



# SECRET MASTERS

THE BLACKCLAD CLASS



**N**O GROUP AMONG THE HUMANS OF WESTERN Immoren is more mysterious than the blackclads of the Circle Orboros. The Circle is an ancient order of those who have answered the wilding, an inborn connection to predatory beasts and the natural forces that flow invisibly through Caen through the ley lines that crisscross the planet. The order's initiates, known as blackclads, command the powers of storm and stone, and wild beasts answer their call. Blackclads ferociously defend the nodes where ley lines intersect, protecting them from competing groups and the encroachment of civilization.

The blackclads are connected to the Devourer Wurm but do not worship it, viewing it as merely one aspect of a greater power they call Orboros. Long-lived, secretive, and reclusive, these misunderstood druids are feared by the other inhabitants of western Immoren, who accuse them of performing dark rites in the moonlit wilds. Yet among wilderness societies, the significant power and influence wielded by the Circle Orboros affords blackclads a measure of wary respect. Having learned how to manipulate others to help fulfill the Circle's far-reaching goals, individual blackclads are often sent forth into such societies to gather allies.

### THE WILDING

A tiny percentage of human children undergo a confusing time called the *wilding*. Such children begin manifesting strange behavior—tearing off their clothes, running away from home and into the forest in the middle of the night, barking or howling, staring for hours into the eyes of a nearby animal, and so on. Most ignorant laypersons mistake this conduct for madness or other problems, and most communities shun such “odd” children, if not abandon them outright. In extreme cases, such as in certain Menite communities, such children are slain out of fear of sorcery or the taint of the Devourer Wurm. The druids of the Circle Orboros try to anticipate such trouble and intervene whenever possible.

Senior druids are responsible for predicting these manifestations and dispatching one or more warders to gather a wilding child. In some cases, the child's parents view this as mercy and voluntarily entrust the child to the druids' care. In other cases, however, the blackclads must abduct wilding children in secret. The druids (or families closely affiliated with them) raise these children until they prove themselves ready to learn how to master their powers. For this reason, most druids have no knowledge of their parents and rarely attempt to reestablish contact with blood relations. The Circle Orboros becomes their only family, and they accept the mystery of their origins. Understandably, rumors of this practice have not endeared the blackclads to communities whose children have gone missing.



## STRADDLING THE DIVIDE

Blackclads are not entirely unknown on the fringes of civilization. Communities living near major wilderness regions may have periodic contact with local druids, who are treated with a respect tinged by fear. Blackclads often visit these communities when conducting their mysterious missions or bartering for information.

In return for cooperation, blackclads sometimes offer to manipulate the weather, drive off feral threats, or ensure a bountiful harvest. The Circle has often used such negotiations to further its agendas, as a desperate community might agree to any terms a blackclad offers. Blackclads are also known to visit communities to recover children undergoing the wilding. Although a community might occasionally accuse the druids of stealing their children, parents are usually complicit in these arrangements and often agree to give up children who seem deranged and dangerous. In some cases, local wilderness peoples will seek the aid of the blackclads to broker peace or trade. Such invitations provide the Circle Orboros with favorable opportunities to further its aims.

Their reputation and the mystery surrounding their objectives enable the blackclads to step between civilization and the wilds with some ease. Even in the best circumstances, though, most townsfolk will go out of their way to avoid a druid. Just as the blackclads are valued for their strange powers, so they are also seen as harbingers of disaster, plague, and natural destruction. In extreme cases, such as after a mysterious calamity, townsfolk may band together to drive blackclads and their allies away. In most wilderness communities, the fear blackclads evoke is sufficient to ensure their safety, as the Circle is widely known to repay any harm done to its members tenfold.

## THE BLACKCLADS AND THE CLAIMING

When the Claiming began, the blackclads' strength was already stretched nearly to its limits. Years of constant fighting had reduced the numbers of the Circle's allies, and efforts to restore the ley line network pushed the blackclads to the extent of their abilities. Compounding these troubles, the group's leaders, always at odds with each other even in the best of times, couldn't agree on how to deal with the constant sequence of crises that demanded their attention.

