

Secrets of Shadow

Channeler Spell List

This spell list combines all of the material on arcane spells thus far published for the MIDNIGHT campaign setting, providing notes on variant rules and new spells where appropriate. Some spells, notably a series of support spells from *Sorcery and Shadow*, have been left out, as they now overlap with the abilities of charismatic channelers.

Most of the spells below are drawn from the bard, druid, and sorcerer/wizard spell lists in the SRD. Where a spell exists on both the sorcerer/wizard spell list and one of the other two, its spell level on the sorcerer/wizard spell list takes precedence. For the sake of balance and the PCs' survival, the *cure* and *restoration* spell chains are included on the channeler spell list at the same level as on the cleric spell list.

* — New spell or a spell with variant rules in MIDNIGHT, and as such are described in this document.

M — Spell described in *M2E*.

S — Spell described in *Sorcery and Shadow*.

Abjuration

0-Level Spells

Resistance

1st-Level Spells

Alarm
Endure Elements
Hold Portal
Hide from Animals
Protection from
Chaos/Evil/Good/Law
Remove Fear
Shield
Undetectable Alignment

2nd-Level Spells

Arcane Lock
Fell Forbiddance^s
Fey Hearth^s
Obscure Object
Pacify^s
Protection from Arrows
Resist Energy

3rd-Level Spells

Arcane Impotence^s
Dispel Magic
Explosive Runes
Magic Circle Against
Chaos/Evil/Good/Law
Nondetection
Protection from Energy
Willful Stand^s

4th-Level Spells

Antiplant Shell
Dimensional Anchor
Fire Trap
Freedom of Movement
Globe of Invulnerability,
Lesser

Remove Curse
Repel Vermin
Stoneskin

5th-Level Spells

Arcane Interference^s
Atonement*
Break Enchantment
Dismissal*
Magic Circle Against Shadow
Private Sanctum

6th-Level Spells

Antilife Shell
Antimagic Field
Dispel Magic, Greater
Globe of Invulnerability
Guards and Wards
Repulsion

7th-Level Spells

Banishment*
Sequester
Spell Turning

8th-Level Spells

Mind Blank
Prismatic Wall*
Protection from Spells
Repel Metal or Stone

9th-Level Spells

Freedom
Imprisonment
Disjunction
Prismatic Sphere*

Conjuration, Greater

0-Level Spells

Summon Instrument

1st-Level Spells

Mount
Summon Monster I
Summon Nature's Ally I

2nd-Level Spells

Summon Monster II
Summon Nature's Ally II
Summon Swarm

3rd-Level Spells

Summon Monster III
Summon Nature's Ally III

4th-Level Spells

Summon Monster IV
Summon Nature's Ally IV

5th-Level Spells

Insect Plague
Leomund's Secret Chest
Planar Binding, Lesser
Summon Monster V
Summon Nature's Ally V

6th-Level Spells

Planar Binding
Summon Monster VI
Summon Nature's Ally VI

7th-Level Spells

Creeping Doom
Summon Monster VII
Summon Nature's Ally VII

8th-Level Spells

Planar Binding, Greater
Summon Monster VIII
Summon Nature's Ally VIII
Trap the Soul

9th-Level Spells

Elemental Swarm
Gate
Storm of Vengeance
Summon Monster IX
Summon Nature's Ally IX

Conjuration, Lesser

0-Level Spells

Create Water
Cure Minor Wounds
Ray of Frost

1st-Level Spells

Cure Light Wounds
Grease
Mage Armor
Obscuring Mist
Peasant's Rest^s
Unseen Servant

2nd-Level Spells

Acid Arrow
Cure Moderate Wounds
Delay Poison
Fey Fire^s
Fog Cloud
Glitterdust
Restoration, Lesser
Weather^s
Web

3rd-Level Spells

Cure Serious Wounds
Neutralize Poison

Remove Disease
Phantom Steed
Questing Birds^s
Sepia Snake Sigil
Silver Wind^M
Sleet Storm
Stinking Cloud

4th-Level Spells

Black Tentacles
Cure Critical Wounds
Minor Creation
Restoration
Secure Shelter
Solid Fog

