



THREE SORCEROUS ARTS

THREE SORCEROUS ORIGINS FOR FIFTH EDITION



tribality

A MIGHTY BLOOD FLOWS IN YOUR VEINS

The arcane power that fuels sorcery expresses itself in countless ways: heightening the sorcerer's charismatic influence, granting influence over the bitter winds of winter, or joining the sorcerer's soul to the sea. The powers described herein are rare and strange, but mighty, for sorcerous blood is the essence of power. Answer the call of your birthright.

In addition, you'll find seven new magic items for sorcerers and other spellcasters. These magic items relate to the themes of the Royal, Tidal, and Winter Kin sorcerous origins and explore their stories.



NEW SORCEROUS ORIGINS

ROYAL SORCERY

Your innate power of sorcery comes from your connection, however distant, to the monarchs of old, who received the blessing of the gods to rule and protect their people. Perhaps you can still trace your lineage back to one of those kings or queens, or perhaps this all comes as something of a surprise. Sometimes a dying monarch can confer the power of the royal bloodline upon a worthy servant at the moment of passing. More than other sorcerous bloodlines, your power waxes and wanes through your comportment and the heroic inspiration that comes from acting in accordance with your birthright.

In itself, royal sorcery does not confer recognition of your royal blood or any sort of political rank. In some lands, royal sorcerers are held in a combination of awe and dread, and if their nature is discovered they are hunted down and arrested as presumed enemies of the state. (After all, usurpers aren't known for welcoming legitimate rulers back with open arms.)

NOBLESSE OBLIGE

At 1st level, you gain proficiency in medium armor, shields, and one martial weapon of your choice.

Your Hit Die for sorcerer levels is a d8 rather than a d6.

ROYAL PRESENCE

At 1st level, you learn the *friends* cantrip. When you use it, creatures do not realize afterward that they have been influenced by its magic.

You gain proficiency in the Persuasion skill.

When you roll a natural 1 on any Charisma ability check, you can spend 2 sorcery points to reroll the check.

ANOINTED CHAMPIONS

Starting at 6th level, when you cast a spell that targets one or more allies and no enemies, and does not target only you, you regain sorcery points equal to half the level of the spell slot expended.

EXTRA ATTACK

Starting at 6th level, you attack twice, instead of once, when you take the Attack action on your turn.

MAGIC OF THE ROYAL LINE

Starting at 14th level, you can enhance an ally's spellcasting. As a reaction when an ally within 30 feet casts a spell, you can apply a metamagic effect that you know to your ally's spell. This costs the normal number of sorcery points for that metamagic effect +1. Quicken Spell cannot be applied to an ally's spell.

THE DREAD AND FEAR OF KINGS

Starting at 18th level, you cannot be charmed as long as at least one creature is charmed by you. You cannot be frightened while at least one creature is frightened of you.

Further, you can exude the sovereign presence of monarchs, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your Concentration (as if you were casting a Concentration spell), each hostile creature that starts its turn in this aura must succeed a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.



TIDAL SORCERY

A tidal sorcerer's contact with arcane power comes from the tides, and might be derived either from a connection to the sea itself, or to the moon(s) that control the tides. Many tidal sorcerers find that their moods reflect the tides as well: when the tides are high, they are generous, boisterous, or overbearing; when they are low, they are withdrawn, deceptive, or grasping. The sea holds an inescapable longing for them, especially for those forced by circumstance to live inland.

BORN OF THE SHIFTING TIDES

You gain a swim speed equal to your walking speed, and proficiency in water vehicles.

When you complete a short rest in or near a large body of water (including while aboard a ship), regain 1d4-1 sorcery points. Once you regain at least 1 sorcery point in this way, you cannot do so again until you complete a long rest.

Once you gain the Metamagic feature, you gain an additional metamagic option: Call the Tides. When you cast a spell of 1st level or higher, spend 2 sorcery points and choose one of the effects below. Once you choose an effect, you cannot use that Call the Tides option again until you have used all four Call the Tides options, or you complete a short or long rest.

- **High Tide:** Creatures targeted by your spell must roll a Strength saving throw or be pushed 10 feet in a direction of your choice. Your allies can voluntarily fail this saving throw.
- **Flood Tide:** Creatures targeted by your spell gain temporary hit points equal to your Charisma modifier + the level of the slot expended for 1 minute.
- **Ebb Tide:** Creatures targeted by your spell take acid damage equal to your Charisma modifier or the level of the slot expended, whichever is greater, in addition to any damage the spell normally deals.
- **Low Tide:** Creatures targeted by your spell cannot use reactions until the beginning of your next turn.

