

# MAGE HAND PRESS



## WASTE UPDATE

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# CHAPTER 1: THE WASTES

In the harsh, near-interminable expanse of the wastes, death is an ever present feature of the landscape. Dehydration can set in under the heat of the baking sun, you can be buried alive by the shifting sands, or the desert's denizens can turn against you. Truly, there are a thousand ways to die in the waste.

Those who reside here are permanently adapted to the dry conditions. Beasts have developed insidious means of stalking and killing what scarce prey they can find, and ordinary humanoid have learned every survival trick there is to know about foraging for food, shelter, and, most importantly, water. Nothing that lives here can go long in the full heat of the sun without regular water, and most life clusters around the few water sources available. Those creatures that can venture far from these havens of water must be well-equipped to face the hazards of the wastes, or shall surely die.

## WASTES OF REALITY

The wastes of reality are often called deserts, and form from well-understood processes. Often, these processes leave the ecosystem unbalanced and unable to sustain abundant life, especially in the form of vegetation. Without vegetation like grasses and trees, the soil becomes weathered and barren, and quickly becomes overrun by sand.

In contrary to popular belief, deserts don't just form where the climate is hottest; the natural causes of a desert always comes down to a lack of rainfall and plant life. Sometimes, deserts form at a high altitudes, where rain can't easily fall, or they can form at low altitudes where nearby mountains force rainclouds away. In other locations, the prevailing winds can create conditions that form belts of desert around the globe, wherein which cloud formation becomes nearly impossible. Regardless of the reason, geography and rainfall is extremely important to understanding how natural deserts form, and why, for example, deserts don't form in the middle of forested areas or atop mountains.

Moreover, wastes are not always natural phenomena. Any event that can cause deforestation can throw an ecosystem off-balance and usher in a desert environment. Volcanic events and deforestation by intelligent creatures are excellent examples of this, and both can destroy enough plant life to effect cause soil erosion, launching a devastating "dust bowl" effect. Any other large-scale climatic event, like persistent global warming or a spike in global volcanic activity, can destroy enough plant life worldwide to spark a global desert event.



# WASTES OF FANTASY

Wastes created by magic, on the other hand, need not abide by the laws of reality so long as they operate within the laws of magic within your campaign.

Sometimes, a vast waste can be spawned from an intersection with the Elemental Plane of Fire, where a planar gate erupts forth massive amounts of energy. At the edge of such an event, the desert would appear as any other; barren, featureless, and, above all, hot. Nearer to its center, however, the influence of the Plane of Fire would become evident. Persistent, unending sandstorms, a dramatic rise in temperatures far beyond that which the climate can reliably create, and the existence of permeant fires, including living fire elementals, would become commonplace near the planar gate. Perhaps, even, denizens of the Plane of Fire, such as azers and efreeti, would have taken up residence in the innermost region of the waste, colonizing it like a foreign territory. These challenges would be unique, and especially dangerous, to adventurers wishing to close that planar breach.

Other times, magical Wastes can be formed by singular events of terrible magic. Casting the spell *apocalypse from the sky*, for example, or summoning an evil god to the Material Plane is sufficient to scar the landscape permanently, destroying the vast majority of life, and corrupting that which remains. These wastes, too, would appear as ordinary deserts in their outermost reaches, but the foul corruption would become clear at the waste's interior, where devils or demons might prowl with any manner of monstrosities, hunting creatures that encroach upon this forsaken place. This type of event might not be reversible in any sense, but its origin would be a focal point in history, and should be key knowledge for any adventuring party mounting an expedition into the waste.

## HAZARDS IN THE WASTE

Short of the monsters, beasts, and humanoid residents which occupy the waste, the most likely thing to kill a visitor is the waste itself.

### NATURAL HAZARDS

In the inhospitable wastes, you face challenges merely surviving the environment, to say nothing of navigating it and attempting any kind of adventure. Heat, cold, dehydration, starvation, and just staying on your preordained course, are all immense challenges in this barren land.

## EXTREME HEAT AND COLD

### TEMPERATURE

Stage	DC	Condition
1	10	Unbearable Heat
2	5	Hot
3	-	Warm
4	-	Cool
5	5	Cold
6	10	Arctic Cold

A character without shelter in extreme temperatures must make a Constitution saving throw at the end of each hour or gain one level of exhaustion. This DC increases by 1 for each hour of exposure. A character wearing the appropriate gear (such as thick gloves and coats in the cold, or layered fabric and a wide-brimmed hat in the heat) is considered adapted to the environment, and does not need to make a saving throw, except in Unbearable Heat and Arctic Cold.

In the daytime, temperatures in the waste peak at Stage 1 or 2, and long-term exposure to the sun will dehydrate, disorient, and burn the skin of characters.

At night, desert temperatures plummet to stage 4 or 5, introducing the risk of hypothermia to travelers caught without shelter. And just as food and water are scarce in the waste, so too is firewood, so frigid nights are often prove to be just as dangerous as especially hot days.

### FOOD

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

### WATER

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

## GETTING LOST

Characters navigating the Waste will always run the risk of getting lost. Because of the featureless landscape, and the vast, shifting dunes, it can be very difficult to maintain one's bearing. One party member (if not specified, this character is assumed to be the one at the front of the marching order) acts as the party's navigator.

During each day spent traveling, the navigator makes a DC 10 Wisdom (Survival) check. Traveling at a fast pace imposes a -5 penalty, while traveling at a slow pace provides a +5 bonus to this check. If the navigator has access to an accurate map, he has advantage on this check.

On a success, the party travels in the intended direction for the day. On a failure, the party travels in the wrong direction for the day, and realizes they are lost, lengthening the travel time to the destination by 1 day.

## MIRAGE

Nonmagical mirages are long-distance phenomena in which hazy images appear on the horizon, which can appear as rock-formations, flat pools of reflective water, and city walls. Dehydration and mirages are a deadly combination, for desperate and weary travelers might mistake mirages for actual landmarks.

In unbearable heat and hot temperatures, there is a 50% chance of a mirage. In these circumstances, each creature with at least one level of exhaustion must make a DC 10 Wisdom save or believe the mirage is legitimate. If the navigator or more than half of a traveling party believes the mirage, the party becomes lost for 1 day.

## SANDSTORM

Sandstorms are the result of great winds moving unimpeded across a waste, carrying great quantities of dust and sand with it. Each creature in a sandstorm has disadvantage on Wisdom (Perception) and Wisdom (Survival) checks which rely on sight. Each minute a creature spends in a sandstorm, it takes 1 slashing damage. If the creature is wearing heavy clothing or any form of armor, it takes no damage.

Generally, creatures in an area about to be struck by a sandstorm can make a DC 12 Wisdom (Survival) check to detect the danger 1 minute before it strikes. This might be enough time to seek shelter or make other preparations, but it is generally not enough time to escape the sandstorm's path.

## SUPERNATURAL HAZARDS

In a world filled with magic, the hazards of a waste are made that much more perilous.

### BLACK SAND

Sands spat up from the depths of the earth or deposited from the Plane of Shadow can sometimes be infused with shadowstuff, forming vile black sand. This sand consumes light, extinguishing all sources of light (magical and nonmagical alike) in its area, which is also always lightly obscured. At night, the sand draws in both light and heat. The sand's area becomes heavily obscured and becomes unnaturally cold, and decreasing the temperature by 1 stage.

### CURSED SPRING

Though all water in the desert is precious, there are waters even wild beasts avoid. Such water is afflicted by a profane curse, devoid of all surrounding life, and radiates necromantic energy. These pools of water support no surrounding oasis, but are tempting nonetheless to the truly desperate. A creature which drinks from such a spring takes 1d8 necrotic damage and must make a Wisdom saving throw. On a failed save, the water fails to nourish, and the creature is even thirstier, requiring an additional gallon of water on that day to avoid dehydration.



## DEAD MAGIC AREA

An area of dead magic is divorced from the magical energy that suffuses the multiverse, and are quite common in some supernatural wastes. Within the area, spells can't be cast, summoned creatures disappear, and even magic items become mundane.

Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the area and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

## FEY CARAVAN

The fey are a mischievous folk, but those which travel the waste have a particularly cruel bent. From the invisible fey bridges that sometimes intersect with the wastes, fey travel in luxurious caravans tormenting any mortals they might discover on their path.

These fey can seem beneficial to a mortal wandering the wastes: they always appear as a rich merchant caravan, sometimes making rest at a lush oasis, and other times making leisurely pace through the dunes. Always, they are glamoured to appear as ordinary mortals, so as to trick wayfaring travelers into dire circumstances.

No boon offered by such a caravan is of any real substance. The oasis is illusory, as is their goods, food, water, and wine. Come morning, all evidence of the caravan vanishes with them back into the Feywild.

A character encountering a fey caravan must make a DC 10 Wisdom check, or be unknowingly charmed by the fey in the caravan. If the character travels with the caravan, or rests with them at an oasis until sunrise, the character is taken with the caravan back to the Feywild, a strange and dangerous plane full of magic, where he or she becomes stranded.

## FLAYWIND

The howling winds of a supernatural waste can propel sands with such force as to strip the flesh from a creature's bones. Such terrible gales, known as flaywinds, form the center of many supernatural wastes and sandstorms, but sometimes can be encountered roaming the waste, as if with an intelligence all its own.

Each creature in a flaywind has disadvantage on Wisdom (Perception) and Wisdom (Survival) checks which rely on sight. When such a creature begins its turn, it takes 1d4 slashing damage. If the creature is wearing heavy clothing or any form of armor, it takes only 1 slashing damage instead. Only if buried, in a barricade, or inside another enclosed space is a creature safe from a flaywind.

Generally, creatures in an area about to be struck by a wandering flaywind can make a DC 12 Wisdom (Survival) check to detect the danger 1 minute before it strikes. This might be enough time to seek shelter or make other preparations, but it is generally not enough time to escape the wind's path.

## FURNACE WIND

Supernaturally hot winds plague the wastes, and sometimes manifest as deadly furnace winds, which can scald skin and light flames. Furnace winds rarely last longer than a minute, and vanish as quickly as they arrive. In a furnace wind, the temperature becomes unbearably hot. When a creature begins its turn within a furnace wind, it takes 1d4 fire damage. Flammable objects that aren't being worn or carried within a furnace wind ignite.

Generally, creatures in an area about to be struck by a furnace wind can make a DC 15 Wisdom (Survival) check to detect the danger 1 minute before it strikes. This might be enough time to seek shelter or make other preparations.

## GLASS SAND

The deposits of silica that make up most of a waste's sand can be literally melted into glass under cataclysmic temperatures, such as might sometimes occur in a supernatural waste. These plains of glassy dunes are not perfectly smooth or clear, but they do reflect the sun on their surface. Though the conditions which gave rise to a region of glass sand might have long passed, they present a danger all their own.

Traveling a region of glass sand in the daytime carries with it the risk of extreme temperatures and possible blindness. In an area of glass sand, the temperature increases by 1 stage. Unless blindfolded, creatures navigating glass sands by daylight must make a DC 12 Constitution saving throw every hour or be temporarily blinded. After one failed save, a creature has disadvantage on any ability check which relies on sight for 24 hours, and after two failed saves, the creature is blinded for 24 hours.

## GRENADE CACTI

These cacti are named for their singular means of reproduction. When a grenade cactus is fertilized, it begins storing water and seeds in its thorny trunk. Unusually, its trunk does not expand, and this water eventually builds immense pressure inside it. Eventually the cactus simply bursts in a shower of thorns, water, and seeds, scattering its seeds all around it. This leads to large circles of the cacti, which are difficult to avoid for nearby travelers. However, those which are not at sufficiently high pressures can make a valuable, if risky, source of water in the waste.