Oddly, the emergence of the infernals was something of a boon to the Circle. Even though the Claiming posed the same risk to its human members that it did to all other humans in western Immoren, the infernals focused their early efforts on humanity's population centers. While the Iron Kingdoms fought to keep the invaders at bay, the blackclads of the Circle Orboros seized the opportunity to retreat to their holdings in the wilderness and regather their strength. Many ritual sites were lost during the process, but concentrating on the most vital regions and defending them allowed the blackclads to preserve the greater portion of their holdings in western Immoren, and they suffered far fewer losses than the civilized world did.

For reasons unknown to the Circle, the infernal attackers seemed less eager to claim the souls of Tharn than the souls of their human vassals among the barbarian tribes. As a result, the ranks of the human barbarian tribes loyal to the Circle diminished during the Claiming, but the strength of the Tharn did not. By the time the Claiming ended, these feral warriors represented a substantial portion of the Circle's military strength.

In the years since the Battle of Henge Hold, the Circle Orboros has been able to return to its traditional methods. Rather than fight in force, it has undertaken surgical actions against the greatest threats, launching Tharn packs at sites in great numbers while deploying its more ingenious human warriors to achieve specific objectives. The threat posed by the dragon Everblight has seemingly stalled out, the Convergence of Cyriss has fractured into several smaller groups that pose a less dire threat, and human civilization has needed time to recover in the aftermath of the Claiming. All the while, the blackclads have reestablished themselves as the hidden masters of the wilderness, expanding their influence and reclaiming territories once thought forever lost.

*"Even as we hone our ability, we must remember that this power has a purpose. We cannot be reluctant to act. A time of crisis lies ahead. The era of scheming is over."*

*Omnipotent Fortus, Watcher  
of Blighterglast*

## CREATING A BLACKCLAD

When making a blackclad, think about how you came by your abilities and your association with the Circle Orboros. Did you undergo the wilding at a young age or closer to your teenage years? Do you remember anything about the community you grew up in, or is the Circle the only family you have ever known? Do you resent the people that surrendered you to the blackclads, or do you consider it a fortunate turn of events?

### MULTICLASSING AND THE BLACKCLAD

If your group uses the optional rules for multiclassing, here's what you need to know if you choose blackclad as one of your classes.

**Ability Score Minimum.** As a multiclass character, you must have a Wisdom score of at least 13 to take a level in this class or to take a level in another class if you are already a blackclad.

**Proficiencies.** If blackclad isn't your initial class, you gain proficiency with light armor, medium armor, cleft weapons, and vouldges when you gain your first level as a blackclad.

**Spell Slots.** Add your levels in the blackclad class to the appropriate levels from other classes to determine your available spell slots.

## THE BLACKCLAD

Level	Proficiency Bonus	Features	Cantrips Known	Spell Slots per Spell Level								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Eyes of the Wild, Spellcasting	2	2	—	—	—	—	—	—	—	—
2nd	+2	Nature's Cloak, Path of Orboros	2	3	—	—	—	—	—	—	—	—
3rd	+2	—	2	4	2	—	—	—	—	—	—	—
4th	+2	Dominating Presence, Ability Score Improvement	3	4	3	—	—	—	—	—	—	—
5th	+3	—	3	4	3	2	—	—	—	—	—	—
6th	+3	Path of Orboros feature	3	4	3	3	—	—	—	—	—	—
7th	+3	—	3	4	3	3	1	—	—	—	—	—
8th	+3	Land's Stride, Ability Score Improvement	3	4	3	3	2	—	—	—	—	—
9th	+4	—	3	4	3	3	3	1	—	—	—	—
10th	+4	Path of Orboros feature	4	4	3	3	3	2	—	—	—	—
11th	+4	—	4	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	—	—	—
13th	+5	—	4	4	3	3	3	2	1	1	—	—
14th	+5	Path of Orboros feature	4	4	3	3	3	2	1	1	—	—
15th	+5	—	4	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	—
17th	+6	—	4	4	3	3	3	2	1	1	1	1
18th	+6	Spontaneous Casting, Timeless Body	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	+6	Omnipotent	4	4	3	3	3	3	2	2	1	1

