



TOME OF MYSTICAL TATTOOS



an illustrated compendium of magic tattoos
for everyone's favorite roleplaying game



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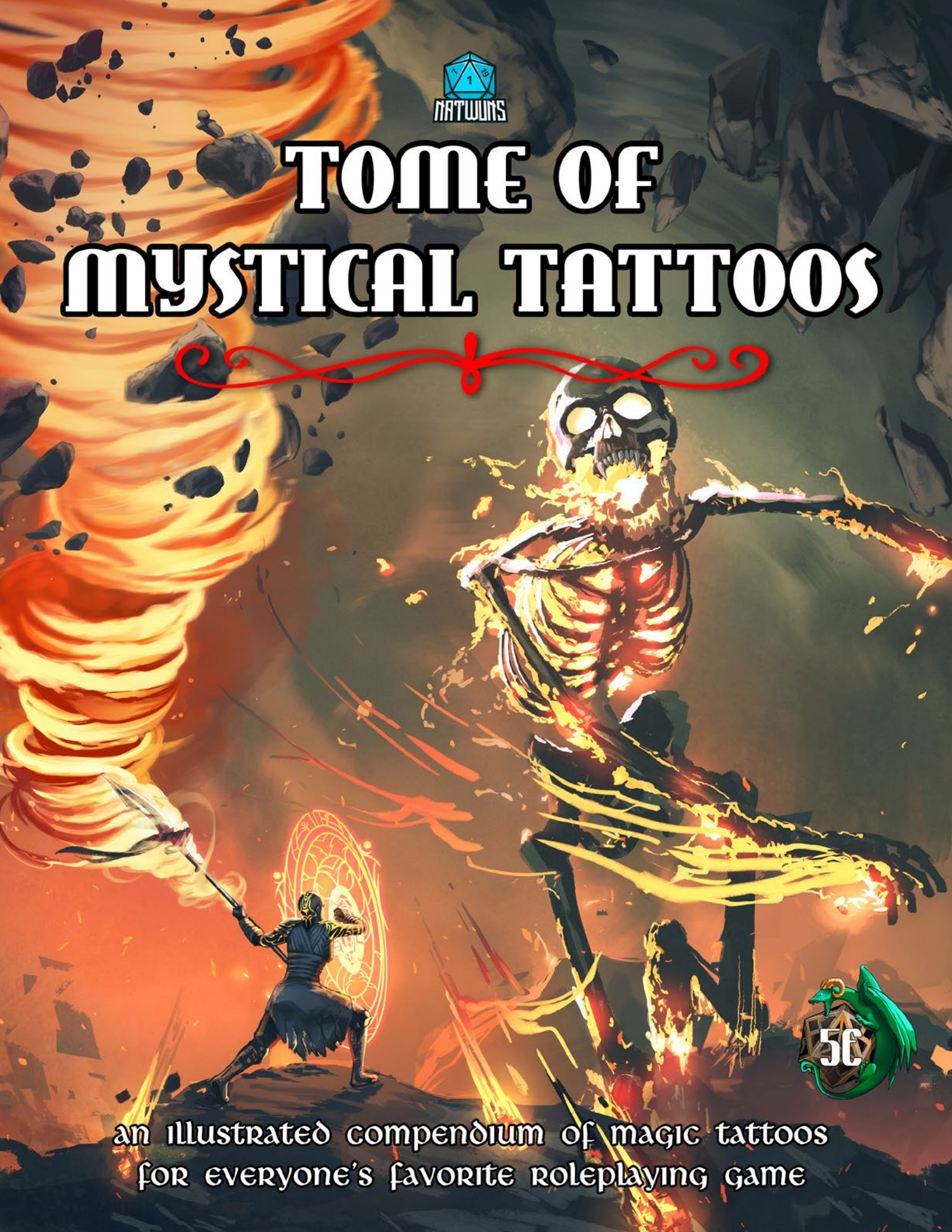
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Developed by
Karl Nicolas



CREDITS

DESIGN LEAD

Karl Nicolas

ADDITIONAL DESIGN

Max Wartelle (Humperdink's Wares)
Michael Cox (Feralborn Trading Company)

DEVELOPMENT LEAD

Karl Nicolas

EDITORS

Max Wartelle (Humperdink's Wares)
Michael Cox (Feralborn Trading Company)
Christine Reis

COVER ARTISTS

Pedro Sanchez
Tithi Luadthong (Shutterstock)

INTERIOR ARTISTS

Pedro Sanchez
Frunze Babakhanyan (Frunz Studio)
Tithi Luadthong (Shutterstock)

TATTOO ARTIST

Anna Lestwood (Frunz Studio)

GRAPHIC DESIGN

Pedro Sanchez

ADVENTURE DESIGN

Addison Short (Torchlight Press)

LORE WRITERS

Christine Reis
Addison Short (Torchlight Press)
Hamid Printer

LAYOUT

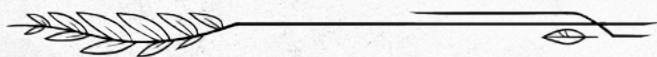
Karl Nicolas

PUBLISHER

Natwuns

SPECIAL THANKS...

... to the **5024** backers and the playtesters that supported us. Check out the back of the book!



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LIBERATE YOUR IMAGINATION

Well, would you look at that? Dreams do come true!

That might actually sound a little more dramatic than intended, but that's just how I see it. What started out as a tiny idea after playing through a popular video game where a bald man and his whiny child climb a treacherous mountain (or two) has turned into what you see before you.

This is a labor of love, a collaborative work of art, and, in my humble opinion, a worthwhile supplement to your game. The team that put this together spent a lot of time and effort to ensure that the various tattoos you see in this book are gorgeous, fun, and mechanically sound. On top of that, there is an adventure and a brand new class waiting for you within these pages that we are very proud to include in this book.

I do have to make sure that I thank all the backers who made this project possible. A lot of people say it, but in this case, you all know this to be true. I would not have been able to do this without you. Thank you for believing in me and in this idea, and for trusting in the quality of work you would receive. I hope that you continue to support my team at *Natwuns* as we strive to provide meaningful products that add to your tabletop gaming experience.

So yes, I urge you to “liberate your imagination”. That's why we play, right? Not simply as an escape, but to bring to life all the magical ideas that live inside us as well. Use our tome wisely adventurer, to further the enjoyment, excitement, and enchantment for your party! And remember: you don't have to strictly follow the rules written here. Feel free to carve out your own path whenever you need to.

Anyway, that's enough from me. Please, enjoy the book!

KARL NICOLAS

Game Master of *Natwuns*



INTRODUCTION



MAGIC TATTOOS

Mystical tattoos are an ancient form of magic that imparts bearers with extraordinary gifts. They can be seen on any creature willing to allow magic to be embedded deeper into their being than ever before.

A tattoo's magical properties are born of their magically imbued designs, often a testament to the original tattooist's expertise. A great example of this is a special variant of magic tattoos known as spellbangers, smaller designs replicating arcane spellcasting, restricted to the same tattooist that created them.

Magic tattoos are imbued with power by their creators. While sketching, tattooists weave their magics directly into the ink of their design. The design is layered with intent, serving as both pathway and instructions for the tattooist's magic. This can be an impossible task for those inexperienced in the tattooists' method. In a process that takes just a few seconds after the design's completion, the magic blooms within the design, and it acquires its intended effect or property.

ALTERNATIVE TATTOO SYSTEM

The practice adopted by tattooists for distributing their magic tattoos is simple and permits them to benefit from their work, while still allowing for tattoos to be widely accessible. Magic tattoos are initially sketched within the pages of an *enchanted sketchbook* by a tattooist. After the design is drawn on an *enchanted sketchbook* page, any individual may extract that tattoo into an empty needle using tattooist's tools. This allows designs to be more easily distributed or acquired. The page is empty once the design is extracted, but a special needle is now ready to be applied.

The creator's whims often drive the initial design, but this can be steered by other individuals requiring a particular result. Some would say that this is what sets magic tattoos apart from other magic items. The degree of control that tattooists have over their designs while applying their artistry and magics often yields truly remarkable results, limited only by their skill and imagination.



TATTOOIST'S TOOLS

The tattooist's tools are a type of artisan's tools consisting of two main components - the hammer and chisel. The chisel contains a simple mechanism that can twist to clasp onto needles of various widths. The hammer can act as an activator when it strikes the chisel, temporarily applying a magnetic property unique to magically-imbued inks into the needle.

One of the main uses of tattooist's tools in regards to magic tattoos is extraction. An individual holds the chisel affixed with an empty needle against an *enchanted sketchbook* page or skin upon which a magic tattoo is applied. The wielder then taps the opposite end of the chisel, drawing the tattoo design inside of the affixed, empty needle.

The tattooist's tools also include plenty of needles and medical supplies for sterilization. This is necessary in case the tattooist's tools are used to apply mundane tattoos as well. For non-magical tattoo applications, the chisel's needle can be dipped into the appropriate pigments and then hammered against an individual's skin, scales, or feathers to ink a tattoo.

APPLICATION & ATTUNEMENT

Applying a magic tattoo from a needle simply requires that the special needle be held against one's skin. A magic tattoo counts towards the number of magic items to which a creature can attune.

The design slowly flows from the needle into the skin upon contact, molding itself to suit the individual's body. An applied tattoo appears as it did on its sketchbook page, retaining the visual properties of the ink used when it was sketched. In this way, the design transitions from page to person through a needle.

For unusual skin types, the tattoo will often take on a different form. As an example, a creature covered in fur or feathers might witness the tattoo take shape as markings as it leaves the needle. A creature with a metallic exterior might see the tattoo engrave itself onto their shell. As a tattoo is simply another form of magic item, this can be interpreted as the attunement process.

The process to end attunement to a magic tattoo is different from the process to end attunement to a normal magic item. A creature other than the one to whom the tattoo is applied must use tattooist's tools and an empty needle to extract the tattoo from the skin, as it was once extracted from a tattooist's sketchbook page.

BIGGER ISN'T ALWAYS BETTER

While there is undoubtedly more beauty to admire in tattoos of increasing size and complexity, these factors often belie their true potential.

A more pertinent factor to investigate when shopping for a new tattoo is the original intent behind its design and, of course, aesthetics. These factors will determine whether the tattoo suits its future bearer and whether the tattoo will work in harmony with their existing abilities. You will find that tattoos ranging drastically in rarity and power can be of the same proportion.

Also of note, magic tattoos that are applied on the same body part can coexist. All magic tattoos can be layered upon each other, with individuals not having to fear for their properties being tainted

or diminished. Magic tattoos are sketched with purpose, and are not so easily disrupted simply by their proximity to one other. In this case, an individual can mentally decide which tattoo sits at the forefront to make it so.

PAIN & DISMEMBERMENT

Although magic tattoos should initially be applied to a specific body part, the magic connects more intimately with the host as time progresses. In the event a tattoo is damaged or a body part lost, the tattoo retains its magical properties and will immediately shift to the next most appropriate part of the attuned individual's body (GM's choice).



THE TATTOO PARLOR

Stepping into your first tattoo parlor can be an overwhelming experience. You will find *enchanted sketchbook* pages plastered on the walls, showcasing the sitting tattoo artist's work, as well those of their colleagues. Tattooist's tools, from the basic copper to gold-plated, will be available for purchase, often along with a plethora of swirling, colorful, and iridescent inks lining the shelves.

Tattooists use ink as they sketch a tattoo and anyone may use inks later on to alter a tattoo. While a finished tattoo is extracted into a needle, it can be dipped using a set of tattooist's tools into a bottle of ink to absorb the ink and the requisite volume. This completely replaces the visual property of any existing ink used to create or alter the tattoo at an earlier point in time. Each 1-ounce bottle contains enough ink to create one chest or back tattoo, or two face, neck, arm, or leg tattoos.

HAMMER

15gp

CHISEL

15gp

MEDICAL SUPPLIES

10gp

NEEDLES (100)

1gp

ENCHANTED SKETCHBOOK

Wondrous item, common

50gp, 3 lb.

Essential for tattooists, an *enchanted sketchbook* is a tome with 100 blank magically treated vellum pages suitable for sketching tattoo designs and preserving the magic which flows through them.

BASE INK

10gp

An interesting liquid that can be easily combined with various pigments or materials. This forms the base for all known inks and allows for the creation of homebrew variants.

COLORLED INK

20gp

An ink that is mixed with pigments to obtain a particular color. You can usually attain any shade imaginable if properly described to a vendor.

DANCING INK

30gp

Tattoos sketched with this black ink will be in constant motion. Individuals have noted that their tattoos dance more jubilantly when the bearer of the tattoo finds themselves enjoying the music they hear.

GLOWING INK

80gp

A prevalent choice for both new and experienced tattooists alike. Nothing sets mystical tattoos apart from the mundane, quite like a classic glow that comes in a multitude of colors.

HELL'S INK

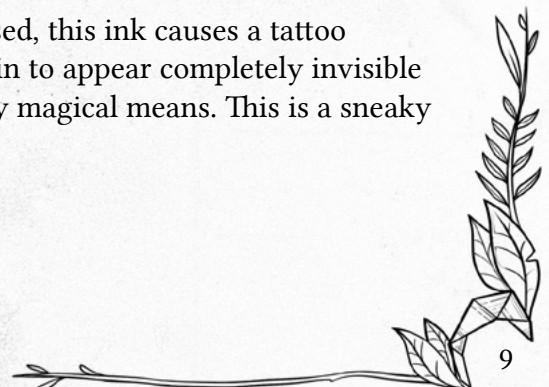
90gp

Crimson red ink that causes tattoos to emanate persistent, harmless flames. This can be quite intimidating when such tattoos are applied throughout the body. The light from these flames is too dim to be of help in the dark.

INVISIBLE INK

50gp

Exactly as advertised, this ink causes a tattoo applied to your skin to appear completely invisible unless looked at by magical means. This is a sneaky bestseller.



MOOD INK

100gp

The colors of tattoos sketched with this ink change to reflect the emotions of the individual on which they are applied. This is very popular with the younger crowd.

REFLECTIVE INK

50gp

All tattoos sketched with this ink reflect the scenery around them.

REGULATING INK

25gp

This ink appears matted black but changes color to match the internal temperature of the creature the tattoo is applied to.

STARDUST INK

100gp

This ink has an undeniable sparkle to it. All tattoos sketched using this ink glimmer like the night sky once the sun goes down.



MAGIC TATTOOS PRICE GUIDE

Rarity	Face, Neck, Arm & Leg Tattoos		Chest & Back Tattoos	
	Asking Price	Average	Asking Price	Average
Common	1d4 x 10gp	25gp	(1d4+1) x 10gp	35gp
Uncommon	1d4 x 100gp	250gp	(1d4+1) x 100gp	350gp
Rare	1d6 x 1000gp	3500gp	(1d6+2) x 1000gp	5500gp
Very Rare	1d8 x 10,000gp	45,000gp	(1d8+2) x 10,000gp	65,000gp
Legendary	1d12 x 25,000gp	162,500gp	(1d12+2) x 25,000gp	212,500gp

Karl's Notes: You can choose to simply use the tattoo prices listed under the "Face, Neck, Arm & Leg Tattoos" columns for all tattoos. The distinction here exists in case you wish to account for the increased time and labor involved when a tattoo artist creates a larger tattoo design such as those which are to be applied on the chest or back.

TATTOO PRICING

As one might imagine, each tattoo is unique and valued differently based on factors ranging from its functionality to its visual appeal. This can lead to some fluctuations in terms of pricing.

One thing that remains constant is each tattooist's knowledge of tattoo rarity, as rarity is tied to how difficult it was for them to gather the right components to sketch the tattoo in the first place. As a result, it is the most accurate determinant of tattoo price. Tattooists will often price within the range provided in the Magic Tattoos Price Guide table on the previous page, unless there are exceptional circumstances. As magic tattoos do not fade over time—whether in terms of power or appearance—their value does not fluctuate as they age.

Another determining factor in pricing is the dimensions of the tattoo. It undeniably takes more time and effort to craft a larger tattoo, resulting in a slight bump in prices when it comes to purchasing tattoos that are to be applied on one's chest or back. However, as a tattoo's power and function do not correlate with its size, it often becomes a point of contention during sales. Less experienced tattooists have been haggled down on this point, being more artists than salespeople.

TATTOO AVAILABILITY

Another factor to keep in mind when browsing for magic tattoos is that the availability of certain designs will always be a complicated matter. Any tattooist will only be an expert in crafting a particular set of tattoo designs, and their stock will always reflect this.

A practice many tattooists have adopted is trading wares among their shops. This allows for much more variety in merchandise within each establishment. A side effect of this is that you will still see many of the same tattoo designs if you are only visiting parlors within the same region. It is best to travel out of the area if your goal is to procure a wide and varied selection of mystical tattoos.



THE TATTOOIST



TATTOOIST

A chubby dwarf chuckles while applying the last drops of baleful ink onto his hammer, ensuring that his strike inflicts an extra dose of pain upon his unwitting target.

A deft-fingered gnome finishes her design with a final flourish of golden ink. Concentrating, she lifts the swirls from the page, decorating her fingertips with a few quick strokes.

The tattoo on the elf's arm began to glimmer as she places a steady hand upon her companion. Playful wisps of arcane energy dances around them, as the tattoo slides slowly from her onto the weary human—bestowing him with the means and magic to bring down the fearsome creature looming above.

While her party rests, the tattooist works in the dying campfire light to sketch intricate tattoo designs in hopes of empowering her companions. In the heat of battle, a tattooist manipulates magic and ink to empower attacks, distribute mystical tattoos on the fly, and conceive new designs based on the arcane spellslinging of her opponents.

VERSATILE DUELISTS

Just as tattooists blur the line between artist and magician, so too can they occupy multiple niches on the battlefield. As keen observers will instantly recognize, tattooists have an uncanny vitality mystically fortified by their craft. Many tattooists do

THE TATTOOIST

Level	Proficiency	Features	Magic Tattoo Designs Learned	-Applied Spellbangers per Spell Level-				
	Bonus			1st	2nd	3rd	4th	5th
1st	+2	Spellcasting, Sketchy Imitation	-	2	-	-	-	-
2nd	+2	Sketch Tattoo	4	2	-	-	-	-
3rd	+2	Tattooist Style, Bad Ink	4	3	-	-	-	-
4th	+2	Ability Score Improvement	4	3	-	-	-	-
5th	+3	Tattooist Style Feature	4	4	2	-	-	-
6th	+3	Trust The Process	7	4	2	-	-	-
7th	+3	Art Loan	7	4	3	-	-	-
8th	+3	Ability Score Improvement	7	4	3	-	-	-
9th	+4	Tattooist Style Feature	7	4	3	2	-	-
10th	+4	Expert Tattooist	7	4	3	2	-	-
11th	+4	Counterfeiter	7	4	3	3	-	-
12th	+4	Ability Score Improvement	7	4	3	3	-	-
13th	+5	-	7	4	3	3	1	-
14th	+5	Master Tattooist	9	4	3	3	1	-
15th	+5	Tattooist Style Feature	9	4	3	3	2	-
16th	+5	Ability Score Improvement	9	4	3	3	2	-
17th	+6	-	9	4	3	3	3	1
18th	+6	Genius Talent	9	4	3	3	3	1
19th	+6	Ability Score Improvement	9	4	3	3	3	2
20th	+6	Virtuoso	9	4	3	3	3	2

their best fighting on the frontlines, shrugging off some nasty hits in the process. While not as devoted to the practice of magical arts as most spellcasters, their ability to comprehend the intricacies of magic and incorporate the arsenal of others into their own is a formidable and perplexing challenge for their opponents.

GROUNDBREAKING DESIGNS



An adventuring party can be sure that a tattooist in their midst will do their utmost to carry their weight. As they struggle and persevere with the group, the selection of magic tattoos that tattooists are able to understand and produce expands in tandem.

Tattooists will often strive to improve themselves and their craft in different ways. Some may seek apprenticeship under proven virtuosos. Others may be aware of their genius and push forward on their own towards discoveries that change their profession in unfathomable ways. Ultimately, however, most tattooists are devoted to fashioning designs that can move the hearts and minds of others with both their beauty and their magical potential.

CREATING A TATTOOIST



As you create a tattooist, it is essential to consider the path you took and what compels your character to move forward. Are you self-taught, or did you have a legendary mentor? What sort of style have you adopted and how does this influence you beyond your artwork? What sets you apart from your peers?

Perhaps you were begrudgingly mentored by a skilled tattooist, who imparted to you knowledge that would have confounded a less capable apprentice. Maybe you were looking for a way to remain an artist while still braving the dangers that exist around every corner of this world. Or conceivably, you wish to journey to enrich your work, all the while building up your list of future clientele.

QUICK BUILD

You can make a tattooist quickly by following these suggestions. First, make Constitution your highest ability score, followed by Dexterity. Second, choose the acolyte background.

MULTICLASSING AND THE TATTOOIST



If your group uses the optional rule on multiclassing, here's what you need to know if you choose the tattooist as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least a Constitution score of 13 to take a level in this class, or to take a level in another class if you are already a tattooist.

Proficiencies Gained. If the tattooist isn't your initial class, you gain the following proficiencies when you take your first level as a tattooist: light armor, painter's supplies, and tattooist's tools.

Spellcasting. Add half your levels (rounded up) in the tattooist class to the appropriate levels from other classes to determine your available spell slots. The number of spellbangers you apply on your body (as well as their spell level) remains tied to your individual level in the tattooist class.

Your list of learned spells that can be turned into spellbangers as a tattooist are completely separate from the spells you know and are able to prepare from other classes.

You can not create spellbangers for spells other than the two you obtain at the first level as a tattooist, and spells successfully observed using your Sketchy Imitation feature.

You also can't use spell slots to cast the two spells you learn to convert into spellbangers at the first level as a tattooist, or spells successfully observed using your Sketchy Imitation feature. If the spell is also a spell you know and can prepare because it is associated with another one of your classes, you use either your spell slots or your applied spellbangers to cast that spell (they are not the same resource).

CLASS FEATURES

As a tattooist, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Tattooist level

Hit Points at 1st Level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per tattooist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Painter's supplies, tattooist's tools, one type of artisan's tools of your choice

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a dagger or (b) any simple weapon
- a diplomat's pack
- an *enchanted sketchbook* and tattooist's tools

SPELLCASTING

As a mystical tattoo artist, you have an *enchanted sketchbook* that you can use to create spellbangers. Spellbangers are the smallest type of magic tattoos, easily fitting upon your fingertips. They only require a few minutes of focus to sketch during a long rest. The application process for spellbangers is similar to the application process for magic tattoos, requiring spare needles and tattooist's tools in hand.

Karl's Notes: A *banger* is industry slang for a tattoo that can be "banged" out quickly. It is essentially a smaller design that can be completed in a single session.

Casting a spell using a spellbanger is akin to casting a spell from an item, so you must take an action, bonus action, or reaction (depending on the original spell's casting time) to produce its spell's effects, but you may do so without material components. If the spell requires a material component with a cost, you must have that specific component before you can cast the spell using a spellbanger. If the spell requires concentration, you must concentrate.

Constitution is your spellcasting ability for your spells, since the spellbangers are fueled by the magical energy that naturally courses through your body, as blood flows through your veins.

SKETCHY IMITATION

At 1st level, you've learned how to observe spells in the heat of battle and conceive spellbanger designs to recreate the effects of those spells.

As a reaction when a creature (other than you) that you can see within 60 feet of you casts a spell from the Bard, Sorcerer, Warlock, or Wizard spell list, you can make an ability check using your tattooist spellcasting ability. The DC equals 10 + the spell's level. On a success, you can sketch a spellbanger representing that spell during a long rest within the next month. If you do not sketch the spellbanger within the allotted time, you must observe the spell being cast again. Once you have sketched a particular spellbanger, you may sketch it without needing to observe the spell again.

The Tattooist table shows whether or not you can apply the spellbanger.

You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain any expended uses when you finish a long rest.

SKETCHBOOK

At 1st level, you have an empty *enchanted sketchbook*. Your *enchanted sketchbook* acts as a repository for the spellbangers you sketch. Tattooists will only need to devote a single page of their sketchbook for sketching and accumulating spellbangers

PREPARING AND CASTING SPELLS

At 1st level, you know two 1st-level spellbanger designs of your choice from any arcane caster class spell lists (Bard, Sorcerer, Warlock, or Wizard). The Tattooist table shows how many applied spellbangers of each spell level your body can sustain at your current tattooist level.

Each spellbanger is designed for a specific spell and can only be utilized to cast that spell at its lowest level. Once the spell is cast, the spellbanger vanishes from your skin. You can expend multiple spellbangers of the same design, to incrementally increase the spells level for that casting.

For instance, if you have two spellbangers for *burning hands* (a 1st-level spell), you can cast the spell on two separate occasions at 1st level or expend both tattoos to cast the spell at 2nd level. Unlike other tattoos that you create, spellbangers function in part thanks to your lived experience informing the magic imbued within their design. Tattooing a spellbanger on another creature does not grant them the ability to cast the spell. Once you have utilized all the applied spellbangers for a particular spell,

they cannot be cast again in this way until reapplied. You can remove and apply as many spellbangers as your body can sustain during a long rest.

SPELLCASTING ABILITY

Applied directly onto the surface your skin, spellbangers are in the optimal place to draw freely from the magical energy coursing throughout your body. You therefore use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for any spell you cast using a spellbanger and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier

YOUR SKETCHBOOK

The spellbangers you sketch in your *enchanted sketchbook* are a unique variant of the main branch of magic tattoos you can create. As you gain levels, you also gain more experience with the fascinating manner in which magic flows through all things in the multiverse. This allows you to find imaginative ways to manipulate the flow of magic on a smaller scale through your arcane designs. Your expertise inevitably allows you to better comprehend the tattoos created by others as well, whether discovered on the back of a traveling mercenary or a legendary deity.

THE SKETCHBOOK'S APPEARANCE

Your sketchbook will often end up a mess of ink-splotched parchment and scribbles. A sketchbook can come in many forms, sometimes as a pile of parchment clipped onto a flat plank of wood, or at other times just a hastily bound pile of sketches. Every tattooist's precious sketchbook is unique, each page treated with a generous amount of magical energy.





REPLACING THE BOOK

If you wanted to make a backup copy of your sketchbook, it is a relatively easy process. After all, the designs of your spellbangers and magic tattoos are fixed in your mind. However, spellbangers and magic tattoos can not be preserved on just any regular page.

In order to create an *enchanted sketchbook*, you must spend some time alone to focus and enchant a new sketchbook, treating each page with the magics which allow your designs to flourish and be preserved within its pages. The new sketchbook must have a minimum of one page and must be bound together in some manner if there is more than one page in the stack. The amount of time you need is 5 minutes per page, which can be broken up into multiple sessions should you require more time. This is light activity.

If you wish, you can also find *enchanted sketchbooks* for sale at any tattoo parlor.

SKETCH TATTOO

Starting at 2nd level, you've gained the ability to sketch magic tattoos.

TATTOO DESIGNS KNOWN

When you gain this feature, you are able to pick four magic tattoo designs with a rarity of common to learn. When you gain a level in this class, you can replace two of the magic tattoo designs you learned, with two new ones.

SKETCHING A MAGIC TATTOO

Whenever you take a short or long rest, you can use 1 hour as light activity to sketch one of your known magic tattoo designs into your *enchanted sketchbook*. A creature can attune to the magic tattoo immediately after you complete the sketch, provided you conduct a quick application before the long rest ends. If you or another creature decides to attune to the magic tattoo later, you must undergo the usual process for attunement.

A magic tattoo retains its properties and remains a magic item indefinitely. This remains true even if the original tattooist dies.

MATERIAL COSTS

A character requesting a tattoo or a tattooist sketching a tattoo must have the appropriate materials to do so. There always needs to be a formula in place for creating a magic tattoo.

The *enduring fortitude tattoo* (page 102) can be used as an example. This was a tattoo designed to help an individual resist disease, poison, and the effects of alcohol.

While ink and a capable tattooist are necessary in tattoo creation, so too are the constituent material components. These materials are similar to the components necessary for crafting other, equally-potent magic items. For a magic tattoo like the *enduring fortitude tattoo*, the requisite materials can range from the poisonous mandibles of a fearsome creature to a bottle of exquisite alcohol only produced in a distant land (or both). The necessary components are all magically broken

down and mixed in with the ink before a tattooist even begins sketching a magic tattoo.

The suggested challenge rating of a creature for a party to face in pursuit of material components is included in the Suggested CR for Exotic Material Gathering table. Most material components necessary for this process can also be found at tattoo parlors (though stock can fluctuate wildly between establishments). The cost of crafting components for magic tattoos is around half the average price provided on the Magic Tattoos Price Guide table depending on the tattoo's rarity.

COPYING A MAGIC TATTOO

There will be times during your journey where you discover a magic tattoo, perhaps applied on a creature or sketched upon another tattooist's sketchbook page, that you wish to make your own.

If the tattoo you wish to copy into your *enchanted sketchbook* is of a rarity you are able to sketch, the process requires direct vision of the magic tattoo for 1 hour and all the necessary material components.

If the tattoo you wish to copy into your *enchanted sketchbook* is of a rarity you are not yet able to sketch, the process requires direct vision of the magic tattoo for 3 hours and all the necessary material components. After the process, you must make an ability check using your tattooist spellcasting ability. The DC equals 15 + 2 per level of rarity above the highest level of rarity you are currently able to sketch. For instance, if you wish to copy a magic tattoo with a rarity of very rare but are only able to learn magic tattoo designs with a rarity of common, then the DC is 21. On a success, you are able to copy the magic tattoo. On a fail, you are unable to copy the magic tattoo and the material components you used for the process are wasted.

Your copied magic tattoo designs do not count towards your total learned magic tattoo designs, and copied magic tattoo designs do not remain fixed in your mind for sketching again later.

Karl's Notes: Magic tattoos with rarities of very rare and legendary are guarded secrets. A tattooist may have the opportunity to successfully sketch one or two such designs in their lifetime.

SUGGESTED CR FOR EXOTIC MATERIAL GATHERING

Magic Tattoo Rarity	Challenge Rating
Common	1-4
Uncommon	4-8
Rare	9-12
Very Rare	13-18
Legendary	19+

Karl's Notes: A Game Master can decide that a character requesting a tattoo or a tattooist sketching a tattoo must instead attain certain experiences to do so. This can be done when the material costs of a tattoo may be too much for someone to afford or as an additional component to raise the difficulty for obtaining a tattoo.

As an example, we can take look at the enduring fortitude tattoo once again. Perhaps a tattooist needs to have experience properly dealing with a virulent disease or poison before being able to sketch a tattoo that protects against their effects properly? Just remember to balance the experience required with how much easier or harder you want it to be for a party to craft a certain tattoo.

TATTOOIST STYLE

At 3rd level, you delve into the advanced techniques of a tattooist style of your choice. Your choice grants you features at 5th level and again at 9th and 15th level.

BAD INK

At 3rd level, you have learned how to apply defective magical ink onto weapons. To use this ability, you must have tattooist's tools in hand. You can use a bonus action to unload and apply charges of Bad Ink onto the weapon of a willing creature within 5 feet of you.

On the next hit using that weapon, it does an additional 1d6 acid damage per charge applied and the ink vanishes. If you don't hit a target with the inked weapon within the next hour, the Bad Ink fades away. You have a number of charges equal to your Constitution modifier (minimum of one). You regain any expended uses when you finish a long rest.

The additional damage die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

ABILITY SCORE IMPROVEMENT



When you reach 4th level, and again at the 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

You can also forgo this feature and take a feat of your choice instead.

TRUST THE PROCESS



At 6th level, you are able to pick three magic tattoo designs with a rarity of uncommon to learn. When you gain a level in this class, you can replace two of the magic tattoo designs you learned, with two new ones.

ART LOAN



At 7th level, you've learned how to manipulate magic tattoos in unusual ways. With tattooist's tools in hand, you can use an action to magically transfer one of your magic tattoos from yourself onto one willing creature within 5 feet of you that has an available attunement slot. The creature may use that magic tattoo as if they were attuned to it. This exchange is reversed after a short or long rest, at

which point the transferred magic tattoo disappears from the creature's skin and reappears on yours.

A creature can only benefit from Art Loan from one tattooist at a time.

EXPERT TATTOOIST



When you reach the 10th level, you have gained an astute understanding of magic tattoo application. While you use at least three attunement slots to attune to magic tattoos, you can attune to one more magic tattoo without requiring an attunement slot. If fewer than three of your attunement slots are used to attune to magic tattoos, you lose this bonus attunement.

COUNTERFEITER



At 11th level, your skill for manipulation of mystical tattoos has deepened immensely. You gain additional properties for certain class features.

- During a long rest, you can now apply one spellbanger of 6th or 7th level.
- When you use Art Loan, you also retain a copy of the magic tattoo you transfer to your ally. The transferred tattoo still disappears from the target's skin after a short or long rest.

MASTER TATTOOIST



At 14th level, you are able to pick two magic tattoo designs with a rarity of rare to learn. When you gain a level in this class, you can replace two of the magic tattoo designs you learned, with two new ones.

GENIUS TALENT



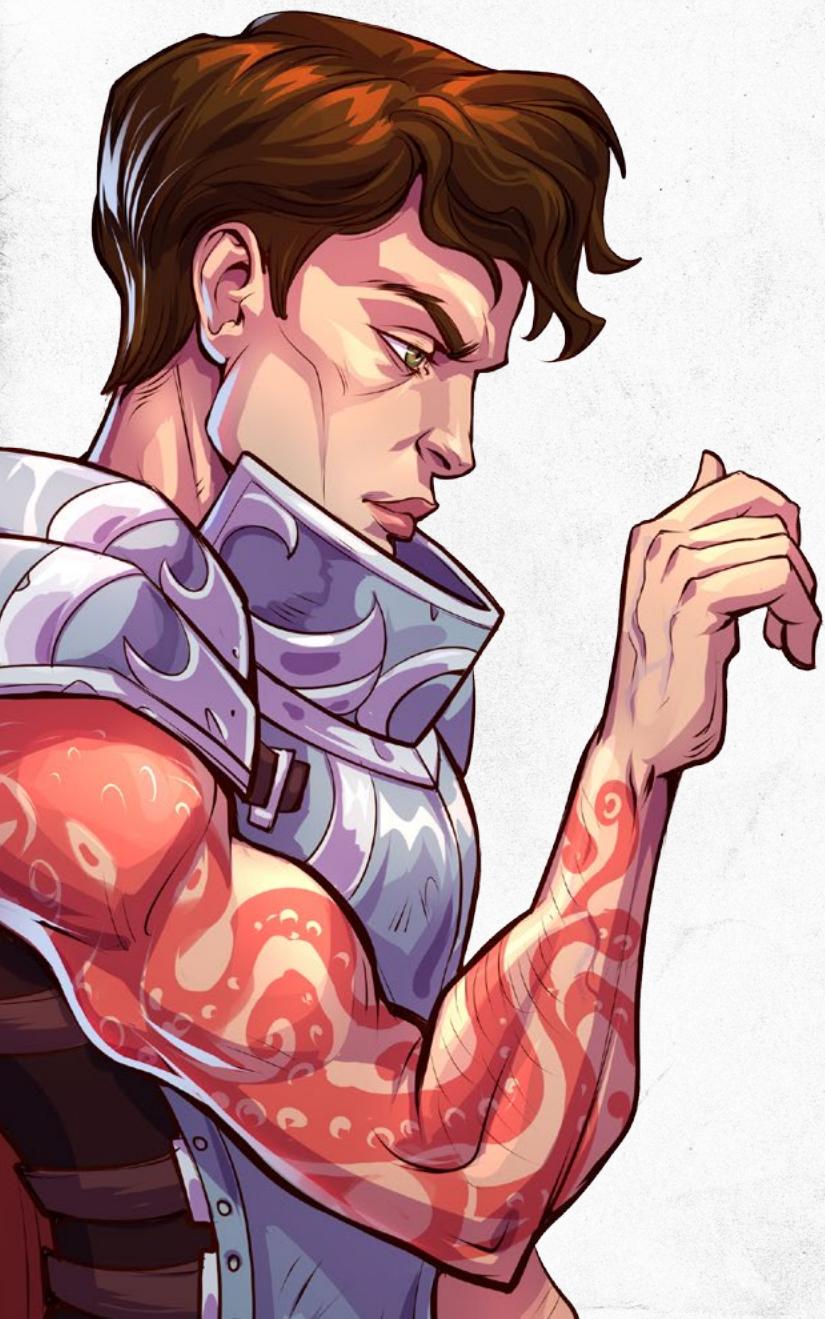
Starting at 18th level, your tremendous ability for magic tattoos is beginning to draw attention across the land. While you use at least three attunement slots to attune to magic tattoos, you can attune to two more magic tattoos without requiring

attunement slots. If fewer than three of your attunement slots are used to attune to magic tattoos, you lose these bonus attunements.

VIRTUOSO

At 20th level, you have grown to thoroughly understand the complex magical pathways that flow between all things. You apply that to your work:

- You can replace two magic tattoo designs you learned with two new ones during a long rest.
- You gain a +1 bonus to all saving throws per magic tattoo to which you are currently attuned.
- During a long rest, you can now apply one spellbanger of the 8th or 9th level.



TATTOOIST STYLE

Tattooists adopt an established style, in order to learn by practicing defined concepts and refining their own unique approach to their craft in the process.

NEO TRADITIONAL STYLE

Many tattooists who adopt the Neo Traditional style have admitted to feeling the same rush charging into the frontlines of battle as they do when designing exquisite and evocative tattoos in their parlor. For these artist-warriors, it is crucial to maintain the tattooist traditions while incorporating innovative new ways to polish their work and become more formidable on the battlefield.

BONUS PROFICIENCIES

When you adopt the Neo Traditional style at 3rd level, you gain proficiency with martial weapons and adopt a Fighting Style.

ART OF WAR

Also at 3rd level, you have become deadlier with weapons in battle. You can use a bonus action to apply Bad Ink onto weapons without holding tattooist's tools. In addition, while you have Bad Ink applied, your weapon is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

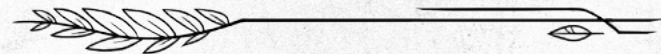
BEAUTIFUL STRIKES

At 9th level, you've found another destructive way to harness the arcane energy within your spellbangers. Whenever you hit a target with a weapon attack, you can expend one spellbanger to deal additional force damage equal to 1d6 + 1d6 per spell level of the expended spellbanger.

ARTFUL TACTICIAN

At 15th level, you have mastered the art of manipulating your magic and weapons in tandem to cause chaos on the battlefield. Spellbangers you cast at 1st or 2nd level have a casting time of one bonus action if you have taken the Attack action that turn.

SURREALISM STYLE



Tattooists who adopt the Surrealism style focus more on subjects that beg further inspection and understanding. They pour their efforts into realizing complex and experimental designs to elevate the magic imbued within their work. When these tattooists are not sketching tattoos to inspire and astound, they are developing their arcane techniques and mastering new ways to confound their foes.

GO BEYOND

When you adopt the Surrealism style at 3rd level, you can apply one additional spellbanger to your fingertips for each level of spellbanger you are allowed to cast.

For example, if you are a 5th level tattooist, you can normally have four spellbangers representing 1st-level spells and two spellbangers representing 2nd-level spells applied on your body. With this feature, you can instead have five spellbangers representing 1st-level spells and three spellbangers representing 2nd-level spells applied on your body.

MEMENTO MORI

Starting at the 5th level, you've learned how to play around with the ephemeral nature of your spellbangers. After expending a spellbanger to cast a spell, you can use an action to cast the same spell again at its base level on your next turn without expending another spellbanger.

Once you use this feature, you must finish a short or long rest before you can use it again.

MAGICAL MAESTRO

At 9th level, you have learned how to immediately reap the benefits of your careful observation of spells on the battlefield. After successfully using

your Sketchy Imitation feature, you can expend a spellbanger with a spell level equal to the observed spell's base level as an action on your following turn, casting the observed spell at its base level.

THE ZONE

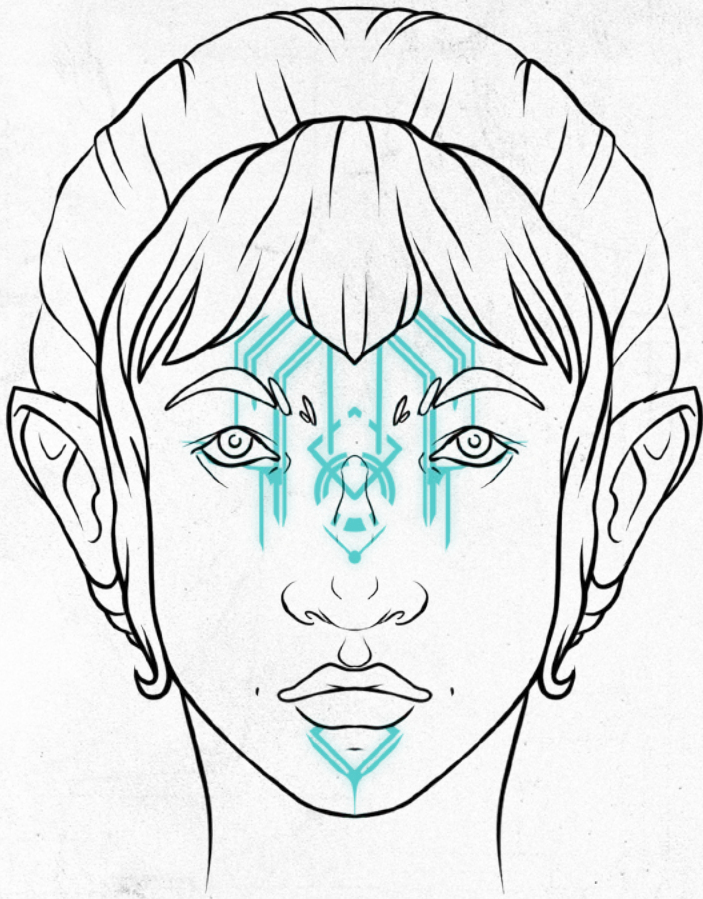
Upon reaching 15th level, you have found an unconventional way to harness the power of your magic tattoos. If you are attuned to at least one magic tattoo, you can use an action to temporarily drain the energies of all your applied magic tattoos to empower your spells. For up to 10 minutes or until you use a bonus action to end this feature, all creatures have disadvantage on saving throws made against spells you cast. Additionally, when you cast a spell at a level higher than its base level, it is cast one additional level higher. For example, if you expend two 3rd-level *fireball* spellbangers, the spell is cast at 5th level instead of its usual 4th level. Your magic tattoos become nonmagical for the duration.

Once you use this feature, you must finish a long rest before you can use it again.



HEAD TATTOOS



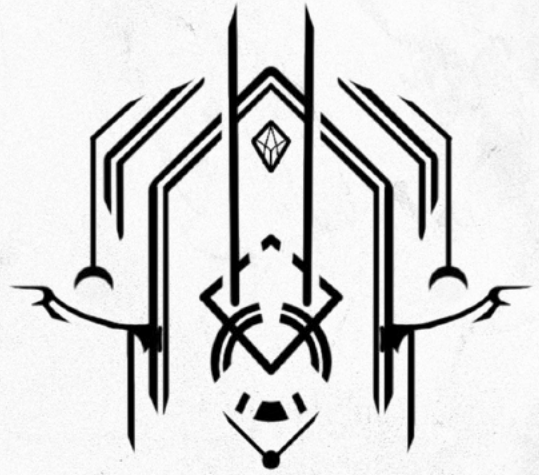


APPRENTICESHIP TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo is composed of a set of bold lines that frame a concentrated point on the brow, representing knowledge.

As a reaction when you observe another creature within 10 feet using a tool, musical instrument, vehicle, weapon, or armor with which they are proficient, you can speak the tattoo's command word to gain the observed proficiency for as long as this tattoo is applied on your skin. Your tattoo glows and you feel a slight pinch upon your forehead as you absorb the skill and knowledge. When you gain a proficiency using this tattoo, you lose any other proficiencies gained using this tattoo. Once this property of the tattoo has been used, it can't be used again until 7 days have passed.



LORE



This tattoo was developed during a brief war between two kingdoms as an accelerant for the training required by fledgling knights, doctors, mages, and vehicle operators. After the war ended, it was quickly adopted by prestigious guilds looking to boost their apprenticeship programs. Guilds often embedded their own iconography into the design, yielding more than a few unintended side-effects.





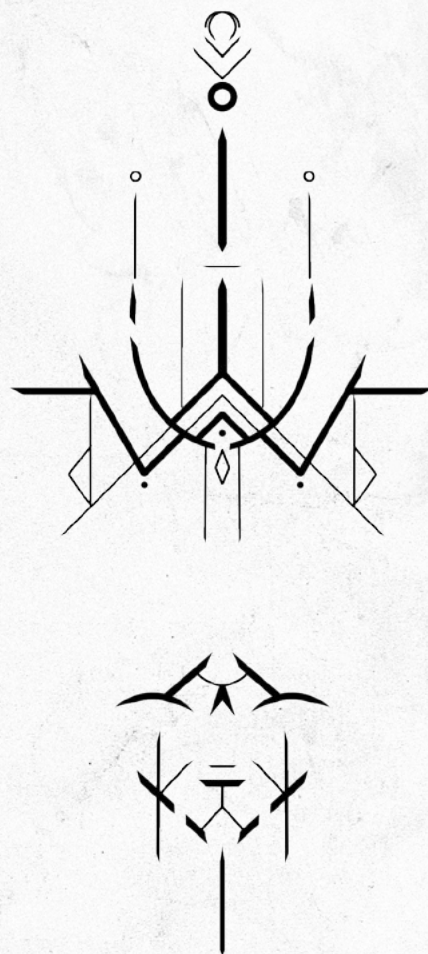
ATTRACTION TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo is composed of sloping lines that obscure the face's natural features.

While this tattoo is applied on your skin, whenever a creature looks at your face, the tattoo's illusion magically changes its appearance to best please the creature who observes it. A creature that uses its action to examine your face can discern that it is being magically altered with a successful DC 15 Intelligence (Investigation) check.

You can also use an action to speak the tattoo's command word and amplify its effects. Until the start of your next turn, each creature that can see you and is within 30 feet of you must succeed on a DC 15 Wisdom saving throw at the start of its turn or become charmed by you for 1 minute. Once used, this property of the tattoo can't be used again until the next dawn.



LORE

This tattoo carries some taboo; it was historically used in common practice by spies, rogues, escorts, and those who rely on charming their quarry. When a nefarious guild started branding their underlings, the tattoo became associated with their minions and went out of fashion due to its limitations. In recent times, the tattoo has undergone a renaissance, newly associated with aristocrats and the leisure class as a glamour tool.



BEASTLY SENSE TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo represents wild beasts.

As an action, you can speak the tattoo's command word and activate one of the following properties for 1 hour. Once you activate this property, the tattoo can't be used again until the next dawn.

Hawk. The tattoo reforms around your eyes and you have advantage on Wisdom (Perception) checks that rely on sight.

Bat. The tattoo reforms around your ears and you have advantage on and Wisdom (Perception) checks that rely on hearing.

Rat. The tattoo reforms around your nose and you have advantage on Wisdom (Perception) checks that rely on smell.



LORE



This tattoo was the product of a collaboration between a tattooist and a druid. Together, they sought to design a tattoo that would aid adventurers that had lost some of their hearing, smell, or sight, for some reason or another. Today, it is a tattoo that is popular among those particularly vulnerable to monster attacks while traveling.



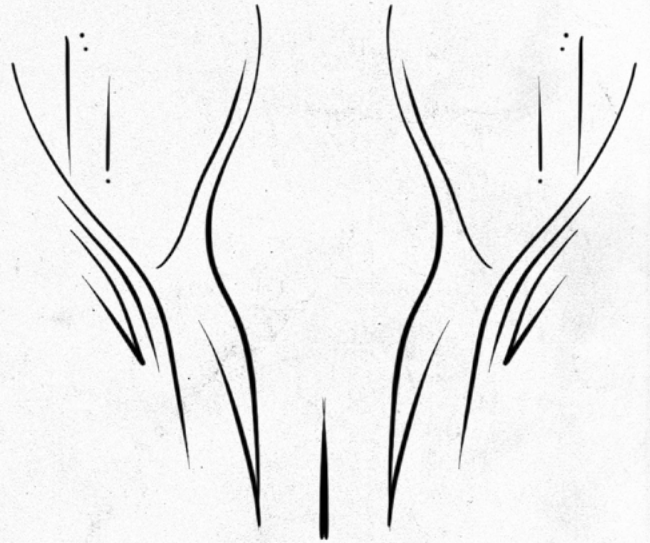
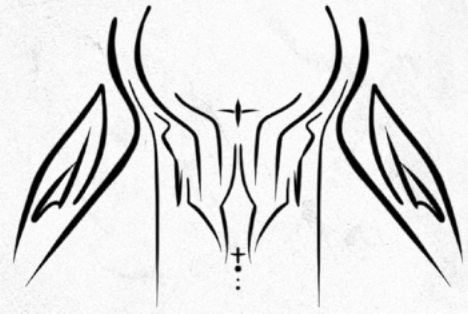


CANNIBAL'S TATTOO

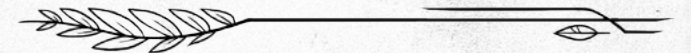
Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes the sanctity of flesh.

While this tattoo is applied on your skin, it magically wraps around your teeth to create sharp fangs that allow you to turn your unarmed strikes into a savage bite. Your fanged maw is a natural magic weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to $1d6 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. You have a +1 bonus to attack and damage rolls you make with this bite.



LORE



This tattoo was created by a troupe of vampire-worshipping performers known as The Sanguine Company. They sought to emulate the creatures of their admiration. At first a purely cosmetic pursuit, it eventually grew into a violent obsession with consuming the flesh of others. As the troupe continued their travels, word spread about the nature of their tattoos and it would eventually be quietly adopted by animalistic and humanoid-sacrificing cults.





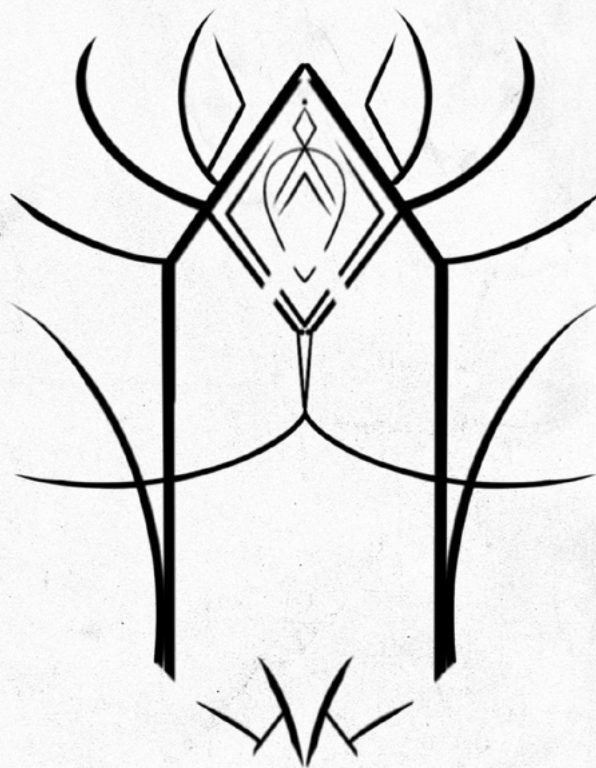
COPYCAT'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo is composed of curved lines that symbolize fluidity and adaptability.

As an action, you can speak the tattoo's command word to make your face look exactly like that of another creature's for 1 hour, or until you end the effect as a bonus action. You must have clear vision and be within 30 feet of the creature's face you wish to copy.

While you are disguised in this way, a creature can make a DC 13 Investigation (Intelligence) check to inspect your appearance. On a success, the creature is able to see through your disguise.



LORE



This tattoo was commissioned by a wizard that wanted to enable their network of spies to operate in the field for extended periods of time without carrying bulky disguise kits. The tattoo was successfully kept a closely guarded secret for over a century due to carefully worded geas and contingency spells designed to prevent it from falling into the hands of their enemies. Eventually, the tattoo's design was leaked by the wizard's apprentice. Many years after, the tattoo was popularized among bards and other street performers.



