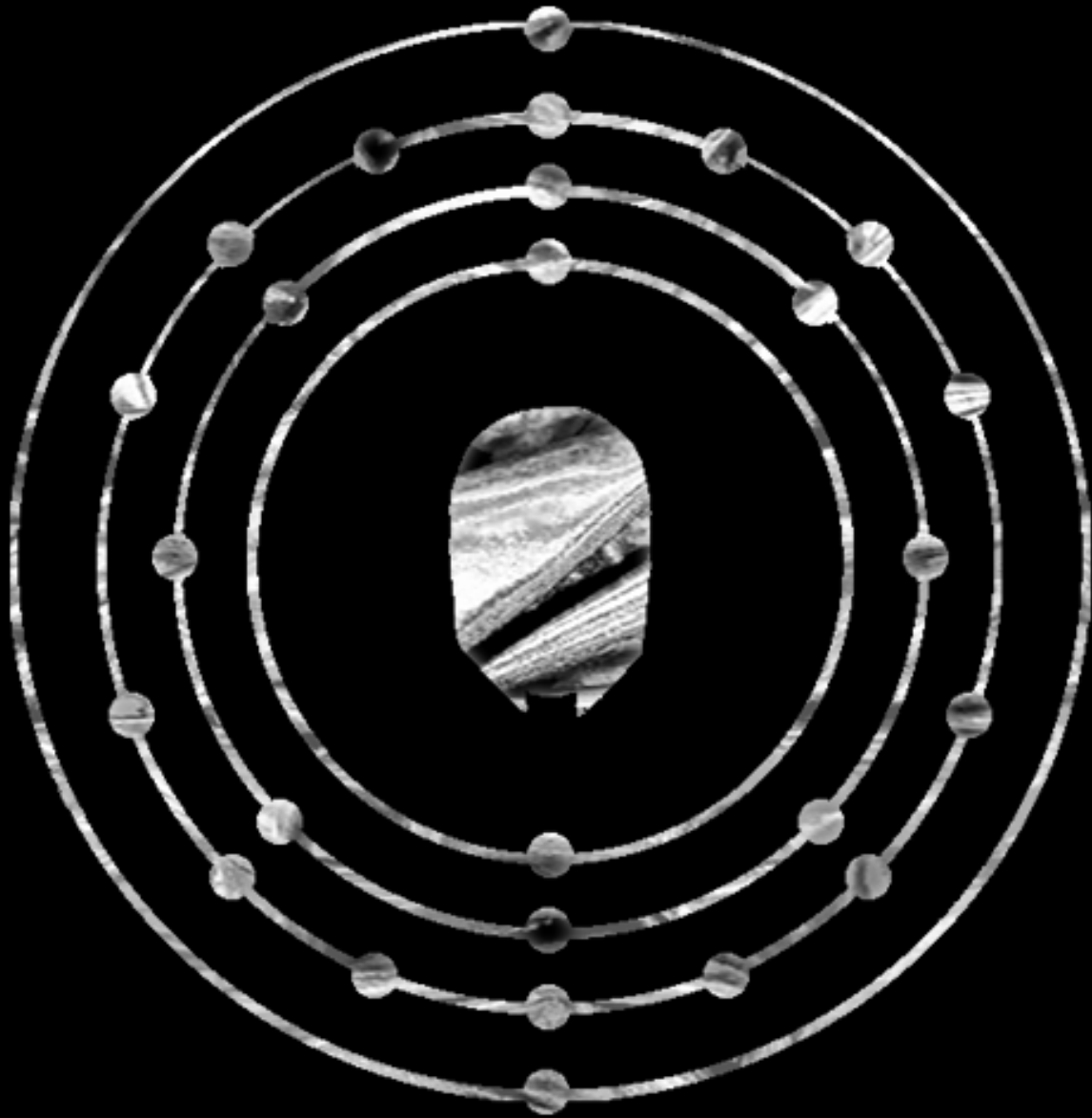




# FULL METAL SORCERY



**FURIEL V. LUNA**

A new origin for sorcerers born with the power to control and manipulate metal  
for the world's greatest roleplaying game

# SORCERER

## SORCEROUS ORIGIN

### FULL METAL SORCERY

Most sorcerers born with full metal sorcery are birthed during great cosmic alignments, or in gravitational anomalies, and have a great affinity for metals and ores.

