

KHEMTAN MYSTERIES

PLAYER OPTIONS FOR THE DESERTS AND BARBARIC COASTS

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PREFACE

The deserts of Khemta are the harshest environment within the Druskan Empire, but their isolation also makes them home to the lost treasures and hidden cities of its ancient kingdoms. The difficulties encountered by travelers to these regions necessarily shapes them into survivors suited to deal with the dangers of desert dwelling.

In the following pages you'll find additional options for player characters to pull from the power of these deserts. I've included a couple of new race options, a new alchemist base class, and class options for each of the *Player's Handbook* classes. Unless you have the privilege of running the game yourself, always check with your Dungeon Master before bringing homebrewed material to the table. With these options available, you can explore the ancient deserts of Khemta (or some other campaign world's equivalent) and uncover its forgotten tombs.

May the material that follows serve you well in your own campaigns. Happy gaming!

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NEW RACE OPTION: REPTILE-FOLK

Reptile-folk come in a variety of sizes, from the small but poisonous “duskscales” to the massive “blackscales” that often become warlords or tribal champions. The following statistics support a range of reptilian humanoids suitable for player use.

DUSKSCALE

Duskscales are the smallest of reptile folk, living in areas of heavy vegetation and making their homes in natural settings. Often underestimated by larger folk, duskscales should be treated with as much respect as their larger counterparts.

DUSKSCALE RACIAL TRAITS

As a duskscale, you have the following racial traits:

- *Ability Score Increase.* Your Dexterity score increases by 2.
- *Size.* Duskscales are fairly small creatures, though lean and muscled. They generally stand around 4 feet tall and weigh 45-55 lbs. Your size is Small.
- *Speed.* Your base walking speed is 25 feet.
- *Darkvision.* You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't distinguish color in the darkness, only shades of gray.
- *Languages.* You can speak Common and Draconic.
- *Subrace.* Two duskscale subraces exist. Choose one of the following below:

Swamp

The most common duskscales live in marsh-like regions. They harry intruders with poisonous spittle, striking quickly before shifting back into the swamps they call home.

- *Ability Score Increase.* Your Constitution score increases by 1.
- *Directed Spittle.* You learn the *poison spray* cantrip. Dexterity is your spellcasting ability for this cantrip.
- *Poisoning Resistance.* You have resistance to poison damage and advantage on saving throws against poisons or the poisoned condition.
- *Nimble.* You have proficiency with the Acrobatics skill.



Forest

Forest duskscales are a bit bigger than their brethren but often live in trees high above the ground. Their dappled scales make them experts at hiding in the woods

- *Ability Score Increase.* Your Wisdom score increases by 1.
- *Forest Camouflage.* Whenever you make a Stealth check to hide when in forested surroundings, you have advantage on the check.
- *Athletic.* You have proficiency with the Athletics skill.
- *Net Training.* You have proficiency with nets.

REPTILIAN

Reptilians live in a variety of tropical and subtropical latitudes, preferring to stay far from colder climates. Though capable of strong organization, they typically live in small tribal groups: their preferred habitats make city building and more structured civilizations difficult.

REPTILIAN RACIAL TRAITS

As a reptilian, you have the following racial traits.

- *Ability Score Increase.* Your Constitution score increases by 2.
- *Size.* Reptilians are similar in size to orcs, though their tails give them a bit more mass. They generally stand around 6 feet tall and weigh 200 lbs. Your size is Medium.
- *Speed.* Your base walking speed is 30 feet.
- *Darkvision.* You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't distinguish color in the darkness, only shades of gray.
- *Languages.* You can speak Common and Draconic.
- *Subrace.* Two reptilian subraces are known to exist. Choose one of the following below:

Crocodilian

Many reptilians make their homes in the swamps, hiding beneath the brackish water and emerging only to protect their lands. Fiercely independent, they rarely deal with outsiders unless provoked.

- *Ability Score Increase.* Your Dexterity score increases by 1.
- *Natural Swimmer.* You can move your full speed when in water and have



advantage on any Athletics skill checks made to move while swimming.

- *Snapping Jaws*. You gain a bite attack that deals 1d6 + your Strength modifier in piercing damage. If you take the Attack action and successfully hit with this natural weapon, you can initiate a grapple opportunity as a bonus action. If successful, you have advantage on checks made to maintain the grapple.
- *Deep Lungs*. You can hold your breath for a number of minutes equal to 5 + your Constitution modifier (minimum of 1 minute).

Desert

On the fringes of civilization, desert-dwelling reptilians eke out lives where few other creatures can survive the lack of water. While not gifted with the aquatic expertise of their swampy brethren, they are even quicker to fight.

- *Ability Score Increase*. Your Strength score increases by 1.
- *Savage Jaws*. You gain a bite attack that deals 1d6 + your Strength modifier in piercing damage. If you take the Attack action and successfully hit with a melee weapon attack, you can make this bite attack as a bonus action.
- *Fringedweller*. You have proficiency with the Survival skill.
- *Desert Adaptation*. You can endure hot climates without difficulty and need only half the normal amount of water for a creature of your size.

NEW CLASS OPTION: THE ALCHEMIST



A pale orc lobbs a heavy canister at the band of goblins. Arcane ice spills outward, chilling their arms and legs and making their weapons hang heavy in their small hands.

A smooth-skinned duskscale quaffs a brew, spikes and thorns growing from her back. With a snarl, she flings herself into the oasis raiders.

A bespectacled catfolk drinks a healing tonic, seeing his wounds close as he gains a moment of clarity for the future. He dives away just as the sphinx plows into the sand behind him.

Alchemists are arcane casters who have focused their attention on building the most effective explosive concoctions possible. Their Build-a-Bomb provides an array of damage types, areas covered, and the versatility to swap admixtures on the fly, while their infusions give them supportive magical effects that make themselves and their allies stronger. Their constant experimentation also provides some rather unusual defenses as they harden to their most-chosen experiments. Alchemists are happiest when lobbing bombs into battle, but never forget that a quick elixir might mean the difference in keeping an ally alive.

