

Adventurers Unite!

The notes and character info for the Campaign with Catherine, Angus and Deb

June 2022 - November 2023

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Cantrips

Cantrips

Spare The Dying

cantrip necromancy

- **Casting Time:** 1 action
- **Range:** Touch
- **Target:** A living creature that has 0 hit points
- **Components:** V S
- **Duration:** Instantaneous
- **Classes:** Cleric
- You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Message

cantrip transmutation

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Target:** A creature within range
- **Components:** V S M (A short piece of copper wire)
- **Duration:** 1 round
- **Classes:** Bard, Sorcerer, Wizard
- You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Mage Hand

cantrip conjuration

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Target:** A point you choose within range
- **Components:** V S
- **Duration:** 1 minute
- **Classes:** Bard, Sorcerer, Warlock, Wizard
- A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds (4.5kg).

Cantrips

Fire Bolt

cantrip evocation

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Target:** A creature or object within range
- **Components:** V S
- **Duration:** Instantaneous
- **Classes:** Sorcerer, Wizard
- You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Cantrips

Detect Magic

1st level divination (Ritual)

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: Concentration, Up to 10 minutes

Classes: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Wizard

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

1st Level Spells

Magic Missile

1st level evocation

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Target:** A creature of your choice that you can see within range
- **Components:** V S
- **Duration:** Instantaneous
- **Classes:** Sorcerer, Wizard
- You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.
- **At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

Cure Wounds

1st level evocation

- **Casting Time:** 1 action
- **Range:** Touch
- **Target:** A creature you touch
- **Components:** V S
- **Duration:** Instantaneous
- **Classes:** Bard, Cleric, Druid, Paladin, Ranger
- A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.
- **At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

Sleep

1st level enchantment

- **Casting Time:** 1 action
- **Range:** 90 feet
- **Target:** Creatures within 20 feet of a point you choose within range (in ascending order of their current hit points, ignoring unconscious creatures)
- **Components:** V S M (A pinch of fine sand, rose petals, or a cricket)
- **Duration:** 1 minute
- **Classes:** Bard, Sorcerer, Wizard
- This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.
- **At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

1st Level Spells

Catapult

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

1st Level Spells

Identify

1st level divination (ritual)

Casting Time: 1 minute

Range: Touch

Target: One object that you must touch throughout the casting of the spell

Components: V S M (A pearl worth at least 100 gp and an owl feather)

Duration: Instantaneous

Classes: Bard, Wizard

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

1st Level Spells

Bless

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprinkling of holy water)

Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Free use once per long rest

2nd Level Spells

2nd Level Spells

Misty Step

Source: Player's Handbook

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Free use once per long rest

Alter Self

Source: Player's Handbook

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

- **Aquatic Adaptation.** You adapt your body to an aquatic environment, sprouting gills, and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.
- **Change Appearance.** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also don't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.
- **Natural Weapons.** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

2nd Level Spells

Hold Person

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Features and Traits

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Features and Traits

Favoured by the gods

Starting at 1st level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome.

Once you use this feature, you can't use it again until you finish a short or long rest.

Font of Magic

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

Flexible Casting

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

Creating Spell Slots

You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

Divine Magic

Your link to the divine allows you to learn spells normally associated with the cleric class. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the [cleric spell list](#) or the [sorcerer spell list](#). You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, choose an affinity for the source of your divine power: good, evil, law, chaos, or neutrality. You learn an additional spell based on that affinity, as shown below. It is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. If you later replace this spell, you must replace it with a spell from the cleric spell list.

Metamagic

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

- **Empowered Spell.** When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.
 - You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.
- **Subtle Spell.** When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Fey Touched

Source: Tasha's Cauldron of Everything

Your exposure to the Feywild's magic has changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the [Misty Step](#) spell and one 1st-level spell of your choice. The 1st-level spell must be from the [Divination](#) or [Enchantment](#) school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Magical Items

Melvin's Pearls of Power

5 large black pearls on a dull metal chain, created for the family Coldane and last used by the wizard Melvin Coldane, who they were buried with. The pearls were designed to hold magical power, and even magical knowledge.

Lesser Benefits

When a wearer is attuned to the pearls, they get the following benefits:

- The wearer gains proficiency in Arcana. If they already had proficiency, they instead gain expertise.
- The wearer can cast [Detect Magic](#) at will without using a spell slot.
- The wearer can cast [Identify](#) once per day without using a spell slot, and can treat the spell as though they had it prepared.

Further Benefits

A wearer who is attuned to the Pearls of Power gains further benefits from them after they have completed the two tasks below. Regardless of the order completed, the lesser power is unlocked and then the greater.

- **Task One:** Do a great service for Moxora or slay a great enemy of the Coldanes.
- **Task Two:** Defeat three enemy spellcasters of equal or greater level in single-combat (Or equivalent), one of each the arcane, divine and nature traditions.

