creatures that are unconscious due to being reduced to negative hit points, or that have taken nonlethal damage in excess of their current hit points.

### Silent Image

*Illusion (Figment)*

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

**Duration:** Concentration

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

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### Sleep

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** One or more living creatures within a 10-ft.-radius burst

**Duration:** 1 min./level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

**Material Component:** A pinch of fine sand, rose petals, or a live cricket.

### Undetectable Alignment

*Abjuration*

**Level:** Brd 1, Clr 2, Pal 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature or object

**Duration:** 24 hours

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

### Whelm

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Beguiler 1, sorcerer/wizard 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*You thrust one arm forward toward your foe, palm open and fingers splayed. The creature reels as an invisible surge of power invades its mind.*

You launch a magical assault that wears at the target's mind, dealing 1d6 points of

nonlethal damage if it fails its saving throw.

For every two caster levels beyond 1<sup>st</sup>, you deal an extra 1d6 points of nonlethal damage to the subject, to a maximum of 5d6 at 9<sup>th</sup> level.

## 2<sup>nd</sup> Level Spells

### Blinding Color Surge

*Illusion (Glamour)*

**Level:** Beguiler 2, sorcerer/wizard 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** You and one creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*You point at the target of this spell. The colors of your clothing, skin, and hair shine for a brief moment before they surge away from you, forming a multicolored ray that strikes your target. You disappear as the colors of your body and items leap from you into the beam. The target clutches his eyes and staggers.*

You strip the color from your body and gear, turn it into a lance of energy, and hurl it at a target. When you cast this spell, you target a creature with the colors stripped from your form. The target must make a Will save or be blinded for 1 round.

You also gain the benefit of *invisibility*, for the duration of this spell, even if the target creature succeeds on its save or if its spell resistance protects it.

**Focus:** A small prism.

### Blur

*Illusion (Glamour)*

**Level:** Brd 2, Sor/Wiz 2

**Components:** V

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment (20% miss chance).

A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

### Daze Monster

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 2, Sor/Wiz 2

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature of 6 HD or less

This spell functions like daze, but daze monster can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

### Detect Thoughts

*Divination [Mind-Affecting]*

**Level:** Brd 2, Knowledge 2, Sor/Wiz 2

**Components:** V, S, F/DF

**Casting Time:** 1 standard action

**Range:** 60 ft. **Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min./level (D)

**Saving Throw:** Will negates; see text

**Spell Resistance:** No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

**1st Round:** Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

**2nd Round:** Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

**3rd Round:** Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

**Arcane Focus:** A copper piece.

### Fog Cloud

*Conjuration (Creation)*

**Level:** Brd 2, Sor/Wiz 2, Water 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft. level)

**Effect:** Fog spreads in 20-ft. radius, 20 ft. high

**Duration:** 10 min./level

**Saving Throw:** None



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### Spell Resistance: No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

### Glitterdust

*Conjuration (Creation)*

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Creatures and objects within 10-ft.-radius spread

**Duration:** 1 round/level

**Saving Throw:** Will negates (blinding only)

**Spell Resistance:** No

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

Any creature covered by the dust takes a –40 penalty on Hide checks.

*Material Component:* Ground mica.

### Hypnotic Pattern

*Illusion (Pattern) [Mind-Affecting]*

**Level:** Brd 2, Sor/Wiz 2

**Components:** V (Brd only), S, M; see text

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Colorful lights in a 10-ft.-radius spread

**Duration:** Concentration + 2 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of Hit Dice of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

*Material Component:* A glowing stick of incense or a crystal rod filled with phosphorescent material.

### Invisibility

*Illusion (Glamer)*

**Level:** Brd 2, Sor/Wiz 2, Trickery 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Personal or touch

**Target:** You or a creature or object weighing no more than 100 lb./level

**Duration:** 1 min./level (D)

**Saving Throw:** Will negates (harmless) or Will negates (harmless, object)

**Spell Resistance:** Yes (harmless) or Yes (harmless, object)

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a permanency spell.