As an alchemist, your Build-a-Bomb feature is your bread-and-butter. Think carefully about each admixture you create based on what damage types you'll need and how many targets you need to affect. Unlike other casters, you can tailor your basic damage ability to hit an opponent where it's weakest. Additionally, your Alchemical Infusions provide extra staying power and can be handed out freely if other people need the buffs. While you can only have so many with active potency at a time, the ability to create them after a short rest means that you should give them out and imbibe freely, Iron Stomach and Chemist's Fortitude provide some defensive

power, while Potions Expert helps you get the most out of the potions you find. Your choice of Alchemical Passion generally expands your utility in combat or ability to support your allies, so think about how best you wish to do that.

“Perhaps this mixture will turn out better than—” – The overheard last words of Ganka Galard

QUICK BUILD

You can make an alchemist quickly by following these suggestions. Intelligence should be your highest score, followed by Constitution or Dexterity. Second, choose the sage background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6

Hit Points at 1st Level: 6 + Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per alchemist level after 1st

PROFICIENCIES

Armor: None

Weapons: All simple weapons

Tools: One of alchemist’s kit, brewing supplies, herbalist’s kit, or poisoner’s kit

Saving Throws: Constitution, Intelligence

Skills: Choose three skills from Arcana, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Performance, Persuasion, and Religion

EQUIPMENT

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

- a simple melee weapon
- a crossbow and 20 bolts
- (a) a diplomat’s pack, (b) an explorer’s pack, or (c) a scholar’s pack
- The toolkit chosen for proficiency

Level	Proficiency Bonus	Class Features	Alchemical Infusions	Rituals Known
1 st	+2	Build-a-Bomb, Potions Adept, Ritual Casting	---	1
2 nd	+2	Alchemical Infusion (1 st -level)	1	2
3 rd	+2	Alchemical Passion	1	2
4 th	+2	Ability Score Improvement	1	2
5 th	+3	Build-a-Bomb (2 ingredients; extra damage die), Alchemical Infusion (2 nd -level)	2	3
6 th	+3	Passion feature	2	3
7 th	+3	Iron Stomach, Potions Expert	2	3
8 th	+3	Ability Score Improvement, Build-a-Bomb (2 nd admixture)	2	4
9 th	+4	Alchemical Infusion (3 rd -level)	2	4
10 th	+4	Passion feature	2	4
11 th	+4	Build-a-Bomb (3 ingredients; extra damage die)	3	5
12 th	+4	Ability Score Improvement	3	5
13 th	+5	Alchemical Infusion (4 th -level)	3	5
14 th	+5	Build-a-Bomb (3 rd admixture), Passion feature	3	6
15 th	+5	Chemist's Fortitude	3	6
16 th	+5	Ability Score Improvement	3	6
17 th	+6	Build-a-Bomb (4 ingredients; extra damage die), Alchemical Infusion (5 th -level)	4	7
18 th	+6	Passion feature	4	7
19 th	+6	Ability Score Improvement	4	7
20 th	+6	Build-a-Bomb (5 ingredients; extra damage die), Potions Master	5	8

BUILD-A-BOMB

As an alchemist, you know how to craft alchemical mixtures to hinder your enemies. While most alchemists enjoy explosions, they all find their own way of personal expression through these concoctions. Over the course of a short rest using an alchemist's kit, brewing supplies, herbalist's kit, or poisoner's kit, you prepare up to two admixtures using one of the following base solutions as well as one of the mixed ingredients from the list below. Some ingredients require you to have reached a certain alchemist level before you learn how to catalyze them. This resulting Build-a-Bomb is constant until you finish a short or long rest and prepare a new admixture. At 8th level and again at 14th level, you can have an additional Build-a-Bomb admixture prepared.

As a bonus action, you can retrieve the admixture from your pack. You can then use your action to make a ranged attack roll using your Intelligence modifier with your Build-a-Bomb. The normal range for this attack is 30 feet with a long range of 60 feet.

You can add one additional mixed ingredient into your Build-a-Bomb feature beginning at 5th level and again at 11th, 17th, and 20th levels. You also add one additional damage die to each base solution at those levels.

Base Solutions

Dissolving Spray: Your bomb corrodes animate material. This solution deals 1d8 acid damage to creatures.

Freezing Fluid: Your bomb leaches heat from organic material. This solution deals 1d6 cold damage and reduces a creature's speed by 10 feet on successfully dealing damage.

Khemtan Fire: Your bomb burns with an unknown chemical reactant. This solution deals 1d8 fire damage and sets unattended objects on fire.

Pickling Liquid: Your bomb is unhealthy. This solution deals 1d10 poison damage to creatures.

Mixed Ingredients

Fizzy Formula: The normal and long ranges of your Build-a-Bomb double.

Heavy Canisters: You increase the damage die of your base solution by 1 size (1d4 -> 1d6; 1d6 -> 1d8; 1d8 -> 1d10; 1d10 -> 1d12), but the normal and long ranges of your Build-a-Bomb are halved. You cannot choose this ingredient if you would increase the damage die beyond 1d12.

Splashing Canister: Enemies must make a Dexterity saving throw against your alchemist spell save DC instead of you making an attack roll.

Splitting Canister: You can target one additional creature adjacent to your initial target, making a separate attack roll for the second creature. Additionally, the damage die of your base solution decreases by 1 size (1d12 -> 1d10; 1d10 -> 1d8; 1d8 -> 1d6; 1d6 -> 1d4). You cannot choose this ingredient if you would reduce the damage die below 1d4.

5th-Level

Distracting Spatter: If you successfully deal damage, the affected creature has disadvantage on the first attack roll it makes before the beginning of your next turn.

Intensifier: You increase the damage die of your base solution by 1 size (1d4 -> 1d6; 1d6 -> 1d8; 1d8 -> 1d10; 1d10 -> 1d12). You cannot choose this ingredient if you would increase the damage die beyond 1d12.

Necrotic Solution: Your bomb rapidly decomposes organic tissue. Your Build-a-Bomb deals 1d8 necrotic damage to creatures instead of its normal damage die and type. It also prevents that creature from recovering hit points until the beginning of your next turn.

Noxious Fumes: If you successfully deal damage, the affected creature must make a Constitution saving throw against your alchemist spell save DC or be poisoned for 1 round.

Weakening Powder: If you successfully deal damage, the affected creature must make a Strength saving throw against your alchemist spell save DC. If it fails, it reduces any melee weapon damage dealt by one-half for 1 round.

11th-Level

Conductive Canisters: Your Build-a-Bomb deals 1d8 lightning damage instead of its normal damage die and type. If you successfully deal damage, the affected creature must make a Constitution saving throw against your alchemist spell save DC or be unable to take reactions for 1 round.

