

## Corrode

*3rd-level conjuration (druid, ranger, sorcerer, warlock, wizard)*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, M (a suit of metallic armor)

**Duration:** Concentration, up to 1 minute

Make a ranged spell attack against a creature within range. On a hit, the creature takes 8d4 acid damage. If the creature is wearing metal armor, the acid corrodes it. When the creature is hit by the spell and at the start of each of its turns, roll 1d4. The armor's AC is reduced by the amount rolled, to a minimum of 10. A creature can end the effect early by using its action to wipe off the acid.

## Spectral Steel

*3rd-level enchantment (bard, cleric, paladin, wizard)*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** S, M (a suit of metallic armor)

**Duration:** Concentration, up to 10 minutes

You touch a suit of armor and infuse it with strength against otherworldly attacks. For the duration of the spell, any creature wearing the armor has resistance against necrotic and radiant damage, and has advantage on saving throws against spells and effects used by undead or creatures within the ethereal plane. In addition, creatures within the ethereal plane have disadvantage on all attacks against the creature.

**At Higher Levels.** When you cast this spell using a spell slot of 4th or 5th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 7th level or higher, the spell no longer requires concentration.

## Transmute Weapon

*transmutation cantrip (bard, cleric, druid)*

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Components:** V, M (a metal weapon)

**Duration:** 1 minute

You touch a non-magical weapon and weave its material into any other weapon. For the duration of the spell, the weapon becomes another non-magical weapon of your choice.

## Lighten Load

*1st-level transmutation (paladin, ranger)*

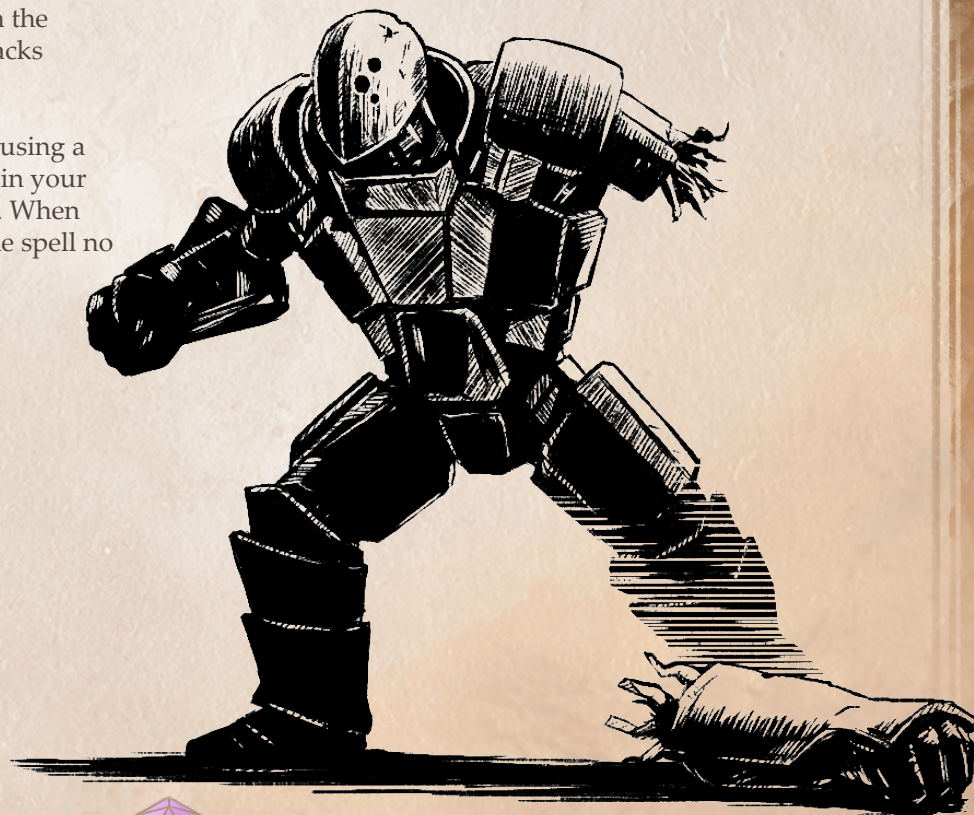
**Casting Time:** 1 Bonus Action

**Range:** Touch

**Components:** V, M (a metal armor)

**Duration:** 1 hour

You touch a suit of armor and magically lessen its weight. For the duration of the spell, the suit of armor doesn't have a strength requirement or impose disadvantage on Dexterity (Stealth) check.



# Metallurgic Summons

3th-level abjuration (paladin, ranger, warlock)

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M (three iron shards)

**Duration:** Concentration, up to 1 hour

You touch a willing creature wearing metal armor. Until the spell ends, whenever the creature takes damage, the armor creates a shardling. For the duration of the spell, the shardling is an ally to you and your companions. In combat, it shares your initiative count, but takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger. At the end of its turn, the shardling is destroyed.

## SHARDLING

*Tiny construct, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 22 (5d4 + 10)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

**Damage Resistances** fire, lightning

**Condition Immunities** blinded, charmed, deafened, frightened

**Senses** blindsight 30 ft. (blind beyond this radius), passive

Perception 6

**Languages** —

**Challenge** 1/2 (100 XP)

**Shard Body.** Whenever a creature damages the shardling with a melee attack or ends its turn within 5 feet of it, it takes 2 (1d4) piercing damage.

## ACTIONS

**Multiattack.** The shardling makes 1d4 piercing shard attacks.

**Piercing Shard.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

# Forgefiend Feast

6th-level conjuration (druid, ranger, sorcerer, warlock)

**Casting Time:** 1 Action

**Range:** 60 feet (10-foot radius)

**Components:** V, S, M (three enchanted gold ingots worth at least 15 gold each, which the spell consumes)

**Duration:** Concentration, up to 1 minute

Using primordial powers, you conjure destructive forgefiends to consume the nearby metal. Choose two empty 5-foot squares within range. Two forgefiends appear, one in each space. When they emerge, each creature in a 10-foot radius centered on that space must make a Dexterity saving throw, taking 6d6 fire damage on a failure or half as much on a success. For the duration of the spell, the forgefiends are allies to you and your companions. In combat, they share your initiative count, but take their turns immediately after yours. They obey your verbal commands (no action required by you). If you don't issue any, they take the Dodge action and use their movement to avoid danger.

## FORGEFIEND

*Small beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 27 (5d6 + 10)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	2 (-4)	13 (+1)	7 (-2)

**Damage Resistances** fire

**Senses** passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

**Menace of Metal.** The forgefiend has advantage on attack rolls against creatures made of metal or wearing metal armor.

## ACTIONS

**Multiattack.** The forgefiend makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is made of metal or wearing metal armor, it takes an additional 3 (1d6) fire damage and the forgefiend regains hit points equal to the fire damage dealt.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