ABOVE OR BELOW THE WAVES

At 6th level, add *water breathing* and *water walk* to your Spells Known. These do not cost you a Spells Known slot. You gain the ability to cast them as rituals as well. Alternately, when you expend a spell slot to cast them, you can do so as a reaction. *Water breathing* and *water walk* spells that you cast cannot be dispelled by anyone other than you.

TIDES OF FORTUNE

Starting at 14th level, when your roll on an attack roll, saving throw, or ability check is a natural 2, 3, 4, or 5, you can add 10 to the result. Once you do so, you must complete a long rest before you use this feature again. You also regain the use of this feature each time you roll a natural 1 on an attack roll, saving throw, or ability check. The 1 must be the roll's final result; for example, if you rolled a natural 1 and a natural 15 while you had advantage, you would not regain use of this feature.

Additionally, when you roll a d100, you can roll twice, learn the effects of both rolls, and choose whichever you prefer. Once you do so, you must complete a long rest before you use this feature again.

SOUL OF THE SEA

Starting at 18th level, when a spell you cast would deal cold, fire, lightning, or thunder damage, you can convert the spell's energy to a gout of seawater, dealing bludgeoning damage as if with a magic weapon. At the DM's discretion, creatures that are vulnerable to cold damage may also be vulnerable to damage from seawater.

Further, add *control water* to your Spells Known. This does not cost you a Spells Known slot.



WINTER KIN SORCERY

Your sorcerous power comes from a bloodline connection to the Unseelie Court, a god of winter, or an infusion of blood taken from a frost giant. Or perhaps it comes from a mysterious time in your life, when you disappeared into a blizzard, the ice broke on a frozen lake, or you went alone into the snow and your tracks just... stopped. The next thing you know, some time - anywhere from a day to a few years - has passed, you haven't aged the same amount of time (if at all), and you have a strange command over the frost and creatures of winter.

CLOAK OF WINTER

At 1st level, you gain resistance to cold. As a reaction after taking cold damage from any source, you gain immunity to cold until the beginning of your next turn. Armor of ice and snow briefly takes shape over your clothing and any armor you wear; this does not restrict you in any way.

You ignore the effects of environmental cold, frigid water, slippery ice, and thin ice. Terrain covered in ice or snow is never difficult terrain for you.

WINTER BIRTHRIGHT

At 1st level, when you deal cold damage to a creature, you can use a bonus action to blast the target with gale-force winds as well. Make a Shove attack against the creature, using your spell attack bonus in place of a Strength (Athletics) check.

When you would deal cold damage to a creature that naturally (not as part of a spell or other temporary effect) has resistance or immunity to cold damage, the creature must pass a Wisdom saving throw against your spell DC or become either charmed or frightened, at your discretion, until the beginning of your next turn. On a success, there is no further effect.

ICY TRANSFORMATION

Starting at 6th level, when you spend any sorcery points as part of casting a spell that deals damage, you can change the spell's damage type to cold.

Further, when your current sorcery points are less than half of your maximum sorcery points, you can gain vulnerability to fire damage as a bonus action. If you do, all ranged attacks against you have disadvantage, and any creature that deals damage to you with a melee attack also takes one point of cold damage for each level of sorcerer you possess. This effect continues until your current sorcery points are equal to or greater than half your maximum, or you choose to end it as a bonus action, whichever comes first.

ICY PATH

Starting at 14th level, you can move quickly over slippery ice, and you can create slippery ice on the ground. For every 5 feet of movement you spend moving on slippery ice, you can move up to 10 feet.

As a bonus action, you cover the space you are standing in and up to 6 additional five-foot squares in slippery ice. If you spend 1 sorcery point, you can create an additional 6 five-foot squares. Each square must have one face adjacent to the face of another square. You can create bridges, ramps, and the like with these squares of ice, up to a 45-degree incline, though they support no more than twice your weight. The slippery ice that you create persists until the end of your next turn. A creature that fails a Dexterity (Acrobatics) check and falls on slippery ice that you create automatically succeeds further Dexterity (Acrobatics) checks on slippery ice that you create for the next minute. You can create slippery ice in a space occupied by a creature; when you do, it rolls its DC 10 Dexterity (Acrobatics) check at the start of its next turn, as normal. You cannot create slippery ice in a space that is on fire.





MASTER OF THE FROST

Starting at 18th level, you assert your absolute mastery over winter. When you cast a spell of 1st level or higher that deals cold damage to a creature, you can spend a bonus action to force it to make a Constitution saving throw or be restrained. If it fails this saving throw by 5 or more, it is instead paralyzed. If it fails this saving throw by 10 or more, it is instead petrified (turned entirely into ice).

When you use your Winter Birthright feature to impose the charmed or frightened condition upon a creature resistant or immune to cold, the duration extends to 1 minute. If its Challenge Rating is less than your sorcerer level, you can instead cast *dominate monster* on the creature without expending a spell slot.

