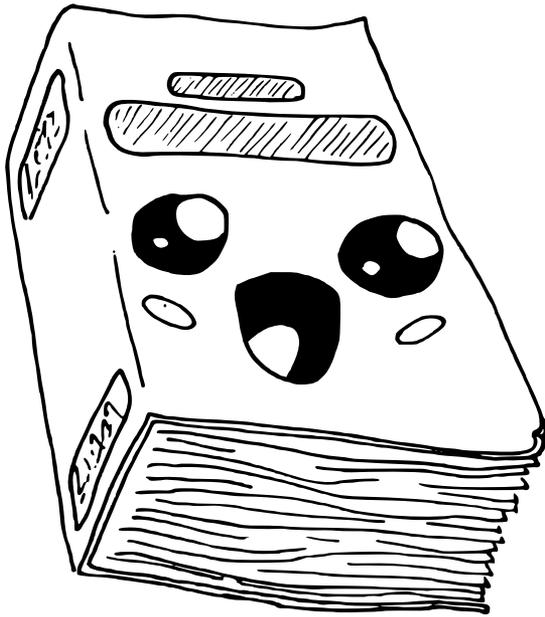


THE ADVENTURING MAGE'S GUIDE TO
**LIVING
SPELLBOOKS**

Benefits, Breeds, and Basic Care



Four-time *Best In Show* winner at the
Gainfordshire Regional Living Spellbook Show and Convention

& author of the best-selling memoir
Write Here, Write Now: My Life as an Award-Winning Spellbook Breeder

**CHESARTHOFAX
CANDLEWARD**

CONGRATULATIONS!

If you are reading this, then you must be the proud new owner of a living spellbook bred by one of my very own Candleward-licensed breeders! Each book comes from an award-winning bloodline, and promises the very best in magical spell-keeping companionship.

When I wrote this book, there was nothing on the market for a mage-on-the-go to introduce them to the wonderful world of living spellbooks. Wizards like yourself were still using tacky dead books to keep track of their spells, because they didn't know all of the benefits of a living spellbook companion. Benefits like:

- Loyalty. Your research is precious to you, and your secrets should be your own.
- Affinity. Some breeds shine their brightest for particular magical domains.
- Companionship. Studying magic can be lonely work, but a living spellbook will always be by your side.
- Assistance. My breeds have been know to self-organize, self-index, suggest writing prompts, open to passages on command, and even perform cross-referencing on your behalf. Many wizards say it's better than having your own scribe!
- and so many more!

In order to get the most from these benefits, you'll need to ensure that your spellbook is in tip-top shape. Even if you don't plan to show it at the Gainfordshire Regional Living Spellbook Show and Convention (where yours truly has won four consecutive best-in-show awards), following the basic care routines in this book is an easy way to keep your spellbook happy and healthy.

And who knows? Maybe someday I'll see you at Gainfordshire yourself! If you follow my advice, you and your spellbook will make an unstoppable team! That's the Candleward promise.

Yours truly,



Chesartho Wax
Candleward

Inguin Breeds

*famous square shape
hard leather cover
decorative spine ridges*

BRONZE INGUIN

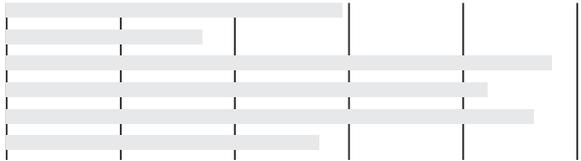


Traits: brown/black matte cover; curved spine with three ridges in upper third; friendly disposition

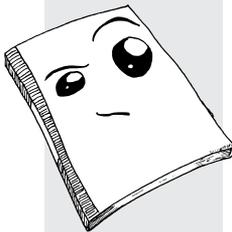
Affinity: none

Excellent choice for: beginning spell-casters, those short on time

Weight
Durability
Compatibility
Ease of Care
Ease of Training
Intelligence



HUOMI INGUIN



Traits: thin; light; reserved disposition; extremely loyal; intelligent

Affinity: illusion

Excellent choice for: those willing to work for a deep, fulfilling connection

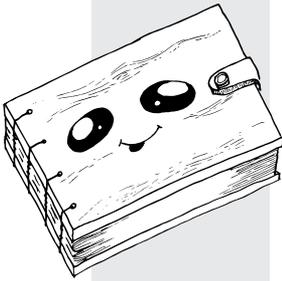
Weight
Durability
Compatibility
Ease of Care
Ease of Training
Intelligence



