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Begulier 3.5 spell list

A beguiler casts arcane spells from their spell list and automatically gains access to new levels of spells as they level up. The spell list is essentially the same as the known spells list, allowing for flexible casting without preparation. Advanced learning classes can add new spells to the existing list. To cast a spell, the beguiler must meet intelligence score requirements based on the spell's level. A beguiler can cast only a certain number of spells per day, with daily allotments provided in Table: The Beguiler. High intelligence scores grant bonus spells. Unlike other spellcasters, beguilers do not need to prepare spells in advance and can cast any known spell at any time as long as they haven't used up their daily allotment for that spell level. A beguiler's caster level equals their class level. The Beguiler class seems to have its fair share of nuances and subtleties. To start with, it's essential to understand that this character type excels in manipulation, whether for good or ill. With a focus on Charisma-based skills, the Beguiler can significantly alter the reactions of those around them. Their arsenal includes spells and abilities that allow them to catch enemies off guard with devastating attacks, making them well-suited for espionage and dungeon delving missions. One of the key features of the Beguiler is their ability to feint in combat, which becomes increasingly effective as they gain levels. Additionally, they have access to various bonus feats such as Silent Spell and Still Spell at certain levels, further enhancing their capabilities in both combat and social situations. It's worth noting that while Beguilers are often associated with deception and manipulation, they also possess the potential for heroism and leadership. They can use their skills to bring about positive change, turning adversaries into allies and ending conflicts through diplomacy rather than force. Their versatility makes them an excellent choice for characters who enjoy manipulating situations and people to achieve their goals. Beguilers often choose deities who share their unbridled outlook and appreciate their schemes. Many opt for Olidammara, while others prefer Fharlanghn due to his affinity for new beginnings and travel. Gnomes frequently follow Garl Glittergold, while some non-gnomes also adhere to this deity. Boccob's followers are drawn to the Lord of All Magics because he doesn't care about how beguilers use their spells. Evil beguilers often join Vecna, who manipulates them into further villainy. Beguilers can easily pass as other classes like rogue, bard, or wizard. Few know about characters like yourself because beguilers often pretend to be something they're not. Wizards view you as undisciplined and limited in magic, while knights and paladins consider you untrustworthy. Some rangers and druids have little patience for your nature, but rogues and fighters see the value in your abilities. Bards find beguiler's lifestyle captivating, and they enjoy their exploits. You excel when you can catch foes off guard. Use spells to hide, disguise allies, or employ surprise tactics. In melee, use Bluff to feint and gain an advantage with cloaked casting or surprise casting. Control terrain with fog cloud and foes with charm person and dominate monster spells. Pursuing the beguiler class typically offers the best advancement opportunities. The benefits of employing cloaked casting or surprise casting are multifaceted and warrant consideration. Additionally, taking the Battle Caster feat from Complete Arcane could prove advantageous, as it enables a beguiler to don medium armor without incurring spell failure. When paired with the Armor Proficiency (medium) feat, this combination provides significantly enhanced protection. Those seeking to incorporate multiple feats into their character may find value in acquiring a level of fighter, which grants proficiency with all types of armor and an additional feat that can be utilized for Combat Expertise or Improved Feint. Beguilers offer players the opportunity to embody the archetype of the trickster. This class provides a unique blend of rogue-like skills and arcane spells without necessitating the complexity of balancing multiple classes. Beguilers also make compelling villains, capable of manipulating NPCs and situations from behind the scenes to achieve their objectives. The behavior of a beguiler is shaped by their individual sense of morality. Some beguilers unapologetically adopt false identities or impersonate others as a matter of course, relying on their spells and charm to secure what they desire. Conversely, other beguilers are driven to use their powers of persuasion for benevolent purposes. Regardless of outlook, a beguiler in a civilized area rarely experiences boredom, as there is always an opportunity to meddle or enact a grand scheme. Beguilers possess the potential to become effective leaders due to their sharp intellects and impressive charisma. However, their propensity for improvisation and secrecy often introduces unpredictable elements into their plans, making them less likely to achieve long-term success without earning the trust of their companions. Beguilers frequently gain notoriety for their exploits, but usually under a false identity. When they utilize their abilities for the greater good, beguilers earn fame rather than infamy. Notable examples include Anastria Nailo's ingenious deception of an orc army and her subsequent manipulation of a city leader. Beguilers often join organizations such as thieves guilds or secret political groups to further their objectives, but their commitment is typically short-term. Their primary concern lies in attaining specific goals rather than engaging in long-term commitments. If the organization champions a cause close to the beguiler's heart, they will dedicate themselves fully, but this scenario remains rare. To set themselves apart from sorcerers or wizards who possess some rogue training, beguilers are often misunderstood and mistaken for bards by many. To further complicate the issue, beguilers frequently adopt false identities and hide their diverse abilities. As a result, the reaction one receives from those they meet depends on the persona they're currently portraying. Those familiar with the beguiler class and its typical outlook tend to greet them with an attitude that's one step more hostile than usual. Paladins and knights in particular are often disapproving of beguilers, as are anyone who places a high value on straightforwardness. Characters with knowledge (arcana) can research beguilers to gain insight into their nature. Upon making a skill check, the following information becomes available: at DC 15, beguilers are arcane spellcasters specializing in illusions and enchantments; they utilize deception and compulsive magic to achieve their goals. At DC 20, beguilers can cast spells while wearing light armor and possess many of the skills typical of rogues. Beguilers seamlessly integrate into any ongoing game since they're relatively unknown and don't require the introduction of an organization or significant new mechanics. A beguiler might initially appear as a villain, only to become an ally later on, or vice versa. A PC beguiler can be introduced to the party just like any other rogue, bard, or wizard. Think of a beguiler as akin to Loki from Norse mythology or Coyote in Native American tales. The player controlling a beguiler aims to portray their character as smooth, sly, intelligent, likable, and agile. Maintaining this player's satisfaction involves helping them feel empowered to attempt daring feats and schemes. While it may be tempting to let the player's plans go awry, it's more effective to allow good schemes to succeed most of the time. Allow the player to feel confident in trying outlandish ideas and risky plans, but be prepared to intervene when things become too advantageous. When adapting a beguiler character to your campaign, consider how rogues and bards fit into your game. The beguiler fills a similar niche, making any organizations catering to these classes potentially helpful for beguilers. A thieves' guild might have a small cabal of beguilers working with them on missions requiring their magical abilities. In return, the beguilers receive protection, a share of the loot, and a safe haven. Young thieves showing potential for magic may be guided into the beguiler class. The beguilers are a mysterious and feared group, known for their ability to manipulate minds and use magic to evade detection. Every royal court employs mages to track them down, but these individuals are secretive and difficult to find, hiding in secret societies and keeping their knowledge hidden from those they don't trust. Becoming a beguiler requires building trust with one's master, rather than simply mastering magical spells. When encountered, a beguiler will use surprise tactics and manipulation to get what they want, often by charming or dominating others. They may also gather allies under false pretenses, making it hard for the PCs to know who their true enemies are while avoiding harming innocent bystanders. EL 9 Anastria Nailo is a unique half-elf beguiler, able to seamlessly blend into both human and elf communities due to her quick wit, empathy, and language skills. As a charming and mischievous individual, she found that using her beguiler abilities made it easy to adopt different personas and live various lives. Now, Anastria seeks to make a name for herself by helping others, even if it means putting people in trouble initially.