## Blackguard Spell List

### First Level Spells

- **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]

*As “Bless Weapon” but combats good.

**Listed among new zero-level spells

### Second Level Spells

- **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]

### Third Level Spells

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

### Fourth Level Spells

- **Cure Critical Wounds** [C]
- **Freedom of Movement** [A]
- **Inflict Critical Wounds** [N]
- **Poison** [N]
- **Summon Monster IV** [C, Ev]

### Spells per Day

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<tr>
<th>Bonus Spells</th>
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<td>Black-guard Spell Level</td>
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### Bonus Spells

- Blackguard spell level granted for high wisdom.
- Caster’s enchantment spell level.

### Spells & Feats

**Spell-Like & Supernatural Abilities**

- *Detect Good*(3rd level) at will
- *Smite Good*(2nd level or fallen paladin) once at 2nd level, twice at 5th level, thrice at 10th level
- *Aura of Despair*(3rd level) –2 penalty to saves for foes within 10 feet.
- *Lay on Hands*(3rd level fallen paladin only)
- *Fiendish Summoning*(7th level fallen paladin only) as *Summon Monster I* (evil), once per day

### Additional Spells

- Rebuking Undead (3rd level)
- Detected Good (3rd level) at will
- Smite Good (2nd level or fallen paladin) once at 2nd level, twice at 5th level, thrice at 10th level
- Aura of Despair (3rd level)
- Lay on Hands (3rd level fallen paladin only)
- Fiendish Summoning (7th level fallen paladin only) as Summon Monster I (evil), once per day

### Schools of Magic

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

### Metamagic Feats

- **Empower Spell**
- **Reach Spell**
- **Enlarge Spell**
- **Silent Spell**
- **Still Spell**
- **Heighten Spell**
- **Augment Summoning**
- **Combat Casting**
- **Eschew Materials**
- **Improved Counterspell**