

Ravenloft

GOTHIC EARTH

CLIFFHANGER ABBEY

OR, "WE HAVE MADE A TERRIBLE MISTAKE"



A **Ravenloft** ADVENTURE OF RAVENOUS PIETY
FOR CHARACTERS OF 1ST LEVEL

by OLIVER CLEGG



CLIFFHANGER ABBEY

A GOTHIC EARTH ADVENTURE

"The boundaries which divide Life from Death are at best shadowy and vague. Who shall say where the one ends, and where the other begins?

- Edgar Allan Poe

Cliffhanger Abbey is a short introductory adventure for Gothic Earth set in the bleak hinterlands of Yorkshire, England.

Cliffhanger Abbey is a brief adventure for group of 4-6 level one characters, and should take 1-2 hours to complete.

Prologue; Gothic Earth

Part One; A Terrible Storm

Part Two: Sanctuary

Part Three: Ending the Module

Adventure Overview

Adventurers traveling overland find themselves caught in a sudden and unseasonable storm. Faced with braving the horrors of the unseasonable storm, Cliffhanger Abbey offers the only sanctuary within reach. Unfortunately, the nuns who reside in the Abbey harbour dreadful secrets of the flesh, and there is every danger the characters might just become dinner for someone who isn't quite what she seems...

CLIFFHANGER ABBEY

PROLOGUE:

GOTHIC EARTH

GOTHIC EARTH

Gothic Earth is a world much like ours, isolated from all other planes by a mysterious dark power. It is not, strictly speaking, a domain of Ravenloft. Or, at least, scholars in the topic differ on the matter. All that matters is that Gothic Earth is a strange mirror of our own, laced with dark monsters, evil magic and frozen in a period of time that vaguely reflects the 1890s. Characters are whisked away to and from Gothic Earth just as they are to any other domain of Ravenloft, often to a bitter and unsatisfying end.

MAGIC IN GOTHIC EARTH

Gothic Earth resides in its own plane, isolated from all others. No spell, not even a Wish spell, allows one to escape. Astral Projection, Teleport and all similar spells cast with the intent of leaving Gothic Earth simply fail, as do all effects that banish a creature to another plane of existence, which instead spirit affected creatures to a random location on Gothic Earth for their duration. These restrictions apply to magic items and artifacts. Magic that allows transit to the Border Ethereal is the exception to this rule. A creature that enters the Border Ethereal from Gothic Earth is pulled back into Gothic Earth upon leaving that plane.

Spells. Magic is strange in Gothic Earth. Spells of fire and thunder are far less common than curses and augmentations. The world of Gothic Earth shuns flashier displays of magic, tending instead towards the subtle movements more easily disguised as coincidence or providence. Amended spell lists for Spellcasting classes are provided in the Appendices. Creatures drawn into Gothic Earth from other worlds find they are unable to remember or prepare spells not on this list whilst on Gothic Earth. Any such spell inscribed in spellbooks or onto a scroll appears as gibberish whilst on Gothic Earth.

THE RED DEATH

Magic is wrong on Gothic Earth. Dreadfully wrong. In the ancient past, something evil slipped through the cracks in reality in unknown circumstances, and began to poison the leylines of magic that criss cross the earth. Unopposed for long years, it squats like a hideous spider over the web of magic, and taints every spell cast on the plane. Furthermore, it hungers for the souls of magic users, seeking to corrupt them and steal their delicious life essence

for itself. The shadow of the Red Death lies heavy on Gothic Earth, and has caused the plane to take on some unusual traits. See the Appendix for more details.

ADVENTURE BACKGROUND

A crumbling place of worship, broken gothic arches reaching into the sky, Cliffhanger Abbey stands on a hilltop as a tempting place to rest for a weary traveler. Indeed, as the rain sets in, and a thunderstorm begins, it stands out as the only cover in several miles of bleak moorland.

Heavily damaged by neglect, the Abbey has always been inhabited by the Sisters of Irrevocable Mercy, whose numbers have dwindled as the damaged abbey failed to attract new sisters to take the place of those that died to old age, hunger and disease.

RECENT DAYS

A nun called Sister Grace was engaged in a pious but ill advised hunger strike, and died from malnutrition. Alas, this was not the end for her. She rose again that night as a ghast, and sought to sate her hunger on her sisters. Frantically, the nuns sought a reprieve, and convinced the monster to spare them, as they would bring it fresh food whenever strangers came to rest at the abbey.

This state of affairs has continued for some months, with the nuns growing slowly more desperate to please ever more hungry Sister Grace.

ADVENTURE SUMMARY

The adventures arrive at the abbey exhausted from being hounded by unseen foes, and drenched by the torrential rain. Accepting the nuns' generous hospitality, they are given rooms and allowed to rest. As the night passes, strange events encourage them to investigate the abbey, where they learn the horrible truth about the nuns' carnivorous habits. The characters must flee the ghastly nuns, and vanish into the rain, lest they become just another last supper in the unholy litany of the Sisters.

HOOKS

There are many ways the adventurers might arrive on Gothic Earth, either for a short or a longer stay.

