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School conjuring (call); Level 1 Magus, Sorcerer/Magician 1 Casting Cast Time 1 Round Components V, S EFFECT Touch Time Range Target Touched Instant Duration Saving No Throw any; Spell Resistance without DESCRIPTION This spell book sends a spell book to a random but safe location on the Ethereal Plane, where it remains indefinitely. When you cast this spell, the target spell book dissolves into rapidly fading power lines and runes that reflect all the spells stored inside it. From then on, you can retrieve the spell book by concentrating as a standard action, causing it to reappear in your hands. You can't cast this spell on another spell book if you currently have a spell book on the Ethereal Plane. No other creature or object accompanies the spell book you send, and the duration of spells currently affecting the spell book continues normally. Regardless of the life or death of the launcher, an extra-flat expedition could be mounted to find it. One could also make use of the Discern Location spell. With such magic, one could launch Plane Shift, then Greater Teleport, then Plane Shift, then Greater Teleport to get the item in the most succinct way. If you weren't trying to steal the spell book, but just trying to get it back, it would certainly be easier to just lift the dead launcher to life, then have them cast the spell to bring the book back, which would also work. Beyond that, one could make use of countless contingency plans that the original launcher may have made use of to make recovery easier or more accessible to get the book, for example, place a ring door near it or make use of any of the versions of the Shelter's spell. Many of these additional means of access to the volume will have their own forms of exploitation or use. Finally, unlike leomund's secret chest (same link as the previous one), the isolated grimoire is not protected against Desire. Wish can move anywhere else through any barrier without the possibility of failure unless specifically granted against it, so, of course, it would also work -- possibly you could go straight to the book and pick it up that way, too, depending on how GM rules can be described locations. If not, you might always try using the open abilities of the spell (or Miracle), but there's no reason to. School conjuring (call); Level 1 Magus, Sorcerer/Magician 1 Casting Cast Time 1 Round Components V, S EFFECT Touch Time Range Target Touched Instant Duration Saving No Throw any; Spell resistance without This spell sends a spell book to a random but safe location on the Ethereal Plane, where it remains indefinitely. When you cast this spell, the target spell book dissolves into rapidly fading power lines and runes that reflect all the spells stored inside it. 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Fill a bowl with alphabet soup What's the word for things that work even when they're not working (e.g. escalators)? Is it plausible that an interrupted Windows update can cause the motherboard to fail? Matches Knights Island blocks, Knaves, Spies How can I cut a metal pipe while preserving the wires inside? Dear Stack Exchange, I am very disappointed in you - How to build a strong opening line on a card? Trek Madone SLR Di2 Would a migraine doctor treat his patients better? How did you get Ron five hundred chocolate frog cards? How can demonic technology be prevented from surpassing humans? How honest to be with U.S. immigration about uncertainty about travel plans? Is a light year a different distance when measured from a moving object? Why is coffee provided during large chess events when it contains a banned substance? String operation to divide into score Why are KDFs slow? Is using a KDF safer than using the original secret? Isolated Grimoire and Death Can you keep focus on a spell on another plane? Are there speakers or rules of more than 100 pages (not counting the blessed book)? What about the contents of Leomund's secret chest when the launcher dies? Does the ethereal camera work if both the wheel and the lens are on the ethereal plane? Can Leomund's secret chest be summoned while un ready? Can I use Project Image and Ethereal to make an illusory and ethereal browser? What if an assistant calls a family member on the ethereal plane and then returns to the material plane? Can Blink and Banishment be combined to have an effect similar to Etherealness? How do Ethereal and Banishment spells interact? margin-bottom:0; $begingroup$ If a NPC casts Secluded Grimoire, hiding his spell book on the ethereal plane, and then dies, is the spell book lost forever? $endgroup$ $begingroup$ If a NPC casts isolated Grimoire, and then Is the spell book lost forever? $endgroup$ $begingroup$ If a NPC casts Secluded Grimoire, hiding his spell book on the ethereal plane, and then dies, is the spell book lost forever? $endgroup$ If a NPC casts Secluded Grimoire, hiding his spell book on the ethereal plane, and then dies, is the spell book lost forever? william porter 5,790111 silver badges3434 bronze badges 5,790111 silver badges3434 bronze badges JoshuaDJoshuaD 1,95211 gold badge1 badges Silver3636 Bronze Badges 1,95211 Gold Badge1010 Silver Badges3636 Bronze Badges $begingroup$ $endgroup$ – enkryptor $begingroup$ $endgroup$ <3> <7>$ $begingroup $endgroup$ – Fering $begingroup$ $endgroup$ – Fering $begingroup$ $endgroup$ – enkryptor $begingroup$ $endgroup$ – $$begingroup $endgroup$ – JoshuaD $begingroup$ $endgroup$ – JoshuaD $begingroup$ Grimoire isolated claims : Instant duration This spell sends a spell book to a random but safe location on the ethereal plane, where it remains indefinitely. When you cast this spell, the target spell book dissolves into rapidly fading power lines and runes that reflect all the spells stored inside it. From then on, you can retrieve the spell book by concentrating as a standard action, so the only way to access it in the material plane is for the launcher to spend a standard action to summon back into his hands. However, the spell book actually exists on the Ethereal Plane, so a person with access to Plane Shift could go to the Ethereal Plane and get the spell book. However, since it is sent to a random place but sure the launcher would have no idea where to look for it. This means that they may not be able to find it, even with the help of a spell like Locate Object[1], although that would require having seen the spell book before (Wish could be used to find it at the GM's discretion). This means that it depends on the GM if you would be able to find everything while stumbling on the ethereal plane. [1]: Discern Location also works, but requires actually touching the spell book before, which is unlikely if you're not the pitcher who owns it. $endgroup$ $begingroup$ Isolated Grimoire indicates: Instant Duration This spell sends a spell book to a random but safe location on the ethereal plane, where it remains indefinitely. When you cast this spell, the target spell book dissolves into rapidly fading power lines and runes that reflect all the spells stored inside it. From then on, you can retrieve the spell book by concentrating as a standard action, causing it to reappear in your hands. You can't cast this spell on another spell book if you currently have a spell book on the Ethereal Plane. No other creature or object accompanies the spell book you send, and the duration of spells currently affecting the spell book continues normally. 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