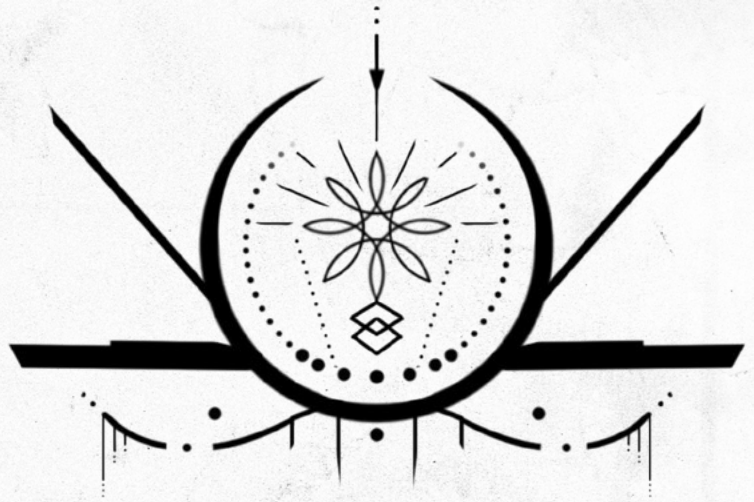


DISCERNING TATTOO

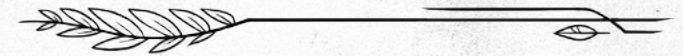
Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo symbolizes enlightenment.

While this tattoo is applied on your skin, your Wisdom score increases by 2, to a maximum of 20. You also have advantage on all Wisdom (Perception) checks relying on sight and can see invisible creatures and objects out to a range of 30 feet.



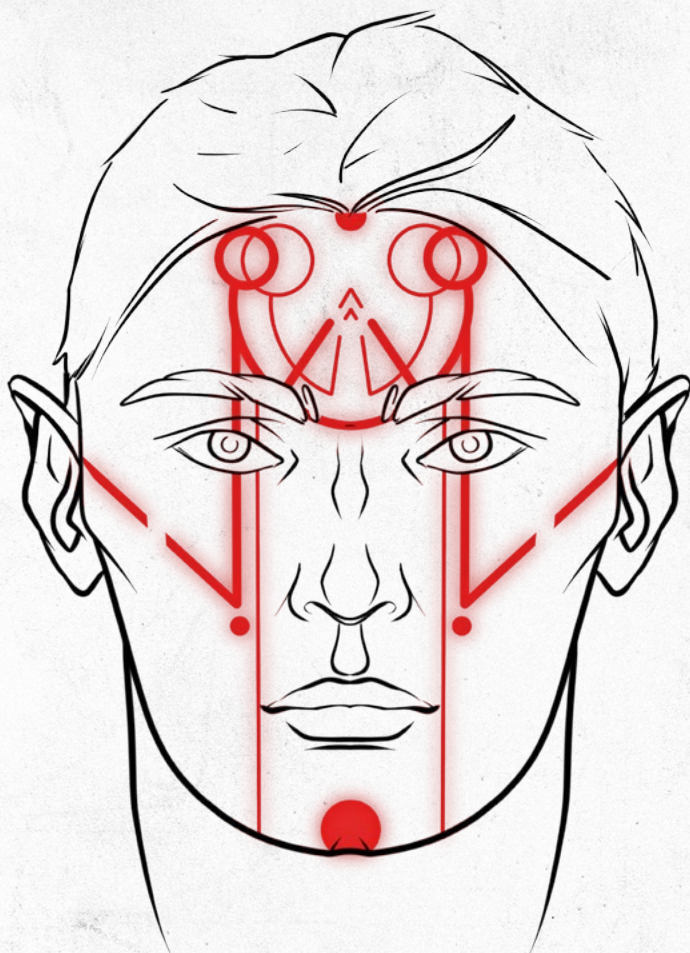
LORE



Druids that watch over dead forests, the sites of forgotten civilizations, and portals to planes of death, created this tattoo to better enable them to deal with the undead and extraplanar threats that stalk such places. The intricacies of the tattoo's design are a well kept secret among such druids. There are plenty of fakes, however, as the effects of the tattoo are difficult to immediately discern, allowing con artists to make off with some quick coin.







DOUBLE VISION TATTOO

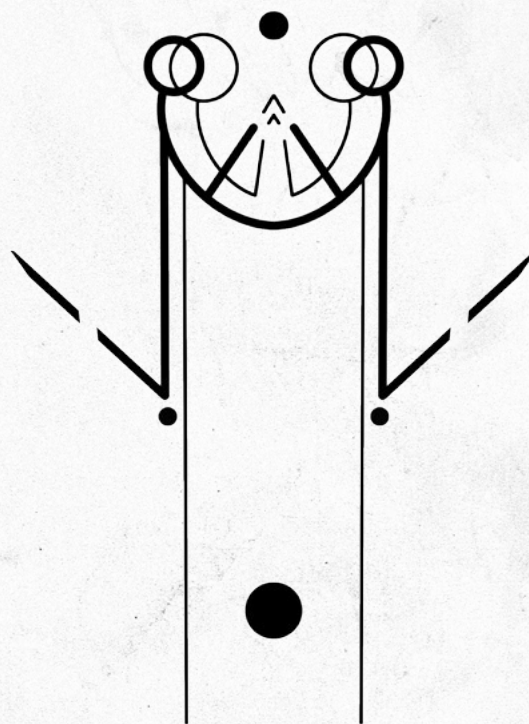
Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents symmetry.

As an action, you can speak the tattoo's command word to cause the tattoo to detach from your skin and reform as a tiny floating orb for 1 hour. As a bonus action, you can move the orb up to 30 feet in any direction.

For the duration, you can close your eyes and see through the orb's perspective (no action required). It grants you darkvision up to 60 feet, and is able to see through both magical and nonmagical darkness. During this time, you are blind with regard to your own senses.

The orb is absorbed back into your skin if it is ever more than 60 feet away from you, becomes the target of an attack or spell, or if you use a bonus action to siphon it back onto your skin. Once used, the tattoo can't be used again until the next dawn.



LORE

Cave spelunkers often find themselves exploring regions where it is impractical to carry traditional sources of light. Water-logged cave systems tend to make short work of torches and combustible gases make short work of spelunkers. Similarly, many dungeon delvers can expect to run into magical sources of darkness or other mystical impediments. This tattoo was designed to circumvent these issues by allowing the tattooed individual to produce a floating orb to see in darkness, without putting themselves at much risk.



EMPATH'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo is composed of symbols that symbolize gateways into one's soul.

This tattoo has 4 charges and regains 1d2 + 1 expended charges daily at dawn.

As a bonus action, you can expend 1 charge to magically augment your ability to connect with others. For 1 minute, you gain advantage on Wisdom (Insight) and Charisma (Perception) checks directed at one humanoid creature within 10 feet of you that you can see and that can see or hear you.



LORE



Subtle games of deception are popular among the high courts of nobility. Tattoos applied in discrete places on the body (or using invisible ink) are a common tactic to gain an upper hand during these situations because there's nothing that tips the scales more than magical assistance. This tattoo is one such discrete magic that's used to gain an edge in conversations. Merchants and traders are also known to utilize the tattoo to gain the upper hand when negotiating deals.





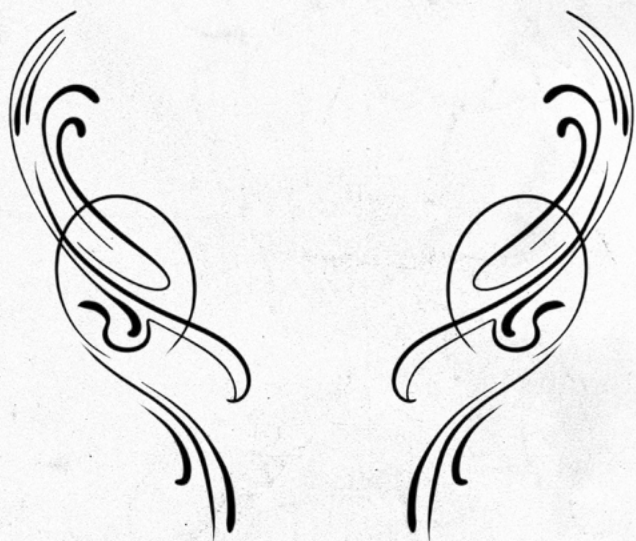
HURRICANE TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents mighty winds.

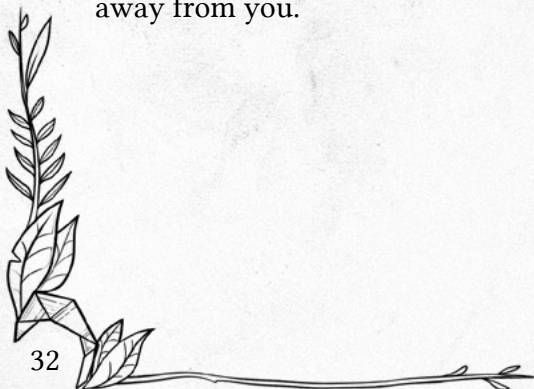
This tattoo has 6 charges and regains 1d3 + 1 expended charges daily at dawn.

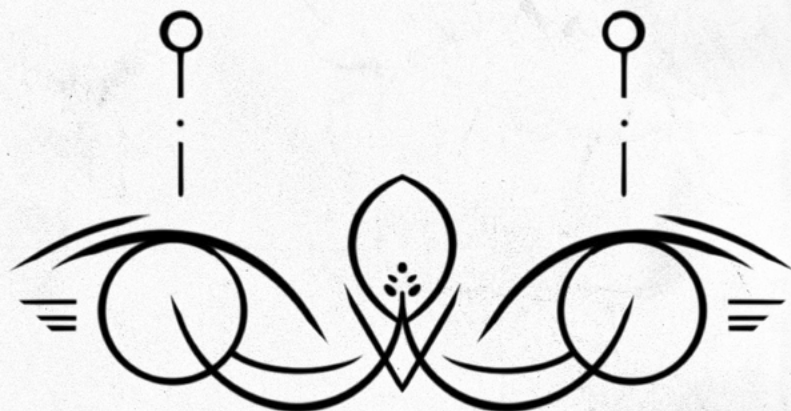
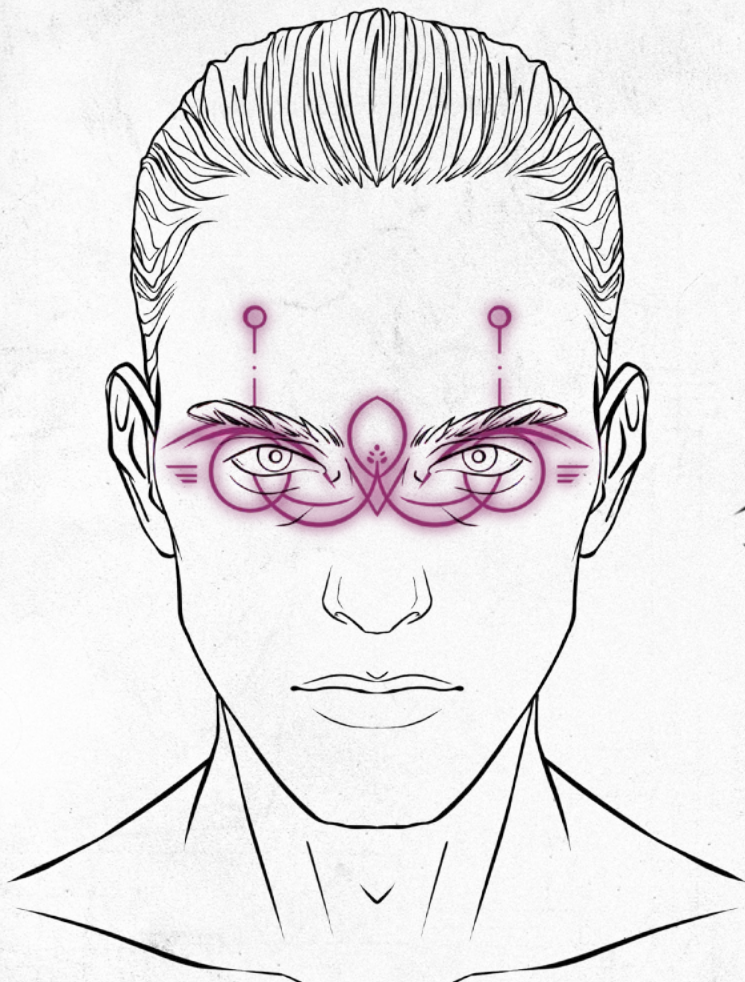
As an action, you can expend 1 or more charges to unleash an extraordinary volume of air, in a 30-foot cone. Each object that weighs 200 lbs or less and that isn't being worn or carried, as well as each creature of a size equal to or less than your own, must make on a DC 15 Strength saving throw. On a failure, for each charge expended, a creature takes 1d6 bludgeoning damage and is pushed 10 feet away from you.



LORE

This tattoo was a gift from a god of chaos to the Sisterhood of the Cataclysm, a cult of havoc-wreaking women who recognized that many individuals simply did not respect personal space. The tattoo's design is known by only a handful of tattooists, most of whom are either affiliated with the sisterhood or have defected. Those that have defected don't share the design with strangers easily, for fear of its misuse.





LIBRARIAN'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo symbolizes wisdom.

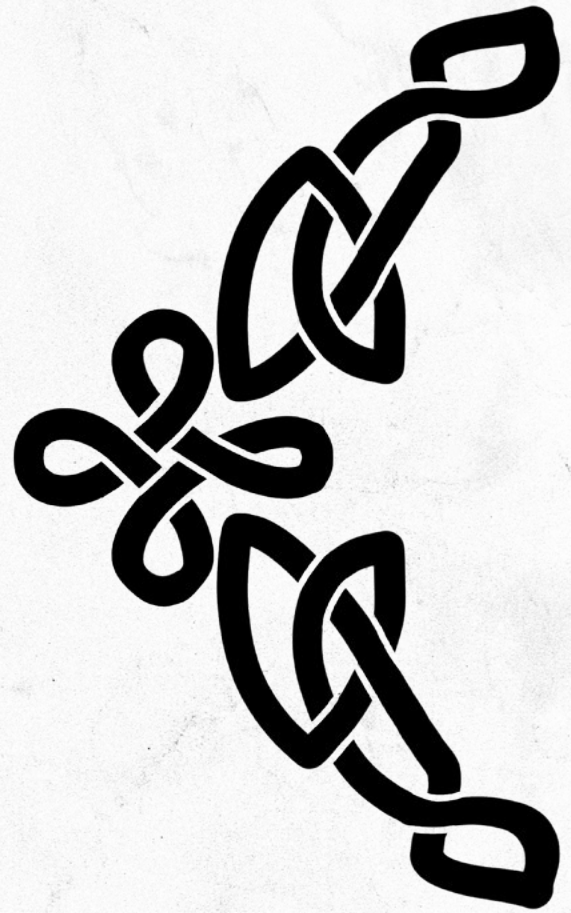
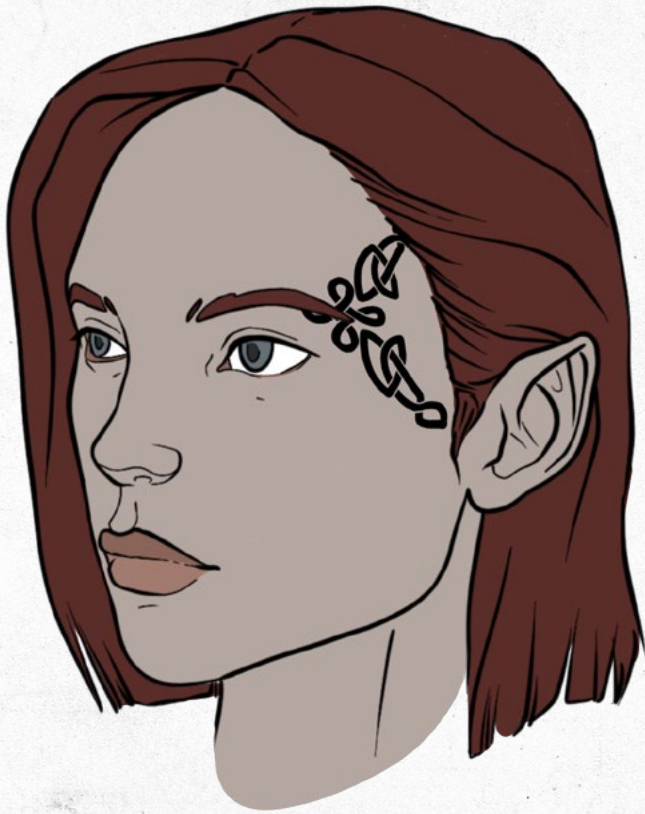
As an action, you can hold your finger up against your lips and release an invisible 60-foot cone of magical energy. Each creature in the cone must succeed on a DC 13 Constitution saving throw or become unable to produce a sound from their mouth for 1 minute. The tattoo can't be used this way again until the next dawn.

LORE



The staff of the Vade Mecum Athenaeum, a revered interplanar library, created this tattoo to forcefully silence guests causing a disturbance. The tattoo has since been provided to a wide variety of institutions seeking ways to mitigate auditory disruption. Notably, guards in large cities are given the tattoo to help control rowdy crowds.





LINKING TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo is comprised of linked shapes representing a strong mental bond.

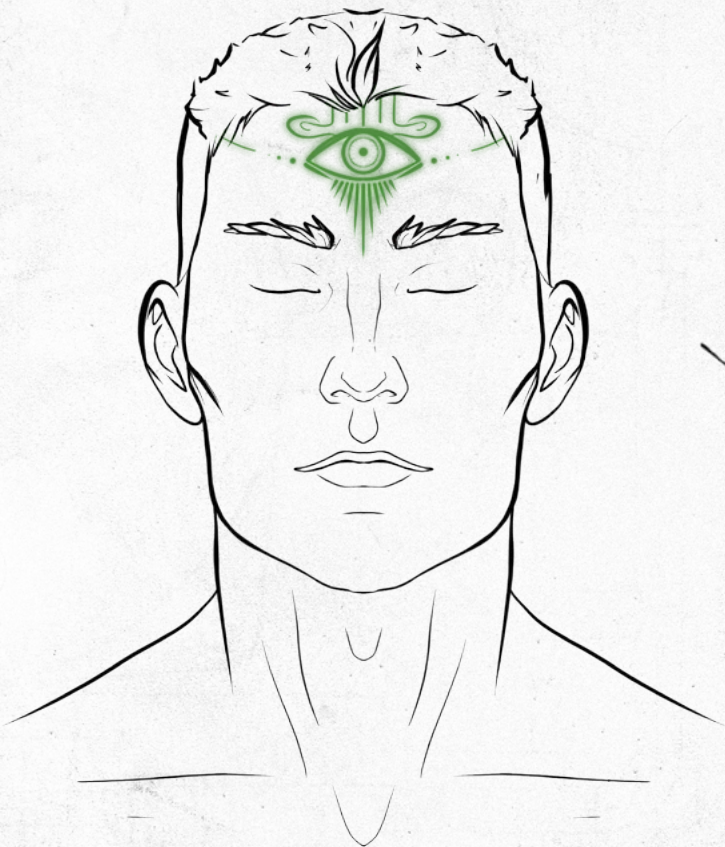
As a bonus action, you can speak the tattoo's command word and create a telepathic link between you and a creature of your choice within 60 feet of you. You cannot create a telepathic link with a creature that has an Intelligence score of 3 or lower, or creatures that don't understand any language. If the creature is unwilling to create a telepathic link with you, you must make an Intelligence check contested by its Intelligence check. On a success, you successfully create a telepathic link as described. On a failure, no telepathic link is created.

Until you select another creature to create a telepathic link with or use a bonus action to end the effect, you and the target can communicate telepathically whether or not you have a common language. The communication is only possible as

long as you and the target remain within 120 feet of each other.

LORE

This tattoo was created by an industrious wizard that wanted to build a humanoid-based communications array across multiple cities and regions. After designing the tattoo, the wizard invested a significant amount of gold into hiring workers, getting them tattooed, and then sending them off to various corners of the world. Unfortunately, they didn't test the tattoos at a distance greater than 120 feet and only realized that the tattoos wouldn't be capable of forming a long-distance communication network after investing a significant amount of gold into the project. The wizard's investors were not pleased.



MAGEKILLER TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a blinded mystical eye.

As an action, you can speak the tattoo's command word and make the ink separate from your skin. For the next minute, or until you use a bonus action to end the effect, it surges around as a stormy, ink-filled, 20-foot-radius sphere. Within the area, spells can't be cast, summoned creatures disappear, and magic items (other than the tattoo itself) become mundane. Any spells and other magical effects can't extend through the storm or be cast through it. Until the effect ends, the storm moves with you, centered on you. Once used, the tattoo can't be used again until the next dawn.

LORE



This tattoo's origins can be traced back to the Cult of the Unraveled, a group fixated on extinguishing magic users and unmaking the gods of magic. Their tattoo gave them a lethal edge in close-quarters combat against magic users and items. After quietly sowing dissent towards magic among the common folk, they conducted a joint strike against powerful mage guilds in several cities. The clashes were brutal, but the cult lost and was forcefully disbanded. So thoroughly did the mages quell the uprising that the tattoo has become nearly impossible to find.







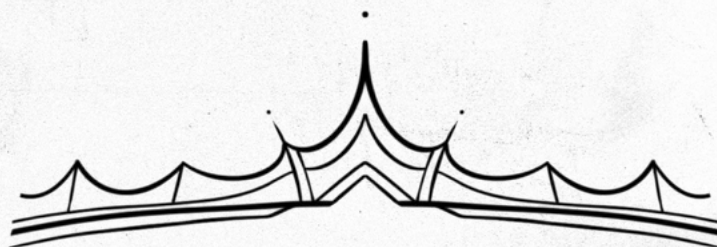
MIDAS TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo is fashioned after a heavy crown once worn by a being that commanded terrible power.

As an action, you can speak the tattoo's command word, causing small globules of magical golden ink to leak from your tattoo and travel down your body onto your fingertips. For the next minute or until you use a bonus action to end this effect, any object you touch turns into solid gold until the next dawn.

If you touch a creature, it must make a DC 17 Constitution saving throw. On a failed save, the target is restrained and begins to turn to gold. While restrained in this way, the target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. A creature petrified in this way must make a DC 17 Constitution saving throw at the start of



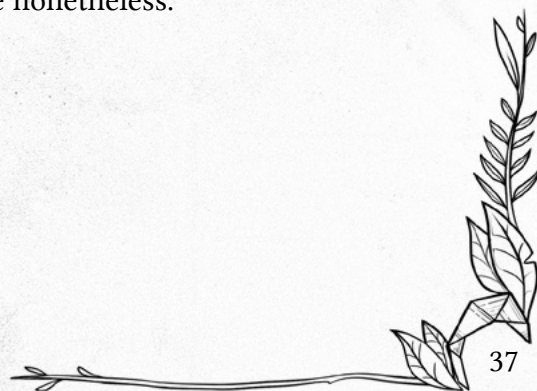
each of its turns or remain petrified. On a success, the creature is no longer petrified.

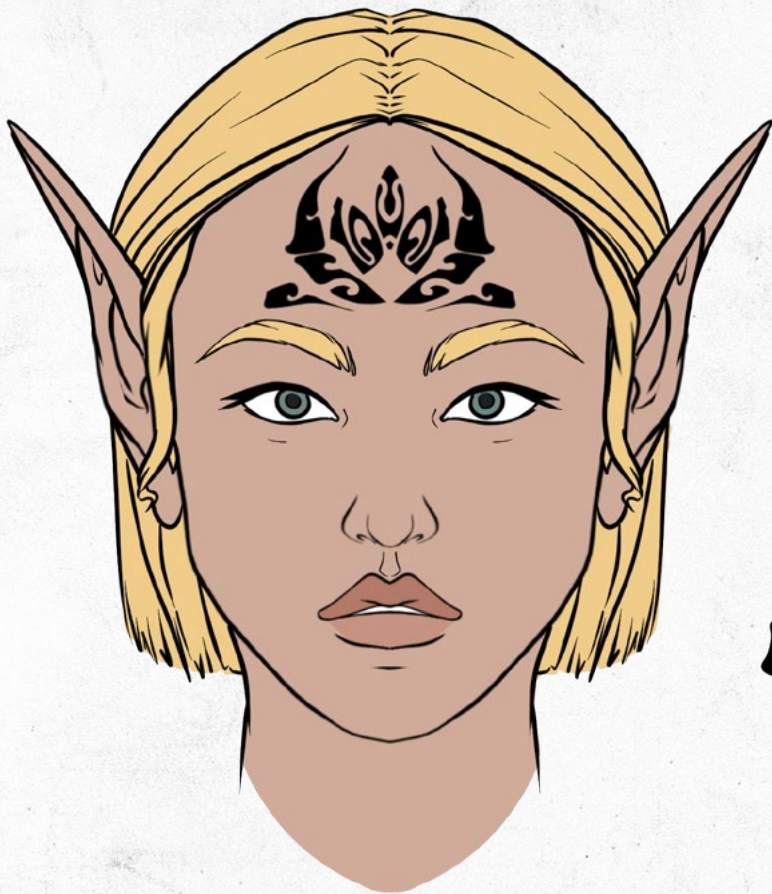
Once used, the tattoo can't be used this way again until the next dawn.

LORE



This tattoo was created by a powerful witch with a golden touch. She spent decades studying her innate abilities, trying to reproduce them in others. After a significant amount of experimentation with embarrassing outcomes, she was able to create a semblance of her petrifying powers through a magical tattoo. Though it lacks permanence, it is extremely effective nonetheless.





MINDBENDING TATTOO

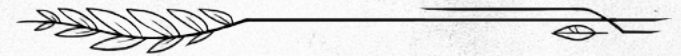
Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes mental domination.

This tattoo has 6 charges and regains 1d3 + 1 expended charges daily at dawn.

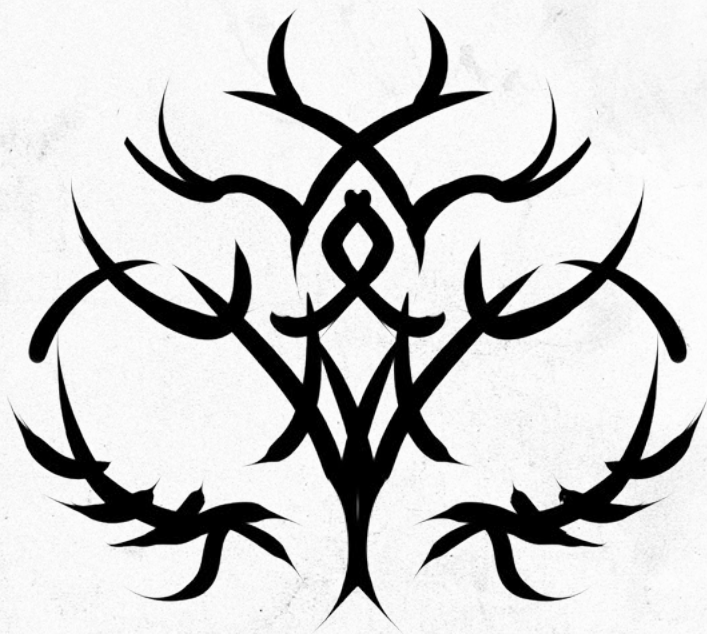
As an action, you can spend 1 charge to cast the *suggestion* spell (save DC 15). As part of the action to cast *suggestion*, you can spend 2 additional charges to target a second creature within the spell's range with the same spell.

LORE



This tattoo was created by a vindictive, controlling bard. They used the tattoo to command a small herd of awakened shrubs, which were forced to follow the bard and cheer for them. Eventually, the bard met their end against a group of unimpressed adventurers. The tattoo was repurposed by the adventurers for commanding people to behave and evacuate in an orderly manner during monster attacks. While effective at keeping people under duress alive, its use is considered controversial and dangerous by most.





MINER'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents the act of opening one's eyes.

This tattoo has 3 charges and regains $1d2 + 1$ expended charges daily at dawn.

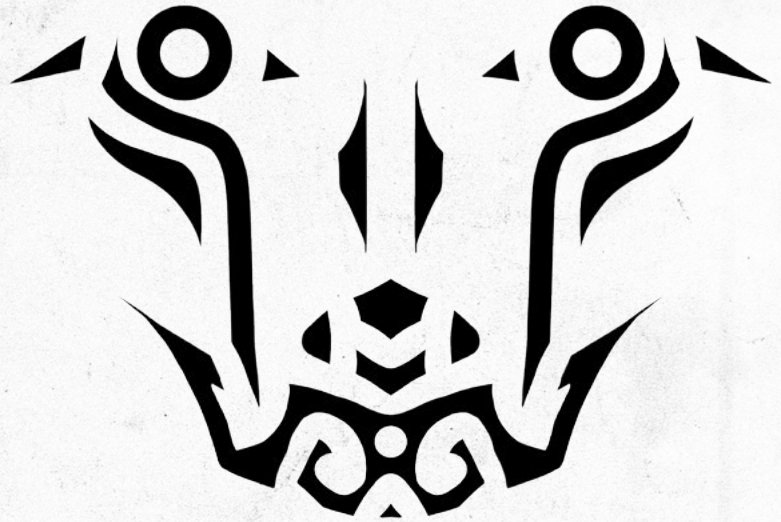
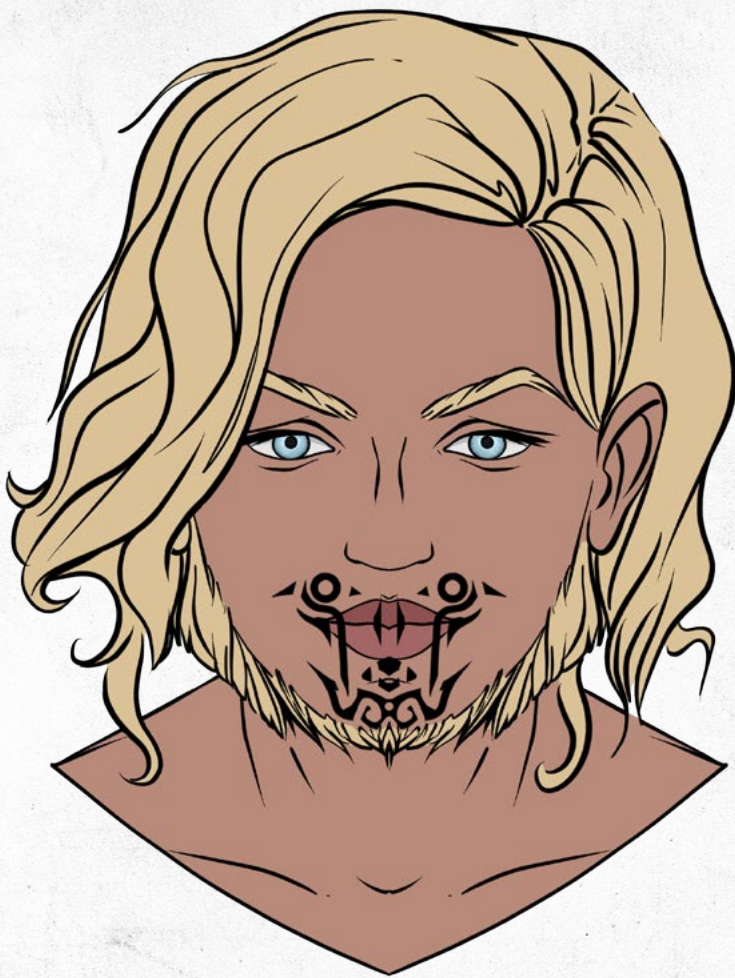
As an action, you can speak the tattoo's command word and expend 1 charge. For the next minute, you have darkvision and can see into and through solid matter, out to a range of 30 feet. While this property is being used, solid objects within that radius appear ghostly and transparent.

LORE



While mostly applied for rather dubious uses nowadays, this tattoo was initially designed for more noble purposes. Countless miners often faced avoidable accidents in their line of work, most of which were a result of sudden loss of light or vision in tunnels. A particularly concerned foreman sought to remedy this issue. They contacted an acquaintance who was able to design a tattoo that would ultimately reduce the loss of life in this line of work by more than fifty percent.





MOUTHPIECE TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents the influence of another upon your words.

This tattoo has 3 charges and regains $1d2 + 1$ expended charges daily at dawn.

As an action, you can expend 1 charge to point your finger towards a creature you can see within 120 feet of you and speak a message of ten words or less. The target is magically compelled to relay that message as you speak it. Aspects of your message such as tone and inflection are retained. An unwilling creature must succeed on a DC 15 Charisma saving throw, or be unable to resist relaying your message. Creatures that can't be charmed are immune to this effect. After the message is relayed, the creature knows it was manipulated by you.

LORE

This tattoo was originally created by underworld crime lords to conceal their identities and protect themselves from assassination. The tattoo is responsible for several high-profile raids coming up dry. As its reputation for flouting city guards has grown, so too has its adoption among nobles and merchants well-connected enough to find an underworld tattooist willing to apply it upon them.



PROCLAMATION TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a set of royal gates.

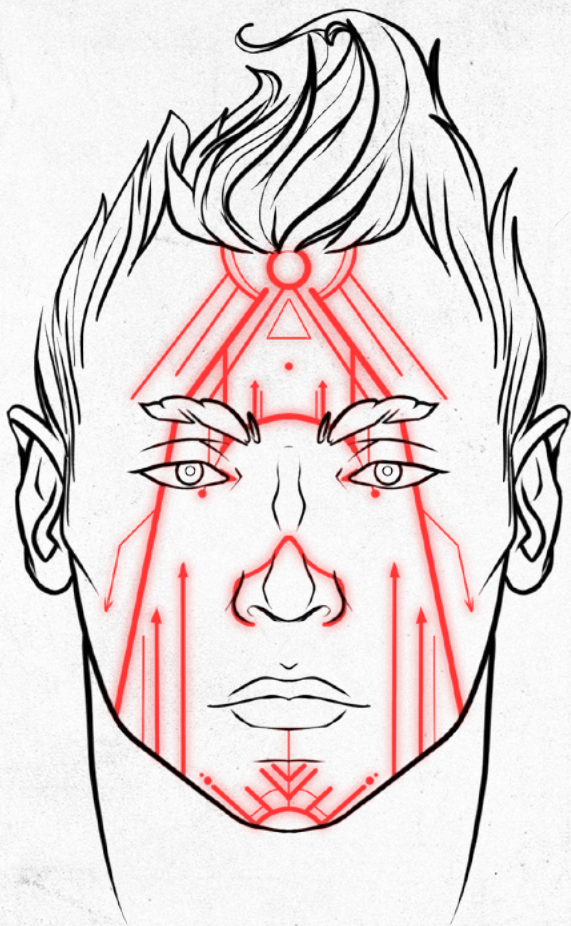
As an action, you can speak a short message of twenty words or less. Each creature of your choice that you can see within 120 feet of you hears the message in its mind and recognizes you as the sender if it knows you. After you activate the tattoo, it can't be activated again until the next dawn.

LORE



This tattoo is a long-time favorite among bards, originally designed by a half-orc woman with a sense of flair. She was known for telling terrifying, skin-crawling stories. As a room would grow still with tension, she would use the tattoo to deliver a bone-chilling line directly into the minds of everyone listening. The effect would scare people out of their minds and she often had to pick up the tab for furniture damaged by startled crowds.



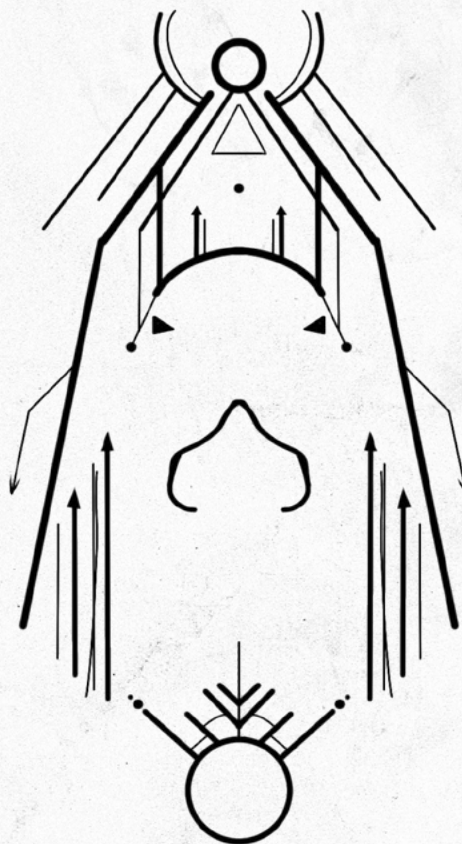


PROJECTING TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents the dissemination of information.

As an action, you can invoke the tattoo to conjure a magical glass surface up to 30 feet wide and 30 feet long on a point that you can see. The surface lasts for 10 minutes or until you end the effect as a bonus action. For the duration of the effect, everything you see appears on the glass surface and all sounds you hear project from the glass at five times the volume you hear them. The image is translucent but recreates exactly what you are seeing and hearing at the moment. After you activate the tattoo, it can't be used again until the next dawn.



LORE

This tattoo was created by an especially talented and resourceful wizard that wanted to find a way to entertain others with images from the battlefield. They devised a way to beam the contents of their sight to an illusory glass surface. The effect was short-lived, but the wizard found that rich nobles thoroughly enjoyed the live visual feed far more than other static modes of imagery.





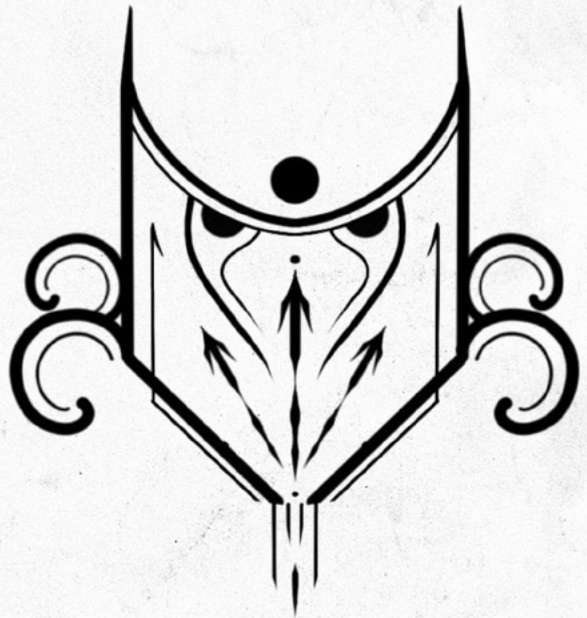
RECYCLING TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo symbolizes renewed purpose.

This tattoo has 6 charges, and it regains 1 charge for each leveled spell you cast.

As an action, you can expend any number of charges and regain one expended spell slot of 2nd level or higher, equal to the number of charges expended. When this property of the tattoo is used, it releases a small blast of air that can cause leaves to rustle, windows to shut, or clothing to ripple.



LORE



This tattoo was created by a paladin with an intense obsession with recycling. She embodied the ethos of “leave it better than you found it” to such an extreme that a new divine magic was born within her, recognizing her devotion to the ideal. Eventually, she decided to work with a tattooist to examine her newfound powers, creating a tattoo that would help others recycle magic well.





REPULSIVE TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents an utterly disgusting creature.

While this tattoo is applied on your skin, whenever a creature looks at your face, the tattoo's illusion magically changes its appearance to best repulse the creature who observes it. A creature that uses its action to examine your face can discern that it is being magically altered with a successful DC 15 Intelligence (Investigation) check.

You can also use an action to speak the tattoo's command word and amplify its effects until the start of your next turn. At the start of its turn, each creature that can see you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature ends its turn in a location where it doesn't have line of sight to you, the effect ends for that



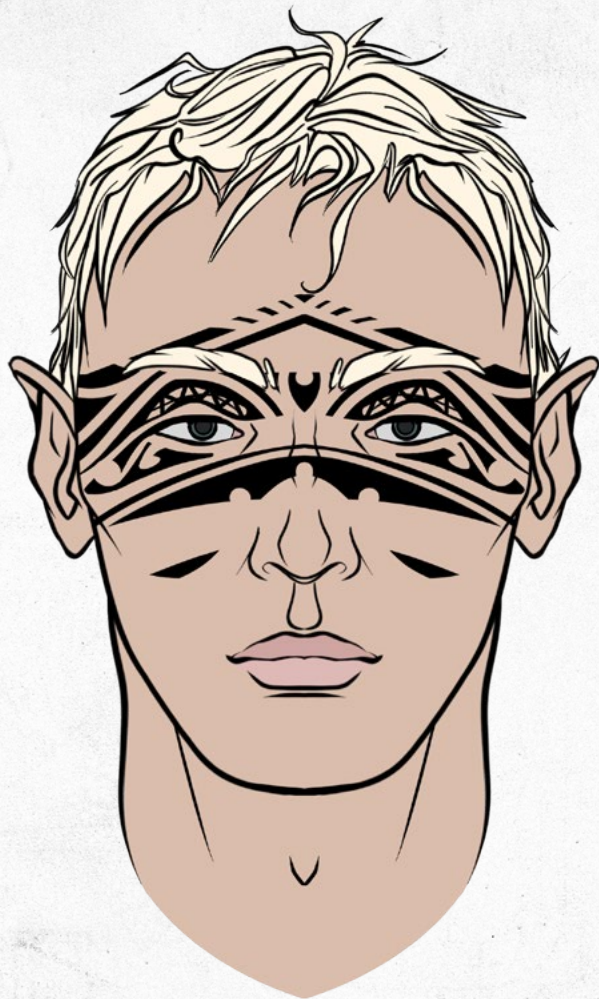
creature. Once used, this property of the tattoo can't be used again until the next dawn.

LORE



Many fall festivals are centered around death and ghouls, providing an opportunity for people to dress up in costumes and make light of the horrors that stalk the land. Naturally, an overzealous tattooist took this to the extreme by crafting a design that invokes genuine fear in others. While the magic is incredibly effective, the design is considered mean-spirited, thus making it difficult to acquire.





REVEALING TATTOO

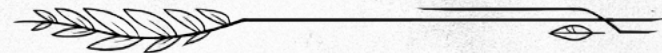
Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents loss of sight.

As an action, you can speak the tattoo's command word and cause its magics to seal your eyes shut for 1 hour. For the duration, you lose your normal visual senses and gain blindsight out to 60 feet. You are blind beyond this radius. You can perceive all creatures and objects within that range unless their presence is completely obscured by magical means.

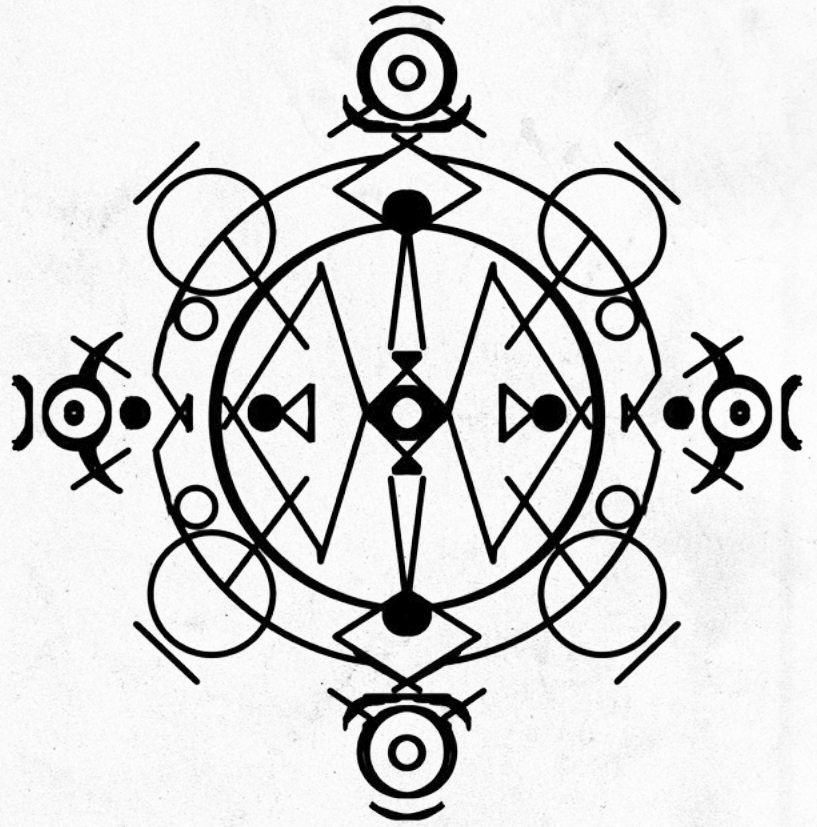


LORE



Orryn Jefor was a wealthy philanthropist that lost his sight at a young age. He spent some of his immense wealth on the development of a tattoo designed to give him a brief burst of sight and employed it in hand-to-hand combat against thugs in back-alley city streets. Before he died, his reputation as a heroic vigilante among the general population led to the proliferation of this design.





SAGE'S TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo is composed of interconnected spheres and lines representing the laws for equivalent exchange.

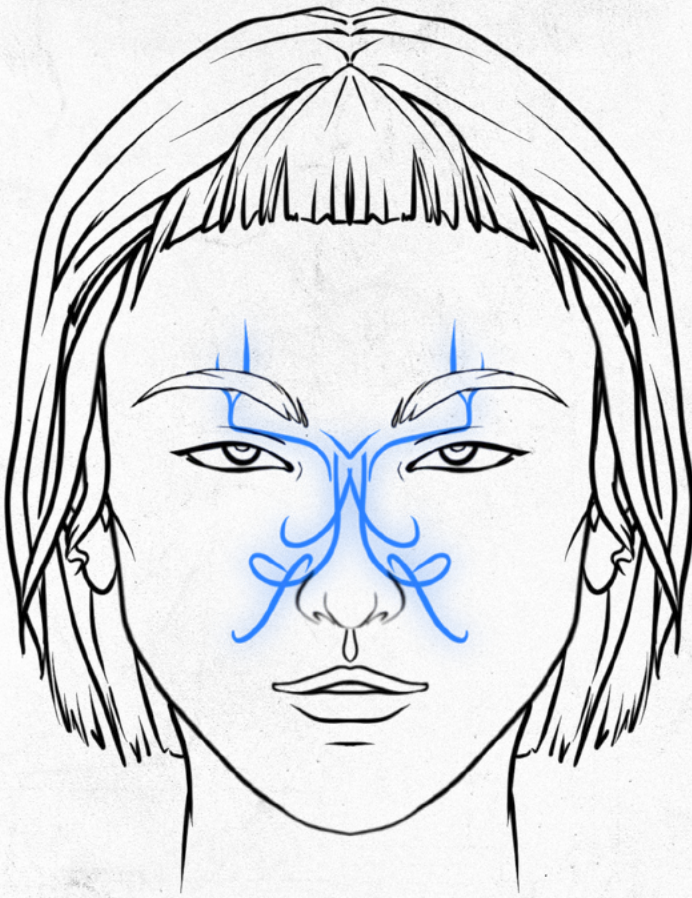
While this tattoo is applied on your skin, your Intelligence score is 19. It has no effect on you if your Intelligence is already 19 or higher. You can use an action to cast the *levitate* spell at will on one object not being worn or carried by another creature that you can see within 60 feet of you.

LORE



This tattoo was designed by an engineer named Rocca Elmara who grew frustrated with her aides' misunderstanding of the intent of her requests, hampering their ability to work quickly. With the tattoo, she was able to move heavy pieces of her projects without the "interference" of others. The tattoo has attracted the interest of dockworkers and other laborers, but the expense of having it applied is out of reach for regular individuals.



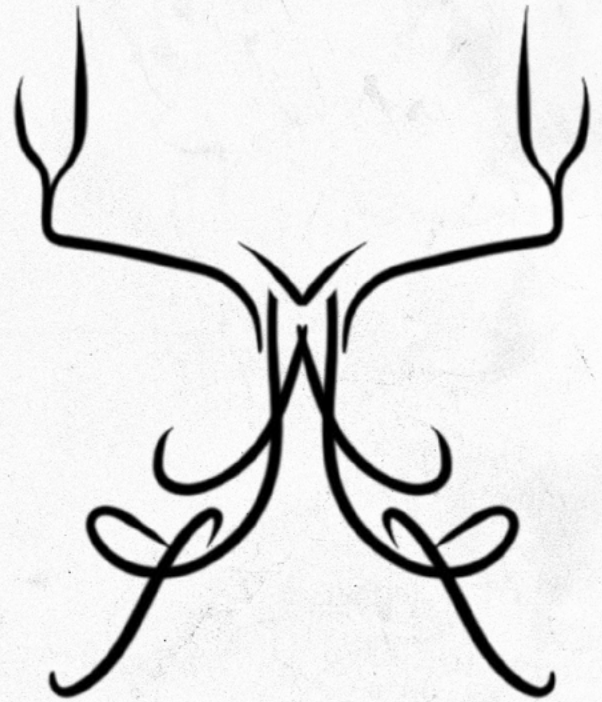


SCENT SLEUTH TATTOO

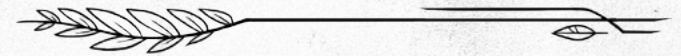
Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents one's sense of smell.

While this tattoo is applied on your skin, you have advantage on Wisdom (Perception) checks that rely on smell. Your smell is so acute you can detect the presence of any corporeal creature whose scent isn't magically masked within 60 feet of you. You don't know their exact location, just that they are within that proximity.

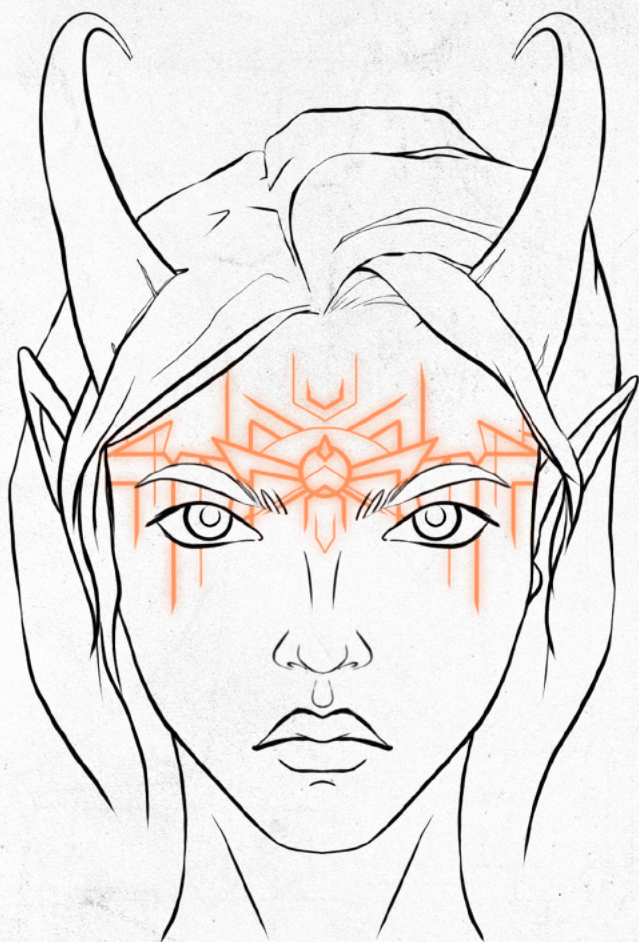


LORE



This tattoo was originally used by nomadic tribes to more closely connect with their surroundings. After a chance encounter with some merchants moving through the land, the tattoo's design was sketched and sold to a nearby kingdom. The king's bodyguard used the tattoo to sniff out spies and assassins, which proved to be an effective application of its powers. Since then, the tattoo has become a popular choice among the powerful and the paranoid.