Diffuser: Your Build-a-Bomb admixture affects creatures in a 15-ft. cone originating from you. Affected creatures must make a Dexterity saving throw against your alchemist spell save DC instead of you making an attack roll, unless a different kind of saving throw is required by another mixed ingredient.

Potent Brew: When you use your Build-a-Bomb feature, you can add your Intelligence modifier to the damage dealt to one creature.

Potent Residue: If a creature makes a successful saving throw against your Build-a-Bomb feature after being its only target, it still takes half damage on a successful save.

17th-Level

Arcane Infusion: Your Build-a-Bomb deals 1d8 force damage instead of its normal damage die and type. Additionally, when you choose this ingredient for a Build-a-Bomb admixture, you can choose for enemies to make a Constitution saving throw against your alchemist spell save DC instead of you making an attack roll.

Blessed Bombardier: Your Build-a-Bomb deals 1d8 radiant damage instead of its normal damage die and type. Additionally, enemies must make a Charisma saving throw against your alchemist spell save DC instead of you making an attack roll.

Mindsapper: Your Build-a-Bomb deals 1d8 psychic damage instead of its normal damage die and type. Additionally, enemies must make an Intelligence saving throw against your alchemist spell save DC instead of you making an attack roll.

RITUAL CASTING

Also beginning at 1st level, you have learned a spell from the sorcerer, warlock, or wizard spell list with the [ritual] tag that you can cast as a ritual. Additionally, you learn additional ritual spells at the levels indicated on the table above. These spells are written in a ritual book alongside your alchemical formulae, which you must have in hand while casting one of them. To learn a ritual spell of a particular level, you must be able to prepare an infusion that is considered that same level.

POTIONS ADEPT

Also beginning at 1st level, you can drink a potion as a bonus action rather than an action.

ALCHEMICAL INFUSION

Beginning at 2nd level, when you finish a short or long rest, you can create an alchemical infusion, a powerful potion imbued with magical energy that can empower you or your allies. An infusion is typically drunk as an action, after which it provides the benefits of the spell it imitates. Infusions are considered to be 1st-level spells at 2nd level, 2nd-level spells at 5th level, and so on as indicated on the table above.

If the spell imitated by the infusion would require an expensive material component, that component must be provided when the infusion is created.

You can create a number of infusions as indicated on the table above. Infusions retain their power until you create new ones or finish a long rest, whichever comes first.

ALCHEMICAL PASSION

When you take your third level in this class, you choose a Alchemical Passion that guides how you use potions with other creatures. You choose from the Enlightenment or Fortification options listed below. Your choice grants you class features at 3rd level and again at 6th, 10th, 14th, and 18th level.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

IRON STOMACH

Beginning at 7th level, your constant imbibing has made you capable of consuming almost anything. You have advantage on saving throws against ingested poisons and other such ingested substance that enter your body. You can eat spoiled food with no ill effect, and you also gain resistance to poison damage.

POTIONS EXPERT

Also beginning at 7th level, you can squeeze some extra magic from applied potions. When you consume or administer a potion to another creature, you can choose for the duration of its effects to be doubled. Once you use this feature, you can't use it again until you finish a short or long rest.

Additionally, when you drink a potion that restores hit points, you may treat the result as you had rolled the maximum number of hit points possible.

CHEMIST'S FORTITUDE

Beginning at 15th level, your continued experiments have left you somewhat scarred...but also with thicker skin. You gain resistance to two of the following types of damage: acid, cold, fire, lightning, necrotic, piercing, slashing, or thunder damage.

POTIONS MASTER

Beginning at 20th level, you can use an action to transform one of your alchemical infusions into a different one that you know. You can transform a number of infusions whose combined starting spell levels are equal to your Intelligence modifier (minimum of 1).

For example, you can transform one infusion containing *cure wounds*, one containing *alter self*, and one containing *haste* (each requiring an action to do so), or you can transform one infusion containing *greater restoration*. After you have transformed the maximum number of infusions in this way, you must wait until after you finish a short or long rest to use this feature again.

ALCHEMICAL PASSION

ENLIGHTENMENT

Alchemists who follow this passion gain greater understanding of the world around them, increasing their awareness to connect with more of the cosmos. With so much caught by these alchemists' expanded senses, little escapes their notice.

Minor Prescience: Beginning when you choose this passion at 3rd level, imbibing your mixtures helps you anticipate danger. After you drink a potion or one of your infusions, you can use your reaction to impose disadvantage on a single attack roll that targets you. This benefit lasts for up to 1 minute after imbibing.

One with the World: Beginning at 6th level, you can expand your senses, gaining one of the following benefits:

- Blindsight out to 5 feet. This is based on your sense of touch and detecting small air or fluid movements, ceasing to function in a vacuum
- Darkvision out to 60 feet, or if you already have darkvision, extending its range 30 feet
- Proficiency in Perception checks (or expertise if you already have proficiency)
- Tremorsense out to 30 feet.

- As an action, you can see 60 feet into the Ethereal Plane. This benefit lasts until the start of your next turn.

You can change the benefit selected after you finish a short or long rest.

Artisan's Insight: Beginning at 10th level, after finishing a short rest you can mix a small drink that stimulates a creature's mind. You or a creature that drinks the concoction as an action gains a single tool proficiency or proficiency with an Intelligence, Wisdom, or Charisma skill for 1 hour. You can make only one of these drinks at any given time.

Forewarned and Forearmed: Beginning at 14th level, you can use your Intelligence modifier in place of your Dexterity modifier on initiative checks. You also gain proficiency with initiative checks and are never considered surprised.

Supreme Mind: Beginning at 18th level, you gain proficiency in Wisdom and Charisma saving throws. Additionally, you can add one-half your proficiency modifier to any Intelligence, Wisdom, or Charisma skill check if you are not already proficient.

FORTIFICATION

Alchemists pursuing this passion focus on protecting themselves and their allies from harm, using a variety of oils and unguents to harden them against attacks. The alchemist's foes might find great frustration as they futilely flail against reinforced flesh.

Iron Skin: Beginning when you choose this passion at 3rd level, you can calculate your Armor Class as 13 + your Dexterity modifier. Additionally, when you drink a potion or alchemical infusion, you gain temporary hit points equal to your alchemist level for 1 hour. If the infusion would already give you temporary hit points, you can add those provided by this feature to the total.