5th-Level Spells

Cloudkill
Cure Light Wounds, Mass
Major Creation
Faithful Hound
Wall of Stone
Wall of Thorns

6th-Level Spells

Acid Fog
Cure Moderate Wounds, Mass
Fire Seeds
Heroes' Feast
Questing Bird, Greater^s
Wall of Iron

7th-Level Spells

Cure Serious Wounds, Mass
Heal
Regeneration
Restoration, Greater

8th-Level Spells

Cure Critical Wounds, Mass
Incendiary Cloud

9th-Level Spells

Regenerate
Shambler

Divination

0-Level Spells

Detect Magic
Detect Poison
Guidance
Know Direction
Read Magic

1st-Level Spells

Comprehend Languages
Detect Animals or Plants
Detect Astirax^M
Detect Secret Doors

Detect Snares and Pits
Detect Undead
Far Whisper^M
Identify
Know the Name^s
Speak with Animals
True Strike

2nd-Level Spells

Detect Chaos/evil/Good/Law
Detect Thoughts
Locate Object
Memorial^s
Scrier's Magic
See Invisibility

3rd-Level Spells

Arcane Sight
Clairaudience/Clairvoyance
Speak with Plants
Tongues

4th-Level Spells

Arcane Eye
Detect Scrying
Locate Creature
Scrying

5th-Level Spells

Commune with Nature
Contact Other Plane*
Prying Eyes
Telepathic Bond

6th-Level Spells

Analyze Dweomer
Find the Path
Legend Lore
Stone Tell
True Seeing

7th-Level Spells

Arcane Sight, Greater
Scrying, Greater
Vision

8th-Level Spells

Discern Location
Moment of Prescience
Prying Eyes, Greater

9th-Level Spells

Foresight

Enchantment

0-Level Spells

Daze
Lullaby

1st-Level Spells

Assist*
Calm Animals
Charm Animal
Charm Person
Hypnotism
Inspiration^s
Joyful Speech^s
Lesser Confusion
Sleep
Woeful Speech^s

2nd-Level Spells

Animal Messenger
Animal Trance
Daze Monster
Hideous Laughter
Hold Animal
Touch of Idiocy
Withering Speech^s

3rd-Level Spells

Deep Slumber
Dominate Animal
Good Hope
Heroism
Hold Person
Rage
Suggestion

4th-Level Spells

Charm Monster
Confusion
Crushing Despair
Geas, Lesser
Modify Memory
Zone of Silence

5th-Level Spells

Dominate Person
Feeblemind
Hold Monster
Mind Fog
Song of Discord
Symbol of Sleep

6th-Level Spells

Geas/Quest
Heroism, Greater
Suggestion, Mass
Symbol of Persuasion

7th-Level Spells

Hold Person, Mass
Insanity
Power Word Blind
Symbol of Stunning

8th-Level Spells

Antipathy
Binding
Charm Monster, Mass
Demand
Irresistible Dance
Power Word Stun
Symbol of Insanity
Sympathy

