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## Spell scroll 5e concentration

I'm currently running Out of the Abyss, and my group is about to encounter a magician with a description that says if the characters become hostile, [the magician] orders them to leave, lest they provoke the wrath of his all-powerful master. When attacked, he uses his sphere of invulnerability scroll, throws flies at himself, and flies into the gorge. Both spells are concentration spells, so I'm not sure if this is an error in the module, if you don't need concentration for roles, or if I read the paragraph incorrectly and he just uses the roll first, runs away, and then goes to throw flies and fly away. So my question is: Should I keep concentration for concentration spells cast with a spell scroll? Magic in 5th is, to be blunt, complicated. And there's only so much attention you have when manipulating complex things, like the fabric of the universe. Concentration is the mechanical control for this concept. It ensures that the caster knows the effort required to swing spells. Concentration is required for most spells in D&D 5th that are longer than one turn. But it's not all-encompassing. While you cast a concentration spell, you still cast non-concentration spells, swing a sword, or have a conversation; pretty much anything you could normally do except pour more concentration spells. The way I finally understood this idea was through analogy. Imagine that in order for the spell to function, your character had to constantly repeat the name of the spell in their head. They can do other things. But that spell always tickles the back of their brains. It must always be a conscious attempt to preserve the effect of the spell. However, that is only half the concentration. The other more vague aspect is what often garners shame: concentration control. So what the heck is that? Concentration checks If you are damaged or sufficiently surprised (the second is at your DM's discretion), you should perform a concentration check to avoid dropping the spell completely. There are three possible concentration controls: Damage-based concentration controls, where you have to roll a Constitution Saving throw (i.e. a d20+your Con modifier) vs. a DC of 10, or half of the damage suffered, depending on which one is higher. If you suffer damage from multiple sources, roll a check from each. Shock/instability-based concentration controls, where part of your environment reasonably hinders your ability to concentrate. This is another Constitution check, this time with a flat DC 10. Normally it's not small things like thunder or sudden darkness (I say those two examples specifically because they both spell low level but it's at your DM's discretion. Auto-fail concentration controls are not really controls, more of things that cause you to automatically drop concentration. Dying, of course, or or up to 0 HP and becoming incapacitated both decrease concentration. But that includes trying to cast another concentration spell. That's important to pay attention to, because if you sneak out of a heist with Invisibility cast to hide yourself, the second you try to throw levitate to make it over the distant wall... your invisibility would fade away. So keep the spells you have active at all times. And if you want them to stay active, make sure you don't get too much damage. Keep that concentration. As with most spellcasters, you probably walk into a wall when your spell says the duration says: Concentration, up to 1 minute. Concentration changed from Dungeons and Dragons 3.5, in that 5E simplified and changed the mechanic. If you've ever been confused about how concentration works, read on with our How Does Concentration Work 5E Guide.How Does Concentration Work 5EIf a spell has the duration of concentration, put a lot of your focus into it. You end a concentration effect at any time for the stated duration, if you wish. Despite your focus, you can still cast magic or attack with a weapon as you concentrate. There are three mentioned effects in the basic rules that end a concentration effect. The casting of another concentration spell ends the first concentration spell. You don't have two at once. If you do damage while concentrating, you should roll a Constitution saving toss toss (D.C. 10 or half of the damage taken, if higher). If you fail, you lose concentration. If you're damaged by multiple sources, roll apart... although that's rare in 5E. How unfortunate you must be to get so much bombed at the same time! If you are incapacitated or die instantly, your concentration ends. It might be obvious. Is anything else breaking concentration? Your DM may rule that certain other environmental effects cause you to break the concentration. For example, if you're in a swirling hurricane, a DM might say you need to really focus to focus, and give you a DC 10 Constitution to save each round. Or, if you're being thrown between two giants while stuck in a barrel, your DM might rule the save is DC 12. It's up to the situation, really! Any character with the Mage Slayer feat can force a caster to create a Concentration control, and at a disadvantage. Otherwise, the most common way to stop concentration is stuns. Anything that stuns you or knocks you out instantly breaks the