

SO WHAT'S THE SPELLBOOK LIKE, ANYWAY?

Landon Bellavia



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<i>So What's The Human Called, Anyway? II</i>	\$1.99	<input type="checkbox"/>
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SO WHAT'S THE SPELLBOOK LIKE, ANYWAY?

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Landon Bellavia

Your PCs have come across a wizard's spellbook. Perhaps they found it as loot in a dragon's hoard, or perhaps they are just sneaking a look at it in a wizard's private library. Beyond just the spell list, the PCs ask "So what's the spellbook like, anyway?"

So What's the Spellbook Like, Anyway? Helps the time-pressed GM answer this question by providing tables for quickly determining the book's title, binding material, paper, ink, and other distinguishing details. Moreover, it provides a quick way to generate traps and defences for the spellbook, provides possible information on the history of the book or its author, and presents several new preparation rituals that can be used by wizards to enhance their magical abilities.

If you are planning on have your PCs run across a spellbook that could be more than just a simple collection of pages between two covers, then *So What's the Spellbook Like, Anyway?* is for you!



CREDITS

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Thank you for purchasing *So What's The Spellbook Like, Anyway?*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *So What's The Spellbook Like, Anyway?* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Landon is a writer and game designer with a penchant for detail and a devotion to the creative process. He enjoys crafting new worlds and balancing new game details (be they races, classes, feats, etc.) within the framework of the d20 system and the spirit of the OGL. For over a decade, he has been crafting his own world, and hopes to eventually publish the work as a Pathfinder compatible supplement.

While gaming and writing are two of Landon's favourite activities, they are very difficult to make a living at, and currently hold the status of "hobbies that he can hopefully afford to pursue full time some day." In the mean time, he is working towards a PhD in physics and supporting himself and his family as a research assistant.

Landon lives in North Carolina with his beautiful and wonderfully supportive wife, three adorable daughters, and tailless cat. When not doting on the wonderful girls in his life, working in the lab, writing or gaming, Landon also enjoys eating, breathing and (time permitting) sleeping.

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FOREWORD

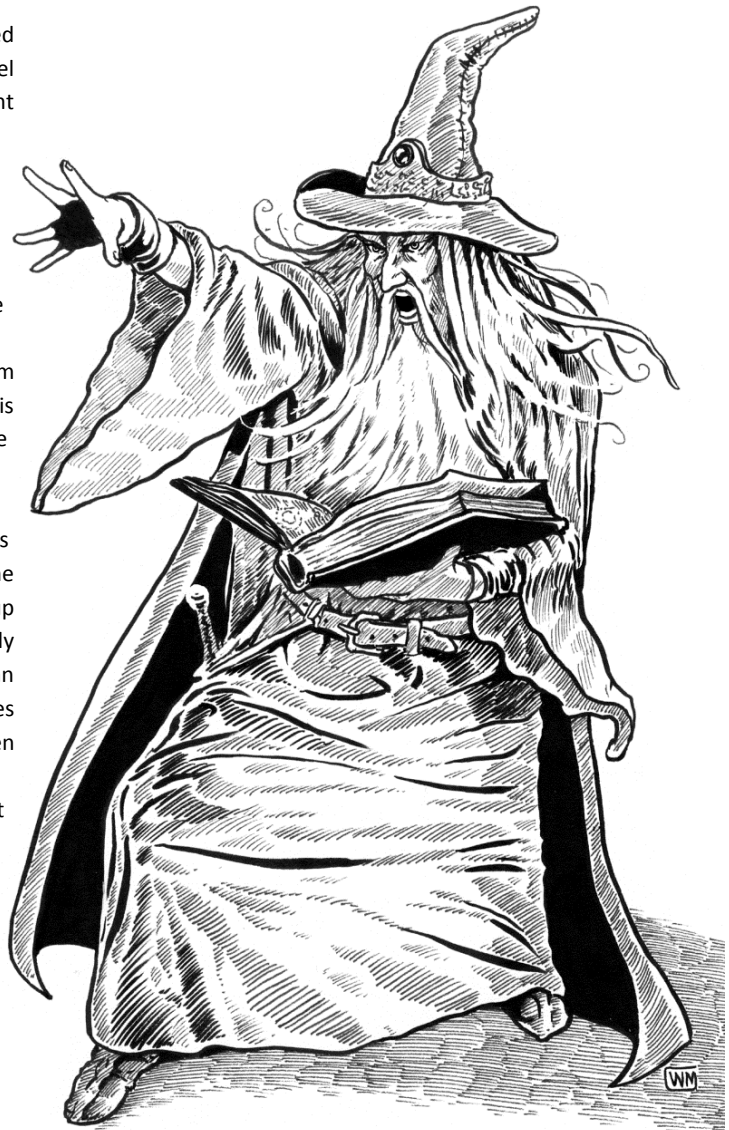
Wizards are my favourite class to play – anyone who has gamed with me for any length of time knows that! I love the extra level of tactical play that comes with being a wizard; is now the right time to cast my last *sleep*? Should I use my carefully hoarded *scroll of fireball*? What do those strange runes mean?

One of the cool things about wizards is that they get spellbooks – something that no other class gets! I remember when I was much younger playing wizards who always kept captured spellbooks – I even remember noting down all the spell separately so I knew how much space was in each book!

It should come as no surprise whatsoever, then, that I'm delighted that Landon has poured so much detail into this supplement. In the same way as almost any magic item, the owner of a spellbook gets so much more out of it when it's a unique item and not "just a book of spells."

Spellbooks are a window into their creator's soul, giving us insights into his preferred spells, his outlook on life and the subjects he might be currently researching. Landon has come up with loads of useful, flavoursome tables to enable a GM to richly describe the spellbooks the PCs happen across. Such details can be nothing more than flavour text or they can provide vital clues or even hooks into the PCs' next adventure! Players can even use them to design their PC's own spellbooks!

As always, I hope you find this supplement useful and that it enhances your game. It would be great to hear how you've used it in your campaign – drop me a line at creighton@ragingswan.com.



USING THE TABLES

The material in *So What's the Spellbook Like, Anyway?* enables a GM to quickly create flavourful details of a wizard's spellbook that might be discovered by the PCs.

There are many cases where knowing more about a spellbook than just its spell list can be useful, or even important. If the PCs find a spellbook in a dragon's hoard from a long-vanquished wizard, what sorts of ancient rituals are in it that could enhance the PCs' own power? If they sneak into a cloistered wizard's tower and try to look at one of his backup spellbooks, what wards do they risk triggering? If they come across a studying wizard, what can they glean from a furtive glance at his book?

The material in *So What's the Spellbook Like, Anyway?* provides GMs with everything they need to insert a thorough, richly detailed item into almost any campaign. Of course, only a tiny fraction of the possibilities for a spellbook are mentioned here, and GMs are encouraged to use this work as much for creative inspiration as for a hard and fast reference. For the time-pressed GM, this supplement also includes several pre-made spellbooks ready to be inserted directly into a game.

SPELLBOOK TITLE AND AUTHOR

Many spellbooks have distinctive titles. These names often give a clue as to the disposition of the author and the contents or focus of the book.

To randomly determine a title for a spellbook, roll d% on the Descriptor portion of Table A: Spellbook Titles and d20 on the Subject portion of the table. You may also wish to add an appropriately wizardly name and/or epithet to the title. Table B: Wizard Names and Epithets provides a quick list of 50 random names that might suit the author of a spellbook, as well as 50 epithets appropriate to such characters. For additional names from a specific race or culture or for names with a desired meaning, a GM can consult any of a number of random name generators (including *So What's the Human Called, Anyway I&II* and *So What's The Demi-Human Called, Anyway?*)

Example: The GM rolls a 76 on table A1 and a 4 on Table A2. This generates a title of *The Profane Dissertation*. He then rolls a 48 on Table B1 and an 81 on Table B2, naming the author Inhipel the Ratblooded. The text is thus named *The Profane Dissertation of Inhipel the Ratblooded*.

Example: The GM rolls an 80 on Table A1 and a 12 on Table A2, generating *The Sanguine Opus* as a title. The GM decides he doesn't like Opus and chooses to use option 19, treatise, and switches up the order to make *The Treatise of the Sanguine*. The GM decides to keep the title of the book separate from the author's name, but determines his name by rolling on Table B1 and getting an 85. The GM chooses the epithet "bronze" and names the author Valendorn the Bronze.

SPELLBOOK CONSTRUCTION

Often, a wizard seeks out a unique spellbook that matches his personality more closely than a simple leather-bound volume of common parchment. Such tomes are often bound in exotic materials – anything from linen taken from a destroyed mummy to a silver dragon's scales.

Table C offers a list of possible distinguishing features that a spellbook may have, from having the title scribed on the cover or spine to a bunch of bookmarks, the sort of simple things that help your players picture more than just a plain little book when they think about what their characters see. You may wish to add more than one such feature, or a randomly determined number of such features.

Table D lists 100 exotic bindings that may be available to bookmakers, often collected by adventurers with the Survival or Craft (taxidermy) skills. To use one of these bindings, simply pick one that sounds good or roll on Table D. Other bindings may be available; this is not meant to be a comprehensive list, merely a quick catalogue of possibilities. At the GM's discretion, such bindings may add to the price of the spellbook; in such cases, increase the value of such books by the square of the CR of the creature used in its construction (for example, +16 gp for a book bound in the hide of a CR 4 hydra).

These covers can also hold clues as to the origins of a spellbook. They often bear seals or crests from the creator, or have other identifying or informative properties. Each cover material on Table D has a superscript of 1-6. By consulting the corresponding table E1-E6, a GM can provide players with additional information about the spellbook's cover.

