

### Undead Hunter

Level	Spell	Area of Effect	Duration	Range
1)	Detect Undead I	Caster	1 min/lvl	10'/lvl
2)	Undetection I	Caster	1 min/lvl	Self
3)	Undead Limner I	1 Undead Target	1 rnd/lvl	100'
4)	Protection from Undead I	Caster	1 rnd/lvl	Self
5)	Undead Slayer I	1 Weapon	1 rnd/lvl	Touch
6)	Detect Undead II	Caster	1 min/lvl	10'/lvl
7)	Undetection II	Caster	1 min/lvl	Self
8)	Undead Limner V	5 Undead Target	1 rnd/lvl	100'
9)	Protection from Undead II	Caster	1 rnd/lvl	Self
10)	Sever Link	1 Target	1 rnd/lvl	100'
11)	Detect Undead III	Caster	1 min/lvl	10'/lvl
12)	Undetection III	Caster	1 min/lvl	Self
13)	Undead Limner X	10 Undead Target	1 rnd/lvl	100'
14)	Protection from Undead III	Caster	1 rnd/lvl	Self
15)	Undead Slayer II	1 Weapon	1 rnd/lvl	Touch
16)	Detect Undead IV	Caster	1 min/lvl	10'/lvl
17)	Undetection IV	Caster	1 min/lvl	Self
18)	Undead Limner True	1 Target/lvl	1 rnd/lvl	10'/lvl
19)	Protection from Undead IV	Caster	1 rnd/lvl	Self
20)	Sever Corporeal Bond	1 Undead Target	1 rnd/lvl	100'
25)	Detect Undead True	Caster	1 min/lvl	10'/lvl
30)	Protection from Undead V	Caster	1 rnd/lvl	Self
35)	Undetection True	Caster	1 min/lvl	Self
40)	Hunter of the Undead	Caster	1 rnd/lvl	100'/lvl
45)	Spirit Wrack	10'/lvl	1 rnd/lvl	10'/lvl
50)	Bane of the Undead	Caster	1 rnd/lvl	100'/lvl

1. Detect Undead I - Caster can detect Undead (but not type or location) within range.
2. Undetection I - Caster is undetectable to any Class I Undead for duration of spell as long as he takes no direct action.
3. Undead Limner I - 1 Undead target that Caster is aware and in range is outlined by a soft colored glow, making it visible and +10 to hit.
4. Protection from Undead I - Undead attacks vs Caster are at -5 and Caster is protected up to 1pt of drain effect.
5. Undead Slayer I - Touched weapon is treated as Slaying I vs Undead.
6. Detect Undead II - Caster can detect Undead and general location and distance (but not type) within range.
7. Undetection II - As Undetection I, but against Class I-II Undead.
8. Undead Limner V - As Undead Limner I, but affects 5 targets.

9. Protection from Undead II- Undead attacks vs Caster are at -10 and Caster is protected up to 2pt of drain effect.
10. Sever Link - Spell will cut off a link between a controlled Undead and it's source (caster, object etc). Undead will either be inert or uncontrollable and attack nearest target.
11. Detect Undead III - Caster can detect Undead their location and distance and general type (Class) within range.
12. Undetection III - As Undetection I, but against Class I-III Undead.
13. Undead Limner X - As Undead Limner I, but affects 10 targets.
14. Protection from Undead III- Undead attacks vs Caster are at -15 and Caster is protected up to 3pt of drain effect.
15. Undead Slayer II - Touched weapon is treated as Slaying II vs Undead.
16. Detect Undead IV - Caster can detect Undead, their location and distance and specific type and class within range.
17. Undetection IV - As Undetection I, but against Class I-IV Undead.
18. Undead Limner True - All Undead within range that caster is aware are outlined with glow and +10 to hit.
19. Protection from Undead IV - Undead attacks vs Caster are at -20 and Caster is protected up to 4pt of drain effect.
20. Sever Bond - Cuts the bond that keeps a spirit in a physical host for the duration of spell.
25. Detect Undead True - As Detect Undead IV, but Caster will also know the identify of any undead souls (vs animated corpse)
30. Protection from Undead V - Undead attacks vs Caster are at -25 and Caster is protected up to 5pt of drain effect.
35. Undetection True - As Undetection I, but against all Undead, although unique and powerful may make an RR vs the veil.
40. Hunter of the Undead - Caster is aware of all Undead within 100'/lvl and receives Protection from Undead V
45. Spirit Wrack - All non-corporeal Undead take 10pts/rnd if within range.
50. Bane of the Undead - Caster is aware of all undead within range, receives +50 vs physical attacks from undead, attacks as Slaying III vs Undead and all Undead within 10' must make RR or be Severed or Banished.