Nackle Breeds

*striking coptic binding
landscape orientation*

ELEMENTAL NACKLE



Nackles form a family of elemental breeds, one for each of the four primary magical elements: earth, air, fire, and water. Half-breeds that specialize in secondary or tertiary magical elements are not yet recognized by the Gainfordshire Living Spellbook Association, but are an active area of research for many hopeful breeders.

Traits: open spine; decorative stitching; thick, wooden cover; landscape 2:3 proportions

Affinity: earth, air, fire, or water, depending

Excellent choice for: elemental mages

Weight
Durability
Compatibility
Ease of Care
Ease of Training
Intelligence



Use This In Your Game

Scenario hooks

- ▶ Host/visit/judge a living spellbook show. Comment on the decorative filigree, impeccable page ratios, ability to rest flat while open, ink bleed-through, spine curvatures, and other aspects of good breeding. Bring in conflict through a theft, a controversial new breed, or by participating directly in the show.
- ▶ Visit an unlicensed breeder trying to make a new type of spellbook. Are they a dangerous madman? Or a loving tinkerer?
- ▶ Find a cache of feral spellbooks in a lich's library. Without human companionship, they are bursting with magical energy. Also they're probably out of order on the shelves. Spooky!
- ▶ Console a wizard who is dealing with the recent death of a bonded spellbook.
- ▶ Visit a spellbook rescue house, where a mage who can only communicate in writing takes in lost and abandoned spellbooks to find them new homes.

Rules for Dungeon World

These ideas should be usable with many fantasy games. For purposes of illustration, here are some moves for use in Dungeon World.

Adopt a Spellbook

When you adopt a living spellbook, draw a picture of it, and write down the following:

- Name
- Breed
- Affinity (based on breed)
- Bond (min -3, max 3, starts at 0)
- Training (min 0, max 3, starts at 0)

Tell the GM that the Bond and Training of your spellbook can be adjusted as part of the “Use up their resources” move.

Journal

When you feed your spellbook through journaling, ask the GM to pick a prompt, then tell them your character’s response. Example prompts:

- Name a regret in your life. What should you have done differently?
- What is your goal for today?
- Have you ever loved? Who?
- Name a fear. What do you need to do to overcome this fear?
- How will you find happiness today?
- Name something a friend or companion does that you wish you could do. Why can’t you?
- Describe yourself in 3 words
- Name something you are grateful for.
- Name a challenge you expect to face today. How will you prepare?

If the response revealed something new about yourself, roll +Bond.

On a 7+, increase Bond by 1 (max 3).

On a 10+, also gain +1 to the next spell you cast.

On a 6-, no effect. Do not mark XP.

Research

When you feed your spellbook by writing down the details of a magical discovery you've made, roll $-$ Training (subtract Training).

On a 7+, increase Training by 1 (max 3).

On a 10+, also gain +1 to the next spell you cast.

On a 6-, no effect. Do not mark XP.

New Spell

When you feed your spellbook by pressing a new spell scroll between its pages for a day, add that spell to your spellbook and increase Bond by 1.

Feed It

When you do the bare minimum and press a page of another book about magic between the pages of your spellbook for a day, consider it fed.

Go hungry

When you haven't fed your spellbook for 24 hours, decrease Bond by 1. When it's been 48 hours, decrease Bond by 3.

Cast a Spell

When you *Cast a Spell*, if the spell aligns with your spellbook and Bond is positive, add +1 to the roll.

On a 6-, in addition to any other effects, lose 1 Bond and describe how your relationship suffers.

Spout Lore

When you *Spout Lore*, if you are consulting your spellbook and it has Training of 2 or higher, add +1 to the roll.

On a 6-, in addition to any other effects, lose 1 Training and describe how your spellbook suffers.

About

Words/drawings by Brian Shourd, [CC-BY-SA 4.0](#).
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