

# Dark Knight Spell Descriptions

## 1ST-LEVEL DARK KNIGHT SPELLS

### Black Barding

Summoning

**Level:** Dark Knight 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Special mount touched

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

You create a suit of glowing, black barding for your mount to wear. The armor appears on your mount, fitting perfectly. The *black barding* you create has no armor check penalty and has no effect on your mount's speed. The exact nature of the barding depends on your caster level.

2nd—3rd: Copper chain barding (+4 armor bonus).

4th—5th: Silver chain barding (+5).

6th—7th: Bronze plate barding (+6).

8th—9th: Mythril plate barding (+7).

10th+: Adamantine plate barding (+8).

### Blood Blaze

Enhancing/Elemental (Fire)

**Level:** Dark Knight 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Fort negates (harmless)

**Spell Resistance:** Yes (harmless)

The target gains a 5-foot-radius aura that causes the blood of creatures in that area to ignite upon contact with air. Any creature (including the spell's target) within the aura that takes at least 5 points of piercing, slashing, or bleed damage from a single attack automatically creates a spray of burning blood. The spray strikes a creature in a randomly determined square adjacent to the injured creature. The spray deals 1d6 points of fire damage to any creature in that square, and 1 point of splash damage to all creatures within 5 feet of the spray's target, including the target of this spell. A creature can only create one spray of burning blood per round. Creatures that do not have blood (including oozes and most constructs and undead) do not create blood sprays when attacked.

### Dark

Dark

**Level:** Black Mage/Necromancer/Dark Knight 1

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Fortitude partial (object); see below

**Spell Resistance:** Yes (object)

You direct a blast of shadow energy at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +5) and inflicts the Dimmed status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Dread**

Enfeebling/Dark

**Level:** Dark Knight/Necromancer 1

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

## **Endark**

Enhancing/Dark

**Level:** Dark Knight 1

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** Weapon touched

**Duration:** 1 round/level or until discharged

**Saving Throw:** None

**Spell Resistance:** No

Upon casting this spell, the caster infuses the weapon touched with dark elemental energy. The next time this weapon strikes a creature, it discharges the dark elemental energy. The spell deals an extra 1 point of shadow damage per level (to a max of +5) + your Charisma modifier against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

## **Enfeeblement**

Enfeebling

**Level:** Black Mage/Necromancer/Dark Knight 1

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A coruscating blast springs from your hand. The subject takes a penalty to Strength equal to 1d6 + 1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. This penalty does not stack with itself. Apply the highest penalty instead.

## **Fear**

Enfeebling/Dark

**Level:** Dark Knight/Necromancer 1

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** 1d4 rounds or 1 round; see text  
**Saving Throw:** Will partial  
**Spell Resistance:** Yes

The affected creature becomes frightened. A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. If the subject succeeds on a Will save, it is shaken for 1 round.

## Lead Blades

Enhancing  
**Level:** Dark Knight/Holy Knight/Red Mage 1  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Target:** Touch  
**Duration:** 1 minute/level (D)

Lead blades increases the momentum and density of your melee weapons just as they strike a foe. All melee weapons you are carrying when the spell is cast deal damage as if one size category larger than they actually are. For instance, a Medium longsword normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if benefiting from lead blades. Only you can benefit from this spell. If anyone else uses one of your weapons to make an attack it deals damage as normal for its size.

## Magic Weapon

Enhancing  
**Level:** Dark Knight/Holy Knight/Red Mage 1  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Weapon Touched  
**Duration:** 1 minute/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike.

## Mark of the Outcast

Necromancy  
**Level:** Dark Knight 1  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

This spell creates an indelible mark on the subject's face (or other upper body part, if the subject doesn't have a head). The mark is visible to normal vision, low-light vision, and darkvision. The wearer of such a mark takes a -5 circumstance penalty on Bluff and Diplomacy checks and a -2 penalty to Armor Class.

## Obscure

Dark

**Level:** Black Mage/Necromancer/Dark Knight 1

**Casting Time:** 1 swift action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature afflicted with Dimmed status effect

**Duration:** 1 round/level (D)

**Saving Throw:** Will negate

**Spell Resistance:** Yes

The target for this spell requires the Dimmed status effect to be in effect. Once you cast this spell, the Dimmed status effect is removed and causes the target to radiate darkness out to a 10-ft.-radius. This spell causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (10% miss chance) in dim light. All creatures gain total concealment (25% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of *obscure*. Magical light sources only increase the light level in an area if they are of a higher spell level than *obscure*. This spell does not stack with itself. *Obscure* can be used to dispel any light spell of equal or lower spell level.