Similar to the diversity found among covers, spellbooks do not always contain pages made of simple parchment. Anything from egotistically monographed paper to thin-scraped kobold hide vellum can be used to fill the space between the covers. To distinguish a spellbook based on its type of paper, roll on Table F or simply select an entry that fits the book's character.

Another important aspect of a spellbook is the ink used to scribe the spells. Many wizards have their own particular formula or private blend. We provide 50 examples of inks that could be used for this purpose. As with covers and pages, select one that appeals to you or roll on Table G.

PREPARATION RITUALS

Preparation rituals were introduced in *Ultimate Magic* as a means of adding a slight boon to using specific spellbooks. When a spellcaster who prepares spells uses a spellbook with a preparation ritual, as long as she prepares at least three spells (not including cantrips) from the spellbook, she gains a temporary boon granted by the ritual. The boon lasts until its

effect is spent (as specified by the boon description) or the spellcaster prepares spells again (at which time it can be reapplied by preparing at least three spells from the book). A spellcaster can only take the effect of one preparation ritual when she prepares spells, no matter how many spellbooks with preparation rituals she uses to prepare spells.

It is difficult to determine the value that a preparation ritual adds to a spellbook; clear rules are not provided in *Ultimate Magic*, merely example values with sample rituals. We present several new preparation rituals in Table H, and use a value for each ritual corresponding to the cost of a ritual in a book of the same caster level in *Ultimate Magic*. If a GM decides to add one of these rituals to a spellbook of a different level than that listed next to the ritual's description (exception: the evocation ritual, should only be in a book of caster level 5 or higher), use a cost associated with the new caster level of the book. To randomly determine a spellbook's preparation ritual, roll on Table H.

SPELLBOOK DETAILS

When the PCs encounter a spellbook and take a few minutes to study it, they may be able to recognize notes or other references that reveal snippets about the book's history or link the book to an owner of renown. Alternatively, if the PCs glimpse an open page and make a DC 25 Perception check, there is a 10% chance that they glean some similarly revealing detail.

Table I provides a list of spellbook contents other than spells. These can be anything from maps to adventure hooks to trivial, flavourful information. To determine what sort of information other than spells the spellbook contains, the GM can roll on Table I. Of course, GMs are also encouraged to plant their own plot-appropriate notes within the pages of such tomes.

Additionally, PCs with ranks in Knowledge (arcana), Knowledge (history) or Knowledge (local) may know details of the spellbook or, more often, its author. PCs who succeed on a DC 20 Knowledge (history) or Knowledge (local) check learn a detail about the history of the book or its author from Table J1. Succeeding on a DC 25 check also reveals a piece of information from Table J2.

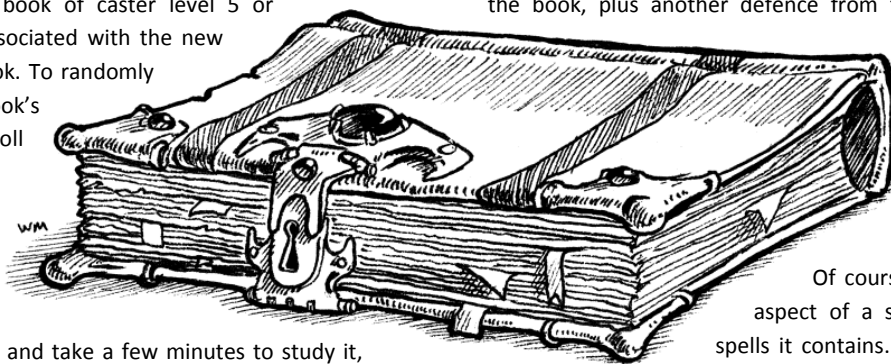
PROTECTION ON THE SPELLBOOK

Many spellbooks are warded with protections against prying eyes. Whether mundane or magical in nature, these traps can

thwart or at least discourage unauthorized access to a spellbook. This section presents a list of possible locks and traps, and the prominence and difficulty of such obstacles scales with the caster level of the author. To randomly determine locks and traps on a spellbook, start with the author's caster level and roll on the appropriate column of Table K. You may then be instructed to add another protection from a lower level list; to do so, roll again and consult the column for the caster level range lower than the current column.

Example: The GM is including the spellbook of a 10th-level wizard in a treasure hoard. He rolls on the level 9-12 portion of Table K and gets an 82, putting a *symbol of pain* on the spellbook along with another defence from the next lower level list. He rolls on the level 5-8 list and gets a 65, adding *explosive runes* to the book, plus another defence from the previous level list.

Finally, he rolls on the level 1-4 list and rolls a 32, adding a simple lock to the book.



SPELL LISTS

Of course, the most important aspect of a spellbook is the list of spells it contains. Last but not least, we include guides for determining these spells.

Rather than take the space to reprint a table of all possible spells for a GM to roll on, Table L provides a number of suggested outlines for the spell contents of books belonging to wizards of level 1-13. The caster level, gold piece value, and number of spells of each level are provided for 50 examples. Note that any of these books that contain cantrips are listed as containing all 20 core cantrips; books that belonged to specialist wizards may not have all cantrips (as specialists do not automatically learn cantrips from their opposition schools). For each cantrip not in a book, reduce its value by 5 gp.

For a party that is primarily interested in the book as loot and not as a source of new spells, this information should suffice. If a more detailed spell list is required, Table M provides 13 spell lists, one for each level of book outlined in Table L. Each book lists its specialty school (if any), two opposition schools (if any) and the value of the book. These pre-made spell lists are ready for use and can be given directly to PCs as loot. Remember, other details of the book (particularly defences and preparation rituals) might change the overall value of the tome; the value listed on Table M is only for the spells.

TABLE A: SPELLBOOK TITLES

D%	A1: Descriptors
1	Abominable
2	Abyssal
3	Agathokakological
4	Amber
5	Amethyst
6	Ancient
7	Arcane
8	Astonishing
9	Astounding
10	Azure
11	Baleful
12	Bizarre
13	Black
14	Cabalistic
15	Capacious
16	Charcoal
17	Copious
18	Cosmic
19	Crimson
20	Curious
21	Daedal
22	Dark
23	Demonic
24	Depraved
25	Diabolical
26	Elysian
27	Emerald
28	Enigmatic
29	Ensanguined
30	Ephemeral
31	Erudite
32	Esoteric
33	Eccentric
34	Exceptional
35	Fantastic
36	Forlorn
37	Foul
38	Furtive
39	Ghastly
40	Gray
41	Heavenly
42	Impenetrable
43	Impious
44	Impregnable
45	Inconceivable
46	Incorrigible

47	Incredible
48	Indigo
49	Inexplicable
50	Infernal
51	Ivory
52	Jade
53	Lucubrated
54	Luculent
55	Macabre
56	Magnificent
57	Mantic
58	Marvellous
59	Mercurial
60	Midnight
61	Mystagogical
62	Mysterious
63	Mystic
64	Mystifying
65	Nefandous
66	Nefarious
67	Obscure
68	Occult
69	Ominous
70	Onyx
71	Peculiar
72	Perverse
73	Ponderous
74	Portentous
75	Preternatural
76	Profane
77	Quisquous
78	Recondite
79	Remarkable
80	Sanguine
81	Sapphire
82	Scarlet
83	Scelestious
84	Scholastic
85	Sepia
86	Shadow
87	Singular
88	Somnolent
89	Stupendous
90	Sublime
91	Supernal
92	Transcendental
93	Uncanny

94	Unfathomable
95	Unknowable
96	Utile
97	Veiled
98	Weird
99	White
100	Wicked

TITLE SUBJECTS

D20	A2: TITLE SUBJECTS
1	Codex
2	Compendium
3	Compilation
4	Dissertation
5	Encyclopaedia
6	Folio
7	Grimoire
8	Investigations
9	Manual
10	Musings
11	Memoirs
12	Opus
13	Primer
14	References
15	Text
16	Thesis
17	Tome
18	Tract
19	Treatise
20	Volume

SAMPLE BOOKS

D12	TITLE
1	Abominable Folio
2	Folio Depraved
3	Foul Memoirs
4	The Abyssal Codex
5	The Cosmic Musings
6	The Emerald Tome
7	The Foul Primer
8	The Macabre Codex
9	The Ominous Opus
10	The Scarlet Compendium
11	Thesis Remarkable
12	Treatise Impregnable

TABLE B: WIZARD NAME AND EPITHET

WIZARD NAME

D%	B1: Names
1-2	Aelfentwine
3-4	Alantair
5-6	Alavain
7-8	Anugar
9-10	Bellangrim
11-12	Brentink
13-14	Chons
15-16	Clovis
17-18	Coreand
19-20	Dalerin
21-22	Darum'Tok
23-24	Druakohn
25-26	Edmere
27-28	Ematron
29-30	Epidus
31-32	Fandalg
33-34	Fentogrine
35-36	Flinderstipple
37-38	Galador
39-40	Grozmall
41-42	Herbrie
43-44	Hobrik'Nax
45-46	Hunstar
47-48	Inhipel
49-50	Johmki
51-52	Jox
53-54	Kronkarey
55-56	Loriant
57-58	Morvance
59-60	Nerotohlept
61-62	Ordrecht
63-64	Praxtius
65-66	Primanius
67-68	Quanstorex
69-70	Rascorim
71-72	Sandovan
73-74	Talterpran
75-76	Throgus
77-78	Tomian
79-80	Trellbore
81-82	Trunsuath
83-84	Uzbaluk

85-86	Valendorn
87-88	Visimus
89-90	Wafftertine
91-92	Werndall
93-94	Westertant
95-96	Xik'trok
97-98	Yornalix
99-100	Zorimal

