



## ARCANE TRADITION

### ORDER OF FERROMANCY

The Order of Ferromancy is for wizards whose magic is aimed at manipulating metals. They may have backgrounds as crafters, miners, or metallurgists, or simply have a fascination with the topic. While the order's name refers to iron, ferromantic magic interacts with all kinds of metal; iron, steel, silver, gold, and quicksilver are the most common.

Ferromancers may be of any alignment, though their moral views often reflect the purpose of their craft. Some are rigid and unyielding, like brittle iron; others aim to create flexibility where none existed before. As a relatively new discipline within the arcane world, ferromancers are rare; sometimes hailed as innovators, sometimes derided as upstarts.

### ORDER OF FERROMANCY FEATURES

Wizard Level	Feature
2nd	Metal Lore, Iron Shell
6th	Metal Magus
10th	Quicksilver Boon
14th	Scholar of Steel, Iron Will

### METAL LORE

At 2nd level, you begin your studies of metal-shaping magic. You gain proficiency with smith's tools. You also learn the *shape metal*\* cantrip, or another cantrip of your choice off the wizard spell list if you already know it.

Additionally, at 2nd level and when you reach 3rd, 5th, 7th and 9th level in this class, you learn an additional spell of your choice that has the *ferromancy* tag. When you scribe scrolls of ferromancy spells, it takes half the normal time and you may reduce the component costs by half.

### FERROMANCY SPELLS?

Ferromancy isn't a spell school, but is more of a category. Every available ferromancy spell is listed in appendices on this document.

### IRON SHELL

Also at 2nd level, conjuring metal becomes second nature to you. Whenever you use your action to cast a ferromancy spell of 1st level or higher, you can use your bonus action to coat your skin in a shell of iron, encasing your body until the end of your next turn. This shell grants you an armor class equal to 10 + your Intelligence modifier + the spell's level, but it reduces your movement speed by 10 feet.

## METAL MAGUS

At 6th level, you can alter mundane metals to a phenomenal degree. Your *shape metal*\* spell can affect Medium objects. Additionally, as an action, you can touch a metal object and apply one of the following effects:

- You can increase the armor class of armor or a shield by 1.
- You can increase one damage die on a weapon by one size, up to a maximum of a d12.
- You can grant a weapon the reach property.
- You can apply any effect of the *shape metal*\* spell.

This effect lasts for 8 hours, until you complete a long rest, or until you use this ability again.

## QUICKSILVER BOON

At 10th level, you can create metallic blessings for your allies at a moment's notice. As a reaction after a creature you can see within 30 feet is hit with an attack but before damage is rolled, you can summon a quicksilver coating of protection. They gain resistance to bludgeoning, piercing, and slashing damage from that attack.

## SCHOLAR OF STEEL

At 14th level, your mastery of metal magic is unsurpassed. Your *shape metal*\* spell can affect Large objects, and you can use it to manipulate complex objects (such as opening a lock or repairing a machine). If the object has an associated DC (for example, picking a lock), you make a spell attack roll against the DC.

## IRON WILL

Also at 14th level, you have advantage on Wisdom and Constitution saving throws as long as your Iron Shell is active.

## ORDER OF FERROMANCY QUIRKS

The following are some optional quirks for a player of this subclass to choose from.

### d6 Quirk

- 1 Your eyes are the color of quicksilver.
- 2 Your spellbook is sheets of etched gold.
- 3 You collect rusted objects, to practice your art.
- 4 You constantly try to lighten your allies' armor, even when they didn't ask and don't really need it.
- 5 Your favorite treat for yourself is to meld gold thread into your robes.
- 6 You aren't welcome in any of your hometown's smithies.

# APPENDIX 1: METAL SPELLS LIST

The following spells can be considered to have the *ferromancy* tag.

