

Void Knight

Base Spell List for Void Knights. Treat as Paladin

- 1) Detect Demon
 - 2) Demon Protection I
 - 3) Demon Typing
 - 4) Demon Lure
 - 5) Demon Tracking
 - 6) Demon Protection II
 - 7) Close Gate
 - 8) Demon Slayer
 - 9) Unbind
 - 10) Demon Protection III
 - 11) UnFear
 - 12)
 - 13) Demon Slayer V
 - 14) Demon Protection IV
 - 15) Exorcism
 - 16) Demon Snare
 - 17) Detect Demon True
 - 18) Demon Slayer True
 - 19) Demon Protection V
 - 20) Banish
 - 25) Protection VI
 - 30) Demon Trap
 - 40) Ungate
 - 50) Anathema
- 1) **Detect Demon (I) D:— R: 100'/lvl** Gives caster the direction and distance to any demons within the spells range. The caster will not know Demon type, level etc.
 - 2) **Demon Protection I (F) D: 1 rnd/lvl R: self** Subtracts 5 from all demon attacks against caster and adds 5 to all RR's from spell attacks Demons.
 - 3) **Demon Typing (F) D:— R: 100'** Gives caster type of demon targeted and stores creatures essence pattern for use in other spells.
 - 4) **Demon Lure (F) D:— R:100'/lvl** When cast all Demons within range must save or be drawn to a target designated by caster(and within sight while spell is cast). Or if a Demon has been "Typed" this spell can be targeted on the Typed Demon if within the spells range.
 - 5) **Demon Tracking (F) D: 1 hr/lvl R: --**Allows Caster to track a "Typed" Demon. Terrain, spell effects and other factors may affect the spell.
 - 6) **Demon Protection II (E) D: 1 rnd/lvl R: self** As Demon Protection I, except modification is 10.
 - 7) **Close Gate (F) D:— R: 100'** If cast against a summoning gate, the summoner must save vs attack level or close the gate will close.
 - 8) **Demon Slayer (F) D: 1 rnd/lvl R: 1 Weapon** When cast on a weapon it will discharge 1 slaying critical against a Demon that is hit and criticals during the spells duration.
 - 9) **Unbind (D*) D: -- R:100'** When cast upon a Demon that is controlled or mastered the controller must save vs the spell or have the control dispelled. There is a 70% chance an uncontrolled Demon will attack it's summoner, otherwise will randomly attack nearest target.
 - 10) **Demon Protection III (E) D: 1 rnd/lvl R: self** As Demon Protection I, except modification is 15.
 - 11) **UnFear (F) D:1 min/lvl R: S** Caster is immune to all Demon induced fear effects.
 - 13) **Demon Slayer V(F) D: 1 rnd/lvl R: Touch** When cast on a weapon it will discharge 5 slaying critical against a Demon that is hit during the spells duration. The spell can be distributed among several weapons(i.e. 1 crit on 5 weapons, 2 crits on 1 weapon and 3 on 1 weapon etc)
 - 14) **Demon Protection IV (E) D: 1 rnd/lvl R: self** As Demon Protection I, except modification is 20.
 - 15) **Exorcism (F) D: P R: T RR** Remove demonic possession of any one target.
 - 16) **Demon Snare (F) D:P R: 50'** Creates a immovable 5'x5' magical "trap". If a Demon steps onto the Snare they must save or be paralyzed for 5 rnds/10% fail.
 - 17) **Detect Demon True (I) D:— R: 1000'/lvl** Gives caster the direction and distance to any demons within the spells range. The caster will not know Demon type, level etc.
 - 18) **Demon Slayer True(F) D: 1 rnd/lvl R: 1 Weapon** When cast on a weapon it will discharge a slaying critical against a Demon that is hit and criticals during the spells duration.
 - 19) **Demon Protection V (E) D: 1 rnd/lvl R: self** As Demon Protection I, except modification is 25.
 - 20) **Banish (F) D: P R: 10'** When cast Demon must save or be gated back to the void.
 - 25) **Demon Protection VI (E) D: 1 rnd/lvl R: self** As Demon Protection I, except modification is 30.
 - 30) **Demon Trap (F) D:P R: 50'** Creates a immovable 5'x5' magical "trap". If a Demon steps onto the Trap they must save or be paralyzed and receive an "A" Impact Crit for 5 rnds/10% fail.
 - 40) **UnGate(F) D:— R: 100'** When Cast against any gate or portal to the Void the gate must save or be permanently closed/destroyed.
 - 50) **Anathema(F) D 1rnd/lvl R: Self.** Caster receives +35 on all attacks and saves from Demons, delivers an additional slaying critical on a hit that delivers a critical and when touching a demon or gate will banish or destroy.