WIZARD EPITHETS

D%	B2: Epithets
1-2	Astute
3-4	Batwarden
5-6	Benevolent
7-8	Black
9-10	Blue
11-12	Brass
13-14	Bronze
15-16	Brown
17-18	Catfriend
19-20	Contumacious
21-22	Copper
23-24	Decadent
25-26	Discerning
27-28	Doughty
29-30	Fatidical
31-32	Gambrinous
33-34	Glabrous
35-36	Gold
37-38	Green
39-40	Grey
41-42	Hawkeye
43-44	Inkenworn
45-46	Inveterate
47-48	Ironheart
49-50	Lizardclawed
51-52	Loquacious
53-54	Magniloquent
55-56	Malevolent
57-58	Mendacious
59-60	Monkeyhearted
61-62	Nitid
63-64	Olid
65-66	Oppugnant

67-68	Owlsighted
69-70	Quillfinger
71-72	Ratblooded
73-74	Raventongued
75-76	Red
77-78	Rugose
79-80	Scrivener
81-82	Silver
83-84	Sublime
85-86	Toadmaster
87-88	Tomebound
89-90	Tremulous
91-92	Viperwhisper
93-94	Virtuous
95-96	Vitious
97-98	Weaselchosen
99-100	White

SAMPLE WIZARDS

D20	
1	Clovis the Decadent
2	Dalerin the Glabrous
3	Fandalg the Astute
4	Fentogrine the Inkborn
5	Galador the Grey
6	Grozmall the Doughty
7	Grozmall the Red
8	Hunstar the White
9	Inhipel the Discerning
10	Jox the Red
11	Morvance Carfriend
12	Morvance the Black
13	Praxtius the Benevolent
14	Rascorim the Loquacious
15	Sandovan Hawkeye
16	Throgus the Malevolent
17	Tomian Ironheart
18	Uzbaluk Raventongue
19	Valendorn the Brown
20	Visimus the Ratblooded

TABLE C: DISTINGUISHING FEATURES

D%	C: DISTINGUISHING FEATURES
1-2	Title embossed on the cover
3-4	Title embossed on the spine
5-6	Burn marks on the front cover
7-8	1d10 bookmarks sewn into the binding
9-10	Tabbed pages where new levels of spells begin
11-12	Fleur-de-lis pattern tooled into the cover
13-14	Gold gilding on the edges of the paper
15-16	Iron rings reinforcing the binding
17-18	Brass corner-guards
19-20	Checkerboard pattern tooled into the cover
21-22	Title burned onto cover
23-24	Embossed title page
25-26	Ornate brass rivets
27-28	Holes punched in cover with decorative cording
29-30	Pages are numbered in non-sequential order (71, 33, 56, 2, 95, 11 etc.)
31-32	Zephyr embossed on cover
33-34	Intricate geometric pattern stamped into cover
35-36	Holy symbol of the god(dess) of magic tooled onto the cover
37-38	Appliqué dragon eye
39-40	String of meditation beads
41-42	Tabs on each page with the name of the spell
43-44	Tick marks on the first page of each spell for each time that the spell has been cast
45-46	Edges of pages colour-coded by spell level
47-48	Dried salt on the corners of the pages
49-50	Acid damage on the back cover
51-52	Ivy pattern tooled into the cover
53-54	Silver wire stitched in a spiral around the edges of the cover
55-56	Dragon symbol burned into cover
57-58	Holy symbol of the primary racial deity of the original owner's people
59-60	Runes stamped into the cover
61-62	Wild rose pattern tooled into the cover
63-64	Burn marks on the spine and along the top edges of the pages
65-66	Burning flames dyed into the cover
67-68	Ornate draconic alphabet tooled into the cover
69-70	Small claw marks along the edge of the cover
71-72	Oak leaves tooled into the cover
73-74	Edges of pages colour coded by spell school
75-76	Small rainbows or other multi-coloured patterns dyed into cover
77-78	Greenman tooled onto cover
79-80	Metal plate riveted to cover with owner's name
81-82	Series of pentagrams stamped into cover
83-84	Griffon embossed on cover
85-86	Dragon head tooled onto cover
87-88	Quill holder built into spine
89-90	Tooled chevron pattern
91-95	Roll again twice, ignoring results of 91-100
96-98	Roll again three times, ignoring results of 91-100
99-100	Roll again four times, ignoring results of 91-100



TABLE D: SPELLBOOK COVER MATERIAL

D%	D1: COVER MATERIAL
1	Aboleth fin ¹
2	Behir scales ¹
3	Black dragon hide ¹
4	Blue dragon hide ¹
5	Bugbear hide ¹
6	Cloaker wing ¹
7	Cockatrice wing ¹
8	Cyclops eyelid ¹
9	Dark naga skin ¹
10	Darkmantle membrane ¹
11	Dire bat wings ¹
12	Disinfected otyugh hide ¹
13	Doppelganger skin ¹
14	Dragon turtle fluke hide ¹
15	Ettin skin ¹
16	Fire giant skin ¹
17	Frost giant skin ¹
18	Girallon hide ¹
19	Goblin skin ¹
20	Green dragon hide ¹
21	Green hag skin ¹
22	Griffon pelt ¹
23	Hill giant skin ¹
24	Hobgoblin skin ¹
25	Hydra hide ¹
26	Impure phase spider silk ¹
27	Kobold hide ¹
28	Lamia flank leather ¹
29	Manticore wings ¹
30	Medusa hair snakeskin ¹
31	Minotaur leather ¹
32	Mouth of a giant flytrap ¹
33	Ogre hide ¹
34	Orc skin ¹
35	Plucked owlbear skin ¹
36	Preserved lamia pelt ¹
37	Pressed stirge wings ¹
38	Purple worm hide ¹
39	Red dragon hide ¹
40	Scales from a behir tail ¹
41	Shocker lizard hide ¹
42	Softened chuul carapace ¹
43	Softened gargoyle skin ¹
44	Sphinx pelt ¹

45	Spirit naga skin ¹
46	Stone giant skin ¹
47	Tanned gnoll hide ¹
48	Tanned troll hide ¹
49	Tri-tone chimera hide ¹
50	Tyrannosaurus hide ¹
51	Well-oiled basilisk hide ¹
52	White dragon hide ¹
53	Winter wolf pelt ¹
54	Worg pelt ¹
55	Woven drider silk ¹
56	Wyvern hide ¹
57	Yeti pelt ¹
58	Brachiosaurus hide ²
59	Crocodile skin ²
60	Elephant hide ²
61	Giant frilled lizard skin ²
62	Grizzly (or dire) bear fur ²
63	Lion (or dire lion) pelt ²
64	Shark skin ²
65	Stegosaurus plates ²
66	Tiger (or dire tiger) pelt ²
67	Triceratops hide ²
68	Tyrannosaurus hide ²
69	Woolly rhinoceros hide ²
70	Bat wings ³
71	Cat fur ³
72	Lizard hide ³
73	Monkey skin ³
74	Owl skin and feathers ³
75	Preserved hawk wings ³
76	Pressed raven feathers ³
77	Rat pelt ³
78	Toad skin ³
79	Viper skin ³
80	Weasel pelt ³
81	Cow hide ⁴
82	Deer hide ⁴
83	Goat skin ⁴
84	Horse hide ⁴
85	Sheep skin ⁴
86	Brass dragon scales ⁵
87	Bronze dragon scales ⁵
88	Chips of treant bark ⁵
89	Copper dragon scales ⁵

90	Giant eagle feathers ⁵
91	Gold dragon scales ⁵
92	Pegasi feathers ⁵
93	Pressed leaves from a dryad's tree ⁵
94	Scales shed from the wings of dancing pixies ⁵
95	Shed guardian naga skin ⁵
96	Silver dragon scales ⁵
97	Woven centaur mane ⁵
98	Woven hairs from a unicorn's tail ⁵
99	Woven reeds from a nymph's pond ⁵
100	Fabric ⁶

COVER CONDITION

D20	D2: Cover Condition
1	Very good
2	Good
3	Used
4	Worn
5	Battered
6	Scorched
7	Stained
8	Smells musty
9	Scratched
10	Badly scratched
11	Faded
12	Discoloured
13	Pristine
14	Ripped
15	Has several small holes
16	Rough and pockmarked
17	Slightly torn
18	Half-torn from its spine
19	Clean
20	Water spots

TABLE E: COVER

E1: COVER GROUP 1: MAKERS

D8	
1	The inside of the cover bears the hammer-and-needle seal of the book's maker. A DC 15 Knowledge (local) check identifies him as Thormal Strongbeard, a dwarven artisan who purchases the hides of slain monsters. A DC 20 Knowledge (local) check also reveals that he is known to weave a single strand of his beard into each book that he makes.
2	The inside back cover has a small plate that reads "This book made from the enemy of Grodge the Mighty, unstoppable warrior, inescapable tracker and master taxidermist."
3	The base of the spine bears a crest. A DC 15 Knowledge (local) check identifies the crest as belonging to Haus Baekleen, an artisan conglomerate. A DC 20 Knowledge (local) check also reveals that the conglomerate has been plagued with financial difficulties following a series of decisions to pay exorbitant sums for exotic wares.
4	The inside cover contains elaborate, nonsensical script. A DC 25 Linguistics check decodes the hidden message "The [monster type] made a mess of my stockings. I have made a book of it. Symmetry has been restored."
5	A plate on the inside cover reads "Griffledonder's Sundry Emporium." A DC 20 Knowledge (local) or Knowledge (history) check reveals that Griffledonder's was established by the cohort of Vantyr the Staghearted as a means of selling the loot collected by Vantyr and his adventuring comrades rather than take merchant-shop offers.
6	A stamp on the inside cover bears a seal. A DC 15 Knowledge (nobility) check reveals that this is the crest of the Knights of Aldair Enain, a noble order dedicated to the protection of a small group of Elven villages.
7	A small crest of a horned skull is burned into the book's rear cover. A DC Knowledge (local) check reveals this to be the sigil of the famed half-orc wizard and master bookbinder Thog the Odorous.
8	A tiny swirling pattern of leaves decorates the bottom right-hand corner of the rear cover. This is the sigil of The Everweave – a mystical group of elves who crafted spellbooks centuries ago. A DC 20 Knowledge (history) check reveals this.