## CLASS FEATURES

As a blackclad, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per blackclad level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per blackclad level after 1st

### PROFICIENCIES

**Armor:** Light armor, medium armor

**Weapons:** Cleft weapons, daggers, maces, quarterstaves, scythes, spears, voulges

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two from Animal Handling, Arcana, Athletics, Insight, Medicine, Perception, and Religion

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

(a) a cleft weapon or (b) any simple weapon

(a) a voulge or (b) any simple melee weapon

Leather armor, an explorer's pack, and an arcane focus

Alternatively, you can forgo this starting equipment and the items offered by your background and start with 4d4 × 10 gp to buy your equipment instead.

## EYES OF THE WILD

At 1st level, you have trained extensively in matters of the wilderness and have a deep affinity for the wilds of Caen. You gain proficiency in the Nature and Survival skills, and you have advantage on ability checks using these skills when you are in a natural environment.

## SPELLCASTING

Drawing on the primal power of Orboros itself, you can cast spells to shape that essence to your will.

## CANTRIPS

At 1st level, you know two cantrips of your choice from the blackclad spell list. You learn additional blackclad cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Blackclad table.

## PREPARING AND CASTING SPELLS

The Blackclad table shows how many spell slots you have to cast your blackclad spells of 1st level and higher. To cast one of these blackclad spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of blackclad spells that are available for you to cast, choosing from the blackclad spell list. When you do so, choose a number of blackclad spells equal to

your Wisdom modifier + your blackclad level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level blackclad, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of blackclad spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

## SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your blackclad spells, since your magic draws upon your understanding of the primordial power of Orboros. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a blackclad spell you cast and when making an attack roll with one.

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

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

## RITUAL CASTING

You can cast a blackclad spell as a ritual if that spell has the ritual tag and you have the spell prepared.

## SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your blackclad spells.

## NATURE'S CLOAK

Starting at 2nd level, you are accustomed to moving unseen in natural environments. While you are in a natural environment, you can take the Hide action as a bonus action. Additionally, you leave tracks in a natural environment only if you choose to do so.

## PATH OF ORBOROS

At 2nd level, you choose to walk one of the many paths of Orboros: the Path of Nature's Wrath, the Path of Stone, or the Path of the Wayfarer, all detailed later in this class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

## PATH SPELLS

Each path has a list of spells—its path spells—that you gain at the blackclad levels noted in the path description. Once you gain a path spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a path spell that doesn't appear on the blackclad spell list, the spell is nonetheless a blackclad spell for you.

## DOMINATING PRESENCE

At 4th level, you can use the dire reputation of blackclads as harbingers of ill fortune to your benefit. As a bonus action, you can fix your gaze on one humanoid creature you can see within 10 feet of you. If the target is aware of blackclads and their work, it must succeed on a Wisdom saving throw against your spell save DC or become frightened of you for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. If your campaign uses the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

## LAND'S STRIDE

Starting at 8th level, moving through nonmagical difficult terrain doesn't cost you extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

## SPONTANEOUS CASTING

Beginning at 18th level, you can cast spells in response to the actions of others. Choose a blackclad spell of 5th level or lower that you can cast and that has a casting time of 1 action. You always have this spell prepared, it doesn't count against the number of spells you can prepare, and you can cast it as a reaction.

Once you use this feature, you can't use it again until you finish a short or long rest. In addition, you can choose a different spell to use with this feature when you finish a short or long rest.

## TIMELESS BODY

Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

## OMNIPOTENT

At 20th level, your Wisdom score increases by 4. Your maximum for this score is now 24. Additionally, when you use your Spontaneous Casting feature, creatures have disadvantage on their saving throws, and you have advantage on your spell attack rolls.