concentration. If a sample can cause paralysis, it can also stop concentrating! Can I make concentration checks easier? The most common performance for concentration controls is War Caster. War Caster gives you advantage on Constitution save throws spells, on top of other huge benefits. Taking the resilient achievement for constitution adds skill bonus to your Constitution saves; that's a save most wheels wheels get access to! Select some casting classes have additional ways to help their concentration. Wizards of the Conjuraton and War Magic focus have tailored skills around reducing concentration controls (although I personally prefer War Mage). See also: How does inspiration work in 5E? Wrapping Up ConcentrationConcentration is a mechanic designed to avoid the Caster problem of previous editions. In those days, Concentration spells took your full action ... but only if, 2 spells had it. They were restrictive, but unusual. Now, they are much more common, but much less restrictive! Concentration is used to ensure wheels don't have too many strong spell effects at once, and gives non-casters ways to stop dangerous spells. Know if your next spell has Concentration, because it's going to change how you fight for a few rounds! Related Digging by the DMG, the only info on spell rolls is on pages 139 and 140 (and 140 is just the oops chart.). Basically, a scroll can let you spell the spell once, then it's empty. OR you could write the spell in your book (if you use a book) and have it available to remember regularly. My question is, if Player A casts the blessing spell from ma scroll, is she using her concentration slot to maintain it? There is nto a clear cut rule, and going from item descriptions I get two precedents: 1) The heroism potion gives bonus hit points and acts as the blessing spell - it specifically states that it does not use concentration to maintain the blessing effect. 2) Back to the scroll description - the spell on the roll is for all intents and purposes the spell ready to cast - no material components are needed - that were used making the roll, So reading the spell from the role is casting the spell, so it works mechanically like casting a spell from memory - you need to concentrate to maintain the effect. As dm, I lean to example 1 because these effects are specifically labeled as no concentration needed. But I'm afraid that could lead to unforeseen consequences™. Any ideas, recommendations or experiences with this? If a spell requires concentration then a spell on a roll will as well. If it's on a roll it doesn't use a spell lock or a spell components (apart from possibly verbal for reading it out loud) I agree. Drinks in 5th have withdrawn from the 3rd idea of a spell in a bottle, so while they can make the steno of working the same way as a spell, they have their own rules. Spell scrolls on the other hand are spells, and specifically list the differences when casting a scroll. Not needing concentration is not one of them. Ok, I must have missed the specific list, where You think so? Ok, I must have missed the specific list, where did you guys find that? Basic PDF page 60 - Using an action to read the scroll you cast the spell without components. DM's Guide, page 141. about Spells of magic items in general: The spell is cast at the lowest possible spell level, does not issue any of the user's spell slots and requires no components unless the description of the item says otherwise. The spell uses its normal casting time, range and duration, and the user of the item should concentrate as the spell requires concentration. It then goes on to state that some items may vary from these requirements, and drinks are called as working differently, but roles don't. Rarity, variesA spell roll carries the words of a single spell, written in a mystical figure. If the spell is on your class's spelling list, you can read the scroll and cast the spell without giving material components. Otherwise, the role is incomprehensible. Pronouncing the spell by reading the role requires the spell normal Casting Time. Once the spell is pronounced, the words on the roll fade and crumble into dust. If the casting is interrupted, the role is not lost. If the spell is on your class's spelling list, but casts at a higher level than you normally do, you'll need to create a skill check using your spellcasting skill to determine if you're successfully casting it. The DC is equal to 10+ the level of the spell. In the case of a failed check, the spell disappears from the role without any other effect. The level of the spell on the roll determines the saver DC and Attack bonus of the spell, as well as the rarity of the scroll, as shown in the Spell Scroll table. Spell Level Rarity Save DC Attack Bonus Cantrip Common 13 +5 1st Common 13 +5 2nd Uncommon 13 +5 3rd Uncommon 15 +7 4th Rare 15 +7 5th Rare 17 +9 6th Very rare Ly rare Lyre 17 +9 7th Very rare 18 +10 8th Very rare 18 +10 9th Legendary 19 +11 A Wizard spell on a spell scroll can be copied just as Spells in spells in spells can be copied. When a spell is copied from a spell roll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10+ the level of the spell. If the control succeeds, the spell is successfully copied. Whether the control succeeds or fails, the spell roll is destroyed. Destroyed.