SORCEROUS MAGIC ITEMS

Magic items in this collection interact mechanically with sorcery or tell small stories about the lives of sorcerers in worlds that mistrust or persecute them.

FANGED MASK

Wondrous item, rare (requires attunement)

This leather mask covers the face above the upper lip. The fangs of a vampire are set into the mask, so that they almost seem to be the wearer's own teeth. While wearing the mask, you can unerringly track any creature or type of creature by daubing a drop or two of its blood on the mask's fangs. If you choose a creature type, the mask randomly selects from among the nearest creatures of that type, if multiple individuals are roughly the same distance from the wearer.

In addition to tracking individuals or types of creatures, you can choose all creatures with the ability to cast spells as a sorcerer, or all creatures whose sorcery comes from a particular sorcerous origin.

While you are tracking a creature, your attacks against it have advantage if it is surprised.

Story: Some types of sorcerers face active persecution for their power. Most notably, Royal sorcerers are hunted down by those who support the current regime, and by violent anti-monarchists. A fanged mask is a key tool in such a hunt. Be careful, however, for the malice of the vampire's fangs may take root in the mask's wearer.

THE FROZEN SOUL

Spear, legendary (requires attunement)

This crude-looking spear has a spearhead of solid, unmelting ice. When you hit with an attack using it, you deal an additional 1d6 cold damage.

As a bonus action, you can summon the Frozen Soul to you as long as one of your hands is empty and the Frozen Soul is within 120 feet.

The Frozen Soul has 10 charges. As an action, you can expend 1, 2, or 3 of its charges when you hit with an attack using the Frozen Soul. For each charge that you expend, deal 1d6 piercing damage + 1d6 cold damage + your Strength modifier to one additional target adjacent to a target you dealt damage to with that attack, including the use of this feature. The Frozen Soul regains 1d6 charges at midnight.

Special: If you are a Winter Kin sorcerer, a white or silver Draconic sorcerer, or belong to any other subclass strongly connected to winter and the cold, you unlock additional powers in the Frozen Soul.

- You are considered proficient with the Frozen Soul, even if you are not otherwise proficient with spears.
- When you cast any spell that normally deals cold damage, the Frozen Soul regains 1 charge, up to 4 charges per day.
- When you hit with a spell attack as part of a spell that deals cold damage, you can expend charges from the Frozen Soul as described above.

Story: The solid ice spearhead of the Frozen Soul is the remnant of an ancient battle, in a long-distant age, between the greatest of all white wyrms and the first archmage of the Winter Kin. Once they had been allies, seeking the North Spire beyond the frozen sea. When they found it, however, neither would cede it to the other, and they turned on one another. Whichever of them lost that battle was frozen solid, and the victor cut out the loser's soul and had it made into a spear. The Frozen Soul could still guide its wielder back to the site of that battle.

GREEN BOOK OF KA-JORRA

Rare, requires attunement by a bard, sorcerer, warlock, or wizard

When a creature fails a saving throw against an illusion spell of 1st level or greater that you cast, you can deal 1d10 psychic damage to the creature. This can occur more than once per spell, if the spell allows repeated saving throws. Creatures reduced below 1 hit point by this damage are unconscious rather than dead or dying.

Further, you impose disadvantage on any Intelligence (Investigation) check to perceive the truth of an illusion you cast or disguise you create.

HERIM'S FINAL MANUSCRIPT

Very rare, requires attunement by a cleric, druid, sorcerer, or wizard

This spellbook has room for only five spells of 1st level or higher. When you cast one of those spells with this book in hand, you can either change its damage type to lightning or thunder. If the spell normally deals lightning or thunder damage, you can instead resolve the spell as if cast with a spell slot one level higher than the one you used (to a maximum of 9th level). You can use either of these benefits three times per day. These uses refresh at sunrise.

While you have this book in hand, you also gain advantage on any saving throw against effects dealing lightning or thunder damage.

Story: Herim was a sorcerer who consorted with many wondrous creatures, even the storm giants whose citadels adorn the highest peaks. He judged that the storm giants are nearest of all to the mysterious gods of giant-kind, and ascended to the heights to learn from them. His request enraged the gatekeeper of that misty citadel, Ykuollia the Spear-Maiden, and she threw him down the mountainside and into the deepest chasm below. He endured the fall and climbed back up to the citadel, broken in body but peerless in will.

A second time Ykuollia denied him, but she took pity and did not cast him into the chasm again; instead, she called the citadel's jester to dissuade him. With cunning barbs and ruses, Puckle mocked him, and a lesser man would have thrown himself down the mountain's side to escape Puckle's japes. As for Herim, he made no reply, but waited until the jester had tired of his sport; it was a span of three days. At last he requested of Ykuollia a third time, and she relented, teaching him of the Seventy-Seven Thunders, and many other mysteries besides. Herim inscribed the beginning of these secrets into *Herim's Final Manuscript*, and sent it into the world below the citadel to instruct others.