*Arcane Material Component:* An eyelash encased in a bit of gum arabic.

### Knock

*Transmutation*

**Level:** Sor/Wiz 2

**Components:** V

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One door, box, or chest with an area of up to 10 sq. ft./level

**Duration:** Instantaneous; see text

**Saving Throw:** None

**Spell Resistance:** No

The knock spell opens stuck, barred, locked, held, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open an arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

### Minor Image

*Illusion (Figment)*

**Level:** Brd 2, Sor/Wiz 2

**Duration:** Concentration +2 rounds

This spell functions like *silent image*, except that minor image includes some minor sounds but not understandable speech.

### Mirror Image

*Illusion (Figment)*

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal; see text

**Target:** You

**Duration:** 1 min./level (D)

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and through a mirror image. When you and the mirror image separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink

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potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a fireball).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

### Misdirection

*Illusion (Glamour)*

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature or object, up to a 10-ft. cube in size

**Duration:** 1 hour/level

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** No

By means of this spell, you misdirect the information from divination spells that reveal auras (detect evil, detect magic, discern lies, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. (Neither the subject nor the other object gets a saving throw against this effect.) Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (augury, detect thoughts, clairaudience/clairvoyance, and the like).

### See Invisibility

*Divination*

**Level:** Brd 3, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

**Material Component:** A pinch of talc and a small sprinkling of powdered silver.

### Silence

*Illusion (Glamour)*

**Level:** Brd 2, Clr 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 20-ft.-radius emanation centered on a creature, object, or point in space

**Duration:** 1 min./level (D)

**Saving Throw:** Will negates; see text or none (object)

**Spell Resistance:** Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

### Spider Climb

*Transmutation*

**Level:** Drd 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings

as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

**Material Component:** A drop of bitumen and a live spider, both of which must be eaten by the subject.

### Stay the Hand

*Enchantment (Charm) [Mind-Affecting]*

**Level:** Bard 1, beguiler 2, cleric 2,

sorcerer/wizard 2

**Components:** V

**Casting Time:** 1 immediate action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One humanoid

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Your words invoke compassion and mercy in the merciless.*

If the target creature fails its save against *stay the hand*, it refrains from attacking you or targeting you with spells for the remainder of the current round.

You can cast this spell during an opponent's turn after the opponent announces its intention to attack you or target you with a spell. If the opponent becomes subject to this spell, it can choose a new target to attack, but it takes a –4 circumstance penalty on its attack roll due to the sudden change of intentions at the last second. Likewise, the subject of this spell can redirect a spell that had been targeted on you, but it must succeed on a Concentration check (DC 15 + the spell's level) or the spell is wasted.

### Touch of Idiocy

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 min./level

**Saving Throw:** No

**Spell Resistance:** Yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

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This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

### Vertigo

*Illusion (Phantasm) [Fear, Mind-Affecting]*

**Level:** Bard 2, beguiler 2, sorcerer/wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft + 5 ft./2 levels)

**Target:** One living creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will disbelief

**Spell Resistance:** No

*You cripple a target with sensations of falling.*

The subject of this spell becomes dizzy as the ground seems to drop away beneath its feet. The subject must succeed on a DC 10 Balance check at the start of each turn to take a move action.

If it fails, it cannot move. If it fails the check by 5 or more, it falls prone. While affected, the subject also takes a –2 penalty on attack rolls and saving throws. Airborne creatures receive a +4 bonus on saves against this spell and do not need to make the Balance checks.

### Whelming Blast

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Beguiler 2, sorcerer/wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*You stretch your arms before you, spread your hands wide, and unleash an invisible cone of magical power that assails the minds of the creatures within it.*

You assail the mental faculties of creatures in the area, dealing 1d6 points of nonlethal damage per two caster levels (maximum 5d6 at 10<sup>th</sup> level) to each creature that fails its save.