E2: COVER GROUP 2: BIG GAME

D6	
1	An advert in back reads "Tonmann Expeditions, for all your hunting needs."
2	The top of the spine bears a crest. A DC 15 Knowledge (local) check identifies the crest as belonging to Lindier and Sons, makers of fine luxury goods such as shoes, bags and books.
3	A small plate reads "This beast was slain by Marius Maloroi, trophy hunter." A DC 25 Knowledge (local) check reveals that Marius was killed several years ago in a hunting accident.
4	A seal identifies this book as the creation of Arinius Elendair. A DC 20 Knowledge (local) or Knowledge (history) check reveals that Arinius is a venerable elven wizard and teacher of the arcane arts known for using big game to train his students.
5	A seal of a roaring lion's head identifies this book as hailing from the steaming jungles of the far south. There a school of native wizards believes such sigils imbue the spirit of a mighty predator into their books. A DC 25 Knowledge (local) or (arcana) check reveals this information.
6	An inscription on the inside cover reads. "The spirit of the tiger, the speed of the cheetah and the cunning of the hunter."

E3: COVER GROUP 3: FAMILIAR HIDES

D6 A NOTE ON THE INSIDE COVER READS:	
1	"In loving memory of Dabletor, the best familiar a wizard could ever hope for."
2	"The 282nd No-Holds-Barred Mage Duels amateur division champion. NHB Mage Duels, where the loser's spellbook is the winner's trophy. Now accepting witches as contestants."
3	"I watched while he killed my friend. He watched while I skinned his familiar."
4	"For Falondair, because he would have wanted it this way."
5	An impressive fan of black feathers is glued onto the inside front cover of this book. A DC 10 Knowledge (nature) check reveals them to be raven feathers. Several are slightly scorched.
6	A long, slender snake skin is stitched into the cover and serves as a bookmark.

E4: COVER GROUP 4: ANIMALS

D6	
1	An advert on the inside back cover reads "10% off spell component purchases upon presentation of this book at Rangltorter and Son's Magical Materials (regular price 1 gp and under only)."
2	The top of the spine bears a crest. A DC 20 Knowledge (local) or Knowledge (religion) check identifies the crest as that of Temple Alliance Wares, a group that, among other things, turns the hides from sacrificial animals into useful wares that can be sold for the profit of the contracted church.
3	A plate reads "Proceeds benefit Auntie Rae's Home for Children. Thanks for your support of our little rays of sunshine!"
4	The inside of the book is signed "From Pa, Ma, Grams and all the farmhands. Good luck on your travels!"
5	Black fur has been stitched onto the inside covers of the book. The fur smells musty and has several small stains.
6	Long hairs from a cat or dog are glued onto the inside cover.

E5: COVER GROUP 5: GOOD CREATURES

D6	
1	The inside cover reads "A gift for our friend, with gratitude for her aid in our hour of need."
2	The inside cover bears a plate with a symbol of the sun and writing in Celestial. Characters with the ability to read Celestial can read the words "For the Good of All."
3	The spine has a stamp that is normally invisible. Viewing the spine in moonlight or with the benefit of <i>see invisibility</i> reveals Sylvan writing. Characters with the ability to read Sylvan can read the words "A merry dance, a jaunty tune, a book of spells and a bright full moon."
4	The cover bears draconic script that reads "Laughter is the best magic. A kind heart is its worthiest wielder."
5	The inside cover is emblazoned with a sun from which shoot forth many bright rays of light. The sun is depicted with a stern, unsmiling face
6	Most of the inside cover is painted black, but toward the top edge rays of light arch downwards. Winged celestial creatures fly among the rays.

E6: COVER TYPE 6: FABRIC

D8	THE FABRIC CAN BE IDENTIFIED AS:
1	Canvas from the flag or sail of a pirate ship. A DC 20 Knowledge (local) check reveals the name of the ship. You may wish to consult <i>So What's the Pirate Ship Like, Anyway</i> for a list of possible names, or simply name the ship as "The King's Ransom."
2	The linen that once wrapped a mummy. A DC 20 Knowledge (religion) check reveals that the mummy was destroyed by channelled positive energy.
3	Deeply dyed velvet. A DC 15 Knowledge (nobility) check reveals that this is the same shade often worn by the king (or other noble suitable to the area).
4	Thick quilted cloth, akin to that used to make light armour. This cover increases the book's hardness by 1 as long as it remains closed.
5	Finely woven silk. A DC 25 Knowledge (nobility) check reveals that this is the same weave favoured by the queen (or other noble suitable to the area) for use as bed sheets.
6	A strange cloth not of this world. A DC 15 Knowledge (planes) check identifies it as fabric from the accoutrements of a genie. A DC 20 Knowledge (planes) check identifies the type of genie; roll a d6; 1 – Janni, 2 – Djinni, 3 – Shaitan, 4 – Efreeti, 5 – Marid, 6 – a noble genie (reroll the type, ignoring any further rolls of 6).
7	Pieces of a faded black cloak have been glued to thin sheets of wood to serve as the cover. The cloak smells old and musty. Small brown flecks cover portions of the cover. (This cloak was once worn by a ghaist; when the owner is affected by channelled positive energy, the cover is bleached white; over the next 24 hours it slowly regains its original colour).
8	The cover is of thick quilted material and is padded with wool. A DC 25 Perception check reveals that something is hidden within the padding. This could be a map to a lost location, the owner's last will, a letter, promissory note or other missive. Alternatively, the padding could conceal any other small object such as a lock pick. The cover must be sliced open to reveal the object.

TABLE F: PAPER

D%	
1-2	Thin, lilac-scented pages
3-4	Coarse, hand-crafted paper
5-6	Dwarvencraft writing foil
7-8	Paper made of aromatic cedar
9-10	Fine, pearlescent paper
11-12	Paper pressed from tendriculos pulp
13-14	Merfolk-woven seaweed
15-16	Stained paper that appears to have received numerous, only partially successful castings of <i>prestidigitation</i> in an effort to keep it clean
17-18	Paper crafted from a hangman tree
19-20	Moonflower stationary
21-22	Paper laced with gold dust and mica
23-24	Shredded mandragora paper
25-26	Paper pressed from shavings of a treant's bark
27-28	Paper pressed with a four-leaf-clover in the corner of each page
29-30	Parchment laced with ashes from a vampire destroyed by sunlight
31-32	Parchment with gold-gilded edges
33-34	Human (or humanoid) skin vellum
35-36	Stock crafted from viper vine
37-38	Meticulously pressed, bleached, and trimmed artisan parchment
39-40	Vellum made of kobold skin
41-42	Multi-coloured basidiron-based paper
43-44	Blood-stained, tattered and torn pages
45-46	Paper with an embossed dragon's eye
47-48	Elven paper made from fallen branches and naturally deceased trees
49-50	Parchment that smells of ale and incense
51-52	Stationary from the queen's desk



53-54	Scroll parchment recycled after the casting of the scrolls
55-56	Musty parchment that smells of damp thatch
57-58	Pressed autumn leaves from a dryad's tree
59-60	Goblin skin vellum
61-62	Paper from a thousand-year-old oak tree
63-64	Stationary with a marbled swirl pattern of tan and grey
65-66	Paper made from the shredded stems of giant flytraps
67-68	Mandrake paper
69-70	Strange, shimmering pages that appear to be made from trees native to the realm of the fey
71-72	Monographed leaves of parchment
73-74	Stirge wing vellum
75-76	Quickwood parchment
77-78	Parchment crafted from assassin vine pulp
79-80	Letterhead from the Archduke's commissary
81-82	Paper pressed by gnomish cogs and gears
83-84	Stock crafted from shambling mounds
85-86	Parchment with embossed patterns along the edges
87-88	Parchment made from cleansed yellow musk creeper pulp
89-90	Vellum made from dire bat wing membrane
91-92	Paper laced with infernal ashes and brimstone
93-94	Sheets of woven drider silk
95-96	Pages individually kissed by an angel
97-98	Paper crafted from pulp harvest from the corpse of a mu spore killed centuries ago
99-100	Papyrus from the reeds of a nymph's grove

PAPER CONDITION

D20	
1	Fragile
2	Robust
3	Yellowed with age
4	Thin
5	Thick
6	Feels oiled
7	Several pages are torn
8	Good
9	Several pages are dog-eared
10	Crumpled
11	Scented
12	Stained