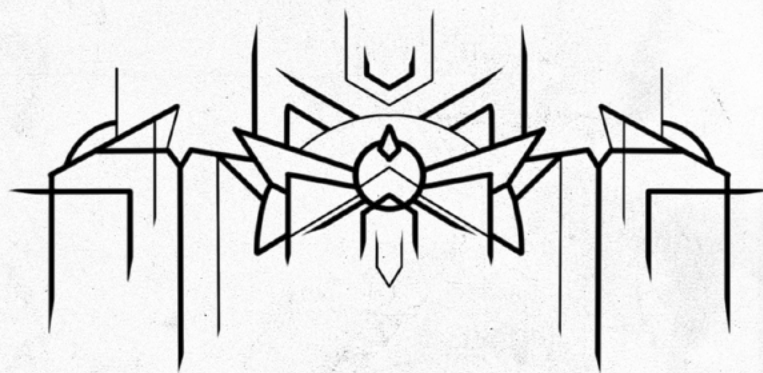


SPEED READER'S TATTOO

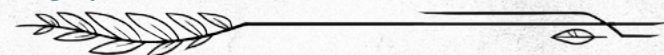
Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents unparalleled dominance over the written word.

While this tattoo is applied on your skin, your Intelligence score increases by 2, to a maximum of 20. You can also understand and read any written language you see. Additionally, you are able to read and process written information at ten times the average speed.



LORE



This tattoo was a gift from a god to an unwitting child in the form of an unusual birthmark. The blessed prodigy developed a talent for linguistic magics and went on to write several revolutionary treaties on the applications of magic and language. It wasn't until after their death that tattooists unearthed records of the wizard's birthmark and discovered that it was a powerful magical tattoo. The discovery that the child may have been a kind of warlock was divisive within the wizarding community. To this day, clear information on the subject is difficult to come by.







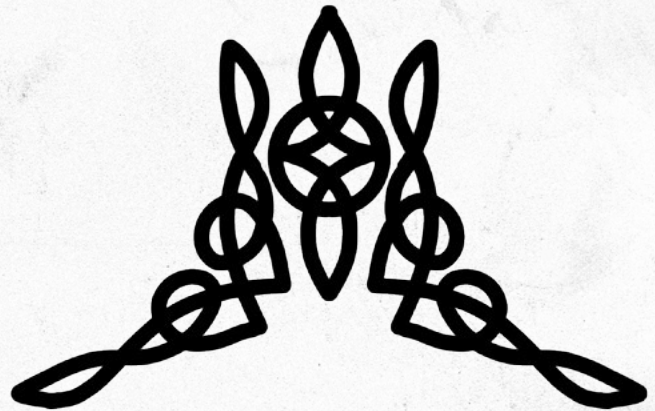
STAR-CROSSED TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo always comes in pairs with indistinguishable designs representing two spirits forever intertwined.

While this tattoo is applied on your skin and its matching pair is also applied upon another creature, you both gain a +1 bonus to your ACs and saving throws while you are within 30 feet of each other. In addition, while you are within 5 feet of each other, you both gain a +1 bonus to attack rolls and damage rolls.

You are also able to communicate telepathically with each other whether or not you share a common language, unless either of you has an Intelligence of 3 or lower or doesn't speak any language. The communication is possible over any distance, though it can't extend to other planes of existence.

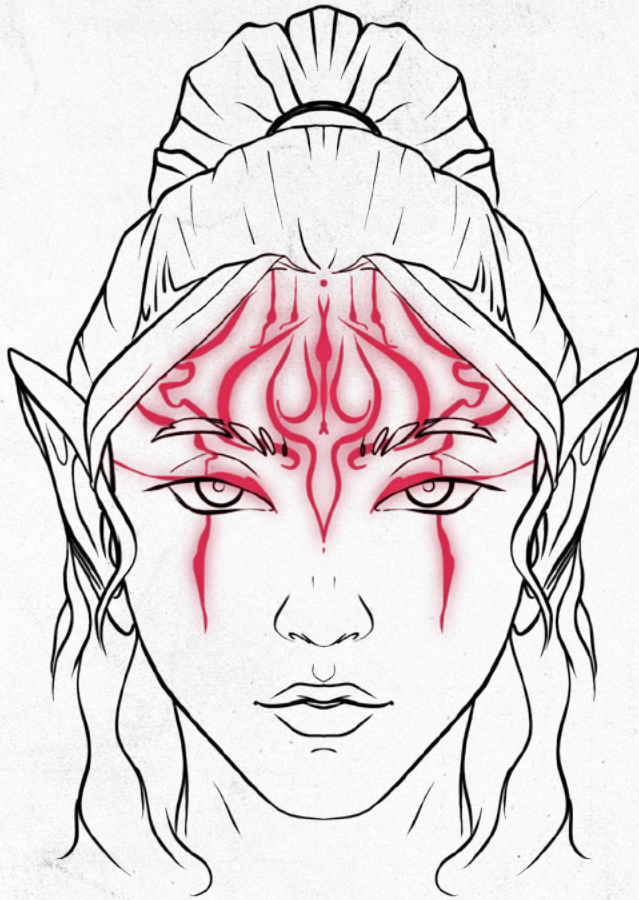


LORE



When bards tell stories about this tattoo, they sing of a tiefling woman named Crying in the Sun and a human woman named Leanna. The two were lovers embroiled in tribulation due to their respective families who did not approve of their union. Together they bore a divine marking that made their bond unbreakable no matter how many obstacles were thrown their way. This tale of their endurance and the mark that gave them their strength is a source of hope for many and the primary inspiration for this tattoo.





SUMMER'S RAYS TATTOO

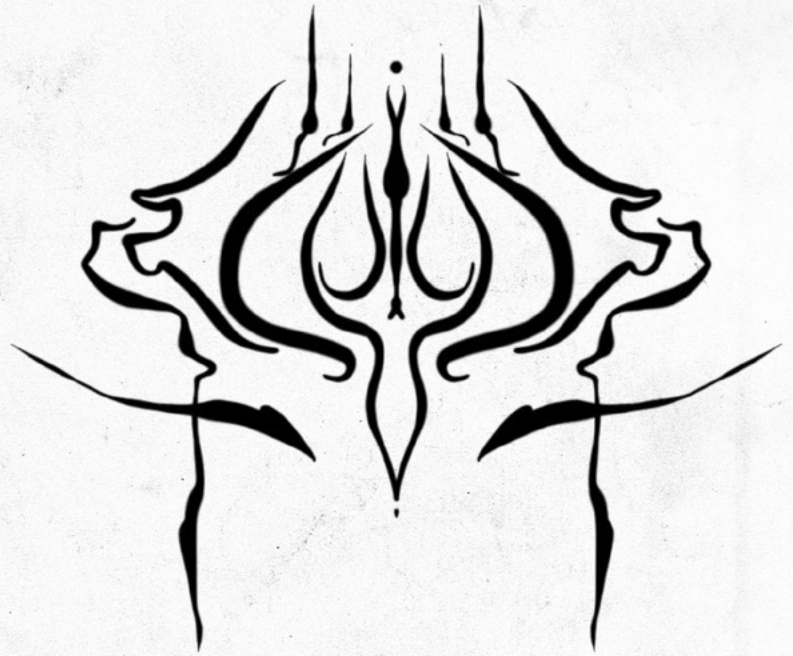
Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo is comprised of wavy lines representing descending flames.

This tattoo has 3 charges regains $1d2 + 1$ expended charges daily at dawn.

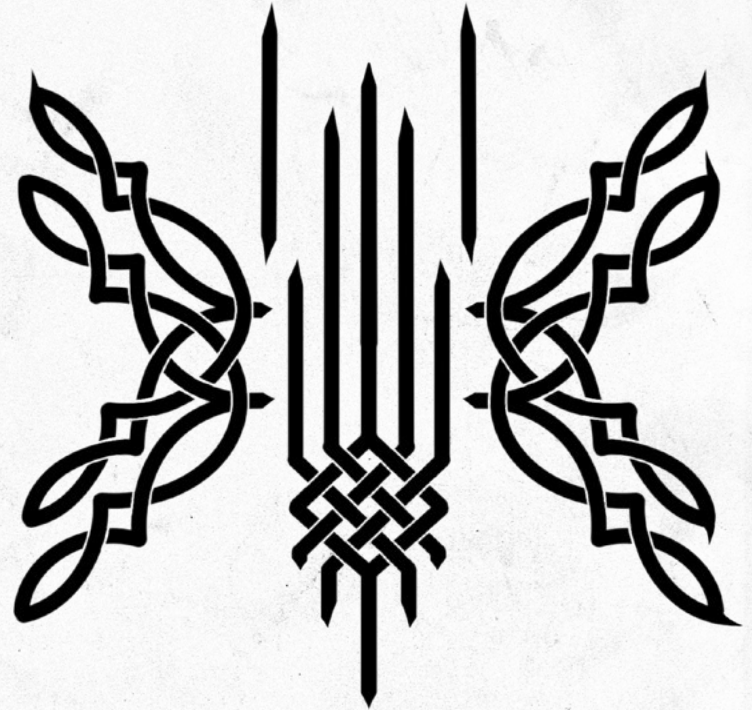
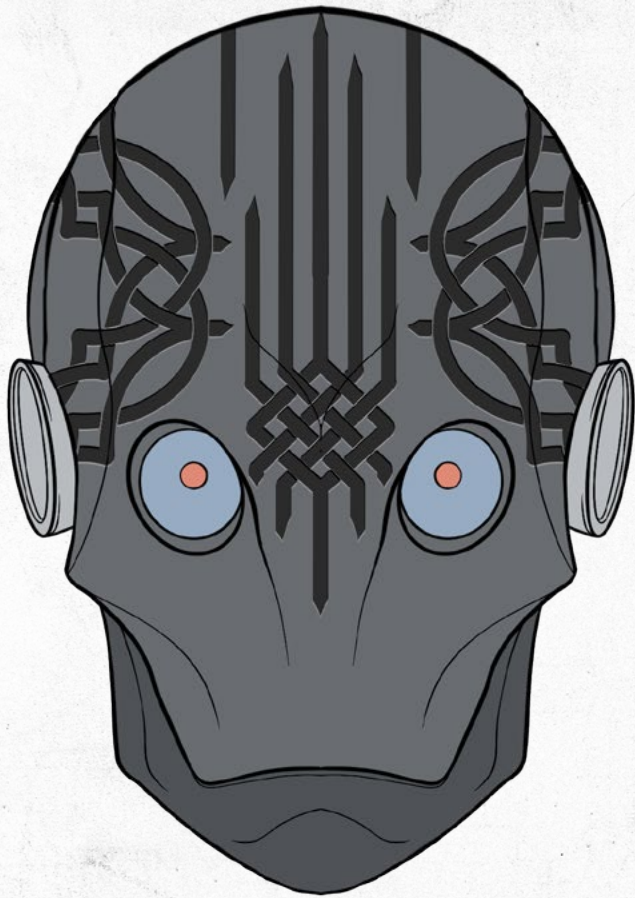
As an action, you can expend 1 or more charges to emit two crimson beams of lights from your eyes in 5-foot-wide, 30-foot-long line. Each creature in the line must succeed on a DC 15 Dexterity saving throw or take $3d6$ fire damage for each charge you spend and be pushed back 5 feet.

You can also expend 3 charges as an action to expel the energy stored within the tattoo in a haphazard manner. Each creature within 30 feet of you must succeed on a DC 15 Dexterity saving throw or be struck by this energy, taking $8d6$ force damage and becoming blinded until the end of its next turn.



LORE

This tattoo was created by a gnome tinkerer named Alston Thistlemask who discovered that light could be concentrated into beams through glass. They hoped that replicating the process with magic would allow them to start small fires, but were surprised to discover that the magic beams they produced were several factors more powerful and destructive. They hired the help of an artist to translate the magic into the form of a tattoo so that it was more easily transferable to others.



SURVIVOR'S TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes focus and determination.

While this tattoo is applied on your skin, whenever you have less than half your maximum hit points, the tattoo flows along your veins and wraps around your equipped weapon for the duration that you continue holding that weapon. When you hit a creature with a melee attack using this equipped weapon, the target takes an additional 1d6 force damage.

When you have less than a quarter of your maximum hit points, the tattoo begins to flash in time with your heartbeat, granting you advantage on all attack rolls.

LORE



This tattoo was created by a warmongering human empire that used magic to enhance the lethality of their common soldiers. This tattoo enabled them to fight with vigor even after they'd sustained dreadful wounds. The empire eventually collapsed into obscurity and the design was lost for a long time. Only recently have archaeologists rediscovered the tattoo.



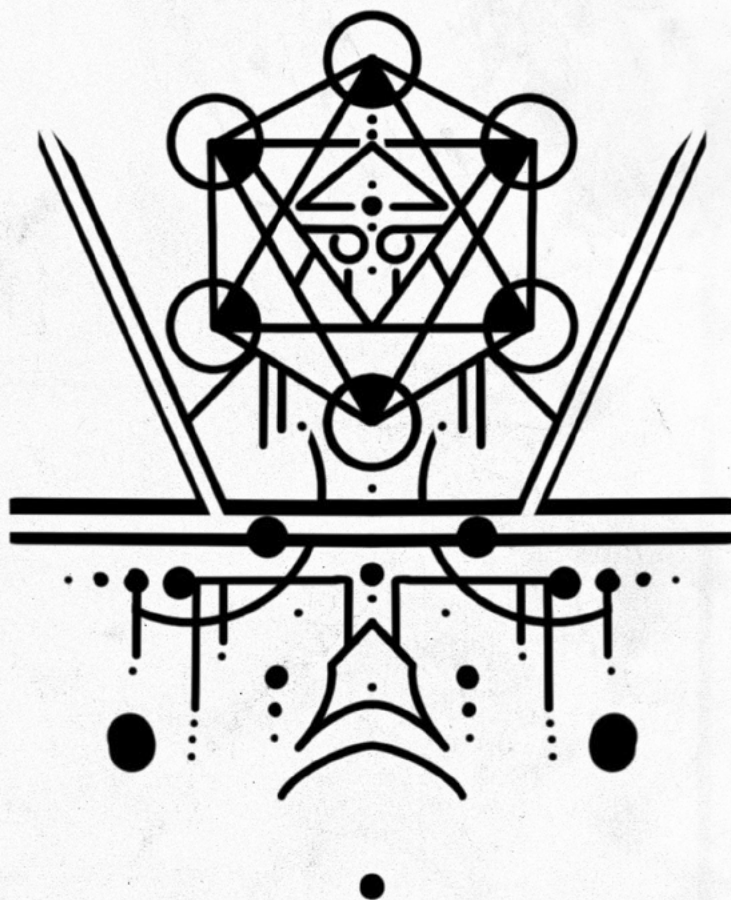


THE CHOSEN ONE'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

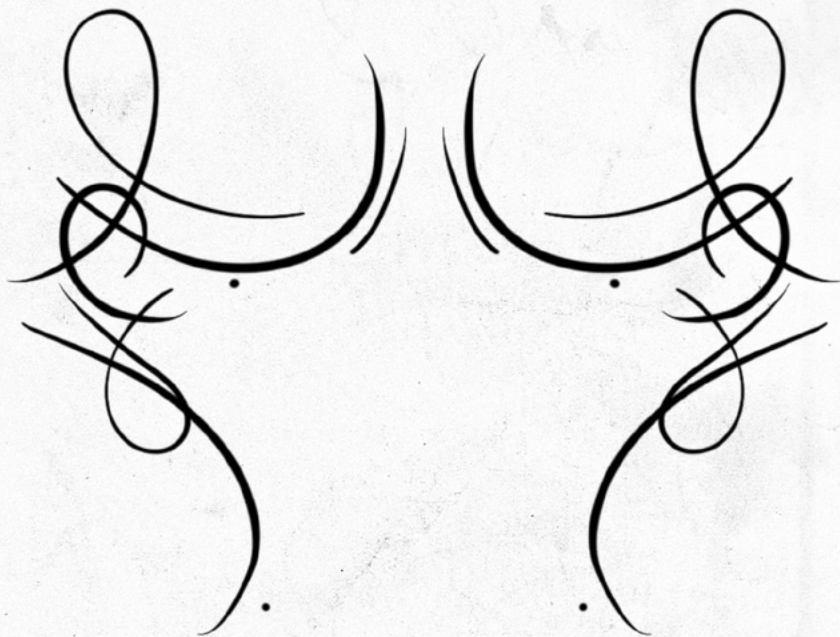
Produced by a special needle, this magic tattoo represents a common tool used to decide one's fate.

While this tattoo is applied on your skin, you can call on the divine magic imbued within its design (no action required) to reroll one attack roll, ability check, or saving throw. You must use the second roll. The tattoo emits a bright white light in a 40-foot radius and dim light for an additional 40 feet for 1 minute after this property is used. The tattoo can't be used again until the next dawn.



LORE

This tattoo was a divine gift from a goddess of fates, bestowed to a group of her clerics as they defended a town from a werewolf insurgence. With the power to change their fates, the clerics were able to stem the tide of the conflict without significant loss of life. Following those events, the faithful proliferated and brought their goddess' blessing with them. Now, the tattoo can be found applied on many of the devout near most of the goddess' major cathedrals and large temples, but the faithful do not turn it over to just anyone.



TRUTHSEEKER'S TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo is represents divine sight.

This tattoo has 3 charges and regains 1d2 + 1 expended charges daily at dawn.

While this tattoo is applied on your skin, when you hear a creature within 5 feet of you make a statement, you can use your reaction to cause the creature to make a DC 16 Wisdom saving throw. On a failed save, if the statement they had just spoken contained any lies, they must repeat the statement containing only truths. The creature can be evasive in its second statement as long as it directly corrects any lies it had previously told. You know whether the creature succeeds or fails on its saving throw and your eyes glow brightly as this property is used.

LORE



This tattoo originated from the Order of the Maskless, a monk order founded on the pursuit of absolute truth by a young woman that had an encounter with a deva. Many believed she was blessed with divine insight and could see through the lies that other creatures told. She is said to have passed on her gift in the form of a tattoo towards the end of her life. The order only shares the tattoo with those that demonstrate their devotion to the truth through years of study and practice.





UNHEALTHY FIXATION TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents a guarded secret.

While this tattoo is applied on your skin, whenever you take damage while you are concentrating on a spell, you have advantage on the Constitution saving throw made to maintain your concentration.

Fortitude. If you fail a Constitution saving throw made to maintain your concentration after taking damage, you can choose to double the damage you received and succeed instead (no action needed). Once this property of the tattoo is used, it can't be used again until the next dawn.



LORE

This tattoo was created in a single, frustration-fueled night by a tattooist that was tired of being interrupted at inopportune times by their overzealous apprentice. Imbuing this particular tattoo design with magic is a complex, error-prone process, but the results speak for themselves. No longer does the user have to live in fear of being interrupted and losing track of what they were doing.



NECK TATTOOS





AUDIBLE TATTOO

Wondrous item (tattoo), common (requires attunement)

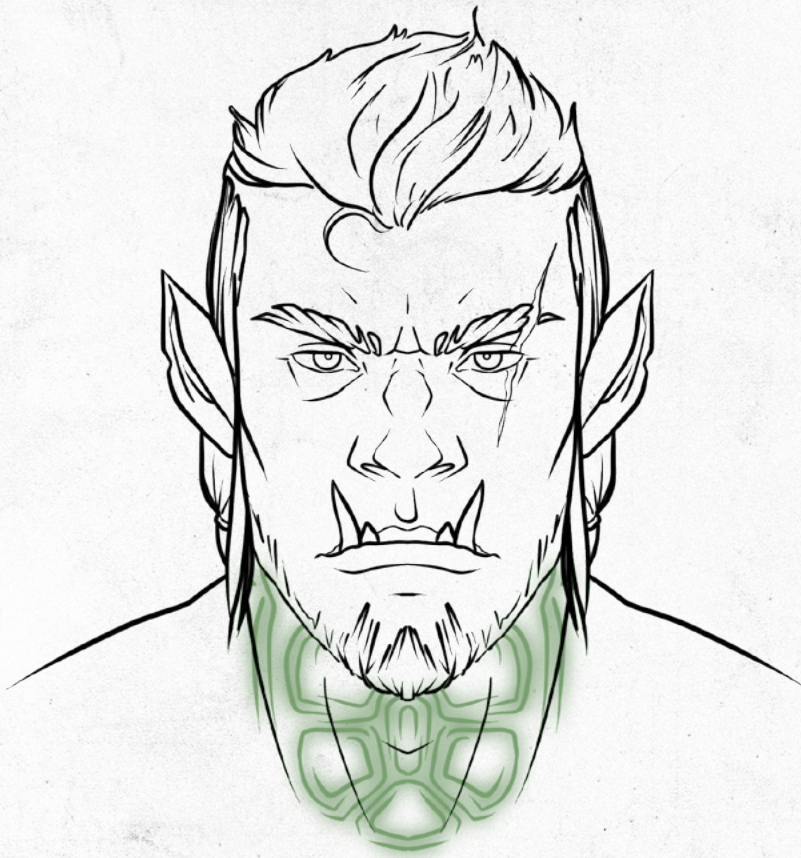
Produced by a special needle, this magic tattoo symbolizes the influence of sound on an individual's mind, body, and soul.

While this tattoo is applied on your skin, you have enhanced hearing. You have advantage on all Wisdom (Perception) checks made to hear and you are also immune to the deafened condition.



LORE

In times long past, within a troubled kingdom filled with paranoid citizens, all those born into a position of power were assigned multiple guards for protection at birth. The guardsmen would be given this tattoo to become more effective in responding to assassination attempts. Unfortunately, an unseen consequence was that the guards were often privy to private information they overheard while in service. The tattoos were discontinued after more than a few secrets were leaked to neighboring kingdoms.

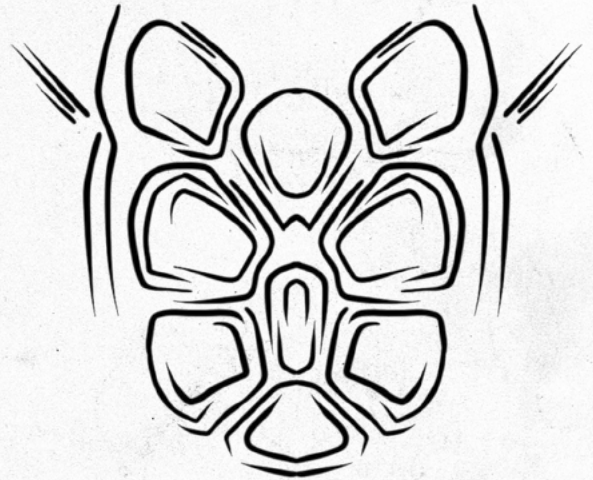


BARBARIAN'S TATTOO

Wondrous item (tattoo), rare (requires attunement by a barbarian)

Produced by a special needle, this magic tattoo symbolizes a hardy beast's outer shell.

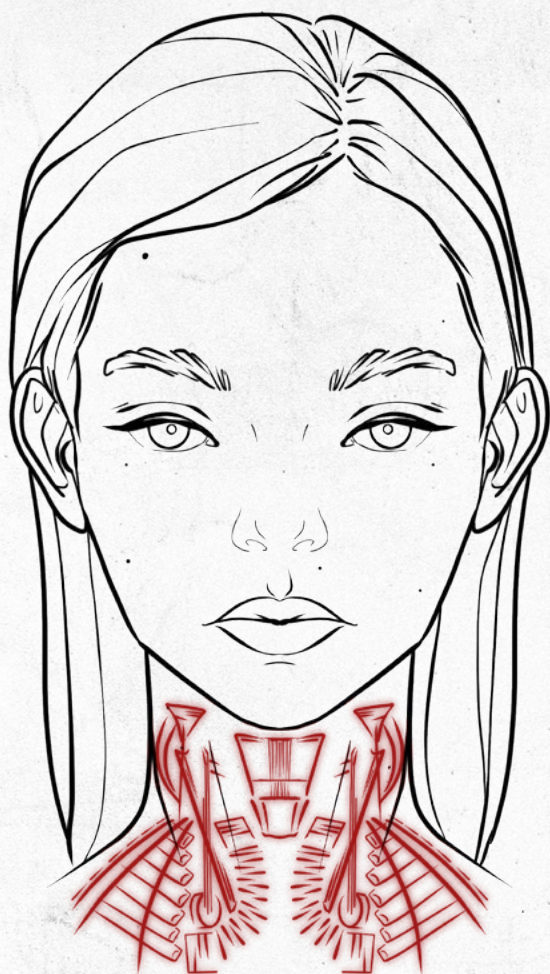
Juggernaut. As an action, you can make the tattoo expand outwards, shielding your entire body for the next minute. During this time, you have resistance to bludgeoning, piercing, and slashing damage. If you take the Dash action during this time, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is also reduced by 6 until the start of your next turn. The tattoo can't be used this way again until the next dawn.



LORE

This tattoo was used long ago by a wandering clan of barbarians that would lift their heads to expose their necks whenever confronted by a foe. By making themselves vulnerable in this way, they projected a sense of fearlessness to their would-be attackers, while at the same time belittling those foolish enough to challenge them. Those goaded into attack by this gesture would feel the combined rage of the barbarian clan in retaliation.



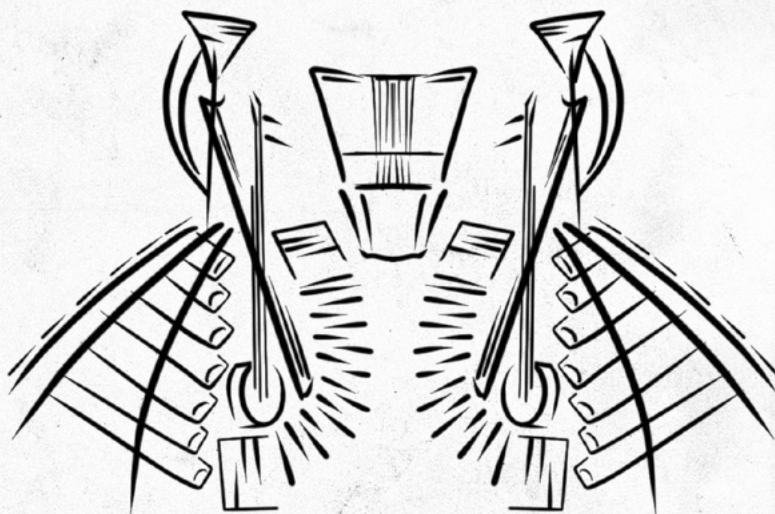


BARD'S TATTOO

Wondrous item (tattoo), common (requires attunement by a bard)

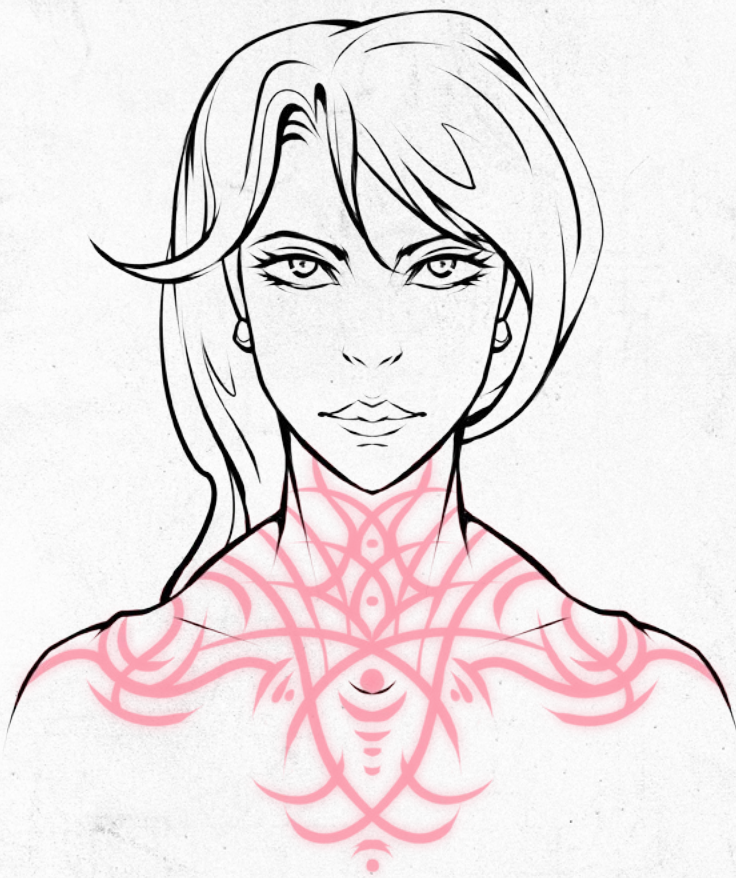
Produced by a special needle, this magic tattoo symbolizes a plethora of musical instruments.

While this tattoo is applied on your skin, whenever you sing or play a musical instrument, the tattoo morphs its design to resemble a random assortment of different instruments. The instruments accompany you as you perform, doubling the range within which creatures can hear your music, and granting you advantage on all Charisma (Performance) checks. If you have used this property in the last 24 hours, you can use an action to speak the tattoo's command word and cause it to repeat the last accompaniment it played, independently of you singing or using an instrument.



LORE

An aged bard named Quid Rapine, having settled down after a lifetime of travel to collect his tales and fill his coffers, found that crowds in his hometown tired of hearing the same old sagas and songs. Though appreciative of the entertainment provided in their streets and taverns at first, the townsfolk soon grew disinterested in Quid's tales. In response, Quid began to focus on a younger audience, knowing that children would bring their parents, and the parents, their purses. Unfortunately, the demands of entertaining children who constantly asked to hear the same songs and stories repeated ad nauseum was a wearying task. The magical properties of this tattoo allowed the bard to have his music repeated with no effort on his part, aside from passing around the collection plate.



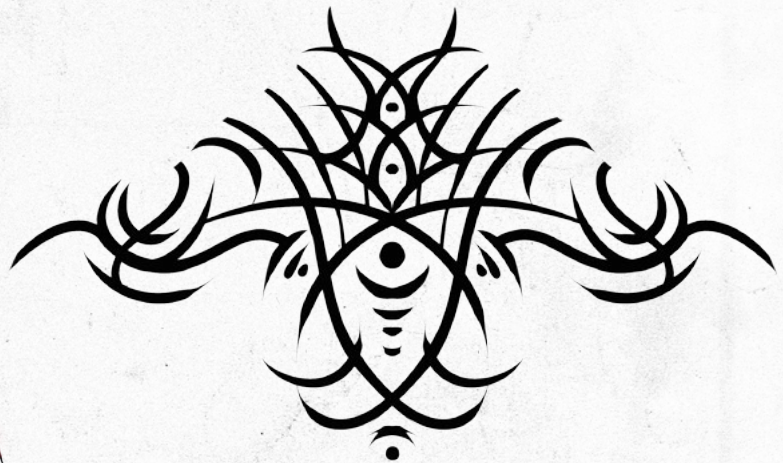
BOOMING VOICE TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo is composed of a set of wild lines representing a discordant sound.

While this tattoo is applied on your skin, you can make your voice boom up to three times as loud as normal.

Shatter Scream. You can use an action to scream and let out a destructive wave of sound. Each creature in a 30-foot cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. Additionally, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you. Once used, your voice becomes hoarse and you can't activate this property of the tattoo again for 10 minutes.



LORE

This tattoo was originally created to serve as a large military camp's early warning system. They were wary of using visual cues to signal an impending attack since the enemy tended to use magical darkness to gimp the camp's ability to relay and react to incoming danger. As a result, the camp resorted to hiring a traveling tattooist to fashion a tattoo which allowed the soldiers to scream out at inhuman decibels to warn of danger the moment they sensed it.



DEEP HEAT TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a deep heat.

This tattoo has 6 charges and regains 1d3 + 1 expended charges daily at dawn.

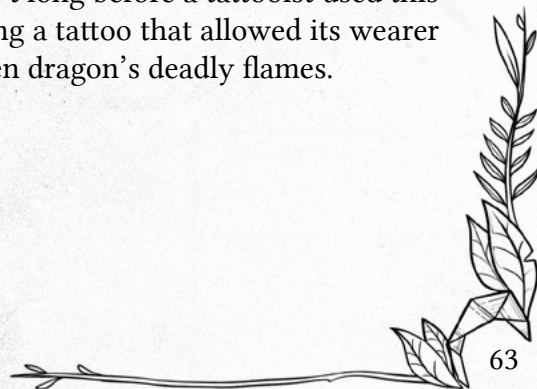
Flamethrower. As an action, you can expend 1 or more of the tattoo's charges to exhale flames in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 3d6 fire damage per charge expended. On a successful save, a creature takes half as much damage.

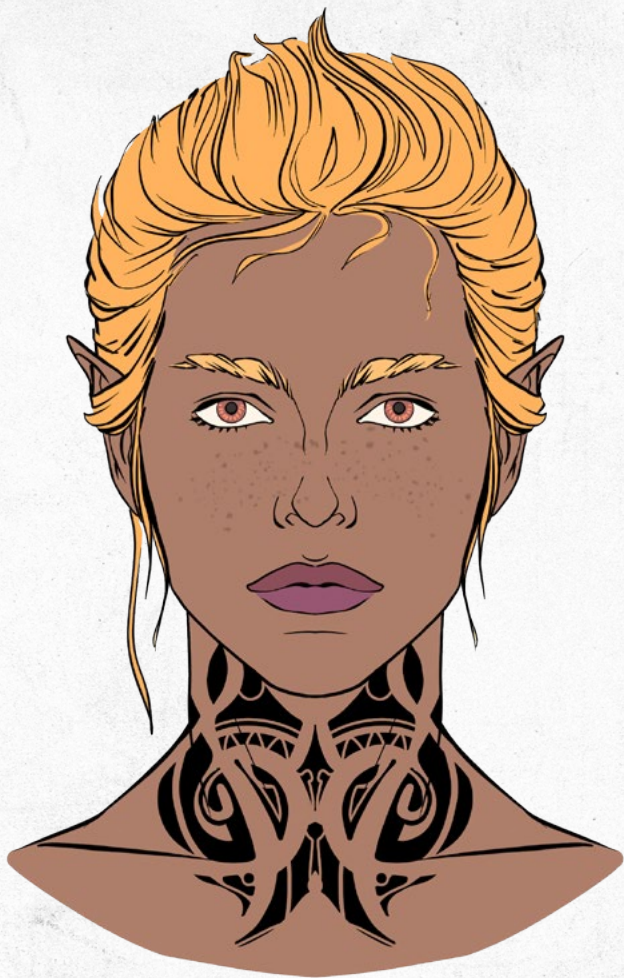


LORE



Long ago, a ruthless red dragon pushed a village of humans to their breaking point with her incessant raids on their livestock. The villagers decided that they needed to bring the dragon down, regardless of how many lives would be lost in the process. Though half of them fell the day of the battle, the villagers celebrated as the dragon's body was counted among the dead. Unable to find the dragon's hoard, they instead harvested its body for various trophies. The creature's horns found themselves in the possession of an apothecary who discovered that, if ground, they could be refined into a powder with interesting properties. It wasn't long before a tattooist used this powder in designing a tattoo that allowed its wearer to breathe the fallen dragon's deadly flames.





DIVINE CHOIR TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents a focused conductor.

While this tattoo is applied on your skin, you can use your action to sing on each of your turns for the next minute. You must concentrate while singing, as if concentrating on a spell. You must choose one of the following two properties to activate while singing:

Harmony. An angelic chorus of voices sings along with you and the tattoo emits a pale blue glow. While you sing, each creature within 30 feet of you that can hear you regains 1d6 hit points at the start of each of its turns.

Dissonance. An infernal chorus of voices sings along with you and the tattoo pulsates with a deep red glow. While you sing, each creature within 30 feet of you that can hear you takes 1d6 psychic damage at the start of each of its turns.

Once used, the tattoo can't be used again until the next dawn.



LORE

The term “silver tongue” is chiefly used to refer to an individual that is skilled with their words, but it used to refer to a popular group of warrior-singers that regularly graced the battlefield as mercenaries. Their services were costly, but thanks to the help of their resident tattooist, the Silver Tongue’s presence was completely worth the gold they demanded. Their voices could turn the tide of battle after just a chorus or two.





CONNOISSEUR'S TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo symbolizes the consumption of food.

While this tattoo is applied on your skin, whenever you bite into anything, you can use a bonus action to inject the tattoo's magic into the target and mentally decide what you wish it to taste like. As long as you have experienced that particular taste before, the object or creature will taste as you wish for the next hour (to you or any other creature that tastes it).

Seal of Approval. As an action, you may bite into nonmagical food and purify it, rendering it free of poison and disease. Once this property of the tattoo is used, it can't be used again until the next dawn.



LORE

Traveling dignitaries sometimes find themselves in unfavorable situations while attempting to foster goodwill. Meetings often took place over food, where they would break bread in an unfamiliar court that could secretly mean to do them harm. Knowing that it would be insulting to decline food and drink, but still aware of the potential danger they were in, dignitaries began to purchase and apply this tattoo as soon as it was conceived. They were relieved to finally have a way to prevent any unfortunate poisonings—while also significantly improving their meals in the process.

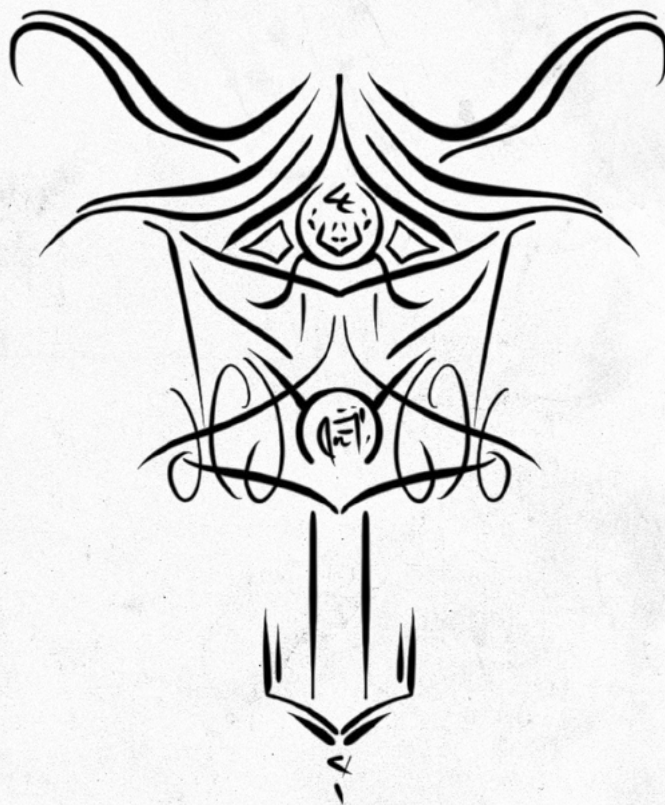


CLERIC'S TATTOO

Wondrous item (tattoo), rare (requires attunement by a cleric)

Produced by a special needle, this magic tattoo represents a beacon of light in a world shrouded by darkness.

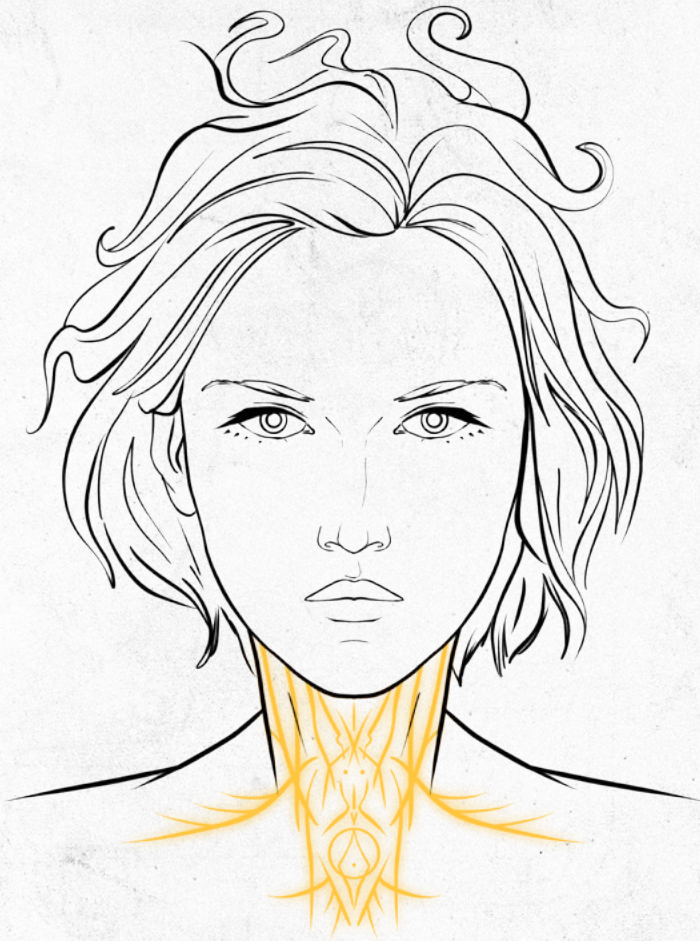
As a reaction when you are hit with a melee attack by a fiend or undead creature, the creature takes 2d6 radiant damage and the tattoo flashes a bright light in a 10-foot radius and dim light for an additional 10 feet. Each creature within the bright light that can see must make a DC 15 Wisdom saving throw or become stunned until the end of its next turn. A creature that succeeds on its saving throw is immune to the effects of the tattoo for the next 24 hours.



LORE

For too long in the little town of Aluna, the residents lived in fear of what crept unseen within the darkness, which was bolstered by a curse that hung permanent clouds in their sky. A design was eventually developed by the townspeople who were sick and tired of living in fear, determined to shine a bright light upon the fiends which thrived in Aluna's magical darkness. Marked with this tattoo, emboldened clerics were better able to excise the threat to their community.





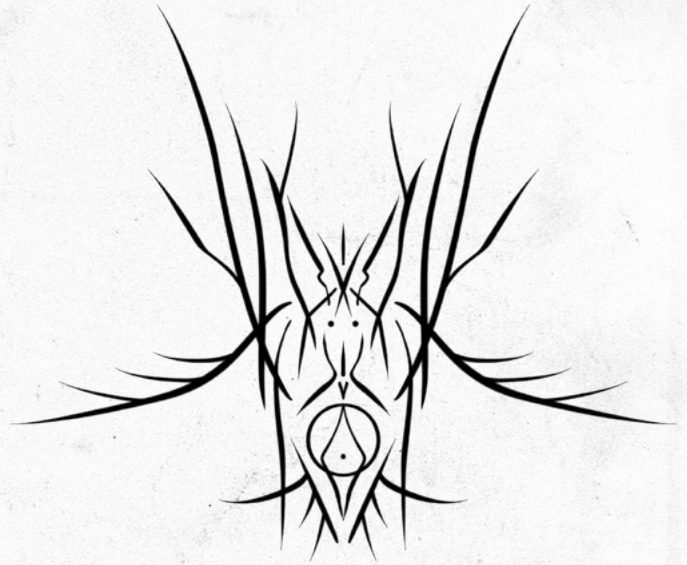
DRUID'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement by a druid)

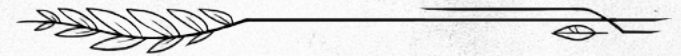
Produced by a special needle, this magic tattoo represents the heart of the forest.

While this tattoo is applied on your skin, whenever you hit a creature with a melee attack, you can use a reaction to cause the tattoo to extrude from your skin as long inky vines that wrap around the target. The creature must make a DC 13 Dexterity saving throw or become restrained for 1 minute. A Huge or larger creature automatically succeeds on this saving throw.

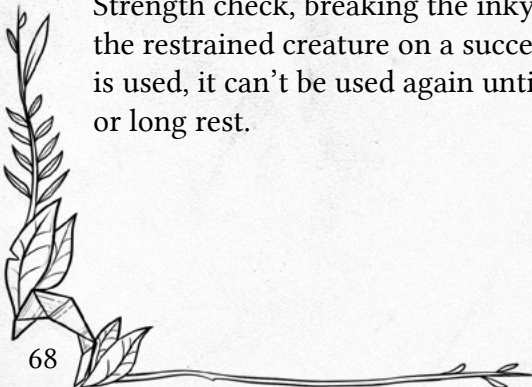
A creature can use an action to make a DC 13 Strength check, breaking the inky vines and freeing the restrained creature on a success. Once this effect is used, it can't be used again until you finish a short or long rest.



LORE



This tattoo was developed by a hermit who, in his seclusion, accidentally unearthed an ancient magic deeply rooted in nature. The hermit worked tirelessly to focus and channel that magic into the form of a tattoo—an art he had been practicing in his free time. Oddly, he was content in handing off his first and last design at a tattoo parlor many years later, as he saw no use for it in his daily life.





EARTHY INKLING TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo embodies a creature known for its incessant tunneling and subterranean lifestyle.

As an action, you can cast the *find familiar* spell using the tattoo to summon an earthy inkling familiar. For the duration, the tattoo separates from your neck and reforms as the earthy inkling—a fiend. The tattoo can't be used this way again until 24 hours have passed.

When the earthy inkling drops to 0 hit points or is dismissed, it reforms as a sentient and animated tattoo on your skin.

EARTHY INKLING

Tiny fiend, neutral

Armor Class 10

Hit Points 3 (1d4+1)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	12 (+1)	10 (+0)	5 (-3)

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities exhaustion, grappled, prone, restrained

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal and Common but can't speak

Challenge 0 (10 XP)

Inky Form. The earthy inkling can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

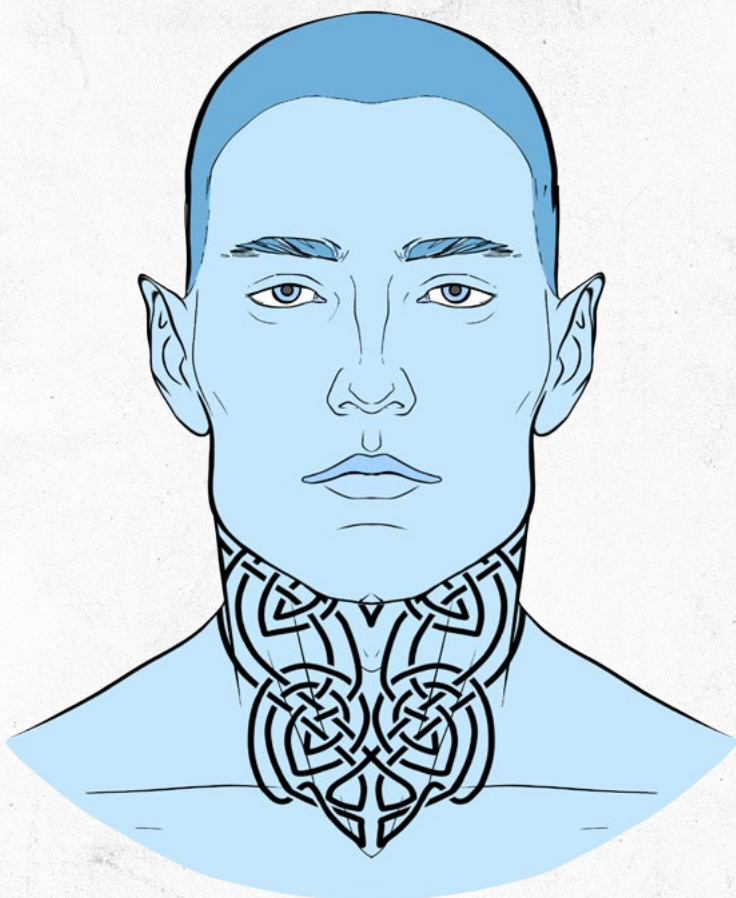
Keen Smell. The earthy inkling has advantage on Wisdom (Perception) checks that rely on smell.

Limited Telepathy. The earthy inkling can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Magic Resistance. The earthy inkling has advantage on saving throws against spells or other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 1 poison damage.



FANTASTIC TATTOO

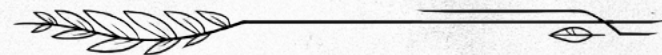
Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo is composed of flexible shapes that represent elasticity.

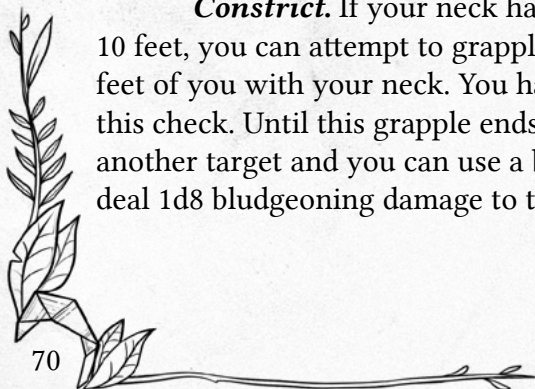
While this tattoo is applied on your skin, you have resistance to nonmagical bludgeoning damage. Additionally, you can use a bonus action to stretch your neck to incredible lengths until you use another bonus action to end this effect. For the duration, your neck can extend or retract 10 feet each turn up to a maximum of 30 feet, while also being able to bend in different directions. Once this special action is used, it can't be used again until you finish a long rest.

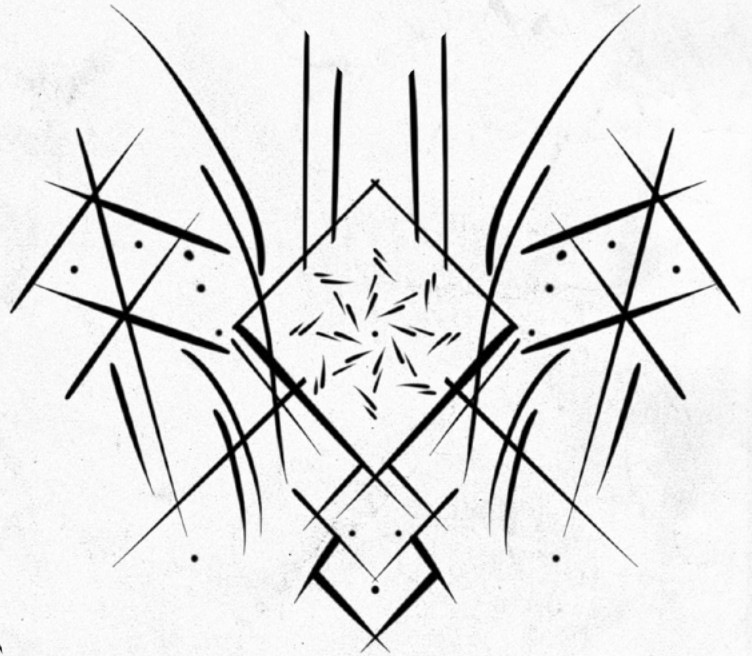
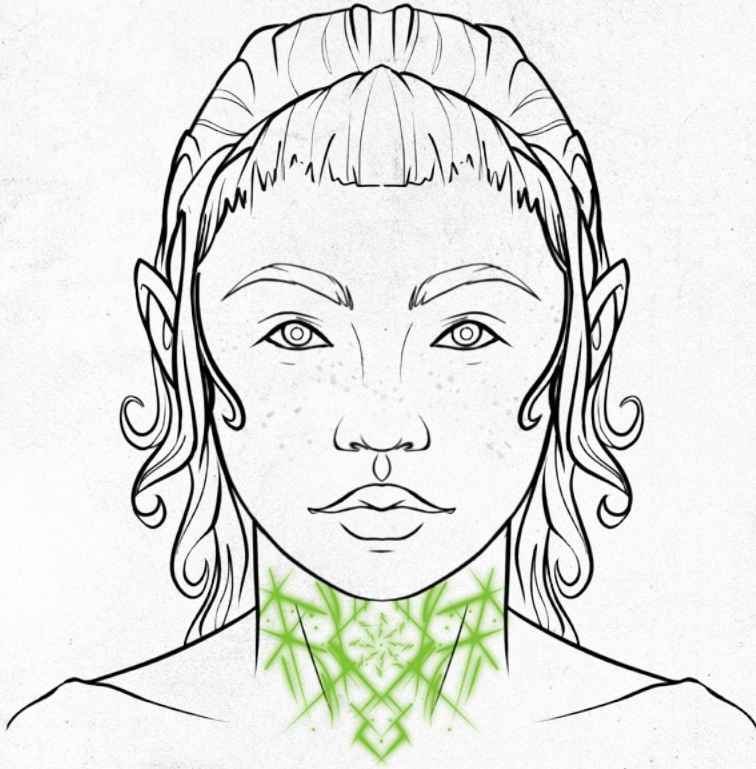
Constrict. If your neck has extended at least 10 feet, you can attempt to grapple a target within 5 feet of you with your neck. You have advantage on this check. Until this grapple ends you can't constrict another target and you can use a bonus action to deal 1d8 bludgeoning damage to the creature.