You could be a sorcerer born with an innate ferrokkinetic sorcery that grants you mastery over the raw energies and materials of the universe by generating and controlling magnetic fields.

However your sorcery came to be, all full metal sorcerers share one trait, their skin becomes metallic in appearance and their eyes chrome over when they use their magic.

### METALLIC SKIN APPEARANCE

d6	Metallic Skin Appearance
1	Iron
2	Steel
3	Silver
4	Gold
5	Mithril
6	Adamantine

### FULL METAL SORCERY FEATURES

Sorcerer Level	Feature
1st	Armor Proficiencies, Full Metal Sorcerer, Full Metal Sorcery Spell List
6th	Ferocious Font of Magic
14th	Heavy Metal Magus
18th	Test of Mettle

### ARMOR PROFICIENCIES

Starting at 1st level, you gain proficiency with light, medium, and heavy armor. Provided the armor is made out of metal, you can do it.

In addition, you can also use your Constitution score to meet the Strength requirement of armor and when you don the armor, you can use the armor as a spellcasting focus for your sorcerer spells, provided the armor is made out of metal.

### FULL METAL SORCERER

Also at 1st level, you can use Constitution instead of Charisma as your spellcasting ability for your sorcerer spells and sorcerer features such as metamagic options, setting the saving throw DC for a sorcerer spell you cast, and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Constitution modifier

**Spell attack modifier** = your proficiency bonus + your Constitution modifier

### FULL METAL SORCERY SPELL LIST

You learn Full Metal Sorcery spells from the following spell list as you gain sorcerer levels.

In addition, you know two full metal sorcery cantrips: *Iron Fist* and *Magic Bullet*.

These cantrips and spells count as sorcerer cantrips and sorcerer spells for you, but they don't count against the number of cantrips and spells you know and they can't be replaced when you gain a level.

### FULL METAL SORCERY SPELLS

Sorcerer Level	Spells
1st	<i>Alter Equipment, Hovering Weapon</i>
3rd	<i>Detect Metals, Manipulate Projectiles</i>
5th	<i>Shape Metal, Spiked Armor</i>
7th	<i>Full Metal Armor, Move Metal</i>
9th	<i>Metal Wings, Whirling Weapon</i>

### FERROCIOUS FONT OF MAGIC

At 6th level, when you cast any spell of 1st level or higher from the Full Metal Sorcery Spells feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level.

If you cast a spell from your Full Metal Sorcery Spells feature using sorcery points, you and any allies within 10 feet of you gain resistance against damage done by all metal weapons until the start of your next turn.

Lastly, you can regain any sorcery points spent on Full Metal Sorcery Spells when you finish a short rest.

### HEAVY METAL MAGUS

At 14th level, as a ritual, you can touch one armor for 10 minutes and it gains the following benefits for 1 day:

- If the armor imposes disadvantage on Dexterity (Stealth) checks, it no longer imposes disadvantage.
- If the armor restricts flying speed, swimming speed, and/or climbing speed, this restriction is ignored.
- If the armor is made out of metal, while donned, it also grants immunity to damage from attacks made by silvered and nonmagical weapons.
- The armor can be doffed or donned as an action.

### TEST OF METTLE

At 18th level, after you or an ally miss an attack with a weapon against a creature you can see within 120 feet, as a reaction, you can spend 4 sorcery points to roll a d4 and attempt to guide the weapon into hitting the creature. Regardless of the creature's AC, the following pertains to the attack against the creature:

On a roll of 1, the attack misses; on a roll of 2, the attack hits for half damage; on a roll of 3, the attack hits; and on a roll of 4, the attack critically hits the creature.

