

Delvebound Shouts: Revisited



While there have been multiple content releases providing mechanics involving dragon shouts, some of these rules have differences from each other. This article aims to revisit the design of learning dragon shouts outside of the features of subclasses such as [Path of the War Crier](#) barbarian, and [Way of the Voice](#) monk. These revised rules are incompatible with those provided in [Enemies of Elsweyr](#).

Additionally, this article includes revisions to dragon shouts that have been accessible to players in previous releases. Previously, sometimes the same shout would function differently based on the way you obtained it. This article intends for the shouts presented to function the same across every existing player option to learn shouts, including the *Path of the War Crier* and *Way of the Voice* subclasses. The dragon shouts that each of these subclasses can learn may be revised in a future post.

The playtest material in this article is intended to showcase revised and new dragon shout rules. These game mechanics are in draft form, are usable in your Delvebound games, but are not refined by full game design and editing.

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Learning Dragon Shouts. There are currently subclass features and magic items that allow you to learn a dragon shout, and there may be more methods in the future, such as feats or heritage traits. Outside of these player options which have their own rules, when a player can learn a dragon shout—and what dragon shouts they can learn—is at the GM's discretion. Some examples that a GM may

rule allows learning a dragon shout include making a bargain with Hermaeus Mora, meditating on the words of power discovered from a Nordic word wall, or a dragonborn player killing a dragon.

Multiple Shout Sources. If you have learnt shouts from multiple sources, you can use the points from one source to use shouts you know from the other source. For example, if you possess the Great Boon: The Voice and the Battle Thu'um subclass feature from the Path of the War-Crier barbarian subclass, you can use the shout points you gain from the Great Boon to use shouts you know from Battle Thu'um, and you can use the shout points you gain from Battle Thu'um to use Great Boon: The Voice shouts you know.

Each shout you know is associated with one of your sources, and you use the Dragon Shout save DC of that source when you use the shout.

How Great Boons Work

Great Boons are used to track how powerful a particular power is with a particular individual, similarly to Cursed Boons. Great Boons have 5 levels, with a person starting at boon level 1 when they first gain a Great Boon. Each Great Boon comes with its own benefits, which are given to a character as they gain boon levels. Boon levels do not count towards character levels, and are not a character class. A person cannot gain boon levels with experience points. Instead, they must perform certain tasks listed in the Great Boon itself to gain boon levels.

Gaining a Great Boon

How you gain a Great Boon depends on the boon itself. The Voice is an extension of learning dragon shouts, and can be the

born trait of a dragonborn, gained through years of training and discipline, or be a gift of knowledge given by a deity such as Akatosh, Kynareth, or Hermaeus Mora. If you wish to have a Great Boon as part of character creation, speak with your GM to determine if that is appropriate for your game, how you obtained it, and what boon level you are currently at.

Great Boon: The Voice

Whether through extensive training, as a gift from bargaining with Hermaeus Mora, or because you are dragonborn: you have begun to learn use of the thu'um, the power to manipulate reality with words spoken in the dragon-tongue.

Boon Level 1

When you first gain the boon, you receive the ability to use the thu'um, which has the following rules:

Shout Points. You have an amount of shout points dependent on your proficiency bonus. See the Shout Points column in the table below. To use a dragon shout, you must expend an amount of shout points specified in the shout. Once you reach boon level 2, you can spend additional shout points to increase the power of a shout that you cast, provided that it has an enhanced effect, as Unrelenting Force does.

The maximum number of shout points you can spend to increase a shout's power in this way (including its base shout point cost and any additional shout points you spend to increase its effect) is determined by your level, as shown in the Maximum Shout Cost column in the table below.

You regain all expended shout points when you finish a long rest.

Boon Level	Shout Points	Max. Shout Cost
1	Proficiency Bonus	2
2	Proficiency Bonus + 2	3
3	Proficiency Bonus + 3	4
4	Proficiency Bonus + 5	5
5	Proficiency Bonus + 6	6

Using Words of Power. The Thu'um is a form of magic that uses words of power from the draconic language to form powerful shouts. While the effects of a dragon shout are considered spells, they break some of the rules of spellcasting.

- Features that prevent you from spellcasting, like a barbarian's rage, do not prevent you from using dragon shouts.
- You require the ability to speak to be able to use a dragon shout, and must be able to clearly shout.
- You do not require somatic or material components to cast spells as a dragon shout.
- Dragon shouts that create spells or effects that have a duration longer than instantaneous do not require concentration to maintain. You can only have one effect active at a time and any effects immediately end if you are incapacitated or cast another

shout with a duration longer than instantaneous.