9th-Level Spells

Dominate Monster
Hold Monster, Mass
Power Word Kill

Evocation, Greater

1st-Level Spells

Burning Hands
Magic Missile
Floating Disk
Produce Flame
Shocking Grasp

2nd-Level Spells

Bleed Power^s
Flame Blade
Flaming Sphere
Gust of Wind
Scorching Ray

3rd-Level Spells

Call Lightning
Fireball
Gust of Wind
Lightning Bolt
Tiny Hut
Wind Wall

4th-Level Spells

Flame Strike
Fire Shield
Ice Storm
Resilient Sphere
Wall of Fire
Wall of Ice

5th-Level Spells

Call Lightning Storm
Cone of Cold
Hallow
Interposing Hand
Unhallow
Wall of Force

6th-Level Spells

Chain Lightning
Forceful Hand
Freezing Sphere

7th-Level Spells

Delayed Blast Fireball
Firestorm
Forcecage
Grasping Hand
Sword

8th-Level Spells

Clenched Fist
Earthquake
Polar Ray
Telekinetic Sphere
Whirlwind

9th-Level Spells

Crushing Hand
Meteor Swarm

Evocation, Lesser

0-Level Spells

Dancing Lights
Flare
Light

1st-Level Spells

Channel Might*
Faerie Fire

2nd-Level Spells

Continual Flame
Darkness
Shatter
Sound Burst

3rd-Level Spells

Daylight

4th-Level Spells

Bestow Spell*
Shout

5th-Level Spells

Sending

6th-Level Spells

Contingency
Sympathetic Vibration

7th-Level Spells

Prismatic Spray*
Sunbeam

8th-Level Spells

Shout, Greater
Sunburst

Illusion

0-Level Spells

Ghost Sound

1st-level Spells

Color Spray
Disguise Self
Disguise Weapon^M
Magic Aura
Magic Mouth
Silent Image
Ventriloquism

2nd-level Spells

Blur
Disguise Ally^M
Greenshield^M
Hypnotic Pattern
Invisibility
Trap
Magic Mouth
Minor Image
Mirror Image
Misdirection
Silence

3rd-level Spells

Displacement
Illusory Script
Invisibility Sphere
Major Image

4th-level Spells

Hallucinatory Terrain
Illusory Wall
Invisibility, Greater
Phantasmal Killer
Rainbow Pattern
Shadow Conjuration

5th-level Spells

Dream
False Vision
Mirage Arcana
Nightmare
Persistent Image
Seeming
Shadow Evocation

6th-level Spells

Mislead
Permanent Image
Programmed Image
Veil

7th-level Spells

Invisibility, Mass
Project Image
Shadow Conjuration, Greater
Simulacrum

8th-level Spells

Scintillating Pattern
Screen
Shadow Evocation, Greater

9th-level Spells

Shades
Weird

Necromancy

0-Level Spells

Disrupt Undead
Touch of Fatigue

1st-level Spells

Cause Fear
Chill Touch
Ray of Enfeeblement

2nd-level Spells

Blindness/Deafness
Command Undead
False Life
Ghoul Touch
Scare
Spectral Hand

3rd-level Spells

Contagion
Gentle Repose
Halt Undead
Poison
Ray of Exhaustion
Vampiric Touch

4th-level Spells

Animate Dead
Bestow Curse
Blight
Enervation
Fear

5th-level Spells

Death Ward
Magic Jar
Nexus Fuel^M
Symbol of Pain
Waves of Fatigue

6th-level Spells

Circle of Death
Create Undead

Eyebite

Symbol of Fear
Undeath to Death

7th-level Spells

Control Undead
Finger of Death
Symbol of Weakness
Waves of Exhaustion

8th-level Spells

Clone
Create Greater Undead
Finger of Death
Horrid Wilting
Symbol of Death

9th-level Spells

Astral Projection
Energy Drain
Soul Bind
Wail of the Banshee

Transmutation

0-Level Spells

Mage Hand
Mending
Message
Open/Close
Virtue

1st-level Spells

Animate Rope
Burial*
Enlarge Person
Entangle
Erase
Expeditious Retreat
Feather Fall
Goodberry
Jump
Lie*
Magic Fang
Magic Stone
Magic Weapon
Pass Without Trace
Phantom Edge*
Reduce Person
Shillelagh
Spider Climb
Stone Soup^M

2nd-level Spells

Alter Self
Barkskin
Bear's Endurance
Bull's Strength
Cat's Grace
Chill Metal

Confer Power*
 Darkvision
 Eagle's Splendor
 Fox's Cunning
 Heat Metal
 Knock
 Levitate
 Lifetrapp^M
 Nature's Revelation^M
 Owl's Wisdom
 Pyrotechnics
 Reduce Animal
 Silver Blood^M
 Soften Earth and Stone
 Spider Climb
 Tree Shape
 Warp Wood
 Whispering Wind
 Wood Shape

3rd-level Spells

Charm Repair^M
 Diminish Plants
 Flame Arrow
 Fly
 Gaseous Form
 Glibness
 Halfling Burrow^M
 Haste
 Keen Edge
 Magic Fang, Greater
 Magic Weapon, Greater
 Meld into Stone
 Plant Growth
 Sculpt Sound
 Secret Page
 Shrink Item
 Slow
 Snare
 Spike Growth
 Water Breathing
 Water Walk

