

Dark Knight Spell List

1ST-LEVEL DARK KNIGHT SPELLS

Black Barding: Your mount gets force armor.

Blood Blaze: Aura that makes injured creatures spray burning blood.

Dark: Ranged touch that deals 1d6 points of shadow damage + Cha modifier + 1 per level (max of +5) and inflicts Dimmed status effect.

Dread: Target becomes shaken.

Endark: Infuses weapon with shadow damage of +1 per level (max of +5) on next attack.

Enfeeblement: Target takes a 1d6 Strength penalty + 1 per two levels.

Fear: A creature of 5 HD or less flees for 1d4 rounds.

Lead Blades: Melee weapons damage as if one size bigger.

Magic Weapon: Weapon gains +1 bonus.

Mark of the Outcast: Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.

Obscure: Target radiates darkness out to a 10-ft.-radius.

Ohdark: Converts weapon into shadow damage on next attack.

Summon Monster I: Summons extraplanar creature to fight for you.

2ND-LEVEL DARK KNIGHT SPELLS

Blade of Pain and Fear: Creates blade of gnashing teeth.

Curse of Ill Fortune: Subject takes –3 penalty on attacks, checks, and saves.

Dark II: Ranged touch that deals 3d6 points of shadow damage + Cha modifier + 1 per level (max of +10) and inflicts Dimmed status effect.

Death Knell: Kills dying creature and caster gains temporary hit points and Strength bonus.

Desecrate: Fills area with negative energy, making undead stronger.

Dread Spikes: Creatures attacking the subject of this spell take 1d4 points of shadow damage and subject is healed for that much.

Effortless Armor: Armor you wear no longer slows your speed.

Endark II: Infuses weapon with shadow damage of +2 per level (max of +10) on next attack.

Galka's Strength, Lesser: Subject gains a +4 enhancement bonus to Strength.

Obscure II: Target radiates darkness out to a 20-ft.-radius.

Summon Monster II: Summons extraplanar creature to fight for you.

Temper: Affected weapon deals an additional +2 damage.

Transfer Hurts: Transfer another's wounds to yourself.

Umbral Spikes: Creatures attacking the subject of this spell take 1d6 points of shadow damage.

Vanish: Subject becomes invisible.

Vestment of the Champion: Armor or shield gains a +1 enhancement per four levels.

3RD-LEVEL DARK KNIGHT SPELLS

Battle Trance: Gain ferocity monster special ability, temporary hit points, and a morale bonus against mind-affecting effects.

Dark III: Ranged touch that deals 5d6 points of shadow damage + Cha modifier + 1 per level (max of +15) and inflicts Dimmed status effect.

Deadly Juggernaut: Your might increases with every kill you make.

Dispel: Cancels one magical spell or effect.

Endark III: Infuses weapon with shadow damage of +3 per level (max of +15) on next attack.

Fangs of the Vampire King: Grow vampire fangs.

Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).

Obscure III: Target radiates darkness out to a 30-ft.-radius.

Summon Monster III: Summons extraplanar creature to fight for you.

Vampiric Touch: Touch deals 1d6 points of shadow damage per two levels and caster gains that much in temporary hit points.

Zeal: You move through foes to attack the enemy you want.

4TH-LEVEL DARK KNIGHT SPELLS

Boneshatter: Target takes 1d6 points of shadow damage per level and becomes exhausted.

Dread Spikes II: Creatures attacking the subject of this spell take 3d4 points of shadow damage and subject is healed for that much.

Fear, Greater: As *fear*, but all within 30-ft.-cone burst.

Forceful Strike: Empower a melee weapon to deal 1d4 force damage/level and bull rush on one hit.

Ohdarkra: As *ohdark*, but affects multiple creatures instead.

Poisoned Touch: Touch deals 1d3 Con damage 1/round for 6 rounds.

Resounding Blow: Melee attack deals 1d6 more damage.

Shadow Step: Caster is able to transport from an area of dim light or darkness to another.

Slay Living: Touch attack deals 12d6 +1 per level.

Summon Monster IV: Summons extraplanar creature to fight for you.

Transfer Hurts, Hostile: Your touch transfers your hurt to another.

Umbral Spikes II: Creatures attacking the subject of this spell take 3d6 points of shadow damage.

Vanish, Greater: As *vanish*, except that it doesn't end if the subject attacks.