TABLE G: INK

D%	
1-2	Holly berry concentrate
3-4	Black walnut extract with silver dust
5-6	Rose petals and witch hazel
7-8	Mica mixed with the dregs from a cask of dwarven ale
9-10	Evaporated elven wine
11-12	Strange alchemical concoction
13-14	Roc egg white and clay from the Plane of Earth
15-16	Human blood with tonka bean extract
17-18	Rust monster blood and iron pyrite
19-20	Drake ichor and stripped toadstool powder
21-22	Wolfsbane tincture
23-24	Kraken ink
25-26	Glowing will-o'-wisp essence (this ink can be read in the dark)
27-28	Devil blood
29-30	Archon tears and the ashes of a virgin
31-32	Boiled unicorn dung and various rainbow coloured pigments
33-34	Belladonna berry extract
35-36	Boggard saliva and cocoa bean juice
37-38	Oil of taggit with ruby dust
39-40	Emerald dust in iodine
41-42	Cecaelia ink
43-44	Black lotus seed extract
45-46	Tendriculos acid boiled in lime
47-48	Ankheg acid and aspen lye
49-50	Purple worm poison neutralized with antitoxin
51-52	Gibbering moulder saliva and sassafras bark
53-54	Persimmon juice and flayleaf ashes
55-56	Treant sap and orc bile
57-58	Holy water and the ashes of vile religious texts seared in Heaven itself
59-60	Unholy water and the ashes of exalted texts scorched in the fires of Hell
61-62	Rust monster dust and boiled slippery elm bark
63-64	A most esteemed traditional blend of over two

	dozen of the finest ingredients, known only to a very select few gnomish artisans who provide by far the very best ink in the entire world
65-66	Cider vinegar and scorched basidiomycete spores
67-68	Powdered gorgon plates in violet fungus fluids
69-70	Mobat guano, brimstone and charcoal in distilled spirits
71-72	Phosphorus suspended in a potion of <i>cure light wounds</i>
73-74	Assassin vine sap and powdered cold-iron rust
75-76	Pixie tears and powdered giant toad tongue
77-78	Pressed eye of newt and copper tarnish dust
79-80	Blue-ringed octopus ink
81-82	Black dragon bile and fetid water putrefied by a black dragon's corrupt water ability
83-84	Blue dragon saliva and sand created by a blue dragon's desert thirst ability
85-86	Green dragon acid neutralized with lye from trees once animated by a green dragon's awaken treants ability
87-88	Red dragon bile and ashes from creatures killed by a red dragon's incinerate ability
89-90	White dragon bile mingled with the blood of creatures killed by a white dragon's freezing fog
91-92	A drop of brass dragon blood in distilled witch hazel, with saliva from a sleeping baby
93-94	A drop of bronze dragon blood in water from the elemental Plane of Water, with the tears of a sailor's widow
95-96	Copper dragon saliva and luxurious dye made from purple snails
97-98	A drop of gold dragon blood diluted in fine ale, with a touch of powdered willow bark
99-100	Silver dragon saliva and ashes of an evil outsider slain by a silver dragon or a paladin's smite evil



TABLE H: PREPARATION RITUALS

Preparation rituals were first introduced in *Ultimate Magic* as a means of adding a slight boon to using specific spellbooks. When a spellcaster prepares three or more spells from such a book, she gains a temporary boon granted by the ritual. Refer to *Ultimate Magic* for full details of preparation rituals.

D10	LVL	COST	SCHOOL/RITUAL
1	5	375 gp	Universal: As a swift action, you may spend this boon to increase the range of one spell by 1 ft./caster level (rounded down to the next 5 ft. increment).
2	5	375 gp	Abjuration: When you prepare spells, select a specific subtype of humanoid. If you are attacked in melee by such a humanoid and are not flat-footed, you may spend this boon as an immediate action to grant yourself a +4 insight bonus to AC against the attacking humanoid until the end of your next round.
3	6	450 gp	Conjuration: If you summon a creature while you have one or more other creatures summoned, you may spend this boon as a swift action to extend the duration of one currently active summon spells by one round.
4	7	700 gp	Divination: You may spend this boon as a swift action to cause one divination spell that you currently have active to function as though you had been concentrating on it or the current target for two rounds longer than you actually have. This does not affect the duration of the spell.
5	8	800 gp	Enchantment: As an immediate action, you can spend this boon to cause a creature that is the subject of one of your charm or compulsion spells to reroll one saving throw it just made. The creature must keep the result of the second saving throw.
6	9	1,125 gp	Evocation: When you cast an evocation spell with an energy type, you may spend this boon as a swift action to cast a second evocation spell with the same energy type as if it were prepared with the Quicken Spell feat. This second spell must be at least four

			levels lower than the level of the first spell cast. Using this power comes with a price; you are staggered on your next turn.
7	10	1,250 gp	Illusion: If a creature fails two saving throws against your illusion spells on the same or consecutive rounds, you may spend this boon as an immediate action to cause the creature to become confused for one round.
8	11	1,650 gp	Necromancy: When a creature becomes shaken, frightened or panicked as a result of your necromancy [fear] spell, you may spend this boon as an immediate action to cause one such creature to take damage. If the creature is shaken, it takes 1 damage; if it is frightened, it takes 1d6 damage; if it is panicked, it takes 2d6 damage.
9	12	1,800 gp	Transmutation: When you are under the effect of two or more of your own transmutation spells, you may spend this boon as a swift action to extend the duration of all such spells affecting you by a number of rounds equal to the highest level transmutation spell that you have cast on yourself.
10	12	1,800 gp	Trap: This book appears to contain one of the previously listed preparation rituals (select one or determine randomly), but is actually designed to sabotage the spell preparations of any unauthorized users. This ruse can be discovered with a Spellcraft check with a DC of 20 + the caster level of the ritual's creator. If a wizard attempts to prepare spells using this preparation ritual, he loses three spell slots which he used to prepare spells from this book. If he attempts to prepare more than three spells from this book, determine the lost spells randomly. The wizard may not use these spell slots again until after he rests to regain spells.

TABLE I: CONTENTS OTHER THAN SPELLS

D%		
1-2	An incomplete map labelled “Donjon” sketched on the back of a page.	53-54 A list of bodily parts of various extra-planar creatures the author believes would grant magic items incorporating them addition powers.
3-4	A note in a margin saying “Avoid the monastery to the north until after the snow melts.”	55-56 Drawings of several different kinds of pentagrams useful in warding against summoned creatures.
5-6	Notes on a debt of 76 gold owed to the owner of the book by one Berol Longvulin.	57-58 A rough sketch of a double door bearing several arcane runes and held shut by a silver chain.
7-8	A recipe for brewing mushroom ale.	59-60 The start of the text of a magic spell. Ink stains mar the page and whole is crossed through. The full spell text appears on the next page.
9-10	An address for a theatre and the date of a show for the bard Margh Vosper jotted in a corner.	61-62 A prophecy dealing with the coming of a terrible apocalypse.
11-12	A map with a location labelled “Vongyth gold mines” sketched on the back of a page.	63-64 A devotional prayer to the deity of magic.
13-14	Sketches of plants and other natural items that can be used as spell components.	65-66 A note in Draconic that reads (when translated) “Antharuthux is rumoured to have escaped the wrath of his parents.”
15-16	A message written on the back of a page, “We’ll be back downstairs by the time you wake up. If you see Kenver, remember, you were drunk and let the liquor talk for you, of course he is a real wizard, and please don’t knock yourself out again.”	67-68 Doodles in the margin that could be the rough draft of a particularly disfigured carrion golem design.
17-18	Contact information for Lerastif, a hobgoblin mercenary.	69-70 The floor plan of a small bank with an outline of a key pattern.
19-20	A treasure map on the back of one of the pages.	71-72 A family genealogy.
21-22	Terrible love poems.	73-74 A checklist of spell components for spells in this book.
23-24	A fragment of an ancient tale or saga; portions are underlined as if they held some significance to the inscriber.	75-76 The margin of a page has a note written in Sylvan that reads, “Had a great time with the lunyips. Thanks, Sulok.”
25-26	A shopping list of mundane items.	77-78 A note scrawled in Goblin that reads, “Severa – cute but a bit full of herself. Offering a bounty on information about the Old Folk.”
27-28	A list of spell components.	79-80 A list of magic item activation words – sadly the list does not identify the magic items themselves!
29-30	Directions from a nearby city.	81-82 A recipe for biscuits.
31-32	An incomplete treasure map.	83-84 The genealogy of a prominent noble family; several additions not normally seen in the family’s tree are clearly visible.
33-34	A treasure map that bears no place names.	85-86 A list of epithets; all but the last is crossed out.
35-36	Sketches of a beautiful woman.	87-88 Drawings and architectural plans depicting a wizard’s tower.
37-38	Sketches of prominent landmarks.	89-90 Notes on the crafting of constructs.
39-40	Sketches of a several powerful magical items	91-92 Notes on summoning a familiar.
41-42	Doodles of fire and explosions consuming several badly drawn humanoids.	93-94 Notes explaining the basics of lycanthrope.
43-44	A list of enemies; most are crossed through in red ink. One is underlined three times.	95-96 A calendar with many holy days clearly marked.
45-46	Beautiful elven poetry extolling the wondrous virtue of nature.	97-98 Roll twice, ignoring results of 97-100.
47-48	A dwarven drinking song. The song is a famous one well known to all dwarves, but has been subtly altered to mock heavy drinkers.	99-100 Roll thrice, ignoring results of 97-100.
49-50	A recounting of an adventure.	
51-52	A review of a local inn, given in excruciating detail. Careful reading reveals the location of a hidden cache of coin.	

TABLE J: HISTORY OF THE SPELLBOOK AND ITS AUTHOR

Some spellbooks are almost as renown as their owners. Such books might hold fragments of now forgotten magics, lore lost to the ages or may have a particular sinister or goodly reputation based on the acts of their creator or subsequent owners. The information here can aid a GM in fleshing out a book owner's history.

