

Midnight Spell List

Converted for use with the Pathfinder RPG (PFRPG).

Includes new spells from the Midnight 2nd Edition Rulebook, Sorcery and Shadow, Honor and Shadow and 2nd Edition Errata.

Abjuration

0-level Spells

Resistance

1st-Level Spells

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

2nd-Level Spells

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

3rd-Level Spells

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

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**
Atonement
Break Enchantment
Mage's Private Sanctum
Magic Circle Against Shadow**

6th-Level Spells

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

7th-Level Spells

Sequester
Spell Turning

8th-Level Spells

Dimensional Lock
Mind Blank
Prismatic Wall
Protection from Spells
Repel Metal or Stone

9th-Level Spells

Antipathy
Freedom
Imprisonment
Mage's 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

Questing Bird**
Summon Monster III
Summon Nature's Ally III

4th-Level Spells

Summon Ancestral Warrior***
Summon Monster IV
Summon Nature's Ally IV

5th-Level Spells

Insect Plague
Planer Binding, Lesser
Summon Monster V
Summon Nature's Ally V

6th-Level Spells

Planer Binding
Questing Bird, Greater**
Summon Monster VI
Summon Nature's Ally VI

7th-Level Spells

Creeping Doom
Instant Summons
Planer Binding, Greater
Summon Ancestral Hero***
Summon Monster VII
Summon Nature's Ally VII

8th-Level Spells

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

Acid Splash
Create Water
Stabilize

1st-Level Spells

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

2nd-Level Spells

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

3rd-Level Spells

Cure Serious Wounds
Neutralize Poison
Phantom Steed

Sepia Snake Sigil

Silver Wind*
Sleet Storm
Stinking Cloud
Remove Disease

4th-Level Spells

Black Tentacles
Cure Critical Wounds
Minor Creation
Secure Shelter
Solid Fog

5th-Level Spells

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

6th-Level Spells

Acid Fog
Cure Moderate Wounds, Mass
Fire Seeds
Wall of Iron

7th-Level Spells

Heal
Mage's Magnificent Mansion
Phase Door
Regenerate

8th-Level Spells

Cure Serious Wounds, Mass
Incendiary Cloud
Trap the Soul

9th-Level Spells

Cure Critical Wounds, Mass
Refuge
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*
Detect Secret Doors
Detect Snares and Pits
Detect Undead
Far Whisper*
Identify
Know the Name**
Speak with Animals
True Strike

2nd-Level Spells

Confer Power**
Detect Chaos
Detect Evil
Detect Good
Detect Law
Detect Thoughts
Locate Object
Memorial**
Scryer's Mark**
See Invisibility
Tongues

3rd-Level Spells

Arcane Sight
Clairaudience/Clairvoyance
Speak with Plants

4th-Level Spells

Arcane Eye
Detect Scrying
Locate Creature
Scrying

5th-Level Spells

Commune with Nature
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**
Joyful Speech**
Confusion, Lesser
Lie**
Sleep
Woeful Speech**

2nd-Level Spells

Animal Messenger
Animal Trance
Calm Emotions
Daze Monster
Enthrall
Fumble****
Hold Animal
Hideous Laughter
Hypnotic Pattern
Touch of Idiocy
Withering Speech**

3rd-Level Spells

Deep Slumber
Dominate Animal
Heroism
Hold Person
Rage
Suggestion

4th-Level Spells

Charm Monster
Confusion
Crushing Despair
Geas, Lesser
Modify Memory

5th-Level Spells

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

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
Command Plants
Demand
Iresistible Dance
Power Word Stun
Symbol of Insanity
Sympathy

9th-Level Spells

Dominate Monster
Hold Monster, Mass
Power Word Kill

Evocation, Greater

0-level Spells

Ray of Frost

1st-Level Spells

Burning Hands
Floating Disk
Magic Missile
Shocking Grasp

2nd-Level Spells

Continual Flame
Flame Blade
Flaming Sphere
Gust of Wind
Produce Flame
Scorching Ray