## Ohdark

Dark/Enhancing

**Level:** Dark Knight 1

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** Weapon touched

**Duration:** 1 round/level or until discharged

**Saving Throw:** None

**Spell Resistance:** No

Upon casting this spell, the caster infuses the weapon touched with shadow energy. The next time this weapon strikes a creature, it discharges the shadow energy. The weapon deals shadow damage instead of the physical damage it would normally do. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

## Summon Monster I

Summoning

**Level:** Summoner/Dark Knight 1

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One summoned creature

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane) with a CR rating of 1/3 or lower. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as raise).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

## 2ND-LEVEL DARK KNIGHT SPELLS

### Blade of Pain and Fear

Dark

**Level:** Dark Knight 2

**Casting Time:** 1 Standard Action

**Range:** 0 ft

**Effect:** Swordlike column of gnashing teeth

**Duration:** 1 round/level (D)

**Saving Throw:** Will partial

**Spell Resistance:** Yes

A three-foot-long column of disembodied gnashing teeth springs forth from your hand. For the duration of the spell, you can make melee touch attacks that deal 1d6 points of shadow damage +1 point per two caster levels (maximum +10). Your Strength modifier does not apply to the damage. A creature that you successfully deal damage to must also make a Will saving throw or become frightened for 1d4 rounds.

### Curse of Ill Fortune

Dark/Enfeebling

**Level:** Dark Knight 2

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You place a temporary curse upon the subject, giving it a -3 penalty on attack rolls, ability checks, and skill checks.

### Dark II

Dark

**Level:** Black Mage/Necromancer/Dark Knight 2

This spell functions like *Dark*, except it deals 3d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Dimmed status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Death Knell**

Dark

**Level:** Dark Knight/Necromancer 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous/10 minutes per HD of subject; see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

## **Desecrate**

Dark/Enhancing

**Level:** Dark Knight/Necromancer 2

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** 20-ft.-radius emanation

**Duration:** 2 hours/level

**Saving Throw:** None

**Spell Resistance:** Yes

This spell imbues an area with negative energy. The DC to resist negative channeled energy within this area gains a +3 profane bonus. Every undead creature entering a desecrated area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD. If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (+6 profane bonus to negative channeled energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area). Furthermore, anyone who casts animate dead within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level). If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above. Desecrate counters and dispels consecrate.

## **Dread Spikes**

Enhancing/Dark

**Level:** Dark Knight 2/Necromancer 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

A dark, eerie aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d4 points of shadow damage and the subject is healed by that much.

## **Effortless Armor**

Enhancing

**Level:** Dark Knight/Holy Knight 2

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels (maximum 5).

## **Endark II**

Enhancing/Dark

**Level:** Dark Knight 2

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** Weapon touched

**Duration:** 1 round/level or until discharged

**Saving Throw:** None

**Spell Resistance:** No

Upon casting this spell, the caster infuses the weapon touched with dark elemental energy. The next time this weapon strikes a creature, it discharges the dark elemental energy. The spell deals an extra 1 point of shadow damage per level (to a max of +10) + double your Charisma modifier against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

## **Galka's Strength, Lesser**

Enhancing

**Level:** Astrologian/Dark Knight/Holy Knight/White Mage 2

This spell functions like *galka's strength*, except it only grants a +4 enhancement bonus to Strength.

## **Obscure II**

Dark

**Level:** Black Mage/Necromancer/Dark Knight 2

This spell functions like *obscure*, but the area of effect increases to 20-ft.-radius. Concealment increases miss chance to 20% in dim light and 50% miss chance in darkness.

## **Summon Monster II**

**Level:** Summoner/Dark Knight 2

This spell functions like *Summon Monster I*, except that you can summon a creature of the outsider, elemental, or magical beast with a CR rating of 1 or lower or 1d3 1st-level creatures of the same kind.

## Temper

Enhancing

**Level:** Black Mage/White Mage/Red Mage/Dark Knight 2

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Weapon touched

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You magically temper a weapon, temporarily increasing its effectiveness.. The weapon gains a +2 bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no Saving Throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition. You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.

## Transfer Hurts

Healing

**Level:** Dark Knight 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Willing creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You heal another creature's wounds, transferring some of its damage to yourself. When you cast this spell, you can heal as much as 2d10 points of damage. The target regains a number of hit points equal to the dice result, and you lose hit points equal to half of that amount. (This loss can bring you to 0 or fewer hit points.) Class features and abilities you may have such as damage reduction and regeneration do not lessen or change this damage, since you are taking the target's pain into yourself in an empathic manner. The damage transferred by this spell has no type, so even if you have immunity to the type of damage the target originally took, the transfer occurs normally and deals hit point damage to you.