- You can only use one shout on each turn.

Some dragon shouts require the target to make a saving throw to resist its effects. Unless your source of dragon shouts explicitly states otherwise, the saving throw DC is calculated as follows: **Dragon Shout save DC**= 8 + your proficiency bonus + your Endurance or Willpower modifier (your choice).

Powerful Voice. Your proficiency in the thu'um allows you to empower your voice even when not using the dragon-tongue. At will, your voice can boom up to a number of times louder than normal, equal to the number of dragon shouts you can use, causing harmless tremors in the ground when it booms more than three times as loud as normal. This applies before any other increases to the loudness of your voice.

Boon Level 2

When you fulfill the necessary steps to increase this boon, you receive the following benefits:

- **Tongue-Eater.** You can swallow the shout of another so that it is less potent against you. When you are subjected to a shout from a non-dragon, you can use your reaction to instead be unaffected by the shout. This must be done before making a saving throw, if the shout allows you to do so. Once you use this benefit, you cannot do so again until you finish a long rest.
- **Unsilenceable.** You have advantage on saving throws made to prevent or stop

being silenced by magical means, such as against the [Hush](#) spell.

Boon Level 3

When you fulfill the necessary steps to increase this boon, you receive the following benefits:

- **Strain Voice.** Although you ordinarily cannot use multiple shouts in one turn, you can will yourself to surpass this limitation. You can use any number of shouts, but each shout costs an additional shout point for each shout previously used during the turn.
- **Hushed Thu'um.** Your mastery of the Voice has reached such power that you do not need to truly 'shout' to use dragon shouts, but they must still be spoken clearly and louder than a whisper.

Boon Level 4

When you fulfill the necessary steps to increase this boon, you receive the following benefits:

- Tongue-Eater can be used twice instead of once. Additionally, it can be used against dragons. Against any other creature, it can be used to make their shout fail and have no effect, even if you are not subjected to the shout.
- Unsilenceable now prevents any magic silencing you regardless of its nature, including those such as the [silence](#) spell.

Boon Level 5

When you fulfill the necessary steps to increase this boon, you receive the following benefits:

- Your Endurance or Willpower score increases by 2. In addition, your maximum for this score is now 22.
- Hushed Thu'um now allows you to use shouts with only a whisper or when muffled.
- **Dragon's Vigor.** When you roll for initiative and have no shout points remaining, you regain 2 shout points.

Gaining Boon Levels

One can be a Tongue by varying means, and take multiple paths to improve their capabilities. As a result, it is largely at DM discretion as to when the boon should level up. The first level of the Great Boon should be obtained when the player has learned their first dragon shout, excluding those learned through class and subclass features —such as the *Path of the War Crier*, a magic item that only gives the shout while attuned, a heritage trait, or a feat. Below are some suggestions for how the boon could level up, that can work equally as well as methods to learn new dragon shouts.

Dragonborn

You may have obtained this boon because they are dragonborn, possessing the soul of a dragon and able to grow in power by absorbing the soul of a dragon. The most obvious way to increase your boon level would be absorbing dragon souls, although due to how high the CR of even the weakest dragon is, it is suggested that this method not be used on its own.

The first dragon killed should always grant the dragonborn player an increase in boon level. If this would grant the first level of

the boon, then choose one dragon shout of Power Level 1.

Godly Gift

Whilst one could perceive being dragonborn as a gift from a god, this refers to other circumstances in which a deity might gift a mortal with the knowledge of shouts. Some examples include the possibility of a blessing from Kyne, or a bargain with Hermaeus Mora to learn shouts.

Forming this kind of relationship with a deity could be reason enough to increase this boon's level if you already have levels in it. If this form of relationship is already established, it might be by performing a quest given directly by the deity or in fulfillment of the ideals they embody. The player may have been commanded by Hermaeus Mora to retrieve one of his black books from a powerful mage that has turned into a madman.

Meditation

Most Tongues learn to use the Thu'um by contemplating the words of power they desire to learn, normally taking years. However, the adventurers of Tamriel are extraordinary people, their incredible experiences may result in epiphanies and a quicker development in one's understanding of Shouts during meditation in downtime and the waking moments of rests, potentially increasing the boon's level or aiding them to learn a shout.

Some locations of spiritual significance can also help one to achieve the same results far more quickly, such as reaching High Hrothgar, or the peak of the Throat of the World itself. Even a place that

represents a huge step in the Tongue's personal journey may increase their boon level, such as the grave of a brother it's taken years to mourn, or the throne room of the first city the Tongue has besieged.