Fortifying Stream: Beginning at 6th level, you can unleash an invigorating mist that reinforces your allies against harmful physical effects. As an action, you create an area within a 30-ft. radius of yourself that provides all friendly creatures advantage on Strength, Dexterity, and Constitution saving throws. This area does not move with you once established, and a strong wind (like that created by *gust of wind* or *wind wall*) dissipates the mist. Once you use this feature, you can't use it again until after you finish a short or long rest.

Energy Redirection: Beginning at 10th level, whenever you or an ally within 30 feet of you takes magical acid, cold, fire, lightning, poison, or thunder damage, you can use your reaction to halve the damage taken and store some of it within yourself. With any successful Build-a-Bomb or weapon attack you make before the end of your next turn, you can increase the damage dealt by an amount equal to your Intelligence modifier (minimum of 1). The extra damage dealt is of the same type as that you absorbed.

Cleansing Broth: Beginning at 14th level, you have learned how to restore a creature's faculties using a quick concoction. As an action, choose an adjacent creature suffering from one of the

following effects: blinded, charmed, deafened, frightened, poisoned, or stunned. You end the current instance of that condition, though any other ongoing effects causing the condition (such as a *silence* spell) persist. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). When you finish a short or long rest, you regain all expended uses.

Spellwarded: Beginning at 18th level, you have advantage on saving throws against magical effects and resistance to magical damage.

ALCHEMICAL INFUSIONS LIST

1ST LEVEL

Armor of Agathys
Cure Wounds
Disguise Self
False Life
Mage Armor
Protection from Evil and Good

2ND LEVEL

Alter Self
Barkskin
Blur
Darkvision
Enhance Ability
Enlarge / Reduce
Invisibility
Lesser Restoration
Locate Object
Magic Aura
Magic Weapon
Protection from Poison

3RD LEVEL

Blink
Elemental Weapon
Fly
Gaseous Form
Haste
Nondetection
Protection from Energy

Remove Curse
Tongues

4TH LEVEL

Death Ward
Dimension Door
Fire Shield
Freedom of Movement
Greater Invisibility
Locate Creature
Resilient Sphere
Polymorph
Stoneskin

5TH LEVEL

Animate Objects
Antilife Shell
Creation
Dispel Evil and Good
Greater Restoration
Modify Memory
Passwall

NEW CLASS OPTIONS

Although few live in the deserts of Khemta, those who wander its wastes have uncovered a variety of energies in the land. The scorching wind, anguished loneliness, and inscrutable jinn are just a few of the powers harnessed by those of this region.

NEW BARBARIAN ARCHETYPE: PATH OF THE SIROCCO

Hot winds blast over the desert, carrying its heat to faraway places. Some tribes who dwell in these deserts have learned to work with these heated air currents in battle, taking on even greater mobility than the typical barbarian. Those who follow this path demand to feel free and unfettered and so are some of the strongest opponents of tyranny one can find.

Swirling Rage: The power of the sirocco you possess makes you more mobile, but it also burns through your energy. Beginning at 3rd level, you can choose to enter a swirling rage instead of your normal rage as a bonus action. For the duration of this rage, you can use the Dash or Dodge action as a bonus action on your turn, but you gain a level of exhaustion when your swirling rage ends.

Grasping for the Wind: Your ties to the sirocco keep you moving rapidly. Beginning at 6th level, while raging your speed cannot be reduced to 0 ft. If you are grappled, you can still move freely, though your opponent has the choice whether to release you or not.

Buoyed by the Wind: The wind helps lift you when you jump through the air. Beginning at 10th level, your jumping distance is doubled, and you can use your reaction to reduce falling damage by an amount equal to your barbarian level.

Scorching Retaliation: You can call on the sirocco's scorching heat to blast your foes. Beginning at 14th level, when you take damage from an adjacent creature, you can use your reaction to force that creature to make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or take your barbarian level in fire damage.

NEW BARDIC COLLEGE: COLLEGE OF DESOLATION

Although the desert sands have few who live there, music is important to those who maintain oral cultures instead of written literature, which is often heavy and prone to ruination. Members of this college, while adapted to their harsh environment, can channel its power through song to isolate and crush their opponents.

Bonus Proficiencies: When you join the College of Desolation at 3rd level, you gain proficiency with the Survival skill and with a martial weapon of your choice.



Forlorn Hope: Also at 3rd level, you can sap the will of your enemies by evoking the loneliness of the desert. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being Charmed.

Independent Knack: At 6th level, you can briefly focus your magic to become more

self-sufficient. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

Scorching Rays: At 14th level, your performances can increase the power of your elemental magic. You learn one spell of a level you can cast from any spell list that deals fire damage. This spell counts as a bard spell for you. When a creature takes fire damage from you, you can expend a Bardic Inspiration die as a bonus action and add the number rolled to the damage dealt.

NEW CLERIC DOMAIN: DESERT DOMAIN

Existence in the sands is harsh, but where there is land there is life. Though the populations are small, those who choose to live in the wastelands need divinities like any others. The gods and goddesses who claim the desert for their portfolio are often unpleasant, but they are more than capable of protecting their faithful. Deities with this domain might include Ba'alat-Sahra, Nasr, or Set. Like the deities they worship, their clerics are generally harsh but powerful, calling the desert's sun and sands to blast their enemies.

Desert Domain Spells

- 1st – *burning hands, silent image*

- 3rd – *gust of wind, scorching ray*
- 5th – *fireball, major image*
- 7th – *blight, wall of fire*
- 9th – *flame strike, insect plague*

Tempered by the Heat: At 1st level, you gain proficiency with all martial weapons. You also learn the *produce flame* cantrip, which counts as a cleric cantrip for you.

Endure the Heat: At 1st level, you can use your action to touch a willing creature other than yourself to protect them from a hot environment. This blessing lasts for 1 hour or until you use this feature again.

Channel Divinity: Scouring Sands: At 2nd level, you can use your Channel Divinity to create a small sandstorm. As an action, you can select a 20-foot cube within 60 feet of your position that you can see. Sand fills the air, blasting targets within the area and making it heavily obscured for 1 round. Creatures within the sandstorm are effectively blinded, and a creature beginning its turn within the storm must make a Dexterity saving throw or take 1d10 + one-half your cleric level in fire damage and 1d10 + one-half your cleric level in slashing damage. A successful saving throw halves both kinds of damage. Any spaces to which you do not have line of effect are unaffected by this feature.

