

# Paladin of Tyranny Spell List

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

## First Level Spells Slots

- Bane [E]
- Corrupt Weapon\* [T]
- Create Water [C]
- Curse Water [N, Ev]
- Detect Poison [D]
- Detect Undead [D]
- Divine Favor [E]
- Doom [N]
- Endure Elements [A]
- Exterminate\*\* [N]
- Guess-timate\*\* [D]
- Inflict Light Wounds [N]
- Magic Weapon [T]
- Protection from Chaos [A, Lf]
- 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]
- Hold Person [E]
- 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]
- Cure Moderate Wounds [C]
- Deeper Darkness [V]
- Discern Lies [D]
- Dispel Magic [A]
- Heal Mount [C]
- Inflict Serious Wounds [N]
- Magic Circle against Chaos [A, Lf]
- Magic Circle against Good [A, Ev]
- Magic Weapon, Greater [T]
- Prayer [E]
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## Fourth Level Spells Slots

- Break Enchantment [A]
- Cure Serious Wounds [C]
- Dispel Chaos [A, Lf]
- Dispel Good [A, Ev]
- Dominate Person [E]
- Inflict Critical Wounds [N]
- Restoration [C]
- Unholy Sword\* [V, Ev]
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\*As "Holy Sword" but combats good

### Spell-Like & Supernatural Abilities

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

### Calculating the DC

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

### Spell Focus Feats

- Abjuration       Divination
- Conjuraction     Enchantment
- 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 (4<sup>th</sup> 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 1<sup>2</sup>/3 rounds down to 1 and -2<sup>1</sup>/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

[Ev] Evil    [Lf] Lawful

Spells per Day				Bonus Spells					
Paladin	Spell Level	Bonus spells per day granted for high wisdom			Caster's Spell Level				
Level	1	2	3	4	Wisdom	1	2	3	4
1-3	-	-	-	-					
4	0	-	-	-	10-11	-	-	-	-
5	0	-	-	-	12-13	1	-	-	-
6	1	-	-	-	14-15	1	1	-	-
7	1	-	-	-	16-17	1	1	1	-
8	1	0	-	-	18-19	1	1	1	1
9	1	0	-	-	20-21	2	1	1	1
10	1	1	-	-	22-23	2	2	1	1
11	1	1	0	-	24-25	2	2	2	1
12	1	1	1	-	26-27	2	2	2	2
13	1	1	1	-	28-29	3	2	2	2
14	2	1	1	0	etc.				
15	2	1	1	1					
16	2	2	1	1					
17	2	2	2	1					
18	3	2	2	1					
19	3	3	3	2					
20	3	3	3	3					

Totals do not include bonus spells for high wisdom.

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.

### Schools of Magic

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