

SO WHAT'S THE SPELLBOOK LIKE, ANYWAY?

Landon Bellavia



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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

Design: Landon Bellavia
Development: Creighton Broadhurst
Editing: Creighton Broadhurst
Cover Design: Creighton Broadhurst
Layout: Creighton Broadhurst
Interior Artists: William McAusland. Some artwork copyright William McAusland, used with permission.

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 71 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.

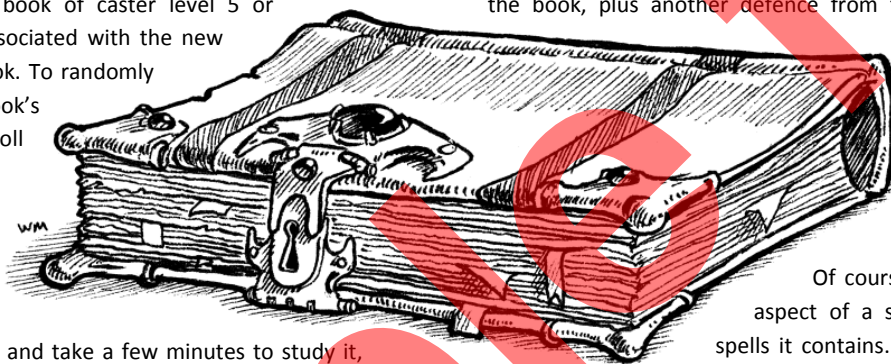
PROTECTION ON THE SPELLBOOK

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 | 47 | Incredible | 94 | Unfathomable |
| 2 | Abyssal | 48 | Indigo | 95 | Unknowable |
| 3 | Agathokakological | 49 | Inexplicable | 96 | Utile |
| 4 | Amber | 50 | Infernal | 97 | Veiled |
| 5 | Amethyst | 51 | Ivory | 98 | Weird |
| 6 | Ancient | 52 | Jade | 99 | White |
| 7 | Arcane | 53 | Lucubrated | 100 | Wicked |
| 8 | Astonishing | 54 | Luculent | | |
| 9 | Astounding | 55 | Macabre | TITLE SUBJECTS | |
| 10 | Azure | 56 | Magnificent | D20 | A2: TITLE SUBJECTS |
| 11 | Baleful | 57 | Mantic | 1 | Codex |
| 12 | Bizarre | 58 | Marvellous | 2 | Compendium |
| 13 | Black | 59 | Mercurial | 3 | Compilation |
| 14 | Cabalistic | 60 | Midnight | 4 | Dissertation |
| 15 | Capacious | 61 | Mystagogical | 5 | Encyclopaedia |
| 16 | Charcoal | 62 | Mysterious | 6 | Folio |
| 17 | Copious | 63 | Mystic | 7 | Grimoire |
| 18 | Cosmic | 64 | Mystifying | 8 | Investigations |
| 19 | Crimson | 65 | Nefandous | 9 | Manual |
| 20 | Curious | 66 | Nefarious | 10 | Musings |
| 21 | Daedal | 67 | Obscure | 11 | Memoirs |
| 22 | Dark | 68 | Occult | 12 | Opus |
| 23 | Demonic | 69 | Ominous | 13 | Primer |
| 24 | Depraved | 70 | Onyx | 14 | References |
| 25 | Diabolical | 71 | Peculiar | 15 | Text |
| 26 | Elysian | 72 | Perverse | 16 | Thesis |
| 27 | Emerald | 73 | Ponderous | 17 | Tome |
| 28 | Enigmatic | 74 | Portentous | 18 | Tract |
| 29 | Ensanguined | 75 | Preternatural | 19 | Treatise |
| 30 | Ephemeral | 76 | Profane | 20 | Volume |
| 31 | Erudite | 77 | Quisquous | | |
| 32 | Esoteric | 78 | Recondite | SAMPLE BOOKS | |
| 33 | Eccentric | 79 | Remarkable | D12 | TITLE |
| 34 | Exceptional | 80 | Sanguine | 1 | Abominable Folio |
| 35 | Fantastic | 81 | Sapphire | 2 | Folio Depraved |
| 36 | Forlorn | 82 | Scarlet | 3 | Foul Memoirs |
| 37 | Foul | 83 | Scelestious | 4 | The Abyssal Codex |
| 38 | Furtive | 84 | Scholastic | 5 | The Cosmic Musings |
| 39 | Ghastly | 85 | Sepia | 6 | The Emerald Tome |
| 40 | Gray | 86 | Shadow | 7 | The Foul Primer |
| 41 | Heavenly | 87 | Singular | 8 | The Macabre Codex |
| 42 | Impenetrable | 88 | Somnolent | 9 | The Ominous Opus |
| 43 | Impious | 89 | Stupendous | 10 | The Scarlet Compendium |
| 44 | Impregnable | 90 | Sublime | 11 | Thesis Remarkable |
| 45 | Inconceivable | 91 | Supernal | 12 | Treatise Impregnable |
| 46 | Incorrigible | 92 | Transcendental | | |
| | | 93 | Uncanny | | |

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 | Clovus |
| 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 | Galandor |
| 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 | Clovus the Decadent |
| 2 | Dalerin the Glabrous |
| 3 | Fandalg the Astute |
| 4 | Fentogrine the Inkborn |
| 5 | Galandor the Grey |
| 6 | Grozmall the Doughty |
| 7 | Grozmall the Red |
| 8 | Hunstar the White |
| 9 | Inhipel the Discerning |
| 10 | Jox the Red |
| 11 | Morvance Catfriend |
| 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 |

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|----|---|
| 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. |