Climbing

Per RAW, creatures with a climb speed only gain a benefit to climbing vertical surfaces as outlined in the MM.

> *A monster that has a climbing speed can use all or part of its movement to move on vertical surfaces. The monster doesn't need to spend extra movement to climb.*

Creatures with climb speeds do not explicitly gain any benefit to moving across ceilings, though any creature that could reasonably scale a ceiling may still do so. A creature spends 2 feet per 1 foot of its movement scaling a ceiling regardless of whether or not it has a climb speed.

If any character or creature has themselves, the capacity to scale the underside of a horizontal surface (e.g. a ceiling), and if that surface has enough outcroppings or other characteristics that would make such a feat possible, then that creature can do so using the climb rules outlined in the PHB.

I would also like to note that having a climbing speed does not necessarily exempt you from having to make Athletics checks under duress or various other conditions. For example if the surface is particularly difficult or slippery. This can be contrasted to walking across a narrow surface, most creatures have a walk speed, but certain conditions can make walking across a narrow surface or beam particularly difficult and would require a skill check (Acrobatics).

Does it require my hands?

There is no explicit reference to this directly, however, we can come to a reasonable conclusion through looking at other features or abilities that grant a climb speed. Particularly if we look at the Spider Climb spell.

> *Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and* ***upside down along ceilings****,* ***while leaving its hands free****. The target also gains a climbing speed equal to its walking speed.*

If it was inherent in a climb speed that you could do so with your hands free, then there would be no need to say so in the spider climb spell. The same is true for climbing upside down.

However, I will say that if you have a climb speed you can do so while one hand is not free (e.g. holding a sword). This may open the opportunity for an Athletics check, depending on the circumstances.

Crafting

First off, magic items are very rare in Elrün. This is in part because no one *knows* how to craft them. If you have an interest and plan on crafting magic items, know that it will not be easy. You will have to figure out how to do something that no one knows how to do. Among the many things you will need is a formula, per Xanathar's Guide,

> *...a character needs a formula for a magic item in order to create it. The formula is like a recipe. It lists the materials needed and steps required to make the item.*

You will also need proficiency in a tool related to the item you would like to craft, i.e. smithing for arms or armor.

Sidebar on Consumable Items

The making of consumable items such as potions, scrolls, etc. is a *known* craft. Many of the formulai are passed down from teacher to student or can be purchased from various sources (herbalists, apothecaries, or other sellers of weird items). For many of these items the more difficult part is just taking the time to gather the ingredients.

Materials

Know that crafting will require special materials, and materials related to what you would like to craft. For example, if you want to craft the sword *Frost Brand*, among the many materials you will need something powerful and potent that *represents the freezing nature* of the blade (i.e. white dragons blood or the heart of a yeti). The rarer the item you would like to craft, the higher the CR of the creature will need to be that you harvest materials. You can refer to Xanathar's Guide for more details on this.

Cost

When determining the cost to craft the magical item, the special materials gathered will count towards the overall cost of the item. The value of the special materials is subject to the DM.

Time

The time it takes to gather the special materials will count towards overall time needed to craft the item. However, *how much* of this time is counted is subject to the DM. Also, ***some*** things may require special "*conditions*" to craft properly. For example, the potion you are trying to brew requires a full moon, the poison can only be created on a night where no moons shine, the weapon needs to be forged during an eclipse, etc. In some cases the "*time*" to craft something is ***waiting*** for the right conditions.

Magic Items

As you glean and discover new magic items throughout your adventure I would like to expound on the process of identifying and attuning (if required) to those items. Identifying and Attuning magic items are different processes. They do not happen at the same time but are different activities. Before you can attune to an item you must first identify the item…

Identifying

Some items may have outward markings or signs that indicate they are a magic item. Others may have none of these and can be indistinguishable from a non-magical counterpart. However, per the DMG…

> *handling the item is enough to give a character a sense that something is extraordinary about it. Discovering a magic item's properties isn't automatic, however.*

So "handling" the item is enough to glean a sense that the item *is* magical. This does not impart though what the items properties are or whether it requires attunement. The identify process is as follows (per the DMG).

> *The identify spell is the fastest way to reveal an item's properties. Alternatively, a character can focus on one magic item during a short rest, while being in physical contact with the item. At the end of the rest, the character learns the item's properties, as well as how to use them.*

From this we learn that identifying an item, learning its properties, and whether it requires attunement requires one hour with the item *or* the identify spell (1 min casting or 11 minutes if done as a ritual). Note again that after this hour, if the item requires attunement you are not attuned to the item and you do not learn if the item is cursed.

Attuning

Attuning to an item is forming a bond with that item. For some items this bond is required to access the items properties. Some items can have prerequisites for attunement some of which can include class, race, or even alignment.