# FULL METAL SORCERY SPELLS

## Additional Spell Options for Sorcerers

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### CANTRIPS

#### IRON FIST

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** Self (5-foot radius)

**Components:** S, M (a small piece of iron)

**Duration:** Instantaneous

You hold iron in the palm of a free hand used in the spell's casting and make a melee spell attack against one creature within 5 feet of you. On hit, the creature takes bludgeoning damage equal to 1d12 + your spellcasting ability modifier.

On a critical hit, the creature must also make a Constitution saving throw or fall prone.

**At Higher Levels.** This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

#### MAGIC BULLET

*Transmutation cantrip*

**Casting Time:** 1 bonus action

**Range:** Touch, 120 ft.

**Components:** S, M (a small piece of metal)

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

As your bonus action, you touch one piece of metal and imbue it with magic to create a bullet that hovers around you. As a bonus action, you can also make a ranged spell attack with one magic bullet against a creature within 120 feet. On hit, the creature takes piercing damage equal to 1d4 + your spellcasting ability modifier. Whether the attack hits or misses, and if not destroyed, the magic bullet returns to hover around you.

**At Higher Levels.** The spell creates more than one bullet when you reach higher levels: two bullets at 5th level, three bullets at 11th level, and four bullets at 17th level. As an action, you can also direct all the bullets at the same target or at different ones. Make a separate attack roll for each bullet.

### 1st-LEVEL SPELLS

#### ALTER EQUIPMENT

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a weapon or armor)

**Duration:** Instantaneous

Your magic can alter the properties of a suit of armor or a weapon you can see until the start of your next turn. You choose if the armor or weapon gains a bonus or penalty.

A weapon you can see gains a bonus or penalty to its attack and damage rolls equal to half your spellcasting modifier, rounded up.

A suit of armor that you can see gains a bonus or penalty to its AC equal to half your spellcasting modifier, rounded down.

#### HOVERING WEAPON

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch, 10 ft.

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

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

You touch a weapon and it hovers around you. The hovering weapon uses your spellcasting modifier, instead of Strength or Dexterity, for its attack and damage rolls. If you are proficient with the weapon, you can add your proficiency bonus to its attack roll. Your hovering weapon can attack any creature within 10 feet of you as your action.

**At Higher Levels.** Your hovering weapon gains an extra attack against the same creature for every spell slot expended above the first, with a maximum of 9 attacks per action when this spell is cast at 9th-level.

### 2nd-LEVEL SPELLS

#### DETECT METAL

*2nd-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a magnet)

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

For the duration, within 30 feet of you, you can sense the presence, shape, and type of metal objects around you as well as their location.

**At Higher Levels.** The detection increases by 15 feet for each spell slot expended above the 2nd.

#### MANIPULATE PROJECTILE

*2nd-level transmutation*

**Casting Time:** 1 reaction

**Range:** 120 feet

**Components:** S, M (a metal projectile)

**Duration:** Instantaneous

When you see an attack from a ranged weapon shoot a projectile containing metal within 120 feet

of you, you can attempt to manipulate the projectile using your reaction to contest the attack roll with your Spell save DC before it hits its target.

If your Spell save DC is greater than the attack roll, you stop the projectile in mid air, gain concentration, and the projectile comes under your control as a *Magic Bullet*. If the attack roll is greater and the projectile hits, the target takes half damage.

## 3rd-LEVEL SPELLS

### SHAPE METAL

*3rd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** S, M (metal to shape)

**Duration:** Instantaneous

You touch an item made of metal and manipulate it in one or both of the following ways:

You change the design and shape of the metal to any shape, item, or equipment you are familiar with, but you cannot change the metal's weight.

You can alter the metal's size by reducing it or enlarging it two sizes grander or smaller, but you cannot change its weight—from small to large or vice-versa, for example.

You can dismiss these effects on the metal as an action, otherwise the effects are permanent.

### SPIKED ARMOR

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (10 lbs of metal which the spell consumes)

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

You touch the metal to a creature wearing armor and it forms retractable metal spikes that jaught out of it at all angles.

When attacked, whether the attack hits or not, all creatures within 5 feet of the creature wearing the armor must make a Dexterity saving throw against your Spell save DC or take 1d4 piercing damage.