## 3<sup>rd</sup> Level Spells

### Arcane Sight

*Divination*

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the detect magic spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Arcane sight can be made permanent with a permanency spell.

### Clairaudience/Clairvoyance

*Divination (Scrying)*

**Level:** Brd 3, Knowledge 3, Sor/Wiz 3

**Components:** V, S, F/DF

**Casting Time:** 10 minutes

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** Magical sensor

**Duration:** 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect.

Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

*Arcane Focus:* A small horn (for hearing) or a glass eye (for seeing).

### Crown of Veils

*Illusion (Figment)*

**Level:** Bard 2, beguiler 3, sorcerer/wizard 3

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level (D) or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*A shimmering halo of energy surrounds the target's head like a crown. It flashes a spectrum of colors before fading away.*

This spell creates a magic crown infused with illusion magic. The spell's recipient gains a +2 competence bonus on Disguise and Hide checks.

As an immediate action, the creature wearing the crown of veils can discharge its magic to gain a +8 competence bonus on a single Disguise or Hide check. The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm. If the crown is removed, the spell immediately ends.

*Focus:* A brass hoop 6 inches in diameter.

### Deep Slumber

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 3, Sor/Wiz 3

**Range:** Close (25 ft. + 5 ft./2 levels)

This spell functions like sleep, except that it affects 10 HD of creatures.

### Dispel Magic

*Abjuration*

**Level:** Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target or Area:** One spellcaster, creature, or object; or 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells.



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*Note:* The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. *You choose to use dispel magic in one of three ways:* a targeted dispel, an area dispel, or a counterspell:

**Targeted Dispel:** One object, creature, or spell is the target of the dispel magic spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature.

The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

**Area Dispel:** When dispel magic is used in this way, the spell affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the dispel magic spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the dispel magic spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel magic spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

**Counterspell:** When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

### Displacement

*Illusion (Glamour)*

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location.

**Material Component:** A small strip of leather twisted into a loop.

### Glibness

*Transmutation*

**Level:** Brd 3

**Components:** S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)

If a magical effect is used against you that would detect your lies or force you to speak the truth the user of the effect must succeed on a caster level check (1d20 +

caster level) against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

### Halt

*Transmutation*

**Level:** Bard 3, beguiler 3, duskblade 3, sorcerer/wizard 3

**Components:** V

**Casting Time:** 1 immediate action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*You utter the word "Halt!" and, in that instant, the creature's feet stick to the floor.*

The subject creature's feet (or whatever pass for its feet) become momentarily stuck to the floor. The creature must stop moving, and cannot move farther in its current turn. This spell has no effect on creatures that are not touching the ground (such as flying creatures), and the subject can still use a standard action (if it has one available in this round) to move by means of teleportation magic.

You can cast this spell even when it's not your turn; however, you must cast it before your opponent finishes its movement on its current turn to gain the benefit.

### Haste

*Transmutation*

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to

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Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

Multiple haste effects don't stack. Haste dispels and counters slow.

**Material Component:** A shaving of licorice root.

### Hesitate

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Bard 3, beguiler 3, cleric 3, sorcerer/wizard 3  
**Components:** V, S  
**Casting Time:** 1 immediate action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** 1 round/level (D); see text  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** Yes

*In the eyes of your enemy, you seem large, powerful, and indomitable.*

You fill a subject with doubts and misgivings, making it believe it is inferior to you. On a failed save the subject can take no action other than a move action on its current turn. *Hesitate* confers no special bonuses for attackers attempting to hit the subject; the subject still defends itself. If you attack the affected creature, the spell ends immediately.

Each round, as a swift action at the start of its turn, the subject can attempt a new saving throw to end the effect. If the save succeeds, the subject can then act normally.

You can cast this spell even when it's not your turn; however, you must cast it at the start of your opponent's turn to gain the benefit.

### Hold Person

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 2, Clr 2, Sor/Wiz 3  
**Components:** V, S, F/DF  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One humanoid creature  
**Duration:** 1 round/level (D); see text  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech.

Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

**Arcane Focus:** A small, straight piece of iron.

### Inevitable Defeat

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Beguiler 3, sorcerer/wizard 3  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One creature  
**Duration:** 1 round/level  
**Saving Throw:** None and Will negates; see text  
**Spell Resistance:** Yes

*You touch the creature with your hand, and it teeters on the edge of unconsciousness.*

You draw a cloud over the subject's mind, dealing 3d6 points of nonlethal damage. No saving throw is allowed against this effect. Each round on its turn, the subject must succeed on a Will save or take another 3d6 points of nonlethal damage. If the saving throw is successful, the damage for that round is negated and the spell ends.

### Invisibility Sphere

*Illusion (Glamour)*

**Level:** Brd 3, Sor/Wiz 3  
**Components:** V, S, M  
**Area:** 10-ft.-radius emanation around the creature or object touched

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

### Legion of Sentinels

*Illusion (Shadow)*

**Level:** Beguiler 3, sorcerer/wizard 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** 10-ft.-radius emanation centered on a point in space

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

*A phalanx of spectral swordfighters appears. Their blades are drawn, and they stand ready to strike.*

A ghostly, incorporeal swordfighter appears in each square covered by this spell's area. A swordfighter can share a space with another creature or object. Each swordfighter threatens the squares adjacent to it and can make one attack of opportunity per round. The swordfighters do not hinder movement, block terrain, or block line of effect. They can flank an opponent with each other and with your allies.

Each swordfighter has hit points equal to twice your caster level and an Armor Class of 25. It makes saving throws with a bonus equal to your caster level.

**Material Component:** A pewter sword-fighter miniature figure.

### Major Image

*Illusion (Figment)*

**Level:** Brd 3, Sor/Wiz 3  
**Duration:** Concentration + 3 rounds

This spell functions like silent image, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

### Nondetection

*Abjuration*

**Level:** Rgr 4, Sor/Wiz 3, Trickery 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the

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spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

**Material Component:** A pinch of diamond dust worth 50 gp.

### Slow

*Transmutation*

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

An affected creature moves and attacks at a drastically slowed rate. A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple slow effects don't stack. Slow counters and dispels haste.

**Material Component:** A drop of molasses.

### Suggestion

*Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]*

**Level:** Brd 2, Sor/Wiz 3

**Components:** V, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** 1 hour/level or until completed

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the

duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as –1 or –2).

**Material Component:** A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

### Vertigo Field

*Illusion (Pattern)*

**Level:** Beguiler 3, sorcerer/wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius spread

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** Yes

*You create a field of swirling patterns of color, light, and motion. Creatures in the area stagger as the barrage of sensations overloads their senses and leaves them overcome with vertigo.*

This spell creates a field of illusory magic that hampers the movement and senses of any creature that enters it. The area within the field counts as difficult terrain. Attacks made through or from inside the field have a 20% miss chance. A creature that begins its turn inside the field must make a Fortitude save or become nauseated for 1 round. Once a creature fails this save, it does not need to make another save against this effect.

When you cast this spell, you can choose for this nauseating effect not to apply to a number of allies you designate less than or equal to your caster level. Those allies still treat the *vertigo field* as difficult terrain and have the 20% miss chance on attacks.

### Zone of Silence

*Illusion (Glamour)*

**Level:** Brd 4

**Components:** V, S

**Casting Time:** 1 round

**Range:** Personal

**Area:** 5-ft.-radius emanation centered on you

**Duration:** 1 hour/level (D)

By casting zone of silence, you manipulate

sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful Spot check to read lips can still reveal what's said inside a zone of silence.

## 4<sup>th</sup> Level Spells

### Charm Monster

*Enchantment (Charm) [Mind-Affecting]*

**Level:** Brd 3, Sor/Wiz 4

**Target:** One living creature

**Duration:** One day/level

This spell functions like charm person, except that the effect is not restricted by creature type or size.