3rd-Level Spells

Call Lightning
Fireball
Tiny Hut
Lightning Bolt
Wind Wall

4th-Level Spells

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

5th-Level Spells

Call Lightning Storm
Cone of Cold
Hallow
Unhallow
Wall of Force

6th-Level Spells

Chain Lightning
Freezing Sphere

7th-Level Spells

Delayed Blast Fireball
Fire Storm
Forcecage
Mage's Sword

8th-Level Spells

Polar Ray
Telekinetic Sphere
Whirlwind

9th-Level Spells

Meteor Swarm

Evocation, Lesser

0-level Spells

Dancing Lights
Flare
Light

1st-Level Spells

Channel Might**
Faerie Fire

2nd-Level Spells

Bleed Power**
Darkness
Daylight
Shatter
Sound Burst

4th-Level Spells

Bestow Spell**
Shout

5th-Level Spells

Hallow
Interposing Hand
Sending
Unhallow

6th-Level Spells

Forceful Hand
Contingency

7th-Level Spells

Grasping Hand
Prismatic Spray
Sunbeam

8th-Level Spells

Clenched Fist
Earthquake
Shout, Greater
Sunburst

9th-Level Spells

Crushing Hand

Illusion

0-level Spells

Dancing Lights
Ghost Sound

1st-level Spells

Color Spray
Disguise Self
Disguise Weapon*
Magic Aura
Silent Image
Ventriloquism

2nd-level Spells

Blur
Disguise Ally*
Greenshield*
Hypnotic Pattern
Invisibility
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 Conjunction

5th-level Spells

Dream
False Vision
Mirage Arcana
Nightmare
Persistent Image
Seeming
Shadow Evocation

6th-level Spells

Mislead
Permanent Image
Programmed Image
Shadow Walk
Veil

7th-level Spells

Invisibility, Mass
Project Image
Shadow Conjunction, Greater
Simulacrum

8th-level Spells

Scintillating Pattern
Screen
Shadow Evocation, Greater

9th-level Spells

Shades
Weird

Necromancy

0-level Spells

Bleed
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

Gentle Repose
Halt Undead
Poison
Ray of Exhaustion
Vampiric Touch

4th-level spells

Animate Dead
Bestow Curse
Contagion
Energization
Fear

5th-level spells

Blight
Death Ward
Magic Jar
Nexus Fuel*
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
Horrid Wilting
Symbol of Death

9th-level spells

Energy Drain
Soul Bind
Wail of the Banshee

Transmutation

0-level Spells

Mage Hand
Mending
Open/Close
Virtue

1st-level spells

Animate Rope
Burial**
Enlarge Person
Entangle
Erase
Feather Fall
Goodberry
Jump
Longstrider
Magic Fang
Magic Stone
Magic Weapon
Pass Without Trace
Phantom Edge**
Reduce Person
Shillelagh
Stone Soup*

2nd-level spells

Alter Self
Barkskin
Bear's Endurance
Bull's Strength
Cat's Grace
Chill Metal
Darkvision
Eagle's Splendor
Fox's Cunning
Heat Metal
Knock
Levitate
Lifetraps*
Nature's Revelation*
Owl's Wisdom
Pyrotechnics
Rope Trick
Silver Blood*
Soften Earth and Stone
Spider Climb
Tree Shape
Warp Wood
Whispering Wind
Wood Shape

3rd-level spells

Beast Shape I
Charm Repair*
Diminish Plants
Flame Arrow
Fly
Form of the Meruros (Dorn)***
Gaseous Form
Halfling Burrow*
Haste
Magic Fang, Greater
Magic Weapon, Greater
Keen Edge
Meld into Stone
Plant Growth
Quench
Secret Page
Shrink Item
Slow
Snare
Spike Growth
Water Breathing
Water Walk

4th-level spells

Air Walk
Beast Shape II
Enlarge Person, Mass
Giant Vermin
Polymorph
Reduce Person, Mass
Reincarnate
Rusting Grasp
Silver Storm*
Spike Stones
Stone Shape

5th-level spells

Animal Growth
Awaken
Baleful Polymorph
Beast Shape III
Control Winds
Fabricate
Form of the Tadulos (Dorn)***
Overland Flight
Passwall
Plant Shape I
Telekinesis
Transmute Mud to Rock
Transmute Rock to Mud

6th-level spells

Bear's Endurance, Mass
Beast Shape IV
Bull's Strength, Mass
Cat's Grace, Mass
Control Water
Disintegrate
Eagle's Splendor, Mass
Flesh to Stone
Fox's Cunning, Mass

Ironwood
Liveoak
Move Earth
Owl's Wisdom, Mass
Plant Shape II
Repel Wood
Spellstaff
Stone to Flesh
Transformation
Wind Walk

7th-level spells

Changestaff
Control Weather
Giant Form I
Plant Shape III
Polymorph, Greater
Reverse Gravity
Statue
Transmute Metal to Wood
Whirlwind

8th-level spells

Animal Shapes
Control Plants
Giant Form II
Iron Body
Polymorph Any Object
Temporal Stasis

9th-level spells

Shapechange
Time Stop

* New spell described in
Midnight 2nd Edition, Chapter
Five (pages 134-138).