## CANTRIPS (0 LEVEL)

- Blade Burst<sup>S</sup>
- Shape Metal\*

## 1ST LEVEL

- Blade Mirage<sup>K</sup>
- Flashdaggers\*
- Keen Weapon\*
- Unburden<sup>K</sup>

## 2ND LEVEL

- Conjure Blade\*
- Knock
- Whirling Daggers<sup>S</sup>
- Liquid Armor\*
- Heat Metal
- Infernal Shackles<sup>K</sup>

## 3RD LEVEL

- Lead to Gold\*
- Quicksilver Lash\*

## 4TH LEVEL

- Iron Garden<sup>K</sup>
- Silver Storm\*

## 5TH LEVEL

- Alter Metal\*
- Auric Lance\*

## 6TH LEVEL

- Vorpal Weapon<sup>K</sup>
- Blade Barrier
- Steelskin\*

## 7TH LEVEL

- Incandescent Blade\*
- Shard Rain\*

Spells marked with <sup>S</sup> are from Spells That Don't Suck. Spells marked with <sup>K</sup> are by KibblesTasty. Spells marked with \* were written for this document. All are included below.

## APPENDIX 2: NEW SPELLS

### ALTER METAL

*5th-level transmutation (ferromancy)*

**Classes:** Wizard

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You point at a nonmagical metal object within range and dramatically change its properties. The object must be Huge or smaller, and can't be worn or carried. You can manipulate it in any number of the following ways:

- You can stretch or compact it. You can halve its size, double its size, or anything in between. Its weight does not change, nor does the actual quantity of metal.
- You turn it into another metal of similar value.
- You can reshape it into another object of similar size.
- You can alter its strength, reducing its hit points to one-quarter or increasing them to four times the original.

### AURIC LANCE

*5th-level transmutation (ferromancy)*

**Classes:** Cleric, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a golden needle)

**Duration:** Instantaneous

You fling a golden needle at a target within range, which expands into a deadly spear. Make a ranged spell attack. On a hit, the target suffers 10d8 piercing damage and gleams with a golden aura, granting advantage on all attacks against them until the start of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 per slot level above 5th.

### BLADE BURST

*Conjuration cantrip (ferromancy)*

**Classes:** Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

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

**Components:** V

**Duration:** Instantaneous

**Replaces:** *Sword Burst*

You conjure a ring of blades that slash or stab at your foes. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take your choice of 1d6 slashing or 1d6 piercing damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

### BLADE MIRAGE

*1st-level illusion (ferromancy)*

**Classes:** Bard, Occultist, Ranger, Spellblade, Sorcerer, Wizard

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a melee weapon worth at least 1 sp)

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

You twist illusions around a melee weapon you are holding. When you cast the spell, and on each subsequent turn for the duration as a bonus action, you can create feinting blows with the illusory copies of your blade, distracting your target and giving you advantage on the next weapon attack against that target before the end of your turn. The spell ends early if let go of the weapon you cast it on.

As an action, a creature that can see you can make an Intelligence (Investigation) check against your spell save DC. On success, you no longer gain advantage from using the illusory blades when making a feint against that creature, rendering the spell impotent against that creature.

### CONJURE WEAPON

*2nd-level conjuration (ferromancy, ritual)*

**Classes:** Wizard

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (an empty scabbard)

**Duration:** 1 hour

You conjure worked steel in the shape of a weapon. The conjured weapon has all the properties of any weapon you choose. It counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If you select a weapon with the ammunition property, you can produce up to 5 pieces of ammunition for it.

### INCANDESCENT BLADE

*7th-level evocation (ferromancy)*

**Classes:** Wizard

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a nonmagical dagger or sword, which is consumed)

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

You take hold of a small sword, and turn it into an enormous white-hot blade of glowing metal. The sword gives off dim light in a 20-foot radius, and an overwhelming heat that deals 2d6 fire damage to all other creatures starting their turns within 5 feet of you.

While wielding the sword, you can use your action to make a melee spell attack against one or two adjacent creatures within 10 feet, dealing 3d8 fire and 3d8 slashing damage on a hit. Alternately, you can use your action to attempt to impale one creature within 15 feet. The target must make a Dexterity saving throw. On a failure, they take 6d8 fire and 6d8 piercing damage. If this reduces them below 30 hit points and they are not immune to fire damage, they are incinerated, dying instantly and turning to ash. After attempting to impale a creature in this way, the spell ends.