Alternatively, you can use this spell to absorb one poison or one disease afflicting the target creature into yourself. When you absorb a poison or disease, you do not take any of the damage previously dealt to the target by the affliction, but you do assume the burden of making the secondary and/or continuing Fortitude saves to combat the affliction.

Finally, you can use this spell to transfer up to 1 point of ability damage per caster level from the target to yourself.

## Umbral Spikes

Enhancing/Dark

**Level:** Dark Knight 2/Black Mage/Necromancer 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)



A shadowy aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of shadow damage.

## **Vanish**

Illusion

**Level:** Black Mage/White Mage/Red Mage/Illusionist 4/Dark Knight 2

**Casting Time:** 1 standard action

**Range:** Personal or touch

**Target:** You or a creature or object weighing no more than 100 lbs./level

**Duration:** 1 minute/level (D)

**Saving Throw:** Will negates (harmless) or Will negates (harmless, object)

**Spell Resistance:** Yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

## **Vestment of the Champion**

Enhancing

**Level:** Dark Knight/Holy Knight 2

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Armor or shield touched

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level). If the armor or shield is worn or carried by anyone other than you, the spell has no effect, but resumes its effect when you are wearing or carrying it again.

## **3RD-LEVEL DARK KNIGHT SPELLS**

## Battle Trance

Dark/Enhancing

**Level:** Dark Knight 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You are transformed into a single-minded force of destruction. You gain the ferocity monster special ability, a number of temporary hit points equal to 1d6 + your caster level (maximum +10), and a +4 morale bonus on saving throws against mind-affecting effects. You cannot use the withdraw action or willingly move away from a creature that has attacked you.

When you use this spell, you immediately take 4 points of Intelligence damage. You must make a DC 20 concentration check to cast spells, and all other concentration checks to cast spells have a –5 penalty.

## Dark III

Dark

**Level:** Black Mage/Necromancer/Dark Knight 3

This spell functions like *Dark*, except it deals 5d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +15) and inflicts the Dimmed status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

## Deadly Juggernaut

Enhancing

**Level:** Dark Knight/Holy Knight 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

With every enemy life you take, you become increasingly dangerous and difficult to stop. During the duration of the spell, you gain a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/— each time you reduce a qualifying opponent to 0 or few hit points (maximum +5 bonus and DR 10/—) with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than your Hit Dice –4.

## Dispel

Enfeebling

**Level:** Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/White Mage/Red Mage/Time Mage/Dark Knight/Holy Knight 3

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target or Area:** One spellcaster, creature, or object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You can use *dispel* to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel*. *Dispel* can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel* can take effect.

You choose to use *dispel* in one of two ways: a *targeted dispel* or a *counterspell*.

**Targeted Dispel:** One object, creature, or spell is the target of the *dispel* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

**Counterspell:** When *dispel* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel* may not work; you must make a dispel check to counter the other spellcaster's spell.

### **Endark III**

Enhancing/Dark

**Level:** Dark Knight 3

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** Weapon touched

**Duration:** 1 round/level or until discharged

**Saving Throw:** None

**Spell Resistance:** No

Upon casting this spell, the caster infuses the weapon touched with dark elemental energy. The next time this weapon strikes a creature, it discharges the dark elemental energy. The spell deals an extra 1 point of shadow

damage per level (to a max of +15) + triple your Charisma modifier against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

## **Fangs of the Vampire King**

Necromancy/Enhancing

**Level:** Dark Knight/Necromancer 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

You grow vampirelike fangs that allow you to make bite attacks as natural attacks. Your bite attack deals 1d6 points of damage + your strength modifier, and 1 point of Constitution damage. If you make a full attack with other weapons, you can make a bite attack as a natural secondary attack (-5 penalty on the attack roll).

## **Magic Weapon, Greater**

Enhancing

**Level:** Dark Knight/Holy Knight/Red Mage 3

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One weapon or 50 projectiles (all of which must be together at the time of casting)

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

## **Obscure III**

Dark

**Level:** Black Mage/Necromancer/Dark Knight 3

This spell functions like *obscure*, but the area of effect increases to 30-ft.-radius. Concealment increases miss chance to 30% in dim light and 75% miss chance in darkness.

## **Summon Monster III**

**Level:** Summoner/Dark Knight 3

This spell functions like *Summon Monster I*, except that you can summon a creature of the outsider, elemental, or magical beast with a CR rating of 2 or lower, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

## **Vampiric Touch**

Enfeebling/Dark

**Level:** Dark Knight/Necromancer 3  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous/1 hour; see text  
**Saving Throw:** None  
**Spell Resistance:** Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of shadow damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

## **Zeal**

Enhancing

**Level:** Dark Knight 3  
**Casting Time:** 1 Swift Action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level

Choose a foe as you cast this spell. You gain a +4 deflection bonus to AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of this spell, as long as you finish your movement closer to your chosen foe than when you began it.

