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## Learning spells from scrolls 5e

2015-06-24, 03:40 PM (ISO 8601) I was under the impression that a Wizard could learn from a spell scroll by simply paying the 50 gold per spell level as defined on page 114 of the PH. Originally Posted by PH 114 Copying a Spell into the Book. When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it. Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation. For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells. However I then Read the DMG Originally Posted by DMG 200 A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed. Does this mean that spells from spellbooks succeed always, but spells from scrolls have a chance to fail? If so should NPCs charge more for Wizards to read their spellbooks instead of a scroll? What about for Ritual Caster? These two should be the same right? 2015-06-24, 11:17 PM (ISO 8601) Originally Posted by Kryx Does this mean that spells from spellbooks succeed always, but spells from scrolls have a chance to fail? If so should NPCs charge more for Wizards to read their spellbooks instead of a scroll? If I were a wizard I wouldn't ever let anyone learn anything from my spellbook. Only case would be if I'm a tutor or something, but i wouldn't allow anyone to put their hands on my spellbook for money, they could just destroy it and leave me so vulnerable... If you want to learn from my spellbook, you will have to kill me first!!!! 2015-06-24, 11:20 PM (ISO 8601) Originally Posted by zyncor If you want to learn from my spellbook, you will have to kill me first!!!! So you would rather be an enemy NPC than a friendly NPC? Whatever, your funeral when the murder hobos come to town. Money, items, and other things works well for payment you know. Hell, maybe other wizards have Spells that you can trade for. 2015-06-25, 06:33 AM (ISO 8601) Originally Posted by zyncor If I were a wizard I wouldn't ever let anyone learn anything from my spellbook. Only case would be if I'm a tutor or something, but i wouldn't allow anyone to put their hands on my spellbook for money, they could just destroy it and leave me so vulnerable... If you want to learn from my spellbook, you will have to kill me first!!!! ...Or you could just supervise them while they copied it? 2015-06-25, 02:05 PM (ISO 8601) Or just make scrolls so i would trade that, for me the whole idea of letting someone watch your Spellbook is so weird, but if you think is alright, good for you 2015-06-25, 04:22 PM (ISO 8601) Originally Posted by Kryx Does this mean that spells from spellbooks succeed always, but spells from scrolls have a chance to fail? If so should NPCs charge more for Wizards to read their spellbooks instead of a scroll? What about for Ritual Caster? These two should be the same right? This is exactly how I DM it. Thus I have placed a spellbook in a stash of loot and treat it differently from when my players try and transcribe that versus from scrolls. And yes, I treat ritual caster (warlock equivalent in my case) the same. Guaranteed from books, Arcana check for scrolls. When buying them from a magic shop (temple in my case) I went with the idea that the shop owner is selling a scroll, but would "help" the player through the transcribe process, thus eliminating the chance of failure. 2015-06-25, 04:28 PM (ISO 8601) Originally Posted by zyncor Or just make scrolls so i would trade that, for me the whole idea of letting someone watch your Spellbook is so weird, but if you think is alright, good for you The time and money required for that would make such activity cost prohibitive, except perhaps to benefit the most favored of pupils. (A 9th level spell scroll would take something like 50 years, if I recall correctly). 2015-06-25, 05:24 PM (ISO 8601) So what do we know regarding spellbooks and learning from other spellbooks or scrolls: You scribe spells from sources into a spellbook. The price is 50gp and 2 hours per spell level of the spell you scribe. (PHB 114) If you scribe a spell into a new spellbook that you already have in another one of your spellbooks, the process costs 10gp and 1 hour per spell level of the spell you scribe. (PHB 114) Scribing a spell into a spellbook from a scroll requires a 10+Spell level DC Arcana Check, or the process fails and the scroll is wasted. (DMG 200) Scribing a spell into a spellbook from another spellbook always works automatically after you spend the requisite time and money. (PHB 114) Now let's compare the costs and risks involved in the two methods: Scrolls don't have a set value, but they're rather expensive if you try to reverse-engineer their value - let's take the values my DM calculated: 50, 150, 350, 750, 1800, 4500, 7400, 14000, 126000 If you fail the Arcana check the scroll is used up and completely wasted. DC is 10+Spell level. That's a ~20% failure chance for a 1st to 3rd level Wizard scribing a 1st level scroll, and a ~29% failure chance (+6+5 Arcana, assuming 20 int, vs DC19) for a 17th level Wizard scribing a 9th level scroll. A scroll, btw, which on its own counts as a legendary magical item worth maybe half of that wizard's total Wealth acquired. For spellbook to spellbook