Dampen the Heat: At 6th level, you are adapted to hot temperatures. Additionally, whenever you or an ally within 30 feet of you takes fire damage, you can use your reaction to grant resistance to that instance of damage.

Divine Strike: At 8th level, once on each of your turns you can infuse your weapon strikes with divine energy, causing the attack to deal an extra 1d8 fire damage. When you reach 14th level, the extra damage increases to 2d8.

Walking Waste: At 17th level, you can create a swirling mass of sand as an action that protects you and desiccates the environment around you. For 1 minute, sand swirls out to a radius of 30 feet. The area is considered lightly obscured and difficult terrain for hostile creatures, and creatures beginning their turn within the area take 10 necrotic damage. Mundane plant life affected by this aura for more than 1 round is drained of moisture and killed.

NEW CLERIC DOMAIN: OASIS DOMAIN

Life in the Khemtan wastes is difficult, and caravans that cross them rely on the oases for their journey. In many places they become home to small shrines, and benevolent desert deities often empower their servants to maintain and create these outposts on their own. Divinities with this domain might include the goddesses Al-Uzza or Allat, the Titan Tethys, or the Egyptian Ash or Tefnut. Clerics who worship these gods can become a spring of refreshment to their allies.

Oasis Domain Spells

- 1st – *create or destroy water, purify food and drink*
- 3rd – *misty step, protection from poison*
- 5th – *create food and water, water walk*
- 7th – *control water, hallucinatory terrain*
- 9th – *hallow, scrying*

Additional Proficiencies: At 1st level, you gain proficiency with heavy armor and the Survival skill.

Keeper of Springs: At 1st level, you can use your action to touch a creature and provide it with 1 hit point. Additionally, the creature is refreshed as if it had met its water needs for the day. You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum of 1). When you finish a long rest, you regain all expended uses. A single creature can benefit from this ability only once per long rest.

Channel Divinity: Purifying Spring: At 2nd level, you can use your Channel Divinity to create a spring of holy water that heals all who imbibe. As an action, you present your holy symbol and choose an empty square within 60 feet. A spring with a healing pool equal to 5 x your cleric level gushes from the ground. Creatures adjacent to the spring can spend a bonus action to draw healing from the pool, up to one-half of their maximum hit points. Additionally, creatures may use 5 points of healing from the pool to cure themselves of a disease or poison or a blinded, deafened, or poisoned condition currently affecting them.

Oasis Stone: At 6th level, you can spend 8 hours crafting an *oasis stone*, which holds a reservoir of magical power. As long as you hold the stone, you can infuse your spells with extra power. Whenever you cast an abjuration, evocation, or transmutation spell of 1st level or higher on a single friendly creature, you can grant the creature hit points equal to 2 + the spell's level. Additionally, you can use an action to consume the stone's power and regain hit points equal to your cleric level.

Divine Strike: At 8th level, once on each of your turns you can infuse your weapon strikes with divine energy, causing the attack to deal an extra 1d8 cold damage. When you reach 14th level, the extra damage increases to 2d8.

Aqueous Infusion: At 17th level, you can use your action to unleash the power of your *oasis stone* even more fully, harnessing life in a burst of energy. Choose one of the following effects. Your *oasis stone* is destroyed and cannot be recreated until after you finish a long rest.

- *Fountain of Life:* You cast *raise dead* on a creature you touch with the *oasis stone* without expending a spell slot or needing to have the spell prepared.
- *Fountain of Health:* You remove all curses, diseases, and poisons affecting a creature you touch with the stone, which also restores all of its hit points.
- *Fountain of Youth:* You touch a creature and its apparent age is reduced by 3d10 years, to a minimum age of 13. This effect does not extend the creature's lifespan.

NEW DRUID CIRCLE: CIRCLE OF THE SANDS

Although few consider it, the desert still holds a great deal of life within its shifting sands. Some of the druids who watch over these creatures have learned the secrets of blending into the banks and dunes amongst which they live by changing their physical forms into sand. Effective scouts and sentinels both, these druids have learned to avoid much harm through their transmutative training.

Sand Shape: Starting at 2nd level when you choose this circle, you can use your Wild Shape to transform into a sandy form. You and your equipment transmute into a sandy form, becoming less substantial and gaining several benefits. While in this form, your movement speed drops by 10 feet, but you gain resistance to nonmagical damage and have advantage on Strength, Dexterity, and Constitution saving throws. Difficult terrain does not hinder your movement, and you can squeeze through small holes, narrow openings, and even mere cracks, though it takes an action to do so. If you find yourself immersed in liquid, it deals 2d6 necrotic damage to you each round until you can pull yourself out; this damage cannot be resisted or prevented in any way. While in this form, any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You can attack with a scouring slap, a natural weapon which deals 1d8 + your Strength modifier in damage, and you can cast spells that do not require somatic or material components. This feature ends when you drop to 0 hit points.

Dessicate: Also starting a 2nd level, when you hit with an unarmed strike or a natural attack you can expend one druid spell slot to suck the moisture from your target, dealing extra necrotic damage in addition to the attack's base damage. The extra damage is 1d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 6d8. This ability may be used during Sand Shape.

Desertdweller: At 6th level, you become immune to the negative effects caused by extreme heat, and you need to drink only half of the normal amount of water for a creature of your size.

Sandy Defense: Starting at 10th level, when you are struck by a weapon attack that deals bludgeoning, piercing, or slashing damage, you can use your reaction to reduce the damage taken by one-half.

Sandy Outline: You can create a small cloud of sand that surrounds you, shifting with your silhouette and making it hard to determine your precise location. At 14th level, you can use an action to begin this effect for up to 1 minute or until you lose concentration, as if you were concentrating on a spell. Creatures have disadvantage on attack rolls against you for the duration of this feature, though attackers who do not rely on sight are immune to its effects. You can use this feature a number of times equal to your Wisdom modifier (minimum 1). You regain all expended uses after you finish a long rest.

NEW FIGHTER ARCHETYPE: CHARIOTEER

From the scythed chariots of Elon to the more nimble Khemtan models, vehicles of war have provided a powerful advantage over infantry. Although they have fallen somewhat out of fashion as cavalry became stronger and more diverse, a few warriors still continue these older traditions, maintaining their mobile maneuvers on the battlefield.