However, for long periods before it would burst naturally, a grenade cactus is extremely sensitive to vibration, and will explode with the slightest perturbation, sometimes also triggering other cacti in a chain-reaction. Creatures navigating a patch of grenade cacti must make a DC 12 Dexterity saving throw for each 5 feet moved within the patch. On a failed save, the creature bumps a cactus. When this occurs, roll any die. On an odd roll, the cactus explodes, dealing 1d10 damage to all creatures within 5 feet. If the damage rolled is even, it triggers another cactus within 10 feet, and so on.

## IRONTHORN TREE

The harsh desert environment of the wastes gives rise to tougher, more insidious creatures. The ironthorn tree is a waste-adapted ironwood tree which snatches passing creatures and impales them on its long thorns, leaving them at its base for nourishment. A bleeding creature provides valuable water, and their corpses act as a rich fertilizing agent.

Though they are adapted as predators, ironthorn trees are completely immobile. For protection, they have only their spiked limbs, and very thick bark. These trees are also responsible for producing a

hallucinogenic sap, which is claimed by many waste peoples to counteract poisons commonly found there. Thus, they are as valuable as they are deadly, and present a particular hazard to anyone attempting to harvest this sap.

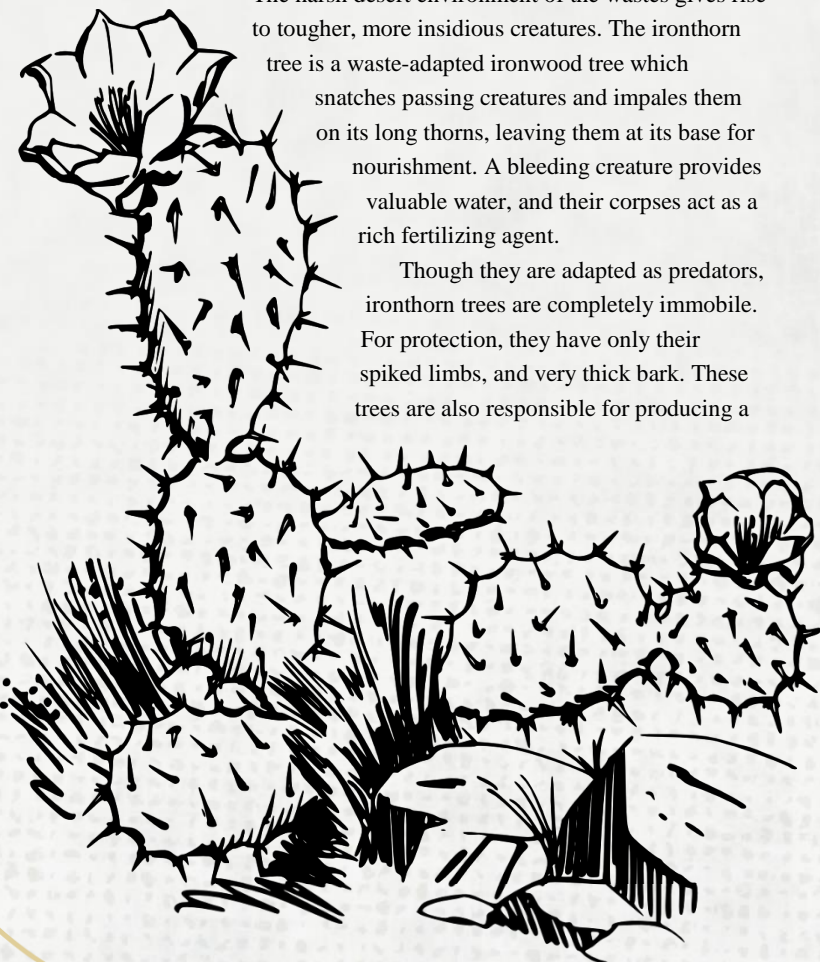
A 10-foot-high ironthorn tree with a 5-foot diameter trunk and a 10-foot-wide canopy of thorny branches has AC 15, 35 hit points, immunity to bludgeoning, piercing, poison, and psychic damage, and vulnerability to fire damage. When a creature comes underneath an ironthorn tree's branches or begins its turn there, it must make a DC 12 Dexterity saving throw or take 6 (1d12) piercing damage from the tree's deadly thorns. Harvesting ironthorn sap requires one round adjacent to the ironthorn's tree trunk.

## SCARAB SWARM

Swarms of undead scarabs are not natural occurrences in the waste, though they were popular traps left in tombs and monuments constructed by the ancient god-kings that once ruled the waste. Often, these massive swarms are kept at the bottoms of pits or in traps allowing them to be dropped on unwitting trespassers.

A swarm of scarabs typically covers a 5 foot square, has 10 hit points, an AC of 12, and is immune to nonmagical bludgeoning, slashing, and piercing damage. When a creature moves within 5 feet of the swarm or starts its turn there, the swarm immediately moves to occupy the creature's space, and the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature becomes aware of the swarm if it wasn't already, and suffers no further effects. On a failed save, the creature takes 1d6 piercing damage as the scarabs begin to climb all over its body and bite it. The scarabs then move with the creature until they are removed or destroyed.

At the start of the creature's next turn and every turn thereafter, it can use its action to make a DC 15 Dexterity saving throw. On a success, the creature shakes the scarabs off and the effect ends. On a failure, the creature takes another 1d6 piercing damage and 3d6 poison damage, and is poisoned for the next minute. A scarab swarm that is reduced to 0 hit points is instantly destroyed. The swarm can also be removed by jumping into water, or through similar methods.



# CHAPTER 2: CLASSES

## PHANTOM VOICES

Even in real deserts, the howling winds can seem like the voices of those in the far distance, but it is a supernatural phenomenon when these voices can answer questions of those traveling in the waste.

If a character offers two gallons of water (enough to nourish a Medium sized creature) to the desert, pouring it out and asking a simple question, there is a 50% chance phantom voices of the desert will answer it. The voices can only answer questions with a single word (most often a yes or no.) The voices are not omniscient, can't tell the future, and can only answer questions that relate to the desert. After offering water to the desert, the voices abate for a time and will not answer questions for 24 hours.

## SLIPSAND

Composed of extremely smooth, very light particles, slipsand is not a natural creation by any means. A slipsand pit covers the ground in roughly a 10-foot square area and is usually 10 feet deep. When a creature enters the area, it sinks 2d6 feet into the slipsand and becomes restrained. At the start of each of the creature's turns, it sinks another 1d6 feet. As long as the creature isn't completely submerged in slipsand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the slipsand. A creature that is completely submerged in slipsand can't breathe (see the suffocation rules in the SRD).

A creature can pull another creature within its reach out of a slipsand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the slipsand.

## PRIMAL PATHS

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

## PATH OF THE SCORPION

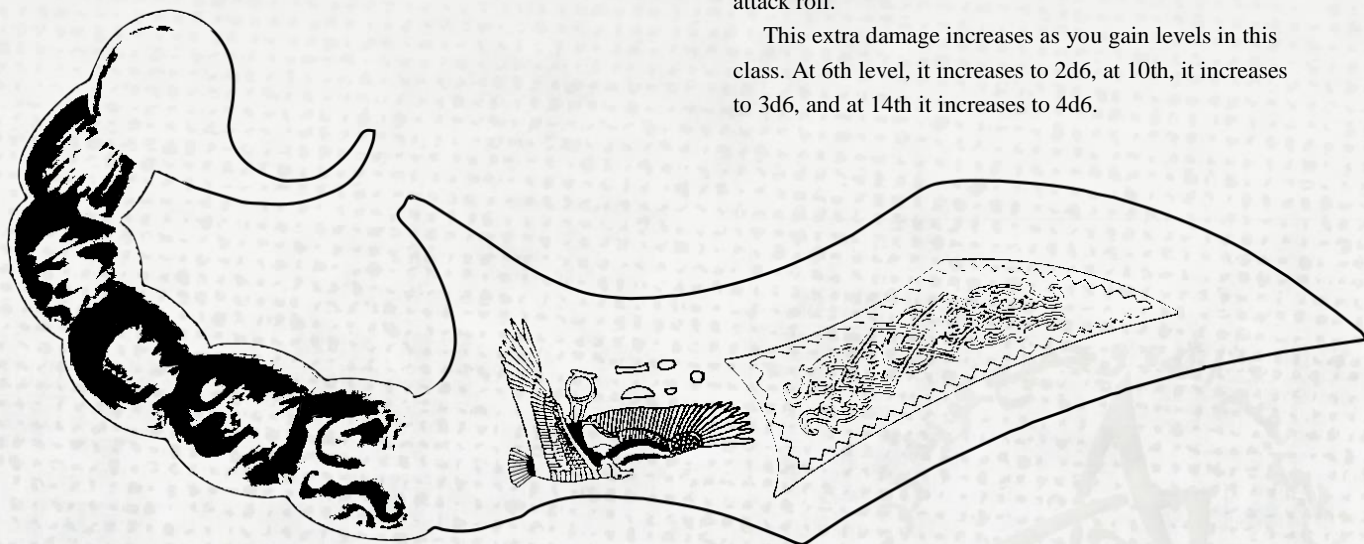
The scorpion is thought to represent revenge and death, but to those who live in the vast desert wastes, the scorpion has come to symbolize stealth, passion, and preservation in the face of extinction. After all, the scorpion cannot be killed by the untamable waste, and it bows to no power other than its own. Some barbarians of the wastes worship at altars dedicated to ancient scorpion gods, and become Scorpion Heritors, men transformed by the Waste into forms better adapted to their harsh environment. With time, they come to possess the power of scorpions, and even begin to resemble them.

## SNEAK ATTACK

Starting when you adopt this path at 3rd level, you know how to strike subtly like a scorpion. Once per turn, while you are raging, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

This extra damage increases as you gain levels in this class. At 6th level, it increases to 2d6, at 10th, it increases to 3d6, and at 14th it increases to 4d6.





## SCORPION INSTINCTS

Starting at 6th level, you gain proficiency in Stealth and Survival and you can add twice your proficiency bonus to Dexterity (Stealth) and Wisdom (Survival) checks you make while you are in the desert.

## VENOMOUS BLOOD

At 10th level, you have immunity to poison damage and can't be poisoned. Additionally, while you are raging, you can deal your additional damage from Sneak Attack as poison damage.

## SCORPION TAIL

Starting at 14th level, while you are raging, you sprout a spectral, yet tangible, scorpion tail. This tail is a finesse, reach weapon which cannot be disarmed and deals 1d8 poison or piercing damage (your choice) on a hit. When you take the Attack action on your turn, you can make an additional attack using your tail.

# BARDIC COLLEGE

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

## COLLEGE OF SCHEHERAZADE

In days long past, there lived a great queen by the name of Scheherazade. A woman of outstanding beauty and even greater wit, she had been the daughter of the king's vizier, and had studied the history of thousands of kings, royalty, and heroes. She had watched as the king, whose wife had been unfaithful to him, took a wife from the peasantry each night and had her beheaded the following morning. Once it was discovered that she was to be the king's next consort, she cunningly began to recite her many, many tales to him, each night prompting the king to give her a stay of execution, until the day that the king realized that he was in love and married her.

True or not, the tale of Scheherazade reminds us that stories and tales hold great power. The College of Scheherazade teaches this, and all know that from this school come the greatest storytellers in existence.

## BONUS PROFICIENCIES

When you choose this college at 3rd level, you gain proficiency in Arcana, History, and Religion, and can add twice your proficiency bonus to checks with these skills. If you already have proficiency in one of these skills, you can gain proficiency with a different skill instead.