copying, I will always assume a smart wizard accustomed to selling some of his spells, who makes a copy of his own spellbook for commercial use. A spellbook to copy from cost the wizard allowing you access 10gp per spell per spell level for the spells that he learned "for free" when gaining levels. A 9th level spell scribed in this manner by the wizard only cost him 90gp to write into the commercial spellbook, and he has 2 "disant" 9th level spells. In my opinion it is absolutely ludicrous to have a wizard lending you a spellbook (probably for study in his own, heavily guarded environment) to copy from charge you more than a fraction, let alone more than what a scroll costs you. IF you can find a wizard with a spellbook that has the spells you desire in it (and this process of finding said wizard should be the barrier, not a ridiculous gold amount), you should be able to gain access to a limited selection of spells at a vastly reduced cost compared to scrolls, because of how easy it is to share at least the spells a wizard gains for free on levelup. Any premium put on the access to said spellbook could be partly reasoned for by citing the cost of acquiring scrolls to expand the selection, but the reusable nature of spellbooks for copying and their 100% success rate would still make it utterly unreasonable to charge more than a fraction or even more than the full price of a similar scroll. The fact that this is even a debate when Clerics and Druids have access to their entire list whenever they choose which spells they need for the day, at no additional cost, and that anyone believes that such a humongous gold tax on wizards is in any way fair, saddens me. Hi DM, btw, Chris here :P This is my opinion on the matter, how you run it in the end in your game is your business. Last edited by kkp1x; 2015-06-25 at 05:59 PM. 2015-06-25, 05:43 PM (ISO 8601) Originally Posted by zyncor Or just make scrolls so i would trade that, for me the whole idea of letting someone watch your Spellbook is so weird, but if you think is alright, good for you While I understand that it's not specifically in the book, I don't see any reason that one wizard wouldn't be able to take a little time and teach another wizard a prepared spell. "think this, say that, right foot here, left index finger up your nose, twist and boom! Ice Storm! 2015-06-25, 09:35 PM (ISO 8601) Originally Posted by Sigreid While I understand that it's not specifically in the book, I don't see any reason that one wizard wouldn't be able to take a little time and teach another wizard a prepared spell. "think this, say that, right foot here, left index finger up your nose, twist and boom! Ice Storm! Of course you can, but that's not how i view wizards (Or how my Dms have view them either) I have always had the idea that past some levels wizards become very carefull with their spellbooks, since they hold such powerfull enchantments, and whenever they find other powerfull wizards they would be very careful, since the other wizard may be attempting to steal the wizard's spellbook to have such an infinite power!! I guess I always view high level wizards as highlander: you kill a wizard and then take his spells, then you become more powerful, until the end... when there would only be one final and all powerfull wizard!!!! ... I guess wizards on my world are very prone to becoming Liches xDD Well, here we don't actually have a difference of opinion. I've played a lot of wizards, and I've never, ever sold a spell. I've on very rare occasions traded spells with a trusted fellow wizard in the party. My current wizard gets swearing mad about lichs. It offends him that wizards would do something so stupid. :D 2015-06-25, 11:22 PM (ISO 8601) Originally Posted by Sigreid My current wizard gets swearing mad about lichs. It offends him that wizards would do something so stupid. :D Well, on the other hand... life is too short, there is so much you can study if you could only live forever and not needing to worry about things like eating or breathing or having useless emotions... or that's what a Lich would tell you xD Last edited by zyncor; 2015-06-25 at 11:23 PM. 2015-06-26, 01:41 AM (ISO 8601) Originally Posted by Sigreid Well, here we don't actually have a difference of opinion. I've played a lot of wizards, and I've never, ever sold a spell. I've on very rare occasions traded spells with a trusted fellow wizards (Or how my Dms have view them either) I have always had the idea that past some levels wizards become very carefull with their spellbooks, since they hold such powerfull enchantments, and whenever they find other powerfull wizards they would be very careful, since the other wizard may be attempting to steal the wizard's spellbook to have such an infinite power!! I guess I always view high level wizards as highlander: you kill a wizard and then take his spells, then you become more powerful, until the end... when there would only be one final and all powerfull wizard!!!! ... Did you even...read my explanations? The wizard never gives access to his actual spellbook. In 5e a wizard can copy all the spells he knows for 10gp/spell level onto single pages, then sell