# PATHS OF ORBOROS

Each blackclad walks one of many paths that harness the power of Orboros. Mastery of these paths derives from millennia of organized exploitation of natural power and systematic training within the Circle Orboros. Blackclads focus on one of these categories.

## PATH OF NATURE'S WRATH

Blackclads on the Path of Nature's Wrath have focused their will on the tremendous destructive energies of nature and can unleash these forces against their enemies even when caught unprepared.

### PATH OF NATURE'S WRATH SPELLS

Blackclad Level	Spells
2nd	<b>summon vortex</b> , <i>thunderwave</i>
3rd	<i>branding smite</i> , <i>moonbeam</i>
5th	<i>daylight</i> , <i>wind wall</i>
7th	<i>ice storm</i> , <i>wall of fire</i>
9th	<i>cone of cold</i> , <i>flame strike</i>

## WRATHFUL AURA

Starting at 2nd level, when you cast a spell of 1st level or higher, you emanate a turbulent magic aura in a 15-foot radius. The aura doesn't extend through total cover. You can activate an effect from the following list each time this aura springs into existence. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Some of these effects require saving throws. When you activate such an effect, the DC equals your blackclad spell save DC.

**Earth.** When you activate this effect, each creature in the aura other than you must succeed on a Dexterity saving throw or be knocked prone as the earth heaves beneath its feet.

**Hail.** When you activate this effect, each creature in the aura other than you takes 1d4 bludgeoning damage. The damage increases when you reach certain levels in this class: to 2d4 at 10th level, to 4d4 at 15th level, and to 8d4 at 20th level.

**Storm.** When you activate this effect, choose a creature you can see in the aura. The target must make a Dexterity saving throw, taking 1d6 lightning damage on a failed save, or half as much damage on a successful one. The damage increases when you reach certain levels in this class: to 2d6 at 10th level, to 3d6 at 15th level, and to 4d6 at 20th level.

**Wind.** When you activate this effect, choose one Large or smaller creature you can see in the aura. The target must succeed on a Strength saving throw or be pushed to the edge of the aura. The number of targets increases when you reach certain levels in this class: to two creatures at 10th level, to four creatures at 15th level, and to eight creatures at 20th level.

## PATH OF BEASTS

Within the Circle, those who walk the Path of Beasts learn to master the predatory creatures born from Orboros' aspect as the Beast of All Shapes. Those who walk the Path of Beasts are best represented as warlocks with the Devourer resonance, as described in *Iron Kingdoms: Borderlands and Beyond*.

## STORM WINGS

Starting at 6th level, you can summon wrathful winds to bear you aloft. As a bonus action, you can summon a storm to give you a flying speed equal to your walking speed for 1 minute. After you use this feature, you must finish a short or long rest before you can use it again.

## UNRELENTING WRATH

Starting at 10th level, your Wrathful Aura extends an additional 15 feet, and you can choose two effects when it activates.

## NATURE'S REBUKE

At 14th level, your control over the forces of nature allows you to lash out with them as pure instinct. When a creature you can see within 15 feet of you attacks you, you can use your reaction to use your Wrathful Aura feature, just as if you had cast a spell of 1st level or higher.

## PATH OF STONE

Blackclads on the Path of Stone have learned how to spontaneously manipulate and manifest rocks and stones and can draw more readily upon the spell energy of the earth.

### PATH OF STONE SPELLS

Blackclad Level	Spells
2nd	<b>pulse of the earth</b> , <b>rock hammer</b>
3rd	<i>spike growth</i> , <i>stone spray</i>
5th	<i>meld into stone</i> , <i>slow</i>
7th	<i>stone shape</i> , <i>stoneskin</i>
9th	<i>passwall</i> , <i>wall of stone</i>

## STONESHAPER

Starting at 2nd level when you choose this path, you gain proficiency with mason's tools, and your proficiency bonus is doubled for any skill check you make with them.

## ARTIFICER

Also at 2nd level, you are versed in the fabrication and repair of wolds, potent stone constructs used by the Circle to battle its enemies and defend its sacred sites.