Dragon Shouts

This list consists of player-usable shouts previously shown in *Way of the Voice* monk, *Path of the War-Crier* barbarian and *Enemies of Elsweyr*. Some of these shouts have been modified for balance or design purposes, and now function the same regardless of their source.

The dragon shouts are presented in alphabetical order. Each shout has a Power Level which is a general indication of its strength, meaning GM's should consider giving higher Power Level shouts more carefully, similarly to magic items. The Power Level is not relevant to rules in this document, but may be in future releases.

Dragon Shouts By Power Level

Power Level 1

Aura Whisper
Clear Skies
Kyne's Peace
Marked for Death
Open
Phantom Form
Throw Voice
Unrelenting Force
Whirlwind Sprint

Power Level 2

Animal Allegiance
Battle Fury
Call of Valor
Disarm

Elemental Breath

Power Level 3

Become Ethereal

Dismay

Elemental Fury

Gale Winds

Slow Time

Storm Call

Power Level 4

Cyclone

Dragon Aspect

Ice Form

Return to Nirn

Power Level 5

No pre-existing shouts are Power Level 5.

Way of the Voice Monk & Shouts Requiring Shout Points

Alongside these changes, the Way of the Voice Monastic Tradition now uses stamina points as shout points for the purpose of using a dragon shout.

Animal Allegiance (Raam Mir Tah)

Power Level 2

As an action, You can spend 3 shout points to summon bestial spirits, as though you had cast the [conjure animals](#) spell at 3rd level.

It is as though you cast the spell at two spell levels higher for each additional shout point you spend.

Aura Whisper (Laas Yah Nir)

Power Level 1

As an action, you can spend 1 shout point to whisper a short phrase, revealing all life forces to yourself, as though you had cast the [detect life](#) spell. You can use this shout with only a whisper.

It is as though you cast the spell at one spell level higher for each additional shout point you spend.

Battle Fury (Mid Vur Shaan)

Power Level 2 / Prerequisite: 6th level

As a bonus action, you can spend 1 shout point to enchant you or your allies' weapons, allowing a swift strike. One creature of your choice within 30 feet of you can immediately use their reaction to make a weapon attack.

One additional creature of your choice within 30 feet of you can use their reaction to make a weapon attack for each additional shout point you spend.

Become Ethereal (Feim Zii Gron)

Power Level 3

As an action, you can spend 3 shout points to speak to the void, changing your form. Until the end of your next turn, you gain the effects as though you had cast the [etherealness](#) spell and you are immune to all damage except psychic.

Call of Valor (Hun Kaal Zoor)

Power Level 2

As an action, you can spend 2 shout points to summon a valiant warrior of ages past that journeys beyond space and time to aid you. The spirit appears in an unoccupied space that you can see within 60 feet of you. The spirit is considered to be a Celestial and it disappears after 1 minute, when it drops to 0 hit points, or if you become unconscious.

The summoned spirit is friendly to you and your companions. Roll initiative for the spirit, which has its own turns. It obeys any verbal commands that you issue it (no action required by you). If you don't issue

any commands to the spirit, it defends itself from hostile creatures but otherwise takes no actions. See this creature's game statistics in the Valiant Warrior stat block (Enemies of Elswyr), but you add your level to its hit points and half your proficiency bonus to its attack roll and damage roll.

Clear Skies (Lok Vah Koor)

Power Level 1

As an action, you can spend 1 shout point to use your voice to dispel any natural or magical inclement weather that you can see within 1 mile, forcing only clear skies to remain. Clouds of fog, mist, or other natural or magical weather effects also end.

The range increases by a mile for each additional shout point you spend.

Cyclone (Ven Gar Nos)

Power Level 4

As an action, you can spend 4 shout points to create a whirling cyclone that is 15-foot radius, 30-foot-high cylinder that appears in a location within 60 feet of you that you can see. As a bonus action, you can move the cyclone up to 30 feet in any direction. The cyclone heavily obscures its area and sucks up any small materials, such as loose rocks, sand, or coins, within a 20-foot radius of it. The cyclone ends after one minute, if you end it as an action or if you are incapacitated.

A creature must make a Strength saving throw the first time on a turn that it enters the cyclone, ends its turn within the cyclone, or that the cyclone enters its space, including when the cyclone first appears. A creature takes 3d8 bludgeoning damage and falls prone on a

failed save, or half as much damage and remaining standing on a successful one.

The damage increases by 1d8 for each additional shout point you spend.

