

The Spellbook Revisited: Part One

All wizards rely on a spellbook to prepare their magic spells. The spellbook is a combination travelogue, encyclopedia, dissertation on magic, dictionary of forgotten languages, treasure map to rare components, philosophical essay, and auto-biography. It is little wonder then that wizards prize them so highly!

Table: Spellbooks of All Sizes				
Size	Pages	Weight	Cost	Spells & Preparation
Abridged	60 or less	1 lb	15 gp	It takes you a 1/2 hour to prepare all your spells, and at least 5 minutes to prepare just some. The cost of replacing spells is 100 gp/page, or just 75 gp/page if transferred into another abridged spellbook. An abridged spellbook cannot possess 8 th and 9 th level spells unless they are recorded in total in another spellbook.
Medium	100	3 lbs.	15 gp	It takes you 1 hour to prepare all your spells, and at least 15 minutes to prepare just some. Cost of replacing spells is 100 gp/page.
Libram	250	6 lbs.	40 gp	It takes you 2-1/2 hours to prepare all your spells, and at least 40 minutes to just prepare some. Cost of replacing spells is 125 gp/page.
Summae	500	15 lbs.	100 gp	It takes you 5 hours to prepare all your spells, and at least 75 minutes to just prepare some. Cost of replacing spells is 150 gp/page.
Encyclopedae	1000+	30+ lbs.	300 gp	It takes you 10 hours to prepare all your spells, and at least 2-1/2 hours to prepare just some. Cost of replacing spells is 200 gp/page.

Spellbook Variations :

At the wizard's option, each spellbook they possess may have one of these variations applied to it, provided that the wizard and spellbook meet the listed requirements.

ANNOTATED TEXT

Perhaps you have an apprentice, or perhaps you're just a good-natured and well-organized wizard. Either way, you have included excellent notes explaining your shorthand, diagrams, and conventions of spell writing, making it easier for other wizards to benefit from your spellbook.

Requirements: You must spend twice the required time scribing each spell.

Benefit: Wizards borrowing (or stealing) your spellbook face a Spellcraft DC of just 10+spell level to prepare your spells, and gain a +2 bonus on Spellcraft checks to copy spells from your spellbook. Giving your spellbook to another is considered a sign of great trust and probably will cement your friendship with the wizard in question. If you two ever turn on one another, the wizard gets a +1 bonus on to save versus any spells you cast from that spellbook. Likewise, you get a +1 bonus to dispel/counterspell those spells your former ally employs from your spellbook. Such rivalries are the stuff of legends and to the victor go the spoils.

LABORATORY TEXT

Your spellbook is designed for use creating new spells and magic items. While you devote much space to your lab notes and find it harder to copy spells, your spellbook provides excellent notes that assist you in spell research and magic item creation.

Requirements: The wizard must possess at least one item creation feat, have researched at least three existing spells, and created at least one entirely new spell. Reduce remaining pages by 25.

Benefit: You gain a +1 bonus on the Spellcraft check to independently research a pre-existing spell and a +2 bonus to research an entirely new spell when using this spellbook. Also, you may reduce either the experience cost or gold cost of crafting a magic item by 10% when using this spellbook. However, you suffer a -2 penalty on all Spellcraft checks to copy spells from a text into your spellbook.

METAMAGIC SHORTHAND (CAN BE APPLIED TO OTHER VARIANT SPELLBOOKS)

Your spellbook utilizes a special shorthand system for spells altered with metamagic. When you scribe spells augmented by metamagic they take up less space.

Requirements: 8+ ranks in Decipher Script and have scribed at least five metamagic enhanced spells.

Benefit: When scribing spells altered with metamagic, reduce the metamagic's level modifier by 2 (minimum base spell level) for the purposes of determining how many pages it takes up in the spellbook.

Normal: When a spell with metamagic attached is scribed its adjusted level is used to determine how many spellbook pages it takes up.

THIEVES' SPELLBOOK

A rare spellbook, this is usually the province of rogue wizards or those who join thief guilds. It includes special notes and appendices useful in copying spells from captured scrolls and stolen spellbooks, making those endeavors easier. However, these notes take up space and keeping the spellbook quiet might cost you.

Requirements: Invest an extra 25 gold keeping the production of the book hidden from authorities. Typically, this involves paying off the printer. Reduce remaining pages available by 10.

Benefit: When copying spells from a text (that you did not create or help to create) into this spellbook, you get a +1 bonus on your Spellcraft check.

TRACTATUS

Your spellbook reflects your area of specialization. While only spells from your chosen school of wizardry can be found within, it is easier to scribe such spells, and they are amplified.

Requirements: You can only have spells from your school of specialization inscribed within.

Benefit: All spells that you memorize from your tractatus are cast at +1 caster level. However, if you have another spellbook, you suffer a -1 penalty on all Spellcraft checks to copy spells and independently research spells not of your chosen school; this lasts as long as you maintain a tractatus. Should you ever copy spells outside of your school into your tractatus you immediately lose its benefits.

TRAVELER'S SPELLBOOK

Used to frequent traveling, you have reinforced your spellbook's binding, and treated it with waterproofing oils. You also have developed a system to allow you memorize a handful of spells at a glance, in case of midnight raids and other emergencies.

Requirements: Medium-sized or Abridged spellbook. Spend an extra 10 gold.

Benefit: Spellbook gets +2 saves against water. It only takes you half the minimum time to prepare a handful of spells (2-3 minutes for an abridged spellbook, and 7-8 minutes for a medium spellbook). In addition, select one 0th or 1st level spell. You prepare this spell within 1 minute of study. The drawback is that high-level spells interfere with the benefit - 7th level and higher spells negate this ability due to the many pages they consume.

Special: Traveling wizards tend to make these spellbooks into travelogues. While there are no rules for compelling a wizard to do so, encourage the player to bring their spellbook/travelogue to life. If this is done in a good faith effort, don't penalize the PC by requiring pages be spent on the travelogue.