Per the RAW and the DMG…

> Attuning to an item requires a creature to spend a short rest focused on only that item while being in physical contact with it (**this can't be the same short rest used to learn the item's properties**)… If the short rest is interrupted, the attunement attempt fails.

Sidebar on Attunement

Where the majority of items you encounter that require attunement will follow the RAW per the DMG, there are certain homebrew items whose attunement process has differing prerequisites and processes. For some of these items the prerequisites can be learned through the traditional methods and for others they cannot. For these homebrew items the process is more involved and pertains to the story of the item. Taking time to learn about the items lore will help in the identifying and attuning process and may even reveal hidden properties of the item.

Poisons

Per the DMG, "Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among assassins… and other evil creatures."

Purchasing

As a player you can purchase, harvest, or craft a poison. On purchasing poison's from the DMG…

> *strict laws [in the majority of towns] prohibit the possession and use of poison, but a black-market dealer or unscrupulous apothecary might keep a hidden stash. Characters with criminal contacts might be able to acquire poison relatively easily. Other characters might have to make extensive inquiries and pay bribes before they track down the poison they seek.*

Harvesting

In order to harvest a poison you will first need a "poisonous" creature (snakes, wyverns, carrion crawlers, etc). The creature *must* be incapacitated or dead and usually takes 1d6 minutes and must succeed on a Intelligence (***Nature***) skill check, if you are proficient with a poisoner's kit, then you can apply your proficiency bonus to this check if you are not already proficient in ***Nature***. The DC of the skill check depends on the creature for which you are harvesting. On a successful check, you harvest enough poison for ***one*** dose. On a failed check you ***do not*** extract any poison (doesn't not mean that you cannot try again). If you fail by 5 or more, you become subject to the poisons effects.

Crafting

Refer to the rules on crafting in relation to crafting poisons. However, do note that many poisons can be utilized by simply harvesting them and do not require crafting to be used. Though, many poisons can be improved through crafting, i.e. damage, DC or duration.

Using

A vial of poison contains 1 dose of the poison. This dose can be used to coat 1 slashing or piercing weapon or 3 pieces of ammunition. As per the rules, applying a poison takes an

action. The dose stays on the weapon until damage is dealt to a creature or for 1 minute, whichever comes first.

Ready Action

Let's discuss the ready action... and to do so, let's first look at the text from the PHB.

> *Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.*
>
> *First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it.... When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger.*

Ready Action Components

From this text these are the components of a *ready action*.

1. You choose what action you would like to ready: attack, cast a spell, move, etc.
2. What are you going to use for your action: attack with my sword, my spell is *sleep*
3. What is the trigger: usually when a certain creature performs an action, or an environmental condition occurs
4. When the trigger occurs, you choose to use follow through or cancel

Choosing an Action

So let's examine the mechanics of the ready action. It lets you use your **reaction** *before* the start of your next turn to take an action or to move. Whether you are choosing to move or take an action, it must be decided *on your turn* when you *take* the ready action. You cannot decide to use a different action when the trigger occurs. You must decide the specifics of that action on your turn. For example if you would like to ready an attack, you must specify what you are attacking with: your sword, bow, fist, or the spell you want to cast e.g. Firebolt.

Choosing a Trigger

The next part of the ready action is choosing the *trigger* for when your ready action will take place. According to the text, you as the player choose a *perceivable circumstance*. You must be able to *perceive* your trigger happening. Usually this means sight, but any "sense" could be used to *perceive* your trigger. Though conditions could also change hindering your ability to *perceive* your trigger, which would then negate the opportunity for you to follow through with your ready action.

You get to choose a - singular meaning one not many - *circumstance*. Remember that this circumstance is limited by the *perceivable* part. Typically triggers are *actions* a creature could take or something that can happen in the environment around you. Does this mean your trigger could be when *anything happens*? No. In the text concerning the ready action it just doesn't say *perceivable* but also *particular*. Not sure what particular means? It means an *individual or distinct* part or a *detail*.

So when choosing a trigger it must be a *circumstance* that is both ***perceivable*** and ***particular***. This means that your character must be able to notice, with one of its "senses" that an individual detailed or specific circumstance has happened.

Literally anything happening is certainly *perceivable* but it is in no way *particular*.

The last part about a *trigger* that is important to remember is that the *trigger happens first and then you use your readied action.* This means that you do not ***interrupt*** and keep the action from happening.

Questions on Triggers

Q: Can a trigger be if a creature takes an action?
A: No, where an action is certainly perceivable it is not very particular. A more appropriate trigger would be if the creature attacks. In this case any attack on any target would suffice.

Q: What if my trigger occurred but I didn't want to use it, can I hold it until the next time the trigger occurs?
A: No. Once the trigger happens you can choose to use your reaction and follow through or cancel. You cannot revise your readied action.

