

WIZARD - SCHOOL OF METALLURGY

Most wizards dislike having blood on their robes. They stay on the sidelines, rarely walking forward, even if only for a split second. Wizards who study within the School of Metallurgy don't get blood on their robes either, but for a different reason: layers of magical and metallic armor protect them – and their robes – against even the harshest of blows.

Metallurgy Savant

When you join this school at 2nd level, you've become an expert in spells that interact with armor. The gold and time you must spend to copy spells that grant you resistance to damage, alter your AC, or have the Ironclad ability into your spellbook is halved.

Metallurgist's Armor

Also at 2nd level, you gain access to your Metallurgist's Armor. This armor combines floating metals you conjure and enchanted spectral plates. You add the *mage armor* spell to your spellbook, if it is not there already.



Once per long rest, you can cast *mage armor* without expending a spell slot, but only targeting yourself. when you do so, the spell's duration changes to 10 minutes, you are considered as wearing armor for the purpose of spells and abilities, and you gain one of the following armor benefits for the duration:

- **Quicksilver Armor.** Your AC becomes 12 + your Dexterity modifier, your speed increases by 15 feet, and attacks of opportunity against you are made at disadvantage.

- **Hexgold Armor.** Your AC becomes 14 + your Dexterity modifier (maximum of 2) and you have resistance against your choice of cold or fire damage.

- **Truesteel Armor.** Your AC becomes 17, you have disadvantage on Dexterity (Stealth) checks, have advantage on Strength saving throws, and can't be pushed or knocked prone against your will.

Dependable Protections

When you reach the 6th level, you learn to control the form of your armor to better suit your needs. The duration of your Metallurgist's Armor increases to 1 hour.

In addition, for the duration, you can change between any of the three of your armor benefits as a bonus action. You can use this bonus action a number of times equal to your Intelligence modifier (minimum of 1), and regain all expended uses after completing a long rest.

Empowered Metallurgy

When you reach the 10th level, you can push the benefits of your Metallurgist's Armor to their apex. While wearing your Metallurgist's Armor, the armor benefits improve in the following ways:

• **Quicksilver Armor.** You can take the Disengage action as a bonus action. In addition, When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw.

• **Hexgold Armor.** When you summon the armor, choose a skill you are proficient in. While you wear the armor, your proficiency bonus is doubled for any ability check you make that uses that skill.

• **Truesteel Armor.** You are immune to the frightened, paralyzed and petrified conditions.

Master Metalshaper

Starting at 14th level, your Metallurgist's Armor duration increases to 8 hours, and whenever you summon it, you gain 50 temporary hit points. Once you've gained temporary hit points from this feature, you can't do so again until you finish a long rest.