### Confusion

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 3, Sor/Wiz 4, Trickery 4

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** All creatures in a 15-ft. radius burst

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell causes the targets to become confused, making them unable to independently determine what they will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most

d%	Confusion Behavior
01–10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from caster at top possible speed.
71–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

## Beguiler Spell Reference

recent action or because it has just been attacked).

*Arcane Material Component:* A set of three nut shells.

### Crushing Despair

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 3, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1 min./level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels good hope.

*Material Component:* A vial of tears.

### Freedom of Movement

*Abjuration*

**Level:** Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4

**Components:** V, S, M, DF

**Casting Time:** 1 standard action

**Range:** Personal or touch

**Target:** You or creature touched

**Duration:** 10 min./level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.

*Material Component:* A leather thong, bound around the arm or a similar appendage.

### Invisibility, Greater

*Illusion (Glamour)*

**Level:** Brd 4, Sor/Wiz 4

**Components:** V, S

**Target:** You or creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

This spell functions like invisibility, except that it doesn't end if the subject attacks.

### Mirror Image, Greater

*Illusion (Figment)*

**Level:** Bard 4, beguiler 4, sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 immediate action

**Range:** Personal; see text for *mirror image* (PHB 254)

**Target:** You

**Duration:** 1 minute/level (D)

*Several illusory duplicates of you pop into being.*

This spell functions like *mirror image*, except that an additional image is created in each round after the first, up to a maximum of eight concurrent images. If all images are destroyed, the spell ends.

This spell also differs from *mirror image* in that you can cast this spell even when it's not your turn.

### Locate Creature

*Divination*

**Level:** Brd 4, Sor/Wiz 4

**Components:** V, S, M

**Duration:** 10 min./level

This spell functions like locate object, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

*Material Component:* A bit of fur from a bloodhound.

### Whelm, Mass

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Beguiler 4, sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One living creature/level

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*With a sweep of your arm, creatures reel as an invisible surge of magical power invades their minds.*

This spell functions like *whelm*, except that it affects multiple targets and it deals 1d6 points of nonlethal damage per caster level to each subject, to a maximum of 10d6 at 10<sup>th</sup> level.

### Phantom Battle

*Illusion (Figment)*

**Level:** Bard 3, beguiler 4, sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius spread

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*You create an illusory horde of snarling ogres, fierce orcs, and proud knights in armor, all locked in battle. Creatures in the area move cautiously as they are caught up in the phantom melee.*

This spell creates the illusion of a fierce battle. Your enemies move cautiously and pass up the opportunity to strike their foes, since the roar and confusion of the battle distracts them.

All creatures within the area of the spell that fail their saving throws cannot make attacks of opportunity. In addition, all creatures within the area are considered flanked. A creature ignores these effects when it leaves the spell's area. If a creature reenters the spell's area after leaving it, the creature can attempt another save to resist the spell if its initial save failed. A creature that enters the area for the first time after the spell is cast must also make a saving throw to resist the effect.

A *phantom battle* spell produces noise appropriate to a mob of creatures locked in battle. Anyone in the battle can plainly see that the conjured fighters are no threat, since they strike solely at other phantom warriors, but the din, tumult, and confusion make it difficult to focus on the true foes at hand. A creature that succeeds on its save can still see the spectral outline of the illusion, but is able to block out the distraction and fight as normal.

When you cast this spell, you can choose for it not to affect a number of allies you designate less than or equal to your caster level.

### Rainbow Pattern

*Illusion (Pattern) [Mind-Affecting]*

**Level:** Brd 4, Sor/Wiz 4



## Beguiler Spell Reference

**Components:** V (Brd only), S, M, F; see text

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Colorful lights with a 20-ft.-radius spread

**Duration:** Concentration +1 round/ level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. Rainbow pattern fascinates a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its save is fascinated by the pattern.