LORE



A particular type of elastic tree sap used to be an essential component for granting this tattoo its magical properties. Over the years, alternatives were discovered that would forgo the need to source the tree sap altogether. This was truly a blessing as the tree sap turned out to be a common allergen.





FIGHTER'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement by a fighter)

Produced by a special needle, this magic tattoo represents a series of makeshift defensive fortifications.

This tattoo has 6 charges. While this tattoo is applied on your skin, when an attack hits you, you can use your reaction to expend 1 or more charges to cause the tattoo to extrude from your skin and shield your body in response, reducing the damage by 1d8 per expended charge. The tattoo regains 1d3 + 1 expended charges daily at dawn.

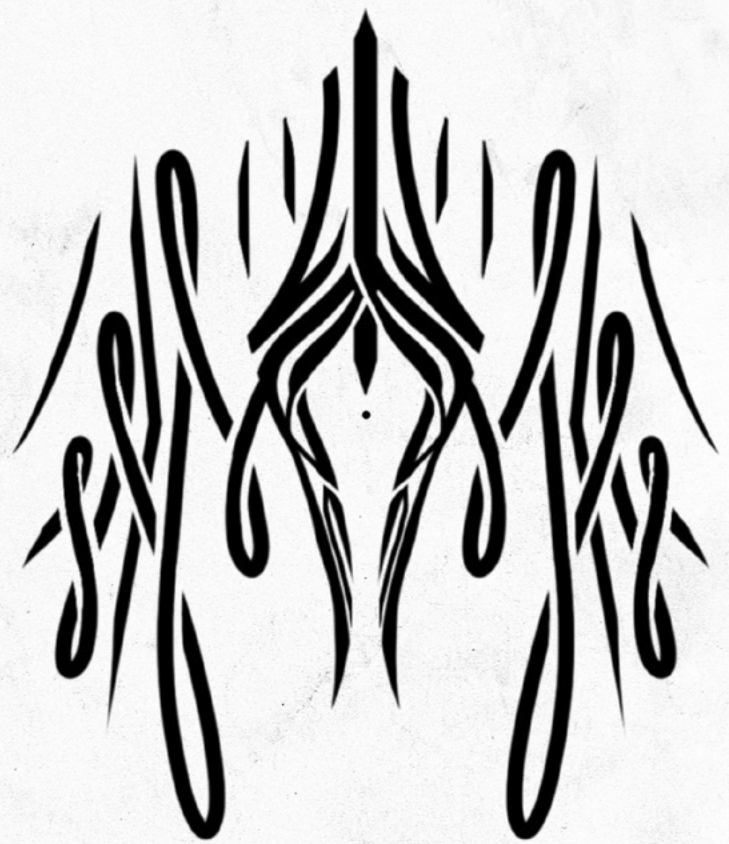
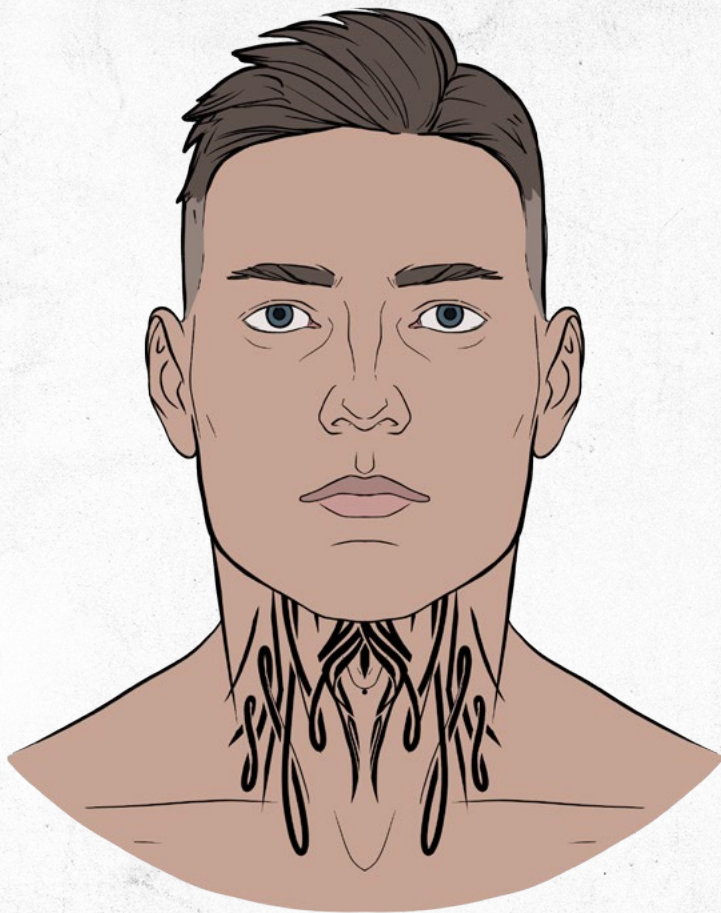
LORE



This tattoo was created out of necessity as war came to a desert nation caught between two larger countries at odds with one another. Any advantage gained would mean another chance at avoiding loss of life on an unimaginable scale. The government would choose to pour their funding into a design that would allow even their greenest volunteers to survive much longer on the frontlines.







THE FORBIDDEN TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo symbolizes an omnipotent demon.

While this tattoo is applied on your skin, any spell you cast can use a spell slot one level higher at no additional cost.

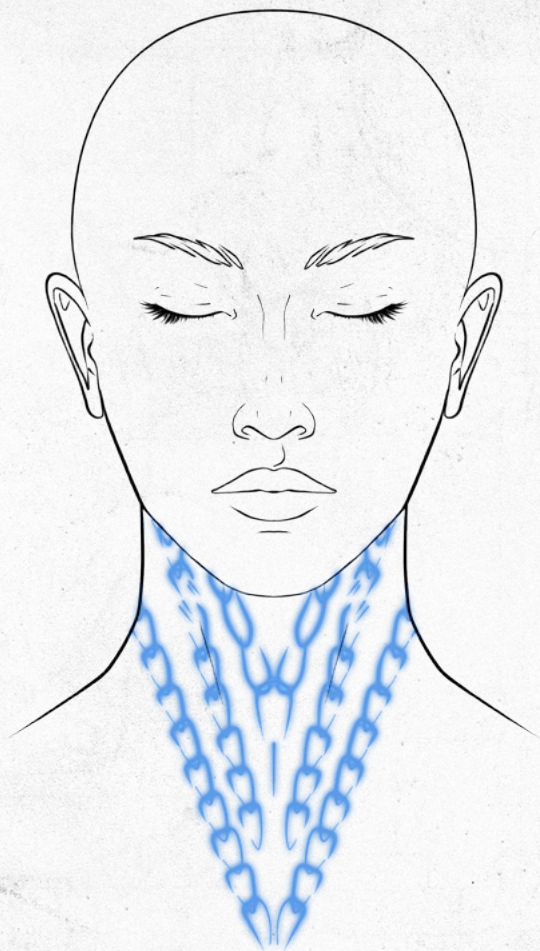
Curse. This tattoo is cursed. Attuning to it curses you and only a god can end this curse; removing the tattoo fails to end the curse. While cursed, you roll a d20 any time you cast a spell. If you roll a 6 or lower, the spell is canceled.

LORE



This design was recovered from the pages of a tattered book found in the home of a hag that had just passed away. Overlooked by the hasty adventurer that first discovered it, the original illustration also featured some scribbles to the side of the page containing an incantation necessary to safely apply the tattoo. As such, every iteration of the design since it was discovered foregoes the requisite incantation, resulting in a chaotic magical item that takes as much it gives.



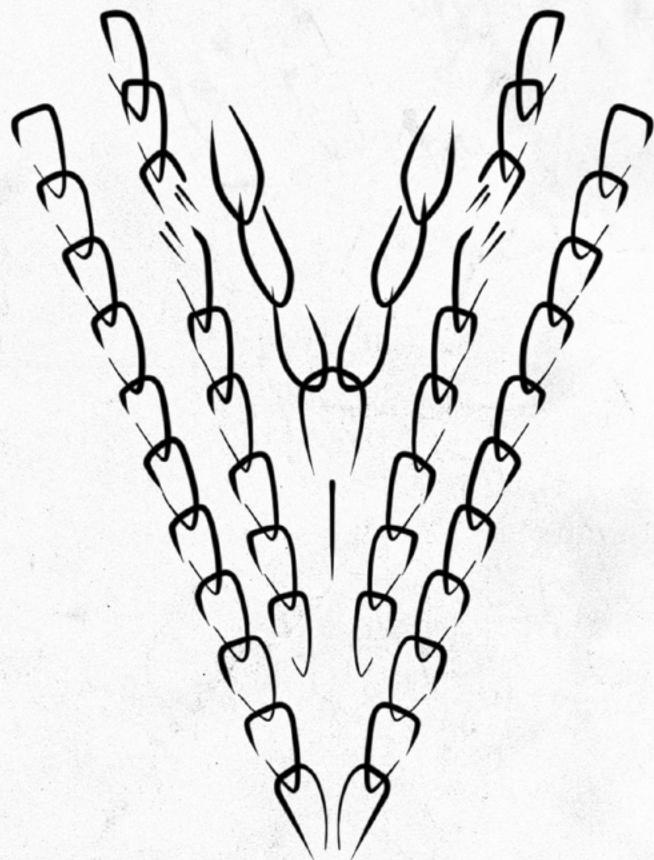


MONK'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement by a monk)

Produced by a special needle, this magic tattoo represents a chain necklace.

Come Closer. As an action, you can speak the tattoo's command word, causing the ink to ripple towards your wrists. For the next minute, if your hands are empty, you can use a bonus action to extrude the tattoo towards a target you can see within 20 feet of you. If the target is an object that weighs 200 pounds or less, you can pull it up to 20 feet towards you. If the target is a creature of a size equal to or smaller than you, it must succeed on a Strength contest against you or be pulled up to 20 feet towards you. A willing creature can choose to fail this check.



LORE

Within the Volum kingdom, it was common knowledge that a number of illegitimate heirs were being sired by its unscrupulous rulers over the years, despite not a single one speaking out about their lineage. Eventually, rumors spread that all these unwanted offspring were actually gathered shortly after birth and sent to live in a monastery far from the capital. Later in life, they would be forced to take a vow of silence and celibacy so as to not threaten the crown, and they were also given a "gift" that would identify them immediately. This gift was a tattoo that was inked upon their throats, visible to all that crossed their path. The design did grant them the ability of great reach which would serve them well, though many would say, not at all a consolation for the lives they could have lived.



NATURAL GIFT TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

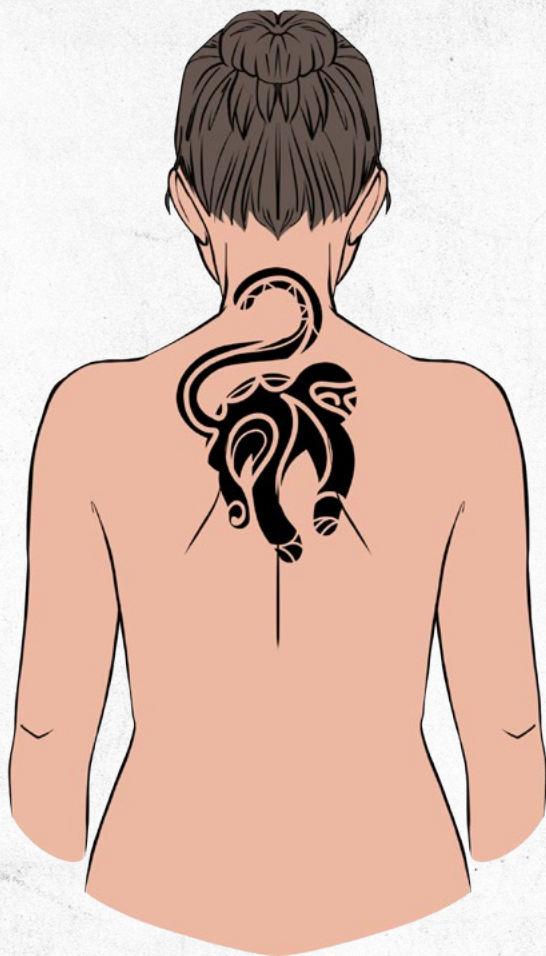
Produced by a special needle, this magic tattoo represents an ancient, powerful being that cultivated life.

As an action, you can speak the tattoo's command word to gain the ability to comprehend and verbally communicate with beasts and plants as if you shared a common language for 1 minute, but gain no magical ability to influence them. For the same duration, you also emit harmless magical waves in a 10-foot radius that imbue plants with limited sentience and animation of potential speaking orifices, granting them the ability to speak. Once used, the tattoo can't be used again until the next dawn.



LORE

Once upon a time, there was a young child who was abandoned in the woods, left by her kin to die due to the circumstances of her conception. Her cries brought forth all manners of beasts. Instead of devouring the child, they took pity on her and brought her to the oldest tree in the forest, where she was given a gift. A seed was placed in her mouth, where it sprouted vines that wrapped and twisted around her neck. Once set, they allowed her to feel the consciousness that flowed through all living things. As she grew older and eventually left the woods, she would give birth to a child who bore the same mark, eventually catching the eye of a curious tattooist.



NIMBLE INKLING TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo embodies a creature known for its nimbleness and propensity for mischief.

As an action, you can cast the *find familiar* spell using the tattoo to summon a nimble inkling familiar. For the duration, the tattoo separates from your neck and reforms as the nimble inkling—a fiend. The tattoo can't be used this way again until 24 hours have passed.

When the nimble inkling drops to 0 hit points or is dismissed, it reforms as a sentient and animated tattoo on your skin.

NIMBLE INKLING

Tiny fiend, neutral

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	12 (+1)	12 (+1)	6 (-2)

Skills Acrobatics +4, Stealth +4

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities exhaustion, grappled, prone, restrained

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal and Common but can't speak

Challenge 0 (10 XP)

Inky Form. The nimble inkling can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Limited Telepathy. The nimble inkling can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Magic Resistance. The nimble inkling has advantage on saving throws against spells or other magical effects.

Pack Tactics. The nimble inkling has advantage on attack rolls as long as one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 1 poison damage.



OCEAN INKLING TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo embodies a creature known for its underwater speed and tendency to bite off more than it can chew.

As an action, you can cast the *find familiar* spell using the tattoo to summon an ocean inkling familiar. For the duration, the tattoo separates from your neck and reforms as the ocean inkling—a fiend. The tattoo can't be used this way again until 24 hours have passed.

When the ocean inkling drops to 0 hit points or is dismissed, it reforms as a sentient and animated tattoo on your skin.

OCEAN INKLING

Tiny fiend, neutral

Armor Class 13

Hit Points 1 (1d4-1)

Speed Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	9 (-1)	12 (+1)	7 (-2)	2 (-4)

Skills Stealth +6

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities exhaustion, grappled, prone, restrained

Senses darkvision 120 ft., passive Perception 8

Languages understands Abyssal and Common but can't speak

Challenge 0 (10 XP)

Inky Form. The ocean inkling can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

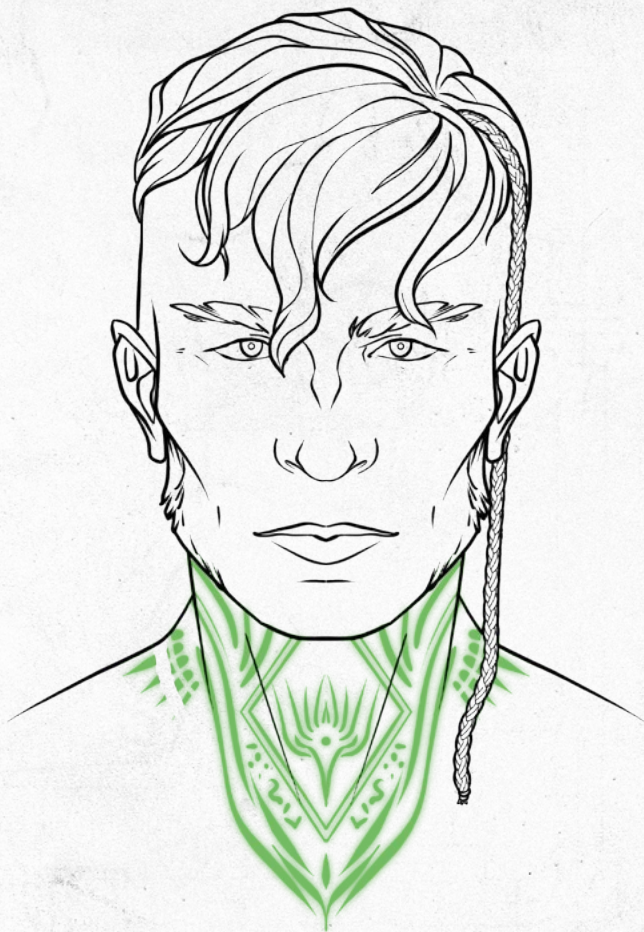
Aquatic Translucence. The ocean inkling is lightly obscured while fully immersed in water, appearing only as a scattered mass of pigmented liquid.

Limited Telepathy. The ocean inkling can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Water Breathing. The ocean inkling can only breathe underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 1 poison damage.



PALADIN'S TATTOO

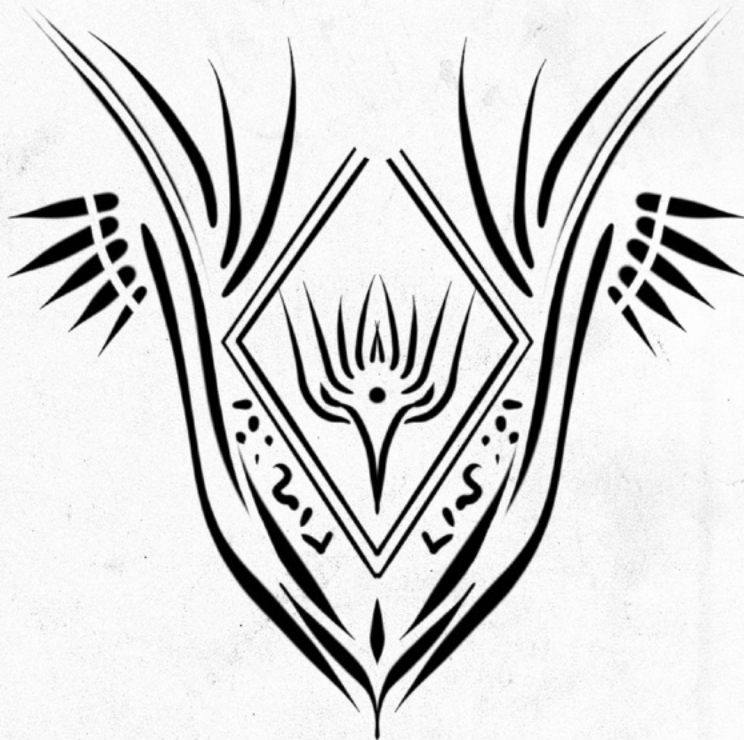
Wondrous item (tattoo), uncommon (requires attunement by a paladin)

Produced by a special needle, this magic tattoo represents a holy presence.

This tattoo has 6 charges and regains $1d3 + 1$ expended charges daily at dawn.

Melt. As an action, you can speak the tattoo's command word to expend 1 charge and focus the tattoo's stored energy into two beams of light that shoot out in a line that is 10 feet wide and 60 feet long. Each creature in that line must make a DC 13 Dexterity saving throw, taking $2d8$ radiant damage on a failed save, or half as much damage on a successful one.

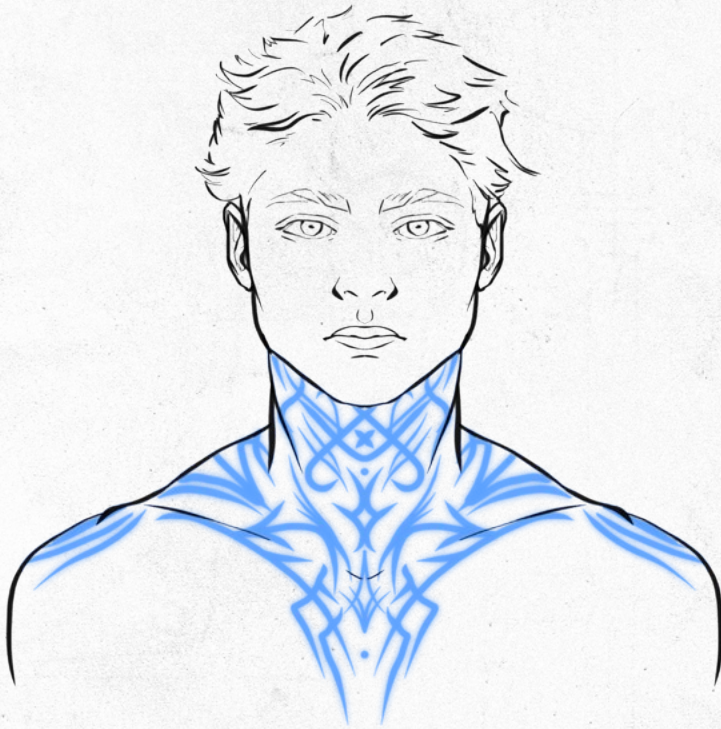
Mend. As an action, you can speak the tattoo's second command word to expend 2 charges and focus the tattoo's stored energy into two beams of light that shoot out in a line that is 10 feet wide and 60 feet long. Each creature in that line regains $2d8$ hit points.



LORE

There was once a respected order of paladins whose members had become discouraged with the order's hesitance to do battle and spill any blood. After months of vocal protests, the discontented members would eventually split into a separate faction. They focused their training and studies on dominating their opponents on the battlefield, with the goal of becoming the antithesis to their old acquaintances. The research of both the order and the new faction were discovered by a tattooist some time later, who was able to combine their discoveries into one fascinating tattoo.





POLYGLOT TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo is composed of connected lines, each representing different languages.

While this tattoo is applied on your skin, you can understand any spoken language you hear. Upon hearing a language you do not know, you are immediately able to speak that language fluently, as if in your native tongue for the next hour.



LORE



Traveling tattooists are quite common across the land. In their line of work, there is a need to be able to communicate with a multitude of diverse peoples with their own unique languages. As such, this was actually one of the first mystical tattoos ever developed—to capitalize on potential customers.





PRIMORDIAL MASK TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents an elemental mask.

While this tattoo is applied on your skin, you have resistance to one damage type determined by the last spell cast from the tattoo. You can cast the following spells from the tattoo: *acid rain** (resistance to acid damage), *depth charge** (resistance to thunder damage), *endotherm** (resistance to cold damage), *fireball* (resistance to fire damage), and *stench** (resistance to poison damage). Spells cast from the tattoo have a save DC of 16. Once used to cast a spell, the tattoo can't be used in this way again until you finish a short or long rest.

(*see "Spells" on page 278)



LORE

It was a dangerous cult that brought together its brightest sages, alchemists, and scribes to work alongside a tattooist and conceive this tattoo. After the deed was done, all who were involved in the project were promptly disposed of. The cult's ultimate goal is complete dominion over the elements, and they got one step closer with this design.



RANGER'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement by a ranger)

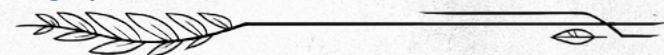
Produced by a special needle, this magic tattoo represents creature of the sea that produces a potent poison.

Venom. As an action, you can draw on the magic of the tattoo and spit onto the surface of a bladed weapon. This causes a slick ink to coat the blade. The ink remains applied for 1 minute or until an attack using this weapon hits a creature. Once this special action is used, the tattoo can't be used in this way again until its ink is no longer coating a weapon.

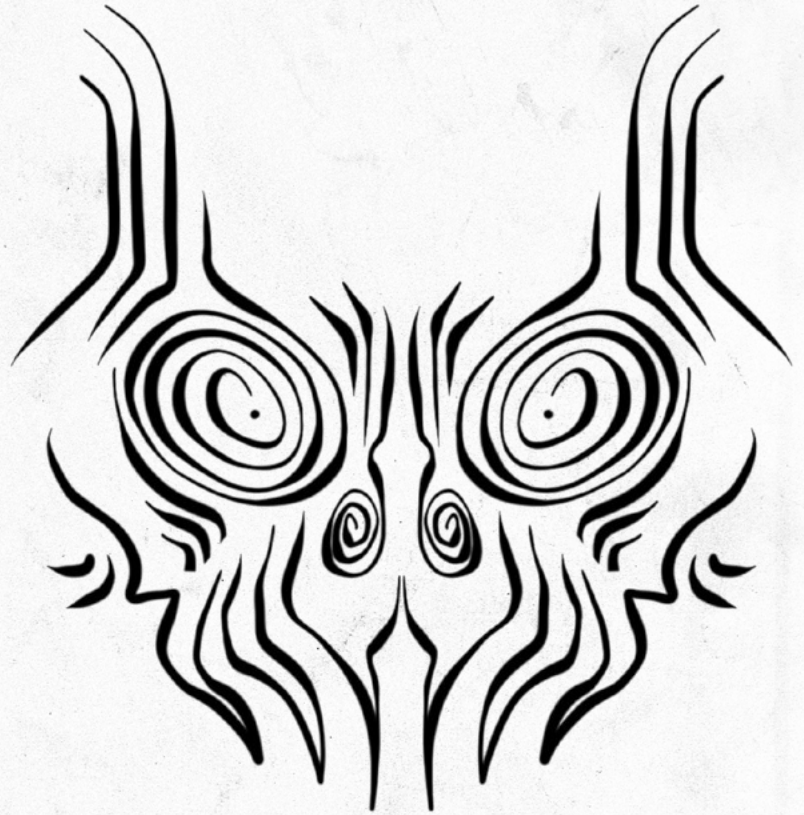
When you hit a target with the coated weapon, it must succeed on a DC 13 Constitution saving throw or take 2d6 poison damage and become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on it on a success.



LORE



There once was weary ranger that collapsed beside a well-trodden path after months of traveling alone. There she dreamt, finding herself treading water in a stormy sea. Soon, the waves writhed and coiled into the shape of a giant serpent. The pangs of pain were vivid as the serpent bore its fangs and sunk them deep into her body. When she awoke, the ranger reached for her neck, finding it to be tender and sore. It was later in town that a tattooist glimpsed the interesting marking on the ranger's neck, and worked it into their newest design.



ROGUE'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement by a rogue)

Produced by a special needle, this magic tattoo symbolizes a vicious creature of the night.

Inky Me. As a bonus action, you can speak the tattoo's command word to cause it to lift from your skin and reform as an inky doppelganger of you in an adjacent, unoccupied space. The doppelganger mimics your movements and stays by your side for the next minute. When you target a creature with an attack while the doppelganger is summoned, the creature is unable to discern that the inky doppelganger can do no real harm and you gain advantage on the attack roll.

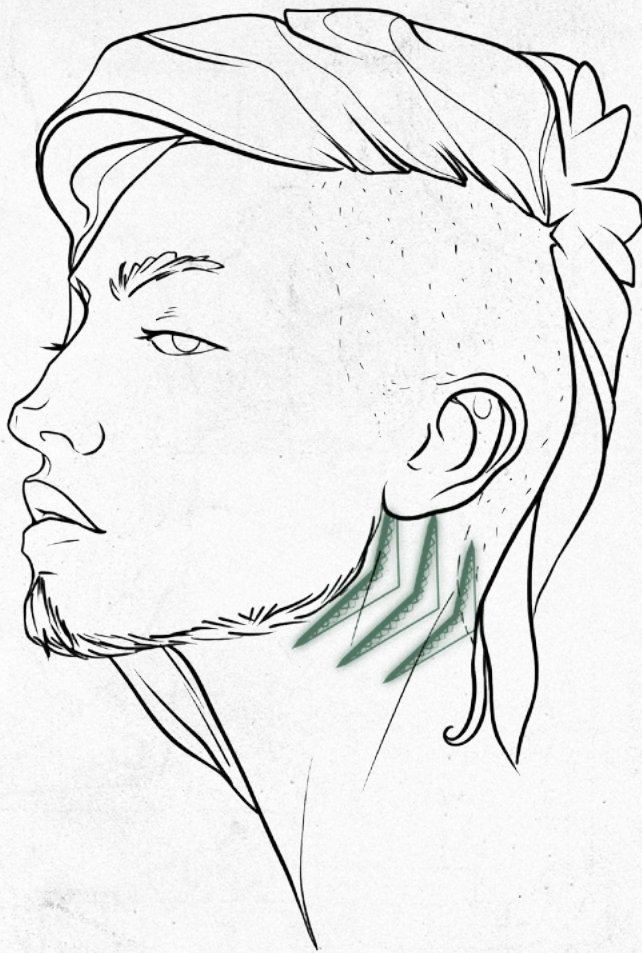
After the doppelganger mimics your attack, it is attacked, or a minute has passed, it is magically siphoned back onto your skin. The tattoo can't be used again until an hour has passed.

LORE



A few years ago, a budding assassins' guild found that having to operate in the cover of night was actually an extremely limiting factor for their growth and income. Consulting with their resident tattooist, they managed to conceive of a tattoo that would offer their members more opportunities to accomplish their missions in the light of day. It was a stroke of genius, and the design continues to gain traction among rogues to this day.





SEA KING'S TATTOO

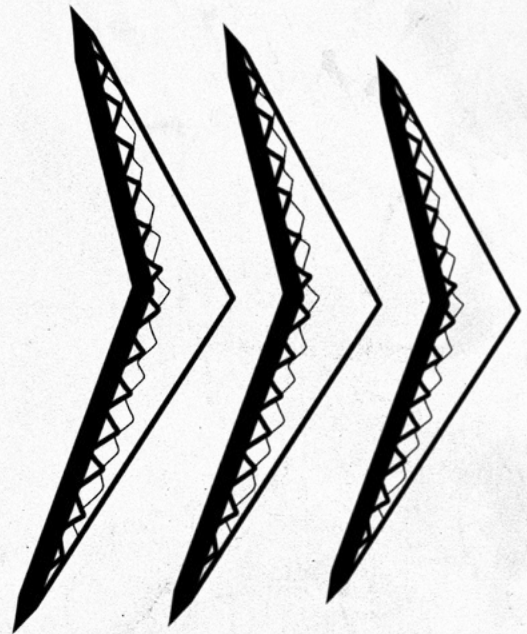
Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents a set of gills.

This tattoo has 4 charges. It regains $1d2 + 1$ expended charges daily at dawn.

While this tattoo is applied on your skin, you can breathe underwater and gain swimming speed equal to your walking speed. Additionally, you can use an action to expend 2 charges and beguile a beast with an innate swimming speed within 60 feet of you for the next minute. It must succeed on a DC 15 Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. If you command the creature



to do any obviously harmful act towards itself, the charm ends. You can increase the number of beasts you attempt to beguile in this way for each additional charge you expend.

Each time a creature beguiled by you takes damage, it makes a new DC 15 Wisdom saving throw. If the saving throw succeeds, the charm ends.

LORE

This tattoo was first developed to allow adventurous druids the opportunity to explore the ocean depths. Eventually, it would grow in popularity among newer druids who would otherwise be restricted to exploring dry land. The versatility of the tattoo also meant plenty of interaction with a number of flora and fauna under the sea, advancing many druids' studies and research. Many who used the tattoo in this way to advance their education would later attest that it definitely helped get their feet wet.



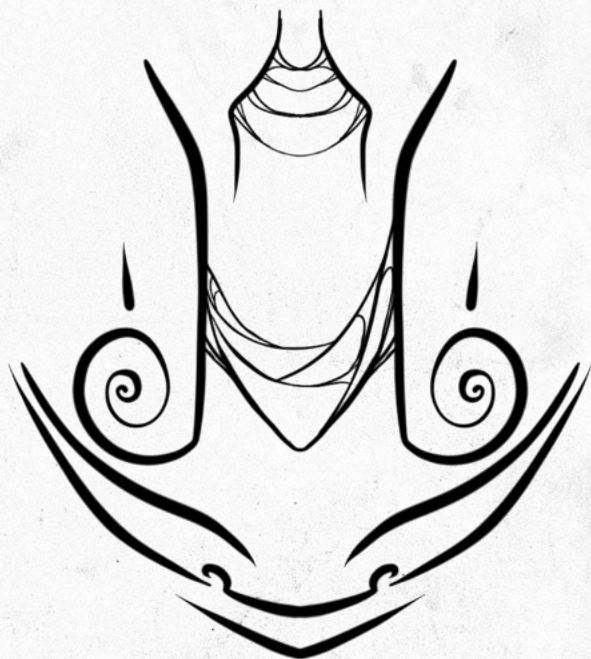
SLIMY FEEDER TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo draws inspiration from a slimy swamp creature.

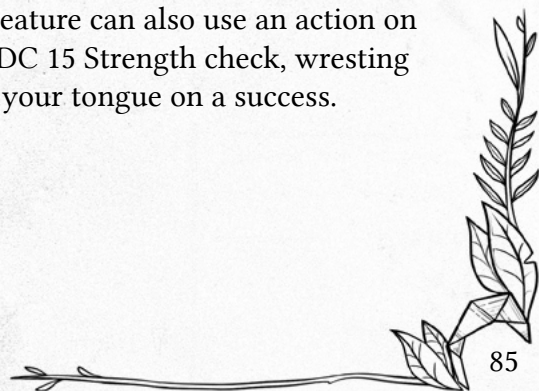
While this tattoo is applied on your skin, your tongue gains incredible stickiness and elasticity. Additionally, you can use an action to lick one Small or smaller creature, or one object that weighs no more than 20 pounds that isn't being worn, within 20 feet of you.

If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or be restrained until it breaks free or you take a bonus action to release it. While you have a creature restrained in this way, you can't willingly move more than 20 feet from it. If you move more than 20 feet away from the creature, it is released. On your turn, you can use an action to make a Strength (Athletics) check contested by the creature's Strength (Athletics) check. If you win the contest, you can pull the creature within 5 feet of you. A creature can use its action to make a DC 15 Strength check, breaking

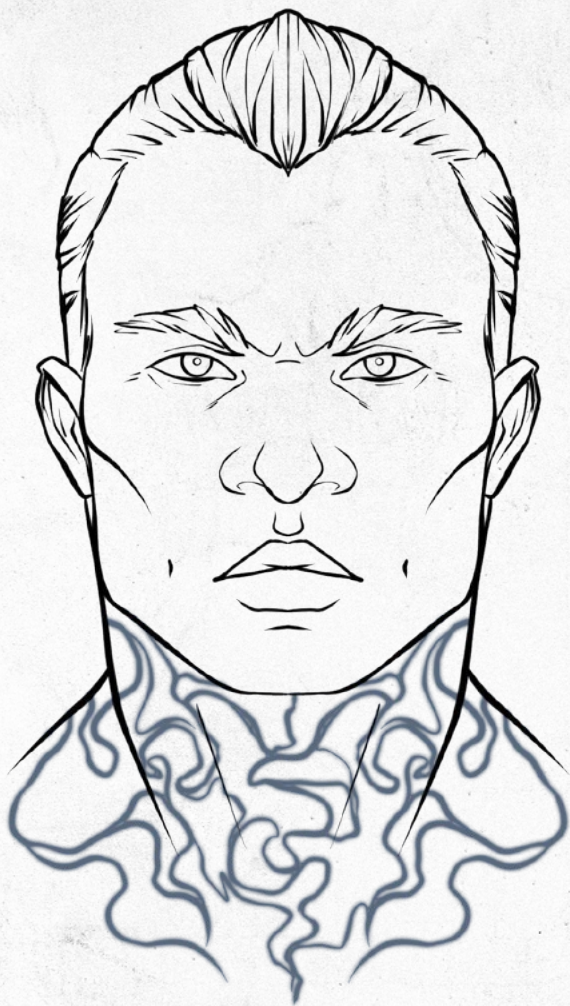


free from your tongue and freeing a restrained creature on a success.

If the target is an object, your tongue instantly latches on or coils around it until you take a bonus action to release it. While you hold an object in this way, you can't willingly move more than 20 feet from it. If you move more than 20 feet away from the object, it is released. If the object is not being carried, you can pull it straight into your hands. If the object is being carried by a creature, the creature can't use the item but may continue to hold on to the item. While your tongue grasps an object that another creature is holding you can use an action to make a Strength (Athletics) check contested by the creature's Strength (Athletics) check to pull the object out of their grasp and into your hands. The creature can also use an action on its turn to make a DC 15 Strength check, wresting the item free from your tongue on a success.





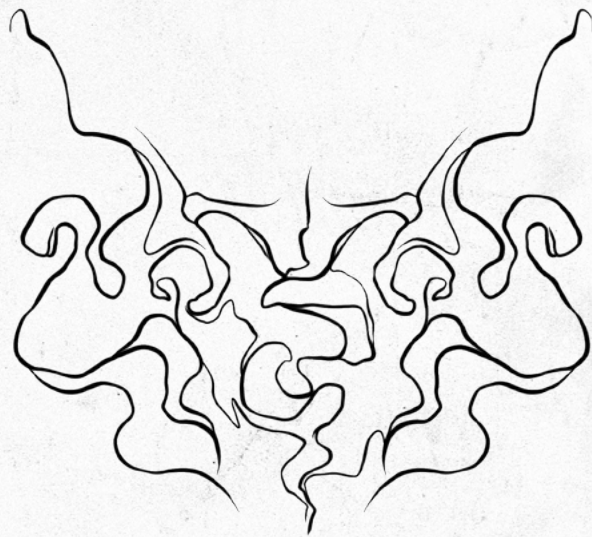


SMOKESCREEN TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo is composed of wavy lines that represent a veil of smoke.

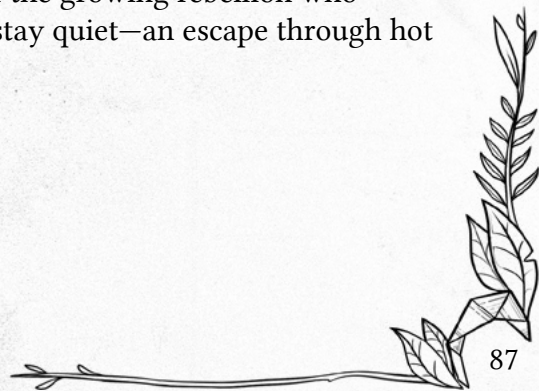
While this tattoo is applied on your skin, you can use an action to take a deep breath and then expel a cloud of thick magical smoke in a 60-foot radius around you. The cloud's area is heavily obscured and lasts for the next 10 minutes or until you use a bonus action to inhale the cloud entirely and restore visibility. The cloud cannot be cleared by nonmagical means. Once used, this property of the tattoo can't be used again until the next dawn.

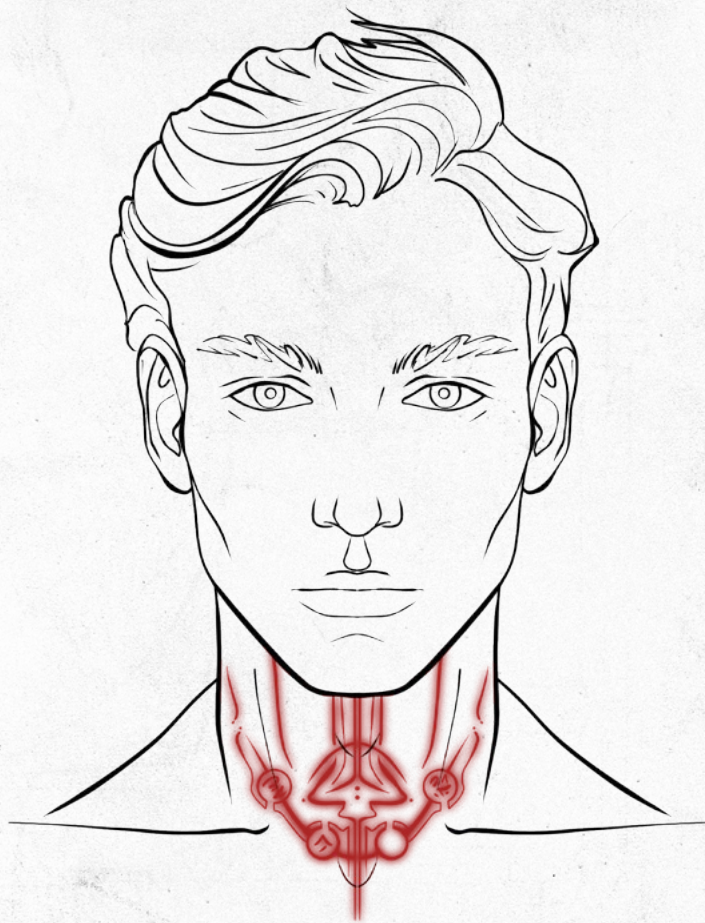


LORE



This tattoo finds its origins in a joke made at the expense of a country's incompetent politicians. Many of the countrymen had begun to openly proclaim their sitting officials to be "full of hot air", disillusioned after many years of broken promises and increased taxation. The senators, fearful of civil unrest and unable to take a joke, had anyone who publicly opposed their views assassinated in the dead of night. Hearing of the manner in which the senators were dealing with those that talked ill of them, many began to hold their tongues in public. This tattoo was developed as a way to extricate braver members of the growing rebellion who refused to simply stay quiet—an escape through hot air.





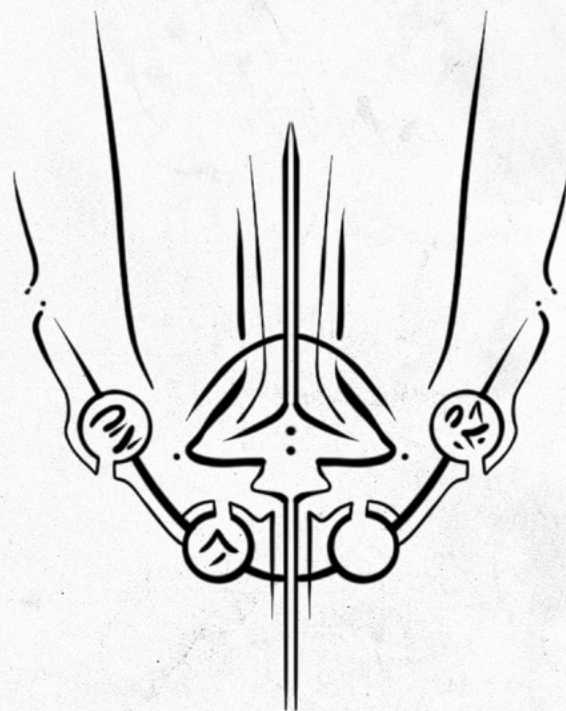
SORCERER'S TATTOO

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

Produced by a special needle, this magic tattoo symbolizes mastery over magic.

This tattoo has 6 charges. You gain 1 charge each time you cast a spell and the charges vanish at the next dawn.

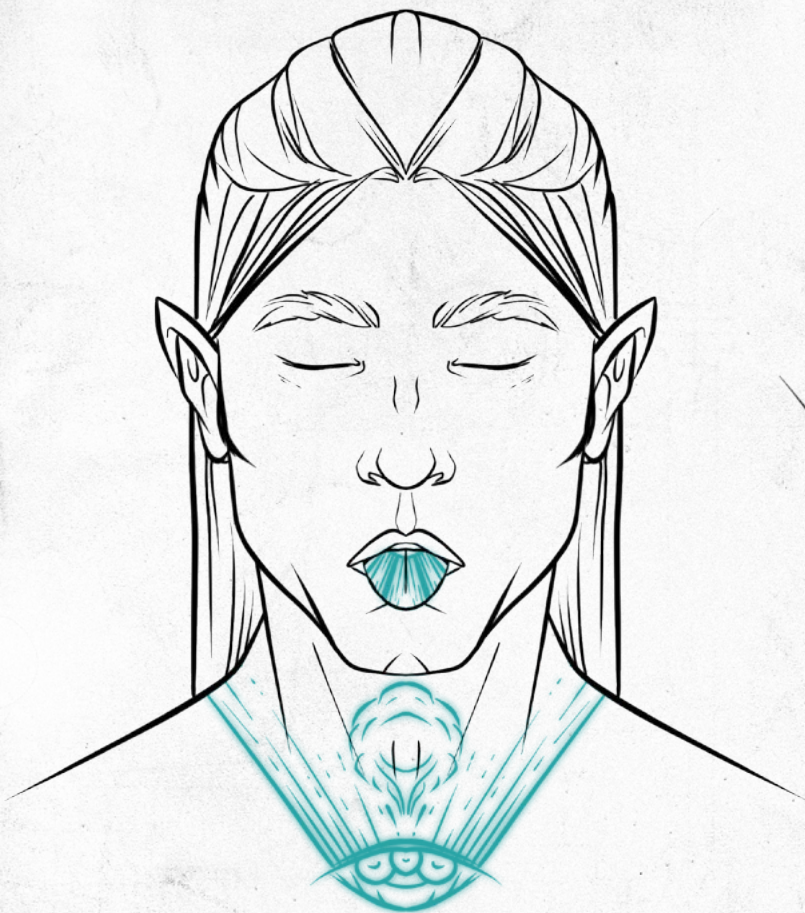
Gummy Defense. As a reaction when a creature within 60 feet of you that you can see casts a spell, you can expend any number of charges to create a colorful, translucent shield in your hand and cast the *counterspell* spell. The shield lasts until the start of your next turn. The maximum level of a spell that is automatically countered equals the number of charges expended. If the spell is of a higher level than that which can be automatically countered, you must make a check as indicated in the *counterspell* spell description. Your spellcasting ability modifier for this check equals the number of charges expended. A spell that is successfully countered in



this way disappears along with your shield with a harmless pop.

LORE

There was once a young sorcerer named Wonks who, having observed the practice of tattooing for some time, wanted to try her hand at creating her own design. She was focused on finding a way to become more durable in battle, considering that in her own party, Wonks was often the first to be targeted, and the first to fall. She would eventually create the first iteration of her design which she considered an absolute success. It would completely nullify the effect of enemy spells by turning its bearer into a colorful, translucent, sugary-sweet statue that repelled magic for one hour. Wonks' party was forever torn on their opinion of her tattoo.

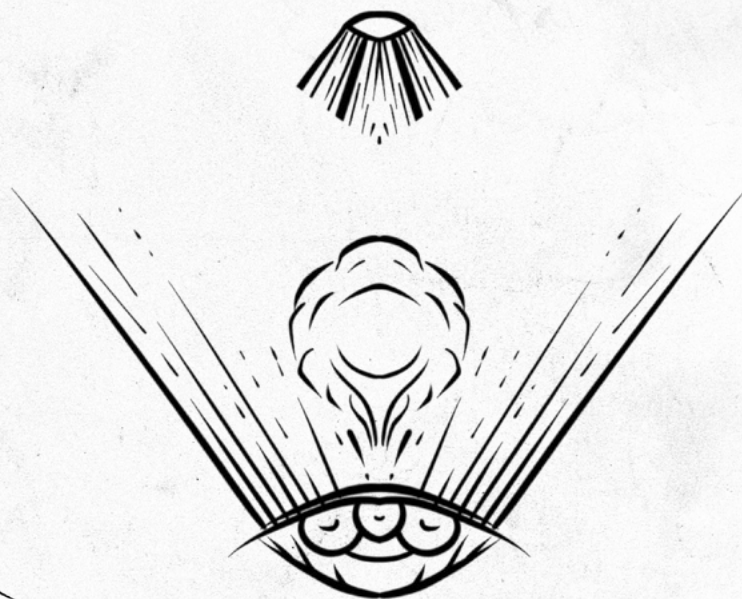


SUNBEAM TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents the radiance of the sun.

While this tattoo is applied on your skin, you can use an action to expel a beam of bright light from your mouth in a line 100 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 6d10 radiant damage and is stunned until the end of their next turn. On a successful save, a creature takes half as much damage and isn't stunned. The light ignites flammable objects caught in the line that aren't being worn or carried. Each time you use this tattoo again within 24 hours of its last use, you gain one level of exhaustion.



LORE

This tattoo was originally conceived by a group of pious monks in their crusade against evildoers. The source of their power came from a watchful god, and it would manifest as a radiant beam of energy that was found to be potent against wayward souls. In time, a tattooist among their ranks found a way to turn this divine weapon into symbols that could be tattooed directly on a person. The monks were elated, as this meant that their god's power could be summoned by all, regardless of their level of devotion, allowing many others to defend themselves from those of evil disposition.



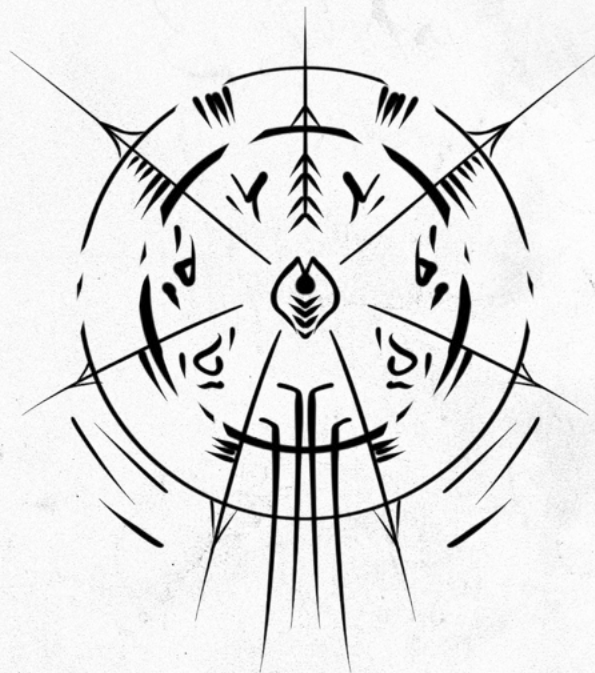


WARLOCK'S TATTOO

Wondrous item (tattoo), very rare (requires attunement by a warlock)

Produced by a special needle, this magic tattoo is composed of various runes symbolizing defense against the mystical arts.

While this tattoo is applied on your skin, if you fail a saving throw against a spell, you can use your reaction to make the tattoo envelop your entire body in a protective magical shell, turning the failed save into a successful one. The tattoo can't be used this way again until an hour has passed.



LORE

Unable to don much protective armor due to it being a hindrance to their spellcasting, many warlocks have searched for ways to augment their bodies' defenses directly. This tattoo was developed as a solution, as it would surround their (often) frail frames with a protective shell against magical attacks. However, the design has led to some rather brazen frontline spell-slinging, which is highly discouraged by the tattoo artists distributing the tattoo.





WINGED INKLING TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo embodies a creature known for its keen eyes and beautiful wings.

As an action, you can cast the *find familiar* spell using the tattoo to summon a winged inkling familiar. For the duration, the tattoo separates from your neck and reforms as the winged inkling—a fiend. The tattoo can't be used this way again until 24 hours have passed.

When the winged inkling drops to 0 hit points or is dismissed, it reforms as a sentient and animated tattoo on your skin.