4th-level Spells

Air Walk
 Bestow Curse
 Command Plants
 Control Water
 Enlarge Person, Mass
 Freedom of Movement
 Giant Vermin
 Mnemonic Enhancer*
 Polymorph
 Reduce Person, Mass
 Reincarnate*
 Rusting Grasp
 Silver Storm^M
 Spike Stones
 Stone Shape

5th-level Spells

Animal Growth
 Awaken
 Baleful Polymorph
 Control Winds
 Fabricate
 Overland Flight
 Passwall
 Telekinesis
 Transmute Mud to Rock
 Transmute Rock to Mud

6th-level Spells

Animate Objects
 Bear's Endurance, Mass
 Bull's Strength, Mass
 Cat's Grace, Mass
 Disintegrate
 Eagle's Splendor, Mass
 Flesh to Stone
 Fox's Cunning, Mass
 Ironwood
 Liveoak
 Lucubration*
 Move Earth
 Owl's Wisdom, Mass
 Repel Wood
 Spellstaff
 Stone to Flesh
 Transformation

7th-level Spells

Animate Plants
 Changestaff
 Control Weather
 Reverse Gravity
 Statue
 Transmute Metal to Wood
 Wind Walk

8th-level Spells

Animal Shapes
 Control Plants
 Iron Body
 Polymorph Any Object
 Reverse Gravity
 Temporal Stasis

9th-level Spells

Shapechange
 Time Stop

Note 1: Shadow Spells

Given that Aryth is sealed off from the Plane of Shadow, spells cannot use material from that plane. Spells with the shadow descriptor are instead "powered" by some unexplained aspect of the spirit realm. Some claim that these spells use the essences of the Eternal, those near-mindless and near-godlike spirits that usually slumber uncaring in the spirit realm. Others, pointing to the necromantic leanings of shadow spells, theorize that the spells are powered by the remains of Trapped spirits that have disincorporated but have not yet joined the Eternal.

Note 2: Universal Spells

The Universal school of magic does not exist in MIDNIGHT. The lower-level spells from this school represent a scholarly style of magic that is inappropriate for the holistic and folk flavor of arcane magic in MIDNIGHT, while the higher-level Universal spells like *permanency* and *wish* are more appropriate for high-fantasy campaign settings in which wizards can alter the very fabric of reality. In MIDNIGHT, permanent magic items can only be created via arcane nexuses, and reality changing on the level of the *wish* spell requires divine intervention.

Prestidigitation has therefore been made into an aspect of the Magecraft feat, while the other above spells have been removed from the campaign setting as channeler spells. They continue to exist as potential spell-like abilities, however. *Permanency* will function for a creature if it is one of its spell-like abilities, but only for spells cast upon the creature itself; given that spell-like abilities are powered by the creature's own inherent energy, the permanent effect can be sustained on that creature's body, but Aryth's magic is too much in motion and flux for *permanency* to be successfully cast upon an object or a point in space. The spell effect simply dissipates into the weave of magic surrounding Aryth as soon as its normal duration runs out. Additionally, creatures with *wish* and *limited wish* as spell-like abilities may cast them, but they may only use the "imitate lower-level spells" aspect of either, and the spells imitated are limited by the same restrictions as other spells in Midnight (no planar travel, no contact with deities other than Izrador, and so on).

Note 3: Spell-Like Abilities

What happens if an outsider with *teleport* as a spell-like ability is summoned in MIDNIGHT? Simply put, the Trapped must adhere to the same rules for spellcasting as any mortal. If a creature has a spell on its spell-like ability list that is rendered non-functional by the Sundering (such as a spell that requires planar travel to work, or one that contacts that creature's deity), that spell-like ability is useless.

Note 4: Effective Class Levels

Some outsiders, like angels and rakshasas, cast spells as if they were clerics or sorcerers. So you cast a *greater planar binding* spell that nets you a planetar's services . . . do you suddenly have the spellcasting power of a 17th-level cleric at your disposal?