BASIC KNOWLEDGE

D20	DC 20 KNOWLEDGE (ARCANA)
1	This book was briefly in the hands of a fiendish devil and was only barely recovered intact. Sadly, the owner was less fortunate.
2	Despite his dedication to the arcane arts, the author was very religious. A devout follower of the god of magic, copies of this book reside in several churches dedicated to that god.
3	The author's cowardice is rivalled only by his boisterous ego.
4	A duplicate of this text is likely to exist somewhere, as the author was paranoid about losing his spellbook.
5	The author's pursuit of "damsels in distress" is more reminiscent of a knight than a wizard.
6	Whenever the author scored a kill with one of the spells in this book, he put a drop of each victim's blood (or a smear of their ashes) on the first page of the fatal spell.
7	The author had a phobia of wererats. Symbols of a rising moon are burnt into the book's inner covers.
8	One of the spells contained in this book was copied from the library of the Dark Tower.
9	The author believes she can trace her lineage back to the legendary Tuath people.
10	Thirty two goblins were killed by the author in what has come to be known as the Twisted Gorge Ambush (or Twisted Gorge Massacre, according to the goblins).
11	This book was briefly lost in a game of chance before the author realized that his opponent was cheating.
12	The author had a propensity for elven wine, but couldn't hold his ale.
13	The author was known to feed the bodies of those killed by his spells to his familiar.
14	This book was a gift from the author's first teacher in the arcane arts.
15	The author was prone to forgetfulness and

	often left personal belongings such as shoes, robes or spellbooks behind.
16	The author used her spellbook as a pillow when she slept.
17	This book was once confiscated by the town guards of Wolverton.
18	The author was nearly killed by the evil diviner Firhar Luedul.
19	The author was obsessed with <i>robes of summoning</i> , particularly the <i>robe of caves</i> .
20	The author's familiar frequently used this book as a bed.

TOUGH KNOWLEDGE

Some book's past are harder to fathom. Perhaps their owner did little of note or the book has rarely been seen in public.

D20	J2: DC 25 KNOWLEDGE (ARCANA)
1	Many decades ago, the author visited the village of Hosford and "observed" the collapse of its primary mine.
2	The inappropriate casting of one of the spells in this book resulted in the author being banished from the village of Oakhurst.
3	The author once accepted a dare to sneak up on a gnoll and use <i>prestidigitation</i> to cleanse him of his inordinate amount of grime. The ensuing chase resulted in the issuer of the dare being sacrificed to primal nature deities.
4	The author spent considerable time trying to track down the black dragon Antharuthux, who is rumoured to be the only survivor from his clutch after his parents turned on him and his siblings.
5	A strange mongrel race of half-goblins inhabits a region of the tangled wood. One of the spells in this book was copied from a scroll looted from one of their elders, and the author included notes on the race in the margins of this book.
6	Every seven years, the author of this book would return to his hometown to visit his mother's grave.
7	The Order of the Dictum has decreed death upon the author of this book for questioning the word of their leader, Havra Zhou.
8	The author was briefly charmed by a harpy

	follower of the demon Pazuzu, and barely broke her charms and escaped before she slaughtered him in a harpy mating ritual.
9	Three guards in the town of Wolverton accused the author of turning one of their fellows into a toad.
10	The author and her comrades once made camp on a place called Talon's Bluff, where they were ambushed by a small group of undead, reportedly spectres.
11	The author was once invited to dine at the fortress of Caer Syllan, but slipped and fell on the slick path along Din Kershal, causing him to miss the appointment.
12	The author very briefly studied at the Tower of Night before discovering its master, Kevern Tangye, intended to have her for dinner.
13	The author was once a dedicated fan of the bard Margh Vosper, until he ran afoul of some vampiric troubles.
14	The author once attempted to trade spellcasting services with the minotaur smith Lult in exchange for obscure lore on an ancient race known as the Yith.
15	Years ago, the author investigated an ancient occult power known as Kulan-Wyr, rumoured to be seeking to unleash the powers of Death itself onto the world.

16	This book once contained a page with an impolite sketch of Lady Locher. The page was ripped from the binding and burned, but has since been replaced.
17	This book was stolen by the halfling thief Mkadi Litaboui and ransomed back to its owner in exchange for aid in procuring an <i>amulet of control</i> .
18	This book was once snatched by a giant eagle and delivered to a piebald centaur druid. The druid only returned the book after its owner managed to convince her that he had no connection to the nearby rival tribe of minotaurs.
19	A young bard wrote a song about the owner of this book shortly before being abducted and dragged underground to entertain a particularly sadistic group of duergar.
20	The author once ventured to the Tower of Arius in search of magical lore, and claimed to have found absolutely positively nothing of any value whatsoever. He soon after dropped out of sight after purchasing a fortified town house.