With a simple gesture (a free action), you can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each fascinated creature gets a second save. If the view of the lights is completely blocked creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

**Verbal Component:** A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

**Material Component:** A piece of phosphor.

### Solid Fog

*Conjuration (Creation)*

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Duration:** 1 min./level

**Spell Resistance:** No

This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a –2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in solid fog.

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a permanency spell. A permanent solid fog dispersed by wind reforms in 10 minutes.

**Material Component:** A pinch of dried, powdered peas combined with powdered animal hoof.

## 5<sup>th</sup> Level Spells

### Break Enchantment

*Abjuration*

**Level:** Brd 4, Clr 5, Luck 5, Pal 4,

Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 minute

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** Up to one creature per level, all within 30 ft. of each other

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** No

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25.

If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

### Dominate Person

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 4, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One humanoid

**Duration:** One day/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct

sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

### Feeblemind

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can



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follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a –4 penalty on its saving throw.

**Material Component:** A handful of clay, crystal, glass, or mineral spheres.

### Friend to Foe

*Illusion (Phantasm) [Mind-Affecting]*

**Level:** Bard 5, beguiler 5, sorcerer/wizard 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One living creature/level, none of which are more than 30 ft. apart

**Duration:** 1 round/level (D); see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Your enemies transform into what they each hate the most, suddenly turning against each other.*

You overlay phantasmal images over your enemies, making them appear to each other as loathsome and despicable, implanting an urge to kill and destroy the object of their ire. Orcs might see each other as elves or dwarves, demons might see angels, and so on. All subjects receive a Will save to see through the phantasm. Each individual failing its save turns on the closest ally and attacks until the first time it deals damage, which causes the spell to end for that attacker.

**Material Component:** A swatch of white silk.

### Hold Monster

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 4, Law 6, Sor/Wiz 5

**Components:** V, S, M/DF

**Target:** One living creature

This spell functions like hold person, except that it affects any living creature that fails its Will save.

**Arcane Material Component:** One hard metal bar or rod, which can be as small as a three-penny nail.

### Incite Riot

*Enchantment [Mind-Affecting]*

**Level:** Bard 5, beguiler 5, sorcerer/wizard 5

**Components:** V

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One creature/level, no two of which are more than 30 ft. apart

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*You sow discord among your enemies, spurring them to physical violence.*

Each creature that fails its saving throw attacks the nearest creature on its next turn, whether friend or foe. An affected creature attacks with whatever weapon is in hand, or with natural weapons. An unarmed creature attacks with an unarmed strike. An affected creature not already adjacent to another creature will move or (if possible) charge the nearest creature; if the nearest creature is not within range of a charge, the subject moves toward the nearest creature along the most efficient route.

### Mind Fog

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Brd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Fog spreads in 20-ft. radius, 20 ft. high

**Duration:** 30 minutes and 2d6 rounds; see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a –10 competence penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

### Telepathic Bond

*Divination*

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** You plus one willing creature per three levels, no two of which can be more than 30 ft. apart

**Duration:** 10 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature

included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency.

**Material Component:** Pieces of eggshell from two different kinds of creatures.

### Seeming

*Illusion (Glamour)*

**Level:** Brd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One creature per two levels, no two of which can be more than 30 ft. apart

**Duration:** 12 hours (D)

**Saving Throw:** Will negates or Will disbelief (if interacted with)

**Spell Resistance:** Yes or No; see text

This spell functions like disguise self, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

### Sending

*Evocation*

**Level:** Clr 4, Sor/Wiz 5

**Components:** V, S, M/DF

**Casting Time:** 10 minutes

**Range:** See text

**Target:** One creature

**Duration:** 1 round; see text

**Saving Throw:** None

**Spell Resistance:** No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner. If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not

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arrive. (Local conditions on other planes may worsen this chance considerably.)

*Arcane Material Component:* A short piece of fine copper wire.