## GENRE SAVVY

A creature with class levels which has a Bardic Inspiration die from you can add that die to a new type of roll or save DC. The Genre table shows the types of rolls available to different classes. A character with multiple classes can use options available to any of his classes.

### GENRE

Class	Feature
<b>Barbarian, Fighter, Rogue</b>	Weapon damage roll
<b>Bard, Cleric, Druid</b>	Healing spell roll
<b>Monk</b>	Ki Save DC
<b>Paladin</b>	Divine Smite damage roll
<b>Ranger</b>	Weapon damage roll, or Beast Companion damage roll
<b>Sorcerer, Warlock, Wizard</b>	Spell damage roll

## INSPIRING TALES

Starting at 6th level, your tales can be used to inspire yourself and others beyond their normal capacity to act. Following a short or long rest, you can roll a Bardic Inspiration die to bolster your allies. You and your allies gain temporary HP equal to your bard level + your Charisma Bonus + your Bardic Inspiration die roll, which last until you and your allies take a short or long rest.

## PLOT TWIST

At 14th level, you can weave words of intense magical might into your tales, allowing you to rewrite your own story on the fly. As an action, you can spend a Bardic Inspiration to cast any spell of 6th level or lower. Once you use this ability, you must take a long rest before you can do so again.

At 16th level, you can use this ability to cast spells of 7th level or lower, and at 18th level, spells of 8th level or lower.



## DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

## WATER DOMAIN

In the heat of the endless wasteland, water is precious, and access to it is key to survival. Priests only swear to the Water Domain in truly hostile environments, where water is scarce enough to command divine significance in the minds of the people. In these places, clerics which can summon elemental water are the bringers of life to utter desolation, and are often the only barrier between the unending heat and lethal dehydration.

### WATER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>break waves, thunderwave</i>
3rd	<i>darkness, water jet</i>
5th	<i>rain squall, riptide</i>
7th	<i>ice storm, watery tentacles</i>
9th	<i>cone of cold, frolicking fountain</i>

### SPRING OF LIFE

Your holy symbol is little more than a flask from which pure water flows. At 1st level, you can cast the spell *create or destroy water* once without expending a spell slot. After using this ability, you must complete a short or long rest before using it again.

At 8th level, you can cast this spell at will.

### CHANNEL DIVINITY: REFRESH

By 2nd level, you can expend your Channel Divinity when you take a short rest to summon forth perfect elemental water from your flask. Each creature that drinks from this water while taking this short rest immediately regains one expended hit die.

### CHANNEL DIVINITY: MOISTURE SHIELD

At 6th level, you can use your Channel Divinity as an action to form a 5-foot-radius sphere of churning water around you, while you concentrate on this effect for up to 1 minute. Ranged weapon attacks targeting you or any other creature within the sphere have disadvantage.

Additionally, as a bonus action while the sphere is formed, you can lash out with a tendril of water from the sphere. This acts as a whip that uses your spell attack bonus for attack rolls, adds your Wisdom modifier to damage instead of Dexterity, and can originate from any point on the surface of the sphere.

### DIVINE STRIKE

By 8th level, you gain the ability to infuse your strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an additional 1d8 cold damage. At 14th level this increases to 2d8.

### WATER SHAPE

At 17th level, you have been blessed by elemental water, and as a bonus action can assume a form composed of water. For 1 minute, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and you can't be grappled, paralyzed, poisoned, restrained, or prone. After using this ability, you must complete a long rest before doing so again.



# DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

## CIRCLE OF OASIS

Water is the lifeblood of those who live in the desert, and precious are those few bastions of life and greenery that spring up from the sands. Druids belonging to the Circle of Oasis feel an innate connection to these places, and guard them with their very lives.

### DOWSING

When you choose this circle at 2nd level, you gain the ability to locate and draw out fresh, drinkable water from the ground. By concentrating for 1 minute, you can immediately detect all sources of drinkable water within 1 mile of your location. If you are within 500 feet of such a source and it is underground, you can perform a 10 minute long ritual to draw the water to the surface, creating a temporary freshwater spring. You can draw a number of gallons of fresh water from this spring equal to twice your druid level, after which it dries up.

### SUCCOR

At 2nd level, you learn to enhance the healing and refreshing powers of an oasis. When you and your allies take a short or long rest at a natural spring, stream, or pool of water, you each regain one expended hit die. Following a long rest at one of these places, you and your allies heal two levels of exhaustion, instead of one.

### DRAW OUT

Starting at 6th level, you can use your action and expend a spell slot to draw water from a living creature, just as you draw it from the ground. Choose a living creature you can see within 100 feet to make a Constitution saving throw. On a failed save, the target gains a level of exhaustion and takes 1d8 necrotic damage per level of the spell slot expended, as water floods out of his body. On a successful save, the creature takes half this amount of necrotic damage.

Oozes, slimes, plants, and creatures from the Elemental Plane of Water have disadvantage on the saving throw, and the damage against those creatures increases to 1d10. Undead, constructs, and other creatures that do not contain significant amounts of liquid water are immune to this ability. Creatures who gain a level for exhaustion from this ability cannot gain additional levels of exhaustion from this ability for 24 hours.

### MIRAGE

Starting at 10th level, you can cast the spell *hallucinatory terrain* without expending a spell slot. When you cast *hallucinatory terrain* in this fashion, the spell lasts for a number of days equal to your druid level. After using this ability, you must complete a long rest before using it again.

### OASIS STEP

Beginning at 14th level, you can cast the spell *transport via plants* without using a spell slot. When you cast *transport via plants* in this fashion, you may also use small bodies of water (no larger than 100 feet in diameter) as the entry and exit points. Once you use this ability, you must take a short or long rest before you can do so again.

# MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

## EXPLORER

The archetypal explorer is a skilled outdoorsman and dungeoneer. Adept at avoiding danger and capable of navigating any terrain, he is both perceptive and swift.

### ADAPTABLE ADVENTURER

At 3rd level, you are skilled at quickly learning the lay of the land. When you finish a long rest in a particular environment (for example: arctic, coast, desert, forest, grassland, mountain, swamp, or underground), you can choose it as your current favored terrain. You gain the following benefits while traveling in your favored terrain:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.

When you reach 7th level, your movement speed increases by 5 feet while in your favored terrain.

When you reach 10th level, you can change your favored terrain at the end of a short or long rest.

### TERRAIN ADVANTAGE

At 3rd level, you can exploit familiar surroundings to your advantage in combat. Once per turn when you make an attack while in your favored terrain, you can choose to deal an additional 1d8 damage on a successful hit.

### TRAP SENSE

At 7th level, you have developed a keen sense for avoiding dangers in the environment. You gain proficiency with the Perception skill. Additionally, your proficiency bonus is doubled for any Wisdom (Perception) check made to locate traps and environmental hazards, such as pitfalls or quicksand.

### DODGE ROLL

Beginning at 10th level, you can expend 20 feet of your movement to move 10 feet without provoking Opportunity Attacks.

### EVASION

Beginning at 15th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

### HERO'S METTLE

When you reach 18th level, your tenacity in both battle and exploration is legendary. You can use a bonus action to take both the Dash and Dodge actions simultaneously on your turn.

## MONASTIC TRADITIONS

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

## WAY OF SAND

Monks of the desert monasteries follow the Way of Sand, a discipline of utmost asceticism and severity. They are a reflection of the endless sands, which they survive through uncompromising training in a unique style of combat found only in the wastes.

### BONUS PROFICIENCIES

Starting when you choose this tradition at 3rd level, you are proficient with the scimitar, whip, and shortbow, all of which count as monk weapons for you.

### SANDSTRIDER

At 3rd level, moving through sand and similar materials cost you no extra movement. Additionally, you have advantage on Survival checks while in the desert, and you can go twice as long without food or water without making saving throws against exhaustion.

### DESICCATING TOUCH

At 3rd level your strike can draw the moisture out of living things. When you make a Flurry of Blows, your additional attacks deal an additional d6 necrotic damage.

### SIDEWINDER STEP

By 6th level, you can mimic the fluidity of the shifting sands, allowing you to move with ease on the battlefield. Whenever you are hit by an attack, you can use your reaction to move 10 feet without provoking opportunity attacks.

### ONE WITH DUST

At 11th level, you have learned to camouflage completely in the sand. While you are prone on sand, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or stand up.

### COBRA STRIKE

At 17th level, you can warp the ki inside someone's body, turning their own life force into a lethal poison. When you hit a creature with an unarmed strike, you can spend 3 ki points to envenom the creature for a number of rounds equal to your Wisdom modifier. At the beginning of each of the creature's turns, it must make a Constitution saving throw or take 6d8 poison damage, or half as much on a successful save. If the creature successfully saves against this effect on two consecutive rounds, the effect ends.

## SACRED OATH

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

### OATH OF SUNLIGHT

In the wastes, the sun is a double-edged sword: though it brings light, warmth, and nourishment to the little greenery there is in the desert, it also burns, blinds, and can destroy those who do not respect it. Paladins who take the Oath of the Sun understand the sun's dual nature, and strive to both bring its light to the darkest reaches of the world and to protect those who fall prey to the sun's rays out of happenstance or misfortune.

Unlike other paladins, most brothers who take the Oath of the Sun belong to a clergy of a sun god of some sort, be it Amaterasu, Apollo, Ra, or any other. They most often serve as templars, protecting their temples from raiders, bandits, and more supernatural threats. They are uniformly good, though their adherence to laws other than that of their faith is sometimes shaky.

### TENETS OF THE SUN

The Oath of the Solar Brotherhood is always taken in public at the height of noon, among the congregation of the paladin's church.

**The Sun Rises.** The sun rises over the horizon each day, without fail, spreading light over the whole of the world. So should you never fail in your task to spread your faith and knowledge every day.

**The Sun Blazes.** Under the noonday sun, only the pure may survive for long. Those that fear the sun must see its light, so as to burn away their impurity.

**The Sun Sets.** The sun must rest each night, and give the world a chance to sleep. So too should you give rest to your fury and righteousness in the service of mercy, though only to those who deserve it.

### OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>burning hands, faerie fire</i>
5th	<i>darkvision, scorching ray</i>
9th	<i>daylight, spirit guardians</i>
13th	<i>fire shield, wall of fire</i>
17th	<i>flaming death, hallow</i>

### CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Glorious Radiance.** As an action, you can begin radiating bright sunlight. While this effect is active, you shed bright light out to a radius of 30 feet. Additionally, you gain a number of temporary hit points equal to your paladin level + your Charisma modifier. If a creature hits you with a melee attack while you have these hit points, you can use your reaction to deal 5 points of radiant damage to it. This effect lasts for 1 hour, until the hit points are expended, or until you dismiss it. When you reach 9th level, the effect deals 10 points of radiant damage, and at 17th level, it deals 15 points of radiant damage.

**Solar Flare.** As an action, you can emit a blinding flash of light. When you do so, all creatures you choose within 20 feet of you must make a Dexterity saving throw or be blinded for 1 minute. An affected creature may make a Constitution saving throw at the end of each of its turns to end the effect.

### SUN'S WARMTH

At 7th level, you and all friendly creatures within 10 feet of you have resistance to fire and cold damage, and can tolerate temperatures as low as -50 degrees Fahrenheit and as high as 300 degrees Fahrenheit. Additionally, when you deal fire damage, you can choose to deal radiant damage instead, or vice versa.

At 18th level, the range of this aura increases to 30 feet.

### INCANDESCENT FURY

At 15th level, the damage die for your Improved Divine Smite becomes a d10.