- The adventurers are swept away unknowingly by a storm, mist or other freak weather condition into the arms of Gothic Earth. This is traditional for Ravenloft, and can be used to whisk the characters elsewhere at the end of the adventure if necessary.
- The adventurers know of the abbey already, perhaps through word of mouth or a mutual acquaintance. This contact has been bribed or coerced by the nuns to draw innocent strangers to their lair.

CLIFFHANGER ABBEY

PART ONE

A TERRIBLE STORM

THE ADVENTURE BEGINS

The story begins on the night of a terrible storm, as the characters struggle across a treacherous and bleak moorland.

Wind tears at your clothes and rain lashes down from above. Thunder booms over your heads, and lightning illuminates the dusk to reveal featureless moorland for miles around. The only shelter of any kind for leagues is the small abbey visible on a hilltop to the north.

The Storm

The storm is malicious, and infused with the malevolence of Ravenloft. The characters start at the bottom of a hill with 100 feet between them and the abbey.

As you catch a glimpse of sanctuary, the storm rages to new heights. "No," it seems to say. "You are mine, and I will have your corpses." The storm intensifies to deadly levels.

Run the storm as a Complex Trap, as below.

MALEVOLENT STORM

Complex trap - (level 1-4, deadly threat)

The dark powers wish to drive the characters into the embrace of Cliffhanger Abbey, and the storm is designed to do just that...or ensure their demise.

Initiative. The trap acts on initiative count 20 and initiative count 10.

Active Elements. The storm batters the party with violent winds, and drenches them in freezing rain.

Violent Winds. Winds batter the party. Each creature must succeed on a DC12 Strength saving throw or be knocked prone. Creatures with a flying speed make this saving throw with disadvantage.

Freezing Rain. The rain is cold as the grave, and threatens to drain vitality. When Freezing Rain occurs, each creature must succeed on a DC10 Constitution saving throw or gain 1 level of exhaustion.

Dynamic Element. The threat of hypothermia becomes more acute as time passes.

Freezing Rain. Each round, the DC to resist this effect increases by 1.

Constant Elements. The thunder drowns out cries

for help, and the mud is treacherous.

Thunder. The storm booms as if the characters were at the heart of it. All characters are deafened whilst the trap is in effect.

Mud. The hill is difficult terrain for creatures that walk across it. Creatures cannot Dash across the thick, churning mud.

Countermeasures. Defences against the cold can help prevent characters from becoming exhausted.

Rainproof. Creatures that are resistant to cold automatically pass saving throws caused by Freezing Rain.

The Storm Rages

The storm continues as the characters approach the abbey, but as soon as the characters step into shelter they are no longer affected by it.



CLIFFHANGER ABBEY

PART TWO

SANCTUARY

CLIFFHANGER ABBEY

The Abbey is a place of worship built to house the sisters and store their articles of worship.

GENERAL FEATURES

Walls. The walls of the abbey are thick stone (with a 5 foot section of wall having AC 17, 21 hit points and a damage threshold of 10).

Windows. The abbey has frequent stained glass windows depicting saints and their miracles. The glass (AC13, 5 hit points) is easy to shatter.

Doors. Except where otherwise noted, doors in Cliffhanger Abbey are made from steel banded wood brittle from age (AC19, 12 hit points)

Illumination. At night, Cliffhanger Abbey is completely dark inside, lit only by candles carried by the sisters on their rounds.

Approaching The Abbey

The large wooden doors of the Abbey are sealed against the storm.

Still intact despite the ruined state of the abbey, these large double doors are banded in black iron. From somewhere inside, faint piano music can be heard over the storm- echoes of the haunting melody are muffled but undeniable.

The doors can be broken down with a DC20 Strength check but otherwise can only be opened with the use of a key or a DC10 Dexterity (Thieves' Tools) check.

Door Knocker. The door has a strange copper devil face where the knocker should be. It is heavy, and covered in verdigris. Using the knocker alerts the nuns to the presence of visitors, and Sister Charity rushes to open it a crack.

The door opens a few inches, revealing a middle aged, mousy woman in a habit looking nervously up at you. She mouths something at you over the thunder, then gestures for you to enter, stepping aside to allow you to cross the threshold.

Sister Charity (LG **commoner**) is a giving soul, and genuinely doesn't want to see the strangers left to the depredations of the storm. More importantly, however, she would like more fresh meat to feed her sister, in order to save her own skin.

Once the door is shut, and the characters can hear each other again, the nun introduces herself.

"My name is Sister Charity" the little nun garbles, "of the Sisters of Reasonable Doubt. Oh my poor things, you are just soaked. You must let us prepare you some rooms to stay in, we so seldom have visitors nowadays."

The Sisters

Sister Charity: Friendly middle aged matron, she is polite and to characters. She fears Sister Grace, and doesn't want to anger her. She has no compunction about sacrificing roadside travellers to Sister Grace in order to save her own skin, but secretly she hopes that it won't come to that. She's affable, but keeps a cool distance as she still observes her vows to refrain from physical contact with others.

Sister Joy: A sharp nosed and angular sister who plays the piano. She often takes off her habit when she's alone, and hurriedly has to replace it when people enter. She only knows one piece of music, a requiem mass she plays over and over. She hates what she's become, and bears a significant burden of guilt for her part in luring travelers to their doom.