Piloting Tactics: At 3rd level, you gain proficiency in Animal Handling and with land vehicles. Additionally, when you make a successful attack after moving at least 30 feet in a straight line, you can add 1d6 weapon damage to your roll. This applies only to the first attack roll made after moving this distance, though if you move an additional 30 feet you can apply it to another attack. This damage increases by 1d6 at 7th level and another 1d6 at 15th level.

Driver's Expertise: At 7th level, you may add double your proficiency bonus when making a check to handle a land vehicle or mount.

Vehicular Cover: At 10th level, whenever you make a Dexterity saving throw against an effect that would deal only half damage on a successful save while you are piloting a vehicle or riding a mount, you take no damage if you succeed.

Additionally, when you are piloting a vehicle or mount and targeted by an attack, you can use your reaction to take cover within your vehicle. You must make a Dexterity (land vehicles) check against the attack roll. If your roll is successful, you use your vehicle to deflect the attack. Otherwise, resolve the attack roll as normal.

Vehicular Surge: At 15th level, you can add an extra 30 feet of movement to your vehicle or mount when you use your Action Surge while piloting or riding.

Trampling Charge: At 18th level, when you successfully deal extra damage from your Piloting Tactics feature, you can force your target to make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier, your choice) or be stunned for 1 round. You can use this feature a number of times equal to your Strength modifier (minimum 1). You regain all expended uses after you finish a long rest.

NEW MONASTIC TRADITION: WAY OF THE RUTHLESS SUN

Relentless. Untiring. Persistent. Just as the sun continually beats down onto Khemta, so the monastic order of the Burning Sun emphasizes repeated, consistent attacks to wear down their foes. A favorite of underdogs as well, this tradition also helps the practitioner understand how to use an enemy's strengths against them as one continues a combat.

Pushing Strikes: Starting when you choose this tradition at 3rd level, you can forcibly push your opponents when you attack them. When you successfully damage a creature with an unarmed strike, you can attempt to Shove that creature 5 ft. as part of the same attack. You must still win the opposed Athletics check to push the creature around.

Scorpion's Opening: At 6th level, whenever an enemy misses you with an opportunity attack, you can use your reaction to make an opportunity attack against that creature. Enemies are aware of this feature before they make their opportunity attack.

Mirrored Pursuit: At 11th level, when a creature moves away from you, you can spend 1 *ki* point to use your reaction and follow that creature, up to a distance of your current walking speed. Moving in this way doesn't provoke opportunity attacks.

Ultimate Flurry: At 17th level, you gain the ability to strike with even greater speed and strength. After successfully dealing damage with an unarmed strike, you can expend 1 *ki* point to make an immediate additional unarmed strike against that creature. You can't use this feature against the same creature more than once per round.

NEW PALADIN OATH: OATH OF PRESERVATION

While those who live in Khemta must often make hard choices for survival, some selflessly rise above their base needs to put others ahead of themselves. The highest fulfillment of this principle is found in the Preservers, an order of paladins who view their charge as protecting and nourishing the peoples of Khemta on a basic level. Taking an oath to preserve life wherever they find it, these paladins have learned abilities that shelter others from the harsh environment.

Tenets of Preservation:

Life First: Your highest goal is the preservation and protection of sapient life.

Security Second: You strive tirelessly to keep your people safe.

Quality Third: Without compromising their safety, you work to keep your people comfortable.

Oath Spells: You gain access to the following spells at the paladin levels listed.

3rd – *create or destroy water, sanctuary*

5th – *calm emotions, find traps*

9th – *beacon of hope, tiny hut*

13th – *control water, fabricate*

17th – *awaken, commune*

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

- *Breath of Vigor:* As an action, you can present your holy symbol and provide an ally with extra stamina. Choose one adjacent creature to touch. For the next hour, that creature has advantage on Constitution checks and death saving throws.
- *Stasis of the Sands:* As an action, you can present your holy symbol and attempt to preserve a creature for 1 round. Choose one creature within 60 feet of you that you can see. For 1 round, that creature is whisked away into an interdimensional space, perfectly preserving it for the duration. It does not suffer hit point loss, make death

saving throws, or see any time pass for it at all. At the end of your next turn, it reappears in the space it previously occupied or the nearest available empty space. An unwilling creature can attempt a Constitution saving throw to avoid this effect.

Aura of Balminess: Beginning at 7th level, you can moderate your allies' temperature. You and friendly creatures within 10 feet have resistance to cold and fire damage. At 18th level, the range of this aura increases to 30 feet.

Desert Traveler: Beginning at 15th level, you are always under the effects of an *endure elements* spell.

True Preserver: At 20th level, you become the embodiment of the oasis, giving you the following benefits:

- As a bonus action, you can stabilize any creature within 30 feet of you.
- The range of your Lay on Hands feature increases to 30 feet. When you use it in this way, you must expend at least 5 points from your pool of healing.
- You have advantage on any saving throws or ability checks made to resist gaining levels of exhaustion.

NEW PALADIN OATH: OATH OF THE TOMBLORD

While many paladins swear oaths to a cause or ideal, some prefer to pledge their allegiance to a particular person or place. In Khemta, the greatest demand for such an oath is found with the Tomblords, the wardens who maintain Khemta's lavish burial sites to ensure that such sepulchers remain undisturbed for a peaceful afterlife. Paladins who take up this oath may not always adventure, but such quests serve as a way to gain experience and power to better protect their deceased charges. Members of this oath generally take death very seriously, standing as sentinels to ensure that graverobbers are kept out...and restless spirits kept in.

Tenets of The Tomblord:

Gravewarden: I maintain my vigil no matter the cost, keeping my memory of the past alive.

Secretkeeper: I keep silence on what has been entrusted to me.

Treasureguard: I must protect precious things from outsiders by any means necessary.

Oath Spells: You gain access to the following spells at the paladin levels listed.

3rd – *false life, shield*

5th – *arcane lock, silence*

9th – *glyph of warding, speak with dead*

13th – *guardian of faith, private sanctum*

17th – *antilife shell, hallow*

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

- *Guardian's Ward:* As an action, you can present your holy symbol and create a magical alarm to warn you if an area is disturbed. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. For the next 8 hours or until you use this Channel Divinity again, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you use this feature, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet of the warded area. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the area. This ping awakens you if you are sleeping.
- *Turn the Nonliving:* As an action, you present your holy symbol and rebuke creatures who often serve as nonliving guardians. Each construct or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action instead.