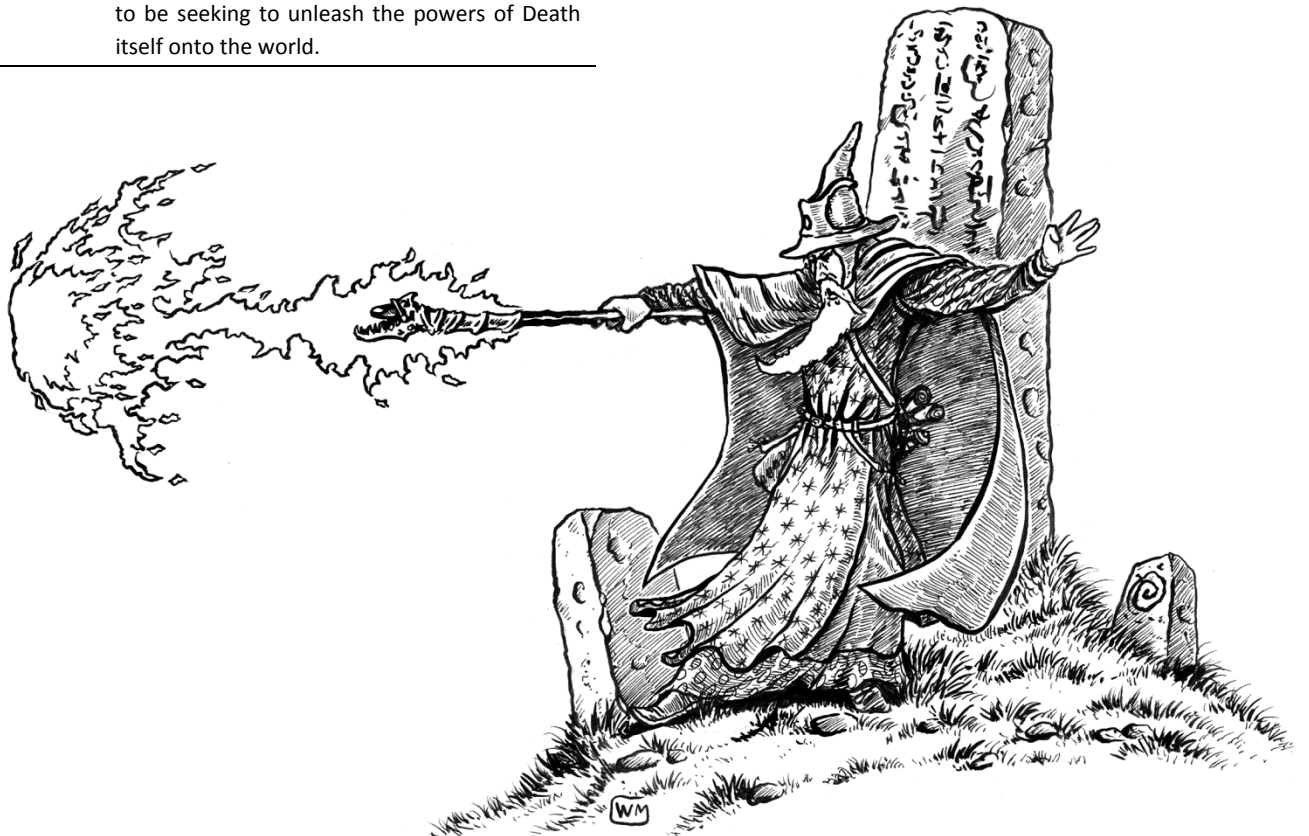


TABLE K: PROTECTION ON THE SPELLBOOK

LEVEL 1-4	LEVEL 5-8	LEVEL 9-12	LEVEL 13-16	LEVEL 17-20	PROTECTION ¹	VALUE
1-20	1-5	1	1	1	None	
21-40	6-10	2	2	2	Simple lock (DC 20)	+20 gp/lock
41-60	11-15	3-4	3-4	3	Average lock (DC 25)	+40 gp/lock
61-75	16-20	5-7	5-6	4-5	Good lock (DC 30), or 1d4-1 (minimum 1) such locks for caster level 5 or higher	+80 gp/lock
76-80	21-30	8-15	7-10	6-7	Superior lock (DC 40) , or 1d4-1 (minimum 1) such locks for caster level 5 or higher	+150 gp/lock
81-90	31-35	16-20	11-12	8	Simple lock with <i>arcane lock</i> (DC 30)	+45 gp/lock
91-95	36-40	21-25	13-15	9-10	Average lock with <i>arcane lock</i> (DC 35), or 1d4-1 (minimum 1) such locks for caster level 5 or higher	+65 gp/lock
96-98	41-50	26-30	16-20	11-12	Good lock with <i>arcane lock</i> (DC 40), or 1d4-1 (minimum 1) such locks for caster level 9 or higher	+105 gp/lock
99-100	51-60	31-35	21-25	13-15	Superior lock with <i>arcane lock</i> (DC 50) , or 1d4-1 (minimum 1) such locks for caster level 9 or higher	+175 gp/lock
	61-70	36-40	26-30	16-17	<i>Explosive runes</i> (DC 14 Reflex) plus one protection from the previous level list	—
	71-75	41-45	31-35	18	<i>Sepia snake sigil</i> (DC 14 Reflex) plus one protection from the previous level list	+500 gp
	76-85	46-55	36-40	19-20	<i>Explosive runes</i> (DC 14 Reflex) hidden by <i>secret page</i> plus one protection from the previous level list	—
	86-90	56-60	41-45	21	<i>Sepia snake sigil</i> (DC 14 Reflex) hidden by <i>secret page</i> plus one protection from the previous level list	+500 gp
	91-95	61-70	46-50	22	<i>Explosive runes</i> and <i>sepia snake sigil</i> (DC 14 Reflex each) hidden by <i>secret page</i> plus one protection from the previous level list	+500 gp
	96-100	71-80	51-55	23-24	<i>Fire trap</i> (DC 16 Reflex) plus one protection from the previous level list	+25 gp
		81-90	56-65	25-34	<i>Symbol of pain</i> (DC 17 Fortitude) plus one protection from the previous level list	+1,000 gp
		91-100	66-75	35-44	<i>Symbol of sleep</i> (DC 17 Will) plus one protection from the previous level list	+1,000 gp
			76-84	45-54	<i>Symbol of fear</i> (DC 19 Will) plus one protection from the previous level list	+1,000 gp
			85-89	55-64	<i>Symbol of stunning</i> (DC 20 Will) plus one protection from the previous level list	+5,000 gp
			90-94	65-74	<i>Symbol of weakness</i> (DC 20 Will) plus one protection from the previous level list	+5,000 gp
			95-97	75-84	<i>Symbol of death</i> (DC 22 Will) plus one protection from the previous level list	+5,000 gp
			98-100	85-94	<i>Symbol of insanity</i> (DC 20 Will) plus one protection from the previous level list	+5,000 gp
				95-96	<i>Symbol of stunning</i> (DC 20 Will) plus one protection from the same level list	+5,000 gp
				97-98	<i>Symbol of weakness</i> (DC 20 Will) plus one protection from the same level list	+5,000 gp
				99	<i>Symbol of death</i> (DC 22 Will) plus one protection from the same level list	+5,000 gp
				100	<i>Symbol of insanity</i> (DC 20 Will) plus one protection from the same level list	+5,000 gp

1: For magic traps the DC to both find and disarm the trap is 25 + spell level

TABLE L: RANDOM SPELLBOOK COSTS AND CONTENTS

Use this table to determine how many spells of each level a spellbook contains and how much it costs to scribe those books into the book. This is the base cost of the book; if a wizard adds magical or mundane traps, preparation rituals or other magical augmentations or crafts it from particularly valuable components adjust the book's price accordingly.

D%	LEVEL	COST	SPELL LEVELS
1-2	1	160 gp	0 (20); 1 (6)
3-4	1	170 gp	0 (20); 1 (7)
5-6	1	180 gp	0 (20); 1 (8)
7-8	2	200 gp	0 (20); 1 (10)
9-10	2	220 gp	0 (20); 1 (12)
11-12	2	240 gp	0 (20); 1 (14)
13-14	3	260 gp	0 (20); 1 (8); 2 (2)
15-16	3	350 gp	0 (20); 1 (9); 2 (4)
17-18	3	410 gp	0 (20); 1 (11); 2 (5)
19-20	3	460 gp	0 (20); 1 (12); 2 (6)
21-22	4	500 gp	0 (20); 1 (12); 2 (7)
23-24	4	550 gp	0 (20); 1 (13); 2 (8)
25-26	4	600 gp	0 (20); 1 (14); 2 (9)
27-28	4	650 gp	0 (20); 1 (15); 2 (10)
29-30	5	630 gp	0 (20); 1 (11); 2 (6); 3 (2)
31-32	5	900 gp	0 (20); 1 (12); 2 (8); 3 (4)
33-34	5	1,180 gp	0 (20); 1 (14); 2 (10); 3 (6)
35-36	5	1,460 gp	0 (20); 1 (16); 2 (12); 3 (8)
37-38	6	1,800 gp	0 (20); 1 (20); 2 (15); 3 (10)
39-40	6	1,920 gp	0 (20); 1 (14); 2 (15); 3 (12)
41-42	6	1,980 gp	0 (20); 1 (11); 2 (15); 3 (13)
43-44	6	2,040 gp	0 (20); 1 (11); 2 (12); 3 (15)
45-46	7	1,640 gp	0 (20); 1 (11); 2 (8); 3 (7); 4 (3)
47-48	7	2,000 gp	0 (20); 1 (14); 2 (10); 3 (8); 4 (4)
49-50	7	2,220 gp	0 (20); 1 (12); 2 (12); 3 (8); 4 (5)

51-52	7	2,360 gp	1 (20); 2 (12); 3 (8); 4 (6)
53-54	8	2,650 gp	1 (16); 2 (10); 3 (9); 4 (8)
55-56	8	2,700 gp	2 (20); 3 (14); 4 (4)
57-58	8	2,960 gp	2 (15); 3 (12); 4 (8)
59-60	8	3,400 gp	3 (20); 4 (10)
61-62	9	1,840 gp	0 (20); 1(8); 2 (4); 3 (4); 4 (4); 5 (2)
63-64	9	2,160 gp	1(8); 2 (6); 3 (5); 4 (4); 5 (3)
65-66	9	3,410 gp	1(9); 2 (8); 3 (7); 4 (7); 5 (5)
67-68	9	2,660 gp	2 (8); 3 (6); 4 (5); 5 (4)
69-70	10	2,340 gp	0 (20); 1(8); 2 (4); 3 (4); 4 (4); 5 (4)
71-72	10	2,760 gp	1(10); 2 (8); 3 (6); 4 (5); 5 (4)
73-74	10	3,700 gp	2 (9); 3 (8); 4 (7); 5 (6)
75-76	10	3,720 gp	3 (15); 4 (7); 5 (5)
77-78	11	3,060 gp	0 (20); 1(8); 2 (4); 3 (4); 4 (4); 5 (4); 6 (2)
79-80	11	3,710 gp	2 (10); 3 (7); 4 (6); 5 (4); 6 (2)
81-82	11	4,530 gp	3 (7); 4 (6); 5 (6); 6 (4)
83-84	11	4,830 gp	4 (8); 5 (7); 6 (5)
85-86	12	3,680 gp	1(8); 2 (4); 3 (4); 4 (4); 5 (4); 6 (4)
87-88	12	4,220 gp	2 (7); 3 (6); 4 (6); 5 (4); 6 (4)
89-90	12	4,640 gp	3 (7); 4 (6); 5 (5); 6 (5)
91-92	12	5,030 gp	4 (7); 5 (7); 6 (6)
93-94	13	4,640 gp	1(6); 2 (4); 3 (4); 4 (4); 5 (4); 6 (4); 7 (2)
95-96	13	4,920 gp	3 (6); 4 (6); 5 (4); 6 (4); 7 (2)
97-98	13	5,480 gp	4 (6); 5 (5); 6 (5); 7 (3)
99-100	13	6,000 gp	5 (7); 6 (5); 7 (5)

SCRIBING SPELLS

It takes one hour per spell level to scribe a spell into a spellbook and each spell takes up one page per spell level.

LEVEL	COST	LEVEL	COST
0	5 gp	5	250 gp
1	10 gp	6	360 gp
2	40 gp	7	490 gp
3	90 gp	8	640 gp
4	160 gp	9	810 gp

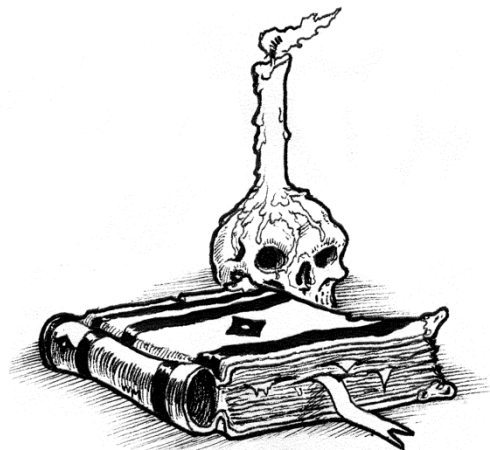


TABLE M: PRE-GENERATED SPELLBOOKS

These pages present 13 sample spellbooks. Using the material on the previous pages, modify and customise these books as appropriate based on their owner's power and personality.

SPELLBOOK LEVEL 1

Specialty School: Universal

Opposition Schools: None

Value: 180 gp

0—20

1st—*protection from evil, mage armour, identify, charm person, magic missile, colour spray, ray of enfeeblement, feather fall*

SPELLBOOK LEVEL 2

Specialty School: Necromancy

Opposition Schools: Divination, Evocation

Value: 195 gp

0—15, including *detect magic, read magic*

1st—*protection from good, mage armour, obscuring mist, hypnotism, colour spray, disguise self, cause fear, chill touch, ray of enfeeblement, erase, feather fall, magic weapon*

SPELLBOOK LEVEL 3

Specialty School: Illusion

Opposition Schools: Abjuration, Transmutation

Value: 385 gp

0—15

1st—*mage armour, obscuring mist, unseen servant, charm person, hypnotism, floating disk, colour spray, disguise self, magic aura, silent image, ventriloquism*
2nd—*glitterdust, hideous laughter, invisibility, minor image, mirror image*

SPELLBOOK LEVEL 4

Specialty School: Universal

Opposition Schools: None

Value: 600 gp

0—20

1st—*protection from chaos, grease, mage armour, mount, comprehend languages, charm person, sleep, burning hands, colour spray, silent image, cause fear, enlarge person, feather fall, reduce person*
2nd—*resist energy, glitterdust, web, hideous laughter, flaming sphere, invisibility, levitate, pyrotechnics, rope trick*