### ZENITH

At 20th level, as an action on your turn, you can fill yourself with the sun's brilliant wrath. You can cast the spell *sunbeam* without using a spell slot. Additionally, at the start of each of your turns during this spell's duration, you regain hit points equal to your Charisma modifier if you have no more than half your hit points left. Once you use this ability, you must take a long rest before you can do so again.

## RANGER ARCHETYPES

The ideal of the ranger can have many expressions.

### DERVISH

*Prerequisites: Prerequisite: Two-Weapon Fighting fighting style, Favored Terrain: Desert*

You are one of the legendary Dervish: fierce, lightning fast warriors who call the desert their home. Though there are others who profess skill at fighting with a pair of weapons, there are none that compare to the absolute mastery of the style the dervish hold. As well, they excel at both distraction and misdirection, and seem to be able to bend the sands of their homeland to their whim.

#### SAND SPRINTER

Beginning when you select this archetype at 3rd level, moving through sand and similar materials cost you no extra movement. Additionally, your base walking speed increases by 5 feet. At 7th level, this movement speed bonus increases to 10 feet, and at 15th level it increases to 15 feet.

#### DERVISH DANCE

At 3rd level, you can use your Dexterity modifier instead of your Strength modifier for attack and damage rolls you make with light melee weapons. Additionally, if you have moved at least 10 feet on your turn, you can attack twice instead of once when you use your bonus action to engage in two-weapon fighting using two light weapons.

#### SANDSTORM

Starting at 7th level, you learn to kick up an obscuring cloud of sand around yourself while you move. When you move more than 15 feet on your turn, you can use an action to cause your space to become heavily obscured until the start of your next turn. Your ability to see is unhindered by this effect.

#### SIROCCO

Starting at 11th level, while wielding a light melee weapon in each hand, you can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Additionally, the damage die of any light melee weapon you wield increases by one step (d4 -> d6 -> d8) to a maximum of 1d8.

#### DUNE TUNNELER

At 15th level, you learn the secret of moving through the dunes. You gain a burrow speed in sand and similar materials equal to your walking speed. While burrowing,

you gain tremorsense out to 30 feet, and you can breathe while submerged. Once per turn, if you exit the sand next to a foe on your turn, you gain advantage on your first attack against that creature.

## ROGUISH ARCHETYPES

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

### TOMB ROBBER

The great desert has been home to some of the most powerful and wealthy kings, queens, and emperors to ever exist. While the differing reigns of these nobles spread over and were split by hundreds of years, one constant remained: they were always buried with their fortune. Goaded on by the thought of fame, notoriety, and wealth beyond imagining, bandits and raiders of all types came to plunder these lost and forgotten crypts. Only a few ever gained anything more than a bad case of mummy rot, but those that did become legendary to treasure hunters the world over.

#### ROBBER'S SIGHT

Starting at 3rd level, your eyes have become accustomed to the pitch blackness of tombs, caves and crypts, granting you darkvision. You can see in dim light as if it was bright light out to 60 feet, and in darkness as if it were dim light. You cannot discern colors in darkness, only shades of grey. If you already had darkvision from some other source, the range of your darkvision increases by 60 feet.

#### TOMB SENSE

When you choose this archetype at 3rd level, your almost supernatural senses alert you to perils you didn't even know were there. You cannot be surprised, and you gain advantage on saving throws against traps and effects that you cannot see. You do not gain this benefit if you are incapacitated.

#### CRYPT CLIMBER

At 9th level, you gain a climb speed equal to your movement speed when climbing worked stone or artificially constructed walls. Additionally, you automatically succeed on any Athletics checks related to climbing.

## UNCANNY TOMB SENSE

Beginning at 13th level, you have resistance to damage dealt by traps and effects you cannot see. You do not gain this benefit if you are incapacitated. Also, you now have advantage on skill checks made to detect and disarm traps, detect secret rooms, or pick locks of any sort.

## IMPOSSIBLE LUCK

At 17th level, when you roll an ability check or saving throw, you can choose to succeed without rolling. You must make this choice before the check or saving throw is rolled. Once you use this ability, you cannot do so again until you take a short or long rest.

## SORCEROUS ORIGIN

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

## SPHINX BLOODLINE

You can trace your ancestry back to a noble fallen sphinx, which abandoned its solitary life and divine covenant, eventually bearing humanoid children through powerful magic. Yet, this sphinx left an impression on an entire bloodline, and, from the moment of your birth, you could feel the riddles and echoes of ancient magic within your mind. To others, you appear unremarkable for your kind, except for pale pupils and a deep, sonorous voice, which approaches a growl under your breath.

## INSCRUTABLE

Starting at 1st level, you are immune any magical effect that would sense your emotions or read your thoughts. Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

## PUZZLEMIND

At 1st level, you know the Sphinx language and have resistance to psychic damage.

Additionally, starting at 2nd level, you can spend 2 sorcery points when you make a concentration check to gain advantage on the roll.

## RIDDLE

Starting at 6th level, when you cast a cantrip targeting one creature you can see, you can expend 2 sorcery points to vex the target creature with an ancient riddle. The creature must make an Intelligence saving throw or is riddled for 1 minute. On each of its turns, a riddled creature must spend its action reattempting this saving throw, ending the effect on a success.

## MYSTERY OF TIME

At 14th level, you can distort the flow of time as an action. Each creature other than you which has rolled initiative must reroll, and the initiative order is changed to reflect these results after the end of your turn. After using this ability, you must take a long rest before using it again.

## ROAR

At 18th level, you can use your action and spend 5 sorcery points to produce a terrible roar, which sounds for miles and can deafen nearby creatures. When you do so, roll a d6 on the Roar Effects table below. Each creature you choose within 60 feet of you must succeed a saving throw specified on the table, or suffer the corresponding effect.

### ROAR EFFECTS

d6	Saving Throw	Effect
1-2	Wisdom	An affected creature is deafened and frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
3-4	Constitution	An affected creature is paralyzed until the end of your next turn.
5-6	Dexterity	An affected creature takes 8d10 thunder damage, or half as much on a successful save, and is knocked prone.



# OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

## THE PHARAOH

The ancient kings of the deserts, known as pharaohs, were more gods to their subjects than mortal lords. This veneration was not without cause, for the masters of the sands were indeed godlike in their powers: they forged cities out of living sand, raised great pyramids to channel their mighty divine power, and even mastered death itself. You, though either luck, determination, or great misfortune, have come under the sway of one of these old masters, and they grant you a portion of their immense power.

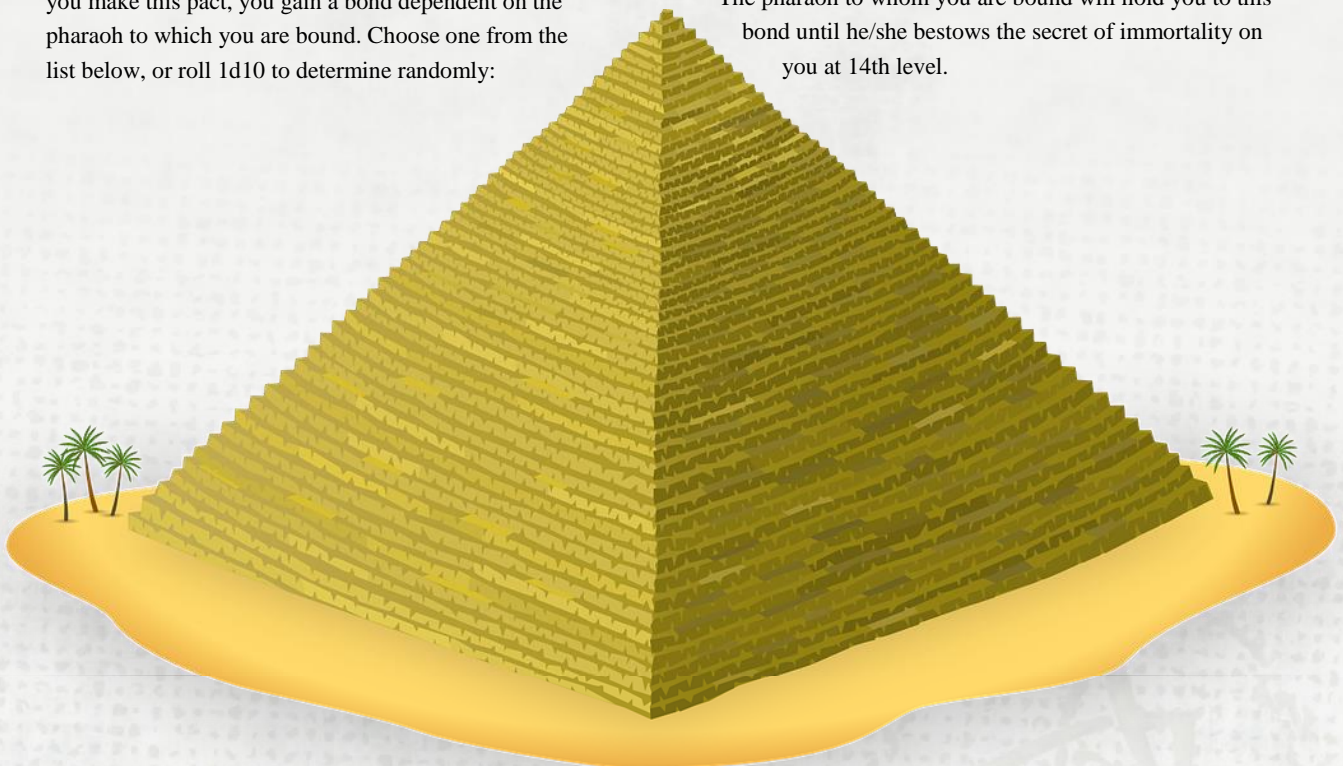
### PHARAOH'S WILL

The pharaohs of old are not as capricious with their gifts as other patrons may be, and demand much from you. When you make this pact, you gain a bond dependent on the pharaoh to which you are bound. Choose one from the list below, or roll 1d10 to determine randomly:

### D10 PHARAOH

- 1 **Ra.** I glory in the sun, and will endeavor to bring my great and terrible light to all corners of the world.
- 2 **Isis.** I seek magic in all its forms, and will stop at nothing to gain a new trinket or bauble.
- 3 **Thoth.** Knowledge is power, and I seek to be more powerful than all. No scrap of knowledge shall be kept from my grasp.
- 4 **Bast.** Felines are divine beings, and deserve my supplication. I will guide everyone to this great bit of truth.
- 5 **Horus.** I am king of kings, lord of lords. I bow to no man, and all will one day bow to me.
- 6 **Sekhmet.** This world is impure, forsaken, dying. I seek to revel in its destruction, purified by the terrible light of the sun.
- 7 **Hathor.** Joy and mirth are the greatest of all miracles, and I seek to indulge in every from of delight, mortal or otherwise.
- 8 **Seth.** The great and vast desert holds the secret to true immortality. I will show all this secret, and cover the world with sand.
- 9 **Anubis.** Life is a stain upon the vast majesty of creation. I will remove those weak many who can still die, and create a new paradise for the immortal.
- 10 **Amun.** Though I granted them the whole of their world, the mortals have forgotten me. I will show them the true face of their god, and force them to their knees in reverence.

The pharaoh to whom you are bound will hold you to this bond until he/she bestows the secret of immortality on you at 14th level.





## ANCIENT PHARAOH EXPANDED SPELLS

Spell Level	Spells
1st	<i>bane, create or destroy water</i>
2nd	<i>blur, glass blade</i>
3rd	<i>bestow curse, desiccate</i>
4th	<i>dominate beast, guardian of faith</i>
5th	<i>contagion, insect plague</i>

### MASTER OF THE DUNES

At 1st level, your patron imbues you with the hardiness to not only survive in the desert, but thrive. You no longer require food or water, nor do you suffer any ill effects from dehydration. As well, you can survive comfortably in temperatures up to 300° F, and you gain advantage on Investigation and Perception checks while in a desert.