Sister Grace: Sister Grace gave in to the Hunger some months back. Sister Joy found her feasting on the body of a peddler. Even suspecting that it was already too late to save her, she could not find it in herself to end Sister Grace's torment. Instead, Sister Joy and Sister Charity tried to redeem her, and appeal to her better nature. The wily sister Grace advanced on the poor women, and threatened to tear them limb from limb unless they fetched her meals to replace themselves with. The women succumbed to Grace's demands, and began to feed her travelers when they stopped to rest at the abbey. Grace has remained in her room to this day, feasting on corpses and rats. The foul acts have transformed her into a ghast, and she sometimes lies still as the grave for days whilst waiting for more pilgrims to arrive and seek shelter at Cliffhanger Abbey

Also living in the abbey are:

Sister Humility, who is bad tempered and xenophobic.

Sister Patience, who is excitable and friendly.

Sister Vigil, who is is lazy and loves bad romance fiction.

Area 1 - The Refectory

This room is where the nuns take sustenance and gather for meetings.

This room is laid out with wooden tables and encompasses most of the ground floor. Holy icons are draped down the walls depicting martyrs and their sufferings. Two nuns are hard at work scrubbing the floors and cleaning the tables.

Sister Humility (LE **thug**) is scrubbing the floor, and keeps a wary eye on strangers. She distrusts outsiders as dangerous to the abbey. If they were to find out what was going on, the strangers could endanger the Abbey's way of life. If given the chance, she slips a vial of Midnight's Tears poison into any food or drink the characters accept from the nuns.

Sister Patience (LE **thug**) is a large and friendly woman who sees newcomers as something to be celebrated. After all, new meat means a happy Sister Grace, and a happy Sister Grace means a reprieve for the rest of the Abbey.

This room is where the nuns take sustenance and gather for meetings.

Boxes are stacked up against the wall in this vaulted storage room. More alcoves and the bitter smell of incense in the air suggest that this room was once another devotional area. Nowadays it houses crates and barrels of spoiled food (by the smell of it).

Characters with keen hearing might detect the sounds of rats in the walls, which the nuns (if pressed) confess are something of a nuisance sometimes.

Rats. Disturbing any of the boxes, or setting them alight, causes a **swarm of rats** to come squeaking out of the walls in a panic, attacking the first creature they see in a frenzy.

Perception - Do you hear squeaking?

Nature - This storeroom is a rat's dream come true. Quiet, full of food and nesting materials.

Poisoner's Kit - I can't smell any traditional rat repellents. Are they even trying to keep rats away?



Area 3 - Rest Area

This is where the nuns suggest the characters sleep for the night.

Five inviting pallets are laid out in this circular room around a central pillar, along with water, clean clothes and a tray each of break and milk. A spiral staircase against one wall leads up into the dark.

The characters are left here to their own devices, and instructed that they should on no account head up the stairs, as it is sacred ground and off limits to visitors. Whichever nun delivers this rule does so with an arch stare and a suspicious eye-brow before retreating.

Food and Drink. The milk is laced with a powerful soporific. A character who drinks the milk must succeed on a DC12 Constitution saving throw or become Poisoned for the next 1d4 hours. The poison manifests as a deep seated fatigue and desire to sleep. A character asleep under the influence of this poison cannot be woken by noise or activity around them, but can be woken by vigorous shaking before this point.

Weapons. The nuns offer to take any wet gear the characters possess and dry, clean or mend it. Any gear taken in this way is immediately taken outside and thrown away.

Investigation - The nuns had this chamber together awfully quickly for their 'surprise visitors'. Either they knew you were coming, or this happens a lot.

Survival - Your bedroll is covered in hairs that definitely aren't yours.

Area 5 - Sister Vigil's Room

Sister Vigil keeps an almost constant watch on this room to make sure no-one disturbs Sister Grace. She also lets Sister Grace know when her dinner is ready.

A thin nun sits at a table in this large and dank room, reading by candlelight. A huge crossbow sits over her knee, and but she seems transfixed. There is a faint smell of rot in the air.

The door to this area is kept closed and locked by the nuns at all times.

Sister Vigil. A scrawny, haunted woman, Sister Vigil (LE **commoner**) is terrified of Sister Grace, and it shows. She reacts with horror to any intrusion, insisting that stray characters return to their beds at once. Sister Vigil is armed with a heavy crossbow, with which she is proficient. She often keeps it over her knee whilst she waits and watches.

Area 6 - Nun's Rest Quarters

These rooms are where most of the nuns come to rest. The nuns change rooms each week as a devotional exercise to show their lack of commitment to the physical, and thus the rooms are rather bleakly impersonal. Each room has two beds, and spare nun habits big enough to fit medium humanoids.

Area 7 - Sister Verity

This room contains the mad nun Sister Verity. It is kept locked at all times.

Curled up in a corner, in the dirt-stained wreck of a habit, a woman lies weeping into her hands. "Why lord," she sobs. "Why would you make us do this? What is the purpose? What is your design?" She repeats this over and over like a psalm.