SPELLBOOK LEVEL 5

Specialty School: Transmutation

Opposition Schools: Conjuration, Necromancy

Value: 880 gp

0—16

1st—*protection from law, sleep, disguise self, magic aura, animate rope, enlarge person, erase, expeditious retreat, feather fall, jump, magic weapon, reduce person*
2nd—*obscure object, darkness, invisibility, alter self, bear's endurance, darkvision, knock, levitate*
3rd—*magic circle against law, fly, haste, slow*

SPELLBOOK LEVEL 6

Specialty School: Divination

Opposition Schools: Enchantment, Necromancy

Value: 1,780 gp

0—16

1st—*endure elements, protection from evil, shield, grease, mage armour, mount, obscuring mist, comprehend languages, detect secret doors, detect undead, identify, true strike, burning hands, floating disk, magic missile, colour spray, silent image, expeditious retreat, feather fall, reduce person*
2nd—*resist energy, glitterdust, summon swarm, web, detect thoughts, locate object, see invisibility, darkness, flaming sphere, gust of wind, scorching ray, blur, minor image, darkvision, levitate*
3rd—*sleet storm, stinking cloud, summon monster III, arcane sight, clairaudience/clairvoyance, tongues, hold person, fireball, wind wall, haste*

SPELLBOOK LEVEL 7

Specialty School: Universal

Opposition Schools: None

Value: 2,000 gp

0—20

1st—*alarm, protection from evil, grease, obscuring mist, charm person, sleep, magic missile, colour spray, disguise self, silent image, ray of enfeeblement, expeditious retreat, reduce person*
2nd—*acid arrow, fog cloud, summon monster II, touch of idiocy, shatter, invisibility, mirror image, ghoul touch, make whole, rope trick*
3rd—*dispel magic, nondetection, sleet storm, stinking cloud, suggestion, tiny hut, ray of exhaustion, slow*
4th—*dimensional anchor, black tentacles, confusion, enervation*

SPELLBOOK LEVEL 8

Specialty School: Abjuration

Opposition Schools: Necromancy, Transmutation

Value: 2,650 gp

1st—*alarm, endure elements, hold portal, protection from evil, protection from chaos, shield, grease, mage armour, mount, unseen servant, charm person, floating disk, colour spray, disguise self, magic aura, silent image*

2nd—*arcane lock, obscure object, protection from arrows, resist energy, glitterdust, web, gust of wind, magic mouth, mirror image, phantom trap*

3rd—*dispel magic, explosive runes, magic circle against chaos, nondetection, protection from energy, phantom steed, summon monster III, hold person, lightning bolt*

4th—*dimensional anchor, fire trap, lesser globe of invulnerability, remove curse, stoneskin, charm monster, fire shield, resilient sphere*

SPELLBOOK LEVEL 9

Specialty School: Conjunction

Opposition Schools: Divination, Necromancy

Value: 2,160 gp

1st—*protection from evil, grease, mage armour, mount, obscuring mist, summon monster I, unseen servant, silent image*

2nd—*acid arrow, fog cloud, glitterdust, summon monster II, summon swarm, web*

3rd—*phantom steed, sepia snake sigil, sleet storm, stinking cloud, summon monster III*

4th—*black tentacles, dimension door, minor creation, summon monster IV*

5th—*secret chest, summon monster V, wall of stone*

SPELLBOOK LEVEL 10

Specialty School: Universal

Opposition Schools: None

Value: 3,700 gp

2nd—*protection from arrows, acid arrow, summon swarm, detect thoughts, touch of idiocy, scorching ray, minor image, blindness/deafness, pyrotechnics*

3rd—*explosive runes, sleet storm, rage, fireball, lightning bolt, displacement, ray of exhaustion, shrink item*

4th—*fire trap, dimension door, detect scrying, lesser geas, shout, hallucinatory terrain, elemental body I*

5th—*dismissal, secret chest, dominate person, feeblemind, cone of cold, polymorph*

SPELLBOOK LEVEL 11

Specialty School: Enchantment

Opposition Schools: Illusion, Transmutation

Value: 3,710 gp

2nd—*obscure object, glitterdust, detect thoughts, daze monster, hideous laughter, touch of idiocy, flaming sphere, shatter, blindness/deafness, spectral hand*

3rd—*sleet storm, summon monster III, deep slumber, heroism, hold person, rage, suggestion*

4th—*black tentacles, charm monster, confusion, crushing despair, lesser geas, enervation*

5th—*dominate person, feeblemind, hold monster, mind fog*

6th—*geas/quest, mass suggestion*

SPELLBOOK LEVEL 12

Specialty School: Evocation

Opposition Schools: Abjuration, Divination

Value: 4,640 gp

3rd—*sleet storm, daylight, fireball, lightning bolt, tiny hut, wind wall, fly*

4th—*fire shield, ice storm, resilient sphere, shout, wall of fire, wall of ice*

5th—*cone of cold, interposing hand, sending, wall of force, magic jar*

6th—*chain lightning, contingency, forceful hand, freezing sphere, circle of death*

SPELLBOOK LEVEL 13

Specialty School: Universal

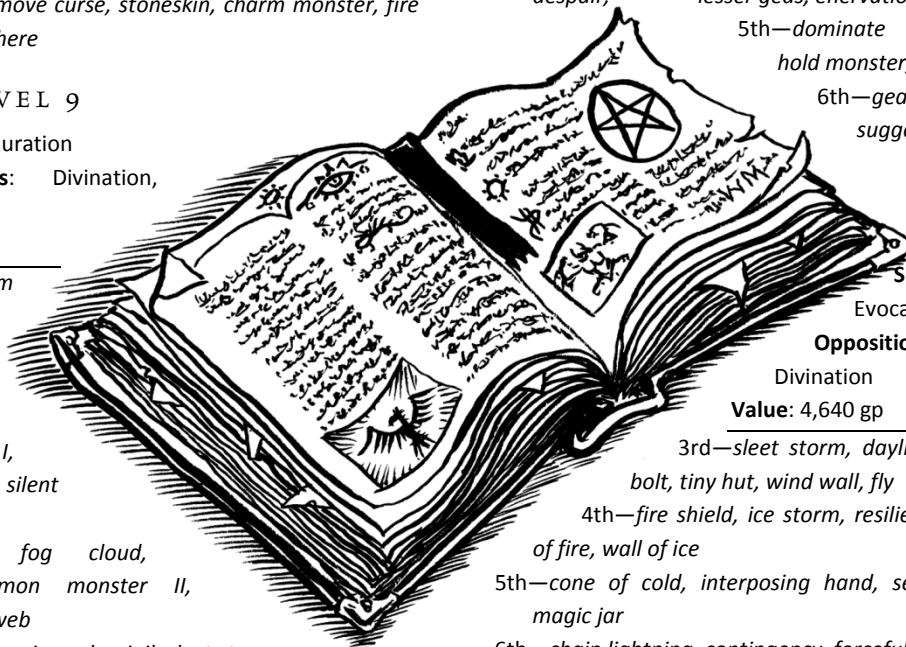
Opposition Schools: None

Value: 6,000 gp

5th—*lesser planar binding, teleport, wall of stone, wall of force, feeblemind, magic jar, telekinesis*

6th—*antimagic field, planar binding, summon monster VI, contingency, programmed image*

7th—*greater teleport, greater arcane sight, grasping hand, project image, reverse gravity*

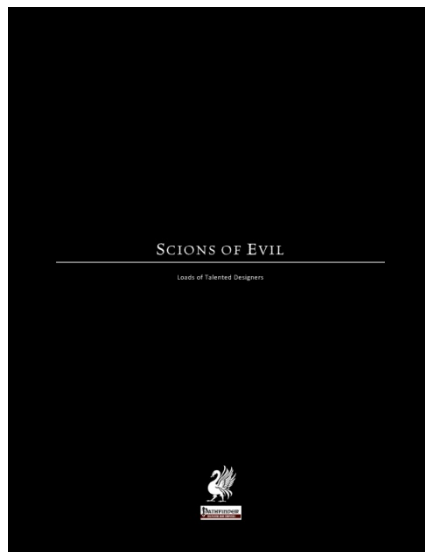


SCIONS OF EVIL

Every hero needs an antihero, every defender of the light must have darkness to keep at bay and every pure-hearted paladin needs a vile, shadow-cloaked assassin to cut down. *Scions of Evil* presents over 100 foes (CR 1/4 - 23) to bedevil your PCs and five sinister bands of black-hearted individuals.

Each villain benefits from an extensive write-up including notes on their background, personality, mannerisms and distinguishing marks as well as a fully detailed stat block, plot hooks and suggested encounter groups making it easy to insert the villain into almost any campaign.

Scions of Evil also includes a selection of minions including stalwart, black-hearted swordsmen; calculating, warrior monks; stealthy, amoral rogues and more powerful foes such as including noisome ghouls and a cunning gargoyle, charismatic quasit, bloodthirsty ogre-magi and malevolent invisible stalker!



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Your PCs have come across a wizard's spellbook. Perhaps they found it as loot in a dragon's hoard, or perhaps they are just sneaking a look at it in a wizard's private library. Beyond just the spell list, the PCs ask "So what's the spellbook like, anyway?"

So What's the Spellbook Like, Anyway? Helps the time-pressed GM answer this question by providing tables for quickly determining the book's title, binding material, paper, ink, and other distinguishing details. Moreover, it provides a quick way to generate traps and defences for the spellbook, provides possible information on the history of the book or its author, and presents several new preparation rituals that can be used by wizards to enhance their magical abilities.

If you are planning on have your PCs run across a spellbook that could be more than just a simple collection of pages between two covers, then *So What's the Spellbook Like, Anyway?* is for you!

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