

Archivist Spell book

0 - All Clerical spells.

1- Bless Water, Sanctuary, Bless, Edure Element, Scholar's touch, Eyes of the Avoral, Divine Favor, Death Watch

2-Cure Moderate Wounds, Make Whole

Wizard Spell Book

0- All Wizard Spells

1- Alarm, Hold Portal, Unseen Servant, Mount, Magecraft, Magic Missile, Silent Image, Feather Fall

2-Melf's Acid Arrow, Force Ladder

Wizard Blessed Book 1 - The Book of the Creator 306/1000 Pages used.

1

2 Arcane Lock, Obscure object, Dispel ward, Create magical tattoo, blades of fire, glitterdust,, decastave, web, see invisibility, battering ram, combust, detect thoughts, bladeweve, shatter, leomunds trap, mirror image, Shadow Mask, Death armor, alter self, augment familiar, cat's grace, foxes cunning, bear's endurance, knock, rope trick, scent, unseen crafter, whirling blade, familiar pocket

3 Dispell Magic, Explosive Runes, Nondetection, Sign of Sealing, Mage Armor, Greater, Phantom Steed, Arcane Sight, heroism, hold person, suggestion, lighting bolt, Nchaser's Glowing orb, Steeledance, major image, spectral weapon, skullwatch, deeper darkvision, haste, mage hand, greater, repair serious damage, Secret page, Shrink Item, Enhance Familiar, Water Breathing

4 (6300) Dimension Door, Minor Creation, Leomunds Secure Shelter, Unseen Servant Mass, Aerial Alacrity, Polymorph, Repair Critical Damage, Stone Shaper, Fortify Familiar, Evards Black Tentacles

5 (21,375)Mordenkainen's Private Sanctum, Leomunds Secret Chest, Major Creation, Servant Horde, Wall of Stone, Teleport, Contact other Plane, Rary's Telepathic Bond, Sending, Animal Growth, Baleful Polymorph, Fabricate, Involuntary Shapeshifting, Pass Wall, Shape Metal, Transmute mud to rock, transmute rock to mud, permanency, telekinesis

6 Guards and Wards, Wall of Iron, Control Water, Flesh to Stone, Stone to flesh, Hardening

7 (25,025) Mordenkainen's Magnificent Mansion, Plane Shift, Phase Door, Teleport Greater, Teleport Object, Simulacrum, Control Weather, Reverse Gravity, Statue, Stoneshape Greater, Limited Wish,

8Trap the Soul, Clone, Excavate, Polymorph Any Object, mindblank, protection from spells, Lighting Rings, Shadow Evocation Grater,

9 Genesis, Gate, Teleportation Circle, Wish, Absorption, Mordenkainen's Disjunction, Black blade of disaster, refuge, sphere of ultimate destruction, programed Amesida, Hindsight, foresight, eye of power, elminster's evasion, shades, astral projection, stasis clone,

alamanther's return, shape change, transmute rock to lava, time stop.

Cleric Blessed Book 1 - The book of the Healer 0/1000 pages used

2-(5 spells)Status, Owls Wisdom, Unseen Crafter, Bulls Str, Eagle's splendor, Lesser restore

3- (10 spells) Dispel Magic, Remove Curse, Resist Energy, Vigor, Locate Object, Phantom Plow, Dark Way, Amanuensis, Magic Vestment, Stone Shape,

4-(5 Spells)Cure Critical Wounds, Restoration, Status greater, Magic weapon Greater, Sustain

5-

6-(4spells)Heal, Heroes Feast, Word of Recall, Animate Objects,

9-

Druid Blessed Book 1 - The book of the life giver 0/1000

1 - Healing Rest, Wood Wose, Detect Animals or Plants, Detect Snares and Pits, Speak with animals, Calm Animals, Charm Animal, Faerie Fire, Animate Water, Animate Wood, Camouflage, Entangle, Goodberry, Hawkeye, Raptor's Sight, Travelers Mount

2-Fire Trap, Animal Messenger, Train Animal,

Genesis

Conjuration (Creation)

Level: Sor/Wiz 9, Creation 9

Components: V, S, M, XP

Casting Time: 1 week (8 hours/day)

Range: 180 ft. (see text)

Effect: A demiplane coterminous with the Ethereal

Plane, centered on your location

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a finite plane with limited access: a demiplane.

Demiplanes created by this power are very small, very minor planes.

You can only cast this spell while you are on the Ethereal Plane. When you cast the spell, a local density fluctuation precipitates the creation of a demiplane. At first, the fledgling plane grows at a rate of 1 foot in radius per day to an initial maximum radius of 180 feet as it rapidly draws substance from surrounding ethereal vapors and protomatter.

You determine the environment within the demiplane when you first cast genesis, reflecting most any desire you can visualize. You determine factors such as atmosphere, water, temperature, and the general shape of the terrain.

This spell cannot create life (including vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth). You must add these things in some other fashion if you desire. Once the basic demiplane reaches its maximum size, you can continue to cast this spell to enlarge your demiplane, adding another 180 feet of radius to your demiplane each time.

Material Component: A crystalline sphere;XP Cost: 5,000 XP

DEVELOPING EPIC SPELLS

Origin of Species: Rawulf

Seed - Fortify 17

Seed - Life 27

Seed - Conjure 21

To Develop:

Seeds: conjure (DC 21), life(DC 27), fortify(DC 17).

Factors:

+2 Wis (+12 DC) +2 Str (+12 DC), permanent (×5 DC).

445 DC

Mitigating factors: 19d6 backlash (-19dc), 100 days (-200) 10 minutes (-20)

Things to permatize

read magic, 500 xp

Dark vision 1000 xp

see invisibility 1000 xp

arcane sight 1,500 xp

tongues 1,500 xp

Modenkainen's Private Sanctum 2,500 xp

Rary's Telepathic bond 2,500 xp