Sister Verity (CN **commoner**) was once in charge of providing victims to Sister Grace, but after a particularly violent feeding something snapped in the nun and she ceased to make any sense. Fearing Sister Grace might make a meal of their unfortunate friend, the rest of the nuns closed up Verity in her chamber and barred the door. They feed her through scraps pushed under the door, and otherwise ignore her existence entirely lest Sister Grace catch wind of easy prey.

Sister Verity shrieks if anyone shows their teeth to her, and screams at the top of her lungs at animals or familiars.

Insight - This poor woman is not in her right mind. Something she witnessed has disturbed her greatly.

Medicine - It's filthy in here...they can't have cleaned up after this woman in months, if ever.



Area 8 - Sister Grace's Room

This room is where the monstrous nun Sister Grace lurks whilst waiting for her next meal

The lavish furnishings this room once enjoyed have been overturned and smashed. Holes gouged from the walls let wind and rain in from outside, and the air is rank with the putrid scent of decay.

Sister Grace, a **ghast**, stays here most of the time until someone alerts her of food. She is ravenous, but cunning, and sneaks upstairs to hide if she hears or sees evidence of characters approaching her room. She has kept two of her latest victims as **ghouls**, who obey her unspoken commands instinctively.

Bodies. If caught unawares, the undead nuns pretend to be motionless rotting bodies until someone comes close to them, or they are attacked. They target characters displaying symbols of faith over other targets.

Religion - This smell is awful. You'd better be careful near that body, it's either dead, or worse....

Survival - The dust here has been disturbed recently. If Sister Grace is dead, that raises a lot of questions.

Investigation - The bed linens are disturbed, with no dust settled. Someone was resting there very recently, and it probably wasn't the other nuns....

A DELICIOUS MEAL

If the characters rest in area 3, then Sister Grace is alerted to their arrival by Sister Vigil. Shortly afterwards, she and her ghouls creep down the stairs and attack a sleeping party member, dragging them upstairs to be devoured. If they are successful in this endeavor, the bones are stashed under the bed or thrown of a window.

WAKING SLEEPERS [XGTE]

A creature that is naturally sleeping, as opposed to being in a magically or chemically induced sleep, wakes up if it takes any damage or if someone else uses an action to shake or slap the creature awake. A sudden loud noise — such as yelling, thunder, or a ringing bell — also awakens someone that is sleeping naturally.

Whispers don't disturb sleep, unless a sleeper's passive Wisdom (Perception) score is 20 or higher and the whispers are within 10 feet of the sleeper. Speech at a normal volume awakens a sleeper if the environment is otherwise silent (no wind, birdsong, crickets, street sounds, or the like) and the sleeper has a passive Wisdom (Perception) score of 15 or higher.



Area 9 - Chapel

This chapel has seen little use since the sisters descended into sin.

This wide room seems to have survived the worst ravages of age. A statue of an angel adorns the wall at the end of the room, reaching up as if beseeching the heavens. Candles burn in recesses along the wall. The tall stained glass windows are hard to pick out in the near darkness, but the occasional flash of lightning illuminates angels in flight singing a silent paean to something unseen. A robed figure in the corner is sitting at the piano, readjusting her habit, and the music has stopped.

This room has high vaulted ceilings some 100 feet tall, and is filled with cloistered alcoves containing candelabras or confessional booths. A statue on a dais at the far end of the room is occasionally illuminated by the flashes of lightning, revealing an angel with his hands stretched out in front of him as if begging. His wings have been removed, leaving him with stumps.

Statue. The angelic statue in the chapel is actually a **gargoyle**. It has been here for years, dormant. The scent of blood near the statue causes it to awaken, whereupon it begins looking for an opportunity to attack.

Insight: That statue looks awfully distressed. It's almost as if he were begging for forgiveness.

Religion: You recall the myth of Saint Sanctimonia, who tore the wings off an angel for blaspheming.

Survival: This room is very clean. Someone clearly goes to a lot of effort to scrub it.

Performance: You recognise that tune from the piano, it's the melody to a very unpopular requiem mass for the unquiet dead.

Sister Joy (LE **commoner**) isn't pleased to be interrupted, and is as rude as she can manage without saying anything likely to cause violence. She tries to drive the characters back out into the storm by suggesting that they aren't welcome in a house of worship, and that their sins are too great (she doesn't know this, but it's worked before).

Area 10 - Rooftop

This roof is open to the storm. Creatures who enter onto it are subjected to the Malevolent Storm complex trap from earlier in the module.



CLIFFHANGER ABBEY

PART THREE

ENDING THE MODULE

THEN, FADE TO BLACK.

That's right. You heard me.

