Voltage Bolt
3rd-level evocation (sorcerer, warlock, wizard)

Casting Time: 1 Action
Range: 90 feet
Components: V, S, M (a lightning rod made of silver worth at least 100 gold)
Duration: Instantaneous

You create a charge of voltaic energy and release it toward a target of your choice that you can see within range. If the target is wearing metal armor or is made of metal, an additional charge is created which leaps toward another target within 30 feet of the original target. This process can repeat up to two times. A target can be a creature or an object and can be targeted by only one of the charges.
A target must make a Dexterity saving throw. On a failed save, the target takes 1d8 lightning damage + an additonal 1d8 lightning damage for each target before it. On a successful save, a target takes half damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can create an additional charge for each slot level above 3rd.

Alloy Armor
4th-level transmutation (cleric, druid, paladin, sorcerer, wizard)

Casting Time: 1 Bonus Action
Range: Touch
Components: S, M (an ingot of gold, iron or silver worth at least 50 gold, which the spell consumes, and a suit of metal armor)
Duration: 10 Minutes

You magically infuse a metal armor with a metal of your choice, giving it a benefit based on the metal consumed from the following list:
   • **Iron Reinforcement.** The armor grants a +2 to AC for the next 10 minutes.
   • **Silver Spikes.** Whenever a creature hits the armor's wearer with a melee attack for the first time on a turn, it takes magical piercing damage equal to your spellcasting modifier (minimum of 1).
   • **Golden Glimmer.** Whenever a creature ends its turn within 10 feet of the armor's wearer or comes within 10 feet of the armor's wearer, it must succeed on a Constitution saving throw against your spell save DC or become blinded until the start of your next turn.

The benefit lasts for 10 minutes, or until the armor is infused with a new benefit or is destroyed.

Turn to Shrapnel
7th-level evocation (sorcerer, warlock, wizard)

Casting Time: 1 Action
Range: 100 feet (30-foot radius)
Components: S, M (a molten ball of various metals worth at least 500 gold)
Duration: Instantaneous

You focus on a suit of nonmagical armor or a nonmagical weapon, attempting to destroy it in its entirety. Choose a nonmagical object made of metal within range. If the object is not worn or carried, it bursts into shrapnel. If the object is being worn or carried, you must make a spell attack against the creature wearing or holding it. On a hit, the object explodes into shrapnel.

When the object explodes, each creature within a 30-foot radius sphere centered on it must make a Dexterity saving throw. A creature previously holding or wearing the object has disadvantage on this saving throw. A target takes 10d6 piercing damage on a failed save or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 9th level, you can also target magical items. If you target a magical item, you must make an ability check using your spellcasting modifier for the spell to take effect. The DC is 10 for a common item, 12 for uncommon, 14 for rare, 16 for very rare, 18 for legendary, and 20 for an artifact.