Disarm (Zun Haal Viik)

Power Level 2

As a bonus action, you use 1 shout point to create a shout that defies matter. One creature of your choice that you can see within 30 feet of you must make a Strength saving throw. On a failed save, the creature drops one object of your choice it is holding in its hands and the object lands at a point of your choosing within 15 feet of the target. On a successful save, the creature continues to hold on to the objects in their hands, but they have disadvantage on any rolls made using the object, such as weapon attacks, until the end of their next turn.

Dismay (Faas Ru Maar)

Power Level 3

As an action, you can spend 2 shout points to speak a force of terror. You use your voice to terrify creatures as though you had cast the [fear](#) spell at 3rd level.

Dragon Aspect (Mul Qah Diiv)

Power Level 4

As a bonus action, you can spend 4 shout points to take on the aspect of a dragon for 1 minute. You gain mystical dragon hide, granting you a +2 bonus to AC. Additionally, each of your weapon and unarmed strike attacks gain a +2 bonus to attack and damage rolls, and your shout save DC increases by 2.

Dragon Aspect can be used alongside another shout with a duration longer than

instantaneous without either ending as a result.

Elemental Breath

Power Level 2

You can spend 2 shout points to exhale an element of your choice. Choose either fire, cold or lightning. Each creature in a 15-foot cone must make an Agility saving throw. A creature takes 5d8 elemental damage on a failed save, and half as much on a successful one. The shouts are: Fire Breath (Yol Toor Shul), Frost Breath (Fo Krah Diin) and Storm Breath (Sov Ag Slen).

The damage increases by 1d8 and the size of its cone increases by 15 feet for each additional shout point you spend.

Elemental Fury (Su Grah Dun)

Power Level 3

As a bonus action, you spend 3 shout points to imbue yourself with the speed of the wind. You cast the [haste](#) spell on yourself, but after the spell ends you do not experience a wave of lethargy.

Gale Winds (Ven Mul Riik)

Power Level 3

As an action, you spend 2 shout points to create a powerful wind storm, in a 30-foot radius, centered on you. The wind blows in all directions, causing dust and refuse to heavily obscure the area. The area is considered difficult terrain for all creatures of your choice, and any projectile that is within or enters the area has disadvantage on hitting its target.

You have blindsight within the radius, sensing creatures through the wind. Additionally, during your turn, you can choose for the winds to calm within 5 feet

of you, allowing any creatures in the area to clearly see anything within 10 feet of you. This area ends at the start of your next turn.

The winds last up to 10 minutes. You can use an action to disperse the winds at any time (no action required). The radius increases by 10 feet for each additional shout point you spend.

Ice Form (Iiz Slen Nus)

Power Level 4

As an action, you can spend 4 shout points to freeze a creature. One creature of your choice that you can see within 90 feet of you must succeed on an Endurance saving throw or take 4d8 cold damage and be encased in a shell of ice. The encased creature is immobilized and can't speak, hear, move, or take any actions. The creature takes this damage again at the start of its turn while encased. The creature restrained by this spell must make another Endurance saving throw at the end of each of their turns to try and break free. If it successfully saves against this effect three times, the effect ends. If it fails its save three times, the frost hardens and the creature is subjected to the [frozen](#) condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

While the effect is active, the frost shell has an AC of 10 and has 30 hit points. When the frost shell reaches 0 hit points, the shell breaks, ending the effect. A [dispel magic](#) spell can also end the effects. The damage increases by 1d8 for each additional shout point you spend.

Kyne's Peace (Kaan Drem Ov)

Power Level 1

As an action, you can spend 1 shout point to speak to a group of animals to soothe them. Each Beast that is within 60 feet of you and can hear you must make a Personality saving throw; a creature can choose to fail this saving throw if it wishes. If the creature fails the saving throw, any effect causing the target to be charmed or frightened ends, and the target becomes indifferent about any creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its allies being harmed. The creature becomes hostile again after 1 minute, unless the GM rules otherwise.

The duration increases by 1 minute for each additional shout point you spend.

Marked for Death (Krii Lun Aus)

Power Level 1

As a bonus action, you can spend 1 shout point to herald the doom of a creature you can see within 90 feet. The target must succeed on a Charisma saving throw or else be marked for the next minute. A marked creature's AC and saving throw modifiers have a -2 penalty.

If the marked creature drops to 0 hit points before this shout ends, you can use a bonus action on a subsequent turn of yours to attempt to mark a new creature.

The AC and saving throw penalty increase by 1 for every two additional shout points you spend.