## INFERNAL SHACKLES

*2nd-level conjuration (ferromancy)*

**Classes:** Spellblade, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a link from a chain burned in a fire that killed at least one creature)

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

Chains of burning black iron spring from the ground and attempt bind a creature you can see within range. The target creature must make a Strength saving throw. On failure, it takes 3d6 fire damage and its movement speed is reduced to zero for the duration of the spell. On success, they take half as much damage and are not bound.

At the end of each of their turns, the target repeats its saving throw. On a success, the chains broken and the spell ends for that target. On a failure, it remains bound and takes an additional 2d6 fire damage as it is seared by the chains.

**At Higher Levels.** When you cast this spell with a 3rd level spell slot or higher, you can target an additional creature for each spell slot level above 2nd.

## IRON GARDEN

*4nd-level transmutation (ferromancy)*

**Classes:** Spellblade, Warlock, Wizard

**Casting Time:** 1 action

**Range:** Self (20-ft. radius)

**Components:** V, S

**Duration:** Instantaneous

Iron spikes lance upwards from the ground in all directions around you, impaling creatures within 20 feet of you. Creatures in the target area must succeed a Dexterity saving throw, or take 6d8 piercing damage, and their movement speed drops to zero until the end of their next turn. On a success, they take half as much damage, and their movement speed is not reduced to zero.

Until the start of your next turn, when a creature moves into or within the area, it takes 1d8 piercing damage for every 5 feet it travels. At the start of your next turn, the spikes rust away to dust.

**At Higher Levels.** When cast with a 5th level or higher spell slot, the initial damage increases by 1d8 for each level spell slot level above 4th.

## FLASHDAGGERS

*1st-level conjuration (ferromancy)*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You summon a spray of knives, hurling them at a creature you can see within range. The target must make a Dexterity saving throw, taking 5d4 piercing damage on a failure or half as much on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 per slot level above 1st.

## KEEN WEAPON

*1st-level transmutation (ferromancy)*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 15 feet

**Components:** V, S

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

You point at a metal weapon and magically enhance its sharpness or hardness. Until the spell ends, the target weapon deals an extra 1d4 damage of its damage type on a hit.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the spell can target an additional weapon for each two slot levels above 1st.

## LEAD TO GOLD

*3rd-level transmutation (ferromancy)*

**Classes:** Wizard

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a quantity of base metal worth up to 10gp)

**Duration:** 1 hour

You reshape a quantity of base metal, transforming it into valuable gold. You can transform up to 10 gp worth of base metal into a quantity of gold worth ten times as much. The metal's general form does not change. After the spell ends, the metal returns to its original material.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the spell's duration increases by 1 hour per level above 3rd. If cast with a 9th-level spell slot, the duration is permanent.

## LIQUID ARMOR

*2nd-level conjuration (ferromancy)*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (a small steel plate)

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

You touch a willing creature, and immediately create a flowing layer of steel over its skin. The target's AC can't be lower than 16, and they have resistance to the next 2 instances of bludgeoning, piercing, or slashing damage they suffer. Once all these instances are spent, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the target is resistant to 1 more instance of damage for each slot level above 2nd.

## QUICKSILVER LASH

*3rd-level conjuration (ferromancy)*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (several droplets of quicksilver)

**Duration:** Instantaneous

You transform a few drops of quicksilver into a massive whip, striking out at your enemies. Make a melee spell attack against a creature within range. If the attack hits, the target takes 6d8 slashing damage, and a Large or smaller target must make a Strength saving throw. If they fail the saving throw, you can pull them toward you up to 30 feet and knock them prone.

## SHAPE METAL

*Transmutation cantrip (ferromancy)*

**Classes:** Wizard

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

You rest your hand on a Tiny or Small metal object and alter its properties. You can manipulate it in one of the following ways:

- You alter its weight, reducing or increasing it by up to half.
- You alter its appearance. You can make it look like any other metal, adjust how reflective it is, and make minor changes to its texture.
- You alter its form, bending or stretching it up to half its length.
- You enhance its malleability, granting advantage to attempts to craft or sculpt it while you maintain this effect.
- If it is a blade, you sharpen or dull its edge, increasing or reducing its next damage roll by 1 point.
- You can harden an object, increasing its hit points by your wizard level.