### TWISTING SANDS

At 6th level, you may transform yourself and any gear you are carrying into a whirling cloud of sand as an action and move up to twice your speed in any direction. At the end of this movement, you immediately transform back into your normal form. While you are in your sand form, you are immune to damage and do not provoke Opportunity Attacks. Once you use this ability, you must take a short or long rest before you can do so again.

If you use this ability while in a desert or over sand, you may do so at will and you may move up to 4 times your speed.

### SHAPER OF THE SANDS

At 10th level, the pharaohs grant you the ability to shape the sands to your whims. As an action, you may cast the *fabricate* spell without using a spell slot, though you may only use this ability on sand. You may create objects and structures out of sand, sandstone, or glass. Additionally, you may use this ability to craft weapons and armor you are proficient with out of sand, even if you do not have proficiency in the appropriate crafting tools. If anyone other than you attempts to use a weapon or suit of armor created by this skill, the object immediately crumbles into a pile of sand.

### LORD OF THE WASTES

By 14th level, you have proven your resourcefulness and devotion to your master, and he/she grants you the gift of immortality. You undergo a ritual taking 7 days, consisting of a number of incantations, noxious potions, and ritual marking, culminating in the removal of your still-beating heart. The organ is then placed in a sealed canopic jar, the

wound is sealed, and the ritual is complete: while not truly undead, you are now in a perpetual state of near death. This transformation carries several benefits:

- You no longer accrue penalties for aging, and cannot die of old age.
- You do not take any extra damage from critical hits
- You are resistant to necrotic damage
- If you die, so long as your heart is intact you will resurrect automatically 24 hours from the time you were slain. You reappear in a prepared chamber housing a sarcophagus, the same chamber the ritual took place in. This occurs even if your body is completely destroyed, such as by a *disintegrate* spell.

This blessing does come with a deadly drawback: your heart is highly vulnerable. Should a foe find your heart, smash the canopic jar, and pierce the organ with an iron spike, you instantly die, and your body turns to dust. You cannot be returned to life, except by a true resurrection or wish spell, or through divine intervention.

This transformation transcends the body; should you be restored to life in that manner, you come back in this same state, and your heart reappears in a reformed canopic jar.

## NEW PACT BOON

Your otherworldly patron bestows a gift upon you for your loyal service.

### PACT OF THE SYMBOL

Your patron believes itself to be a god of some sort, and views its pact with you much as a god views its relationship with its clerics. You are granted a holy symbol which you can use as a spell focus. This holy symbol does not take the shape of any holy symbol used by the gods of your world, though it may be similar. You can summon it to your hand or dismiss it with a bonus action.

While you are hold this holy symbol, you can cast the sacred flame cantrip at will. Additionally, when you use the symbol as a spell focus and deal damage with a warlock spell, you can choose for the spell to deal necrotic or radiant damage instead of its normal damage type.

## NEW INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.



## MOCK DIVINITY

You channel your patron's mock divinity in a display of "divine" power. As an action, you may brandish your symbol to Turn Undead, as per the cleric class features. Once you use this ability, you must take a short or long rest before you can do so again.

## FAITHFUL SERVANTS

*Prerequisite: 7th level, Pact of the Symbol feature*

You may cast the spell *animate dead* without using a spell slot or requiring material components. This spell is cast as if using a spell slot of a level equal to the level of your pact magic slots. Once you use this ability, you must take a long rest before you can do so again.

## I AM ALPHA

*Prerequisite: 11th level, Pact of the Symbol feature*

You may cast the spell *raise dead* without using a spell slot (you must still provide material components). Once you use this ability, you must take a long rest before you can do so again.

## I AM OMEGA

*Prerequisite: 15th level, Pact of the Symbol feature*

You may cast the spell *divine word* without using a spell slot. Once you use this ability, you must take a long rest before you can do so again.

## NEW WEAPON

Weapon	Cost	Damage	Weight	Properties
Kopesh	25 gp	1d6 slashing	4 lb.	Light, Finesse, Hooked

The kopesh is an oddly shaped sword, straight-bladed from the pommel up until dramatically curving outward and ending in a hooked point, giving it a look similar to a cross between an axe and a short sword. The hooked backside of the weapon, though blunt, is an extremely helpful tool when attempting to trip or drag a foe.

**Hooked.** When you make an attack with this weapon, you may make a shove attack as a bonus action immediately after.

## ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

## SCHOOL OF BIOMANCY

The nature of magic can be mysterious, but it is well known that arcana flows most freely to and from living beings, and that the weave is strongest around areas rich with life. Even in areas where the weave itself has been ravaged, energy from life can still be manipulated through the study of biomancy. Wizards from such regions practice this tradition out of necessity, but refer to it by a much simpler name: Life Magic.

Though seemingly as benign in nature as any other school of magic, Life Magic deals in utilizing the pure energy of life itself in order to bolster and manipulate the weave and spells cast through it. This process can be performed slowly or quickly: the quicker it is done, the more traumatic the transfer is, and the more damage is done to the wizard himself and the surrounding plant and animal life. In the wastes, where life is both precious and scarce and the weave is weakened, those that draw from life and give back in kind are known as Preservers; those that rip the energy from the land without regard for the damage they cause are known as Defilers.

## LIFE MAGIC

Starting when you choose this tradition at 2nd level, you learn how to channel life energy into your spell. On your turn, when you cast a wizard spell, you can use your bonus action to draw energy from the living things around you to bolster your magic, granting you advantage on the spell's first spell attack roll or causing one target of the spell to have disadvantage on its first saving throw against it, as appropriate. Additionally, your spells (including this one) are unaffected by antimagic or dead magic zones for a number of minutes equal to your Intelligence modifier.

This life energy can either be drawn from nature or be drawn from yourself. If drawn from nature, nonmagical plants that aren't creatures (such as grasses or shrubs) within a 100-foot radius of you simply wither and die. No life can grow in this area for 10 years. If drawn from yourself, you suffer a level of exhaustion which can't be reduced or healed by magic.

Alternatively, you can use this ability without penalty. Doing so requires you to increase the casting time of the spell you are casting as if you are casting it as a ritual.

Once you use this ability, you cannot do so again until you complete a long rest.

## LIFE'S TOUCH

At 2nd level, you learn the *cure wounds* and *inflict wounds* spells, and treat them as wizard spells. These spells are second nature to you and you can prepare them without studying your spellbook.

## LIVING WARD

Starting at 6th level, whenever you cast a spell using Life Magic, you can funnel some of the residual energy of the spell to bolster your own life, gaining temporary HP equal to the level of the spell + your Intelligence modifier (minimum 1).

## GREATER LIFE'S TOUCH

At 10th level, you learn the *contagion* and *raise dead* spells, and treat them as wizard spells. These spells are second nature to you and you can prepare them without studying your spellbook.

## GREATER LIFE'S TOUCH

At 14th level, you have mastered the art of channeling life energy. You may now use Life Magic an additional time between long rests, and wizard spells of 3rd level or lower that you cast are permanently unaffected by dead magic zones.

Additionally, you may use your Life Magic to tear or repair holes in the weave. As an action, you can expend a use of your Life Magic to create a 10-foot radius area of dead magic around yourself. If you are within an area of dead magic, you can use this ability to restore power to the weave, negating an area of dead magic within a 10-foot radius around yourself.

After using your Life Magic this way, you cannot do so again until you finish a long rest.



# CHAPTER 3: MAGIC ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

## DOWSING ROD

*Wondrous item, uncommon*

Dowsing rods are divination tools resembling forked sticks used to discover water. This item has 3 charges. While holding this rod, you can use your action and expend a charge to cause the rod to point to the largest source of water in a 3 mile radius. The rod does not indicate how far or how great the quantity of water is. Often, if little to no water is to be found, the rod indicates vaguely downward, for there is always some amount of water underground.

The rod regains 1d3 expended charges daily at dawn.

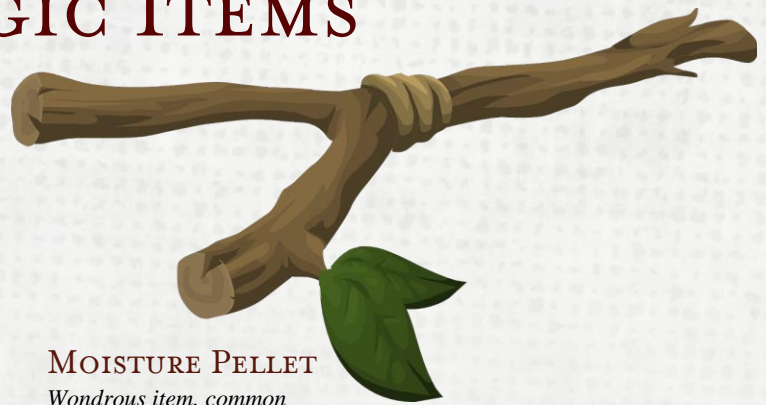
## FIGURINE OF WONDROUS POWER

*Wondrous item, rarity by figure*

A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

**Brass Camel (uncommon).** This brass statuette can become a camel for up to 12 hours and can be ridden as a mount. Once it has been used, it can't be used again for 12 hours.

**Jade Scorpion (very rare).** This jade statue resembles a lifelike scorpion. It can become a giant scorpion for 1 hour, after which, it can't be used again until 5 days have passed.



## MOISTURE PELLET

*Wondrous item, common*

This half-inch wide pellet is fashioned from a magically absorbent material, and if it is drenched in water overnight, a creature can suck on it to extract up to a gallon of absorbed water. Half a gallon more can be extracted from the pellet, but doing so erodes the pellets structure, destroying it, and the creature must make a DC 10 Constitution saving throw or be poisoned for up to 24 hours. The creature can reattempt this saving each hour, ending the poisoned condition on a success.

## ROD OF CATS

*Rod, rare (requires attunement by a creature proficient in Stealth)*

The head of this rod is adorned with the decorative bust of a cat. While holding the rod, you gain the following benefits:

- You have darkvision with a range of 60 feet and can see through magical as well as nonmagical darkness.
- You can add double your proficiency bonus to Dexterity (Stealth) checks.
- You can cast the spell darkness as a bonus action. This property of the rod can't be used again until the next day at dawn.

Also, this rod is fitted with a hidden compartment, large enough to fit a scroll or a set of thieves' tools, which can be found with a DC 15 Intelligence (Investigation) check.

## SAND SKIS

*Wondrous item, rare*

These special boots can extend and retract narrow slats underfoot, allowing you to glide over sandy terrain with ease. While wearing these skis on sand and similar materials, you can double your walking speed downhill. When you do so, you are committed to moving in that direction of travel, and must expend the remainder of your movement to stop.

# CHAPTER 4: SPELLS

The spells are presented in alphabetical order.

## BREAK WAVES

*1st-level abjuration*

**Casting Time:** 1 reaction, when you would take bludgeoning damage from water or be pushed against your will

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

This spell diverts incoming energy when you are struck by a volume of water, either naturally or magically motivated, or by some other force that can push you against your will. You are not moved or knocked prone by the triggering effect. If the effect was a volume of water or some other fluid that would deal damage to you, have immunity to bludgeoning damage from the force of its impact until the end of your next turn.

## DESICCATE

*3rd-level necromancy*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

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

Your hands radiate crimson energy. Make a melee spell attack against a target within your reach. On a hit, the target takes 2d6 necrotic damage and suffers a level of exhaustion, as you siphon the water from its body. Until the spell ends, you can make the attack again on each of your turns as an action. Each creature you target with this spell can only suffer one level exhaustion as a direct result of this spell.