WINGED INKLING

Tiny fiend, neutral

Armor Class 13

Hit Points 1 (1d4-1)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	12 (+1)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +5

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities exhaustion, grappled, prone, restrained

Senses darkvision 120 ft., passive Perception 14

Languages understands Abyssal and Common but can't speak

Challenge 0 (10 XP)

Inky Form. The winged inkling can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

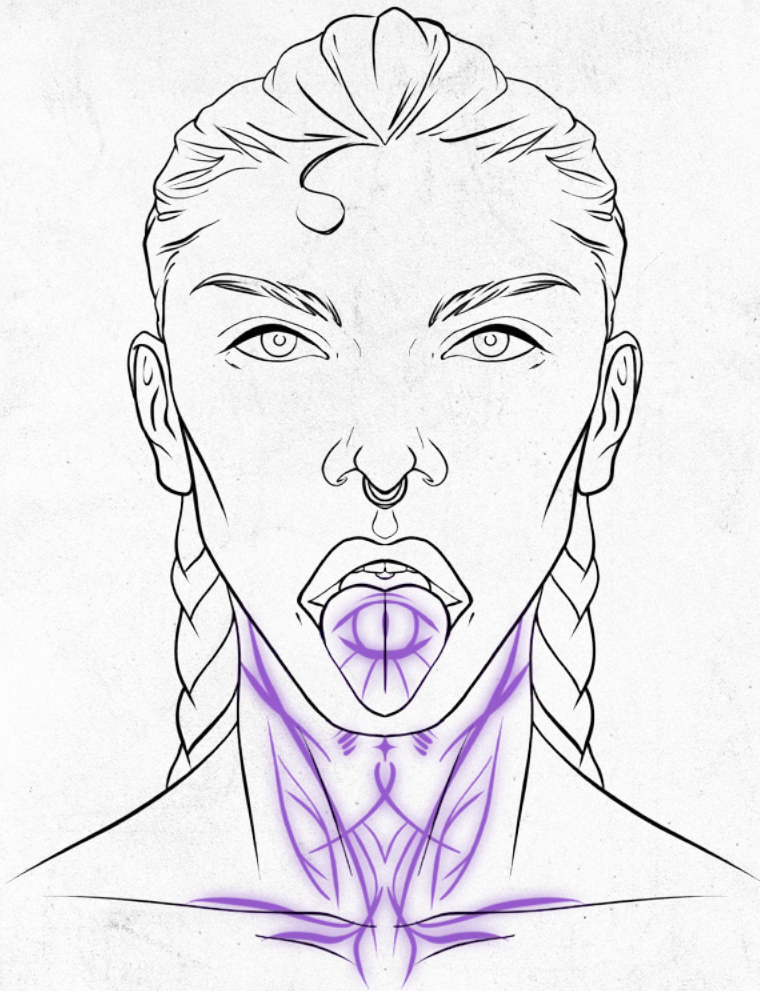
Keen Sight. The winged inkling has advantage on Wisdom (Perception) checks that rely on sight.

Limited Telepathy. The winged inkling can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Magic Resistance. The winged inkling has advantage on saving throws against spells or other magical effects.

ACTIONS

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage plus 1 poison damage.



WIZARD'S TATTOO

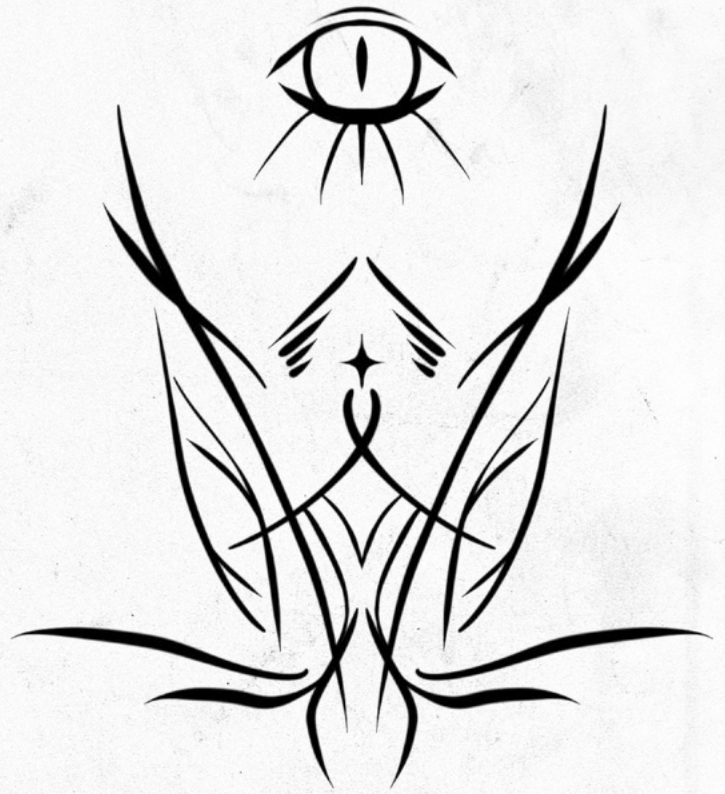
Wondrous item (tattoo), very rare (requires attunement by a wizard)

Produced by a special needle, this magic tattoo represents an all-seeing eye.

While this tattoo is applied on your skin, you are more alert to potential threats in your vicinity, granting you a +1 bonus to AC and saving throws when targeted by creatures you can see.

Marked for Death. You can use an action to sense the presence of hostile creatures that are invisible, disguised, hidden, or in plain sight within 20 feet of you for the next minute. The tattoo indicates their hostile presence with a glowing red aura only you can see. Once used, this property of the tattoo can't be used again until the next dawn.

Additionally, while this property of the tattoo is activated, you can use a bonus action to make some of the tattoo's ink jump from your skin onto any hostile creatures that are within 20 feet of you until the end of your next turn, after which time the ink returns to your skin. Each creature to



which your tattoo jumps must succeed on a DC 16 Dexterity saving throw or be completely enveloped by the tattoo's ink. An invisible creature enveloped in this way can't benefit from being invisible and is instead coated in ink. Coated creatures have their speed reduced by half and have disadvantage on Dexterity saving throws. Once this special action is used, it can't be used again until the next dawn.

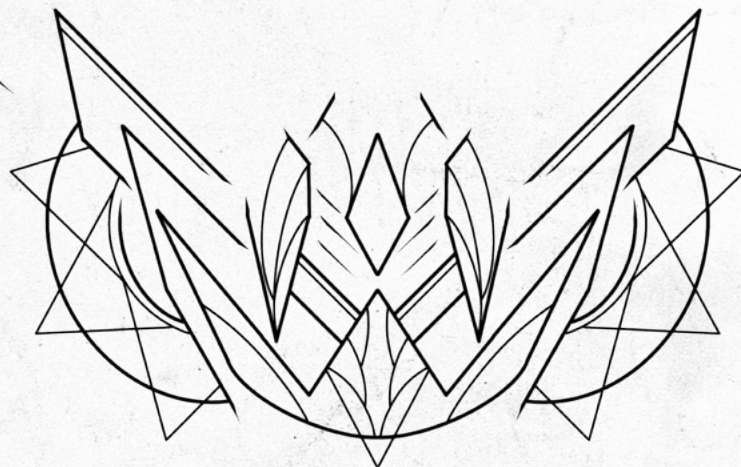
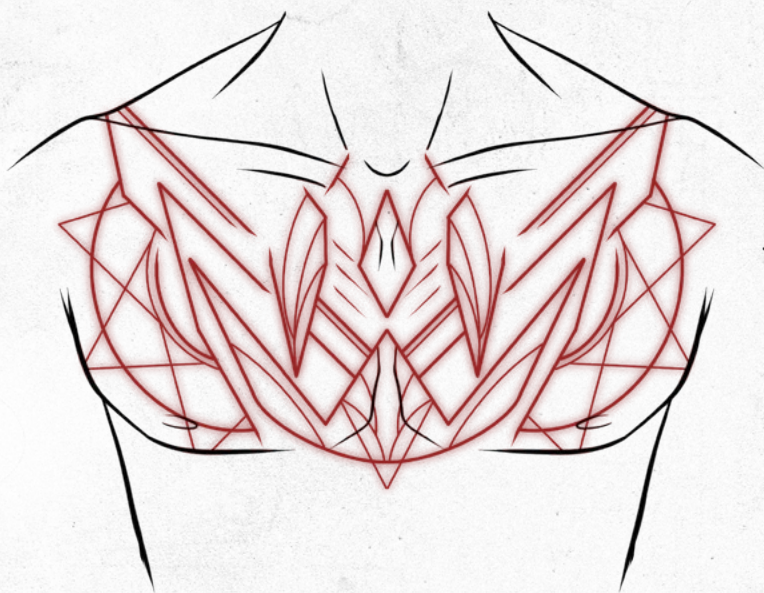
LORE

Though many wizards are content to live out a life of peace immersed in the world of academia, some are seen by the communities they live in as major threats due to their tremendous magical ability. As a result, there are many unwarranted attempts on wizards' lives by those who assume they will eventually wreak havoc on the normal folk. In response, this tattoo was commissioned by a wizard's guild to provide them an extra layer of protection (and detection) against would-be attackers.



CHEST TATTOOS





ADAPTIVE TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents different sources of pain.

This tattoo has 3 charges and regains $1d2 + 1$ expended charge daily at dawn.

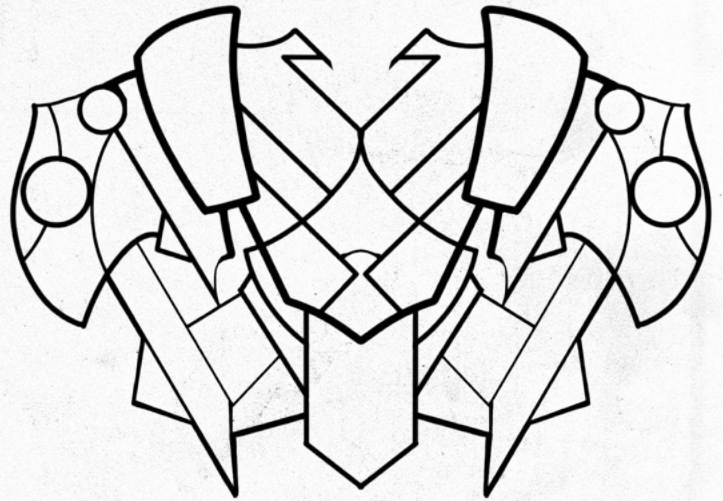
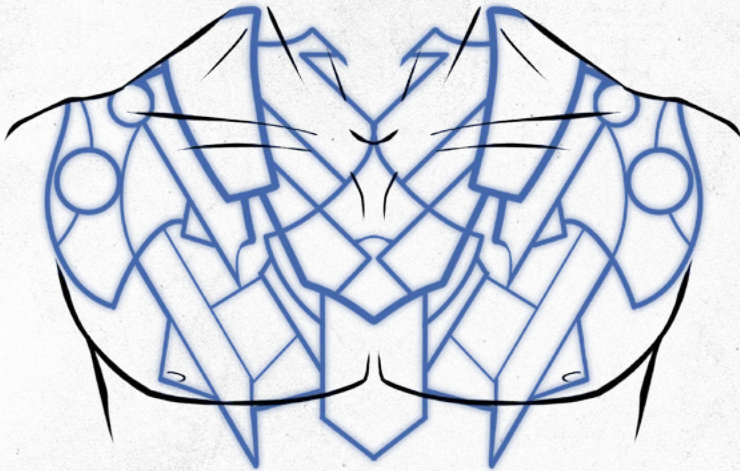
While this tattoo is applied on your skin, you can expend 1 charge to activate its stored biomantic energy as a bonus action. The next time you take damage from any source, you gain resistance to that damage type immediately after the damage is dealt. If you take more than one damage type simultaneously, you choose one to gain resistance to. You lose all resistances gained in this way when you next finish a long rest. After you activate this ability, you can't do so again until an hour has passed.

LORE



This tattoo is currently used by academic institutions specializing in arcane knowledge. In the past, professors had observed that students might inadvertently injure passersby that were unfortunate enough to be caught in their spells during practice sessions. As a safety precaution, all prospective students that enroll are now required to apply this tattoo before they arrive on campus.





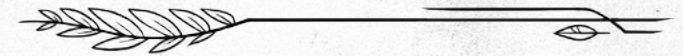
BULWARK TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents a solid suit of armor.

While this tattoo is applied on your skin and you are wearing no armor and using no shield, it manifests as solid, inky armor that rests comfortably on your body. You gain a +1 bonus to AC plus an additional +1 bonus to AC for each magic tattoo you are attuned to (excluding this one).

LORE



There are some interesting stories told of a group of brutish oafs that once terrorized the Lumerian countryside. At one point, they approached a tattooist-monk they thought was defenseless, because he was unarmored. When they attempted to rob the monk, not one was able to connect a hit due to the combined ability of the monk and the power of this tattoo. They were promptly rendered unconscious after a retaliatory flurry of well-timed blows. Though their bodies healed over time, their spirits were broken and they thought twice before accosting any stranger on the country roads from then on.





BOUNTIFUL HARVEST TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents sustenance through food and drink.

While this tattoo is applied on your skin, you no longer feel hunger or thirst. After you finish a meal and consume a day's ration of water, you automatically succeed on ability checks and saving throws made to prevent exhaustion caused by not eating or drinking for the next 7 days.

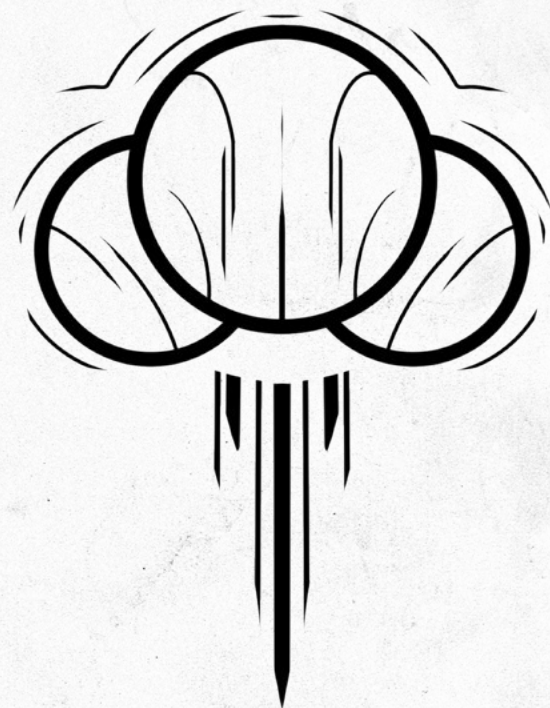
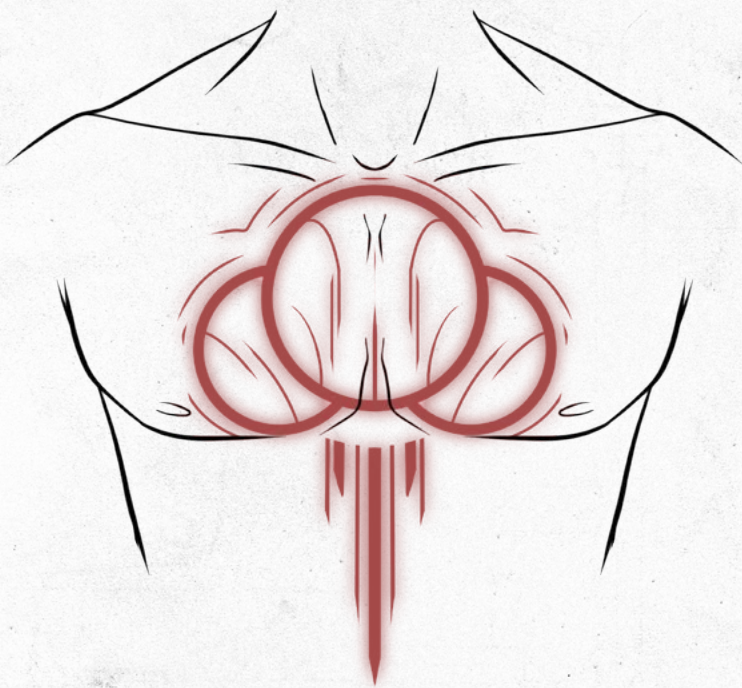
Green Thumb. As an action, you can touch prepared food and cause it to double in size and be able to feed four times as many people. The food also becomes delicious (if it was not before) and nourishing, but it spoils if uneaten in the next hour. Once this property of the tattoo is activated, it can't be activated again until the next dawn.

LORE



Brave scouts that would venture out ahead of their battalion to ensure that the lands were safe would be given this tattoo to apply. They would often have no knowledge of what they may encounter out on their own and when they might be able find a good place to stop and get a breather. Thankfully, this tattoo would allow the scouts to go long periods of time without rest or food to ensure the survival of their fellow soldiers.





BUBBLE TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes three perfect spheres.

As an action, you can speak the tattoo's command word to cause it to completely separate from your skin and surround you in an inky bubble for 1 minute or until you dismiss it as a bonus action. The bubble is weightless and just large enough to contain the creature or object inside. You are able to see and hear outside your bubble, but other creatures are unable to see and hear inside your bubble. The atmosphere inside your bubble is comfortable and dry, and you are able to roll your bubble around up to half your walking speed. The bubble can be picked up and moved by other creatures.

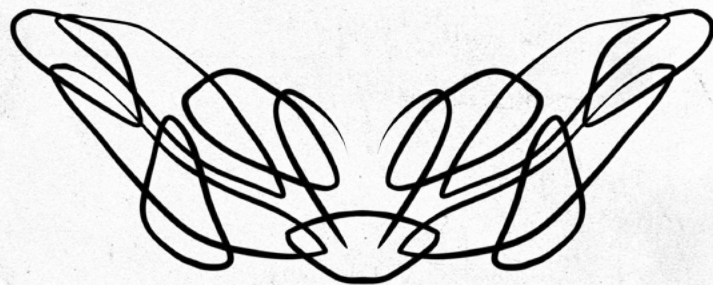
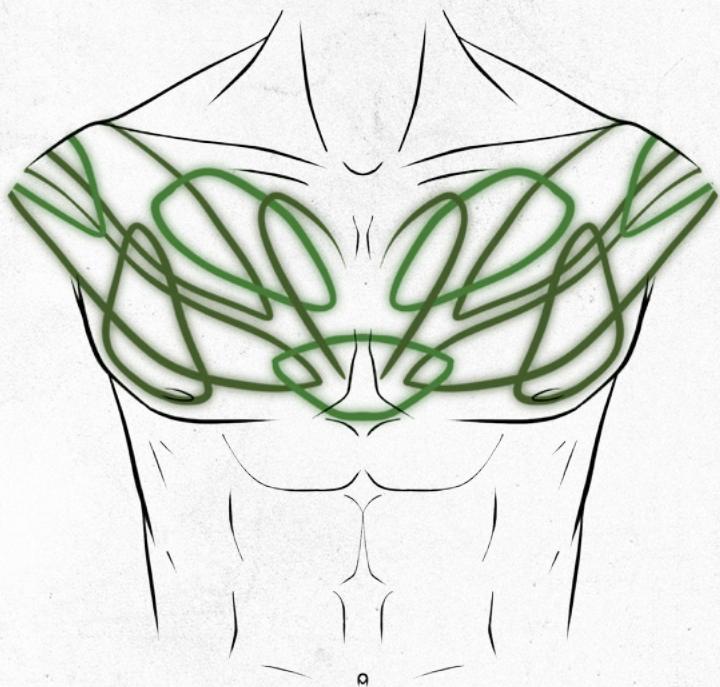
Nothing—not physical objects, energy, or other spell effects—can pass into, through, or out of the bubble, though a creature in the bubble can breathe there. The bubble is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a

creature inside the bubble damage anything outside it. A *disintegrate* spell targeting the bubble destroys it without harming anything inside it.

Once used, the tattoo can't be used again until the next dawn.

LORE

Many protective magical properties granted by items are often short-lived, sometimes only lasting for a few seconds, or are out of reach for those that do not possess magical abilities to begin with. This tattoo was developed by an aspiring tattooist who sought to infuse longer-lasting protective magic directly onto one's skin. He hoped that when activated, a person would find themselves in a tiny, mobile, spherical shield. Many a tale has since been told of people found guilty of some crime in their village manifesting a bubble and rolling away to evade punishment.



CHAMELEON'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents being hidden in plain sight.

While this tattoo is applied on your skin, you can blend into your surroundings. Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide.

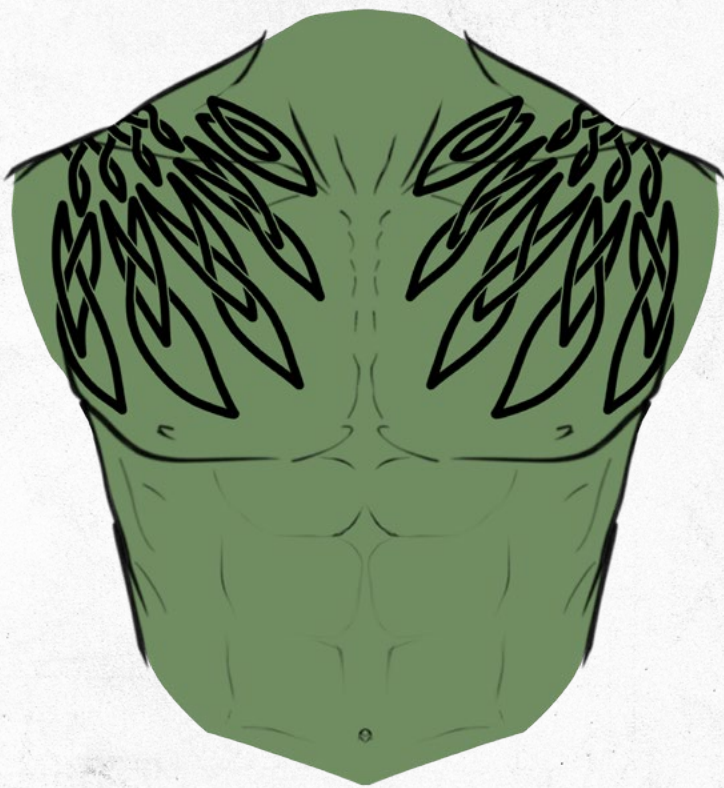
Mirage. As an action, you can push the limits of the tattoo's magic to become invisible until the start of your next turn. After your invisibility wears off, the tattoo loses all its magical properties until the next dawn.

LORE



This design has a dark history that many in the tattoo industry have tried to erase. There were rumors when it was first stocked that led some to believe applying the tattoo using the beak of an avian race known for their camouflage abilities improved its properties threefold. As a result, the creatures were ruthlessly hunted and harvested, along with other creatures that looked similar to them in order to meet the demand. Those that took to back alleys hoping to apply their "augmented" tattoo soon found that they were just cheated out of their money, and only ended up with infected wounds as a result of the misinformation.





ENCROACHING DARKNESS TATTOO

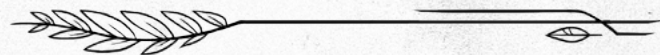
Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents an inescapable darkness.

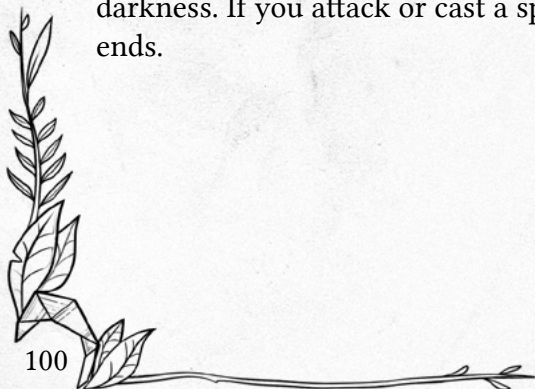
This tattoo has 4 charges and regains $1d2 + 1$ expended charge daily at dawn.

While in darkness, you can expend 1 or more charges as an action to cause the tattoo to completely envelop your body. You become invisible for a number of minutes equal to the number of charges expended for as long as you remain in darkness. If you attack or cast a spell, the invisibility ends.

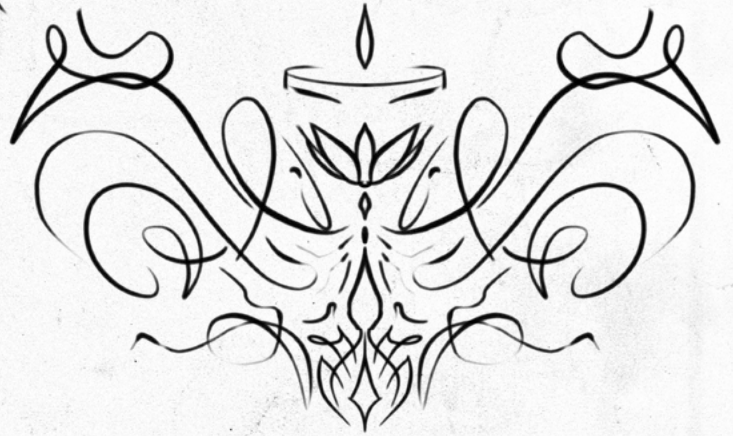
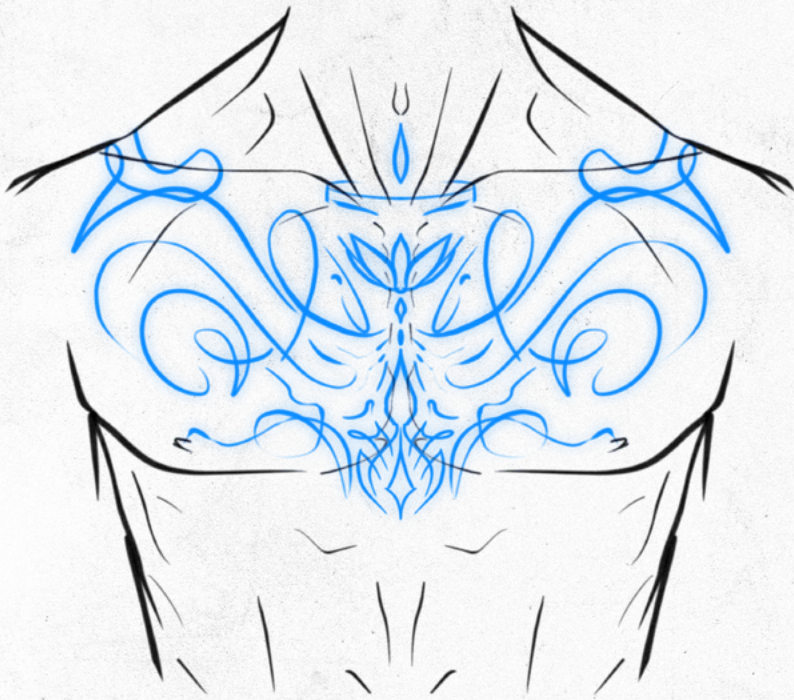
LORE



This tattoo was always intended to intensify the darkness around an individual to obscure them from sight. The first iterations did enhance the darkness, so much so that the bearer was not only invisible, but also lost to the darkness completely. Further testing prevented this unfortunate mishap from ever occurring again.







ENDURING FORTITUDE TATTOO

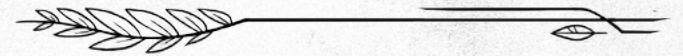
Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes flourishing vitality.

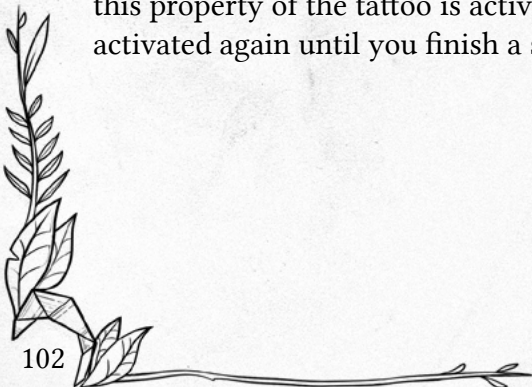
While this tattoo is applied on your skin, you are immune to disease. Any disease you are already afflicted with is either cured or suppressed (your choice when you apply the tattoo). You are also immune to intoxication and the poisoned conditioned.

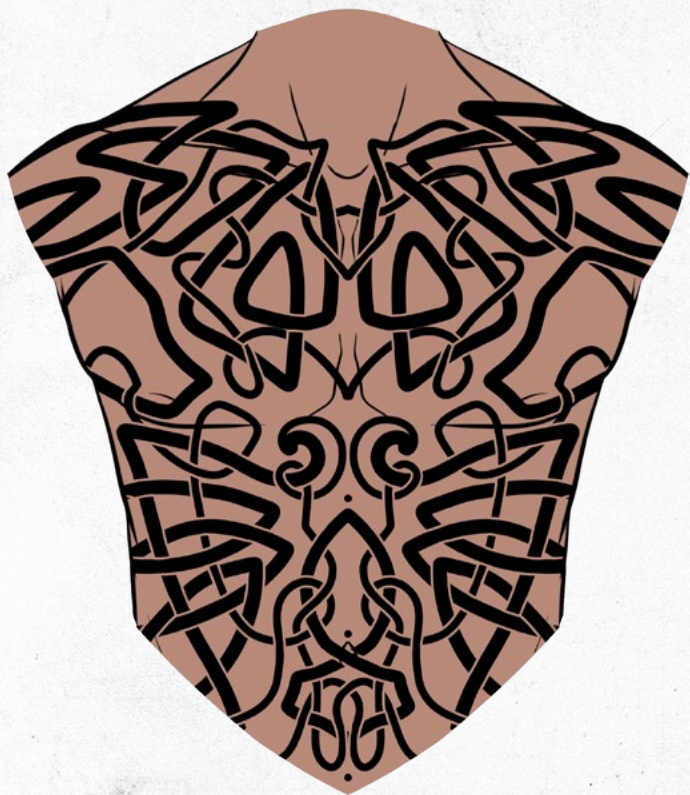
Bolstered Immunity. When you take any poison damage, you instead take no damage. After this property of the tattoo is activated, it can't be activated again until you finish a short or long rest.

LORE



A small biological mutation caused by some errant magic can sometimes confer sublime health upon an individual, having unlocked something hidden within their genetic code. This tattoo was designed based on one such mutation, discovered by a particularly astute cleric and researched until it could be rendered into a practical tattoo design by her (initially skeptical) tattooist partner.





EXTENSIVE WARDROBE TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents countless threads being woven together.

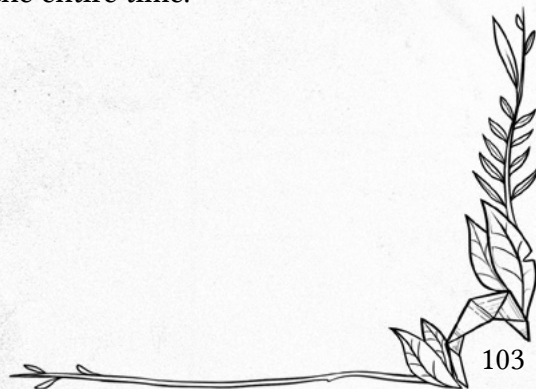
As an action, you can speak the tattoo's command word to cause the ink to magically take on the appearance of a normal set of clothing above all your other clothes or armor until you use a bonus action to end the effect. You can decide what it looks like, including color, style, and accessories. Someone who uses an action to visually inspect the clothes or armor identifies it as illusory with a successful DC 13 Intelligence (Investigation) check.

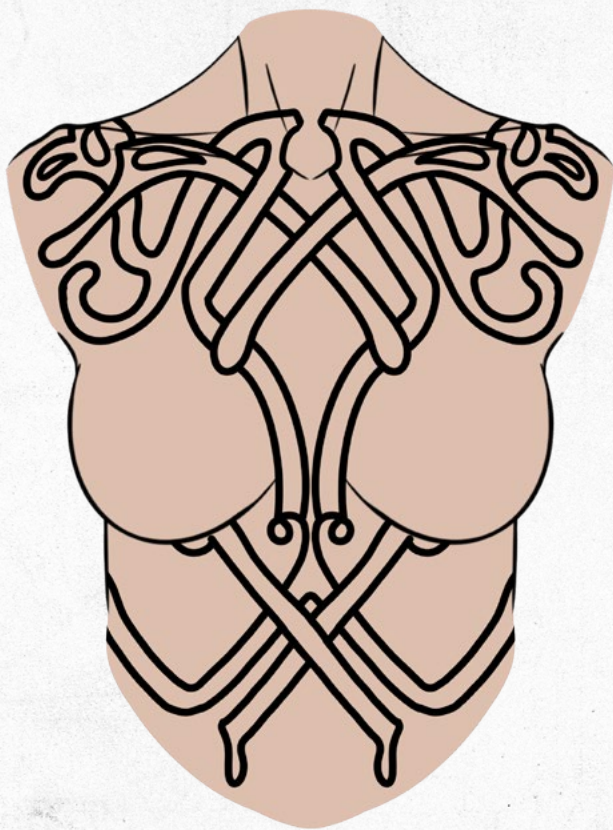
If you are wearing no armor, you also gain a +1 bonus to AC while this tattoo is applied on your skin.

LORE



Long ago in a distant land, twin tailors were commissioned to fashion an exquisite garb by their emperor. The tailors instead chose to focus their efforts into designing a tattoo at the urging (and with the help) of a traveling tattooist, which could grant its bearer a number of clothing options limited only by their imagination. When presented with the design, the flamboyant emperor decided to hold a parade down the streets of his kingdom where he tested his fancy new tattoo. The spectacle of the event captivated the crowds, and the emperor giggled knowing that it was all an illusion—that he was in fact naked the entire time.



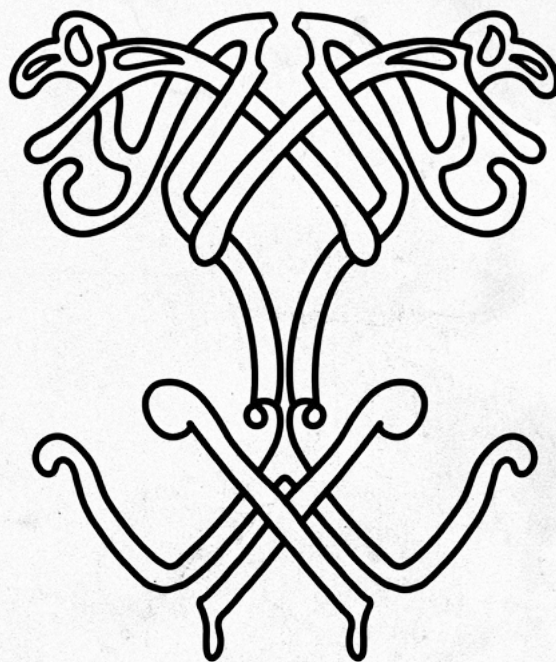


FLAWED SALVE TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a melding of ink and blood.

As a reaction when you are hit by an attack, you can activate the tattoo to gain an equivalent number of temporary hit points to the damage taken, up to a maximum of 10 temporary hit points. Once used, the tattoo can't be used again until an hour has passed.



LORE



Legends speak of a heroic knight who vowed to never to leave her post defending the kingdom's borders until the war concluded (this particular war went on for 20 years after her conscription). Though she received numerous flesh wounds daily, and was eventually left without a leg to stand on, she remained vigilant and never left her station. Her robustness was attributed to a tattoo gifted to her by her father before she joined the army.



GATEKEEPERS'S TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents an immortal, insidious creature.

While this tattoo is applied on your skin, you can speak the tattoo's command word to create a 10-foot-radius aura around you that lasts for 10 minutes (no action required). You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects. All creatures hostile to you in the aura have disadvantage on saving throws against spells and other magical effects. Once used, the tattoo can't be used again until the next dawn.

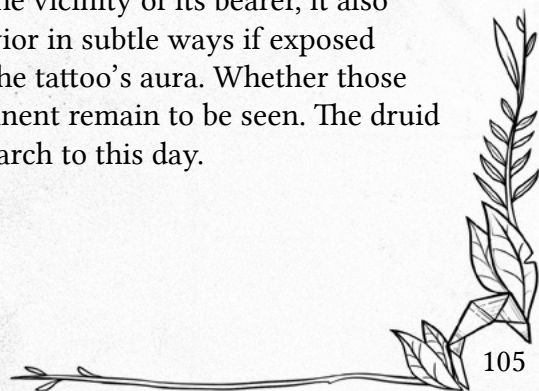
Gatekeeper's Sword. While the aura is active, you can use a bonus action to draw the aura into the palm of your hand, sacrificing its protection for a sword of ink and darkness. You gain a +3 bonus to attack and damage rolls made with this magic weapon. It counts as a simple melee weapon with which you are proficient. On a hit, it deals necrotic

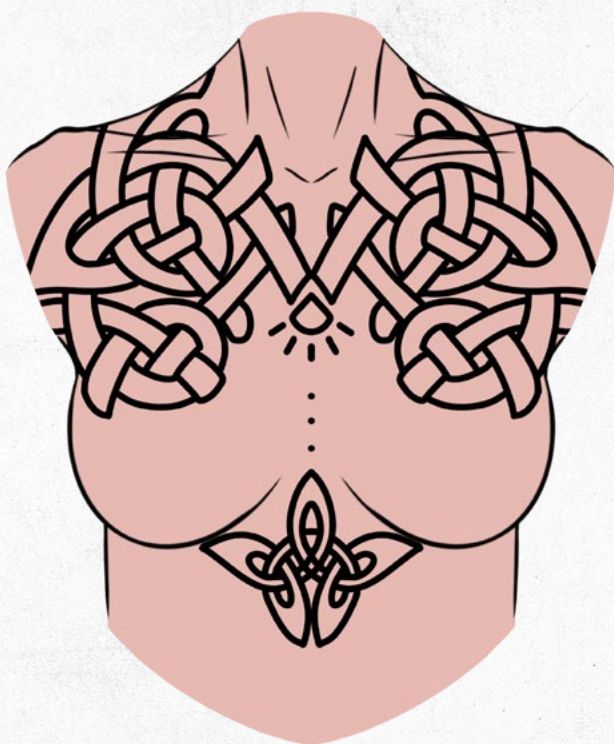
damage equal to 2d8 and has the finesse, light, and thrown properties (range 20/60). The sword vanishes after your aura would have vanished. For the duration, you can use your bonus action to dismiss the sword and recall the aura, or vice versa.

LORE



When examined by a curious druid, she discovered that this tattoo actually had a secondary property that makes its bearer's body secrete an interesting aroma. The aroma seemed to have an effect on other creatures' minds. This meant that in addition to the tattoo's ability to alter the magical defenses of whatever is in the vicinity of its bearer, it also altered their behavior in subtle ways if exposed too frequently to the tattoo's aura. Whether those changes are permanent remain to be seen. The druid continues her research to this day.





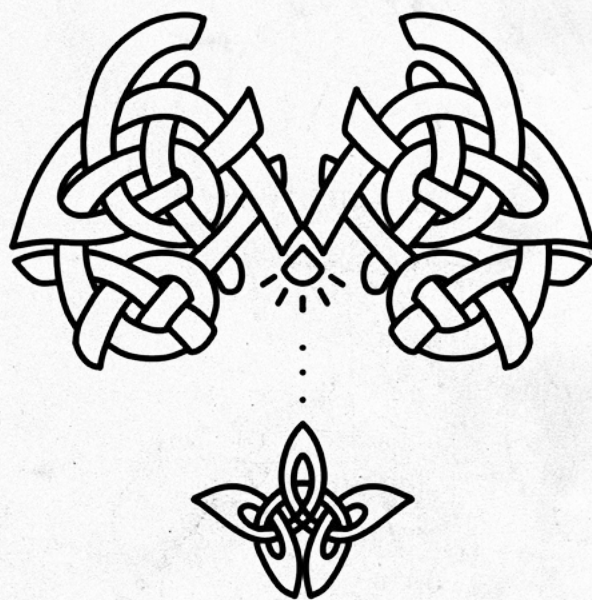
GENTLE PATH TATTOO

Wondrous item (tattoo), common (requires attunement)

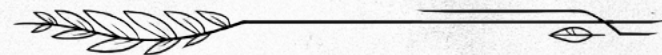
Produced by a special needle, this magic tattoo symbolizes the branching paths in one's life.

While this tattoo is applied on your skin, whenever you take bludgeoning damage, you gain a charge. All charges gained in this way vanish at the end of your next turn.

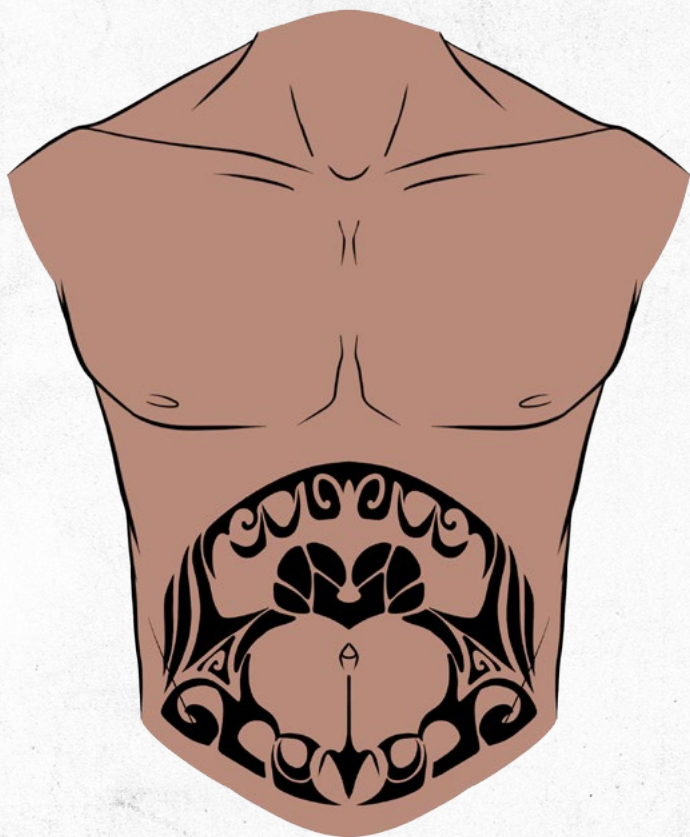
Redirection. When you hit a creature with an unarmed strike, you can expend 1 or more charges to deal an extra 1d6 bludgeoning damage for each charge expended.



LORE



This tattoo grants its bearer the ability to absorb energy and actually retains that energy across its surface, building tension as it goes. If ever too much energy is allowed to build up within the tattoo, there is a danger that it might rebound on the bearer, often to catastrophic results. This warning is printed (in fine print) on the bottom of every parchment bearing the design.



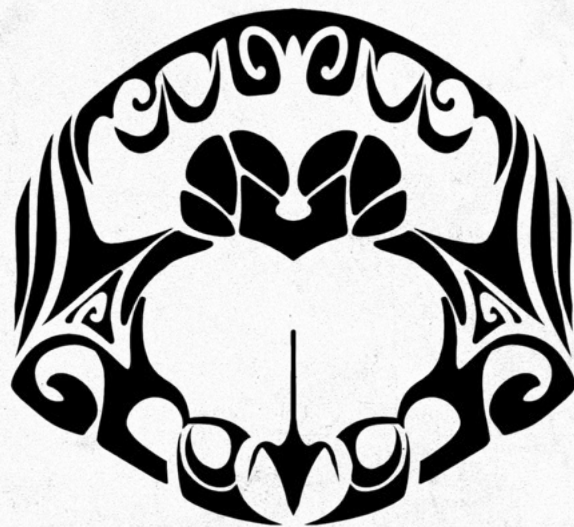
GLUTTONOUS TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents a never-ending hunger.

This tattoo is a feeding orifice for a perpetually-starving, extradimensional creature. As an action, you can command the tattoo to attempt to devour one creature or object that isn't being worn or carried and that is no more than one size larger than you. The tattoo expands in size, in an attempt to devour the target whole.

Unsecured objects are automatically devoured while creatures must make a DC 15 Dexterity saving throw, being devoured on a failure. A devoured creature is blinded and restrained, has total cover against attacks and other effects from outside the tattoo, and takes 4d6 necrotic damage at the start of each of its turns. Once devoured, a creature remains devoured until freed. Objects (not being worn or carried) devoured by the tattoo are spit out into another plane of existence if left inside of the tattoo for 1 hour. The GM determines the time



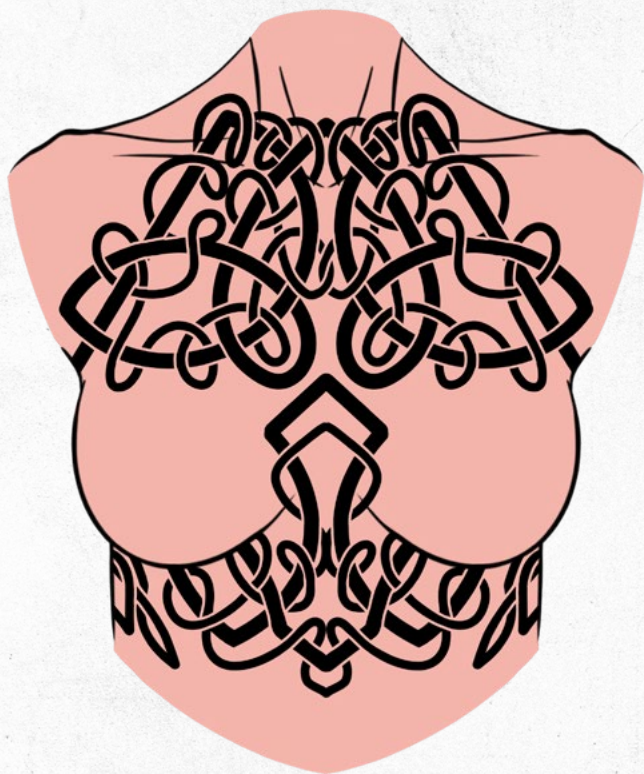
and plane. A creature within 5 feet of you (including a devoured creature) can use its action to make a DC 15 Strength check, freeing a devoured creature or object on a success.

Once used to successfully devour a creature or object, the tattoo can't be used again until the next dawn.

LORE

During an outbreak of plague, butchers are often faced with a tough decision as their leftover cuts of meat go unbought, uneaten, and add to the rot and damage caused by the disease if not disposed of properly. An active push was made during one particularly virulent outbreak by a union of butchers to have this tattoo distributed among its members. It provided a means for many concerned butchers to dispose of tainted meat in a more hygienic way.



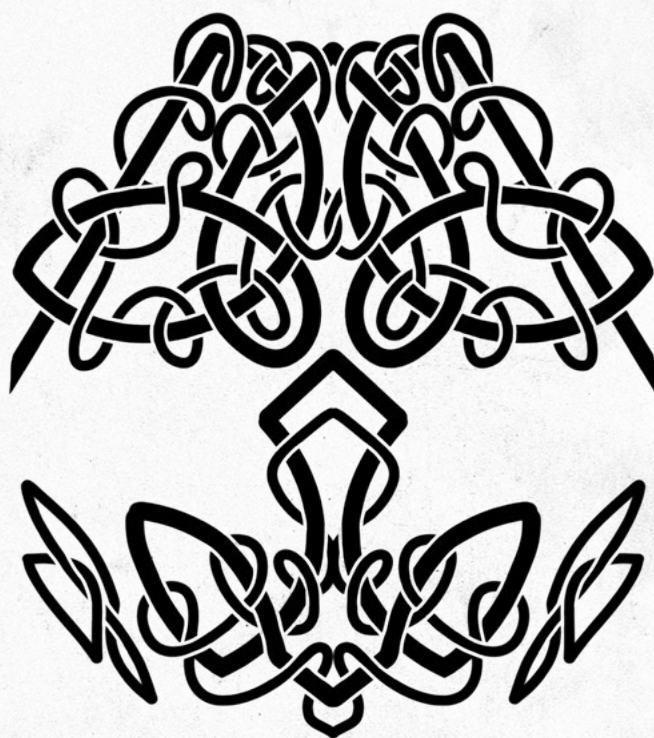


HARDENING TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents magically reinforced chains.

As an action you can activate the tattoo which turns your skin into a magically hardening epidermis for the next minute. For the duration, each time you cast a leveled spell, you gain a +2 bonus to AC and your speed is reduced by 10 feet. After the minute elapses, these effects end. Once this property has been activated, it can't be used again until after you finish a short or long rest.

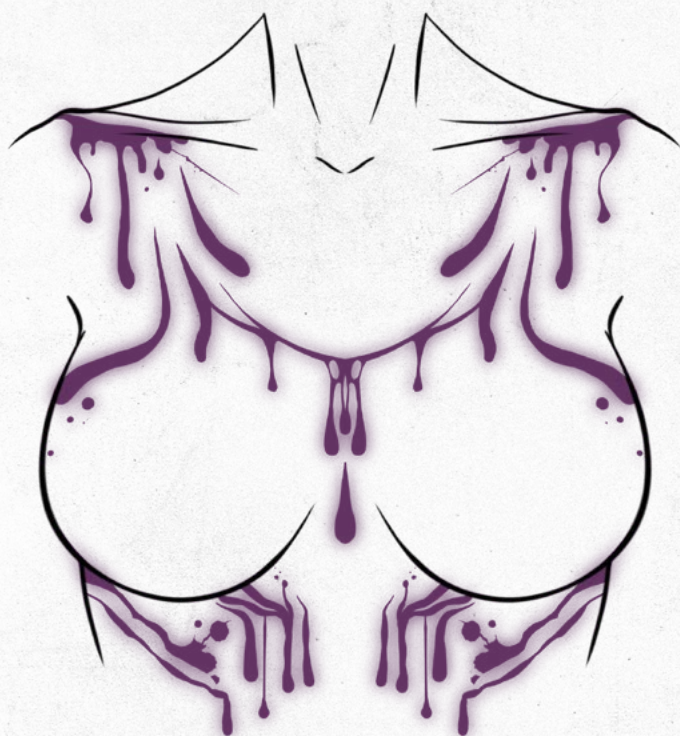


LORE



Many young adventurers gravitate to the life they believe adventuring will provide them, without the forethought to consider the hardships that litter one's path to greatness. Thankfully, this tattoo helps would-be magicians feel safer as they take on their first few challenges, providing a great deal of protection so long as they can consistently dish out magical damage.





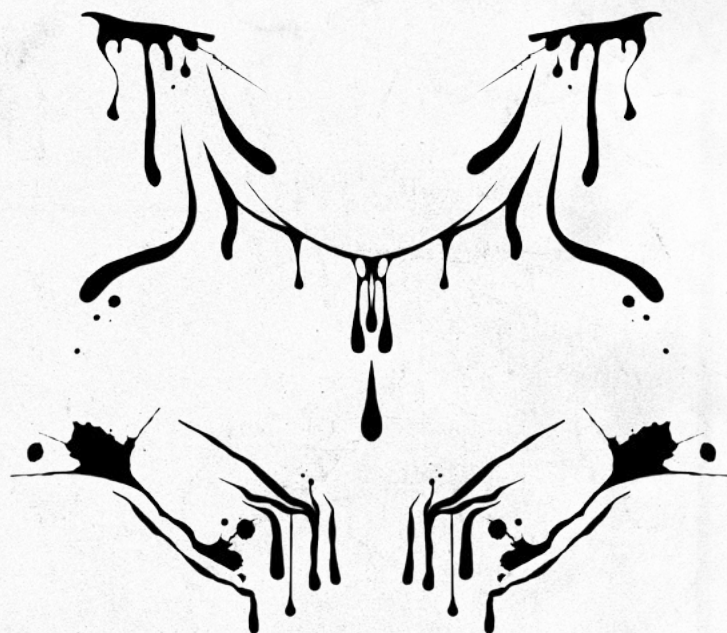
INKY FORM TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents a being composed entirely of ink.

While this tattoo is applied on your skin, you can use an action to shift into an inky form for the next minute. While in this form, you can move through a space as narrow as 1 inch wide without squeezing. Additionally, you can occupy a creature's space. You can use a bonus action to end this effect. Once used, this property of the tattoo can't be used again until an hour has passed.