After 1 minute, or as soon as you cast the spell again, the object returns to normal.

## SHARD RAIN

*7th-level conjuration (ferromancy)*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a handful of gold slivers)

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

You create a terrible storm of jagged metal, raining down in a 100-foot-high column with a 30-foot radius. Every creature within the area of effect must make a Dexterity saving throw, taking 9d8 piercing damage on a failure or half as much on a success. If a Large or smaller creature fails by 5 or more, they are pinned to the ground, becoming restrained. Any creature within 5 feet can use their action to pull the shard free, attempting a Strength (Athletics) check against your spell save DC and freeing the target on a success.

## SILVER WIND

*4th-level conjuration (ferromancy)*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small silver mirror)

**Duration:** Instantaneous

You summon a hail of silver needles at a point within range, flinging them in a direction of your choice. The needles form a line 5 feet wide and 30 feet long. All creatures within their path must make a Dexterity saving throw, suffering 6d8 piercing damage on a failure or half as much on a success. Shapechangers and other creatures susceptible to silver have disadvantage on this saving throw, and on a failure, cannot change their form until the end of their next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the spell's damage increases by 1d8 for each slot level above 4th.

## STEELSKIN

*6th-level abjuration (ferromancy, ritual)*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a handful of steel shavings)

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

You touch a creature and transmute their skin into a fine layer of worked steel. Until the spell ends, the target's armor class can't be lower than 19, and they have resistance to bludgeoning, piercing, and slashing damage. At the start of each of the target's turns, they gain 10 temporary hit points.

## UNBURDEN

*1st-level transmutation (ferromancy)*

**Classes:** Inventor

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

A creature you touch no longer suffers the penalties to movement speed or to their Dexterity (Stealth) checks from wearing medium or heavy armor, and is no longer encumbered from carry weight unless they are carrying more than twice the weight that would encumber them.

## VORPAL WEAPON

5th-level transmutation (ferromancy)

**Classes:** Inventor

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a weapon worth at least 1 cp)

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

You touch a weapon and imbue it with power. Until the spell ends, the weapon becomes indescribably sharp, ignoring resistance to slashing damage, and gains the Siege property, dealing double damage to inanimate objects such as structures. If a weapon has a modifier of less than +3 to attack and damage rolls, its modifier becomes +3 to attack and damage rolls for the duration of the spell.

Additionally, if a critical strike of this weapon would leave a creature with less than 50 hit points, the target creature is decapitated, killing it.

## WHIRLING DAGGERS

2nd-level conjuration (ferromancy)

**Classes:** Bard, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a shard of metal)

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

**Replaces:** *Cloud of Daggers*

You fill a 5-foot-diameter sphere with whirling daggers in a space of your choice within range for the duration. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

As an action, you can cause the daggers to point and shoot at a creature within 30 feet of the sphere. Make a ranged spell attack. On a hit, targets take 4d4 piercing damage, or half as much damage on a miss. Hit or miss, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

## CHANGELOG

### V0.7

- Added AHL to Silver Storm, and renamed to Silver Wind

### V0.6

- Updated art and license

### V0.5

- Rephrased Lead to Gold
- Reduced damage on Flashdaggers

### V0.4

- Nerfed Shape Metal a bit
- Changed Flashdaggers from attack roll to save-for-half

### V0.3

- Wrote most of the metal spells

### V0.2

- Adjusted Iron Will

### V0.1

- Rough Draft

## CREDITS & REFERENCES:

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## Spells

- Alter Metal, Auric Lance, Conjure Blade, Flashdaggers, Keen Weapon, Lead to Gold, Liquid Armor, Quicksilver LaSh, Shape Metal, Shard Rain, Silver Storm, Steelskin by somanrobots
- Blade Burst, Whirling Daggers by somanrobots and Omega Ankh
- Blade Mirage, Infernal Shackles, Iron Garden, Infernal Shackles, Vorpal Weapon by KibblesTasty

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