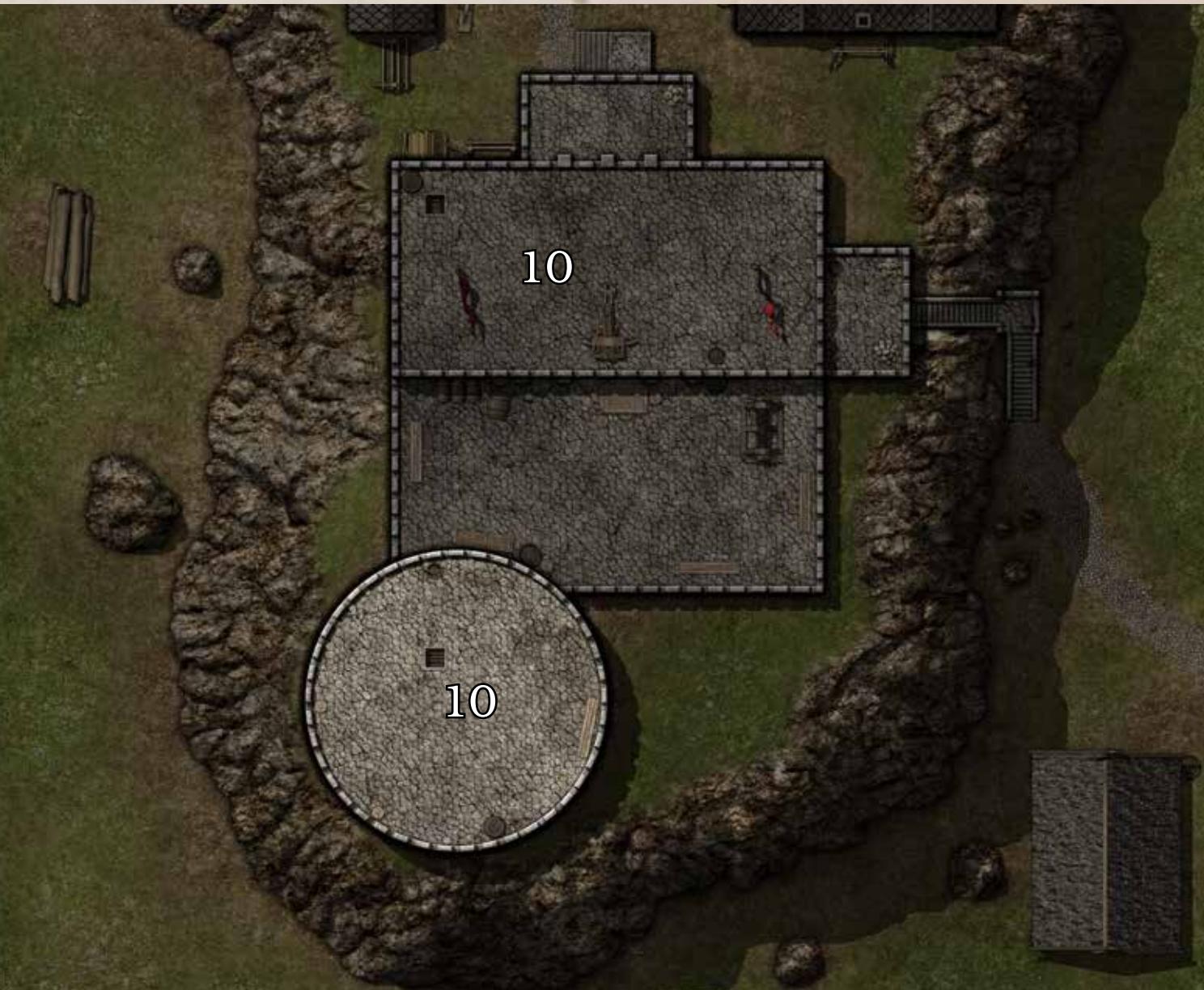
You fade to black.

It's Cliffhanger Abbey. It couldn't end any other way.

FIND A POINT OF HIGH TENSION

Play through the module, escalating to a point of high tension. Suggestions are below.

- Discovering the nature of Sister Grace
- Fleeing the murderous nuns, perhaps onto a roof-top for a battle in the rain
- A villainous monologue from a nun
- The pause before a killing blow from Sister Grace or one of her ghouls



APPENDIX

MAGIC IN GOTHIC EARTH

I: MAGIC AND THE RED DEATH

Magic is wrong on Gothic Earth. Dreadfully wrong. In the ancient past, something evil slipped through the cracks in reality in unknown circumstances, and began to poison the leylines of magic that criss cross the earth. Unopposed for long years, it squats like a hideous spider over the web of magic, and taints every spell cast on the plane. Furthermore, it hungers for the souls of magic users, seeking to corrupt them and steal their delicious life essence for itself. The shadow of the Red Death lies heavy on Gothic Earth, and has caused the plane to take on some unusual traits as described below.

DARK POWERS CHECKS

Consider using **Honor** in your Ravenloft campaign as a way of determining the sway the Dark Powers have over any character as a result of their actions. Honor is a barometer for how tightly the dark powers cling to any particular soul. If creating new characters for a Ravenloft campaign, you may allow characters to roll an extra ability score/spend some of their points on increasing their starting Honor score. See the Dungeon Master's Guide, Chapter 9: Dungeon Master's Workshop for rules on Honor.

In Ravenloft, an Honor Saving throw is called a **Dark Powers check**.

In **Gothic Earth** having a character make an Honor saving throw when a character comes into direct contact with magic, or uses it for their own ends. Set the DC in accordance with how likely you think the occurrence is to have drawn the attention of the Red Death.

