

Blackguard Spell List

First Level Spells Slots

- Cause Fear [N]
- Corrupt Weapon* [T]
- Cure Light Wounds [C]
- Doom [N]
- Exterminate** [N]
- Inflict Light Wounds [N]
- Magic Weapon [T]
- Summon Monster I [C, Ev]
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Second Level Spells Slots

- Bull's Strength [T]
- Cure Moderate Wounds [C]
- Darkness [V]
- Death Knell [N, Ev]
- Eagle's Splendor [T]
- Inflict Moderate Wounds [N]
- Shatter [V]
- Summon Monster II [C, Ev]
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Third Level Spells Slots

- Contagion [N, Ev]
- Cure Serious Wounds [C]
- Deeper Darkness [V]
- Inflict Serious Wounds [N]
- Protection from Energy [A]
- Summon Monster III [C, Ev]
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Fourth Level Spells Slots

- Cure Critical Wounds [C]
- Freedom of Movement [A]
- Inflict Critical Wounds [N]
- Poison [N]
- Summon Monster IV [C, Ev]
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*As "Bless Weapon" but combats good
 **Listed among new zero-level spells

Rebuking Undead (3rd level)

Uses per day:
 3 + charisma modifier + 4 per feat
 Extra Turning feats

Turning Check (max hit-die affected):
 turning level + (d20 - 10 + cha mod)/3.
 Round all fractions down, so 1²/₃ rounds down to 1 and -2¹/₃ rounds down to -3.
 Maximum: (level+4). Minimum: (level-4).

Turning Damage (total hit dice affected):
 turning level + 2d6 + charisma modifier.
 Rebuked undead with hit die totals equal to or less than half the turning level are commanded.

A blackguard's turning level is class level - 2. Blackguard turning levels stack with cleric levels.

Improved Turning feat (+1 turning level)

Additional Turning Feats

Divine Might Divine Vengeance

Additional Spells & Feats:

Spell-Like & Supernatural Abilities

- Detect Good (1st level) at will
- Smite Good (2nd level or fallen paladin) once at 2nd level, twice at 5th level, thrice at 10th level
 additional smites given for fallen paladin levels
 add charisma bonus to hit, add level to damage
- Aura of Despair (3rd level)
 -2 penalty to saves for foes within 10 feet.
- Lay on Hands (3rd level fallen paladin only)
 (level) × (charisma bonus) hit points per day
- Fiendish Summoning (7th level fallen paladin only)
 as Summon Monster I (evil), once per day

Calculating the DC
 10 + spell level + wisdom modifier.
 Spell Focus in the school grants +1.
 Greater Spell Focus grants +2.

Spell Focus Feats

- Conjuration
- Evocation
- Necromancy

Schools of Magic

- [A] Abjuration
- [C] Conjuration
- [N] Necromancy
- [T] Transmutation
- [V] Evocation

Aligned Spells
 [Ev] Evil

Overcoming Spell Resistance
 Roll a caster level check (d20 + caster level)

- Spell Penetration feat grants +2.
- Greater Spell Penetration grants +4.

Metamagic Feats (Level Cost)

- Empower Spell (2)
- Enlarge Spell (1)
- Extend Spell (1)
- Heighten Spell (var.)
- Reach Spell (2)
- Silent Spell (1)
- Still Spell (1)
- Widen Spell (3)

Other Magical Feats

- Augment Summoning
- Combat Casting
- Eschew Materials
- Improved Counterspell

Spells per Day				Bonus Spells			
Blackguard	Spell Level			Bonus spells per day granted for high wisdom			
Level	1 2 3 4	Caster's Wisdom	1	2	3	4	4
1	0 - - -	10-11	-	-	-	-	-
2	1 - - -	12-13	1	-	-	-	-
3	1 0 - -	14-15	1	1	-	-	-
4	1 1 - -	16-17	1	1	1	-	-
5	1 1 0 -	18-19	1	1	1	1	-
6	1 1 1 -	20-21	2	1	1	1	1
7	2 1 1 0	22-23	2	2	1	1	1
8	2 1 1 1	24-25	2	2	2	1	1
9	2 2 1 1	26-27	2	2	2	2	2
10	2 2 2 1	28-29	3	2	2	2	2
Totals do not include bonus spells for high wisdom.				etc.			
An entry of zero in the spells per day table signifies that blackguards may cast spells of this level only if they are awarded a bonus spell for high wisdom.							