

Arcane Recovery

LVL 1

(1/day, after a short rest) Recover combined level of spells slots = 1/2 your wizard level (rounded up). Up to 5th level spell slots.

Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Transmutation Savant

LVL 2

The gold and time you must spend to copy a transmutation spell into your spellbook is halved.

Minor Alchemy

LVL 2

You can transform one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

Transmuter's Stone

LVL 6

You can spend 8 hours creating a transmuter's stone. A creature gains a benefit of your choice as long as the stone is in the creature's possession.

When you create the stone, choose the benefit from the following options:

☐ Darkvision out to a range of 60 feet, as described in chapter 8
☐ Increase to speed of 10 feet while the creature is unencumbered

Proficiency in Constitution saving throws

Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit)

Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person.

If you create a new transmuter's stone, the previous one ceases to function.

Shapechanger

LVI 10

You add the *polymorph* spell to your spellbook, if it is not there already. You can cast *polymorph* without expending a spell slot. When you do so, you can target only yourself and transform into a beast whose challenge rating is 1 or lower. Once you cast polymorph in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

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Master Transmuter

VI 14

As an action, Choose one of the following effects. Your transmuter's stone is destroyed and can't be remade until you finish a long rest.

Major Transformation. You can transmute one nonmagical object — no larger than a 5-foot cube — into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.

Panacea. You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter's stone. The creature also regains all its hit points.

Restore Life. You cast the raise dead spell on a creature you touch with the transmuter's stone, without expending a spell slot or needing to have the spell in your spellbook.

Restore Youth. You touch the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3 d 10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.

Spell Mastery

LVL 18

Choose a LVL 1 and a LVL 2 spell that is in your spellbook:

When you have them prepared, you can cast them at their lowest level without expending a spell slot. You can change these spells after 8 hours of study.

Signature Spells

LVL 20

Choose two LVL 3 spell that are in your spellbook:

(1/rest) You can cast each of them once at 3rd level without expending a spell slot.

You always have these spells prepared and they don't count against the number of spells you have prepared.

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