## 4th-LEVEL SPELLS

### FULL METAL ARMOR

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (1 lb of metal and diamond dust worth 100 gp, all which the spell consumes)

**Duration:** 1 minute

You touch a willing creature with the metal, transmuting it into a flexible armor covering the creature and granting it immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons for 1 minute.

### MOVE METAL

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (metal to be moved)

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

You can move an object or objects made of metal within a 40-foot radius and with a maximum total weight of 400 lbs.

The metal can be moved 40 feet in any unobstructed direction and cannot be moved by any means from where it is moved to while you are concentrating on the spell. You can move the metal with a bonus action once per turn.

If the metal is held, donned, or firm in place, use your Spell save DC to meet an appropriate check for the task difficulty (5-very easy-removing an arrow from a body, to nearly impossible-30-removing a magic weapon from a CR 20 creature or a huge block of metal) as determined by your DM.

**At Higher Levels.** You can expend additional spell slots to add 400 lbs to the maximum weight that can be moved and an additional 40 feet per turn that the metal can be moved per spell slot expended.

## 5th-LEVEL SPELLS

### Metal Wings

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (a feather from a giant bird and 1 lb of metal, all of which the spell consumes)

**Duration:** 1 hour

Your magic melts metal into a liquid that molds into a pair of metal wings on the back of a suit of armor.

These wings are magic and can be used with all armor types. When the spell ends, the wings dematerialize.

The wings grant a flying speed of 30 feet, the ability to hover in place, and gain one additional property depending on the type metal used in the spell's casting:

**Iron.** As an action, the wings can be used as a melee weapon attack against a creature within 10 feet. On hit, the creature takes 2d6 slashing damage.

**Steel.** As an action, the wings can shoot razor sharp feathers in a 30-foot cone. Creatures in the cone must make a Dexterity saving throw or take 2d4 piercing damage, or half damage on a successful save.

**Silver.** The wings also grant resistance to damage from magic weapon attacks and advantage on saving throws against spells and other magical effects.

**Gold.** The wings grant a swimming speed of 50 feet.

**Mithral.** Flying in or out of an enemy's reach doesn't provoke opportunity attacks.

**Adamantine.** The wings also grant advantage on Constitution saving throws and resistance to damage from attacks made by siege and non-magical weapons.

**Infernal Iron.** The wings also grant resistance to damage from cold and fire.

## WHIRLING WEAPON

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (a weapon and a boomerang)

**Duration:** Instantaneous

You throw a weapon used in the spell's casting and make a melee spell attack.

The weapon whirls around in a 120-foot cone and any creatures of your choice in the cone must make a Dexterity saving throw or get hit by the weapon for its damage + your spell casting modifier and become blinded until the start of their next turn. On a successful saving throw, the creature takes no damage.

The weapon when thrown in this manner counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**At Higher Levels.** The weapon gains one extra attack against each creature in the cone per each spell slot expended above the 5th. Each creature within the cone must make separate Dexterity saving throws for each weapon attack.

## 6th-LEVEL SPELLS

### IRON RAIN

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Sight

**Components:** S, M (10 lbs of iron)

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

A tempest of rusted clouds form, centered on a point you can see and spreading to a radius of 500 feet. Tiny shards of iron start to hail down from the cloud. When a creature enters the area for the first time on a turn or starts its turn there (no more than 1,000 feet beneath the cloud), it must make a Dexterity saving throw. On a failed save, a creature takes 1d4 piercing damage and its speed is halved until the start of their next turn. On a successful save, a creature takes half damage and can move up to their movement speed towards cover.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d4 for each slot level above 6th.

### METALLIC SPHERE

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (10 lbs of metal)

**Duration:** Concentration, up to 5 hours.

A 10-foot-radius sphere of metal surrounds and protects you, but you cannot see through it nor others see in. The Metallic Sphere has hit points equal to your own at the time the spell is cast and shares your AC. Your sphere is immune to damage from attacks made by bludgeoning, slashing, and piercing non magical weapons and can move in any unobstructed direction while you are inside, up to a distance equal to your movement speed. Two medium creatures can fit inside the metallic sphere or one large creature.

