

SUBCLASS

ARCANE TRADITION

SPELLBINDING

Spellbinders have an undying thirst for magical knowledge. After studying tirelessly to gather a sufficient understanding of the various wizard traditions, these wizards move on to researching the spells of all disciplines, be they arcane or divine.

Their spellbook functions as a secondary branch of their intellect, allowing them to cause some spells they have studied to manifest incarnate each day by mere force of will. These spells are a living strand of their consciousness that faintly vibrate and pulse on the pages of their tome, as if with a heartbeat of their own.

CONVERGENT TOME

At 2nd level, you learn a powerful ritual that magically binds your mind and your spellbook. You perform the ritual over the course of 1 hour, which can be done during a short rest. You must be touching the spellbook throughout the ritual, at the conclusion of which the bond is forged and the spellbook becomes an extension of your mind.

As long as you are on the same plane of existence as your bonded spellbook and it remains intact, you gain the following benefits:

- As an action, you can instantly summon the spellbook into your hand.
- When you take psychic damage, you can use your reaction to halve that damage against you.
- Being incapacitated does not automatically break your concentration on a spell. Instead, when you become incapacitated, you can make an Intelligence check to attempt to maintain your concentration via your spellbook. You must also repeat the check at the start of each of your turns while you remain incapacitated. The DC equals 13 + the level of the spell you are concentrating on.

If your bonded spellbook is destroyed, you lose these benefits and immediately take psychic damage equal to $3 \times$ your wizard level, as the bond is forcibly severed. You can only have one bonded spellbook. Performing the ritual again breaks your bond to the first spellbook.

ARCANE IMPRINT

When you choose this tradition at 2nd level, you gain proficiency in the Arcana skill, if you don't already have it, and your proficiency bonus is doubled for any Intelligence (Arcana) checks you make to identify a spell or recall lore about spells or magical traditions.

You can draw on your vast knowledge of all disciplines of magic to cause a spell to manifest itself in your bonded spellbook. When you do so, the spell appears to live and breathe with you—an extension of your life essence.

Whenever you finish a long rest, choose one 1st-level spell from any class to magically imprint itself in your spellbook. The spell remains for up to 24 hours or until you die. The chosen spell counts as a wizard spell for you, but does not count against your number of spells prepared.

While the spell remains in your spellbook, you can cast it at its lowest level once, expending a spell slot as normal. When you do so, the spell is cast out and vanishes from your spellbook, making it unable to be cast in this way again.

When you reach certain levels in this class, you can cause an additional spell to manifest itself in your spellbook in the same way: one 2nd-level spell at 5th level, one 3rd-level spell at 10th level, one 4th-level spell at 15th level, and one 5th-level spell at 20th level. Each spell can only be cast at its lowest level once, expending a spell slot as normal, before vanishing from your spellbook.

None of these manifested spells may be selected for use with the Spell Mastery or Signature Spells features.

INTERDISCIPLINARY CANTRIPS

At 6th level, choose two cantrips of your choice from any class's spell list to manifest in your bonded spellbook. While your spellbook is on your person, you can cast those cantrips at will. If they don't appear on the wizard spell list, they are nonetheless wizard spells for you.

When you gain a level in this class, you can choose one of those cantrips and replace it with another cantrip from any class's spell list.

MINDBINDING

When you reach 10th level, your mind becomes an unwavering fortress of support for the spells you cast. You can add your Intelligence modifier to any Constitution saving throws you make to maintain concentration on a spell.

In addition, whenever a creature would successfully interrupt a spell you are casting or end a spell you are concentrating on, such as via *counterspell* or *dispel magic*, you can make an Intelligence saving throw. The DC of the saving throw equals 15 + the level of the spell you are casting or concentrating on. On a success, you overcome the attempt and continue casting your spell or concentrating as normal.

DYNAMIC MANIFESTATION

Starting at 14th level, when you finish a short rest, you can choose one of the spells manifested in your spellbook from your Arcane Imprint feature that you have not yet cast and replace it with another spell of the same level.

In addition, when you use your Arcane Recovery feature, you can cause one spell you already cast that day from your Arcane Imprint feature to return, manifesting itself in your spellbook once more.