**At Higher Levels.** When you cast this spell using spell slot of 4th level or higher, the damage increases by 2d6 damage for every slot level above 3rd.

## FLAMING DEATH

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** S

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

Flames wreath one creature you can see within range, which must make a Constitution saving throw. The target

takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The target is also on fire for the spell's duration. A creature that is on fire repeats this saving throw at the end of each of its turns. It takes 2d6 fire damage on a failed save, and the flames go out on a successful one. The flames cannot be extinguished by nonmagical means.

If a creature within 90 feet of you is on fire due to this spell, you can use a bonus action on your turn to cause the flames to leap to up to two other creatures within 30 feet of it. Each of these creatures must make a Constitution saving throw or also catch on fire. A creature that successfully saves against this spell can't be caught on fire again by the same instance of it again.

## FROLICKING FOUNTAIN

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a conductor's baton)

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

You cause a 5-foot cube of water within range to animate in a hypnotic motion. The water swirls for the duration, not leaving its space except to send small jets up to five feet into the air. Each creature except for the caster within 60 feet which sees the fountain must make a Wisdom saving throw or become charmed by you for the duration. While charmed by this spell, a creature must use its movement on each of its turns to get as close to the water as possible. A charmed creature can't willingly move away from the fountain. At the end of its turn, a charmed creature can attempt the saving throw again, ending the effect on a success. Once a creature has succeeded on a save against this spell, it cannot be affected by the same instance of it again.

If a creature is within 5 feet of the dancing waters, you can use a bonus action to command the water to lash out at that creature. Make a melee spell attack against the target. On a hit, the water deals 4d6 bludgeoning damage to the target. If the target is charmed by this spell, it can attempt the saving throw again after taking damage from it.

## GLASS BLADE

*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

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

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

You hold out your palm, and cause sand to whirl through the air and transmute roughly into the shape of a scimitar, whose blade is razor-sharp glass, and which lasts for the duration. If you let go of the blade it reforms into sand, but you can transmute it back again as a bonus action.

You can use your action to make a melee weapon attack with the blade, as if it had the properties of a scimitar. On a hit, the target takes 3d6 slashing damage. This damage is magical for the purposes of overcoming resistance and immunity to nonmagical slashing damage.

The magic of this spell prevents this scimitar from being broken by nonmagical means.

**At Higher Levels.** When you cast this spell using spell slot of 4th level or higher, the damage increases by 1d6 damage for every two slot levels above 2nd.

## RAIN SQUALL

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a rag soaked in water)

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

Until the spell ends, heavy rain falls in a 40-foot-tall cylinder with a 60-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. Creatures in the area have resistance to fire damage, but suffer disadvantage on ranged attack rolls and Wisdom (Perception) checks relying on hearing.

## RIPTIDE

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a drop of water)

**Duration:** Instantaneous

You create a forceful blast of water that strikes one creature or object you can see within range. The target must make a Strength saving throw. On a failure, it takes 4d10 bludgeoning damage and is either knocked prone or shoved 30 feet away from you (your choice). On a success, the target takes half as much damage and is not knocked prone or pushed. If the target is on fire, it is immediately extinguished.

## WATER JET

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self (30 foot line)

**Components:** V, S, M (a smooth river stone)

**Duration:** Instantaneous

When you cast this spell, a 30 feet long and 5 feet wide jet of water blasts out from you in a direction you choose.

Each creature in the line must make a Dexterity saving throw. A creature takes 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using spell slot of 3rd level or higher, the damage increases by 1d6 damage for every slot level above 2nd.

## WATERY TENTACLES

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (an octopus tentacle)

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

When you cast this spell, three tentacles made of water appear around your body for the duration. As part of the action used to cast the spell, and as a bonus action on subsequent turns until the spell ends, you can command one of these tentacles to grapple a Large or smaller creature that you can see within 30 feet of you. The target must make a Strength saving throw or be grappled and restrained by the tentacle. At the end of each of its turns, a restrained target can repeat the saving throw.

You can grapple as many creatures as you have tentacles. You can use an action or bonus action on your turn to release a grappled creature, or to drag it up to 20 feet in a direction you choose. A watery tentacle can lift a creature up to 10 feet into the air as part of this move, but the creature must begin and end its move on solid ground. If it does not, the grapple automatically ends.

You can also use the tentacles to manipulate nonliving objects as an action or a bonus action. Each tentacle can lift up to 100 lb., and you can command multiple tentacles to work together to lift the same object as part of the same action or bonus action. Watery tentacles are not capable of detailed control - for example, they cannot open a chest or uncork a bottle. Burning objects are extinguished when the tentacle grabs them.

**At Higher Levels.** When you cast this spell using spell slot of 5th level or higher, you gain an additional tentacle for every slot level above 4th.

# CHAPTER 5: MONSTERS

Beasts and monstrosities that wander the wastes are uniquely adapted to the harsh conditions and have developed new, insidious means of hunting prey. Included in this chapter are the statistics of many such monsters adventurers might encounter.

## ASH WORM

The ash worm is one of the most fearsome monstrosities to roam the waste. Making their home in extensive dune fields, ash worms wait in ambush under the sand, listening for the rhythmic footsteps of walking prey.

**Waste Legends.** Nothing is more feared in the wastes than an ash worm striking from beneath. Death is almost instant to any individual unfortunate enough to be found walking among the dunes by one of these predators, but such a strike is not easily forgotten by survivors. As such, legends and horror stories tell the worms' deadly reputation and warns all against trespassing into ash worm territory.

**Pair Predators.** Ash worms mate for life and are almost always to be found hunting in pairs. In the terrifying circumstance that a massive ash worm explodes out of the sand, travelers should yet be wary: another monstrosity is not far behind.

Female ash worms are larger, and carry with them a large clutch of eggs, which mature over the course of decades. It's unknown how long the worms live individually, but if their egg's development is anything to go by, adult ash worms may very well be ancient.

**Dune Hunter.** A sand worm lives underneath the sand, only emerging to hunt. When it hears the cadence of footsteps, it strikes suddenly, engulfing its prey in a single bite and vanishing as quickly as it arrived. An ash worm will only remain in part on the surface if it feels its dunes are being threatened. In this rare instance, a worm will constrict hordes of creatures, and consume the rest.

## DRY LICH

The ultimate fate of a warlock of the pharaohs, a dry lich is an accursed, undead spellcaster, whose body is preserved due to the process of mummification and the arid desert winds.

**Unique Undead.** Dry liches are unique amongst undead. Whereas other undead are either rotting bodies divorced of their souls, or souls permanently divorced from corporeal form, dry liches are simply immortal due to the Sere Rite. Their soul resides within their body, which is dead, and yet

### ASH WORM

*Gargantuan monstrosity, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 186 (12d20 + 60)

**Speed** 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	7 (-2)	21 (+5)	3 (-4)	10 (+0)	4 (-3)

**Saving Throws** Con +10, Wis +4

**Senses** blindsight 30 ft., tremorsense 60 ft., passive Perception 10

**Languages** —

**Challenge** 10 (5,900 XP)

**Ambusher.** The worm has advantage on attack rolls against any creature it has surprised.

**Tunneler.** The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

#### ACTIONS

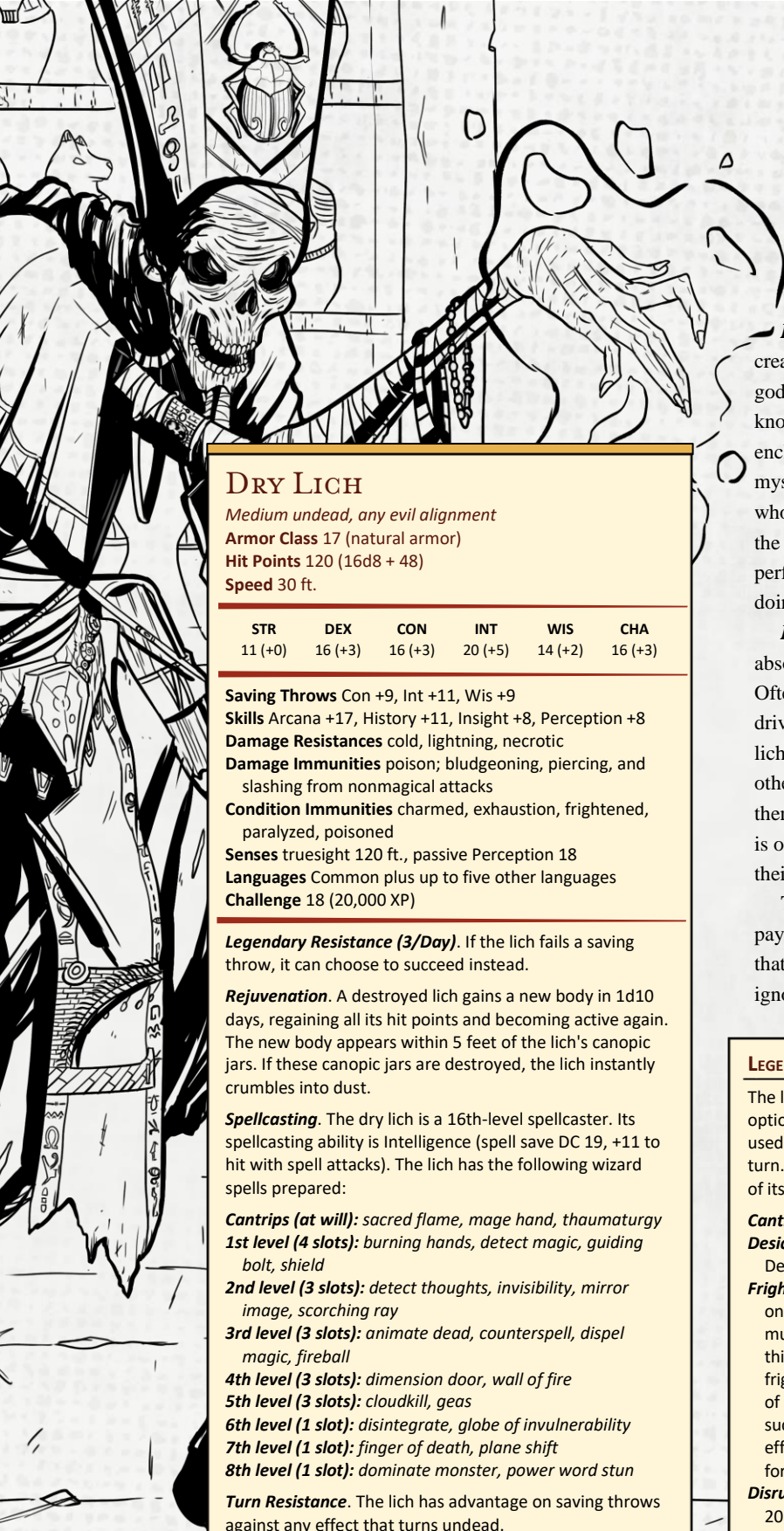
**Multiattack.** The worm makes two attacks: one with its bite and one to constrict.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

**Constrict.** *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 19 (3d6 + 8) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained.

because of extensive mummification, does not decay. As such, dry liches take great care to preserve their bodies, remaining in the desert and avoiding moisture of any sort to prevent the eventual decomposition.

Part of the Sere Rite calls for a dry lich to keep extract and preserve many of their vital organs in canopic jars. If the lich is ever slain, his body can reform from dust near these jars. However, if the jars are ever broken and the organs destroyed, the lich dies immediately.