Suffocate. If you are occupying a creature's space, you can use your action to attempt to envelop and suffocate that creature. The creature must succeed on a DC 13 Constitution saving throw or become grappled. While grappled, the creature takes 1d8 necrotic damage at the start of each of its turns and can't breathe. It can use its action to repeat the saving throw, ending the grapple on a success. A

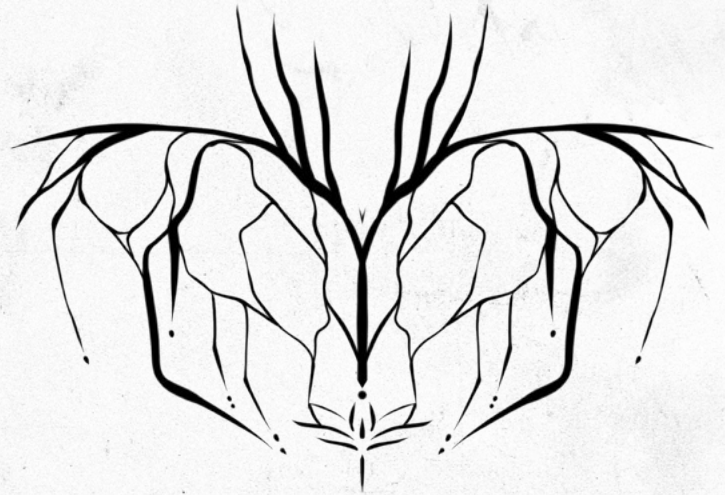
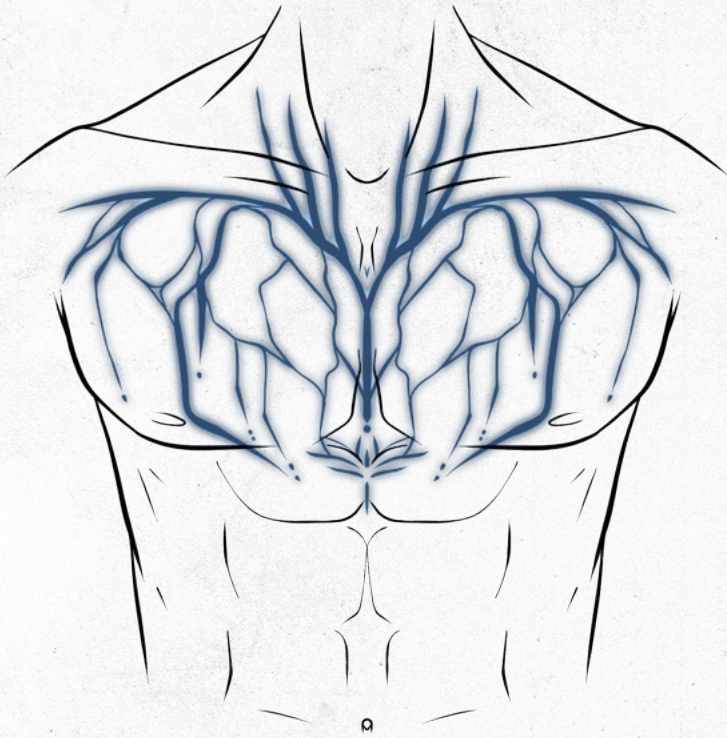


creature that doesn't need to breathe automatically succeeds on this saving throw.

LORE



Shadowborn creatures have long been a nuisance to all who unfortunately run into them; their innate ability to move into otherwise intraversable, tight spaces is universally despised. An aspiring tattooist spent years tailing these creatures as they skittered about, risking life and limb in the process. The tattooist was eventually able to create a design that emulated the creatures' elusive properties after many years, using ink rather than shadows as the primary element for the formless movement they wished to replicate.



LIFEBLOOD TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes blood flowing through one's veins.

While this tattoo is applied on your skin, when you roll a 19 or 20 on your attack roll's d20, the target of your attack takes an extra 2d6 necrotic damage if it has blood. Additionally, small strings of ink shoot out from your tattoo, and you gain temporary hit points equal to half the extra damage dealt.

LORE



There are those who would brand the practitioners of the necrotic arts as unholy villains without a second thought, but their unorthodox practices have actually inspired more than a handful of useful advancements in other fields. This tattoo, for example, was the product of an artist's short-lived fascination with necromancy, as they were compelled to find a design that would draw out the life force of a target and channel it into the tattoo's bearer. Eventually, they found a way to do this without requiring the bearer to bite its target, which was quite the accomplishment.





LUSCIOUS LOCKS TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents a thick, flowing mane.

As an action, you can speak the tattoo's command word to cause long, inky hair to sprout all over your body. The hair remains until you dismiss it as a bonus action.

While the hair is grown out, you feel incredible warmth and have resistance to cold damage. You can also tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection.

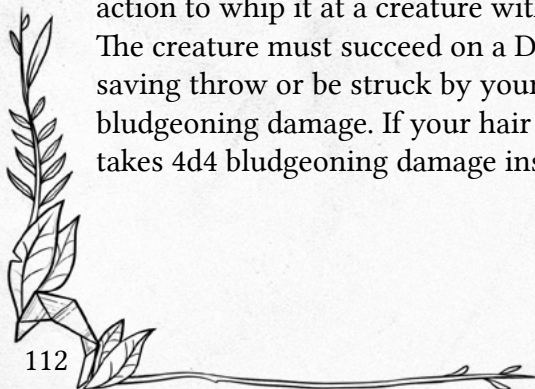
Slay. While your hair is out, you can use an action to whip it at a creature within 10 feet of you. The creature must succeed on a DC 15 Dexterity saving throw or be struck by your hair, taking 2d4 bludgeoning damage. If your hair is wet, the target takes 4d4 bludgeoning damage instead.

LORE



There was once an old witch who lived peacefully in her desert. One day, she was taken away and locked in a tall tower by an entitled princess and her royal guard. The princess had found the witch to be too repulsive and saw no other recourse. The tower room in which the witch was kept was many stories high and had windows that allowed the witch to see the beauty of the lands from which she was taken away.

At the very least, she had been provided inks and other arts and crafts supplies to occupy her in her isolation. She used the inks to dabble in tattooing for a little while, later creating a potent design (thanks in part to her own magic) that allowed her to grow hair at an exponential rate. This eventually provided a means for her to climb down from her prison using some strong knots and a handy pair of scissors.





PARASITIC TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo symbolizes purification.

As an action, you can speak the tattoo's command word to make it detach from your skin as inky parasites and burrow into a willing creature within 5 feet of you. The creature takes 2d6 piercing damage if it is poisoned and an additional 2d6 piercing damage for each disease afflicting it. At the end of your turn, the inky parasites emerge from the creature and return to your skin. The creature that was burrowed into is cured of any diseases and the poisoned condition. Once this special action is used, it can't be used again until an hour has passed.

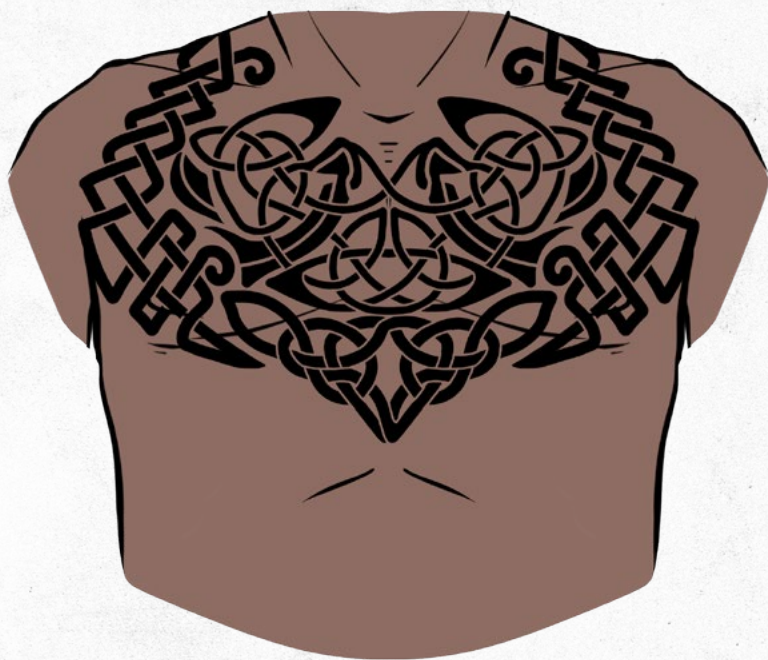
Leech. If the tattoo has been used to end disease or poison in another creature, you can use an action to speak the tattoo's second command word to regain 2d6 hit points. This property of the tattoo can't be used again until after the tattoo is used to end another disease or the poisoned condition.

LORE



In order to craft this tattoo, you would need to gather a pair of easily located but aggressive parasites known for burrowing deep into their hosts to prevent extraction. No tattooist has ever let slip whether the creature components and the inky parasites that emerge from the tattoo after it is activated are one and the same. The very thought is what many believe have led to this tattoo being one of the most unpopular designs on the market.





PHILOSOPHER'S TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes knowledge and discourse.

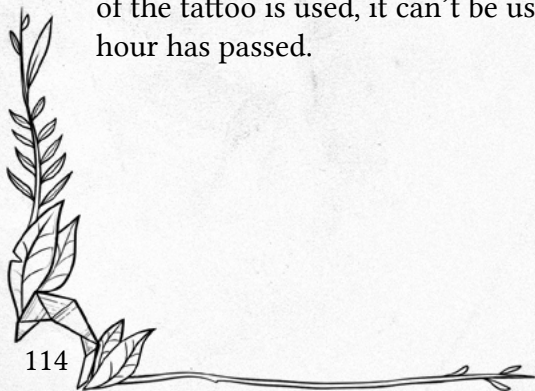
While this tattoo is applied on your skin, the rate at which you age is halved and you can't be aged magically.

Timelord. As an action, you can touch one willing creature and cause them to appear to have aged up or down any number of years in appearance and size (one size larger or smaller) for the next minute. A creature can use its action to make a DC 15 Intelligence (Investigation) check, identifying through the illusion on a success. Once this property of the tattoo is used, it can't be used again until one hour has passed.

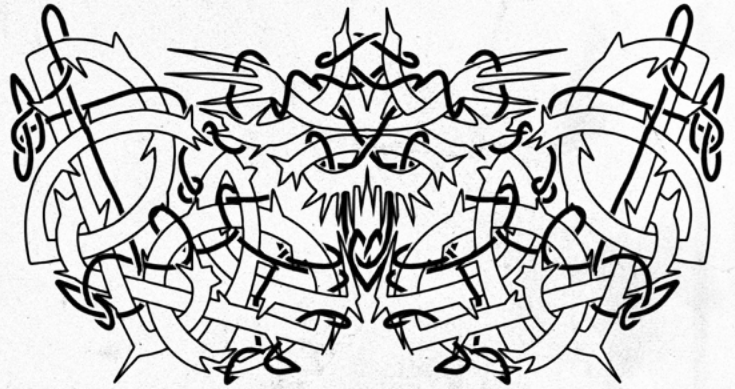
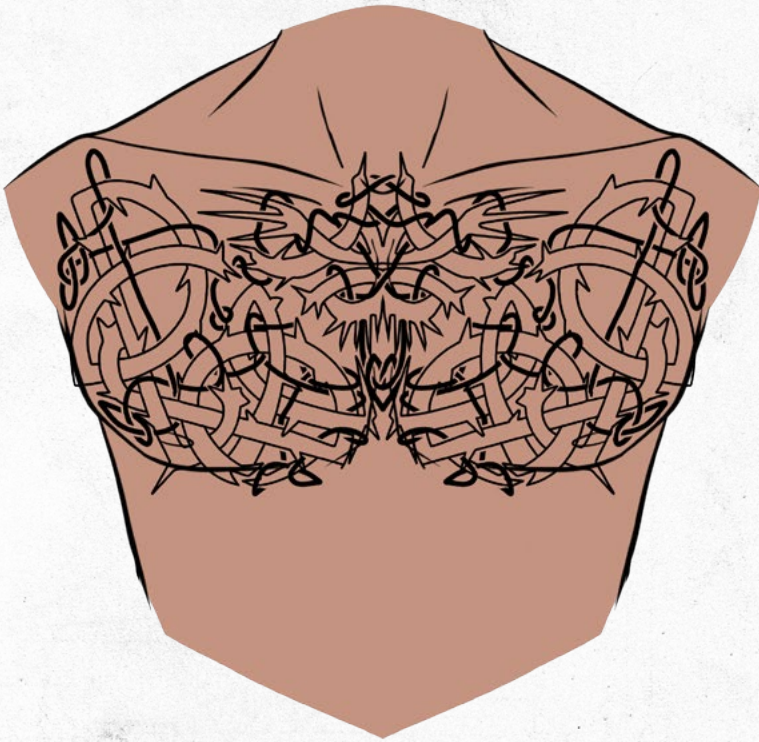
LORE



There is a tale of a man who commissioned a portrait of himself that held magical properties. It would cause him to appear much younger, instead of the way he looked as the portrait was painted. Unfortunately, his cheeky artist made a last-minute addition—the portrait also seemed to reflect the depravity of the man's character. One day, the man had enough of the creature staring back at him and took a knife to the portrait's smug smile. The remains of the canvas were harvested for the inks and parchment that were believed to hold the magic required for its clever illusion, many of which would eventually find their way into the hands of a pioneering tattooist.







PUFFER TATTOO

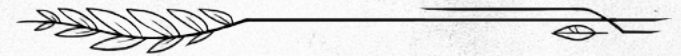
Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents spikes and barbed wire.

This tattoo has 3 charges and regains all expended charges daily at dawn.

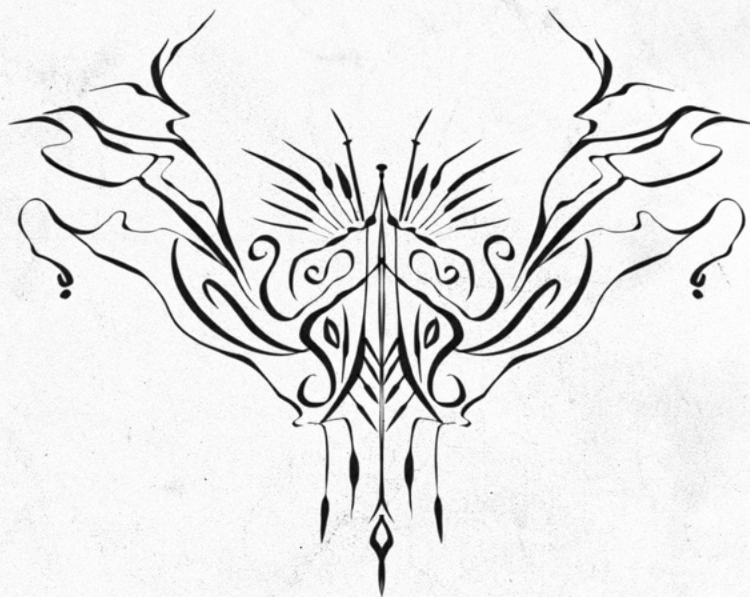
As an action, you can speak the tattoo's command word and expend 1 charge to instantly cause hardened, inky spikes to shoot out from your skin, piercing through anything you are wearing. Each creature within a 10-foot radius of you must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.

LORE



The properties of this tattoo were inspired by the natural defenses of the ocean's puffer fish. It is a design that allows the bearer to feel complete protection from every angle. Paranoid customers often fall prey to the hefty, inflated price tags placed on this particular tattoo.





RENEWING FLAMES

TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo represents a magnificent being capable of rebirth.

While this tattoo is applied on your skin, you regain 1d10 hit points every 10 minutes, provided that you have at least 1 hit point. Once this tattoo has restored 150 hit points since you last finished a long rest, it can't restore any more hit points until after you finish a long rest.

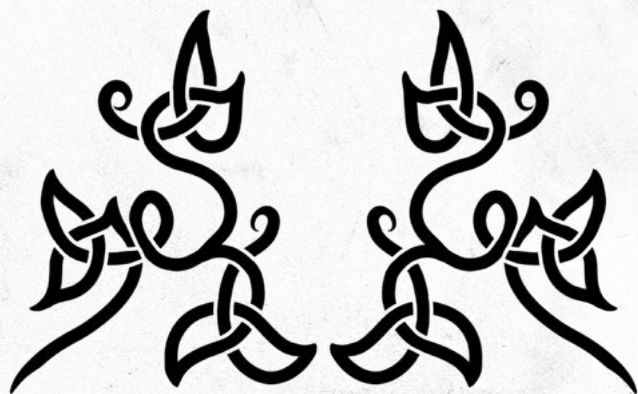
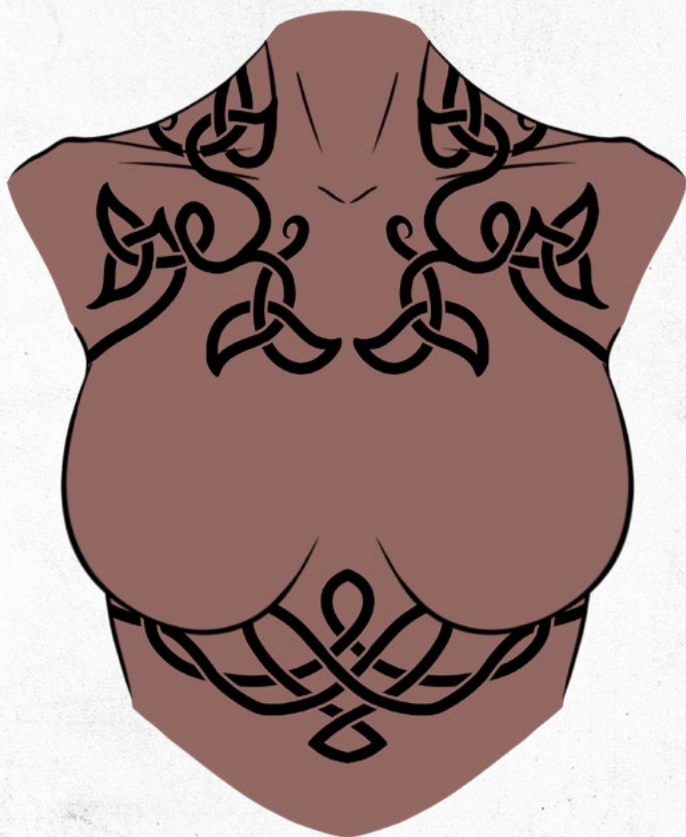
Additionally, whenever you are reduced to 0 hit points, each creature within a 10-foot radius of you must make on a DC 17 Dexterity saving throw, taking 4d10 fire damage on a failed save, or half as much damage on a successful one. You also instantly regain all your hit points and expend all your remaining Hit Die. Once this property of the tattoo is used, the tattoo loses all magical properties until 7 days have passed.

LORE



The idea for this tattoo was initially a suggestion voiced by worried alchemists as a way to prevent further loss of life that stemmed from their occupation's volatile experiments. The ability to regenerate health was helpful, but the chance to survive accidents week after week was even more of a benefit. Unfortunately, the costs involved with producing even a single one of these tattoos far outweighed the combined revenue of many of those whose lives were extinguished in their pursuit of magical and scientific breakthroughs.





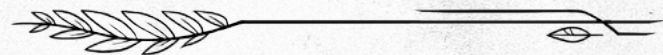
REGULATING TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo is comprised of lines that represent the heat of summer and cold of winter.

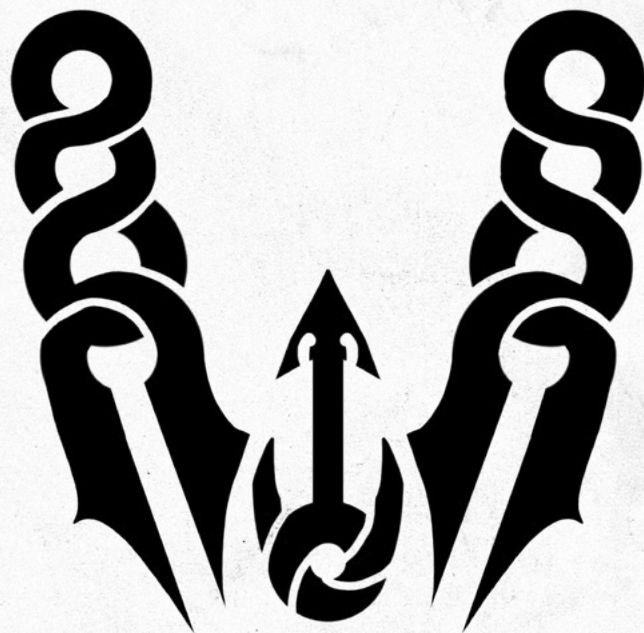
While this tattoo is applied on your skin, you gain resistance to cold and fire damage. You can also tolerate extremely cold (-100 degrees Fahrenheit) and extremely hot temperatures (130 degrees Fahrenheit), with no detrimental physical effects, for up to 1 hour.

LORE



This tattoo was made with the fledgling adventurer in mind. More than a few eager would-be heroes have had to deal with frigid cold temperatures one day, followed by unbearable heat the next. This is before even taking into account the potential to run into all manner of monstrosities that wield the heat and cold as weapons in battle. Unfortunately, despite its practicality, this is not the cheapest tattoo to obtain.





SCORPION'S STRIKE TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes the potent attack of a minacious creature.

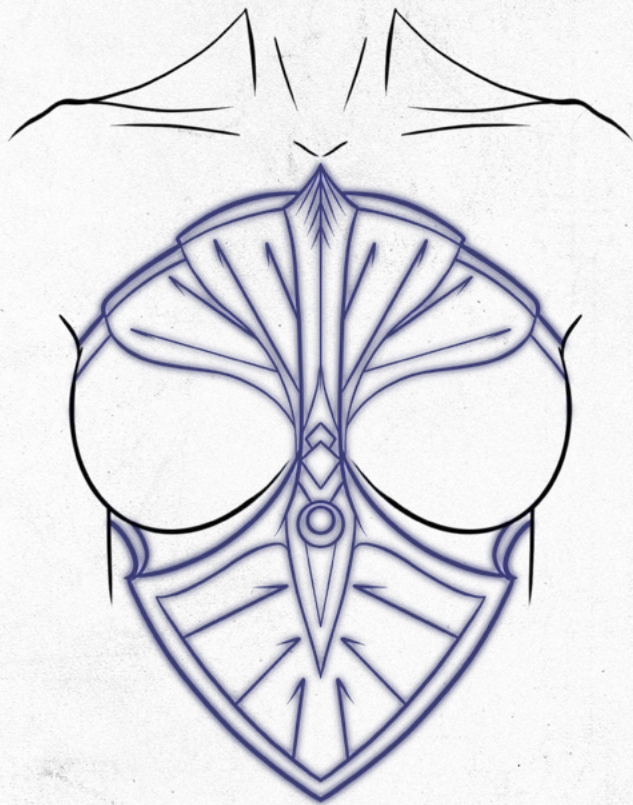
While this tattoo is applied on your skin, you have a +1 bonus to attack and damage rolls with your unarmed strikes which deal piercing damage equal to 1d8 plus your ability modifier on a hit and are magical for the purposes of overcoming magic resistance. Whenever you roll a 19 or higher on an attack roll made with your unarmed strikes, the target must succeed on a DC 15 Constitution saving throw or take an extra 2d10 poison damage and become poisoned for 1 minute.

LORE



Often spoken of in whispers and hushed tones, this tattoo's deadly properties are well-documented, though there is hardly anyone alive that claims to have observed its use. Many attribute this to the tattoo being distributed primarily to assassins that have earned a strong reputation for disposing of their targets in painfully excruciating manner.





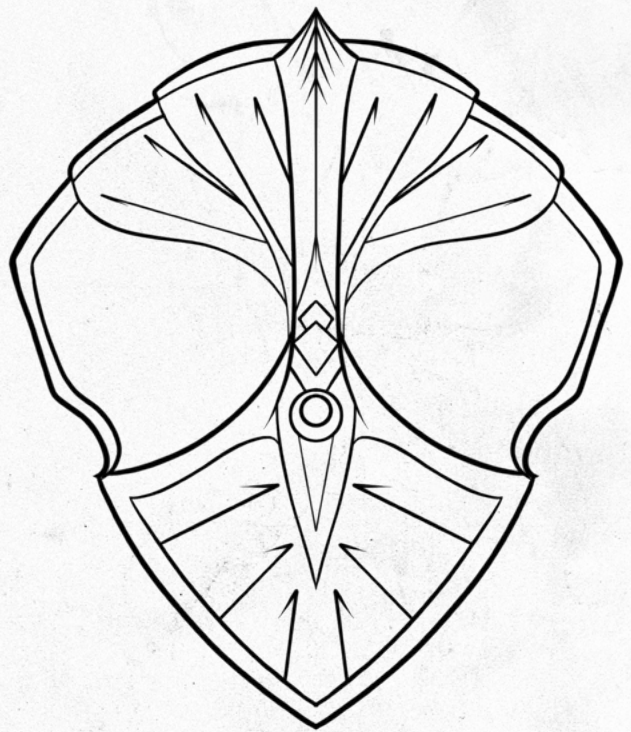
SPELLSHIELD TATTOO

Wondrous item (tattoo), legendary (requires attunement)

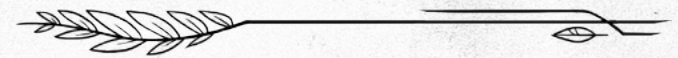
Produced by a special needle, this magic tattoo represents an age-old shield known to have deflected even the most deadly of magics.

As a reaction when you are the target of a spell that targets only you (not in an area of effect) that either misses you or against which you succeed on the saving throw, you can reflect that same spell back at the creature that cast it, using the slot level, spell save DC, attack bonus, and spellcasting ability of the original caster.

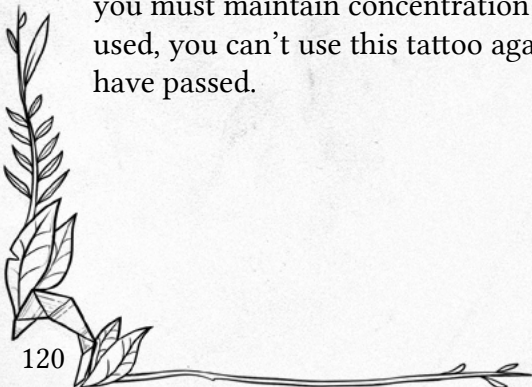
If you reflect a spell requiring concentration, you must maintain concentration on the spell. Once used, you can't use this tattoo again until 10 minutes have passed.

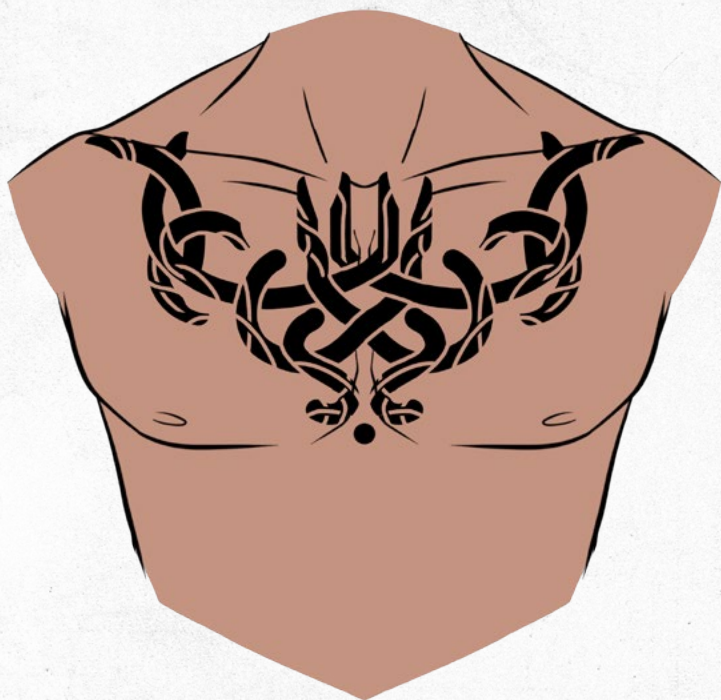


LORE



The original design of this tattoo was created by a historian and part-time tattooist with a great appreciation for ancient armors and shields. Once she discovered that many old shields harbored powerful enchantments anchored by markings and scripture, she immediately began to work on ways to incorporate them into tattoo designs. Her greatest work was replicating the magical enchantments imbued into a legendary shield passed down from hero to hero, known for protecting them against the most malevolent spellcasters in history.





STORAGE TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo is comprised of multiple hooks that serve both aesthetic and functional purpose.

This tattoo is able to act as storage space for up to 8 objects the same size as you or smaller.

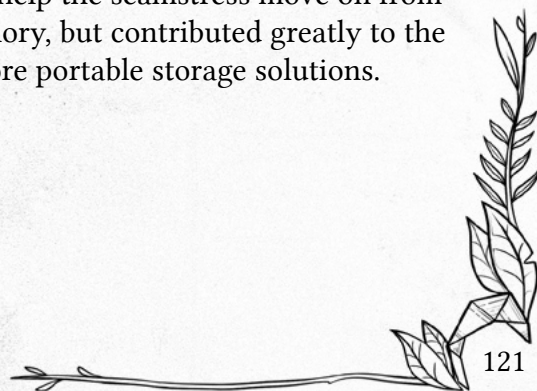
As an action, you can speak the tattoo's command word and push an object into the tattoo. The object magically folds into itself and is absorbed by the tattoo, appearing as a smaller inky facsimile of itself hanging on one of the hooks of the tattoo.

To retrieve any item, you can use an action to touch the item to be retrieved as you speak the tattoo's command word again. The item magically restores itself to its original state as it is pulled from the tattoo.

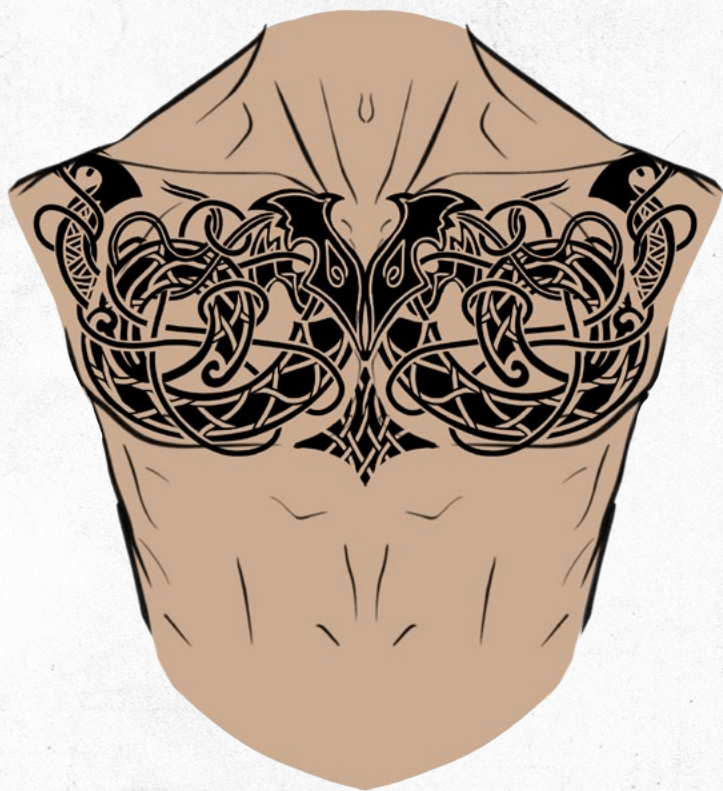
LORE



In a small township, there lived a talented seamstress with the ability to imbue a modicum of magic into the bags and clothing that she tailored. One day, after finishing a request for a bag with an interior far larger than it would appear to have from the outside, her patron refused to pay, knocking her to the ground and running off with the item clutched tightly in his arms. This incident affected the seamstress deeply, and she was never able to recreate the same item again due to the lingering trauma. Her partner, a tattooist, was able to replicate a similar effect within one of his designs years later, which did little to help the seamstress move on from her troubling memory, but contributed greatly to the global need for more portable storage solutions.







TEMPTING FATE TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo symbolizes the strings of fate.

As an action, you can choose one of your ability scores (Strength, Intelligence, Wisdom, Dexterity, Constitution, or Charisma) and roll a d4. On a 1 or 3, your ability score increases by the same amount. On a 2 or 4, your ability score decreases by the same amount. Once used, this tattoo can't be used again until 7 days have passed.

Removing the tattoo does not remove its effects upon your ability scores.

LORE

There was once a young boy who enjoyed collecting rocks. One day, he found a piece of volcanic glass made up of twenty equal facets. Moments afterwards, a group of older boys approached and began to bully him. He wished that he was bigger and stronger than all of them, and was instantly transformed into a giant. The other boys ran away in fear, but soon returned with a crowd that carried pitchforks and bows. The boy then wished for a tougher skin to defend himself and found his skin turning to stone. The crowd, more frightened than ever, readied for attack. Anticipating this, the boy held the rock tight and wished to be the king, and as he changed in front of their eyes, he used his newfound confidence and appearance to convince them all to leave him be. Making one more wish, he asked for the rock to be bound to him forever. Years later, a historian who discovered a portrait of the king would bring the artwork to a mystical tattoo parlor—noticing a large mark upon the king's chest.



THE DARK ONE'S TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes darkness and corruption.

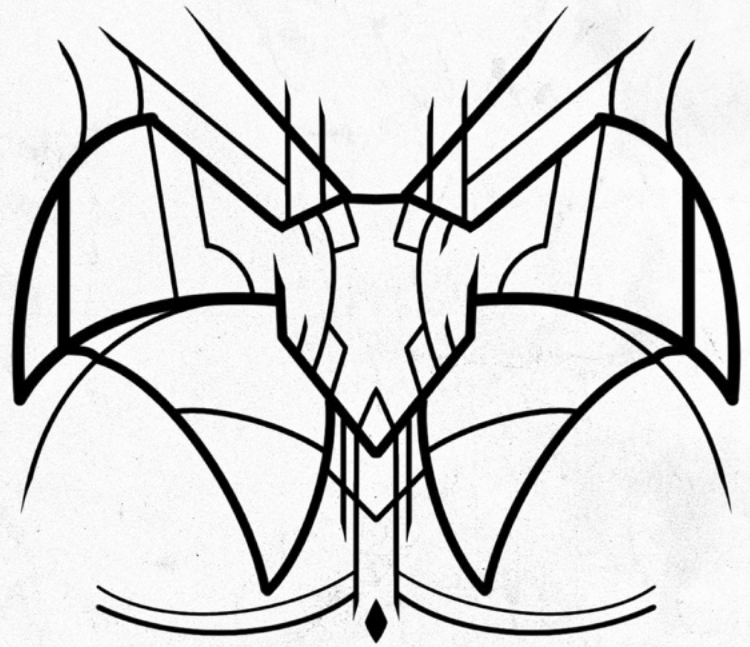
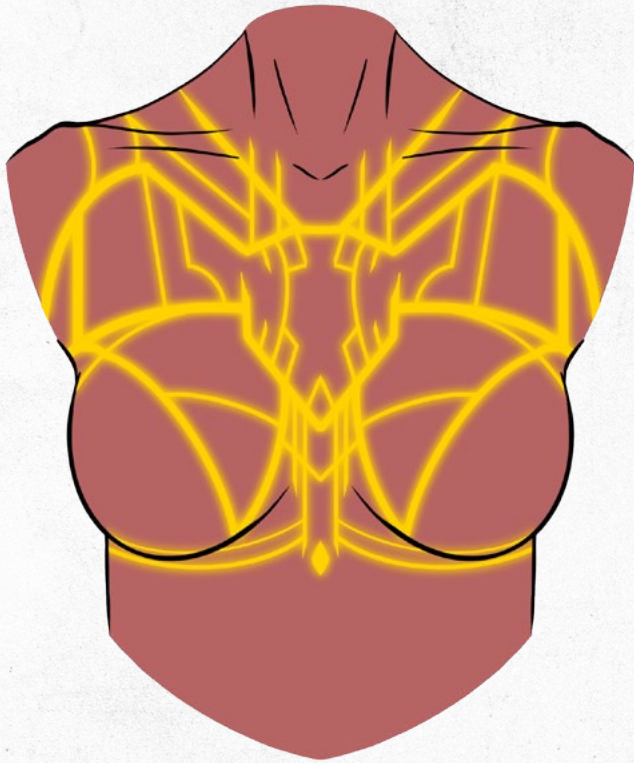
As an action, you can speak the tattoo's command word, hexing yourself. While hexed in this way, you take 1d6 necrotic damage whenever you hit a creature with an attack for the next minute. The target of your attack takes necrotic damage equal to three times the necrotic damage you received from this hex. Once used, this tattoo can't be used again until you finish a short or long rest.

Each time this tattoo's effect is activated, it grows in size.



LORE

There was once a very unlucky tattooist who witnessed an otherworldly monster viciously drain the life force out of one of his companions in front of his very eyes. Thankfully, the being vanished immediately afterwards, but this moment haunted the artist for the rest of his life. On his deathbed, he finally sketched out a design that had been fixed in his mind since that terrifying encounter.



THE STORM HAG'S TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents a fearsome creature capable of calling down thunder and lightning.

As an action, you can speak the tattoo's command word and cause tendrils of electricity to surge through your body for the next 10 minutes. You can end this effect early by using a bonus action to dismiss it.

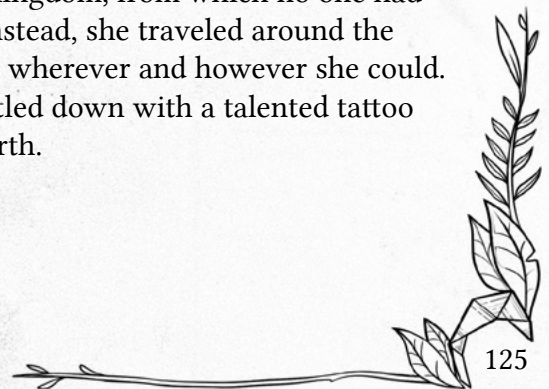
For the duration, you are resistant to lightning damage. Additionally, whenever a creature comes within 5 feet of you, electricity surges from your body into theirs and the creature must make a DC 15 Constitution saving throw. On a failed save, a creature takes 2d10 lightning damage.

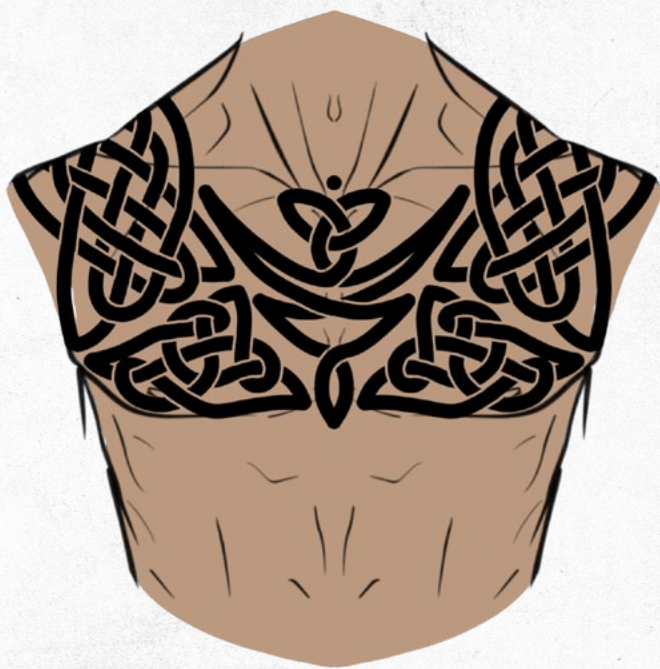
Once used, the tattoo can't be used again until the next dawn

LORE



A princess once made a deal with a sea hag in order for her ship and subjects to safely pass through the hag's stormy waters. Once the ship reached its destination, the princess vanished from sight, whisked away to the hag's lair. There, she would be put to work as the hag's housekeeper. She did this work without complaint, knowing that her subjects were alive because of her sacrifice. After ten years, the hag set the princess free, an unlikely friendship having formed between them. The hag let a bit of her magic flow into the princess before she left, manifesting as a mark on her chest. The princess did not return to her kingdom, from which no one had come to her aid. Instead, she traveled around the world, helping out wherever and however she could. She eventually settled down with a talented tattoo artist in the far north.





TRANQUILITY TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo is composed of weaving lines representing serenity.

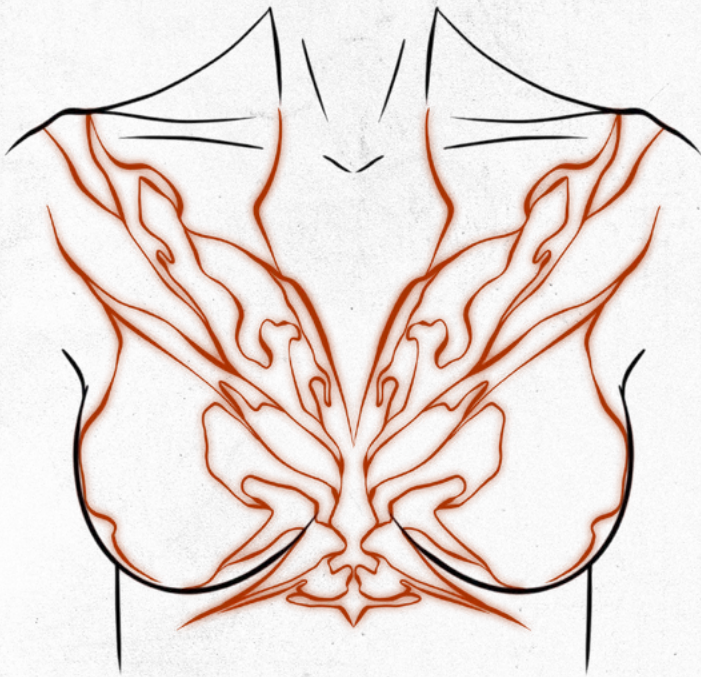
While this tattoo is applied on your skin, whenever something would break your concentration, you can choose to maintain concentration instead. Once this property of the tattoo is used, it can't be used again until the next dawn

LORE



This tattoo helps to anchor the mind, keeping its focus on matters of importance by magically suppressing superfluous stimuli. It was first developed for members of a corrupt nobleman's troop of bodyguards to keep them vigilant after a string of incidents involving their wandering eyes led to the nobleman having a few too many brushes with death.





VENOM CASKET TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents a slimy exterior.

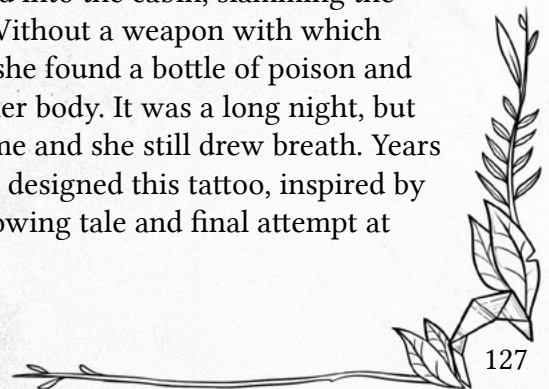
While this tattoo is applied on your skin, the skin around the tattoo feels slick and slippery to touch. As an action, you can cast the *frogskin** spell with the tattoo. The tattoo can't be used this way again until the next dawn.

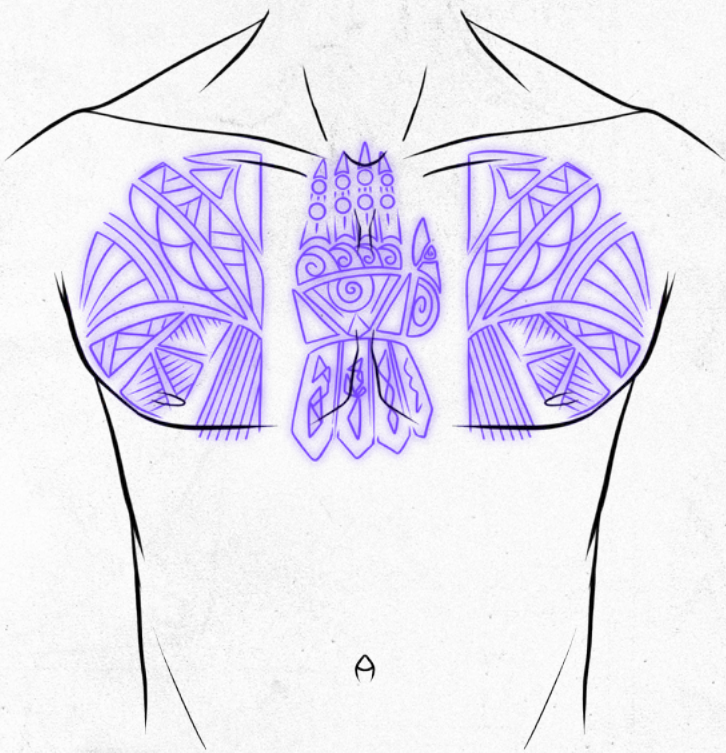
(*see "Spells" on page 278)

LORE



A hunter was out one night when a sudden movement in the periphery of her vision caused her to turn and loose her last arrow. Though a howl came at the end of the shot, the hunter found nothing when she went to investigate, save for a patch of dark blood upon the grass. Having no ammunition left, the hunter returned home and slept. She was awoken in the middle of the night by a loud scraping at the door. Armed with her bow, she cautiously opened it. Again, she found nothing. As she bent low to investigate, a large creature caught her side and knocked her weapon away. She retreated into the cabin, slamming the door behind her. Without a weapon with which to defend herself, she found a bottle of poison and coated it all over her body. It was a long night, but soon the dawn came and she still drew breath. Years later, her daughter designed this tattoo, inspired by her mother's harrowing tale and final attempt at defending herself.





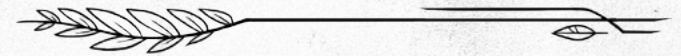
WARRIOR OF LIGHT TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

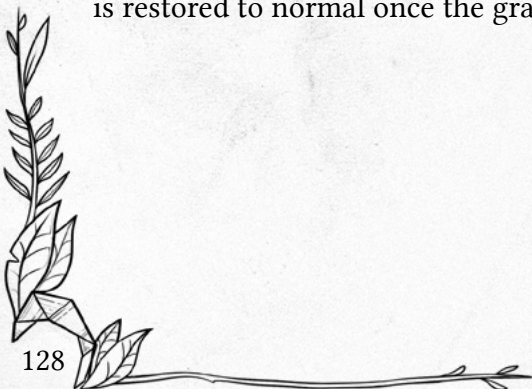
Produced by a special needle, this magic tattoo symbolizes rejuvenation.

While this tattoo is applied on your skin, if you successfully grapple a creature, the tattoo begins to encroach upon it. While the creature is grappled by you, at the end of each of your turns and at the end of each of the creature's turns, the creature's AC is reduced by 1, as the tattoo continually expands and glows brighter upon its skin. The creature's AC is restored to normal once the grapple ends.

LORE



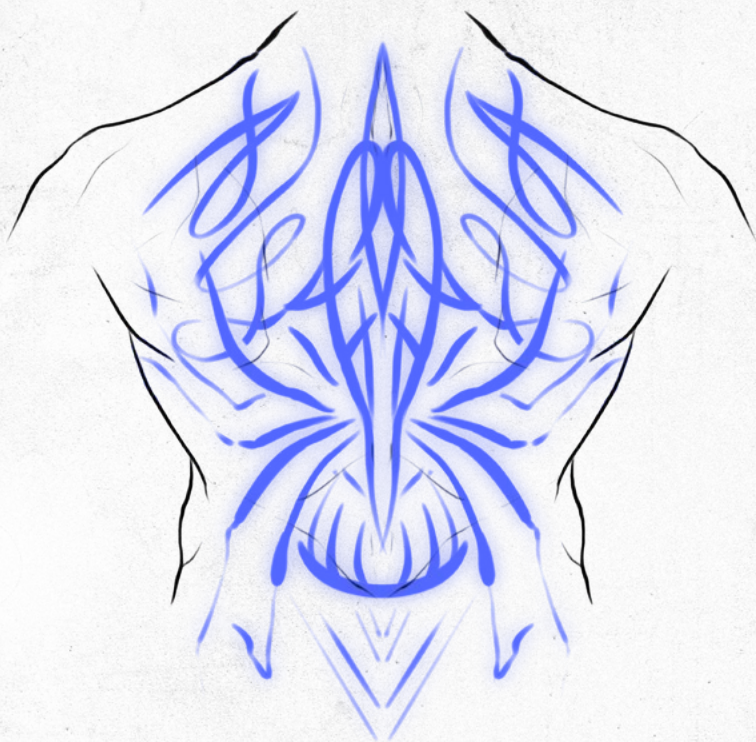
It is no secret that holy men and women educated in medicine are highly sought after for their invaluable healing abilities. Often conscientious observers, these pacifists sometimes find themselves twiddling their thumbs while the rest of their party is engaged in combat. Thankfully, the emergence of this tattoo has created the option to remove an aggressor from a fight until it can be properly subdued by one of their companions. As one might guess, it was a talented holy woman who once grappled with this exact situation, that eventually sat down and sketched the design.





BACK TATTOOS





ARACHNID TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a web-spinning creature known to elicit great fear in those that behold it.

As an action, you can speak the tattoo's command word to make it extrude from your skin as six inky limbs for the next hour or until you use a bonus action to draw the limbs back into your skin. These long, nimble limbs end in razor-sharp points capable of finding purchase on the smoothest of surfaces. Once used, this property of the tattoo can't be used again until you finish a short or long rest.

While the limbs are present, you are under the influence of the *spider climb* spell.

In addition, you can make unarmed strikes with your inky limbs. These strikes have a +1 bonus to attack and damage rolls, deal piercing damage equal to 1d4 + your Strength modifier, and are magical for the purposes of overcoming resistance to non-magical piercing damage. When you hit a creature using one of your inky limbs, it must

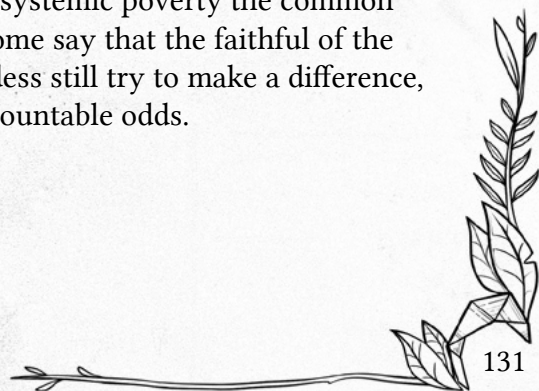


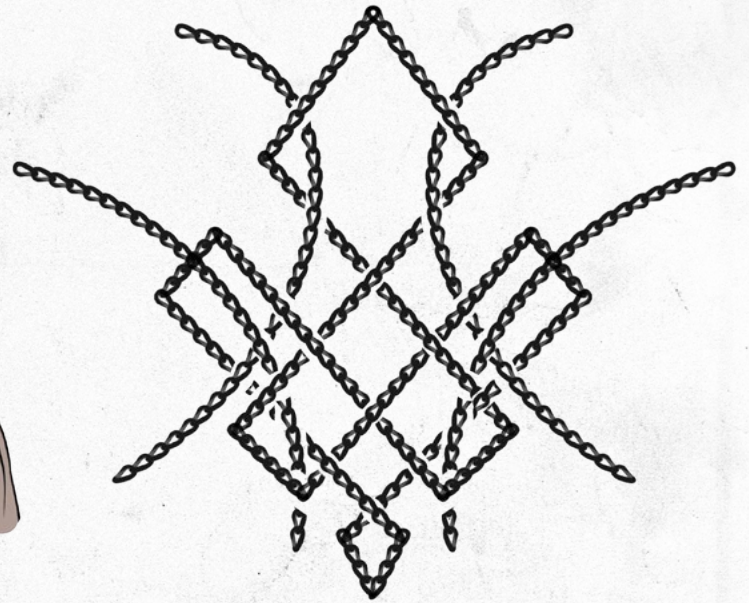
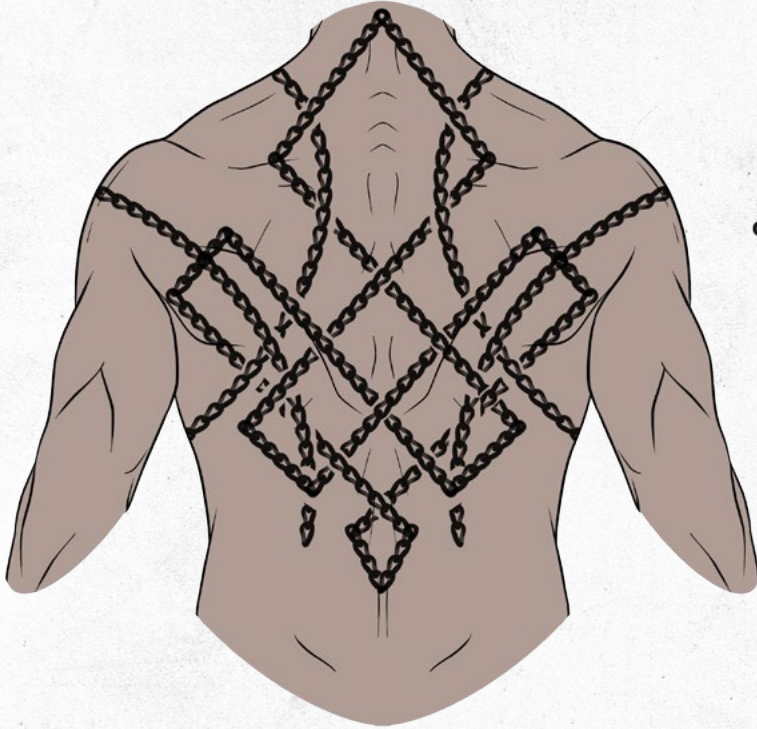
succeed on a DC 15 Constitution saving throw or take 2d6 poison damage and become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the condition for it on a success.