Open (Bex Stin Gaar)

Power Level 1

As an action, you can spend 1 shout point to unlock an object as though you cast the [knock](#) spell, and can choose for the chosen object to fly open in the process; it does not make a loud knock noise if the object was already unlocked. The object may not open if the GM rules that something else is preventing it from opening, such as a blockage on the side it opens, or if a door weighs over 500 lb and will not budge from the shout alone.

At the GM's discretion, you can spend additional shout points to open the object despite the obstacle preventing it.

Phantom Form (Fiik Loh Sah)

Power Level 1

You can spend 2 shout points to split your form into several spaces at once, as though you cast the [mirror image](#) spell.

Return to Nirn (Nahl Dal Vus)

Power Level 4

As an action, you can spend 6 shout points to travel instantly from any plane that you are currently on and return to Nirn. You and up to 10 willing creatures within 30 feet of you can choose to return to a specific location that you have seen before. If you are currently on Nirn, this shout automatically fails.

Slow Time (Tiid Klo Ul)

Power Level 3

On your turn, you spend 4 shout points to slow down time for all creatures but yourself (no action required). You get 1 additional action, bonus action, and reaction until the start of your next turn.

Slow Time can be used alongside another shout with a duration longer than instantaneous without either ending as a result.

Storm Call (Strun Bah Qo)

Power Level 3

As an action, you can spend 4 shout points to awaken the destructive force of Nirn. You summon a storm as though you had cast the [channel storm](#) spell at 6th level.

If you spend 2 additional shout points, the shout's range increases to 1 mile, the storm cloud's radius increases to 360 feet, and you can target six additional points that you can see under the cloud to strike with lightning bolts.

Throw Voice (Zul Mey Gut)

Power Level 1

As an action, as part of the Hide action, or as a reaction when a creature you can see or hear takes the Search action, you can spend 1 shout point to choose a point you can see within 100 feet of you. The sound of your voice originates from that point, speaking up to 20 words, being as loud as you choose, up to your normal limit.

Any number of creatures of your choice that can hear the voice are forced to make an Intelligence saving throw or be fooled and confused by the voice. A fooled creature must spend its turn trying to seek out the voice at the point of origin and has disadvantage on Perception and Investigation checks to notice anything else until the end of your next turn. A creature has advantage on this saving throw if it is fighting, and automatically succeeds if it can see you.

You can use this shout with only a whisper.

Unrelenting Force (Fus Ro Dah)

Power Level 1

As an action, you can spend 1 shout point to exhale a blast of force in a 30-foot cone. Each creature in that cone must make a Strength saving throw. On a failed save, a creature takes 2d4 force damage, is knocked back 15 feet away from you, falls prone and is staggered until the end of the turn they stand up. On a successful save, the creature takes half as much damage and is staggered until the end of its next turn, but isn't knocked back, and remains standing.

The damage increases by 2d4 for each additional shout point you spend.

Whirlwind Sprint (Wuld Nah Kest)

Power Level 1

You can spend 1 shout point to take the Dash action as a bonus action on your turn. For movement this turn following use of this shout, up to a maximum distance equal to your speed, you can cross over gaps and liquids as if you were on solid ground, provided the movement ends on solid ground. Any opportunity attacks made against you have disadvantage until the end of your turn.

Your speed increases by 5 feet this turn for each additional shout point you spend.

Narrative Shouts

There are a few shouts that are simply beyond learning through study due to being far too obscure. One might debate whether some like Return to Nirn or Dragon Aspect belong in this category, but

with only the Last Dragonborn's experience, it can be hard to determine. More certainly rare shouts that cannot be learned are those that summon a specific dragon, or the shout only ever known by mortals, and intentionally forgotten by the Greybeard's: Dragonrend, which one may rule requires an Elder Scroll to learn.

Call Dragon

As an action, you can spend 6 shout points to call for a specific dragon as you shout the three words that its name is composed of (such as Od Ah Viing to call Odahviing, or Dur Neh Viir to summon Durnehviir). The dragon will appear in an outdoors space of your choice within 500 feet of you.

Dragonrend (Joor Zah Frul)

As an action, you can spend 4 shout points for your voice to lash out at a dragon that you can see within 500 feet of you. The dragon's flying speed is reduced to 0 and it is stunned until the start of your next turn. If the dragon is currently flying, it falls to the ground. At the end of each of the dragon's turns, it must make a Willpower saving throw. After failing three of these saving throws, its flying speed is reduced to 0 for the next minute. After succeeding on three of the saving throws, the dragon recovers and the effect ends.

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