Aura of Steadfastness: Beginning at 7th level, when you or friendly creatures within 10 feet of you make a successful opportunity attack, the creature struck must make a Constitution saving throw against your paladin spell save DC or end its movement for the turn. A creature can be affected by this aura only once per round. At 18th level, the range of this aura increases to 30 feet.

Wise Sentinel: Beginning at 15th level, you have advantage on your choice of Insight or Perception checks. Additionally, you no longer suffer any penalties for old age (though you still die when your maximum age is reached).

Unyielding Defender: Beginning at 20th level, you can transform yourself into the ultimate sentinel. As a bonus action, you show your holy symbol and gain the heaviness of unmoving stone. For 1 minute, you gain the following benefits:

- As a bonus action, you can adopt a defensive stance, increasing your Armor Class by an amount equal to your Constitution modifier but reducing your movement speed by 10 feet. This effects lasts until Unyielding Defender ends or you choose to end it on your turn (no action required).
- Creatures within your threatened area can't take the Disengage action.
- Creatures can be affected by your Aura of Steadfastness more than once per round.

- You have advantage on saving throws against effects that cause any of the following conditions: incapacitated, paralyzed, restrained, or stunned.
Once you use this feature, you can't use it again until you finish a long rest.

NEW RANGER ARCHETYPE: WASTEWALKER

Wherever wilderness exists at the fringes of civilization, rangers of different races will find room to roam. The deserts of Khemta are among the most desolate places in the known world, and so the rangers who call them home have learned to summon magical constructs to support them in combat. Calling forgotten secrets from ancient civilizations, these “wastewalkers” can nearly become an army unto themselves.

Sand Soldier: Beginning at 3rd level when you choose this archetype, you can use a bonus action to summon a sand soldier in an unoccupied space that you can see within 30 feet of you. The soldier is essentially insubstantial; creatures can share its space, and it has no hit points or corporeality. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

The soldier lasts for up to 1 minute or until you dismiss the soldier on your turn (no action required). While it exists, you can give up one of your attacks while using the Attack action to command the soldier to attack a creature within 10 feet of its location. Make a melee spell attack against the target creature using your Wisdom modifier. On a successful hit, the soldier deals 1d10 + your Wisdom modifier in piercing damage. You can create a soldier a number of times equal to your Wisdom modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

March of the Sands: Starting at 7th level, you can use your action to teleport to the space of one of your sand soldiers, which does not provoke opportunity attacks. After teleporting in this way, you can make a single melee weapon attack as a bonus action. Once you use this feature, you can't use it again until you finish a short or long rest.

Piercing Soldiers: Beginning at 11th level, when you command a sand soldier to attack a creature, it can strike 2 adjacent creatures in a 10-ft. line. Make a separate attack roll for each creature targeted.

Wastewalker's Guard: Starting at 15th level, you can make your sand soldiers more substantial. When you summon a sand soldier, you choose whether to summon the insubstantial or substantial version. If you choose the latter, it gains corporeal form, meaning that other creatures can no longer share or move through its space freely. Additionally, the sand soldier can use your reaction to make opportunity attacks.

The sand soldier has an AC of 13 + your Wisdom modifier and hit points equal to twice your ranger level and counts as an object for the purposes of effects that would target it. If it drops to 0 hit points, it becomes insubstantial and becomes an “ordinary” sand soldier.

NEW ROGUE ARCHETYPE: TOMB DELVER

Although the deserts are harsh and unforgiving, sometimes the sands hold the remnants of forgotten civilizations or lost treasures waiting for the enterprising to find. While rare, a handful of individuals have made their lives' work the pursuit of these secret sanctuaries, raiding tombs and hidden temples alike.

Dungeon Delver: Starting at 3rd level, you can use the bonus action granted by your Cunning Action to use your thieves' tools to disarm a trap or open a lock, take the Use an Object action, or make a Strength check to break open an object.

Danger Sense: Also beginning at 3rd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Tireless: Tomb delvers must have stamina and self-sufficiency. Beginning at 9th level, you have advantage on ability checks or saving throws to resist effects that would add a level of exhaustion to you.

Charming Rogue: By 13th level, you are skilled in defending yourself from effects that would attack your force of will. You gain proficiency in Charisma saving throws.

High-Stakes Luck: At 17th level, your adventures have given you uncanny luck. While in combat, you can reroll a single attack roll, saving throw, or ability check once per round. You must choose to use this ability before you know what the resolution of your roll will be, and you must take the result of the new roll, even if it is worse than the first.



NEW SORCEROUS ORIGIN: JINNBLOOD

The desert-dwelling jinn are among the most capricious of creatures, offering boons just as readily as banes and causing elemental havoc in this world. Occasionally, however, a jinn's temperament proves less hostile toward mortals, and it indulges in pleasures of a baser nature. The offspring of these couplings usually manifest strong magical ability as they reach adulthood and develop a regal, arrogant bearing.

Jinn Heritage: At 1st level, you know Primordial as a bonus language. You also gain advantage on Intimidation and Persuasion checks made when dealing with "lesser" elemental creatures—

that is, most elementals that are not jinn. You also gain the following spells at the listed sorcerer level. These spells do not count against the sorcerer spells you know. At your Dungeon Master's discretion, you may wish to swap more appropriate spells depending on your heritage, such as fire-related spells for the descendant of an efreeti or water for a marid.

- 1st – *disguise self*
- 3rd – *enhance ability*
- 5th – *bestow curse*
- 7th – *polymorph*
- 9th – *modify memory*

Edit Reality: At 1st level, you can make minor changes to things around you using your magic. You learn both the *prestidigitation* and *thaumaturgy* cantrips. Charisma is your spellcasting ability for these cantrips.

Enchant: At 6th level, you can harness your noble heritage to cow others, asserting your personality above their own. As an action, spend 1 sorcery point and choose a creature within 60 feet that can hear and see you. That creature must make a Charisma saving throw against your sorcerer spell save DC or be charmed by you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if you are still within line of sight, ending the effect on a success. If the creature succeeds on the saving throw or the effect ends, it is immune to this feature for the next 24 hours.

