

ATYPICAL SPELLBOOKS

While wizards are most prominently known for keeping their repertoire of spells in a mystical book, many wizards have sought nonstandard means of storing, learning, and casting their spells.

When you take your first level in wizard, you can choose to dedicate yourself to a nonstandard type of spellbook, choosing from the options below. No matter what form your spellbook takes, you still learn and prepare spells as normal.

DECK OF LEGERDEMAIN

This 1st-level feature replaces the Arcane Recovery feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it. This grants the Arcane Purge feature and makes certain changes to your spellbook.

YOUR SPELLBOOK

The Book's Appearance. Your spells are inscribed on separate pieces of card, each of which is individually infused with powerful magic. These cards are neatly held in a small packet, allowing quick and easy access to the cards for reference.

Copying a Spell into the Book. Copying a spell into your spellbook costs 200 gp and 1 hour per level of the spell. At the end of this process, you must expend a spell slot of a level equal to or greater than the spell you are copying. If you are copying the spell from a spell scroll, you can halve the gold and time spent, and you do not need to expend a spell slot, but the scroll is destroyed in the process.

Replacing the Book. This deck of cards acts as individual pages of a spellbook, which can be separately lost, destroyed, and replaced. Replacing a single card is no different than copying a new spell. You cannot, however, copy the same spell to multiple cards at once: If you create a card for a spell which currently exists in your spellbook, the first of these cards vanishes.

Arcane Purge. When you cast a spell from your spellbook, you can channel the latent magic held within the card to cast that spell at its lowest level without requiring a spell slot. After you do so, the card is torn asunder, and the spell is immediately and permanently removed from your spellbook. You do not need to have a spell prepared to cast it in this way. To cast a spell in this way, that spell can be no greater in level than your proficiency bonus.

IRONBOUND TOME

This 1st-level feature replaces the Arcane Recovery feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it. This grants the Arcane Smite feature and makes certain changes to your spellbook.

YOUR SPELLBOOK

The Book's Appearance. Despite being a completely normal spellbook on the inside, yours is bound in a heavy metal casing and affixed to a long chain. The added heft of the casting and the maneuverability granted by the chain allow you to batter your enemies while keeping them at a distance.

Copying a Spell into the Book. Within its heavy iron casing, the pages of a typical spellbook are found. The process for copying a spell into your spellbook is entirely unchanged.

Replacing the Book. The spellbook itself can be replaced as normal, but the iron binding and chain require additional workmanship. To outfit your spellbook with these requires 500 gp of materials and takes an experienced smith at least 24 hours of work.

Arcane Smite. By firmly grasping the chain and swinging it with a mix of might and magic, you can use your spellbook offensively. Your spellbook is a martial melee weapon with which you are proficient. It deals 2d6 bludgeoning damage on a hit and has the reach, special, and two-handed properties. **Special:** You have disadvantage when you use your spellbook to attack a target within 5 feet of you.

Additionally, when you hit a creature with your spellbook, you can expend one spell slot to deal force damage to the target, in addition to the weapon's damage. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st. When you use this, you can expend a spell slot no greater in level than your proficiency bonus.

SPELLBUDDY

This 1st-level feature replaces the Arcane Recovery feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it. This grants the Arcane Companion feature and makes certain changes to your spellbook.

YOUR SPELLBOOK

The Book's Appearance. You have befriended a familiar who memorizes all the information you would normally store in a spellbook. When you need to recall this information, your familiar

relays it directly to your mind. You must be able to see your familiar, using your own senses, to cast a spell using it.

Copying a Spell into the Book. The process requires no gold, but takes 4 hours per level of the spell, as you carefully tutor your familiar to remember the intricacies of the spell. This process can be completed in 1-hour increments and does not need to be finished all at once, but any progress is lost if you begin to teach your familiar a different spell.

Replacing the Book. Your familiar remembers your spells, no matter what form it takes.

Whenever you summon a familiar through the find familiar spell, it will always recall the spells exactly as they were taught to it.

Arcane Companion. You learn find familiar as a wizard spell and can cast it as ritual even without your spellbook. While your familiar is within 5 feet of you, it gains the following benefits: It has immunity to all damage and immunity to all conditions.

It can perform the Verbal and Somatic components of wizard spells on your behalf.

Additionally, while your familiar is within 100 feet of you, the spells you can cast through it are not limited to a range of touch. To have your familiar cast a spell in this way, that spell can be no greater in level than your proficiency bonus. Once you have your familiar cast a spell in this way, you cannot have it do so again until you complete a short or long rest, or until you cast find familiar again.

TATTOOED INSCRIPTIONS

This 1st-level feature replaces the Arcane Recovery feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it. This grants the Arcane Flesh feature and makes certain changes to your spellbook.

YOUR SPELLBOOK

The Book's Appearance. An assortment of runes and cryptic writings adorn your body. You have become your own spellbook, and feel the magic coursing through your veins even without referencing the seemingly endless notes which are scrawled across your limbs and torso.

Copying a Spell into the Book. Because you must tattoo the spells directly onto your own body, the process of copying a spell takes 50 gp and 4 hours per level of the spell. A creature with an Intelligence score of 15 or higher can assist you, if that creature is physically capable of tattooing you, halving the time necessary.

Replacing the Book. As your spellbook is bound to your body, it should be impossible to lose any spells. However, if you do (perhaps by losing a limb, or if a tattooed spell is removed by the wish spell) you can replace spells which you have previously known one at a time, in half the time it would have normally taken you.

Arcane Flesh. While you are wearing no armour and not wearing a shield, your AC equals $10 +$ your Dexterity modifier $+$ your Intelligence modifier.

Additionally, when you cast a wizard spell which targets yourself and no other creatures, if that spell would normally require concentration, you can cause that spell to last for up to its full duration without requiring concentration. That spell can be no greater in level than your proficiency bonus. Once you cast a spell in this way, you cannot do so again until you complete a long rest.