LIBRAM OF THE CRIMSON WASTING

Very rare, requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard

When a creature within 60 feet of you deals damage to you with a spell, as a reaction, you can spend a spell slot to inflict the disease known as the crimson wasting upon them. The Constitution saving throw DC for this disease is (10 + the level of the expended slot). A creature that succeeds a saving throw against the crimson wasting is immune to further infections for 24 hours.





Additionally, you can inscribe up to three necromantic spells of 1st level or higher into the Libram of the Crimson Wasting. Your spell attack rolls, spell damage rolls, and saving throw DCs for these spells increase by +2.

Story: This book, penned in the blood of three elder vampires, contains high and dire secrets of necromancy. It possesses a nascent will of its own, the confused and thirsting dreams of the three. It was written by the corrupted priest Sister Aracaelia, as whispered to her by the hateful angel Nelisvikk.

CRIMSON WASTING

The crimson wasting is a disease carried by some kinds of vampires, instead of blood-draining, and occasionally by zombies enhanced with a vampire's blood. In such cases, it is passed on by a scratch (dealing damage with a claw or bite attack when the creature is at or below half of its maximum hit points). Unless specified otherwise, the Constitution saving throw DC to resist infection is 13.

It takes 1d6 hours for the crimson wasting to show symptoms in an infected creature. Symptoms include the withering of flesh around the mouth and hands, bleeding from the gums, and frequent blood-flecked vomiting. The infected creature suffers one level of exhaustion and its maximum hit points decrease by 2d6, and suffers disadvantage on any saving throw against radiant damage.

At the end of each long rest, an infected creature receives a new saving throw against the same DC. On a failed save, the creature gains another level of exhaustion and its maximum hit points decrease by an additional 2d6. On a successful saving throw, it recovers one level of exhaustion and its maximum hit points increase by 2d6, up to a limit of its normal maximum hit points. Once the creature has no exhaustion and its maximum hit points are again the same as its normal maximum hit point total, it recovers from the crimson wasting. If it reaches six levels of exhaustion or a maximum hit point total of 0, it dies and rises 24 hours later as a vampire spawn that spreads the crimson wasting.

SORCERER'S CORONET

Wondrous item, very rare (requires attunement by a sorcerer)

This coronet of silver filigree is set with three black diamonds. While wearing it, when you cast a spell, you can spend 1 sorcery point to gain resistance to the damage type that spell deals for 1 minute. If the spell deals no damage but causes the charmed or frightened conditions, you can spend 1 sorcery point to gain advantage on saving throws against that condition for 1 minute.

While wearing the coronet, your spell attacks score a critical hit with a roll of 19 or 20.

As a bonus action, you can choose to take damage equal to your sorcerer level to regain 1d4 sorcery points. Once used three times, the coronet cannot be used again this way until midnight.

Story: The *sorcerer's coronet* was fashioned by a Royal sorcerer who gained a kingdom. She made it the greatest of the realm's crown jewels, even when it possessed only one clear, perfect diamond. The second stone she added when her heir was born, and the third when the Crown Princess reached the age of majority. Yet the Crown Princess did not have the gift of sorcery, and when the queen passed on, the stones received her strength, turning black. When a royal sorcerer is again born to her line and the crown rests upon the sorcerer's brow, the queen's power shall join with theirs.

STAFF OF THE TIDES

Staff, very rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

This staff grants a swim speed of 30 feet and the ability to breathe underwater for up to 8 hours each day. You can use a bonus action to speak this staff's command word and cause it to become an oar, a paddle, or a rudder suitable for a boat up to 20 feet long.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *control water* (4 charges), *fog cloud* (1 charge), *water breathing* (3 charges), *water walk* (3 charges).

This staff regains 1d6 + 4 expended charges daily at the first high tide. If you expend the last charge, roll a d20. On a 1, the staff becomes plain and powerless driftwood.

Special: If you are a Tidal sorcerer, or your subclass directly relates to the sea, you can use the staff as a spellcasting focus, gaining a +2 bonus to spell attack rolls, spell damage rolls, and spell saving throw DCs.

Story: The *staff of the tides* was carved of flotsam, having once been the oar of a ship that sailed to the uttermost west, but was torn apart by a sea creature of awful power during its return home. A Tidal sorcerer aboard the ship saved the lives of a few crew members. Though all of the treasures they claimed in that distant land sank beneath the waves, the sorcerer kept the oar, and once they reached land, cut it down to a staff.





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