

# Spellbooks

This system was extrapolated from rules available in the core books and UA. We judge UA's system to unpleasant; the system on this page is used instead.

All spellbooks must be clearly detailed on the character sheet, including which spells are in which books. Spellbooks of any kind which are to be brought on an expedition must be declared by the player before departure.

Type	Spells	Cost	Enc (cn)	Notes
Standard	Unlimited, of one level only	Free, 1,000 gp for replacements or backups	300	
Auxiliary	48 points of mixed level (see below)	1,000 gp	300	
Travelling	20 points of mixed level (see below)	500 gp	150	Saves at -2

## Standard spellbooks

Classes that keep spellbooks obtain and maintain one spellbook per level of spells available to them. The initial costs of these books and the maintenance thereof is included in [upkeep](#) and need not be tracked.

## Auxiliary spellbooks

Auxiliary spellbooks contain 48 “points” worth of spells of mixed level, unlike standard spellbooks which can only contain spells of a single level.

1st-3rd level spells cost 2 points, 4th-6th level spells cost 3 points, and 7th-9th level spells cost 6 points. Are otherwise identical to standard spellbooks.

## Travelling spellbooks

Travelling spellbooks are akin to auxiliary spellbooks, except they cost and weigh half as much, hold only 20 points of spells, and save at -2.

## Adding spells

Costs 100 gp in materials and 1 day per spell level. For example, a 3rd level spell costs 300 gp and 3 days. The [to-know check](#) can be made before paying these costs.<sup>1)</sup>

The spell gained by a magic-user on level-up costs nothing<sup>2)</sup>, but does take the normal amount of days to write.

## Copying spells from spellbook to spellbook

Same costs in gold and time as adding spells: 100 gp in materials and 1 day per spell level. For example, a 3rd level spell costs 300 gp and 3 days.

## Value

See [Selling Treasure](#).

## Sharing

Spellbooks can never be shared between characters. Also remember that all spell trades must be equivalent and fair between PCs, and trades of spells between PCs and NPCs will always favor the NPC.

1)

Magic ink for scrolls and regular copying of spells into spell books must be created by the scribe via a secret formula unique to them. The special ink used for the write spell has a chance to be purchasable from a local apothecary or alchemist. Write, therefore, is the only way a magic-user can add a spell to their spellbook via ink created by someone else. A simple base can be created by the character from berries, mushrooms, and the like. The remaining ingredients may vary based on class. For example, a cleric may use components of some religious significance, druids may use rare herbs and roots, magic-users might employ blood or crushed gems, and illusionists may use mushrooms or eyeballs, to list some examples. Also used may be items collected during recent activity, such as secretions, herbs, bone, organs, tails, wings, digits, hair, flowers, bark, fruits, insects, minerals, scales, dust, skin, fangs, claws, and so on. The actual acquisition of these ingredients is abstracted away for the purpose of the game, but as with spell components the DM may rule that your character is in no position to get what they need (e.g. in the middle of a desert).

2)

The cost is included in [upkeep](#).

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