**At Higher Levels.** You can expend additional spell slots to increase the radius of the sphere by 5 feet and allow an additional medium creature inside the metallic sphere.

## 7th-LEVEL SPELLS

### MAGIC DRILL

*7th-level transmutation*

**Casting Time:** 1 action

**Range:** Sight

**Components:** S, M (1 lb of adamantine, a bulette claw)

**Duration:** Concentration, up to 24 hours

You create a large 10-by-10-foot adamantine drill

that can dig through most materials. The drill is magical and hovers in place. It has an AC of 22 and 100 hit points with a Strength of 30 (+10).

If a creature is in the way of the drill when active, it must make a Dexterity saving throw to move out the way or take 1d12 force damage and fall prone until it can succeed on the saving throw to move.

As a bonus action, you command the drill to attempt to dig through solid matter by making a Strength check (DC 10 for light density material like dirt or wood, DC 15 for medium density material like rock, DC 20 for hard density material like steel or natural armor, DC 25 for the hardest material, and DC 30 for materials that seem impenetrable). If the drill's check is successful, it burrows through and leaves a 10-foot-diameter tunnel in its wake.

## WALL OF METAL

*7th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (a small block of metal, which the spell consumes)

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

The block of metal expands into a magical metal wall 10-foot-by-50-foot. The wall is as thick and of the same type of metal as the block. The wall is an object that can be damaged and thus breached.

The wall of metal has an AC of 18 with 200 hit points and is immune to bludgeoning, piercing, and slashing damage from nonmagical weapons.

The wall can't occupy the same space as a creature. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall doesn't need to be vertical or rest on any firm foundation. If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the wall gains 5 feet in height and 10 feet in length for each slot level above 5th.

## 8th-LEVEL SPELLS

### ANCHOR

*8th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (a firm surface, hair of dwarf beard)

**Duration:** Concentration, up to 24 hours

You touch an object while standing on a firm surface and that object cannot be moved by any means from its current position as long as you are touching it and are not incapacitated. Objects can be anchored or tied to that object as long as their weight does not exceed a number of tons equal to your spellcasting modifier.

### METALMORPHOSIS

*8th-level transmutation*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** S, M (any type of metal, a scale from an ancient dragon, which the spell consumes)

**Duration:** Instantaneous

You can change any metal such as copper, iron, or steel into any other metal you know, ex. copper into gold, by placing the ancient dragon scale over the metal you wish to transmute.

The amount of metal you can change into another metal is changed at a 1:1 pound-per-pound ratio.

## 9th-LEVEL SPELLS

### CREATE/DESTROY METAL

*8th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (1 lb of a metal and 1 diamond worth over 10,000 gp if creating metal, or a small flame if destroying metal, and a devil's severed hand)

**Duration:** Instantaneous

You either create or destroy metal by touching the hand to the diamond or to the flame near the metal.

**Create Metal.** You create up to 1000 lbs of metal in an empty space, in any shape you want, the metal created is of the same used for the spell and is permanent.

**Destroy Metal.** You destroy up to 1000 lbs of metal upon touching it with the devil's hand a lighting a flame under it. If the metal is imbued or magical in nature, you must roll a Constitution Ability Check and meet a DC appropriate for the task difficulty (5-very easy to nearly impossible-30) as determined by your DM if that metal can be destroyed or not.

## CREATE METAL GIANT

*9th-level transmutation*

**Casting Time:** 24 hours

**Range:** Touch

**Components:** V, S, M (4000 lbs of metal, 7 diamonds each worth 10,000 gp, all of which the spell consumes, and 7 bolts of lightning)

**Duration:** Instantaneous

You place seven diamonds on the metal and align them to your body. When lightning strikes each diamond, the metal begins to take on your basic shape and expand. You sink into the metal and the form grows to size Gargantuan around you. If the space is too small for the shape to grow, the metal giant will break through until it is fully formed.

When the metal giant is formed, it is seamless, and you appear inside a 10-by-10-foot room where you control the giant from, its actions and movements are yours to command. You can enter and exit the metal giant from this room with an action. While you are inside, the metal giant can use your sight and your Intelligence, Wisdom, and Charisma for its saving throws and ability checks. If you step outside, the metal giant becomes inoperable.

