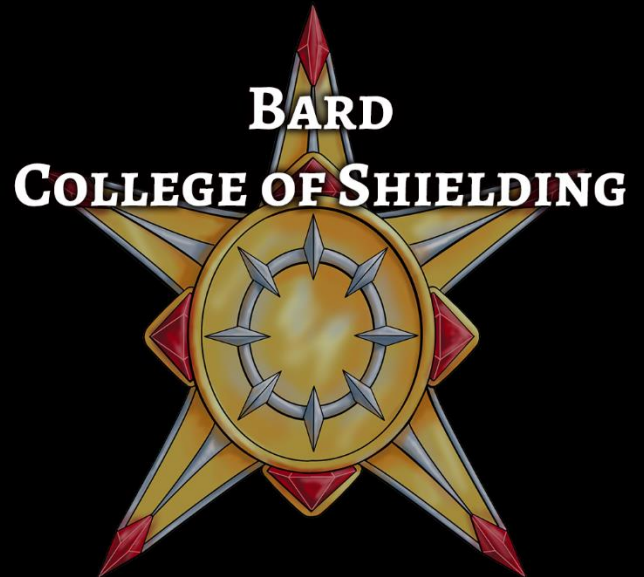
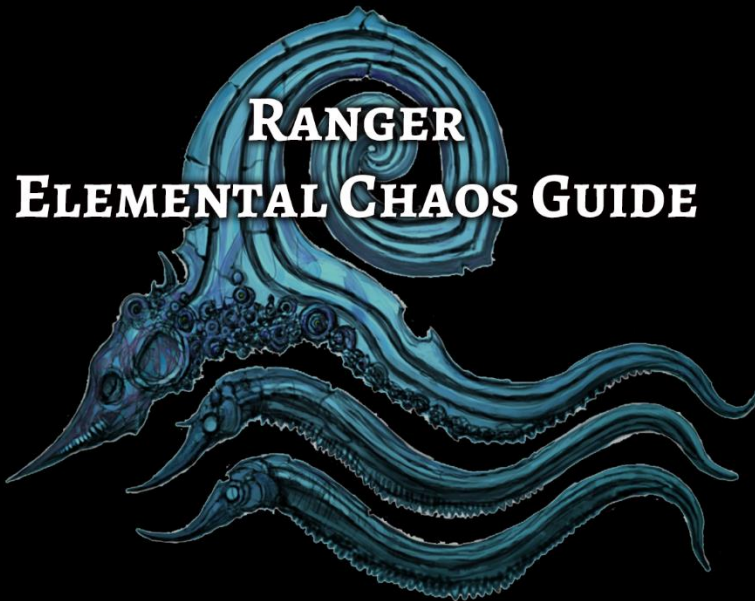




XANATHAR'S SCROLLS OF LOST SUBCLASSES



Four new character subclasses for your adventuring party

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XANATHAR'S SCROLLS OF LOST SUBCLASSES

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A BRIEF HISTORY

Recently, a skilled group of adventurers infiltrated and looted a room in the Xanathar Guild's lair underneath Waterdeep. The group barely escaped, grabbing only a few bags and scrolls before being found by the beholder's henchmen.

After safely retreating to their Waterdeep hideout, the group took stock of their looting. Sadly, the pilfered bags contained old fish food. However, the scrolls contained information and techniques of lost and forgotten subclasses. These scrolls have now found their way into the world at large.

The thieves have been happy with the amount they've earned from the stolen scrolls. They know where to find more, and they now know the defenses the Guild uses in the lair. They've been talking about returning to the crime lord's lair. If they do, more lost scrolls of subclasses are certain to be found.



WARLOCK

THE HIVEMIND

You have forged a pact with a collective consciousness much greater than yourself. You may have bound yourself to an Illithid Elder Brain, agreeing to become a host to an Illithid later for great knowledge now. Perhaps you made a deal with a Formian Queen to gain power in exchange for extending the hive's influence in the mortal realms. Whatever your reason for making the pact, you are now a small piece of something far greater.

Warlocks of the Hivemind Patron gain knowledge and strength from those around them. Their magic allows them to reach into the depths of their allies, making those around them more powerful, or learning secrets of those they battle.

EXPANDED SPELL LIST

The Hivemind 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.

HIVEMIND SPELLS:

Spell Level	Spells
1st	<i>Identify, Command</i>
2nd	<i>Warding Bond, Calm Emotions</i>
3rd	<i>Clairvoyance, Life Transference</i>
4th	<i>Confusion, Divination</i>
5th	<i>Telepathic Bond, Legend Lore</i>

PSYCHIC NETWORKING

Starting at 1st level, you gain the ability to access a piece of your Hivemind's intellect and share it with others.

At the end of a short or long rest, you may choose 1 skill or tool proficiency. You and a number of allies equal to your Charisma modifier (minimum of 1) gain that proficiency.

This feature lasts until the end of your next rest.

BORROWED POWER

At 6th level, your magical bond with your allies strengthens, allowing you a glimpse into their mind.

You may cast a spell known by an ally within 30 feet of you by using an available Warlock Spell Slot of an appropriate spell level. This spell counts as a Warlock spell for you.

Once you use this feature, you can't use it again until you finish a long rest.