If a creature is normally able to cast spells as if it had levels in an SRD class, it retains those abilities, but all spells cast in this manner become spell-like abilities. In the case of classes that prepare their spells ahead of time and whose spellcasting power does not come directly from a god, like wizards or druids, the typical spells prepared become spell-like abilities for the creature, usually usable once per day (though if a creature has a spell prepared twice on its list, it would be able to cast that spell twice per day). In the case of classes that cast spells spontaneously, like sorcerers, the typical spells known become spell-like abilities for the creature, though the number of uses per day remain variable; the creature gains spell slots per day for its spell-like abilities, and can choose which spells to cast with them just as a sorcerer might.

Clerical spellcasting abilities are a special case, however. Just as there are no mortal clerics on Aryth of deities other than Izrador, there are no outsider clerics of other deities either. Outsiders or other creatures that can cast spells as if they were clerics lose that spellcasting ability unless they convert to the worship of Izrador. Many evil Trapped in MIDNIGHT are only too happy to do just that, and therefore retain their clerical spellcasting abilities as listed under their descriptions (though their domains may vary and they may have had to shift their alignments slightly in order to receive the Shadow's blessings).

Most good-aligned Trapped, meanwhile, have no clerical spellcasting ability at all, since they cannot communicate with or gain power from their gods. In the lucky instance that a Trapped has a powerful clerical spell as a spell-like ability, such as a planetar's ability to *raise dead* three times per day, the spell does function; unfortunately for the spirit in question, the powers of the various types of Trapped are well known to Izrador's servants. Those with abilities that mimic clerical spells are hunted down even more actively than are channelers or those who show evidence of heroic paths. Of course, since there are many individual Trapped throughout Aryth with their own unique powers, Izrador's servants are instructed to report the discovery of any Trapped that do not already serve him. Such beings are captured if possible, and destroyed if not.

Variant Spell Descriptions

Atonement

Only legates may use this spell to restore lost clerical powers to other legates. The channeler version of this spell can only reverse a magical alignment change, restore a class, or offer redemption or temptation. Very few classes in MIDNIGHT require a character to follow a code lest he lose his class powers; such restrictions are generally only applied for the holy warriors of a deity. Should such a class or prestige class be introduced into your MIDNIGHT campaign, however, assume that a channeler may restore class features with this spell if the channeler belongs to the same group or follows the same patron as the atoning character.

Banishment

Instead of targeting extraplanar creatures, this spell targets trapped spirits that have manifested. Objects or substances to which the creature is vulnerable count as things that are "hated, feared, or otherwise opposed." Creatures that fail their saves, rather than being expelled from this plane, are simply forced from their manifested state. When this occurs, the bodies of fey simply disappear, those of elementals become inanimate collections of the material of which they were formed, and outsiders must relinquish control to their bodies' original owners. This latter occurrence is identical to the effect of a possessed creature casting the outsider out of its body, including the 24-hour grace period and the possibility of death due to the shock of returning to natural form (see *M2E*, pages 338-339).

Contact Other Plane

Your mind travels into the spirit realm of Aryth rather than to another plane, where you interact with Eternal spirits rather than with extraplanar beings or deities. The caster chooses how "deep" into the spirit realm he wishes to travel, represented by the Planes Contacted column of the table included in the *contact other plane* spell description. The likelihood of receiving accurate answers and the probability/duration of Int and Cha decrease are as per the table; however, rather than suffering an Int and Cha decrease, a channeler that uses this spell and fails the Intelligence check suffers the listed decrease in Int, Wis, and Cha.

Dismissal

As with *banishment*, instead of targeting extraplanar creatures, this spell targets manifested trapped spirits. Creatures that fail their Will saves are forced back into their bodiless state.

Lucubration

This spell may only be used by characters with the wizard prestige class, or by other channeling spellcasters who prepare spells.

Mnemonic Enhancer

This spell may be used normally by characters with the wizard prestige class, or by other channeling spellcasters who prepare spells.