## DRY LICH

*Medium undead, any evil alignment*

**Armor Class** 17 (natural armor)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

**Saving Throws** Con +9, Int +11, Wis +9

**Skills** Arcana +17, History +11, Insight +8, Perception +8

**Damage Resistances** cold, lightning, necrotic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** truesight 120 ft., passive Perception 18

**Languages** Common plus up to five other languages

**Challenge** 18 (20,000 XP)

**Legendary Resistance (3/Day).** If the lich fails a saving throw, it can choose to succeed instead.

**Rejuvenation.** A destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the lich's canopic jars. If these canopic jars are destroyed, the lich instantly crumbles into dust.

**Spellcasting.** The dry lich is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The lich has the following wizard spells prepared:

**Cantrips (at will):** *sacred flame, mage hand, thaumaturgy*

**1st level (4 slots):** *burning hands, detect magic, guiding bolt, shield*

**2nd level (3 slots):** *detect thoughts, invisibility, mirror image, scorching ray*

**3rd level (3 slots):** *animate dead, counterspell, dispel magic, fireball*

**4th level (3 slots):** *dimension door, wall of fire*

**5th level (3 slots):** *cloudkill, geas*

**6th level (1 slot):** *disintegrate, globe of invulnerability*

**7th level (1 slot):** *finger of death, plane shift*

**8th level (1 slot):** *dominate monster, power word stun*

**Turn Resistance.** The lich has advantage on saving throws against any effect that turns undead.

### ACTIONS

**Desiccating Touch.** *Melee Spell Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 28 (8d6) necrotic damage and the lich regains hit points equal to half the damage dealt.

**Pharaohs' Mysteries.** The dark ritual responsible for the creation of a dry lich, the Sere Rite, was known only to the god kings of the waste and their advisors. Today, that knowledge is lost to all but the members of secretive enclaves and cults. Of course, it is possible to unravel this mystery by simply questioning the god kings themselves, who yet live by even darker magic, hidden somewhere in the waste. All dry liches have learned the secret of the Rite, performed it, and by some miracle, survived the process of doing so.

**Personal Agenda.** A dry lich is not wholly evil, but is absorbed with its own personal schemes and vendettas. Often, these goals are so lofty or impossible as to have driven the lich to seek undeath in the first place. Some dry liches seek to restore life to an ancient god or pharaoh, and others seek to see the return of long lost civilizations. All of them, however, seek to preserve and spread the waste, for it is only the arid winds of the harsh desert which preserves their bodies from the persistent decay of nature.

This obsession with their agenda means a dry lich rarely pays living creatures any regard. It will kill any creature that delays its plans for even a moment, and is likely to ignore creatures of any other disposition.

### LEGENDARY ACTIONS

The lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lich regains spent legendary actions at the start of its turn.

**Cantrip.** The lich casts a cantrip.

**Desiccating Touch (Costs 2 Actions).** The lich uses its Desiccating Touch.

**Frightening Gaze (Costs 2 Actions).** The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 17 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

**Disrupt Life (Costs 3 Actions).** Each living creature within 20 feet of the lich must make a DC 17 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.



# GIANT ANTLION

Grown to titanic size in the waste, antlions prey on more than just ants; they are just as likely to make a snack out of humans, elves, and dwarves.

**Monstrous Size.** The waste is filled with monstrosities of all shapes and sizes, and the giant antlion is no exception. While the adults are fast and threatening in their own right, it is the larvae that have gained a reputation as some of the wastes' most deadly ambush predators. The larva possesses an oversized abdomen and massive, spiked jaws with a venomous bite.

**Fiercely Territorial.** Upon hatching, a giant antlion will seek well-traveled areas such as common caravan routes or areas near the nests of giant ants. The antlion then digs a pit in the sand or loose gravel, and burrows into its center. When a creature wanders into or near the pit, the giant antlion erupts from the sand and uses its jaws to drag the hapless prey under to be consumed. Many giant antlion pits contain the scattered gear of previous prey, a convenient lure for the unwary adventurer.

Giant antlions will take most anything smaller than them as prey, including entire camels and humanoids, but they will also fight other antlions for territory. If an antlion wanders into another's territory, the ensuing battle becomes a life or death struggle between the colossal insects.

## GIANT ANTLION

*Large beast, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	4 (-3)

**Saving Throws** Str +7

**Skills** Athletics +7, Stealth +4

**Senses** tremorsense 60 ft., passive Perception 11

**Languages** —

**Challenge** 5 (1,800 XP)

**Ambush Predator.** The giant antlion has advantage on attacks against targets that are in its pit.

**Sand Camouflage.** When the giant antlion is buried in its pit and remains motionless, it is indistinguishable from its surroundings.

### ACTIONS

**Multiattack.** The giant antlion makes two bite attacks.

**Bite.** *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+4) piercing damage and 5 (1d8) poison damage. The target must then make a DC 11 Constitution saving throw, becoming poisoned for the next 1d4 rounds on a failed save. If the target is Large or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. While the giant antlion is grappling a target, it cannot attack any other target.

**Winged Antlions.** Adult giant antlions resemble massive dragonflies, with wingspans that approach 15 to 20 feet. When they undergo the metamorphosis from larva to adult, they lose their threatening jaws and ambush capabilities, but they make up for it with blindingly fast flight. Skilled hunters can catch and tame giant antlion adults to use as swift flying mounts.

## GIANT ANTLION, ADULT

*Large beast, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 10 ft., climb 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	3 (-4)	12 (+1)	4 (-3)

**Saving Throws** Str +8

**Skills** Athletics +8, Stealth +6

**Senses** tremorsense 60 ft., passive Perception 11

**Languages** —

**Challenge** 5 (1,800 XP)

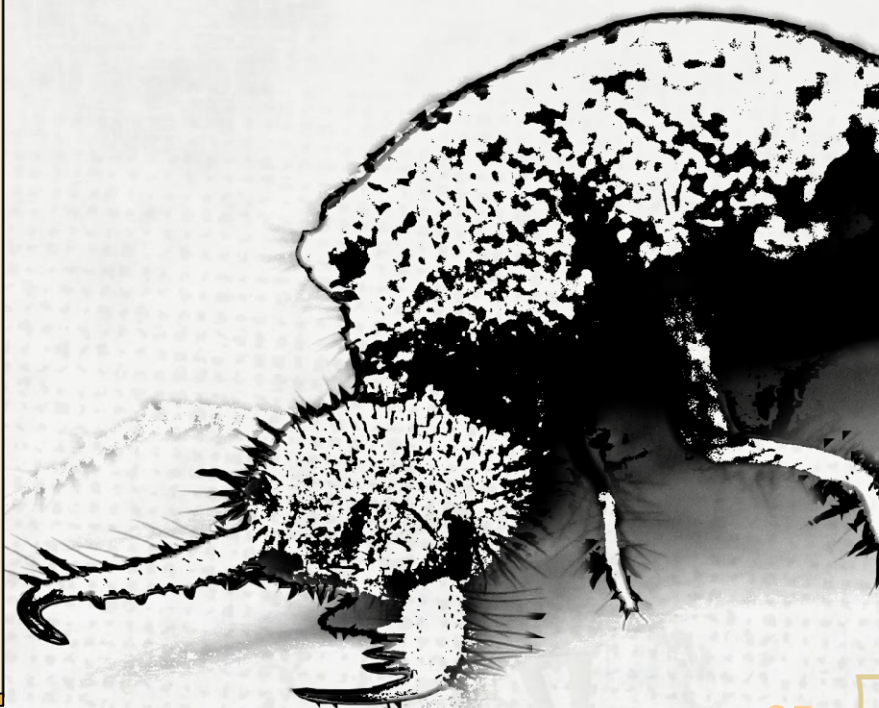
**Dive Attack.** If the giant antlion adult is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

**Flyby.** The giant antlion adult doesn't provoke an opportunity attack when it flies out of an enemy's reach.

### ACTIONS

**Multiattack.** The giant antlion makes two bite attacks.

**Bite.** *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) piercing damage.



## HUSK

*Medium monstrosity, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 39 (7d8 + 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	8 (-1)	8 (-1)	8 (-1)

**Skills** Stealth +4, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Common but can't speak

**Challenge** 2 (450 XP)

**Blood Frenzy.** The husk has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Bottomless Hunger.** The husk doesn't require food or drink.

### ACTIONS

**Multiattack.** The husk makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 4) bludgeoning damage.

## HUSK

Woe of travelers to the wastes, husks are shriveled, erratic humanoid-shaped creatures which constantly prowl the wastes for fresh meat. They can exist for years without nourishment of any kind, perpetually moving with shuddering gestures until prey crosses their path.

A husk's grey skin is cracked in deep fissures and its bodies are impossibly thin, looking appropriately like it has been without food or water. Husks are manifestations of the wastes' severity, and embody the hunger and thirst of all desert denizens.

**Unknown Origins.** Almost every waste has some form of husks wandering its reaches, but their origins are a complete mystery. Some sages claim that the husks are the remains of those who have died drinking from a cursed spring, while others think they were reanimated from those who have died from hunger and thirst. They are, of course, not undead in the conventional sense, but perhaps the waste itself has risen the husks as a type of defense mechanism, like antibodies.

Even stranger is the theory that husks were once marids who were stranded in the waste. Once fat and aquatic, they were desiccated to mere shrunken husks by the waste, and they now search constantly for food, water, and a way back to the Elemental Plane of Water.

**Erratic Intelligence.** Husks move about with a shuddering manner, twitching and flailing with every

movement. This grim dance is horrifying to behold and makes a wandering husk easy to identify for learned adventurers. This has the strange, perhaps intentional, benefit of allowing husks to wander amongst the dunes of ash worms without being struck, since the ash worms can't identify their arrhythmic walking as such.

Despite how mindless the husks might seem, they might possess some ingrained intelligence. Groups of wandering husks split and regroup to navigate obstacles, and can eerily strike at once, as if commanded by an unseen force. Even more interesting, husks honor offerings of food and water for a time. A large meal of meat and a gallon of water will be taken if left for a husk, and entire groups of husks will honor the offering. Offerings can be repeated for a number of weeks before the husks become impatient and attack anyway. There seems to be an unknown honor system in the creatures, but it has its limits.

## JACKALSNAKE

The jackalsnake, like the owlbear, is a strange hybrid of two animals, a jackal and a venomous snake. Combining the speed and ferocity of the jackal with the quick, venomous strikes of a cobra, jackalsnakes hunt in packs in the cool desert night. A jackalsnake resembles a jackal in all respects, except for its head, which appears as if it has been replaced wholesale with the hooded head and neck of a giant king cobra.

**Pack Scavengers.** Jackalsnakes can eat just about any meat it finds, no matter how putrid, and often compete with vultures and other detritivores for their meals.

## JACKALSNAKE

*Small beast, unaligned*

**Armor Class** 13

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13

**Languages** —

**Challenge** 1/4 (50 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

## OOZES

Oozes defy the conventions of other living things. Even without organs, skin, senses, or any discernable anatomy, oozes thrive where other creatures would starve by having a simple, yet effective survival strategy: envelop and digest anything within reach.

**Simple Predators.** Much like molds and fungi, oozes thrive in dark, moist spaces. They prowl around in the dark, earless and eyeless, relying on vibration alone to seek out movement and possible prey. Oozes are mindless, acting on rudimentary instinct to find and consume.

In a fiendishly clever adaptation, oozes require no special method to digest eat or digest; they simply envelop organic material into their bodies and slowly dissolve it. The entire ooze is digestive – a mass of acidic slime that can break down any organic thing into its component parts, given enough time. Different oozes can digest different materials, but all oozes can liquefy an adventurer.

**Adventuring Hazards.** Oozes unwittingly participate in the defense of dozens of ancient tombs. Veteran adventurers warn that tidy paths in decrepit tombs shouldn't be trusted. If a place seems too clean, it might be swept routinely by a patrolling ooze.