Depending on the metal used for the spellcasting, the metal giant gains different properties. The metal giant cannot be dispelled and is permanent. If its hit points reach 0, the metal giant will melt into a puddle of metal in a 20-foot radius. If the metal is not destroyed, you can use it to cast the spell once again if you have the diamonds and lightning.

## METAL GIANT

**Gargantuan construct**

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**Armor Class** 18 (*iron, silver, gold*), 19 (*steel, mithral*), 20 (*adamantine*), 22 (*infernal iron*)

**Hit Points** 420 (20d20 + 200)

**Speed** 80 ft.; 80 ft. fly (*mithral*); 80 ft. swim (*gold*)

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STR	DEX	CON	INT	WIS	CHA
30(+10)	10(-0)	30(+10)	8(-1)	10(-0)	8(-1)

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**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks; *cold and fire* (*infernal iron*)

**Condition Immunities** charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned

**Senses** passive Perception 10, *truesight* 120 ft. (*gold*)

**Languages** none

**Challenge** 25 (75,500 XP)

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**Magic Metal.** The metal giant is immune to any spell or effect that would change its form.

**Magic Resistance.** *The metal giant has advantage on saving throws against spells and other magical effects (silver).*

**Siege Metal.** *The metal giant deals double damage to objects and structures (adamantine).*

### ACTIONS

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**Multiattack.** The metal giant makes two attacks per action using its clobber and/or smash attacks.

**Silvered.** *The clobber and smash attacks count as silvered weapons if your metal giant is made out of silver.*

**Clobber.** Melee Weapon Attack: +10 to hit, reach 20 ft., one target. Hit: 35 (4d12 + 10) bludgeoning damage, and the metal giant can push the target up to 20 feet away from it as part of the attack.

**Smash.** The metal giant smashes one of its feet into a space on the ground within 20 feet of it. Any creature in a 20-foot-radius of that space must succeed on a DC 20 Dexterity saving throw or take 40 (8d10) bludgeoning damage and fall prone.

Until the metal giant uses its smash again or moves, any creature under its foot is restrained. While restrained in this manner, any creature under the metal giant's foot and can use its action to make a DC 20 Strength check. On a success, any creature that passes the check can relocate to an unoccupied space of its choice within 5 feet of the metal giant's foot and is no longer restrained.

Structures, as well as any nonmagical objects that are neither being worn nor being carried, take the same amount of damage if they are in the space that the metal giant has smashed and placed its foot over (no save).

**Disintegration Ray (Once per day).** As your action, the metal giant can fire a ray of energy in a 100-foot line that is 10 feet wide. Each creature in the line of the ray must make a DC 20 Dexterity saving throw, taking 60 (11d10) force damage on a failed save, or no damage on a successful one.

A creature reduced to 0 hit points by the ray is disintegrated, leaving only magical items behind if they were carrying any at the time.

# **METAMAGIC**

## **Additional Options**

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### **ADVANTAGE SPELL**

When you cast a spell, you can spend 2 sorcery points to cast the spell with advantage.

### **BLAST SPELL**

When you roll damage for a spell, you can spend 1 sorcery point per additional damage die you wish to increase the spell's roll for damage by, but the spell's maximum range is reduced by 10 feet per sorcery point when you cast the spell in this manner.

### **DISCASING SPELL**

When you cast a spell against a creature, you can spend sorcery points equal to the number you wish to lower the creature's AC before the spell attack hits.

### **FRIGHTENING SPELL**

When you cast a spell that does not force a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to force all creatures hit or affected by the spell to make a Wisdom saving throw or become frightened.

If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the effect ends for that creature.

### **INVISIBLE SPELL**

When you cast a spell, you can spend 1 sorcery point to make the spell invisible from sight until its effects are triggered or its attack hits.

### **PURE MAGIC SPELL**

You can spend 1 sorcery point to change the damage type of your spell to Force damage.

You can use Pure Magic Spell even if you have already used a different Metamagic option during the casting of the spell.