** New spell described in
Sorcery and Shadow (pages 28-
39) – see notes below.

*** New spell described in
Honor and Shadow (pages 61-62)

**** New spell from the
GameMastery Critical Fumble
Deck.

Midnight 3.5 Spell Errata and Changes

Disguise Ally

As *Disguise Self*, except that you
may affect someone other than
yourself.

Halfling Burrow

Replace: 'Survival or Search
check of DC 30.' with 'Survival
or Perception check of DC 30.'

Inspirational Might

Replace: 'the bardic ability
Inspire Greatness' with 'mimics
the bardic ability Inspire
Courage'

Lifetrapp

Replace: 'Concentration skill
check (DC 20) or lose the spell'
with 'Concentration check (DC
20) or lose the spell'

Memorial

Replace: 'The shapes and sounds
require Spot and Listen checks
(DC 25)' with 'The shapes and
sounds require a Perception
check (DC 25)'

Silver Wind

Replace: 'all other spells require
a Concentration skill check (DC
20 + spell level) to cast' with 'all
other spells require a
Concentration check (DC 20 +
spell level) to cast'

Weather

Replace: 'Spot, Listen, and
Search checks suffer a -4 penalty
within the spell area.' with
'Perception checks suffer a -4
penalty within the spell area.'

Magecraft Spells

When you select the Magecraft
feat, you must also select a
tradition. The tradition
determines which ability score
your spellcasting abilities will be
based on, what spells you may
begin with, and what special
abilities you will have if you ever
take channeler levels.

Regardless of the tradition
chosen, a character that gains the
Magecraft feat gains knowledge of
Prestidigitation, three other 0-
level spells of his choice, and one
1st-level spell of his choice from
the following lists. Note that
spells from the greater schools of
magic are not eligible to be
selected as starting spells.

Charismatic Tradition

0-level spells
Dancing Lights
Daze
Detect Magic

Flare
Ghost Sound
Know Direction
Light
Lullaby
Mage Hand
Mending
Open/Close
Read Magic
Resistance

1st-level spells

Alarm
Animate Rope
Cause Fear
Charm Person
Comprehend Languages
Confusion, Lesser
Cure Light Wounds
Detect Secret Doors
Disguise Self
Erase
Feather Fall
Grease
Hypnotism
Identify
Magic Aura
Silent Image
Sleep
Undetectable Alignment
Unseen Servant
Ventriloquism

Hermetic Tradition

0-level spells
Acid Splash
Bleed
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Read Magic
Resistance
Touch of Fatigue

1st-level spells

Alarm
Animate Rope
Cause Fear
Charm Person
Chill Touch
Color Spray
Comprehend Languages
Detect Secret Doors
Detect Undead

Disguise Self
Endure Elements
Enlarge Person
Erase
Feather Fall
Grease
Hold Portal
Hypnosis
Identify
Jump
Mage Armor
Magic Weapon
Magic Aura
Obscuring Mist
Protection from Chaos
Protection from Evil
Protection from Good
Protection from Law
Ray of Enfeeblement
Reduce Person
Shield
Silent Image
Sleep
True Strike
Unseen Servant
Ventriloquism

Spiritual Tradition

0-level spells
Create Water
Detect Magic
Detect Poison
Flare
Guidance
Know Direction
Light
Mending
Read Magic
Resistance
Stabilize
Virtue

1st-level spells

Calm Animals
Charm Animal
Cure Light Wounds
Detect Animals or Plants
Detect Snares and Pits
Endure Elements
Entangle
Faerie Fire
Goodberry
Hide From Animals
Jump
Longstrider
Magic Fang
Magic Stone
Obscuring Mist
Pass Without Trace
Shillelagh
Speak With Animals