

Delvebound Subclasses



Spellsword & Warrior

The playtest material in this article is intended to showcase the revised content coming with the next update of the Basic Rules.

Feedback. The best way to provide feedback is to include comments in this document. All feedback is reviewed and the contents are refined based on it. With your help, we can make UESTRPG the best it can be.

Spellsword Mystic Path

At 3rd level, you choose a mystical path that guides how you wield your magic. Here is the revised Dragonknight subclass.

Dragonknight

Dragonknights are skillful masters-at-arms that use the ancient [Akaviri](#) martial arts tradition of battle-spirit, and wield fearsome magic that pounds, shatters and physically alters the world around them.

Surrendering in service to [Emperor Reman](#), the elite Akaviri under his command eventually became the [Dragonguard](#), acting as the personal honor guard of the Reman Dynasty. While protecting the Remans, the Dragonguard were said to have been using powers and magic learned directly from the [Dragons](#), native arts in their homeland of Akavir.

After the assassination of [Reman Cyrodiil III](#), however, the Dragonguard was officially disbanded out of shame until [Versidue-Shaie](#) reinstated them, this time serving as secret intelligence rather than an honor guard directly, losing their capacity for Dragon magic. Even so, a former Grandmaster of the Dragonguard made sure that this martial art survived into the Second Era, and instructed his disciples to teach this art and spread it themselves. The disciples came to be known as the [Dragonknights](#), masters of magic mirroring that of Dragons.

Bonus Proficiency

3rd-level Dragonknight feature

You gain proficiency with heavy armor.

Imbue Defense

3rd-level Dragonknight feature

You can use your Imbue Magic feature to invoke powerful magic within your armor instead of your weapon. You learn the following Draconic Imbuement.

Draconic Imbuement

Spiked Armor. While wearing armor, as a bonus action, you summon draconic spikes, which sprout from your armor for up to 8 hours, until you use a bonus action to dismiss them, or until you fall unconscious. While your spikes are manifested, you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 piercing damage. You use your Strength modifier for the attack and damage rolls.

Additionally, when you use the Attack action to grapple a creature, the target takes 3 piercing damage if your grapple succeeds. A grappled creature takes this damage again at the start of each of your turns.

When you reach 14th level, you can use a bonus action to imbue a set of armor with the energy of a known Arcane Imbuement or Elemental Imbuement for up to 8 hours. While active, you gain resistance to all attacks made against you with this type of damage. Your enchantment ends if you remove your armor or if you fall unconscious.

If you use this ability to imbue the same armor again, your current enchantment is replaced by the new enchantment.

Dragon Blood

6th-level Dragonknight feature

When you cast a spell of 1st-level or higher that deals fire damage, you can cause your draconic blood to radiate with ancient healing energy, allowing your allies to fight past their injuries. Three creatures of your choice, which can include yourself, within 30 feet of you regain hit points equal to half your spellsword level (rounded down).

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Draconic Haste

14th-level Dragonknight feature

When you use your action to cast a cantrip, you can make two weapon attacks as a bonus action, instead of once as granted by your Spell Weaving feature.

Protective Scales

20th-level Dragonknight feature

When you are hit by an attack, you can use a reaction to harden your skin to become like that of dragon's scales, and reduce the damage you receive by the number you roll on your Imbue Magic die + your Endurance modifier.

Warrior Archetypes

When you reach 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Here is a new option for that feature: Master-at-Arms.

Master-at-Arms

The archetypal Master-at-Arms has spent years honing their fighting skills, becoming

unmatched on the training grounds or the battlefield. Those that exemplify this archetype are gifted and disciplined enough to perfect every form of combat while also performing the role of a teacher.

Bonus Proficiencies

3rd-level Master-at-Arms feature

You gain proficiency in one of the following skills of your choice: History, Intimidation, Performance, or Persuasion. You also gain proficiency with smith's tools.

Master's Exploits

3rd-level Master-at-Arms feature

You have learned new ways to exploit your masterful training with certain weaponry. You learn one exploit from the list of Master's Exploits at the end of this subclass. These exploits allow you to enhance your fighting style. You can learn any master's exploit, but you only gain the benefit from them if you also know the governing fighting style.

You learn an additional exploit when you reach 7th level in this class (2), and again at 10th level (3), 15th level (4), and 18th level (5).

Whenever you finish a long rest, you can replace one of the master's exploits you learned with a new one.

Versatile Training

3rd-level Master-at-Arms feature

You've spent years training in a wide variety of weaponry. When you finish a long rest, you can spend part of that rest meditating on your training. At the end of the rest, you can replace a fighting style you know with another fighting style available to warriors.

When you reach 18th level in this class, you have mastered adjusting your fighting style quickly. You can use an action to replace a fighting style you know with another fighting style available to warriors.

Additionally, when you draw or stow a weapon as an action or object interaction, you can also draw or stow one additional weapon as a part of the same action. At 18th level, you can draw or stow two additional weapons.

Improved Fighting Style

7th-level Master-at-Arms feature

Your expertise in fighting grants you additional benefits with your known fighting styles:

Archery. The bonus you gain to attack rolls made with ranged weapons increases to +3.

Defense. The bonus you gain to AC while wearing armor increases to +2.

Dueling. The bonus you gain to damage rolls when wielding a melee weapon in one hand and no other weapons increases to +3.

