

## Fantasy Grounds - Three Sorcerous Arts (5E) Download For PS4



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### About This Content

### Three Sorcerous Arts

#### 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.

*Product includes:*

- 
- New Sorcerous Origin Royal
  - New Sorcerous Origin Tidal
  - New Sorcerous Origin Winter Kin
  - 7 New Magic Items that relate to the themes of Royal, Tidal, and Winter Kin sorcerous origins and explore their stories

*Converted by: **Jay Scheponik***

Released on April 20, 2018. Designed for Fantasy Grounds version 3.3.5 and higher.

**Requires:** An active subscription or a Fantasy Grounds full or ultimate license and the included 5E ruleset.

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Title: Fantasy Grounds - Three Sorcerous Arts (5E)  
Genre: Indie, RPG, Strategy  
Developer:  
SmiteWorks USA, LLC  
Release Date: 9 May, 2018

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

### Sorcerer

Class

**FEATURES**

- 1 Born of the Shifting Tides
- 1 Cloak of Winter
- 1 Noblesse Oblige
- 1 Royal Presence
- 1 Sorcerous Origin
- 1 Spellcasting
- 1 Winter Kin
- 2 Font of Magic
- 3 Metamagic
- 4 Ability Score Improvement
- 6 Above and Beyond
- 6 Anointment
- 6 Elemental Sorcery
- 6 Extra Attack
- 6 Icy Transmutation
- 8 Ability Score Improvement
- 10 Metamagic
- 12 Ability Score Improvement
- 14 Icy Path
- 14 Magic of the Sea
- 14 Tides of Power
- 16 Ability Score Improvement
- 17 Metamagic
- 18 Master of Magic
- 18 Soul of the Sea
- 18 The Dread and Fear of Kings
- 19 Ability Score Improvement
- 20 Sorcerous Restoration

### ITEMS

Armor Weapons Templates Forge

Group (All)

- Fanged Mask Tribal - Three Sorcerous
- Green Book of Ka-Jorra Tribal - Three Sorcerous
- Herim's Final Manuscript Tribal - Three Sorcerous
- Libram of the Crimson Wast Tribal - Three Sorcerous
- Sorcerer's Coronet Tribal - Three Sorcerous
- Staff of the Tides Tribal - Three Sorcerous
- The Frozen Soul Tribal - Three Sorcerous

**The Frozen Soul**

Type Weapon

Subtype Spear

Rarity Legendary (requires attunement)

Weight 3

Damage 1d6 piercing

Properties Thrown (range 20/60), versatile (1d8)

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.

**Sorcerer's Coronet**

Type Wondrous item

Rarity Very Rare (requires attunement by a sorcerer)

Weight 3

This coronet of silver filigree is set with diamonds. While wearing it, when you can spend 1 sorcery point to gain resistance to a damage type that spell deals for 1 minute. Deals no damage but causes the wearer to lose 1 sorcery point advantage on saving throws against that damage.

**Staff of the Tides**

Type Staff

Rarity Very Rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

Weight 5

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.

### LIBRARY

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- Story

**5e Compatible**

Tribality: Thress Sorcerous Arts

STORY

TRIBALITY - THREE SORCEROUS ARTS

TRIBALITY - THREE SORCEROUS ARTS

NEW SORCEROUS ORIGINS

SORCEROUS MAGIC I

REFERENCE

- 0.0 Index
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- 2.0 New Sorcer
- 2.1 Royal Sorcer
- 2.2 Tidal Sorcer
- 2.3 Winter Kin
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CLASSES

- Sorcerer

**ITEMS**

- Fanged Mask
- Green Book of Ka-Jorra
- Herim's Final Manuscript
- Libram of the Crimson W
- Sorcerer's Coronet
- Staff of the Tides
- The Frozen Soul

Cover\_Art

5e

**THREE SORCEROUS ARTS**

THREE SORCEROUS ORIGINS FOR FIFTH EDITION

Wizards of the Coast

CREATED BY

BRANDES STODDARD

**Sorcerer**  
Class

• Two daggers

**Features**

- Spellcasting
- Sorcerous Or...
- Font of Magic
- Metamagic
- Ability Score
- Sorcerous Re...

**Sorcerous Or...**

- Royal Sorcery
- Tidal Sorcery
- Winter Kin Sorcery

**Royal Sorcery**  
Class Specialization

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.)

**Features**

- Noblesse
- Royal Pr...
- Anointe...
- Extra A...
- Magic o...
- The Dre...

**The Dread And Fear of Kings**  
Feature

Level: 18

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 by you.

Further, you can exude the sovereign presence of monarchs, causing those around you to become awestruck or frightened. As an action, you spend sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 10 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 on 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.

Spec. Required: Royal Sorcery

**Tidal Sorcery**  
Class Specialization

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 generally 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.

**Features**

- Born of the Shifting Tides
- Above or Below the Waves
- Tides of Fortune
- Soul of the Sea

**Soul of the Sea**  
Feature

Level: 18

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.

Spec. Required: Tidal Sorcery

**Winter Kin Sorcery**  
Class Specialization

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.

**Features**

- Cloak of Winter
- Winter Birthright
- Icy Transformation
- Icy Path
- Master of the Frost

**Master of the Frost**  
Feature

Level: 18

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.

Spec. Required: Winter Kin Sorcery

GM

0 Modifier

ADY +2 +5

DIS -2 -5

1 2 3 4 5 6 7 8 9 10 11 12







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