### Etherealness, Swift

*Transmutation*

**Level:** Beguiler 5, cleric 5, sorcerer/wizard 5

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One willing creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*With a single word and a quick wave of your hand, the creature disappears.*

The subject becomes ethereal until the end of its next turn. If, at the end of the spell's duration, the subject creature rematerializes within a solid object or in an occupied space, it is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet so traveled.

## 6<sup>th</sup> Level Spells

### Dispel Magic, Greater

*Abjuration*

**Level:** Brd 5, Clr 6, Drd 6, Sor/Wiz 6

This spell functions like dispel magic, except that the maximum caster level on your dispel check is +20 instead of +10.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect.

### Suggestion, Mass

*Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]*

**Level:** Brd 5, Sor/Wiz 6

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

### Mislead

*Illusion (Figment, Glamer)*

**Level:** Brd 5, Luck 6, Sor/Wiz 6,

Trickery 6

**Components:** S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target/Effect:** You/one illusory double

**Duration:** 1 round/level (D) and concentration + 3 rounds; see text

**Saving Throw:** None or Will disbelief (if interacted with); see text

**Spell Resistance:** No

You become invisible (as improved invisibility, a glamer), and at the same time, an illusory double of you (as major image, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The improved invisibility lasts for 1 round per level, regardless of concentration.

### Overwhelm

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Beguiler 6, sorcerer/wizard 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*You grip the creature's head, and a surge of magical energy overwhelms its senses.*

With a touch, you deal nonlethal damage to the subject equal to the creature's current hit point total.

### Repulsion

*Abjuration*

**Level:** Clr 7, Protection 7, Sor/Wiz 6

**Components:** V, S, F/DF

**Casting Time:** 1 standard action

**Range:** Up to 10 ft./level

**Area:** Up to 10-ft.-radius/level emanation centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted.

They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

*Arcane Focus:* A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array worth 50 gp.

### Shadow Walk

*Illusion (Shadow)*

**Level:** Brd 5, Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Up to one touched creature/level

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

To use the shadow walk spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10x100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10x1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save). Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit

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of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

### True Seeing

*Divination*

**Level:** Clr 5, Drd 7, Knowledge 5, Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

**Material Component:** An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

### Veil

*Illusion (Glamour)*

**Level:** Brd 6, Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Targets:** One or more creatures, no two of which can be more than 30 ft. apart

**Duration:** Concentration + 1 hour/level (D)

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamor, but spell resistance doesn't help.

## 7<sup>th</sup> Level Spells

### Ethereal Jaunt

*Transmutation*

**Level:** Clr 7, Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

### Arcane Sight, Greater

*Divination*

**Level:** Sor/Wiz 7

This spell functions like arcane sight, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Greater arcane sight doesn't let you identify magic items.

Unlike arcane sight, this spell cannot be made permanent with a permanency spell.

### Hold Person, Mass

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Sor/Wiz 7

**Targets:** One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like hold person, except as noted above.

### Invisibility, Mass

*Illusion (Glamour)*

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Range:** Long (400 ft. + 40 ft./level)

**Targets:** Any number of creatures, no two of which can be more than 180 ft. apart

This spell functions like invisibility, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

**Material Component:** An eyelash encased in a bit of gum arabic.

### Phase Door

*Conjuration (Creation)*

**Level:** Sor/Wiz 7, Travel 8

**Components:** V

**Casting Time:** 1 standard action

**Range:** 0 ft.

**Effect:** Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels

**Duration:** One usage per two levels

**Saving Throw:** None

**Spell Resistance:** No

## Beguiler Spell Reference

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the phase door and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A gem of true seeing or similar magic reveals the presence of a phase door but does not allow its use.

A phase door is subject to dispel magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

You can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

Phase door can be made permanent with a permanency spell.

### Power Word Blind

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Sor/Wiz 7, War 7

**Components:** V

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature with 200 hp or less

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by power word blind.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

### Project Image

*Illusion (Shadow)*

**Level:** Brd 6, Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** One shadow duplicate

**Duration:** 1 round/level (D)

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save.