## **4TH-LEVEL DARK KNIGHT SPELLS**

### **Boneshatter**

Enfeebling/Dark

**Level:** Dark Knight/Necromancer 4  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One corporeal creature or object  
**Duration:** Instantaneous and 1 minute/level; see text  
**Saving Throw:** Fortitude partial; see text  
**Spell Resistance:** Yes

The target's bones or exoskeleton shiver and splinter, dealing 1d6 points of shadow damage per caster level (maximum 10d6) to the target, who is also exhausted for 1 minute per caster level from the pain and exertion of the transformation.

If the target makes its save, it takes half damage and is fatigued rather than exhausted. Objects made of bone, chitin, or similar material take half again as much (+50%) damage from this spell. This spell has no effect on creatures that lack either skeletons or hard carapaces.

### **Dread Spikes II**

Enhancing/Dark

**Level:** Dark Knight 4/Necromancer 6

This spell functions like *dread spikes*, except it deals 3d4 points of shadow damage and the subject is healed by that much instead.

## **Fear, Greater**

Enfeebling/Dark

**Level:** Dark Knight/Necromancer 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1 round/level or 1 round; see text

**Saving Throw:** Will partial

**Spell Resistance:** Yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

## **Forceful Strike**

Enhancing

**Level:** Dark Knight/Holy Knight 4

**Casting Time:** 1 swift action

**Range:** Touch or reach of melee weapon

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You cast this spell as you strike a creature with a melee weapon, unarmed strike, or natural attack to unleash a concussive blast of force. You deal normal weapon damage from the blow, but also deal an additional amount of force damage equal to 1d4 points per caster level (maximum of 10d4). The force of the blow may be enough to knock the target backward as well. To determine if the target is pushed back, make a combat maneuver check with a bonus equal to your caster level to resolve a bull rush attempt against the creature struck. You do not move as a result of this free bull rush, but it can push the target back if it defeats the target's CMD. A successful Fortitude save halves the force damage and negates the bull rush effect.

## **Ohlightra**

Dark/Enhancing

**Level:** Dark Knight 4

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature/level, within 30 ft. of each other

This spell functions like *Ohdark*, except that it affects multiple creatures.

## **Poisoned Touch**

Enfeebling/Necromancy

**Level:** Dark Knight/Necromancer 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous; see text

**Saving Throw:** Fortitude negates; see text

**Spell Resistance:** Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

## **Resounding Blow**

Enhancing

**Level:** Dark Knight/Holy Knight 4

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** No

You must have a melee weapon in hand to cast this spell. On a successful melee attack, your weapon resounds with a thunderous clash. The target takes 1d6 points of non-elemental damage. Your weapon is not harmed by this attack. If you are using your smite ability against the target, it is staggered for 1 round on a successful attack. A successful Fortitude save negates the staggering effect. On a successful critical hit, the target is stunned for 1 round and deafened for 1d6 rounds. A successful Fortitude save negates the stunning and deafening effects. If you are also using smite, your foe makes only a single save against all effects. This spell immediately ends if your weapon leaves your hand. *Resounding blow* stacks with the thundering weapon property.

## **Shadow Step**

Dark

**Level:** Black Mage/Necromancer/Dark Knight 4

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

## **Slay Living**

Necromancy

**Level:** Dark Knight/Necromancer 4

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of shadow damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of shadow damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

## **Summon Monster IV**

**Level:** Summoner/Dark Knight 4

This spell functions like *Summon Monster I*, except that you can summon a creature of the outsider, elemental, or magical beast with a CR rating of 4 or lower, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

## **Transfer Hurts, Hostile**

Dark/Enfeebling/Healing

**Level:** Dark Knight 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half

**Spell Resistance:** Yes

You transfer your hurt to another. When you cast this spell and then make a successful touch attack, you can transfer 50 points of damage (or less, if you choose) from yourself to the touched creature. The damage you transfer may not exceed the damage you currently have. You immediately regain hit points equal to the amount of damage you transfer.

You cannot use this spell to gain hit points in excess of your full normal total. The transferred damage is empathic in nature, so class features and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage.

The damage transferred by this spell has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals hit point damage to the subject.

## **Umbral Spikes II**

Enhancing/Dark

**Level:** Dark Knight 4/Black Mage/Necromancer 6

This spell functions like *Umbral Spikes*, except it deals 3d6 points of shadow damage instead.

## **Vanish, Greater**

Illusion

**Level:** Astrologian/Black Mage/Illusionist/Red Mage/White Mage 6/Dark Knight 4

**Target:** You or creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

This spell functions like *vanish*, except that it doesn't end if the subject attacks.