**Creating Wolds.** You can create a new wold as a downtime activity. Creating a wold requires mason's tools and access to stone, rope, timber, and a pint of blood from a creature with a challenge rating equal to or greater than the challenge rating of the wold you want to create. For each hour you



spend creating a wold, you make progress in hit points equal to 1d6 + your Intelligence modifier. When your progress equals the average hit points of the wold you're creating, you can animate the wold by expending a number of spell slots whose combined levels are equal to the wold's challenge rating. The wold treats you as a friendly creature and follows your verbal commands.

**Repairing Wolds.** You can use mason's tools to repair damaged wolds. For each hour you spend repairing a wold, the wold regains hit points equal to your Intelligence modifier.

## STONE SENTINEL

Starting at 6th level, you have resistance to nonmagical bludgeoning damage. Additionally, you have advantage on saving throws against being pushed or knocked down.

## QUAKING OF THE STONES

At 10th level, you can feel and interpret nearly imperceptible vibrations in the stones beneath your feet. You gain tremorsense with a range of 60 feet.

## EARTH GLIDE

At 14th level, you gain a burrowing speed equal to your walking speed and can burrow through unworked nonmagical earth and stone without disturbing the material you move through.

## PATH OF THE WAYFARER

The Path of the Wayfarer is one of the rarer and more esoteric disciplines. Those who learn it can tap more easily into the ley lines beneath the surface of Caen and can draw on these energies to move instantly over great distances.

### PATH OF THE WAYFARER SPELLS

Blackclad Level	Spells
2nd	<i>flicker, longstrider</i>
3rd	<i>blur, misty step</i>
5th	<i>blink, haste</i>
7th	<i>dimension door, locate creature</i>
9th	<i>teleportation circle, walk the line</i>

## PHASE JUMP

Starting at 2nd level when you choose this path, you can use Caen's ley lines to rapidly relocate your physical form. When a creature targets you with a melee or ranged weapon attack, you can use your reaction to disappear from your current location and instantly appear in an unoccupied space within 5 feet of you. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

## FAR REACH

At 6th level, you learn to extend the reach of your arcane powers by channeling them through the webwork of ley lines. When you cast a spell that has a range of 5 feet or greater, you can double the range of the spell. When you cast a spell that has a range of touch, you can make the range of the spell 30 feet. Once you use this feature, you can't use it again until you finish a long rest.

## RELOCATION

At 10th level, you are able to weave teleportation magic into your attack spells. When you hit a creature with a melee or ranged spell attack, the target must make a Dexterity saving throw against your spell save DC. On a failed save, you can teleport the creature to an unoccupied space on the ground within a number of feet equal to 10 × the slot level used to cast the spell. Once you use this feature, you must finish a short or long rest before you can use it again.

## PIECE TRADING

Starting at 14th level, when you use your Phase Jump, you can extend the distance you teleport to 30 feet and can choose a space occupied by a Medium or smaller creature. If that creature is willing, you and the creature both teleport, swapping places. If that creature is unwilling, it must make a Dexterity saving throw with a DC equal to your spell save DC. On a failed save, you and the creature swap places. On a successful save, the creature is not moved, and you appear in an unoccupied space within 5 feet of it.



## BLACKCLAD SPELL LIST

Blackclads choose their spells from the following list. New spells for the Iron Kingdoms are described in the “Spell Descriptions” section below.

### Cantrips (0 Level)

Dancing Lights  
 Druidcraft  
 Fire Bolt  
 Guidance  
 Light  
 Mending  
 Ray of Frost  
 Resistance  
 Shillelagh  
 Spare the Dying

### 1st Level

Animal Friendship  
 Bane  
 Comprehend Languages  
 Create or Destroy  
 Water  
 Cure Wounds  
 Detect Poison and  
 Disease  
 Entangle  
 Faerie Fire  
 Feather Fall

Fog Cloud  
 Goodberry  
 Jump  
 Mage Armor  
 Speak with Animals

### 2nd Level

Animal Messenger  
 Augury  
 Barkskin  
 Darkness  
 Enhance Ability  
 Enthrall  
 Flaming Sphere  
 Gust of Wind  
 Heat Metal  
 Lesser Restoration  
 Pass without Trace  
 Ray of Enfeeblement  
 See Invisibility  
 Spider Climb