Magical Items

Potion of Healing

You regain $2d4+2$ [Hit Points](#) when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

Alchemist's Fire

This sticky, adhesive fluid ignites when exposed to air. As an [Action](#), you can throw this flask up to 20 feet, shattering it on impact. Make a ranged [Attack](#) against a creature or object, treating the alchemist's fire as an [Improvised Weapon](#). On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its [Action](#) to make a DC 10 [Dexterity](#) check to extinguish the flames.

Show Attribute List

Attributes

adventuring gear (consumable)

- **Category:** Items
- **Damage:** 1d4
- **Damage Type:** Fire
- **Properties:** Improvised Weapons
- **Range:** 20/60
- **Save:** Dexterity
- **Weight:** 1

Items (non magical)

Items (non magical)

Dynamite (Stick)

As an action, a creature can light a stick of dynamite and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

A character can bind sticks of dynamite together so they explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet).

Dynamite can be rigged with a longer fuse to explode after a set amount of time, usually 1 to 6 rounds. Roll initiative for the dynamite. After the set number of rounds goes by, the dynamite explodes on that initiative.

Items (non magical)

Mess Kit

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Items (non magical)

Tinderbox

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch - or anything else with abundant, exposed fuel - takes an [Action](#). [Lighting](#) any other fire takes 1 minute.

Items (non magical)

Hempen rope

Rope, whether made of hemp or silk, has 2 [Hit Points](#) and can be burst with a DC 17 [Strength](#) check.

Weapons

Light Crossbow

Ammunition: You can use a weapon that has the [Ammunition](#) property to make a ranged [Attack](#) only if you have [Ammunition](#) to fire from the weapon. Each time you [Attack](#) with the weapon, you expend one piece of [Ammunition](#). Drawing the [Ammunition](#) from a [Quiver](#), case, or other container is part of the [Attack](#). At the end of the battle, you can recover half your expended [Ammunition](#) by taking a minute to [Search](#) the battlefield.

If you use a weapon that has the [Ammunition](#) property to make a melee [Attack](#), you treat the weapon as an [Improvised Weapon](#) (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

:bow_and_arrow:

Light Crossbow

ranged weapon (simple, crossbow)

- **Category:** Items
- **Damage:** 1d8
- **Damage Type:** Piercing
- **Item Rarity:** Standard
- **Properties:** Loading, Range, Two-Handed
- **Range:** 80/320
- **Weight:** 5

Weapons

Dagger

melee weapon (simple, dagger)

- **Category:** Items
- **Damage:** 1d4
- **Damage Type:** Piercing
- **Item Rarity:** Standard
- **Properties:** Finesse, Light, Range, Thrown
- **Range:** 20/60
- **Weight:** 1

Lore

Lore

Moxora

Capital: Revildar

Ruler: Romane Ironfall

Races: Dwarfs (65%), Rock Gnomes (15%), Humans (15%), Goliath (3%), Halflings (2%)

Spirits: The Spirit of Order, The Spirit of Tradition, The Spirit of the Forge

Moxora is the last of the great Dwarven Kingdoms, with the House of Ironfall being the last of the royal lines in Aevenost. The nation prides itself on its deep connection with its ancestors, with its capital, Revildar, being the oldest and grandest of the Dwarven Great Cities that is still inhabited.

Relationships with Other Nations

Nation	Relationship
Falinel	Elves and Dwarves interact as little as possible, and as such the two nations respectfully ignore one another.
The Hillari Coalition	The two nations are members of “The Concord”, and as such have a mutual defence treaty and significant trade relations.
Depaly	For those Dwarven craftsmen who wish to trade with the Elves of Falinel, Depaly is practically the only port through which this is possible.
Ardumany	The two nations are members of “The Concord”, and as such have a mutual defence treaty and significant trade relations. However, they were two of the original combatants which lead to the “Scouring of the East”, and as such significant tension still exists.

<i>Elandril</i>	The two nations are members of “The Concord”, and as such have a mutual defence treaty and significant trade relations.
<i>Homity</i>	Due to the blockades that the Holy Javian Empire often impose on the western nations, Homity is the main trade port which connects Moxora’s good with the other half of the continent.
<i>Danhai</i>	-
<i>The Holy Javian Empire</i>	The two nations are members of “The Concord”, and as such have a mutual defence treaty and significant trade relations.
<i>Stormhaven</i>	The Dwarves of Moxora hold a deep cultural hatred for both Orcs and Giants, and as such view the association of Aley with those races as disgusting.
<i>Western Javia</i>	-
<i>The Scar</i>	-
<i>Axcari Desert</i>	-
<i>Vocay Totsu</i>	-
<i>Malani Desert</i>	-
<i>The Republic of Kalathar</i>	These two nations feel some kinship for one another as the two Dwarven populations in Aevenost, but have little association due to the great distance between them.
<i>The Dragon Fall</i>	-
<i>Great Steppes</i>	The Dwarves of Moxora still hold their cultural hatred for the Orcs and Giants, and some within Moxora believe that they should conduct a war of extermination against the northern continent.