You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use dimension door, teleport, plane shift, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

**Material Component:** A small replica of you (a doll), which costs 5 gp to create.

### Spell Turning

*Abjuration*

**Level:** Luck 7, Magic 7, Sor/Wiz 7

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. The subtract the amount of spell turning left

from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result.

**Arcane Material Component:** A small silver mirror.

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

## 8<sup>th</sup> Level Spells

### Demand

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Sor/Wiz 8

**Saving Throw:** Will partial

**Spell Resistance:** Yes

This spell functions like sending, but the message can also contain a suggestion (see the suggestion spell), which the subject does its best to carry out. A successful Will save negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective.

The demand's message to the creature must be twenty-five words or less, including the suggestion. The creature can also give a short reply immediately.

**Material Component:** A short piece of copper wire and some small part of the subject—a hair, a bit of nail, or the like.

### Discern Location

*Divination*

**Level:** Clr 8, Knowledge 8, Sor/Wiz 8

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Unlimited

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** None



## Beguiler Spell Reference

### Spell Resistance: No

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

### Mind Blank

#### Abjuration

**Level:** Protection 8, Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 24 hours

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. Mind blank even foils limited wish, miracle, and wish spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as arcane eye, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

### Moment of Prescience

#### Divination

**Level:** Luck 8, Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flatfooted). Activating the effect doesn't take an action; you can even activate it on another character's turn if

needed. You must choose to use the moment of prescience before you make the roll it is to modify. Once used, the spell ends.

You can't have more than one moment of prescience active on you at the same time.

### Power Word Stun

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Sor/Wiz 8, War 8

**Components:** V

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature with 150 hp or less

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by power word stun.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

### Scintillating Pattern

*Illusion (Pattern) [Mind-Affecting]*

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Colorful lights in a 20-ft.-radius spread

**Duration:** Concentration + 2 rounds

**Saving Throw:** None

**Spell Resistance:** Yes

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its Hit Dice.

*6 or less:* Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)

*7 to 12:* Stunned for 1d4 rounds, then confused for 1d4 rounds.

*13 or more:* Confused for 1d4 rounds.

Sightless creatures are not affected by scintillating pattern.

**Material Component:** A small crystal prism.

### Screen

*Illusion (Glamour)*

**Level:** Sor/Wiz 8, Trickery 7

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** 30-ft. cube/level (S)

**Duration:** 24 hours

**Saving Throw:** None or Will disbelief (if interacted with); see text

**Spell Resistance:** No

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

## 9<sup>th</sup> Level Spells

### Dominate Monster

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Sor/Wiz 9

**Target:** One creature

This spell functions like dominate person, except that the spell is not restricted by creature type.

### Etherealness

*Transmutation*

**Level:** Clr 9, Sor/Wiz 9

**Range:** Touch; see text

**Targets:** You and one other touched

creature per three levels

**Duration:** 1 min./level (D)

**Spell Resistance:** Yes

This spell functions like ethereal jaunt, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.



## Beguiler Spell Reference

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

### Foresight

*Divination*

**Level:** Drd 9, Knowledge 9, Sor/Wiz 9

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Personal or touch

**Target:** See text

**Duration:** 10 min./level

**Saving Throw:** None or Will negates (harmless)

**Spell Resistance:** No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

*Arcane Material Component:* A hummingbird's feather.

### Hold Monster, Mass

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Sor/Wiz 9

**Targets:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like hold person, except that it affects multiple creatures and holds any living creature that fails its Will save.

### Power Word Kill

*Enchantment (Compulsion) [Death, Mind-Affecting]*

**Level:** Sor/Wiz 9, War 9

**Components:** V

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature with 100 hp or less

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by power word kill.

### Time Stop

*Transmutation*

**Level:** Sor/Wiz 9, Trickery 9

**Components:** V

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the time stop is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the time stop have their normal effects on other creatures once the time stop ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while time stop lasts. You cannot enter an area protected by an antimagic field while under the effect of time stop.