On a failure, reduce that character's current Honor score by 1. If the character's Honor score ever falls below half of their Spellcasting Ability score, they become an evil NPC under the Dungeon Master's Control and are removed from play.

PARASITIC SIPHON

The Red Death draws magic to it through leylines, disrupting magical spells as they are cast and making it harder for spellcasters to safely work their magic. When a creature attempts to cast a spell of 1st level or higher, that creature must succeed on a Spellcasting Ability check equal to 10+ the level of the spell being cast. On a failed check, the spell fails to cast and both the action and the spell slot used to cast the spell are wasted. If a creature ever

rolls a 1 on this check, the spell backfires in a spectacular manner determined by the Dungeon Master.

As if this were not enough, the casting time of every spell is increased to represent the difficulty of working magic on gothic earth. The usual rules for casting spells over several rounds apply.

Listed Casting Time	Gothic Earth Casting Time
Reaction	Reaction
1 bonus action	1 action
1 action	2 actions
1 minute	10 minutes
10 minutes	1 hour
1 hour	8 hours
8 hours	24 hours
24 hours	24 hours

VILE SUPREMACY

In some places on Gothic Earth, where the influence of monsters and magic lies most heavily, mortal magic gutters in the face of true evil. No regional or lair effect can be dismissed or counteracted by mortal magic. In addition, when a spell is resisted by an evil creature's Legendary Resistance trait, the creature that cast the spell must immediately make a Dark Powers check.



APPENDIX

MAGIC IN GOTHIC EARTH

II: AMENDED SPELL LISTS

Magic is strange in Gothic Earth. Spells of fire and thunder are far less common than curses and augmentations. The world of Gothic Earth shuns flashier displays of magic, tending instead towards the subtle movements more easily disguised as coincidence or providence. Amended spell lists for Spellcasting classes are provided below. Creatures drawn into Gothic Earth from other worlds find they are unable to remember or prepare spells not on this list whilst on Gothic Earth. Any such spell inscribed in spellbooks or onto a scroll appears as gibberish whilst on Gothic Earth.

BARD SPELLS

Cantrips

Blade Ward, Dancing Lights, Friends, Light, Mage Hand, Mending, Message, Minor Illusion, Prestidigitation, True Strike, Vicious Mockery

Level One

Animal Friendship, Bane, Charm Person, Comprehend Languages, Cure Wounds, Detect Magic, Disguise Self, Dissonant Whispers, Feather Fall, Healing Word, Heroism, Identify, Longstrider, Illusory Script, Silent Image, Sleep, Speak With Animals, Hideous Laughter, Unseen Servant

Level Two

Animal Messenger, Blindness/Deafness, Calm Emotions, Crown of Madness, Detect Thoughts, Enhance Ability, Enthrall, Hold Person, Invisibility, Knock, Lesser Restoration, Locate Animals or Plants, Locate Object, Magic Mouth, Phantasmal Force, Pyrotechnics, See Invisibility, Silence, Skywrite, Suggestion, Warding Wind, Zone of Truth

Level Three

Bestow Curse, Catnap, Clairvoyance, Dispel Magic, Enemies Abound, Fear, Feign Death, Hypnotic Pattern, Major Image, Nondetection, Plant Growth, Sending, Speak with Dead, Speak with Plants, Tongues.

Level Four

Charm Monster, Compulsion, Confusion, Dimension Door, Freedom of Movement, Greater Invisibility, Hallucinatory Terrain, Locate Creature

Level Five

Animate Objects, Awaken, Dominate Person, Dream, Geas, Greater Restoration, Hold Monster, Legend Lore, Mass Cure Wounds, Mislead, Modify Memory, Planar Binding, Scrying, Seeming, Skill

Empowerment, Synaptic Static

Level Six

Eyebite, Find the Path, Guards and Wards, Mass Suggestion, Otto's Irresistible Dance, Programmed Illusion, True Seeing

Level Seven

Etherealness, Forcecage, Mirage Arcane, Project Image, Regenerate, Symbol, Teleport

Level Eight

Dominate Monster, Feeblemind, Glibness, Mind Blank, Power Word Stun

Level Nine

Foresight, Power Word Heal, Power Word Kill, Psychic Scream

CLERIC SPELLS

Cantrips

Guidance, Light, Mending, Resistance, Spare the Dying, Thaumaturgy

Level One

Bane, Bless, Ceremony, Command, Cure Wounds, Detect Evil & Good, Detect Magic, Detect Poison and Disease, Healing Word, Protection from Evil and Good, Purify Food & Drink, Sanctuary, Shield of Faith

Level Two

Aid, Augury, Blindness, Deafness, Calm Emotions, Enhance Ability, Find traps, Gentle Repose, Hold Person, Lesser Restoration, Locate Object, Prayer of Healing, Protection from Poison, Silence, Warding Bond

Level Three

Animate Dead, Beacon of Hope, Bestow Curse, Clairvoyance, Create Food and Water, Daylight, Dispel Magic, Feign Death, Life Transference, Magic Circle, Mass Healing Word, Protection from Energy, Revivify, Speak with Dead, Tongues, Water Walk