Moreover, a hapless ooze might compound the deadliness of an already hazardous trap. A routine pit fall is made downright lethal when a black pudding has already fallen down its bottom.

Fortunately for adventurers, the slow death an ooze provides affords greater opportunity for rescue. It's far easier to pull someone from the belly of an ooze than it is to pull them from the belly of a dragon, after all.

**Ooze Nature.** An ooze doesn't require sleep.

**Oasis Ooze.** An oasis ooze mimics the universal boon of the wastes: a shimmering pool of clean water. Only when a creature leans in to drink does its pseudopods extend to consume it.



### OASIS OOZE

*Large ooze, unaligned*

**Armor Class** 6

**Hit Points** 77 (7d10 + 35)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

**Senses** blindsight 60ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 2 (450 XP)

**False Appearance.** While the ooze remains motionless, it is indistinguishable from a pool of water. It appears to be 5 feet deep when it is really only 6 inches.

**Ooze Pond.** While motionless, this ooze spreads out, covering a 15-foot radius area. If a creature enters this area or physically interacts with the ooze, such as by attempting to take a drink of water out of it, the creature is subjected to the ooze's Engulf and has disadvantage on the saving throw.

Creatures inside the ooze can be seen but have total cover.

A creature within 5 feet of the ooze can take an action to pull a creature or object out of the ooze. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The ooze can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

#### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

**Engulf.** The ooze stretches out, covering a 15-foot radius area along the ground. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a failed save, the creature is knocked prone and pulled to the center of the ooze, where the ooze reforms to its normal Large dimensions. This creature takes 10 (3d6) damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

## SAND ELEMENTAL

*Large elemental, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 114 (12d10 +48)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60ft., tremorsense 60ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Sand Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Sand Glide.** The elemental can burrow through nonmagical, unworked dirt and sand. While doing so, the elemental doesn't disturb the material it moves through.

### ACTIONS

**Slam.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+4) bludgeoning damage.

**Bury (Recharge 4-6).** Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 +4) bludgeoning damage. If it is Large or smaller, it is also restrained and unable to breathe. A buried target takes 13 (2d8 + 4) damage at the beginning of each of its turns. The target can attempt a DC 14 Strength saving throw at the beginning of each of its turns to dig itself free. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding.

If the saving throw is successful, the target takes half the bludgeoning damage, isn't restrained, can breathe, and is pushed out of the elemental's space.

## SAND ELEMENTAL

Elementals are incarnations of the elements that make up the universe, and the various quasi-elements formed by these elemental intersections. Such elementals can be summoned by spellcasters and powerful beings, or can be found spontaneously forming where the appropriate elemental energy is in abundance.

**Living Element.** The Elemental Planes are the source of the elemental energy which composes the various materials found on the prime Material Plane. On when translated from these planes by powerful magic or natural planar gates, elemental energy can manifest a physical shape and a dull consciousness which embodies that particular type of element. Like beasts of the Material Plane, these elemental spirits have no society of culture.

**Elemental Nature.** An elemental doesn't require air, food, drink, or sleep.

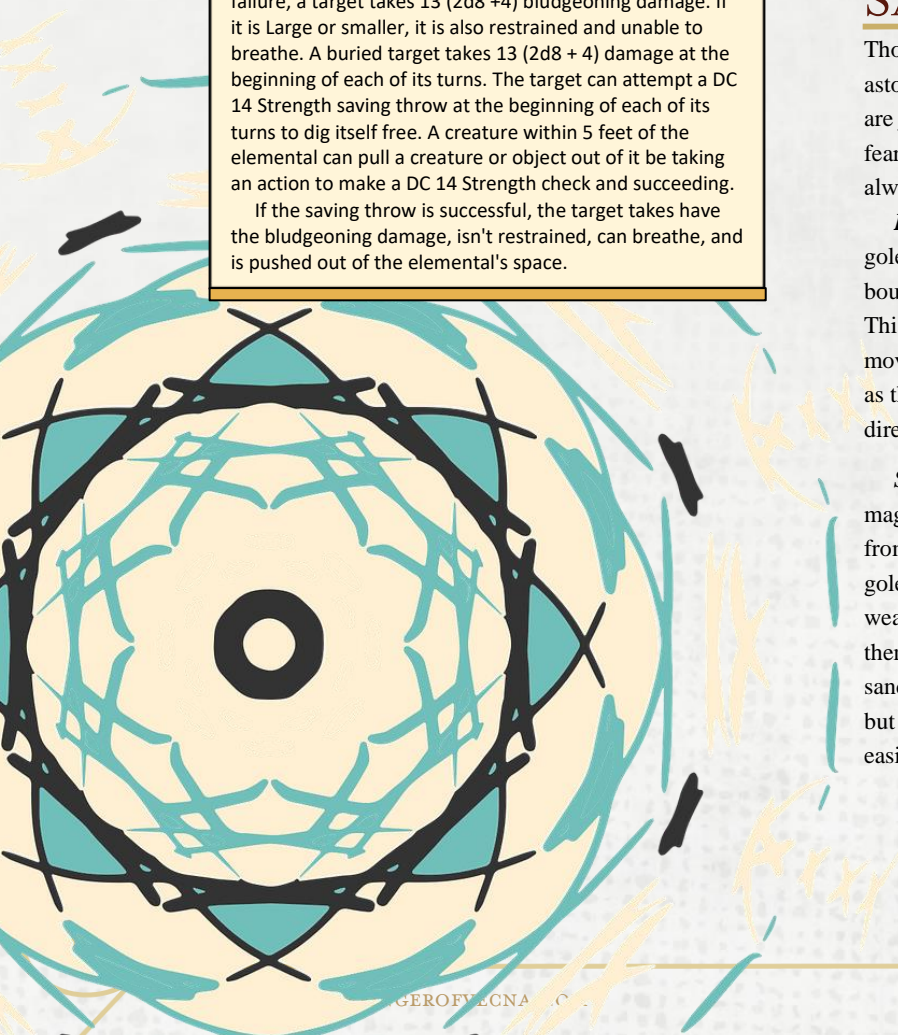
**Sand Elemental.** Sand elementals can be found where the Elemental Plane of Fire meets the Plane of Earth, forming vast, sand swept dune fields. Where the Plane of Fire meets the Material Plane, sand elementals might spontaneously come into existence in the waste around the planar breach.

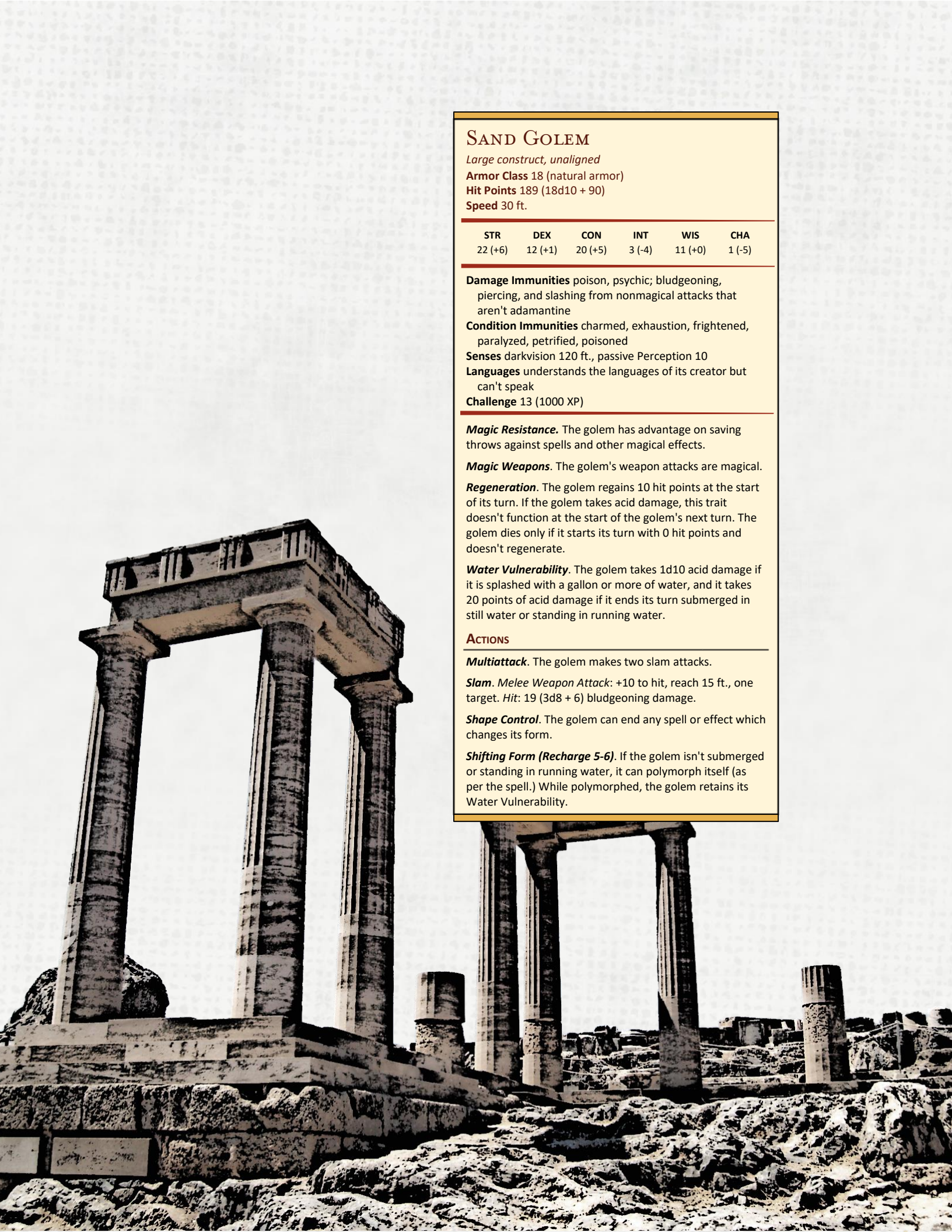
## SAND GOLEM

Though fashioned from humble materials, golems possess astonishing power and durability. Once constructed, golems are juggernauts in the truest sense; they feel no pain, no fear, and no remorse, they require no sustenance, and they always follow their creator's commands.

**Elemental Spirit in Material Form.** The body of a golem is constructed from simple materials which are bound with an elemental spirit to provide the spark of life. This spirit is uncomplicated, possessing the impetus only to move and obey, and it does so without question for as long as the body exists. Golems are known to continue in their directive long after their masters have perished.

**Sand Golem.** Similar to stone golems, sand golems are magical constructs either carved from sandstone or sculpted from ordinary sand to appear as massive statues. Like other golems, they are nearly impervious to spells and ordinary weapons, but their unique method of construction grants them new strengths and weaknesses. Sand is malleable, and sand golems have incredible control over their own shape, but wet sand crumbles, and sand golems can be destroyed easily with water.





## SAND GOLEM

*Large construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 189 (18d10 + 90)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

**Senses** darkvision 120 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 13 (1000 XP)

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Regeneration.** The golem regains 10 hit points at the start of its turn. If the golem takes acid damage, this trait doesn't function at the start of the golem's next turn. The golem dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Water Vulnerability.** The golem takes 1d10 acid damage if it is splashed with a gallon or more of water, and it takes 20 points of acid damage if it ends its turn submerged in still water or standing in running water.

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Shape Control.** The golem can end any spell or effect which changes its form.

**Shifting Form (Recharge 5-6).** If the golem isn't submerged or standing in running water, it can polymorph itself (as per the spell.) While polymorphed, the golem retains its Water Vulnerability.

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