

Paladin of Slaughter Spell List

A paladin's casting level is one half class level (round down).

First Level Spells Slots _____

- Bane [E]
- Cause Fear [N]
- Corrupt Weapon* [T]
- Create Water [C]
- Curse Water [N, Ev]
- Detect Poison [D]
- Detect Undead [D]
- Divine Favor [E]
- Endure Elements [A]
- Exterminate** [N]
- Guess-timate** [D]
- Inflict Light Wounds [N]
- Magic Weapon [T]
- Protection from Law [A, Ch]
- Protection from Good [A, Ev]
- Read Magic [D]
- Resistance [A]
- Tie/Untie** [T]
- Virtue [T]
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*As "Bless Weapon" but combats good

**Listed among new zero-level spells

Second Level Spells Slots _____

- Bull's Strength [T]
- Cure Light Wounds [C]
- Darkness [V]
- Delay Poison [C]
- Eagle's Splendor [T]
- Inflict Moderate Wounds [N]
- Owl's Wisdom [T]
- Resist Energy [A]
- Undetectable Alignment [A]
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Third Level Spells Slots _____

- Bestow Curse [N]
- Blindness/Deafness [N]
- Cure Moderate Wounds [C]
- Deeper Darkness [V]
- Dispel Magic [A]
- Heal Mount [C]
- Inflict Serious Wounds [N]
- Magic Circle against Good [A, Ev]
- Magic Circle against Law [A, Ch]
- Magic Weapon, Greater [T]
- Prayer [E]
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Fourth Level Spells Slots _____

- Break Enchantment [A]
- Cure Serious Wounds [C]
- Dispel Good [A, Ev]
- Dispel Law [A, Ch]
- Inflict Critical Wounds [N]
- Poison [N]
- Restoration [C]
- Unholy Sword* [V, Ev]
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*As "Holy Sword" but combats good

Spell-Like & Supernatural Abilities

- Detect Good (1st level): at will
- Smite Good (1st level): (level/5) + 1 times per day (round down) adds charisma bonus to hit, adds level to damage
- Deadly Touch (2nd level): (level) × (charisma bonus) hit points per day
- Debilitating Aura (3rd level): always active while conscious enemies within 10 feet suffer a -1 penalty to armor class
- Special Mount (5th level): may be summoned once per day
- Cause Disease (6th level): (level/3) - 1 times per day (round down)

Additional Spells & Feats:

Calculating the DC

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

Spell Focus Feats

- Abjuration Enchantment
- Conjuraction Necromancy

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

Other Magical Feats

- Combat Casting
- Eschew Materials
- Improved Counterspell

Rebuking Undead (4th 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 rebuking level may be commanded.

A paladin's turning level is class level - 3.
Paladin turning levels stack with cleric levels.
 Improved Turning feat (+1 turning level)

Additional Turning Feats

- Divine Might Divine Vengeance

Aligned Spells

[Ch] Chaos [Ev] Evil

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

Schools of Magic

- [A] Abjuration [E] Enchantment
- [C] Conjuraction [N] Necromancy
- [D] Divination [T] Transmutation
- [V] Evocation