Level Four

Banishment, Control Water, Death Ward, Divination, Freedom of Movement, Locate Creature

Level Five

Commune, Contagion, Dispel Evil & Good, Geas, Greater Restoration, Hallow, Holy Weapon, Insect Plague, Legend Lore, Mass Cure Wounds, Planar Binding, Raise Dead, Scrying

Level Six

Create Undead, Find the Path, Forbiddance, Harm, Heal, Heroes' Feast, Planar Ally, True Seeing, Word of Recall

Level Seven

Conjure Celestial, Divine Word, Etherealness, Regenerate, Resurrection

Level Eight

Antimagic Field, Control Weather, Earthquake Holy Aura

Level Nine

Mass Heal, True Resurrection

DRUID SPELLS

Cantrips

Control Flames, Druidcraft, Guidance, Gust, Infestation, Magic Stone, Mending, Mold Earth, Resistance, Shape Water, Shillelagh

Level One

Absorb Elements, Animal Friendship, Beast Bond, Charm Person, Cure Wounds, Detect Magic, Detect Poison and Disease, Earth Tremor, Entangle, Fog Cloud, Healing Word, Jump, Longstrider, Purify Food and Drink, Snare, Speak with Animals

Level Two

Animal Messenger, Beast Sense, Darkvision, Dust Devil, Earthbind, Enhance Ability, Find Traps, Gust of Wind, Hold Person, Lesser Restoration, Locate Animals or Plants, Locate Object, Pass Without Trace, Protection from Poison, Skywrite, Spike Growth, Warding Wind

Level Three

Call Lightning, Dispel Magic, Feign Death, Plant Growth, Protection from Energy, Speak with Plants, Water Breathing, Water Walk, Wind Wall

Level Four

Charm Monster, Confusion, Control Water, Dominate Beast, Elemental Bane, Freedom of Movement, Giant Insect, Grasping Vine, Guardian of Nature, Hallucinatory Terrain, Locate Creature

Level Five

Anti-life Shell, Awaken, Commune with Nature, Contagion, Control Winds, Geas, Greater Restoration, Insect Plague, Maelstrom, Mass Cure Wounds, Planar Binding, Reincarnate, Scrying, Transmute Rock, Tree Stride, Wrath of Nature

Level Six

Find the Path, Heal, Heroes' Feast, Investiture of Wind, Move Earth, Primordial Ward, Wall of Thorns

Level Seven

Mirage Arcane, Regenerate, Whirlwind

Level Eight

Antipathy/Sympathy, Control Weather, Earthquake, Feeblemind

Level Nine

Foresight, Shapechange, Storm of Vengeance

PALADIN SPELLS

Level One

Bless, Ceremony, Command, Compelled Duel, Cure Wounds, Detect Evil and Good, Detect Magic, Detect Poison and Disease, Divine Favor, Heroism, Protection from Evil and Good, Purify Food and Drink, Searing Smite, Shield of Faith, Thunderous Smite, Wrathful Smite

Level Two

Aid, Branding Smite, Lesser Restoration, Locate Object, Magic Weapon, Protection from Poison, Zone of Truth

Level Three

Aura of Vitality, Blinding Smite, Crusader's Mantle, Daylight, Dispel Magic, Magic Circle

Level Four

Aura of Life, Aura Purity, Banishment, Death Ward, Locate Creature, Staggering Smite

Level Five

Banishing Smite, Circle of Power, Dispel Evil & Good, Geas, Holy Weapon

RANGER SPELLS

Level One

Absorb Elements, Alarm, Animal Friendship, Beast Bond, Cure Wounds, Detect Magic, Detect Poison and Disease, Ensnaring Strike, Hunter's Mark, Jump, Longstrider, Snare, Speak with Animals, Zephyr Strike

Level Two

Animal Messenger, Barkskin, Beast Sense, Darkvision, Find Traps, Lesser Restoration, Locate Animals or Plants, Locate Object, Pass Without Trace, Protection from Poison, Silence, Spike Growth

Level Three

Flame Arrows, Plant Growth, Protection from Energy, Speak with Plants, Water Breathing, Water Walk

Level Four

Freedom of Movement, Grasping Vine, Locate Creature

Level Five

Commune with Nature, Steel Wind Strike, Swift Quiver, Tree Stride

SORCERER SPELLS

Cantrips

Blade Ward, Control Flames, Dancing Lights, Friends, Gust, Light, Mending, Message, Minor Illusion, Prestidigitation, Shape Water, True Strike

Level One

Absorb Elements, Catapult, Cause Fear, Charm Person, Comprehend Languages, Detect Magic, Disguise Self, Expeditious Retreat, False Life, Feather Fall, Jump, Longstrider, Mage Armour, Protection from Evil & Good, Silent Image, Sleep

Level Two

Arcane Lock, Blindness/Deafness, Blur, Crown of Madness, Darkvision, Detect Thoughts, Enhance Ability, Hold Person, Invisibility, Knock, Locate Object, Magic Weapon, Phantasmal Force, See Invisibility, Spider Climb, Suggestion, Warding Wind