### 3rd Level

Call Lightning  
 Conjure Animals

Counterspell  
 Fear  
 Lightning Bolt  
 Plant Growth  
 Protection from Energy  
 Remove Curse  
 Sleet Storm  
 Speak with Plants  
 Water Breathing

### 4th Level

Blight  
 Conjure Woodland  
 Beings  
 Control Water  
 Dominate Beast  
 Freedom of Movement  
 Giant Insect

### 5th Level

Awaken  
 Commune with Nature  
 Contagion  
 Insect Plague

Mislead  
 Scrying

### 6th Level

Chain Lightning  
 Circle of Death  
 Find the Path  
 Flesh to Stone  
 Harm  
 Move Earth  
 Sunbeam  
 Wall of Thorns

### 7th Level

Fire Storm  
 Regenerate  
 Symbol

### 8th Level

Animal Shapes  
 Antimagic Field  
 Control Weather  
 Earthquake

### 9th Level

Foresight  
 Storm of Vengeance

## SPELL DESCRIPTIONS

New spells are presented in alphabetical order.

### FLICKER

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, R

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

You imbue yourself or a willing creature with the ability

to flicker along the ley lines in response to an attack. For the spell’s duration, when the target of the spell is targeted by a melee attack, it can use its reaction to teleport 10 feet to an unoccupied space it can see. If the spell’s target is no longer within reach of the attack, the attack misses, and the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the range of the teleportation increases by 10 feet for each slot level above 1st.

## PULSE OF THE EARTH

1st-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** S, R

**Duration:** Instantaneous

You cause the earth to shake violently in a 10-foot-radius circle centered on a point within range. Each creature in the area must succeed on a Dexterity saving throw or be knocked prone.

## ROCK HAMMER

1st-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** S, R

**Duration:** Instantaneous

A stone tears itself free from the nearby soil and hurls toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 bludgeoning damage and must succeed on a Strength saving throw or be knocked prone.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## STONE SPRAY

2nd-level evocation

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** S, R

**Duration:** Instantaneous

A hail of pelting stones erupts from your extended hands. Each creature in the affected area must make a Dexterity saving throw. A creature takes 3d8 bludgeoning 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 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

## SUMMON VORTEX

1st-level conjuration

**Casting Time:** 1 action

**Range:** Self (10-foot-radius sphere)

**Components:** S, R

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

You circle your hands in the air and stir up a vortex of whipping winds in a 10-foot-radius sphere centered on you. Ranged attacks against any creature in the affected area are made with disadvantage. Until the spell ends, the sphere moves with you, centered on you.

The vortex disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

## WALK THE LINE

5th-level conjuration

**Casting Time:** 1 action

**Range:** Special

**Components:** V, S, R

**Duration:** Instantaneous

This spell instantly and safely transports you and objects you touch to the center of a designated sacred site, such as a ceremonial ring of stones set in place by druids of the Circle Orboros, as far away as 100 miles × your blackclad level. You can bring along objects so long as their weight doesn't exceed what you can carry.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you can teleport one additional creature you are in contact with for each slot level above 5th.

# WEAPONS

The Weapons table shows new items available to characters.

## WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

**Cleft.** When you score a critical hit with a cleft weapon, add your proficiency bonus to the extra damage of the critical hit.

WEAPONS				
Weapon	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Cleft dagger	5 sp	1d4 piercing	1/2 lb.	Cleft, finesse
Druidic voulge*	10 sp	1d6 bludgeoning	5 lb.	Versatile (1d8)
<i>Martial Melee Weapons</i>				
Cleft spear	10 gp	1d8 piercing	3 lb.	Cleft, reach, versatile (1d10)
Cleft sword	20 gp	1d8 slashing	6 lb.	Cleft, versatile (1d10)

\* A character with levels in the blackclad class can use this weapon as an arcane focus.

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