LORE



Loyal acolytes crafted this tattoo to venerate their illusion-spinning goddess of fate. Using the tattoo's magic, the goddess' faithful would burgle all manners of temples and vaults, redistributing the wealth amongst the common people. These heists were little more than a bandage against the gaping sore of systemic poverty the common people endured. Some say that the faithful of the fate-spinning goddess still try to make a difference, despite the insurmountable odds.





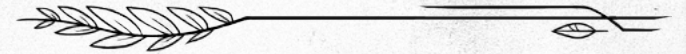
CHAINED TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo represents sturdy chains.

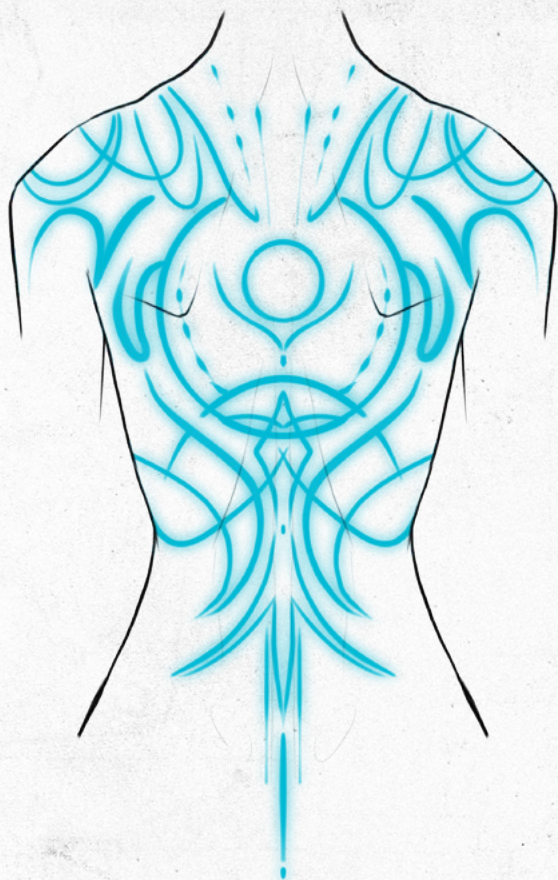
While this tattoo is applied on your skin, when you make a check or saving throw to prevent yourself from being moved against your will, you can use your reaction to cause inky chains to shoot out from your tattoo and latch onto the ground, granting you advantage on the check or saving throw.

LORE



This design was created by a tattooist who embarked upon a transoceanic voyage and was thrown overboard after a strong wave struck the ship. Fortunately, the crew was immediately able to recover the tattooist. After her brush with death, she spent the remainder of the trip designing a tattoo that would prevent her from being tossed around by anything ever again. The tattoo quickly gained popularity among sailors and those looking for a little bit more insurance against mother nature.



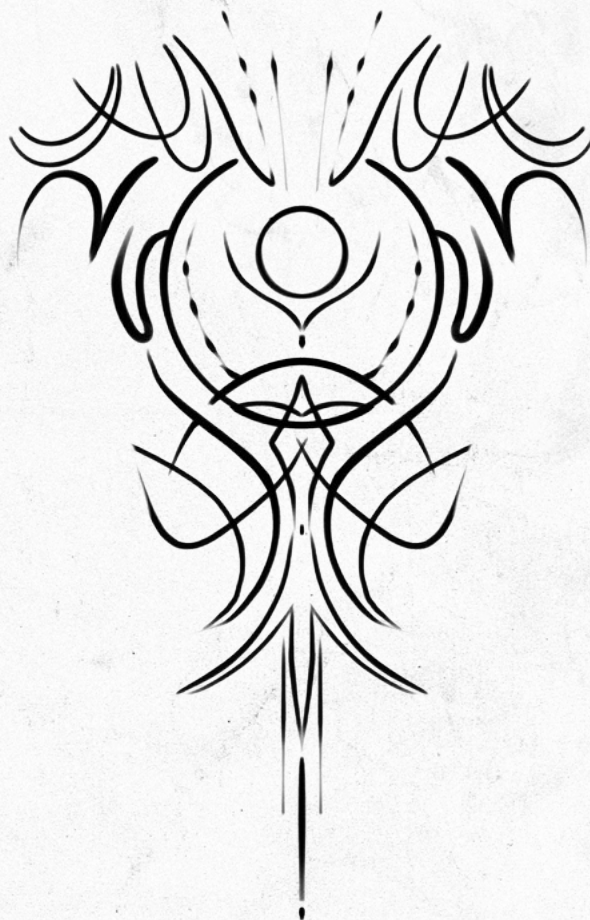


CHAOS WITCH'S TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents a being of unfathomable magical power.

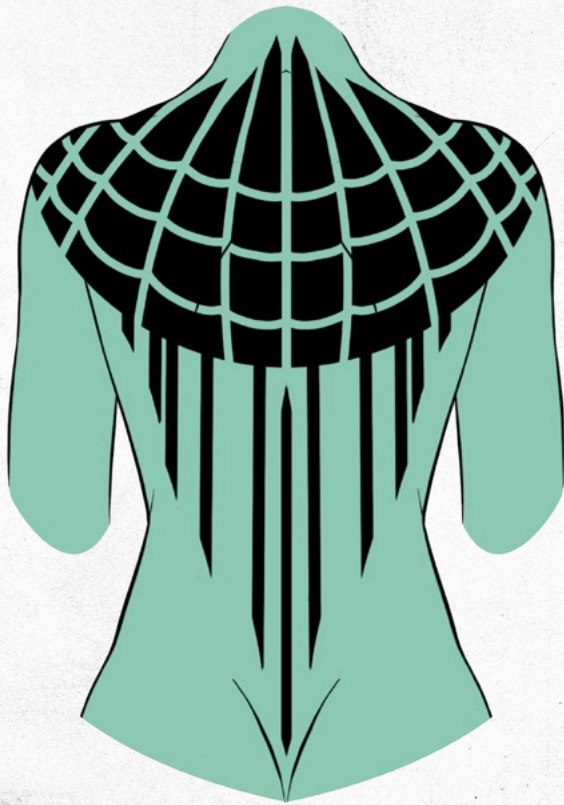
While this tattoo is applied on your skin, whenever you cast a spell that can be cast at a higher level, roll a d20. On an 7-20, you cast the spell one level higher without needing to expend the higher level spell slot. On a 1-6, you cast the spell one level lower. If the spell was cast at base level, it is canceled and the spell slot is still expended.



LORE

A tattooist once wanted to create a design that would allow spellcasters to increase the potency of their spells without expending more energy in their process. Short in the requisite knowledge to accomplish this, they sought out help from a powerful hag. The hag assisted them in creating a tattoo that offered a chance to cast more powerful magic, at the risk of complete failure. Naturally, the magical energy from failed spells continues to be funneled to the hag to this day.





CHUTE TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

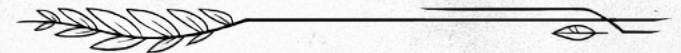
Produced by a special needle, this magic tattoo represents a lifesaving apparatus.

As a reaction when falling, you can speak the tattoo's command word to cause it to shoot out from your skin as a tethered inky sheet until you reach the ground or until you use a bonus action to dismiss it. For the duration, you descend 60 feet per round and take no damage from falling.

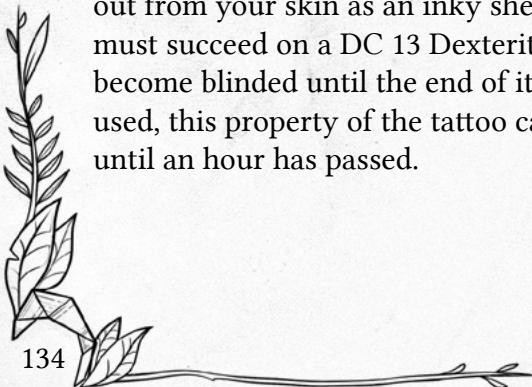
Misfire. As an action, you can speak the tattoo's command word with your back turned against a creature within 5 feet to cause it to shoot out from your skin as an inky sheet. The creature must succeed on a DC 13 Dexterity saving throw or become blinded until the end of its next turn. Once used, this property of the tattoo can't be used again until an hour has passed.

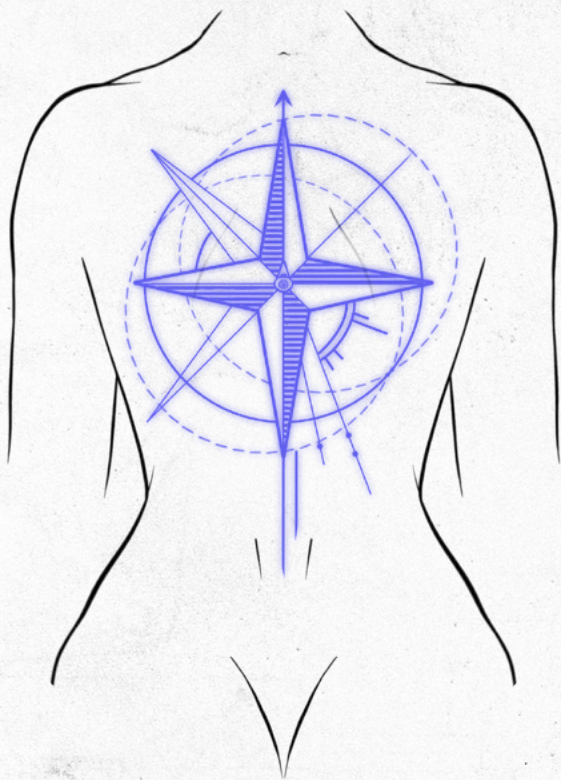


LORE



This tattoo was commissioned by a pirate airship crew to help facilitate air-to-ground docking and raids. No stranger to heights, this crew would free-fall with ropes trailing behind them from the ship and activate their tattoos as close to the ground as possible, allowing them to quickly and quietly drop out of thin air on unsuspecting travelers. As the design has spread, other uses have emerged, such as insurance for climbers fearful of plummeting off of mountains.





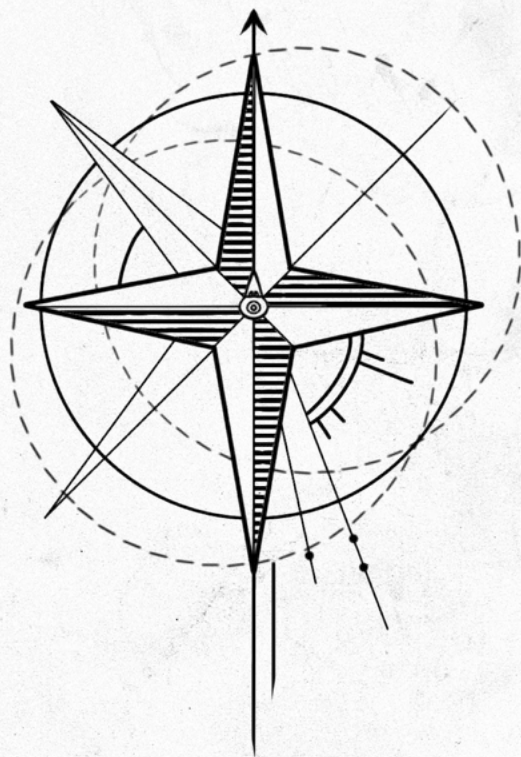
COMPASS TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents a compass.

While this tattoo is applied on your skin, it will always point north unless influenced by the effects of the Discovery property.

Discovery. As an action, you can concentrate (as if concentrating on a spell) and speak the name of a creature, object, or location you have seen before. The tattoo will point in the approximate direction of the creature, object, or location you are concentrating on. Each time this property is used, the GM interprets the name you choose to speak and decides where the tattoo points. Once used, this property of the tattoo can't be used again until you finish a long rest.

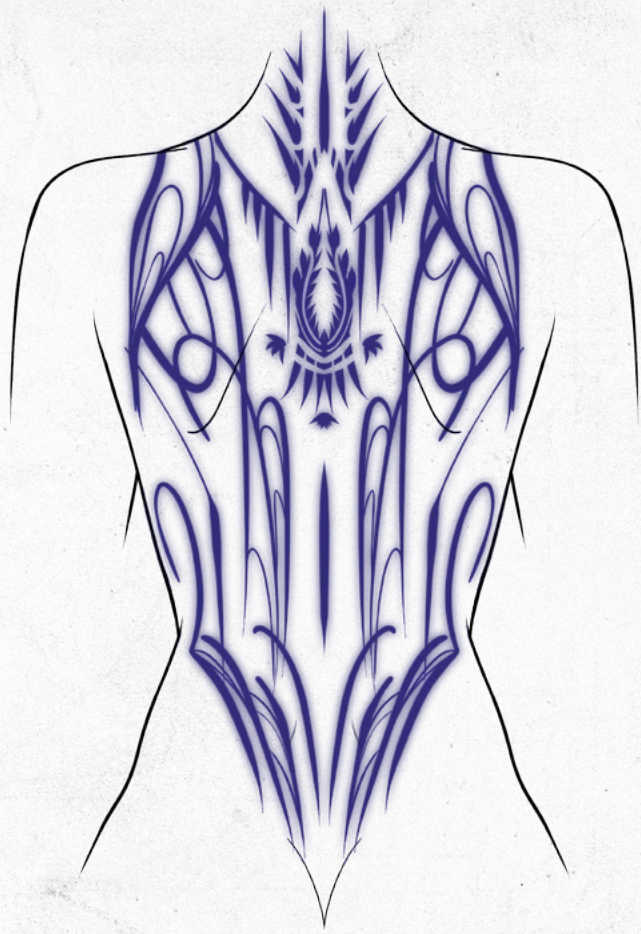


LORE



This design was created out of sheer desperation after a man spent almost ten years unable to learn how to navigate the streets of a sprawling metropolis. Too prideful to ask for help from strangers, he instead became moderately skilled at imbuing tattoos with magic and devoted himself to crafting a tattoo that would grant him the sense of direction he sorely lacked.





DARK FAIRY'S TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo illustrates a curtain of magical darkness.

As an action, you can speak the tattoo's command word and touch one magic item within 5 feet of you that you can see, temporarily nullifying its magical properties. If the magic item is being worn or carried by a creature, you must make a Dexterity (Acrobatics) check contested by the creature's Dexterity (Acrobatics) check. On a success, you touch the magic item, nullifying its effects as described. On a failure, the creature moves the item out of reach. The item's magic is suppressed up to 1 minute as long as you concentrate (as if concentrating on a spell).



LORE

Pixies are notorious for toying with unfortunate travelers, and the pixie artist that created this mystical tattoo was no different. She devised a way to temporarily strip the magical properties from her target's weapons and used this power (coupled with her spryness) to inconvenience adventurers at the most inopportune moments.





EARTHBOUND TATTOO

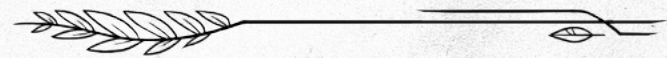
Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo symbolizes the earth's grasp.

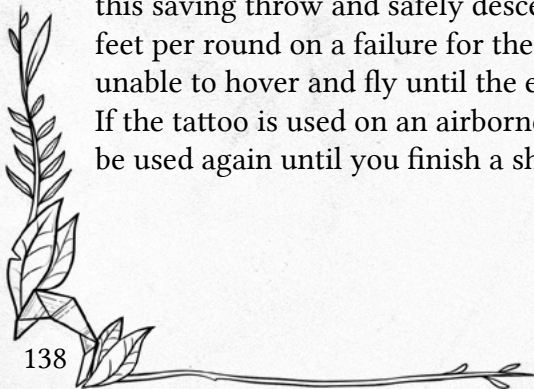
As an action, you can speak the tattoo's command word and snap your fingers while staring directly at a creature within 30 feet of you. The creature must make a DC 13 Constitution saving throw. On a failure, the creature takes 2d6 force damage and falls prone. On a success, the creature takes half as much damage and is not knocked prone.

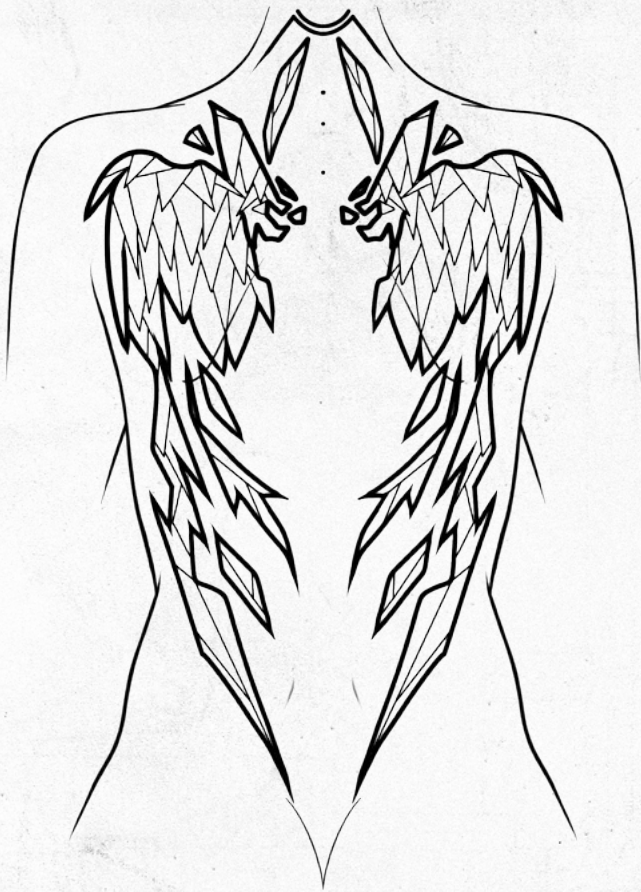
A creature in the air has disadvantage on this saving throw and safely descends at a rate of 60 feet per round on a failure for the next minute. It is unable to hover and fly until the end of its next turn. If the tattoo is used on an airborne creature, it can't be used again until you finish a short or long rest.

LORE



This tattoo was created by a short-tempered dwarf that grew tired of having to look up when speaking to taller humanoids. Rather than crane their neck to look up, she sought to simply snap her fingers to bring others to eye-level with her. The tattoo gained infamy after the dwarf used it to force a human king onto their knees after the king made a rude remark about her stature.





FALLEN ANGEL'S TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes the broken wings of a fallen angel.

While this tattoo is applied on your skin, you take an extra 2d6 necrotic damage whenever you take damage.

Ascension. As an action, you can speak the tattoo's command word to make it extrude from your skin as inky wings for the next hour. For the duration, you gain a flying speed of 40 feet and resistance to all nonmagical damage and one other damage type of your choice. You also no longer take extra necrotic damage whenever you take damage. Once activated, this property of the tattoo can't be activated again until the next dawn.



LORE



It's not every day that a demigod falls out of grace with his parent-god. This tattoo was created by one such demigod known as Reinhos after his powers and wings were stripped away unceremoniously. Unwilling to accept this embarrassing fate, Reinhos devised a way to manifest his lost wings from the tattoo. His parent-god saw this as an affront and cursed the tattoo; a reminder of the favor Reinhos had lost when he strayed from the path carved out for him.





FERRYMAN'S TATTOO

Wondrous item (tattoo), very rare (requires attunement)

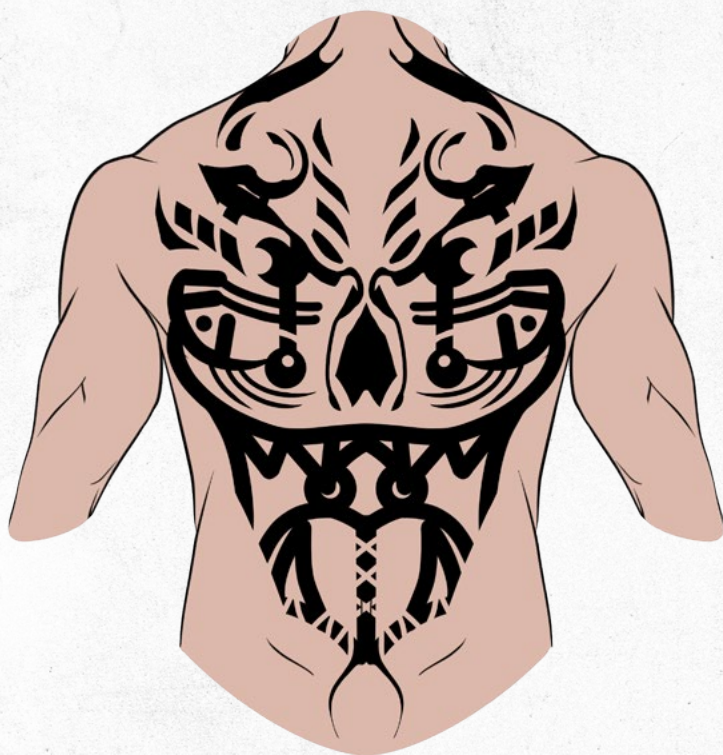
Produced by a special needle, this magic tattoo represents a determined old soul.

While this tattoo is applied on your skin, when you hit a target with a melee weapon attack, it becomes cursed for the next minute. A cursed target takes an additional 1d4 necrotic damage whenever you hit it with a melee weapon attack. The level of the curse grows each time you hit a creature cursed in this way, becoming more potent and increasing the necrotic damage it takes from the curse. The die becomes a d6 at two curse levels, a d8 at the three curse levels, a d10 at four curse levels, and a d12 at five or more curse levels. The curse ends if you don't hit a cursed creature with a melee weapon attack for 1 minute, or if you hit a target that isn't cursed in this way with a melee weapon attack.



LORE

This tattoo gets its name from an old man that ferried travelers across a swamp sitting between two settlements. The swamp's alligators and birds were particularly aggressive, so he was often seen whacking creatures on the head with the flat side of an oar. A tattoo artist and regular customer, inspired by the old man's spirit, decided to immortalize him in the form of this tattoo.



HALLOW TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

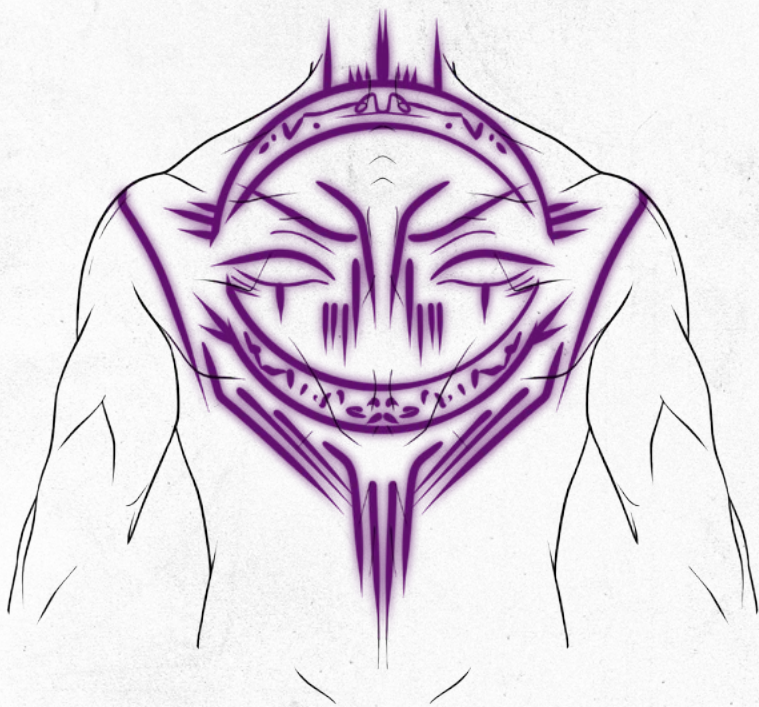
Produced by a special needle, this magic tattoo symbolizes a terrifying monster known to stalk its victims for days on end.

Boo! As an action, you can speak the tattoo's command word to cause the tattoo to enshroud you, disguising you as a nightmarish, inky entity. Each creature within 30 feet of you that can see you must make a DC 13 Wisdom saving throw. On a failure, a creature is frightened of you for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature chooses to repeat this saving throw and fails, it takes 2d6 psychic damage and the duration of its frightened condition resets to 1 minute. Once a creature has succeeded on the saving throw, it is immune to this property for the next 24 hours. Once used, this property of the tattoo can't be used again until an hour has passed.



LORE

This tattoo was created by a spiteful old hag and practicing tattooist that wanted to scare all would-be trespassers out of her forest. She would stalk adventurers for days as they attempted to navigate out, scaring them at every opportunity. At one point, she encountered a woman that could not be frightened no matter what the hag tried to throw at her. The woman eventually proposed a scare-off once it became clear what was going on. Much to the hag's surprise and amusement, the woman was an excellent competitor and gave her quite a good scare several days in a row. As a reward, the hag shared the secrets of her tattoo with the woman and allowed her safe passage through the forest.



HATEFUL TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a malicious hatred.

While this tattoo is applied on your skin, whenever a creature within 30 feet of you that you can see activates a magic tattoo, you can use your reaction to counter the magic of the tattoo, preventing it from having any effect and gaining a charge.

Each time you use this property of the tattoo, roll a d20. On a roll of 1, the tattoo expands over your body and violently expels its magical energy, expending all charges and leaving you stunned until the end of your next turn. You and all creatures friendly to you within a 60-foot radius must make a DC 16 Dexterity saving throw, taking necrotic damage equal to 8 times the number of charges in the tattoo on a failed save, or half as much damage on a successful one.

On a roll of 20, the tattoo expands over your body and violently expels its magical energy, expending all charges and leaving you stunned until the end of your next turn. All creatures hostile to you within a 60-foot radius must make a DC 16 Dexterity saving throw, taking necrotic damage equal to 8 times the number of charges in the tattoo on a failed save, or half as much damage on a successful one.

LORE



This design's creation was driven by a man's immense hatred for magic tattoos. Tired of being caught off guard by their unpredictable magics, he set out to create a tattoo that would nullify their magical effects. He wasn't aware of the explosive side-effects of this until later, when he nullified a tattoo's effect and blew up his pet parrot in the process. The tattoo isn't very popular due to the fun-hating nature of its design.



HEAVEN'S EMBRACE TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents the heavens above.

As an action, you can speak the tattoo's command word to cause sharp, inky shapes to separate from your tattoo and fly closely around you for the next minute. These flying shapes remain for as long as you concentrate (as if concentrating on a spell). For the duration, whenever a creature within 30 feet of you targets you with an attack or spell, a portion of the shapes shoot out and assail the creature. The creature must make a DC 16 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one. Once this tattoo is activated, it can't be activated again until you finish a short or long rest.



LORE

This tattoo originated from within a valley home to a multitude of creatures and a tribe of human warriors. The humans created this tattoo to deter the valley's more aggressive creatures from attacking and it proved to be an exceedingly effective defense. So conditioned were these creatures to humans' piercing retaliation that when foreign humans unrelated to the tribe first wandered into the valley, the creatures gave them a wide berth. It wasn't until the tribe and the explorers crossed paths that knowledge of the tattoo began to spread outside the valley.





HERO'S TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo is illustrates various notable feats accomplished by the being on which it is applied.

While this tattoo is applied on your skin, achieving certain objectives allows you to increase one of your ability scores by 1, to a maximum of 20. Your ability scores can each be increased once in this way. Whenever any of your ability scores are increased due to this tattoo's property, it expands in size and complexity, illustrating your exploits. The ability score increases are lost once you are no longer attuned to this tattoo.

The GM determines an active objective for you and reveals another objective after your active objective is achieved.

LORE



This tattoo was first seen upon a proud and powerful demigod. With each heroic feat they performed, the tattoo on their body would expand to illustrate their accomplishments. The tattoo continued to grow until the demigod's admirers could no longer resist attempting to recreate the same effect in a design of their own, as a show of reverence.





LIFE CHARM TATTOO

Wondrous item (tattoo), rare (requires attunement)

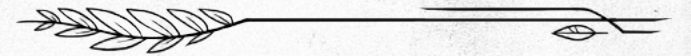
Produced by a special needle, this magic tattoo represents the inevitability of death..

While this tattoo is applied on your skin, you gain advantage on death saving throws. Additionally, When you make a death saving throw and roll a 1, it only counts as one failure.

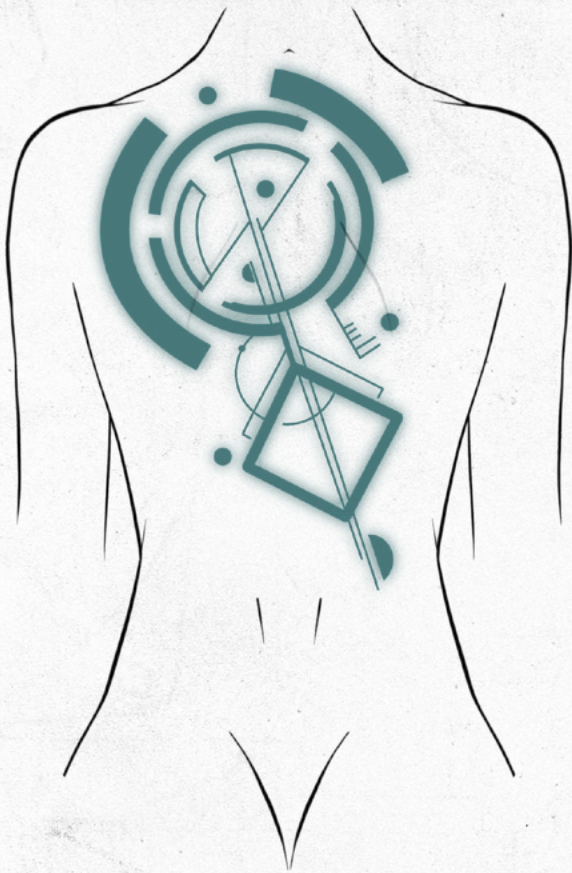
Ignore It. The first time you would take damage while you have 0 hit points, you take no damage instead. Once activated, this property of the tattoo can't be activated again until you regain 1 or more hit points.



LORE



This design was originally sketched by an acolyte who was killed and then promptly brought back to life by a necromancer in their adventuring party, bathed in an unholy light. In the necromancer's light, the acolyte saw a symbol that imprinted itself into their mind. Upon returning home, the acolyte recorded the pattern out of fear, in hopes it would leave their thoughts. It wasn't until years later that a tattooist attempted to render the design into a tattoo, and discovered that it granted the bearer supernatural protection against death.



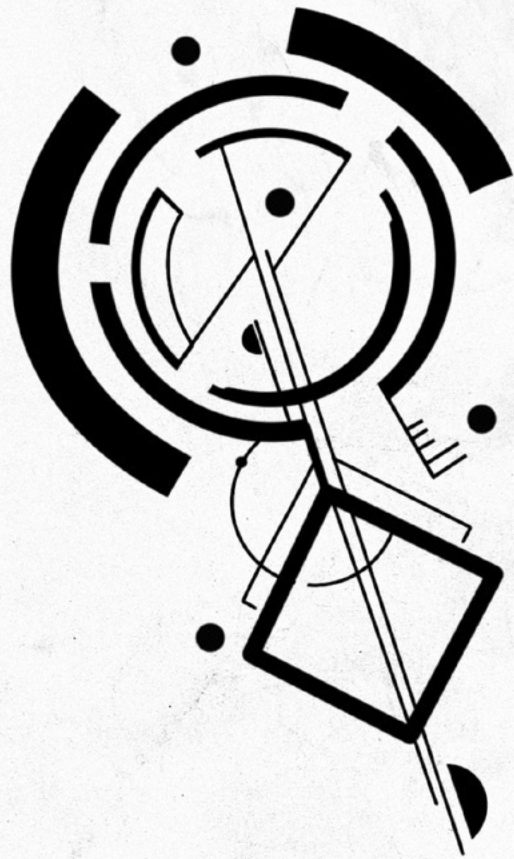
MAGNETIC TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents magnetism.

While you are wearing no armor, if a creature hits you with a melee attack using a ferrous weapon, it must succeed on a DC 16 Strength saving throw or have the weapon become stuck to your body. A creature can use its action to make a DC 16 Strength check, freeing a weapon attached to you on a success. Only one weapon can be stuck to you in this way. If a new weapon becomes stuck to your body while another weapon is already stuck to your body, the previously stuck weapon is freed.

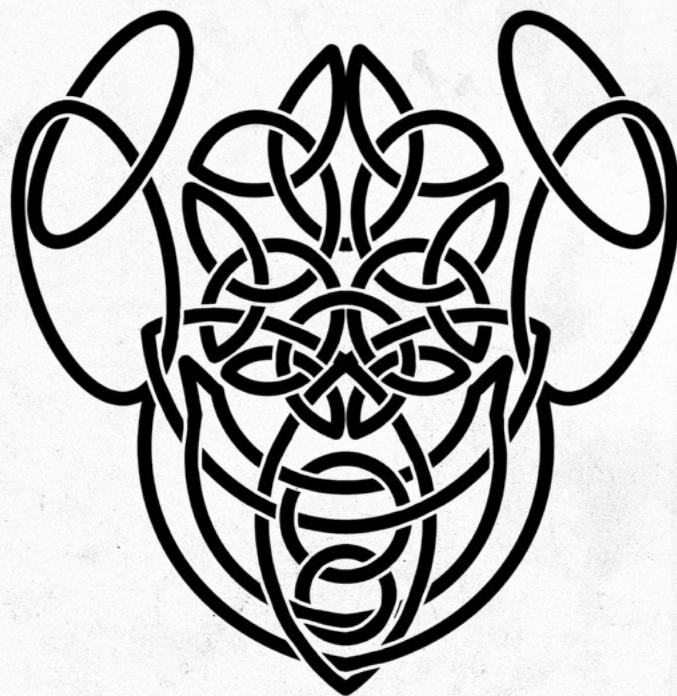
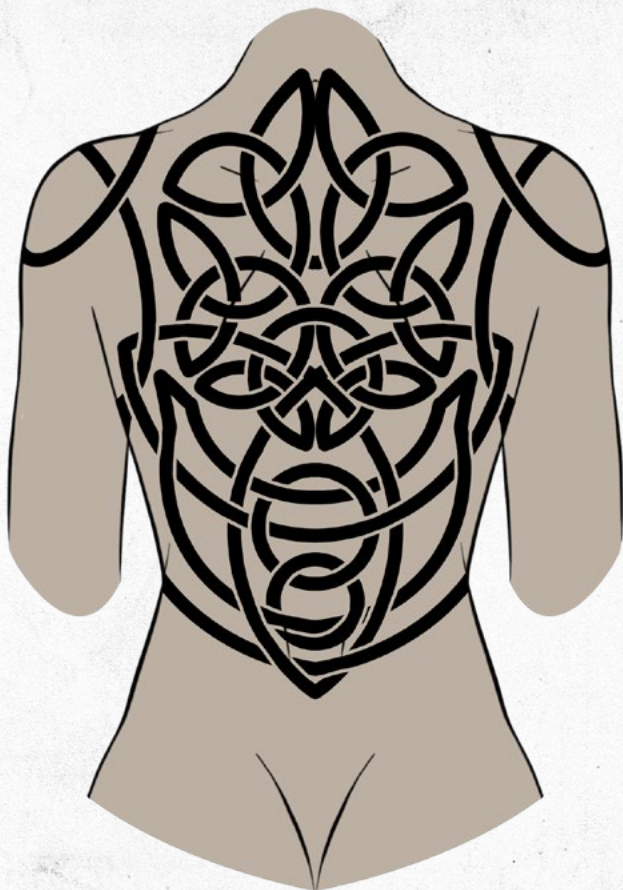
While a creature's weapon is stuck on your body, it is unable to make an attack with that weapon or move away from you unless they let go of the weapon. If the weapon is a natural part of the creature, such as a claw, it is grappled (escape DC 16).



LORE

This tattoo was created by a geologist that was obsessed with ferrous rocks and metals. They noticed that some materials could actually lose, or more importantly, gain magnetic properties and they set out to figure out if they could apply this to make a living creature magnetic. After extensive prototyping in tandem with their assistant—a tattooist—they eventually succeeded in creating a design that could bestow its bearer with magnetism.





NEXUS TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

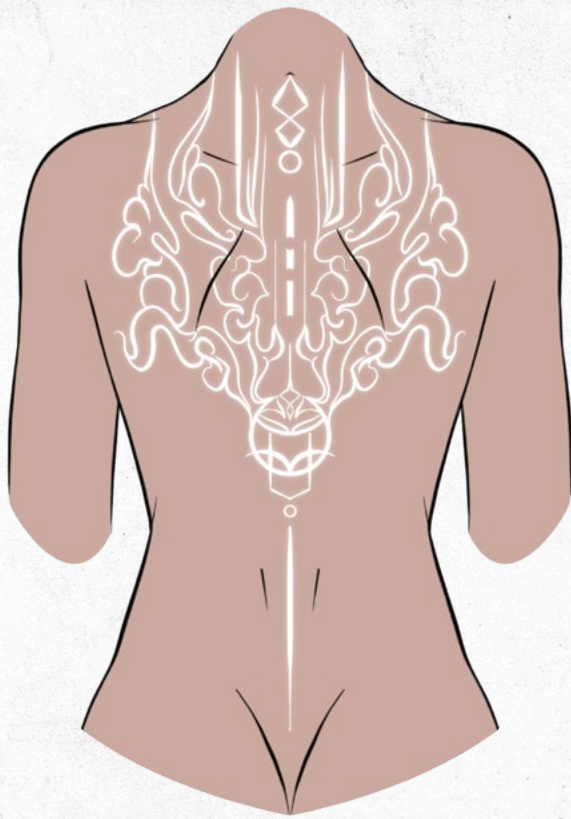
Produced by a special needle, this magic tattoo is composed of multiple rings representing magical power.

While this tattoo is applied on your skin, whenever you take damage from a spell, you can use your reaction to expel a wave of unstable energy. Each creature within a 30-foot radius of you (excluding you) must succeed on a DC 13 Dexterity saving throw or take 2d6 bludgeoning damage and fall prone.

LORE



This tattoo was conceived out of repeated failed attempts to design a tattoo that would nullify the effects of spells. The final result before the creators gave up was a tattoo that transformed magical energy into a kinetic blast. Not to have the effort go to waste, the design was sold to a wide array of nobles under the guise that it would make their soldiers more resilient to magical assailants. While it wasn't marketed honestly, it did gain a modicum of popularity among non-magical brawlers.



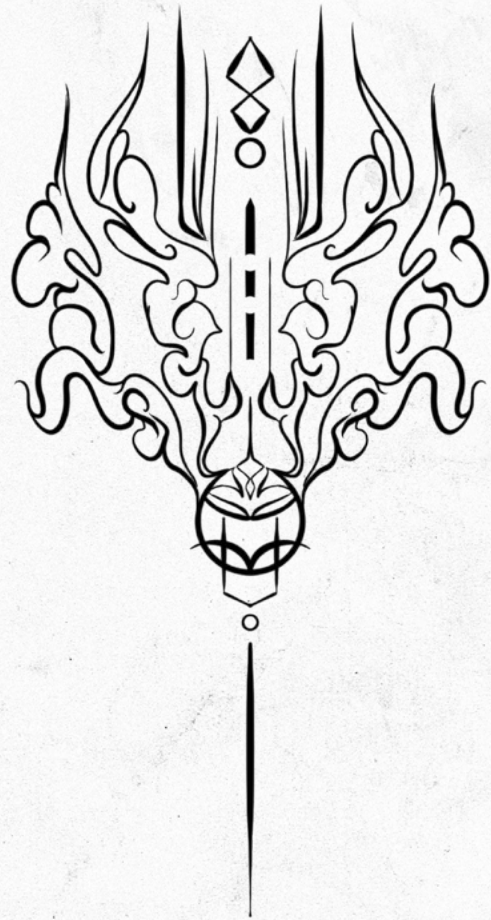
NOXIOUS TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents the fumes from burning incense.

As an action, you can speak the tattoo's command word to cause the tattoo to emit a poisonous trail of purple gas until the end of your turn. The trail of gas lasts for 1 minute. Each creature that enters the trail of gas for the first time or ends their turn in the trail of gas must succeed on a DC 13 Constitution saving throw or take 3d6 poison damage. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A wind of at least 10 miles per hour disperses the gas and ends the effect.

Once used, the tattoo can't be used again until you finish a short or long rest.

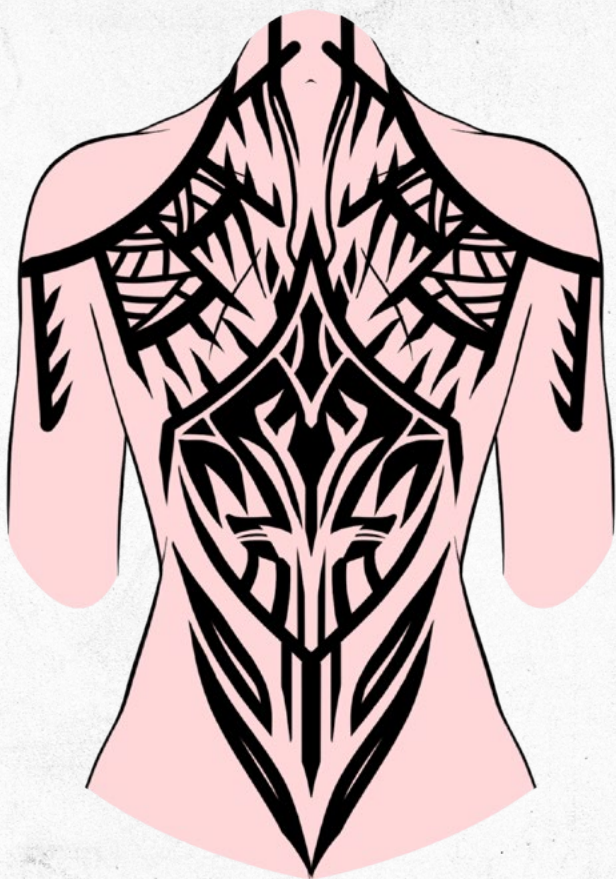


LORE



The exact origin of this tattoo is unknown, however, some say that it was the result of a prank that went awry. As it goes, a mischievous tattooist was drafting a tattoo for a friend, but rather than create the desired effect, they imbued it with magic that would release an extraordinarily nasty scent once activated. Unfortunately, the design was misdrawn and several people died from the effect when the tattooed individual went to the local tavern to show it off.





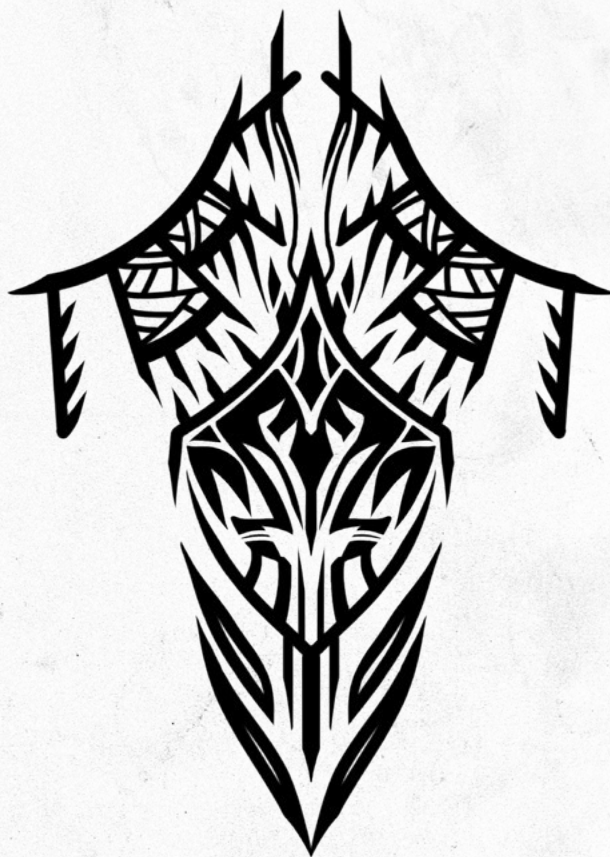
ORANGE FURY TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

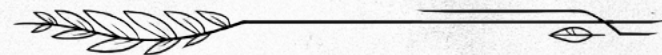
Produced by a special needle, this magic tattoo symbolizes overwhelming anger.

While this tattoo is applied on your skin, whenever you roll a 20 on the attack roll while attacking a creature with a nonmagical melee weapon, the target takes an extra 10 fire damage and you gain a charge. You lose all charges gained in this way whenever you roll a 1 on the attack roll while attacking a creature.

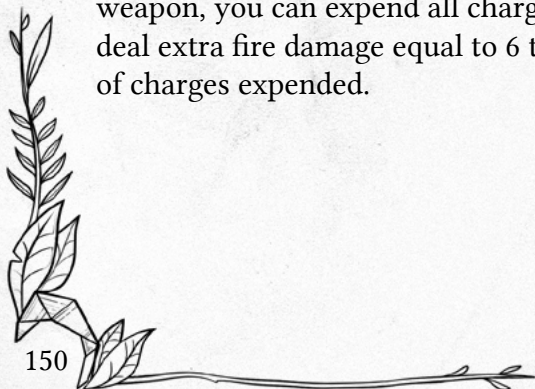
My Fangs. As a reaction when you deal damage with a melee weapon attack with a mundane weapon, you can expend all charges in the tattoo to deal extra fire damage equal to 6 times the number of charges expended.



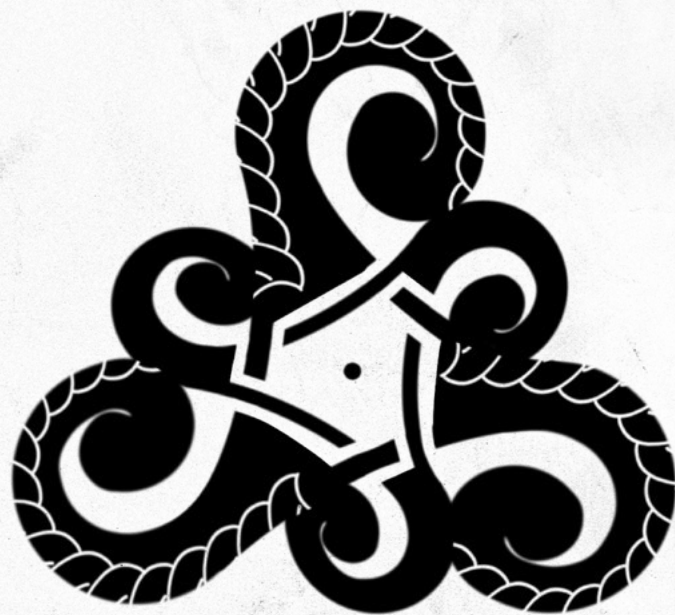
LORE



This tattoo was designed by a pyrotechnic fighter. Rather than repeatedly dousing their weapons in oils, they commissioned a tattoo that would allow their weapons to spontaneously burst into flames when they struck a target just right. The unpredictable nature of the effect was meant to reflect the often unpredictable nature of fire itself.







REVENGING TATTOO

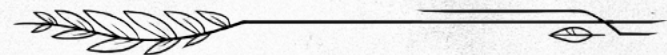
Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo illustrates an all-consuming cycle of revenge.

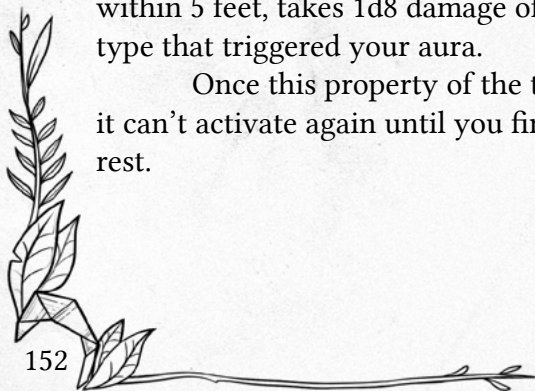
While this tattoo is applied on your skin, if you take one of acid, cold, fire, or lightning damage twice within 1 minute, you can use your reaction to make the tattoo vanish and manifest as a malevolent aura around you for the next hour. At the start of each of your turns, each creature within 5 feet of you must succeed on a DC 15 Dexterity saving throw or take 1d8 damage of the same damage type that triggered your aura. Additionally, a creature that touches you or hits you with a melee attack while within 5 feet, takes 1d8 damage of the same damage type that triggered your aura.

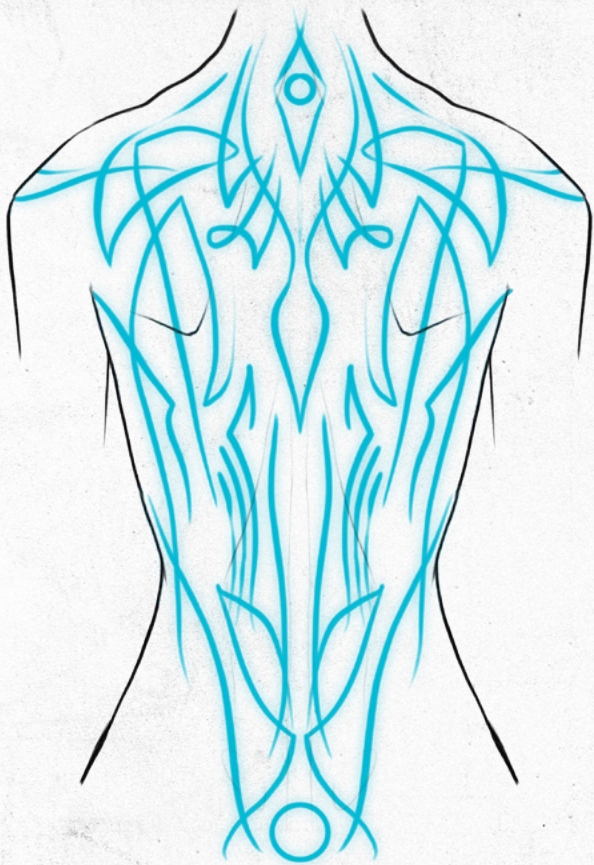
Once this property of the tattoo is activated, it can't activate again until you finish a short or long rest.

LORE



This design was created by a barbarian tribe that found itself in constant conflict with a neighboring kingdom that relied heavily on wizards and sorcerers to defend itself. The barbarians, with this tattoo upon their backs, would wade into the kingdom's defending forces, baiting magical attacks and then letting the retribution from the tattoo wreak havoc.





