

# Spellbooks

This system was extrapolated from rules available in the core books and UA. We judge UA's system to be too finicky; 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.

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