

WIZARD

At 2nd level, a wizard gains the Arcane Tradition feature. Here is an option for that feature that is specific to the Vyndur dwarves: the Inkbinder.

INKBINDER

A wand, a staff, an orb—most wizards choose to cast spells with these familiar foci. Vyndurvoht wizards, however, are unique in their spellcasting. Whenever possible, they bind their spells more powerfully, drawing ink into their veins, summoning glyphs to a page, and commanding the magic of the written word to seal their magical effects.

Inkbinders are primarily protectors, masters of wards and illusions to fend off would-be book thieves. Their inky magic has been tweaked specifically to trap and segment their library so as to deter fledgling villains from robbing the library's arcane secrets. Though inkbinding is typically reserved for defensive spells, the most potent inkbinders can use their nuanced spellcasting for all sorts of devastating effects, including their fabled obsidian foam seal.

INKBINDING

2nd-level Inkbinder feature

When casting an abjuration or illusion spell, you can choose to do so either via the normal spellcasting rules or via inkbinding. When you inkbinding, you replace any of the material components for the spell with an amount of ink that costs as much as the original components, plus a single piece of parchment. The ink and parchment are consumed in the spellcasting process. The spell is then augmented in the following ways:

- If the spell has a duration of 1 minute or longer, that duration is now doubled.
- You have advantage on saving throws required to maintain concentration on the spell.
- When casting a spell as a ritual, the additional time required becomes 1 minute instead of 10.
- If the spell's casting time is 1 reaction, you immediately gain a +2 bonus to AC until the start of your next turn.
- When a creature is forced to make a roll to resist the effects of the spell, they must roll 1d4 and subtract the result from their saving throw.

After inkbinding a spell, you gain temporary hit points equal to your wizard level as the ink suffuses your veins.

BONDED AND BOUND

6th-level Inkbinder feature

You add the *find familiar* spell to your spellbook if you don't already know it. You can choose to cast it via inkbinding. When you do so, you can summon either a badger or a weasel as a bonded Sorter.

Your bonded Sorter has opposable thumbs and can add your proficiency bonus to any check that requires calligrapher's supplies, cartographer's tools, or painter's supplies. Your Sorter is trained to help you scribe spells into your spellbook. When it does so, you must still provide the appropriate cost in ink (50 gp per spell level), but you are free to see to other tasks while your familiar scribes for you.

Bonded Sorters are quite a bit hardier than common familiars. An inkbound familiar has an HP equal to twice your wizard level and an AC equal to 10 + your Intelligence modifier (minimum 1). Additionally, when you inkbinding any spell, your bonded Sorter can deliver it so long as they are within 100 feet of you.

SEALED IN FOAM

10th-level Inkbinder feature

Though the act of sealing Vyndurvoht is normally a group ritual, you have learned to replicate its effect on a smaller scale. As a 10-minute ritual, you can encase an object no larger than a 10 ft cube in obsidian foam. The foam is immune to all damages and can't be dispelled by *dispel magic*. A *disintegrate* or *wish* spell, as well as *universal solvent* can instantly dissolve the foam, however. Otherwise, the foam lasts for 1,000 x 1d6 years. You can seal an object in obsidian foam once per day.

NULLIFICATION RESISTANCE

10th-level Inkbinder feature

You've become an expert at resisting common counters to your magical effects. Whenever you inkbinding any spell, it counts as 3 levels higher (to a maximum of 9th) when determining the difficulty of opposing it with *dispel magic*, *counterspell*, or any similar attempted negation. Any ability check made to nullify the effects of your spells are made with disadvantage.

IT IS BOUND

14-level Inkbinder feature

You can now inkbinding any spell, regardless of school, though you only gain temporary hit points when inkbinding an abjuration or illusion spell.