access to his spells one page at a time. It's incredibly save and extremely lucrative. Last edited by kkp1x; 2015-06-26 at 03:09 AM. 2015-06-26, 06:39 AM (ISO 8601) Originally Posted by Elbeyon I'm not seeing the issue with letting others see a wizards spellbook. A wizard can have lots of spellbook copies. The higher the wizards level the more extra spellbooks they would keep. Yeah. Liches are stupid. >. > It's like they don't know that clone is better than being a lich. Instant resurrection and eternal youth. The issue with the spellbook is two fold. First, you don't want to accidentally arm someone who turns out to be an adversary. Second, you don't want a potential adversary to have a clearer picture of what your full bag of tricks are. Even if they never turn into a rival, you never know who they are going to share those spells with. 2015-06-26, 08:36 AM (ISO 8601) Originally Posted by Kryx I was under the impression that a Wizard could learn from a spell scroll by simply paying the 50 gold per spell level as defined on page 114 of the PH. However I then Read the DMG Does this mean that spells from spellbooks succeed always, but spells from scrolls have a chance to fail? If so should NPCs charge more for Wizards to read their spellbooks instead of a scroll? What about for Ritual Caster? These two should be the same right? Yes, from spellbooks they succeed Always, spells from scrolls have a chance to fail. 2015-06-26, 09:11 AM (ISO 8601) Originally Posted by kkp1x Did you even...read my explanations? The wizard never gives access to his actual spellbook. In 5e a wizard can copy all the spells he knows for 10gp/spell level onto single pages, then sell access to his spells one page at a time. It's incredibly save and extremely lucrative. No I didn't, but now I have. And yeah a second spellbook with low level spells to sell would be a nice solution. And I can certainly see a wizard selling his low level spells (1st and 2nd level). But I don't really see wizards selling spells higher than that. I see a wizard as a scientific, yeah he would be glad and happy to teach the basics, but having learning past that point could prove to be challenging. Afterall these spells are the work of his life and I don't think they would sell them, teaching them to someone they trust or with they work with, of course, but just seeing them should be a very rare thing. Personally, I don't care if it would be very profitable for the wizard to do so, Pride is more important 2015-06-26, 09:12 AM (ISO 8601) You guys are thinking of it as if spells were a commodity. Spells are rare knowledge that can impart power. I think of Mid-High level spells more like IP or Trade Secrets. Imagine you are a powerful Wizard, and you know how to force reality to bend to your wishes and you know how to make a Simulacrum, or say a word and Kill, or summon a swarm of meteors.... and some random guy comes along and wants you to tell him.... to just share this immense power...??? Yeah right. And for what, a hand full of gems? You are a frickin' arch mage, you care about knowledge and arcane power...not a few thousand GP. Sure, something like Sleep or Magic Missile isn't that special... but even Cloudkill or Dominate Person is pretty powerful stuff to just give away for mere gold. Now, you may be willing to trade a spell for a spell.... or perhaps allow them to copy a spell for a service, or some items you don't have.... 2015-06-26, 09:14 AM (ISO 8601) except said mage acquires 2 spells of equal power each time he levels up, therefore making him a valuable trading partner if nothing else. 2015-06-26, 09:20 AM (ISO 8601) Originally Posted by kkp1x except said mage acquires 2 spells of equal power each time he levels up, therefore making him a valuable trading partner if nothing else. Yeah, I really don't take that into account. For me those are rules for the player characters to make it easy and fun fun to play. NPCs wizards have it the hard way, and don't simply learn those spells. Besides, PCs are going into adventures and such, a high level wizard NPC normally has learned his spells through years and years of study and many experiments. But, this isn't anywhere on the rules, so you can most certainly rule it however you want. 2015-06-26, 09:26 AM (ISO 8601) So you dismiss any fact about the system you're discussing when it doesn't suit your narrative? No point in you partaking in discussion then. 2015-06-26, 09:32 AM (ISO 8601) Originally Posted by kkp1x So you dismiss any fact about the system you're discussing when it doesn't suit your narrative? No point in you partaking in discussion then. Exactly, but I do see a point, the OP asked a question and I felt like answering from my point of view. Then I saw that others had opinions about what I wrote so I shared my opinion again explaining better my thoughts. I think there isn't anything wrong with dismissing any rules for my NPCs, specially since there isn't any rule that says how NPC wizards learn spells. Or is there? 