Great Weapon Fighting. When you roll the maximum damage possible when you make an attack with a melee weapon you are wielding with two hands, you can roll an additional weapon damage die and add it to the total damage dealt.

Protection. When you use your reaction to impose disadvantage on an attack roll, the target of the attack gains a +2 bonus to their AC.

Two-Weapon Fighting. When you engage in two-weapon fighting, you no longer need to use a bonus action to make an attack

with a different light melee weapon you're holding in the other hand. When you do so, you can't use a bonus action to make an additional attack for the rest of this turn.

Experienced Mentor

10th-level Master-at-Arms feature

Through strenuous training, you can lend your expertise to an ally. By spending 8 hours of arduous work and activity with an ally, you can teach them one of your known Master's Exploits, which they can gain the benefits from regardless of their knowledge of the governing fighting style.

If you train another ally at a later time, the previous ally loses their training. Only one ally can gain the benefit of this feature at a time.

Adaptive Fighting

15th-level Master-at-Arms feature

When you roll initiative, you can use your reaction to change your fighting style and change one exploit you know with another one.

Master's Protection

18th-level Master-at-Arms feature

As a reaction to an attack, spell, or other situation that requires a saving throw that you can see or hear, you can shout out guidance to bolster your allies. Any number of creatures of your choice that are within 30 feet of you, that can see and hear you, gains a bonus to their saving throw equal to 1d4.

Master's Exploits

Master's Exploits are categorized by their governing fighting style and listed alphabetically.

Archery

You can choose one of the exploits listed below, gaining its benefits if you know the Archery fighting style:

Magnum Shot. When you hit a Large or smaller creature with a ranged weapon attack, you can force the creature to make a Strength saving throw (DC = 8 + your proficiency bonus + your Agility modifier). On a failed save, the target is knocked prone.

Piercing Shot. Once per turn, when you hit a creature with a ranged weapon attack, one other creature behind the original target in a direct line of the attack that is within range is also subjected to this attack. If the original attack roll would hit the second creature, it takes damage equal to the number dealt by the original attack.

Quick Shot. When you roll initiative and you are not surprised, you can use your reaction to make a ranged weapon attack.

Defense

You can choose one of the exploits listed below, gaining its benefits if you know the Defense fighting style:

Armor Mastery. While wearing armor, when you take bludgeoning, slashing, or piercing damage from a weapon attack, the damage is reduced by a number equal to your Strength or Agility modifier (your choice).

Stalwart Defense. While wearing armor, you gain a +1 bonus to all saving throws.

Unyielding. When you are subjected to an effect that would move you, knock you prone, or both, you can use your reaction to be neither moved nor knocked prone.

Dueling

You can choose one of the exploits listed below, gaining its benefits if you know the Dueling fighting style:

Defensive Response. When a creature hits you with an attack and you are wielding a melee weapon in one hand and no other weapons, the next attack made against you before the end of your next turn is made with disadvantage. Once you gain this benefit, you can't do so again until the end of your next turn.

Parry. When you are wielding a melee weapon in one hand and no other weapons and another creature damages you with a melee attack, you can use your reaction and add your proficiency bonus to your AC against that melee attack, possibly making it miss. To do so, you must see the attacker.

Redirection. When you are wielding a melee weapon in one hand and no other weapons and a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Great Weapon Fighting

You can choose one of the exploits listed below, gaining its benefits if you know the Great Weapon Fighting fighting style:

Cleaving Strike. Once per turn, when you hit a creature with an attack made with a melee weapon you are wielding with two hands, choose another creature within 5 feet of the original target that is within your reach. If the original attack roll would hit the second creature, it takes damage equal to half the number dealt by the original attack (rounded down).

Glancing Blow. Once per turn, when you miss a target while making an attack with a melee weapon that requires two hands, and your attack roll was no less than 5 below its AC, the target still takes damage equal to your Strength modifier (minimum of 0).

Heavy Handed. When you score a critical hit with a melee weapon attack that requires two hands to attack with, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Protection

You can choose one of the exploits listed below, gaining its benefits if you know the Protection fighting style:

Defensive Posture. When you take damage from an attack while wearing a shield, you can reduce the damage taken by $1d10 + \text{your Strength or Agility modifier}$ (your choice).

Shield Bash. When you use your reaction to impose disadvantage on an attack roll, you can use your shield to bash a creature within 5 feet of the target as part of this reaction. Make a melee weapon attack. On a success, you deal bludgeoning damage equal to $1d6 + \text{your Strength modifier}$.

Shield Charge. If you move at least 20-feet toward a creature in a straight line right before attacking a creature and you hit it with the attack, that target must succeed on a Strength saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$) or be knocked prone.

Two-Weapon Fighting

You can choose one of the exploits listed below, gaining its benefits if you know the Two-Weapon Fighting fighting style:

Flurry. When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can attack with a different light melee weapon that you're holding in the other hand twice as a bonus action instead of once.

Fast Feet. When you make a melee attack against a creature while holding a separate weapon in each hand, the target has disadvantage on opportunity attacks on you for the rest of the turn, whether you hit or not.

Riposte. When a creature misses you with a melee attack, and there are no other hostile creatures within 5 feet of you, you can use your reaction to make a melee weapon attack against the creature. You only gain this benefit if you are holding a separate weapon in each hand.