MYSTIC EMANATION

Starting at 10th level, your connection to your Hivemind begins to encompass you like a psychic aura.

At the end of a long rest, you may choose one of your Invocations. Any ally within 30 feet of you gains the benefit of that invocation if they meet the prerequisites.

The benefits of this feature last until the end of your next long rest.

INFINITE FATHOMS

At 14th level, you hurl yourself into the minds of your allies and unravel the secrets of their magic.

You may cast any spell of the appropriate spell level known by an ally instead of the spell chosen by your Mystic Arcanum.

A spell cast this way uses your Warlock spell save and/or spell attack bonus.

COLLEGE OF SHIELDING

Bards of the College of Shielding are fierce protectors who choose to inspire their allies through use of body and voice, as well as shield. These bards fight on the frontlines of combat, showing no fear, in order to inspire those behind them to action. These are the types of bards that choose to create the situations they so often sing of, recognizing that someone must do a great deed before it can be made into a story.

The College of Shielding is not only about one's own story, however. Bards in this college protect their allies fiercely. These bards make sure they can protect everyone around them long enough for their own unique heroic stories to unfold. Often, bards of this college choose to be military leaders or tacticians in order to improve morale and guide those who choose to follow them into battle.

BONUS PROFICIENCIES

When you join the College of Shielding at 3rd level, you gain proficiency with medium armor and shields.

ARCANE BULWARK

At 3rd level, you gain the Protection Fighting Style. You also gain the ability to use a shield as a spellcasting focus for your Bard spells.

Protection: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

ADAMANTINE TONGUE

Also at 3rd level, you learn to fortify the morale of those around you with hardened words.

When a creature which is able to benefit from your Bardic Inspiration would take a critical hit,

you may use your reaction to expend one of your uses of Bardic Inspiration to change that critical hit into a normal hit.

REBOUNTING AEGIS

Starting at 6th level, you learn how to strategically use your shield as a weapon while using your natural musical talents (singing, humming, whistling).

As an action, you may throw your shield at a target within 30 feet of you. Make a Ranged Attack against the target. On a hit, the target takes 1d4 + your Bard level bludgeoning damage. Additionally, on a hit, the target has disadvantage on the next attack, skill check, or saving throw it makes before the start of your next turn.

Whether the attack hits or misses, your shield returns to you at the start of your next turn. When it returns, you may do it as a free action.

Once you use this feature, you can't use it again until you finish a short or long rest.

SAFEGUARD'S RECOIL

At 14th level, you learn how to utilize your magic and shield to redirect some ranged attacks back at your assailants.

When a Ranged Attack misses you or an ally within 5 feet of you, you may expend one of your uses of Bardic Inspiration as a reaction to reroll that attack against a different target within 30 feet of you.

ELEMENTAL CHAOS GUIDE

Rangers who become Elemental Guides shift their focus from the savage creatures of the wilderness to those of the Elemental Planes. Often, elemental creatures threaten civilizations on the material plane, where specialized heroes are needed to protect the woodland creatures and humanoid settlements. These heroes frequently visit the Elemental Planes themselves, serving as conduits and liaisons to the beings that live in the Elemental Chaos.

ELEMENTAL CHAOS MAGIC

Starting at 3rd level, choose one of the four Elemental Planes: Air, Earth, Fire, or Water.

You learn an additional spell when you reach certain levels in this class, as shown in the Elemental Chaos Guide Spells table for the Elemental Plane chosen. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

AIR ELEMENTAL SPELLS:

Ranger Level	Spell
3rd	<i>Zephyr Strike</i>
5th	<i>Levitate</i>
9th	<i>Call Lightning</i>
13th	<i>Storm Sphere</i>
17th	<i>Control Winds</i>

EARTH ELEMENTAL SPELLS:

Ranger Level	Spell
3rd	<i>Earth Tremor</i>
5th	<i>Earthbind</i>
9th	<i>Meld into Stone</i>
13th	<i>Stone Shape</i>
17th	<i>Transmute Rock</i>

FIRE ELEMENTAL SPELLS:

Ranger Level	Spell
3rd	<i>Burning Hands</i>
5th	<i>Flame Blade</i>
9th	<i>Fireball</i>
13th	<i>Fire Shield</i>
17th	<i>Immolation</i>

WATER ELEMENTAL SPELLS:

Ranger Level	Spell
3rd	<i>Create or Destroy Water</i>
5th	<i>Misty Step</i>
9th	<i>Water Breathing</i>
13th	<i>Watery Sphere</i>
17th	<i>Maelstrom</i>

VOICE OF THE ARCHOMENTAL

At 3rd level, you gain the ability to speak Primordial.

You also have advantage on any Persuasion checks against creatures with the Elemental subtype.

PRIMORDIAL INFUSION

At 3rd level, you learn to borrow the savage power of the Elemental Chaos to enhance your attacks.

As a bonus action, choose Acid, Cold, Fire, Lightning, or Thunder. When you hit a creature with a weapon attack, the creature takes an extra amount of damage equal to your Wisdom modifier (minimum of 1) of the chosen type.

This ability lasts until the end of your turn.

CHAOTIC ACCLIMATION

At 7th level, you adapt to the harsh environment of your attuned plane. You gain benefits depending on your chosen plane.