Level Three

Animate Dead, Bestow Curse, Clairvoyance, Counterspell, Dispel Magic, Enemies Abound, Erupting Earth, Fear, Feign Death, Haste, Major Image, Protection from Energy, Sending, Slow, Tongues, Water Breathing

Level Four

Banishment, Charm Monster, Confusion, Control Water, Greater Invisibility, Locate Creature

Level Five

Animate Objects, Control Winds, Dominate Person, Hold Monster, Mislead, Seeming, Skill Empowerment, Synaptic Static, Telekinesis

Level Six

Eyebite, Mass Suggestion, Mental Prison, Otto's Irresistible Dance, Scatter, True Seeing

Level Seven

Etherealness, Finger of Death, Power Word Pain, Reverse Gravity, Whirlwind

Level Eight

Antimagic Field, Control Weather, Demiplane, Dominate Monster, Feeblemind, Mind Blank, Power Word Stun, Telepathy

Level Nine

Foresight, Invulnerability, Power Word Kill, Psychic Scream, Weird

WIZARD SPELLS**Cantrips**

Blade Ward, Friends, Infestation, Mage Hand, Magic Stone, Minor Illusion, Prestidigitation, True Strike

Level One

Cause Fear, Charm Person, Comprehend Languages, Expeditious Retreat, Hex, Illusory Script, Protection from Evil and Good, Unseen Servant

Level Two

Crown of Madness, Darkness, Earthbind, Enthrall, Hold Person, Invisibility, Mind Spike, Ray of Enfeeblement, Shadow Blade, Spider Climb, Suggestion

Level Three

Counterspell, Dispel Magic, Enemies Abound, Fear, Hunger of Hadar, Hypnotic Pattern, Magic Circle, Major Image, Tongues, Vampiric Touch

Level Four

Banishment, Charm Monster, Elemental Bane, Hallucinatory Terrain, Shadow of Moil, Sickening Radiance, Summon Greater Demon

Level Five

Contact Other Plane, Danse Macabre, Dream Hold Monster, Infernal Calling, Scrying, Synaptic Static

Level Six

Eyebite, Flesh to Stone, Mass Suggestion, Mental Prison, Scatter, Soul Cage, True Seeing

Level Seven

Etherealness, Finger of Death, Forcecage, Power Word Pain

Level Eight

Dominate Monster, Feeblemind, Glibness, Madding Darkness, Power Word Stun

Level Nine

Imprisonment, Power Word Kill, Psychic Scream

WIZARD SPELLS**Cantrips**

Blade Ward, Control Flames, Dancing Lights, Friends, Gust, Light, Mending, Message, Minor Illusion, Prestidigitation, Shape Water, True Strike

Level One

Absorb Elements, Alarm, Catapult, Cause Fear, Charm Person, Comprehend Languages, Detect Magic, Disguise Self, Expeditious Retreat, False Life, Feather Fall, Find Familiar, Identify, Illusory Script, Jump, Longstrider, Mage Armour, Protection from Evil & Good, Silent Image, Sleep, Snare, Tasha's Hideous Laughter, Unseen Servant

Level Two

Arcane Lock, Blindness/Deafness, Blur, Crown of Madness, Darkvision, Detect Thoughts, Dust Devil, Earthbind, Hold Person, Invisibility, Knock, Locate Object, Magic Mouth, Magic Weapon, Nystul's Magic Aura, Phantasmal Force, See Invisibility, Spider Climb, Suggestion, Warding Wind

Level Three

Animate Dead, Bestow Curse, Catnap, Clairvoyance, Counterspell, Dispel Magic, Enemies Abound, Erupting Earth, Fear, Feign Death, Haste, Magic Circle, Major Image, Non-detection, Protection from Energy, Sending, Slow, Tiny Servant, Tongues, Water Breathing

Level Four

Arcane Eye, Banishment, Charm Monster, Confusion, Control Water, Greater Invisibility, Locate Creature, Faithful Hound, Private Sanctum

Level Five

Animate Objects, Contact Other Plane, Control Winds, Danse Macabre*, Dominate Person, Dream Geas, Hold Monster, Infernal Calling*, Legend Lore, Mislead, Modify Memory, Planar Binding, Telepathic Bond, Scrying, Seeming, Skill Empowerment, Synaptic Static, Telekinesis, Wall of Force

Level Six

Contingency, Create Homunculus, Create Undead, Drawmij's Instant Summons, Eyebite, Globe of Invulnerability, Guards and Wards, Magic Jar, Mass Suggestion, Mental Prison, Otto's Irresistible Dance, Programmed Illusion, Scatter, Soul Cage, True Seeing

Level Seven

Etherealness, Finger of Death, Mirage Arcane, Power Word Pain, Project Image, Reverse Gravity, Sequester, Simulacrum, Symbol, Whirlwind

Level Eight

Antimagic Field, Sympathy, Clone, Control Weather, Demiplane, Dominate Monster, Feeblemind, Mind Blank, Power Word Stun, Telepathy

Level Nine

Astral Projection, Foresight, Invulnerability, Power Word Kill, Psychic Scream, Time Stop, Weird