



DESERT WALKERS

Flavor text about alchemists here.

WATER IS LIFE

Some more Flavor Text

SURVIVOR

Even more Flavor Text

PREREQUISITES

In order to become and advance as a desert walker you must meet the following following prerequisites(in addition to the multiclassing prerequisites for your existing class):

- **Constitution 13.** The life in the desert is difficult and harsh.
- **Wisdom 13.** The desert walkers have learned to survive through experience and will.
- **Years in the deser.** Most have spent a long time in the desert to learn how to survive their.
- **Character level 5th.** It requires patience, experience and powerful character to learn the secrets of the desert walkers.

THE DESERT WALKER

| Level | Features |
|-------|---|
| 1st | Desert walker |
| 2nd | Water affinity |
| 3rd | Locate water, make water, fire resistance |
| 4th | Sap Water |
| 5th | Secrets of the desert |

CLASS FEATURES

As a desert walker you gain the following class features.

HIT POINT

Hit Dice: 1d8 per desert walker level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at higher level: 1d8(or 5) + your Constitution modifier per desert walker level after 1st

PROFICIENCIES

Saving Throws: None

Skills: Survival, Acrobatics

SPELL SLOTS

When consulting the Multiclass Spellcaster table (Players Handbook page 165) you add half your level in this class rounded up to your other levels to determine how many spell slots you have per spell level.

If you have no other class capable of spellcasting you still gain the appropriate amount of spell slots according to half your level round up in this class.

DESERT WALKER

At 1st level you already learn some of the secret of the desert walkers, how to survive in the desert especially where and how to find water.

You have advantage on Medicine(Wis), Nature(Int) and Survival(Wis) skill checks made in the desert.

Additionally you have advantage on saves to resist exhaustion gained from being to warm or dehydrated.

WATER AFFINITY

At 2nd level you become more attuned to the water you have learned how to use. A simple water skin is more useful to you than most people would think. A water skin have the following uses and benefits for you.

You can use a full water skin as a spellcasting focus for any class, you have to refill it every short rest if you have cast a spell with which you used the water skin, as some water is used every time.

As a bonus action you can squirt a small amount of water into an opponents face, granting you advantage on your next attack roll the same round. This can be done a number of times equal to your Wisdom modifier. You regain all expended uses when you refill your water skin.

Refilling the water skin requires a source of water and takes 5 minutes to complete fill.

LOCATE WATER

At 3rd level you become capable of finding water any where, by spending a half hour meditating you become aware of the closest source of water that is within 1 mile per level of you.

You can use this ability a number of times equal to your Wisdom modifier + 1 (a minimum of once). You regain all expended uses when you finish a long rest.

MAKE WATER

At 3rd level you learn a secret to suck moisture from the air during the night, at the start of a long rest that is going to go through the night, you can set up a contraption to collect water. This takes about an hour to set up, and during the night your set up collects water for 4 creatures.

FIRE RESISTANCE

At 3rd level you become used to the heat of the desert to the point where you actually become resistant to fire and heat. You gain resistance to fire damage.

If you already have resistance to fire damage you gain advantage on all saves against all effects that deal fire damage.

SAP WATER

At 4th level you learn how to sap the water from a creature you strike. When you strike a target you can deal an additional 1d6 fire damage to them.

You can expend a spell slot to deal an extra 1d6 fire damage per level of the spell slot expended. You can only expend spell slots of 3rd level or lower.

If this strike kills the target you regain hitpoints equal to the amount of fire damage dealt to the target.

This ability does not work on creatures of the following types: Undead, Constructs or Elemental(Unless the creature is made of water, or uses water)

SECRETS OF THE DESERT

At 5th level you learn the greatest secret of the desert, the sacred oasis's that is plotted different places in the desert. These places hold great power for all who know how to harness its power.

By bathing in the waters of these sacred oasis's for at least an hour you gain one of the following benefits.

- Immunity to Fire until your next long rest.
- No need to drink water for 2 weeks
- Count as having completed a long rest

- Count as having cast one of the following spells:
 - Legend Lore
 - Locate Object
 - Locate Creature
 - Scrying
- Count as having received one of the following spells:
 - Greater Restoration
- Cause it to rain, it keeps raining for as long as you keep concentration on the rain.

When applicable your spellcasting modifier is Wisdom.

Additionally your allies can also gain some benefits chosen by you by showing them some physical exercise they need to

deal while bathing. These benefits can also be chosen by you instead of those above. The benefits available are:

- Resistance to Fire until your next long rest
- No need to drink for 1 week
- Count as having completed a long rest
- Count as having received one of the following spells:
 - Aid
 - Cure Wounds cast by 2nd level slot
 - Lesser Restoration
 - Water Breathing