2015-06-26, 09:37 AM (ISO 8601) There are rules how Wizards learn spells, regardless of whether they are an NPC or a PC. 2015-06-26, 09:41 AM (ISO 8601) Originally Posted by kkp1x There are rules how Wizards learn spells, regardless of whether they are an NPC or a PC. Where does it say that NPCs work by the same rules? Last edited by zyncor; 2015-06-26 at 09:41 AM. 2015-06-26, 10:53 AM (ISO 8601) you know why the non-adventuring wizard is willing to sell spell knowledge for gold? because research is expensive. if that's what they're doing with all their time, they're going to need a source of income. when the rich guy who's crazy enough to go get himself killed in some dank hole in the ground comes looking to pay a lot of money for spells, that's your chance. you either do that, or you wait around hoping someone is actually willing to pay hundreds of gold for a spell, or you work constantly and don't have much time to do your research, a windfall of potentially thousands of gold is not just money. it is time that you can spend on research and study instead of waiting around in a shop to be constantly annoyed with requests for love potions or help finding someone's prized family heirloom hairbrush or whatever by people who don't have the money to pay much more than your basic living expenses. 2015-06-26, 11:14 AM (ISO 8601) Originally Posted by SharkForce you know why the non-adventuring wizard is willing to sell spell knowledge for gold? because research is expensive. if that's what they're doing with all their time, they're going to need a source of income. when the rich guy who's crazy enough to go get himself killed in some dank hole in the ground comes looking to pay a lot of money for spells, that's your chance. you either do that, or you wait around hoping someone is actually willing to pay hundreds of gold for a spell, or you work constantly and don't have much time to do your research, a windfall of potentially thousands of gold is not just money. it is time that you can spend on research and study instead of waiting around in a shop to be constantly annoyed with requests for love potions or help finding someone's prized family heirloom hairbrush or whatever by people who don't have the money to pay much more than your basic living expenses. Well, and there's the practical consideration that an adventuring group is very likely a collection of dangerous sociopaths with no compunctions about killing ti get what they want that might get upset... Last edited by Sigreid; 2015-06-26 at 11:19 AM. Reason: Clear language 2015-06-26, 11:28 AM (ISO 8601) Originally Posted by Sigreid Well, and there's the practical consideration that an adventuring group is very likely a collection of dangerous sociopaths with no compunctions about killing ti get what they want that might get upset... "very likely" just because you play your character like a murderhobo doesn't mean that that behavior is common or even remotely sustainable. A wizard in a well populated town or city, which are the ones that would offer to sell their spell knowledge, would be almost impervious to any party, let alone single wizard, attacking them. They are in their lair, they only expose a single one of their spells at a time to the customer's grasp, and even if they have it stolen, it will cost them AT THE MOST 90gp. On top of that the city itself makes it extremely unlikely for anyone to try and murder them instead of paying for services like they do with every other shop in that city. You're also ignoring the fact that in most situations, the wizard in question would be more powerful than the one in the party, so if they try \*\*\*\*, have fun fighting a wizard stronger than you in his own lair, which he's prepared in case someone tries to \*\*\*\* him over. 2015-06-26, 11:46 AM (ISO 8601) Actually, I was indicating that as good motivation to be accommodating to reasonable offers. Adventurers are a bit like super heroes. Even if they're good and fight for live, justice and puppies, there is something not right up stairs for them to choose that life. And if they have enough money to buy spells they've been successful at killing powerful beings in their layer. All together it's better to have a good relationship with them. Heck, they might even bring back some ancient lore and ask for your help figuring it out. 2015-06-26, 11:50 AM (ISO 8601) yeah, i wouldn't steal from the powerful wizard you're trying to learn spells from, you want to be able to come back later and buy more spells. especially if there's a wizard's guild. i \*really\* wouldn't want to annoy a large group of wizards with resources. that just doesn't sound like a fun time. 2015-06-26, 11:59 AM (ISO 8601) Originally Posted by SharkForce yeah, i wouldn't steal from the powerful wizard you're trying to learn spells from, you want to be able to come back later and buy more spells. especially if there's a wizard's guild. i \*really\* wouldn't want to annoy a large group of wizards with resources. that just doesn't sound like a fun time. Yep, it's beneficial to both parties to be polite. I'm still clumsy at forum chat. While going rogue in town is rarely a good idea I still think Mr town scholar wizard will have in the back of his mind that he is dealing with a member of a team of trained professional killers.



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