Jinn's Resistance: At 14th level, you can call on your heritage to weaken hostile magic. As a reaction, you can spend 1 sorcery point. You gain advantage on saving throws against magical effects and resistance to damage dealt by spells for 1 minute or until you choose to end this effect (no action required).

Alter Reality: At 18th level, you learn the *wish* spell if you do not already know it. If you use this spell to produce a powerful effect, you halve any necrotic damage taken from the stress of spellcasting and need only 1d4 days to recover. If you become unable to cast this spell due to a percentile die roll, you may reroll the die, though you must take the new result.

NEW WARLOCK PACT: SHA'IR

As part of the agreement with your patron, you have gained the service of an elemental *gen* that will scour other planes for arcane knowledge. When you begin a long rest, you may choose a number of spells you know of 1st-level or higher, up to your Charisma modifier (minimum of 1), and send your knowledge of them with the *gen* to bargain for temporary knowledge of other spells in exchange. You lose access to these spells known while using this pact's features.

Choose a number of spells from any class list, up to the number of known spells chosen, and of a level you can cast. Your *gen* returns to you after you finish your long rest with spell knowledge for you. For each spell chosen, you must make an Arcana check (DC equal to 10 +

the spell's level) to see if you gain the desired spell. You have advantage on the check if the spell is on your warlock spell list and disadvantage if it is exclusively on a divine caster list. If you succeed on the check, you gain knowledge of that spell until you cast it once or you finish a long rest. Once you cast a spell with this pact, you can regain knowledge of one of your exchanged spells after you finish a short or long rest.

NEW WARLOCK PATRON: SPHINX

Living far from civilization but nevertheless fascinated with learning, the sphinx is a curious creature both mentally and physically. Sphinxes seem like a strange mashup of bestial and humanoid creatures but possess incredible intelligence and inquisitiveness. Sphinxes are also legendary for their aloofness, so they often trade in riddles when they encounter lone travelers: safe passage for providing a new one or answering an old one. They also maintain powerful magical abilities, being able to cross large distances in a single step, divine the location of distant objects, and disable their foes with a single roar. Occasionally, a sphinx will decide that having mortal servants is a good way to collect knowledge about the world, and they will provide a promising individual some measure of their magic in exchange for recording their journeys.



Expanded Spell List: The Sphinx lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

- 1st – *command, identify*
- 3rd – *locate object, zone of truth*
- 5th – *clairvoyance, nondetection*
- 7th – *freedom of movement, greater invisibility*
- 9th – *flame strike, legend lore*

Beguiling Riddle: At 1st level, you can invoke your patron name to confuse an opponent with a mystifying puzzle. As an action, you can force a creature within 60 feet that can see and hear you to make an Intelligence saving throw against your warlock spell save DC. If it fails, it is charmed by you for 1 minute as it stands in awe of your intellect. Any hostile action taken against the creature or its allies distracts it from the riddle and

ends the charmed condition. At the end of 1 minute, the creature takes 2d8 psychic damage if still charmed. A successful saving throw prevents the charmed condition but deals 1d8 psychic damage. Once you use this feature, you can't use it again until you finish a short or long rest.

Sphinx's Step: At 6th level, you gain the sphinx's ability to rapidly reposition itself. As an action, choose an unoccupied space within 120 feet of you that you can see. You teleport to that location. Once you use this feature, you can't use it again until you finish a short or long rest.

Mental Mountain: Starting at 10th level, you have resistance to psychic damage. Additionally, you gain proficiency in Intelligence saving throws.

Sphinx's Roar: At 14th level, you gain the most potent of a sphinx's ability: a majestic roar that strikes fear into your enemies. As an action, you emit a powerful roar and force all creatures within 30 feet of you that can hear you to make a Wisdom saving throw against your warlock spell save DC. On a failed save, they are frightened of you until the end of your next round. If any creatures failed the saving throw, you can roar again on your next turn, this time forcing any creatures within 30 feet of you that can hear you and are frightened by you to make a Constitution saving throw against your warlock spell save DC. Creatures failing the second saving throw are deafened until the end of your next turn. If any creatures failed this second saving throw, you can roar for a third and final time, forcing any deafened creatures within 30 feet to make a Strength saving throw against your warlock spell save DC. On a failure, any deafened creature takes 10d10 thunder damage and is knocked prone. A successful saving throw halves the thunder damage and prevents the prone condition. You must finish a long rest before you can use this feature again.

NEW WIZARD SCHOOL: SANDSHAPER

Those who control the shifting sands find them a much more malleable substance than the earth and rocks of other biomes. Wizards who study the secrets of sandshapers can grind their enemies down as well as mimic other creations thanks to sand's mutability. If there is one thing the desert can provide in abundance to aspiring mages, it is its own substance.

Sand Savant: Beginning when you select this school at 2nd level, the gold and time you must spend to copy a conjuration or illusion spell is reduced by one-quarter.

Sand Shapes: Beginning at 2nd level, you can use your spell energy to force sand to mimic certain other arcane effects. As an action, you can expend a spell slot (or multiple spell slots) and use sand to cast a conjuration spell that is on the wizard spell list that takes 1 action or bonus action to cast. The conjuration spell must be of a lower level than the spell slots expended, but it does not have to be in your spellbook. Additionally, when you cast a spell with this feature, it is considered an illusion spell rather than conjuration.

Sand-shaped spells are not quite as powerful as the real thing. If the spell deals damage, the affected creature makes a Wisdom saving throw against your wizard spell save DC. If it succeeds, it takes only half the normal damage in addition to any saving throw it can normally make to reduce the damage. Any sand creatures conjured by this feature have half their normal hit points, though they deal normal damage and have all normal abilities and weaknesses. Objects conjured by this feature similarly have half their normal hit points.

Sandy Escape: Starting at 6th level, when you take damage, you can use your reaction to explode into sand and reform yourself some distance away. You reduce the damage taken by one-half and teleport to an empty space you can see within 60 feet of your present location. You can remain insubstantial until the beginning of your next turn when you reform yourself (no action required). Once you use this feature, you can't use it again until you finish a short or long rest.

Sand Servant: At 10th level, you can create a sandy duplicate of yourself to carry out your commands. As an action, you create a perfect sand illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Empowered Sand: At 14th level, when you use your Sand Shapes feature, you can infuse them with more reality. Creatures affected by damaging spells created by this feature do not get the Wisdom saving throw to reduce their damage, nor do conjured creatures or objects have reduced hit points.