Prismatic Sphere, Spray, and Wall

These classic spells are still quite effective in Midnight, even without the potential for a creature being sent to another plane. The violet color of a prismatic effect still attempts to shunt its targets to another plane, except that the Veil prevents it from doing so. This has the following effects, depending on the creature being affected:

Trapped Spirit (bodiless): A trapped spirit in its bodiless form cannot cross through a prismatic effect containing the violet color. It acts as a *wall of force* against such creatures. If the bodiless trapped spirit is subjected to the violet beam from a prismatic spray, the attempt to force the spirit to another plane disrupts the spirit's essence, doing damage to the spirit as if it were a maximized *magic missile* at the caster's level.

Trapped Spirit (manifested): A manifested trapped spirit that is subject to the violet color of a prismatic effect and fails its Will save is forced into its bodiless state, with results identical to those described under *banishment*, above.

Other: All other creatures subject to the violet aspect of a prismatic effect are caught in a field of magical feedback as the spell attempts to send the creature through a hole in reality, while the Veil "pushes" from the other side and keeps that hole closed. If the target fails its Will save, it is permanently paralyzed. Only a *break enchantment* or a successful *dispel magic* against the paralysis effect (using the prismatic effect's caster level) can break this paralysis.

Reincarnate

Reincarnate is often the only recourse a party has in MIDNIGHT to return a lost comrade to the fight. However, unlike in other campaigns, reincarnation in Midnight is a very personal and powerful event. Also, the spell calls upon Aryth herself to reform a body for the lost soul, and such a body can only take the form of a creature that is natural to Aryth. A soul that is being called back to Aryth via reincarnation understands what is occurring, and gains the normal knowledge regarding its body's circumstances (see PHB, page 171).

GMs are highly encouraged to determine in what form the reincarnated creature returns based on the needs of their individual campaigns. The most important consideration is whether or not the character returns as a humanoid or as animal; there should be a 50% chance of either, though parties may perform special rituals or go on special missions, at the GM's discretion, to tilt the odds one way or another. Either way, the character loses one level as normal.

If the character returns as an animal, consider the character's personality and play style and choose an animal (not a dire animal or dinosaur) that may be appropriate. Animals from the character's favored region or that identify with his family or culture may be particularly good choices. The base chosen animal should never have more HD than the character had levels. Once the animal is selected, allow the player to look at the stat block for the base animal and either advance

it using the normal monster advancement rules until it has HD equal to his new level, or add his old form's class levels until it has a total of HD and class levels equal to his old form's class level. The character's physical attributes become those of the base creature, while he retains his old form's mental attributes.

This result may require a large amount of flexibility and administration by the GM. Help the player build his character, and be open to ideas on how his class levels will work now that he is an animal. The character that comes back as an eagle will be an ideal spy and scout, but his combat usefulness might be limited. On the other hand, a character that returns as a brown bear need never worry about his weapons or armor giving him away as a member of the resistance, and is certainly a capable combatant. Spellcasters may have the most difficult time of it, and should be allowed to learn the Natural Spell feat available to druids in the PHB.

If a character returns as a humanoid, use the following table to determine which race he returns as. Once the character's race is determined, roll randomly from among that race's sub-races.

Roll (d%)	Race
1–30	Human
31–50	Elf
51–70	Dwarf
71–80	Halfling
81–90	Gnome
91–00	Special

The "other" option above is meant to account for the influence of the caster or the surroundings upon the reincarnation. For instance, if the caster and the target are of races that can interbreed, the character's new form may be a half-breed. If the caster is one of the races listed in the chart, the character's new form might be the same as that of the caster. Finally, if the reincarnation takes place in an area held as holy by any particular race or if the character had a strong connection to that race in life, the "other" option might mean that the character comes back as that race.

Shadowspawn or creatures created by the Sundering, which often include monstrous humanoids, magical beasts, and the like, are not options for a reincarnated character's new form. Neither are aberrations, dragons, oozes, or any other creature type other than humanoid or animal; those other creature types are either too far removed from Aryth's everyday creatures to be a potential reincarnation form or they are too powerful for a character's mortal essence to embody. The original races from which orcs, goblin-kin, and giant-kin are descended may once have been natural, but they are now so thoroughly corrupted by the Shadow's manipulation and breeding that they are no longer a part of Aryth's natural web of life.