Q: If I ready an action to attack a creature when he begins casting a spell, can I stop him from casting?
A: No. Even if you state "begins casting a spell" as the trigger, the trigger always completes first before you use your readied action. Readied actions do not interrupt actions.

Q: Can my trigger be if any of those creatures attacks?
A: Where this is perceivable you would need to make it more particular. Some acceptable alternatives to this would be, if any of those creatures attacks Bob or, if any of those creatures moves next to Bob.

Q: If the action I readied triggers, but the circumstance is different than what I expected, can I choose to move instead?
A: No. The text from the PHB reads that you choose your trigger and then you choose your response to that trigger: an action or to move.

Ready Action Scenarios

Here are some hypothetical scenarios of using a ready action.

Scenario 1
Let's say you have Bob the barbarian and Fin the fighter. Together they arrive in an open field and see an orc ahead of them. Anticipating hostile action from said orc, Bob declares he is taking a ready action, to attack the orc with his great axe, if the orc attacks him. Fin also declares he is taking the ready action, to attack the orc with his spear, if the orc attacks him. On the orc's turn it moves up to Fin and attacks him with its great club. The damage is significant taking Fin to 0 hit points and he goes down.

In this scenario neither Bob nor Fin were able to use their readied action. For Bob, the orc did not attack him and so his trigger did not occur. For Fin, his trigger did occur, however after resolving the orc's attack, Fin was unable to complete his ready action as he is now down.

Scenario 2
Bob and Fin arrive in an open field and see an orc ahead of them. Anticipating hostile action from the orc, Bob declares he is taking the ready action, to attack the orc with his great axe, if the orc attacks him. Fin also declares he is taking the ready action, to attack with his spear if the orc moves within range. On the orc's turn it moves up to Bob. At the end of the orcs movement it is now within range of Fin's spear. Fin now resolves his attack on the orc, hitting him with his spear. The orc then attacks Bob with its great club. The damage is significant but Bob the barbarian is able to take the blow. After being attacked by the orc Bob then resolves his ready action and attacks the orc with his great axe. The damage from both the spear and the axe is too great for the orc and it goes down.

In this scenario both Bob and Fin were able to use their readied actions. If the orc had attacked Fin instead of Bob, Fin could still have attacked the orc before the orc attacked him because Fin's trigger was based on the movement of the orc. However, Bob would not have been able to use his ready action as his trigger was if the orc attacks him.

Scenario 3
Fin the fighter and Roger the ranger are both hiding in a room. Anticipating that a hostile creature may come through the door at any moment they both ready an action. Positioning himself next to the door Fin takes a ready action to attack with his spear, the first creature that comes through the door. Roger the ranger stands back from the door and takes a ready action to attack with his bow, the first hostile creature that comes through the door. A moment later the door bursts open and Bob the barbarian rushes through. Since he is the first creature through the door Fin's ready action triggers, however seeing it is his companion Bob, he chooses not to use his ready action. Seeing that the first creature that bursts through the door is not hostile to him, Roger's ready action does not trigger and he continues to hold his bow at the ready. Hot on Bob's heels chasing him, is an orc who rushes through the door. Since this is the first hostile creature to come through the door, once the orc finishes its movement, Roger's ready action triggers and he attacks the orc with his bow.

In this scenario both Fin's and Roger's readied actions triggered. When Fin's readied action triggered he elected not to follow through, as his trigger, being the first creature to come through the door was his companion Bob. Roger's readied action also triggered and he followed through with his bow attack as the first hostile creature through the door was the orc.

Scenario 4

Fin the fighter and Roger the ranger are both hiding in a room. Anticipating that a hostile creature may come through the door at any moment, after getting into position, they both ready an action with their respective weapons to attack the first hostile creature that comes through the door. A moment later the door bursts open and Bob the barbarian rushes through. Seeing that it is their companion Bob, the readied action for both Fin and Roger do not trigger and they continue to stand ready. Hot on Bob's heels chasing him, is an orc who rushes through the door. Since this is the first hostile creature to come through the door, the orc continues to finish its movement. With the orc moving past Fin, who is standing near the door, Fin decides to use his reaction to instead make an opportunity attack on the orc. After the opportunity attack and once the orc finishes its movement, Both Fin's and Roger's ready action triggers. Roger attacks the orc with his bow, Fin however has already used his reaction for the round and so he is unable to follow through with his ready action.

In this scenario both Fin's and Roger's readied actions triggered. However, Fin was unable to follow through as he chose to use his reaction on an opportunity attack as the orc moved out of his threatened space. Fin could have chosen not to do an opportunity attack and once the orc had ended its movement, if the orc was in range, Fin could still have used his readied action.