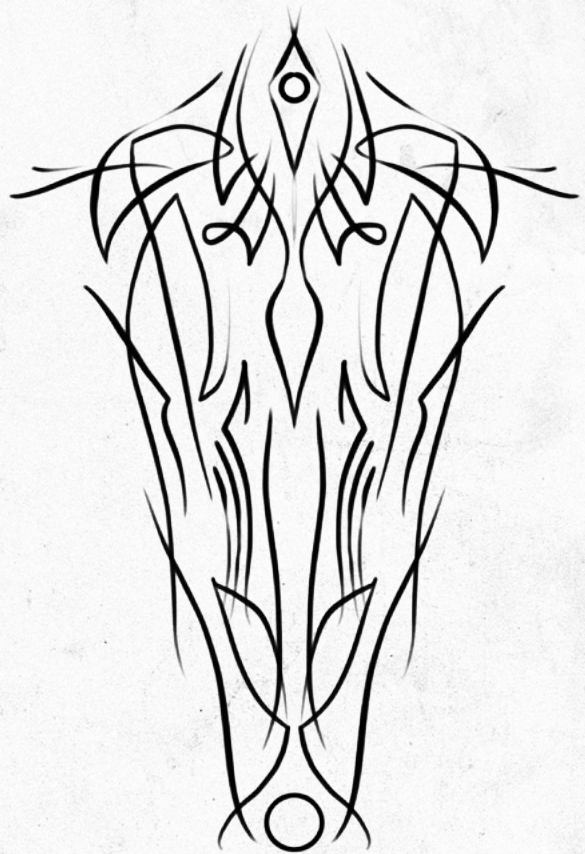
SOARING TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a winged creature overcoming its fears in the heavens above.

While this tattoo is applied on your skin, two inky wings extrude from your back. The wings give you a flying speed of 40 feet.

Clap. As a bonus action, you can cast the *gust of wind* spell (save DC 16) by clapping the wings together violently. Once used, the property of the tattoo can't be used again until an hour has passed.

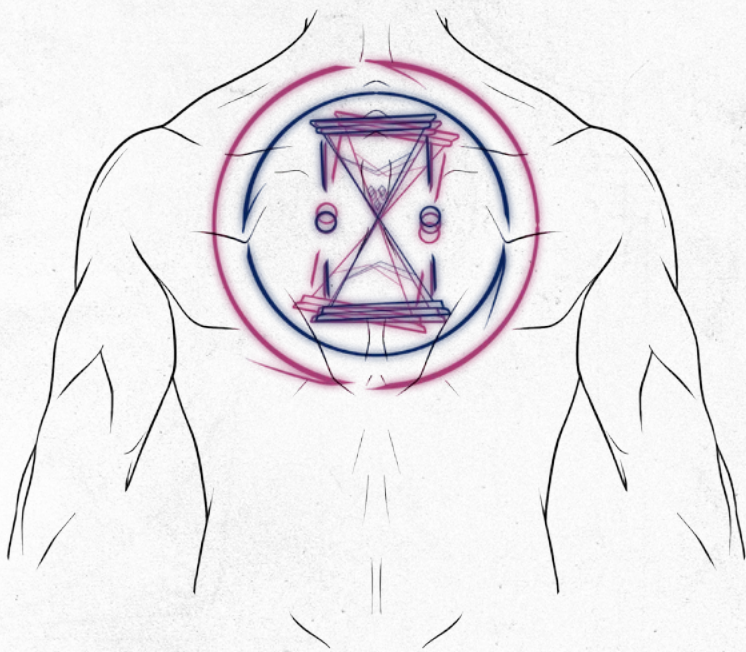


LORE



This tattoo was created by an old man who spent his life dedicated to the exaltation of avian beings. After a long life lived simply observing the creatures, he eventually sought to fly among them. It is said that the avians taught him the tattoo's design and that after it was applied, he took to the skies and never let his feet touch the earth ever again.



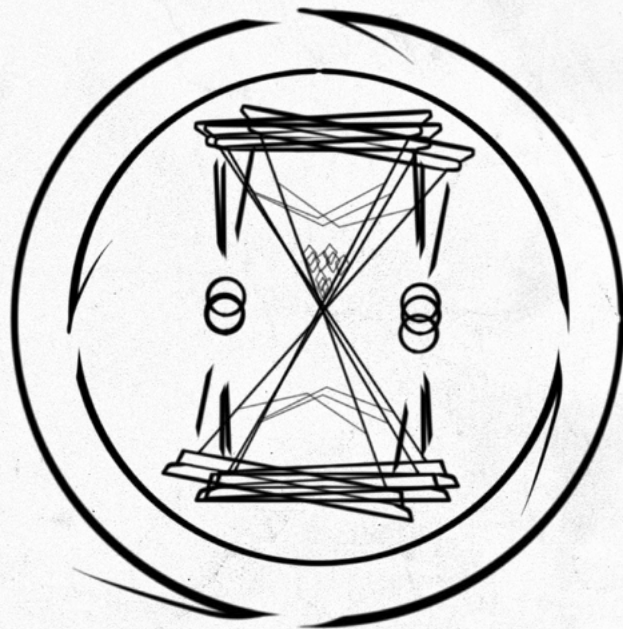


STASIS TATTOO

Wondrous item (tattoo), very rare (requires attunement)

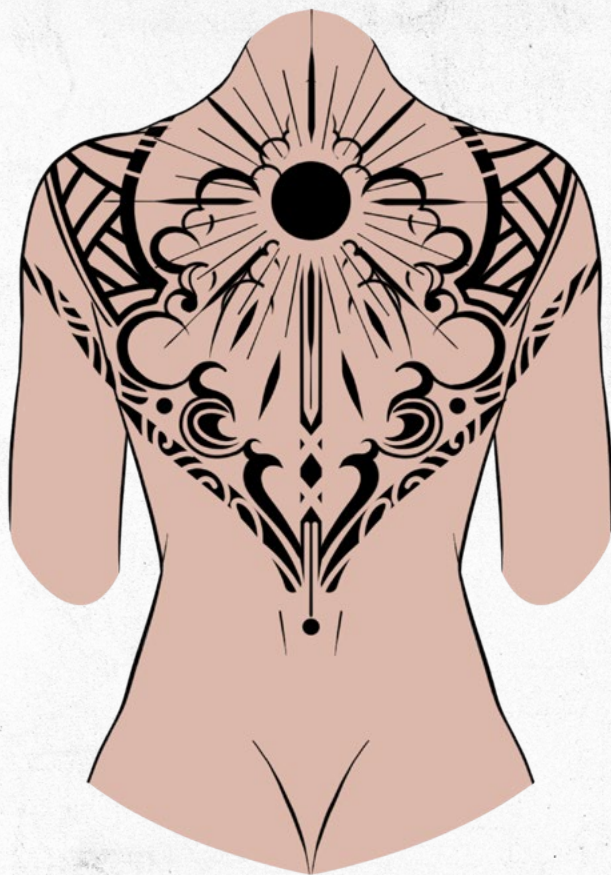
Produced by a special needle, this magic tattoo represents the delicate state of time and space.

As an action, you speak the tattoo's command word and briefly stop the flow of time for yourself and one other creature you can see within 30 feet. An unwilling creature can make a DC 16 Constitution saving throw. On a success, the effect fails. On a failure, both you and the creature become frozen in time for 1 minute. No time passes for you and the creature, while all other creatures can use actions and move as normal. This effect ends on both of you if either you, or the creature frozen in time with you, are affected by any actions, environmental effects, or effects created by a creature moving as normal (GM's discretion). Once used, the tattoo can't be used again until the next dawn.



LORE

This tattoo was created by a pair of lovers that wanted to escape from the intense stress that had encroached upon their lives. In a way, they succeeded. The tattoo stopped time for the both of them and no one else. Unfortunately, the first iteration they created worked indefinitely—trapping the lovers in a loving embrace. Much later, interested researchers were able to piece together a more practical version that could only freeze time temporarily.



SPRIT TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents the divine radiance of the sun.

As an action, you can speak the tattoo's command word and raise one of your hands to create a radiant ball of light in that hand. It remains for as long as you concentrate (as if concentrating on a spell) for up to a minute. The ball of light sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Any willing creature within the light can choose to take 1d6 radiant damage at the start of each of its turns. For each creature that does so, your ball of light gains one charge. All charges vanish once the ball of light is thrown or disappears.

Trump Card. As an action, you can take aim and throw your ball of light at a creature you can see within 60 feet of you. Each creature within 30 feet of your target must make a DC 16 Dexterity saving throw, taking 1d10 radiant damage per charge in the



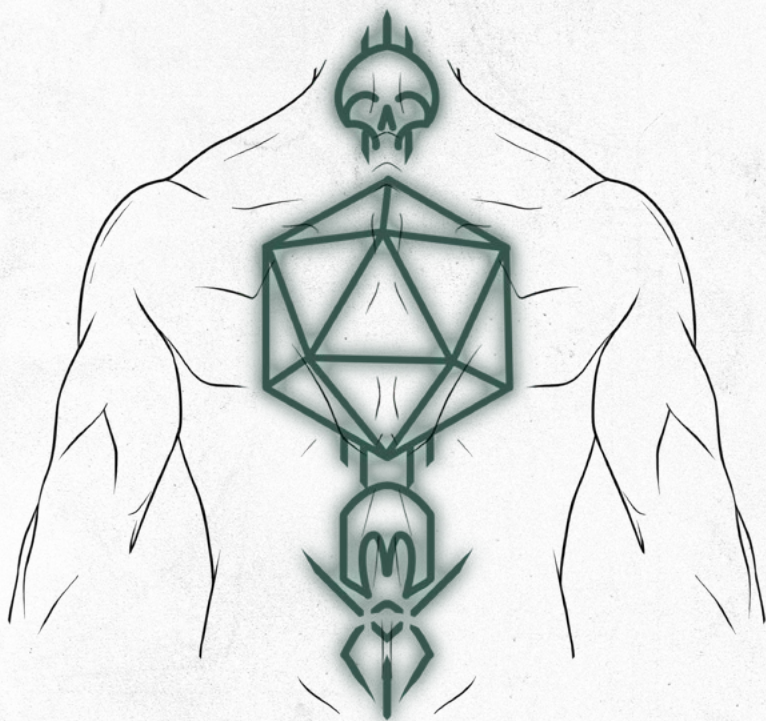
ball on a failed save, or half as much damage on a successful one.

LORE



This design originated from a monastic order that revered the sun and its life-giving radiance. The most dedicated among them was an older woman that, through decades of meditation and practice, learned how to connect with the life forces of creatures around her as they stood together in the light of the sun. She shared this ability with a select few of her peers in the form of a tattoo.



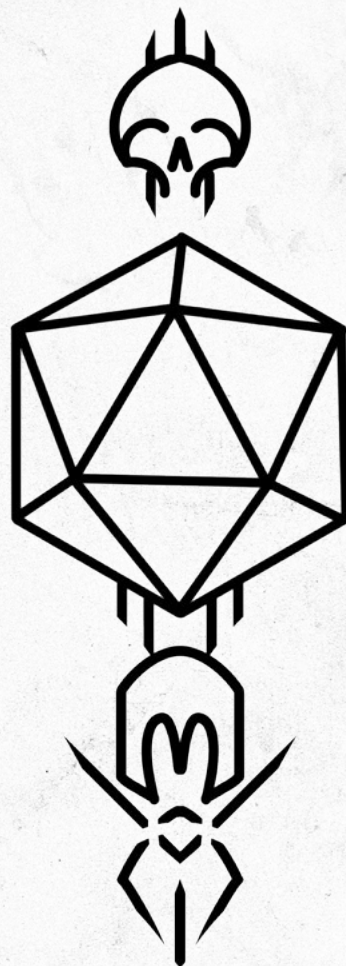


TAMPER TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a desire for a more clear-cut resolution.

As a reaction, when you roll a d20, you can speak the tattoo's command word and orient your fate to either the best or worst possible outcome. On a 1-10, your roll changes to a 1. On an 11-20, your roll changes to a 20.

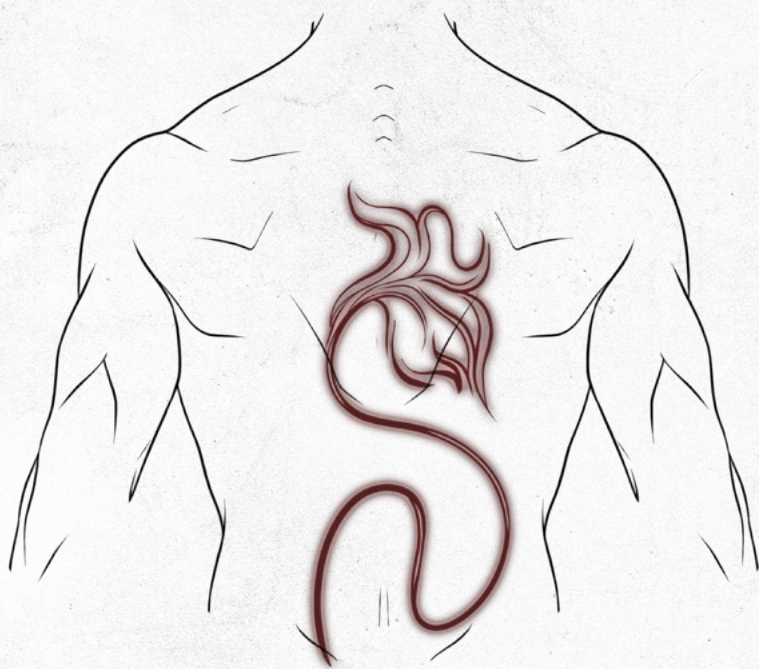


LORE



There is a rumor that a downtrodden young man once sought the aid of the gods to stand against destiny. The gods granted him a magical mark, that came with one drawback, for as often as his fate had changed to the best possible outcome after touching the mark, there would be just as many circumstances where he felt it caused an absolute catastrophe. This tale is often told to children as a lesson in caution, but some see the gamble as worth the risk, particularly if you were already in dire straits to begin with.





TROUBLEMAKER TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo represents a particularly useful appendage.

While this tattoo is applied on your skin, an inky tail extrudes from your back and you gain a +5 bonus to Strength (Athletics) checks made to climb.

As a bonus action, you can also use the tail to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial (as long as what you are interacting with is within 5 feet of you). The tail can't attack, activate magic items, or carry more than 10 pounds.



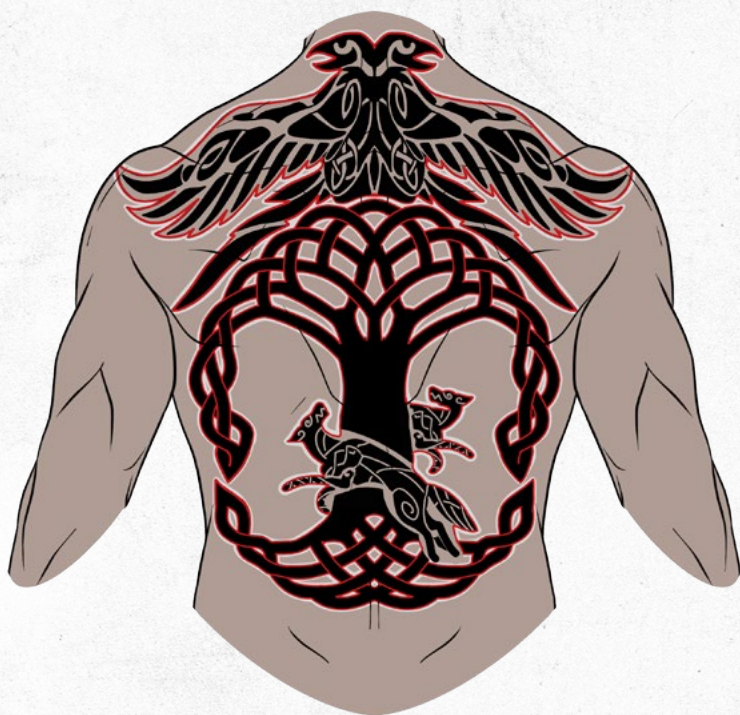
LORE



A favorite among parkour enthusiasts, mountain climbers, and rogues; this tattoo was designed to provide the wearer with abilities similar to the mischievous spider monkeys that inhabit tropical regions. The tattoo is difficult to hide and tends to evoke a mixture of curiosity and skepticism from nearby strangers.







THE GROVE TATTOO

Wondrous item (tattoo), rare (requires attunement)

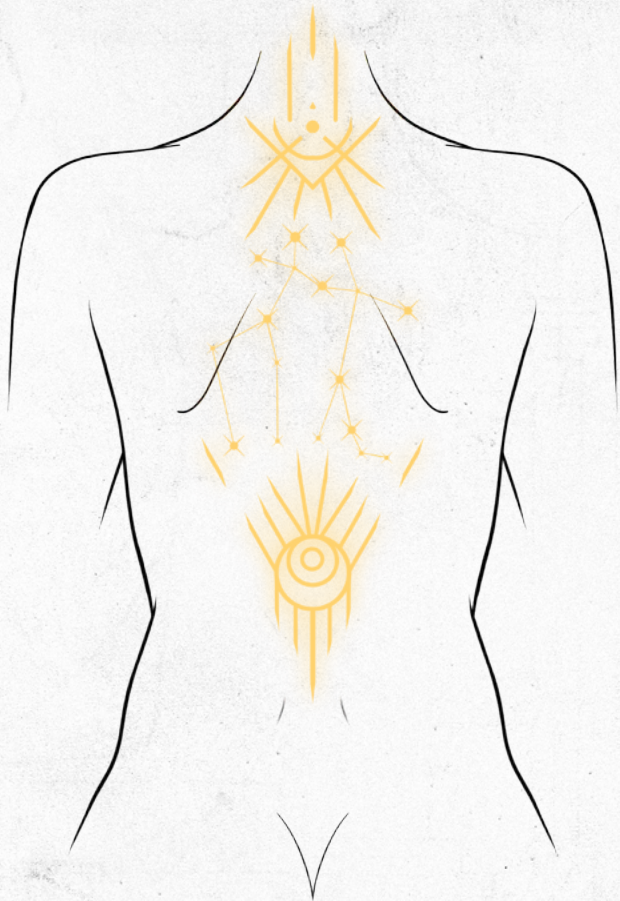
Produced by a special needle, this magic tattoo represents the flora and fauna of the forest.

The tattoo has 3 charges and regains all expended charges daily at dawn.

As a reaction when you take damage, you can expend 1 charge to take no damage and gain one point of exhaustion instead. Each time this property of the tattoo is used, the tree within the tattoo's design is cut (as if chopped off) until it is gone, causing the beasts to vanish one-by-one from the design as well. The tattoo's design is restored at the next dawn.

LORE

This tattoo was first created to help lumberjacks working in the wilderness survive otherwise lethal accidents and encounters. People willing to venture into monster-infested forests and send lumber downstream were too valuable to simply let perish when their luck ran dry.



THE TWINS TATTOO

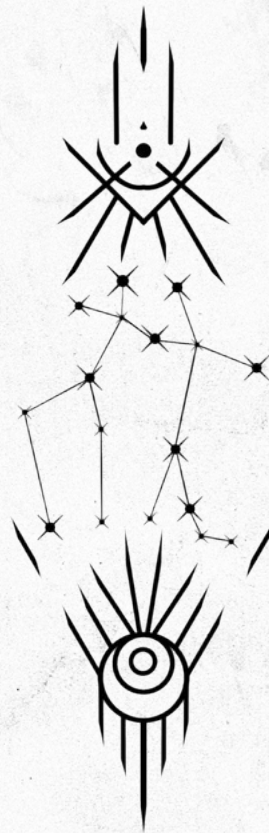
Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a legendary set of twins who lived and breathed as one.

The tattoo has 6 charges and regains 1d3 + 1 expended charges daily at dawn. The tattoo has two properties, detailed below:

Watch My Back. As a reaction when you take damage, you can expend 1 charge to cause a spectral presence to emerge from your tattoo and lend a hand to your defenses, granting you resistance to the triggering damage.

I'm With You. As a reaction, when you hit a creature with a melee or ranged attack, you can expend 2 charges to cause a spectral presence to emerge from your tattoo and join in on your attack. The spectral presence attacks using an ethereal weapon identical to yours. Make another weapon attack against the same target. This attack deals



psychic damage instead of the attack's normal damage type.

LORE

The elven twins Soma and Benne were a force to be reckoned with on the battlefield. The duo was well-regarded for their prowess in melding magic with traditional weapons. However, at the end of a chaotic battle between two kingdoms, Benne was struck by an errant arrow and killed. Unwilling to bear the loss and struck by divine inspiration, Soma burned a magical tattoo into her flesh at that moment to bind Benne's spirit to her own. Together, they shared one body. Legends say that people slain by Soma would see Benne alongside her.



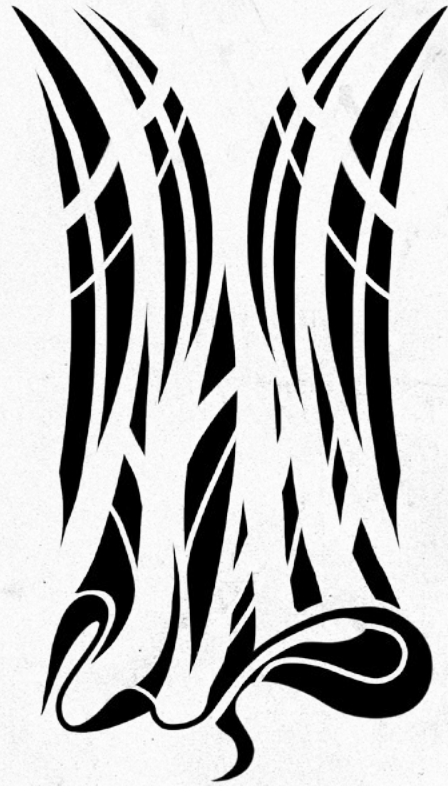
UBER TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo illustrates a flowing cape.

While this tattoo is applied on your skin, an inky cape extrudes from your shoulders and covers your back. The cape is perpetually billowing behind you.

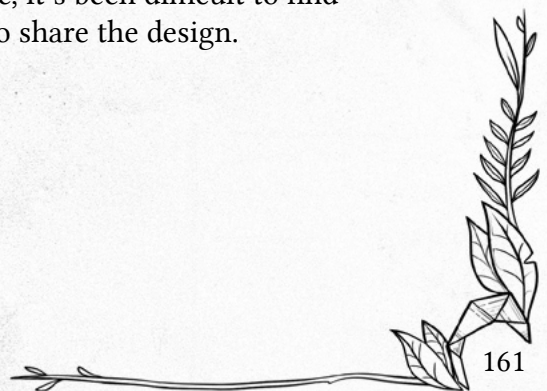
To Infinity. As an action, you can speak the tattoo's command word and gain a flying speed of 60 feet until the start of your next turn.

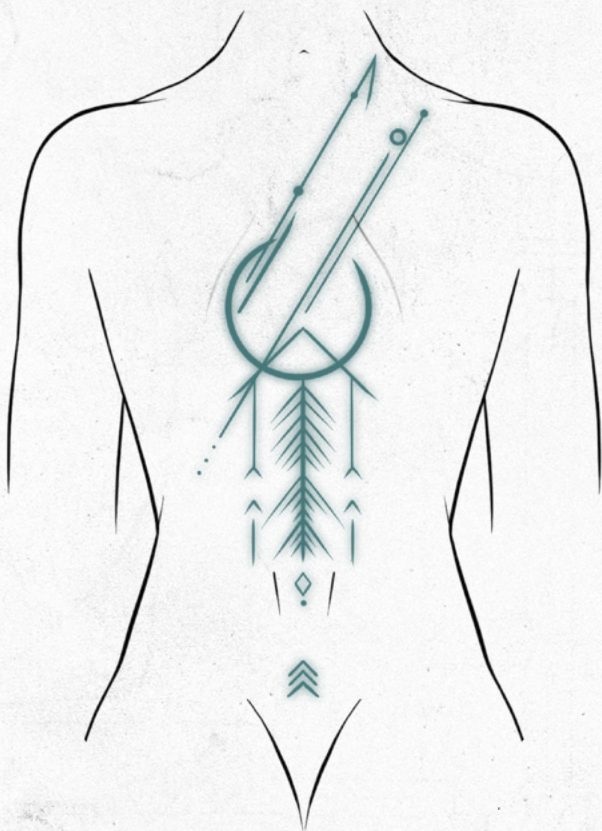


LORE



This tattoo was privately commissioned by a to-be folk hero that went by the name of the Silver Shepherd. They would coat themselves head-to-toe in grey paint and venture across the countryside, defending sheep from wolves, cliffs, and other potential hazards. The tattoo empowered them to travel much faster than a normal person, bounding across the sky in great leaps, as long as they were careful to land before the magic wore off. Unfortunately, they weren't particularly good at calculations and one day miscalculated while helping a herd of sheep avoid a cliff. After their unfortunate demise, it's been difficult to find tattooists willing to share the design.





UNBRIDLED ENTHUSIASM TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo symbolizes going above and beyond.

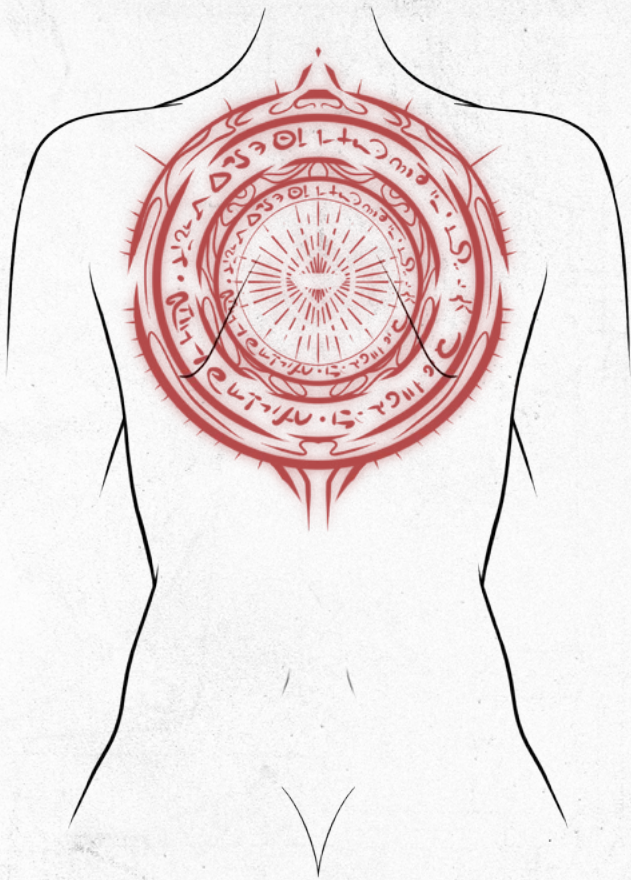
The tattoo has 4 charges and regains 1d2 + 1 expended charges daily at dawn.

Overclock. As a bonus action, you can speak the tattoo's command word and expend 1 charge to gain an additional action this turn. That action can only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. Once this additional action is used, you are unable to move or take actions on your next turn.



LORE

This tattoo was the product of a collaboration between an obscure tattooist and a clockwork craftswoman named Wena Bealdthru. Inspired by tales of extraplanar clockwork soldiers, she endeavored to apply her work to flesh and blood creatures. Over the course of many years and many failed experiments, they were able to wire the tattoo's magic in a way that would allow a creature to push its body beyond its limits. This was achieved by programming simple actions into the heart of the design, such as swinging a weapon or breaking into a full sprint.



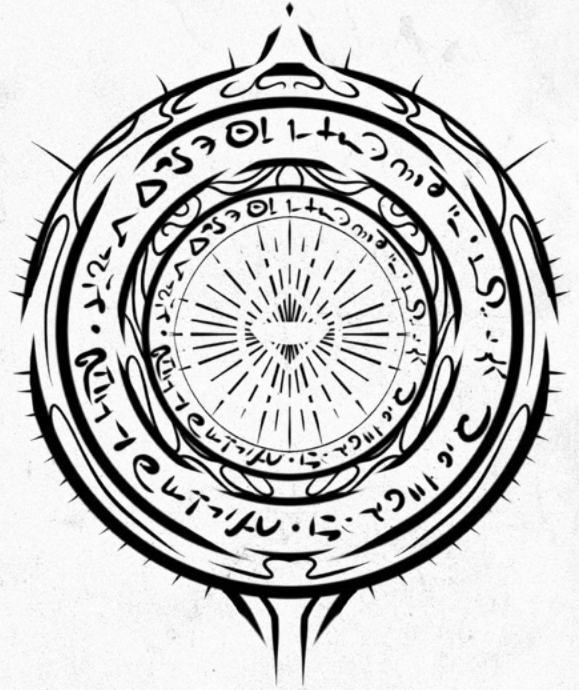
UNFETTERED TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents a mystical rune that allows one to bend a fundamental rule of spellcasting.

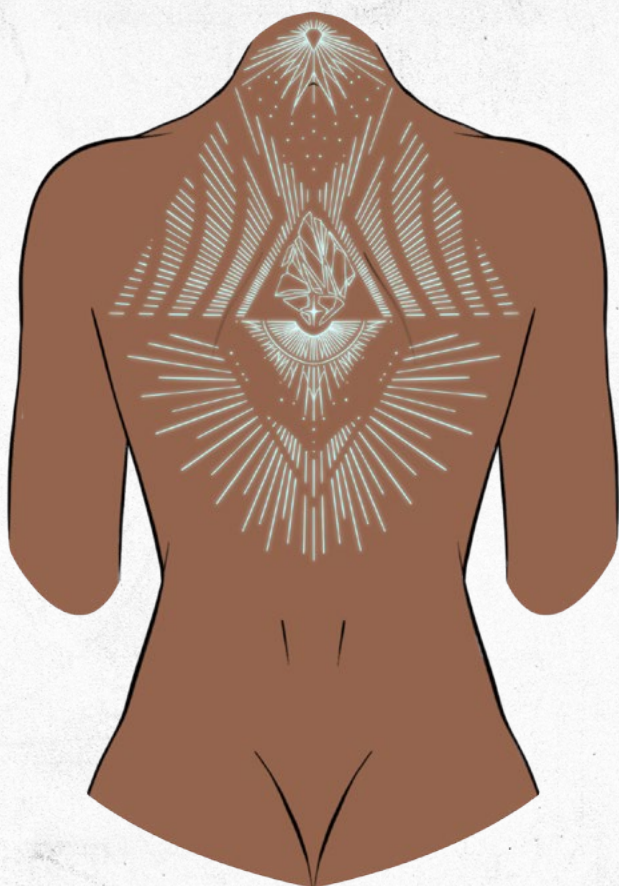
While this tattoo is applied on your skin, when you cast a leveled spell using an action or bonus action, you are not limited to only casting cantrips using your bonus action or action, respectively; you can cast more than one leveled spell on your turn.

Go Beyond. When you cast a spell that has a casting time of 1 action, you change the casting time to 1 bonus action for this casting. Once this property of the tattoo is used, it can't be used again until you finish a long rest.



LORE

This tattoo was based on extensive research conducted into the powers allowing some sorcerers to quicken their spellcasting. The research took decades to compile and it took even longer still to produce even the most basic prototype. For years, many iterations on the tattoo's design were still deemed unstable and dangerous. There were rumors that it was the chance contribution of a young apprentice that finally yielded the right result. However, this working design is difficult, if not impossible to track down, due to the proliferation of its unstable prototypes.

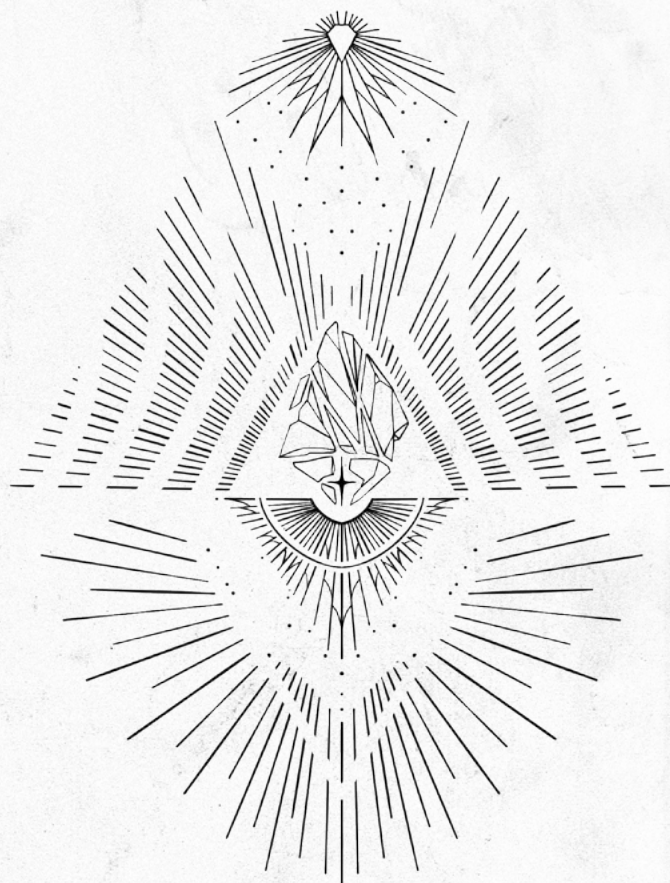


WINTER TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes the fury of winter.

While this tattoo is applied on your skin, your skin becomes cold to the touch and slippery, and you gain advantage on any check you make to escape a grapple. Additionally, you have resistance to cold damage, and you ignore difficult terrain created by ice or snow.



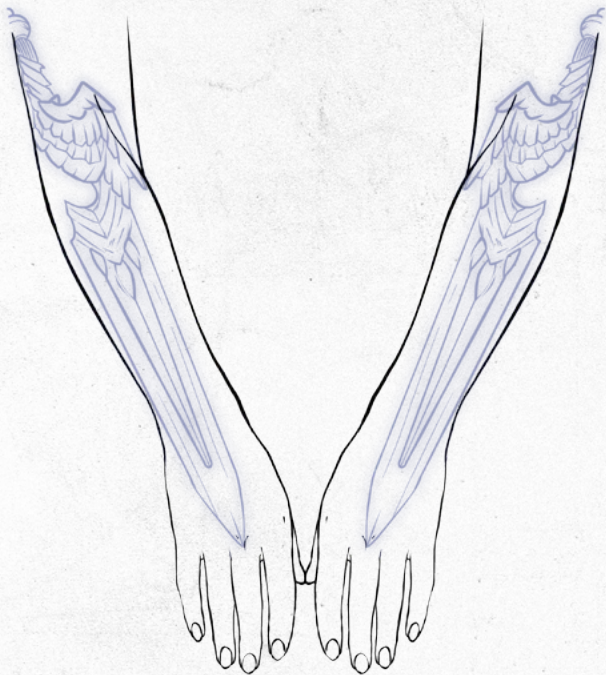
LORE

Indigenous people living in the harsh northern hemisphere designed this tattoo to better protect themselves from the unrelenting cold. Those seen with the tattoo have been documented traversing dangerous snow and ice with incredible ease. It has been sought after by others that live in northern climates, but the design is a closely-held secret among those who bear it. Some tattooists have created approximate facsimiles based on the desired effects, but these are few and far between.



ARM TATTOOS





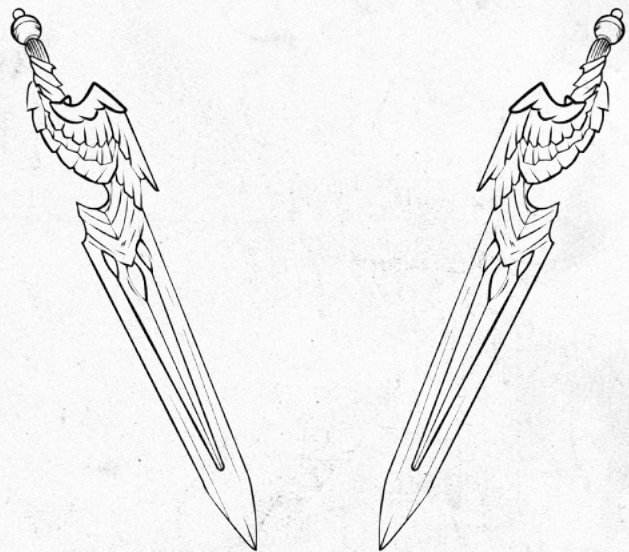
A THOUSAND CUTS TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo represents a pair of fabled blades.

Cut. As an action, you can speak the tattoo's command word to cause the tattoo to separate from your skin as small, sharp, inky blades. The blades immediately begin to fly haphazardly in a magical twister that occupies a 30-foot-tall, 20-foot-radius cylinder centered on you. The area within the twister becomes difficult terrain for the duration. Each creature inside the twister (other than you) must make on a DC 17 Strength saving throw or become restrained while it remains in the cylinder. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Each creature that starts its turn in the area (other than you) must make a DC 17 Strength saving



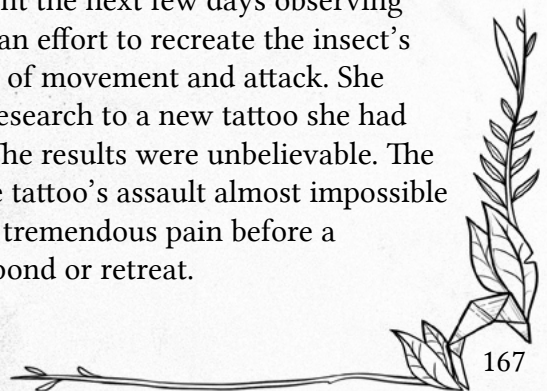
throw. On a failure, a creature takes slashing damage equal to five times the number of Small or larger creatures hostile to you within the area, up to a maximum of 50 slashing damage. A creature takes half as much damage on a successful saving throw.

The twister dissipates after 10 minutes or if you use a bonus action to dismiss it, ending the effect. Once used, the tattoo can't be used again until the next dawn.

LORE



A sadistic tattooist once managed to trap a rare insect known for viciously devouring vast swathes of its prey. She spent the next few days observing its behavior, all in an effort to recreate the insect's perplexing pattern of movement and attack. She then applied this research to a new tattoo she had been developing. The results were unbelievable. The new data made the tattoo's assault almost impossible to avoid, inflicting tremendous pain before a creature could respond or retreat.





ACID TOUCH TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents a creature that produces a particularly problematic poison which sits atop its skin.

While this tattoo is applied on your skin, whenever you are grappled by a creature or a creature is grappled by you, it takes 2d6 acid damage at the start of each of its turns. The longer you are grappled or grapple a creature, the more potent the acid becomes; a creature takes an additional 2d6 acid damage at the start of each of its turn for each previous consecutive turn this grapple has been maintained, up to a maximum of 8d6.



LORE

Once upon a time, in a tiny township, a satyr wandered into the yard of a wealthy man after a night of merriment in the woods. The man, knowing that this creature was the favored form of many gods in the region, took it in and provided warm bed and food. After a week, the creature still remained in his home, and after a month, the man had given up any hope that it would ever leave his property on its own. He ended up chasing the creature away.

The next evening, another satyr came to his door. It claimed that it wanted to repay the man for his kindness, but the man thought it was a trick to take advantage of him once again. He rebuffed the satyr. Sooner than he could blink, the creature transformed; it had been a god in disguise after all! The angry deity cursed the man with a mark that made it so his embrace would only bring pain unto others. This mark was later researched and rendered into a mystical tattoo that harnessed its effects.



AROMA TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo represents a powerful scent.

As a bonus action, you can speak the tattoo's command word and cause it to emit a strong scent of your choice for the next minute in a 30-foot radius, centered on you. The scent can be any scent you have smelled before.

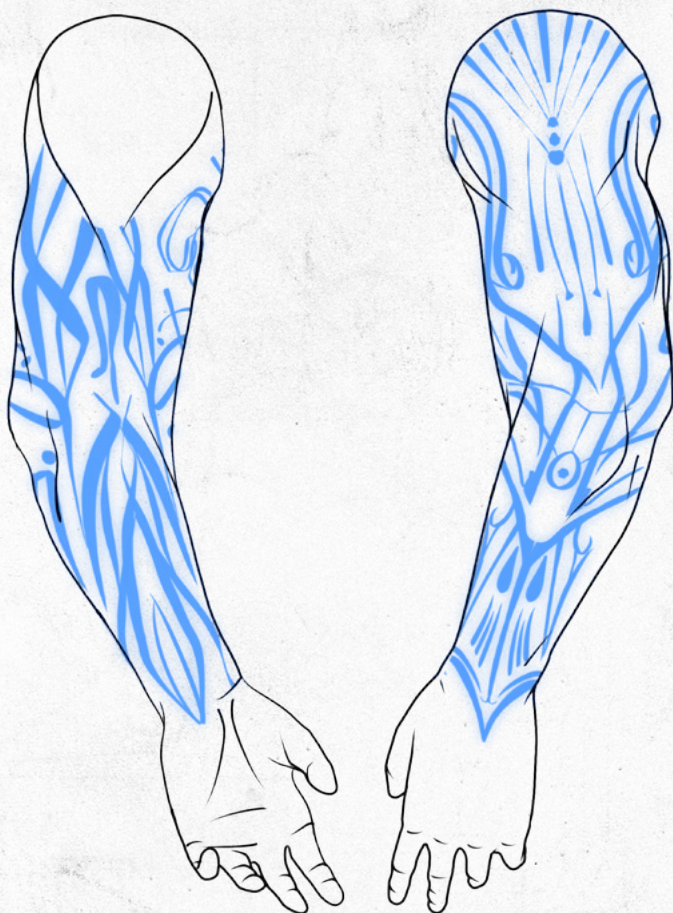


LORE



This tattoo is favored by fullers, who normally tend to wool so that it might be turned into cloth. Their work requires them to deal with foul-smelling ingredients than can turn even the strongest of stomachs. This tattoo single-handedly increased job satisfaction industry-wide, allowing the workers to counteract these awful miasmas with scents of their choice.





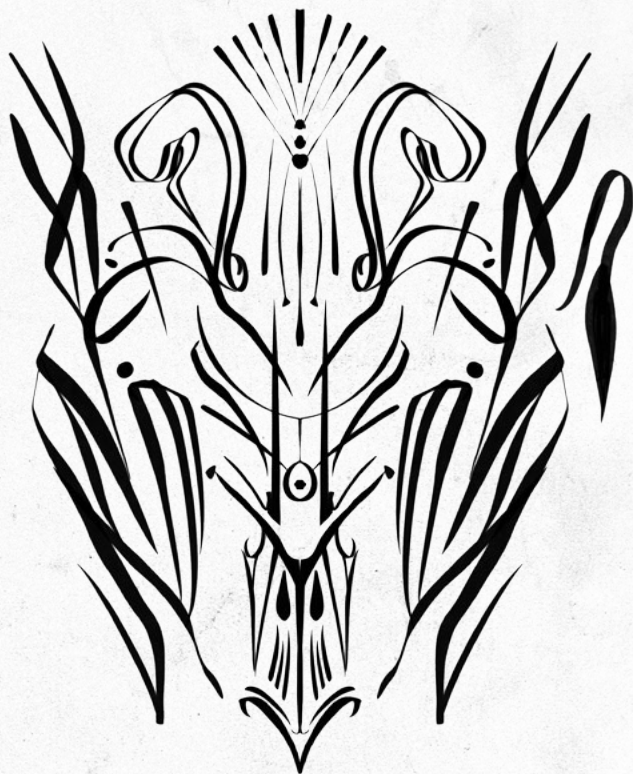
BLADEMASTER'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo is composed of a variety of shapes representing weaponry.

While this tattoo is applied on your skin, you can use a bonus action to make the tattoo extrude from your arm into your hand in the shape of a weapon with which you are proficient.

A weapon you create in this way is a magic weapon that grants you a +1 bonus to attack and damage rolls made with it. The weapon is drawn back into your skin after 10 minutes, or when you are unconscious or die.



LORE

This tattoo was originally designed for use in the financial district of a rough city known as Tanatim. Tanatim's bankers could easily conceal the tattoo below their shirts, and it afforded them protection as weapons were prohibited in their establishments. The ability to manifest a weapon with magical properties offset their lack of martial skill, and the sudden appearance of a blade was often enough to scare off the many potential thieves that showed up at their banks. Of course, they required a new approach after the robbers began acquiring the design as well.



BLOOD ROSE TATTOO

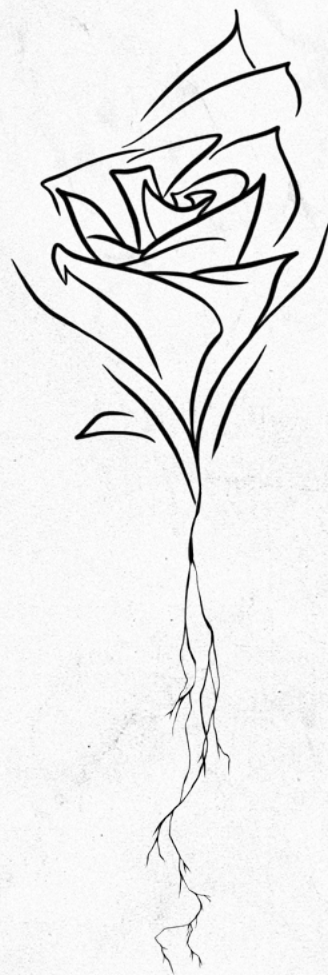
Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a delicate rose that has taken root.

As an action, you can speak the tattoo's command word to cause inky, thorned strings to burst forth from the tattoo and entwine to form a whip. When you let go of the whip or when you use a bonus action to dismiss it, the whip vanishes and reforms as a tattoo on your arm.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Coagulate. You can reinforce the whip with your own blood. As a bonus action while the whip is summoned and is not empowered, you take 2d6 necrotic damage which can't be reduced in any way, empowering the whip. While empowered, the whip deals an additional 2d4 slashing damage on a hit. The whip loses its empowerment once it turns back into a tattoo.



LORE

This design was conceived by a hopeless romantic whose heart was ripped to shreds by her beloved after she was left waiting at the altar. In the weeks following the incident, the artist would draw from her anguish and sketch a tattoo that she could use against any and all unfortunate individuals who approached looking to court her.





CATCH AND RELEASE TATTOO

Wondrous item (tattoo), rare (requires attunement)

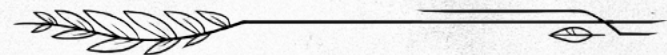
Produced by a special needle, this magic tattoo represents the act of returning fire.

As a reaction when you are hit by a ranged weapon attack, you can cause the tattoo to swell and absorb some of the incoming energy, reducing the damage by 1d12.

Spit It Out. As a bonus action, you can make a ranged weapon attack with a weapon or piece of ammunition that you have absorbed since the start of your last turn. Make a ranged weapon attack (+7 to hit) with a range of 20/60 feet. On a hit, the target takes 2d8 piercing damage.



LORE



This tattoo was developed to close the distance on ranged attackers. It would probably not be surprising for many to learn that this was designed by an artist who longed for the thrill of the fight. Regardless, the design has saved more than a handful of lives since its conception.





CHOP CHOP TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo illustrates a sharp and deadly blade edge.

While this tattoo is applied on your skin, your unarmed strikes gain a +1 bonus to attack and damage rolls, become magical for the purposes of overcoming resistance, and deal slashing damage equal to 1d10 plus your Strength modifier.

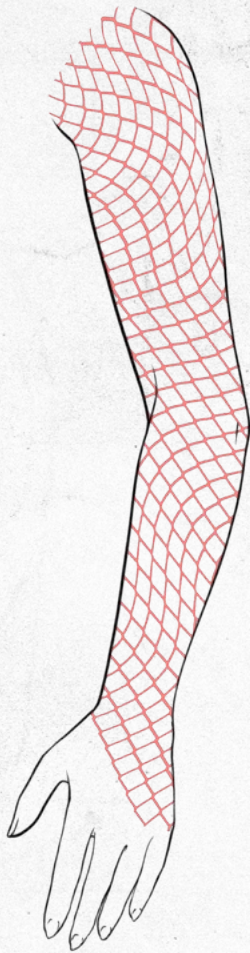


LORE



A tattooist once found herself alone and clinging to life in the mountains after her airship crash landed during a storm. She awoke in the company of nomads, who proceeded to nurse her back to health. During her time among them, she picked up two things—a handful of their delicious recipes and a new style of fighting. One of the style's techniques allowed the horde's more experienced warriors to slice through flesh as though it were nothing with their bare hands. She was not able to master this technique herself, even after months of training in their care, but was later able to design a tattoo that imitated the ability.





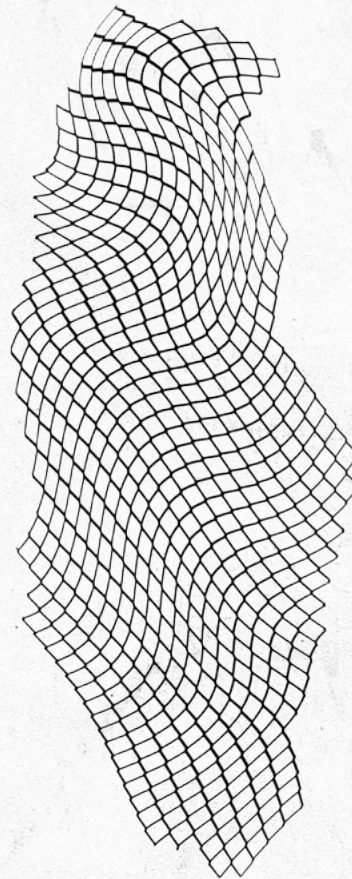
DAY'S CATCH TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents an invaluable tool that has been used for thousands of years.

As an action, you can speak the tattoo's command word to cause an inky net to shoot out at a creature within 20 feet of you, growing or shrinking in size to match the target. A creature must succeed on a DC 11 Dexterity saving throw, or become restrained. The net cannot restrain a formless creature. A creature can use its action to make a DC 20 Strength check, freeing itself or another creature within its reach on a success.

The net lasts for 10 minutes and can't be broken by being damaged; any segment which is damaged liquefies, reforming instantly. Once used, the tattoo can't be used again until you finish a short or long rest.

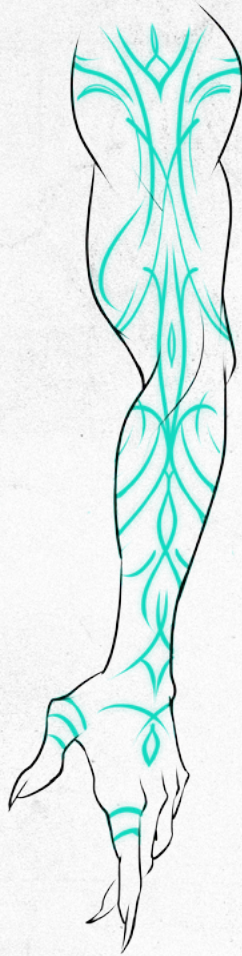


LORE



Nobility in the land of Groja would often retain pheasants, peacocks, and other “beautiful” animals on their land as a symbol of their status, which naturally invited the attention of poachers. This tattoo was commissioned by some poachers in order to avoid the use of traditional nets which could be broken and left behind during a poacher's foray onto a noble's estate, arousing suspicion. This, among many other tactics, led to the nobility losing many of their prized beasts.



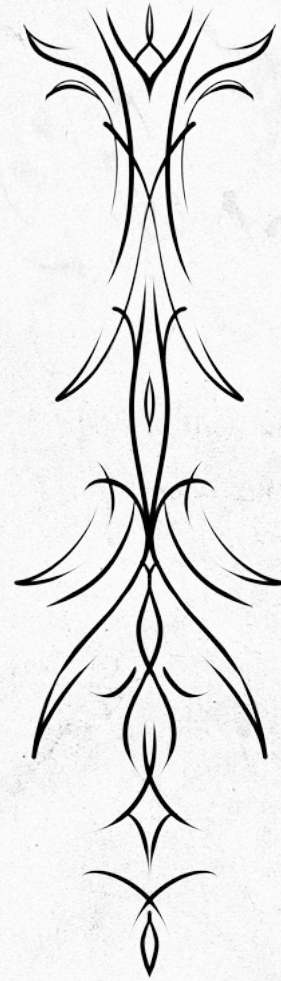


ELONGATING TATTOO

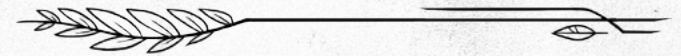
Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents the natural growth of an organism.

Stretchy Ink. While this tattoo is applied on your skin, you can use a bonus action to make it extrude as an inky extension of your arm until the end of your turn. The extension of your arm elongates and can perform even the most complex movements of your arm and hand. For the duration, the reach of your melee weapons increases by 10 feet and you can interact with objects up to 15 feet away from you.

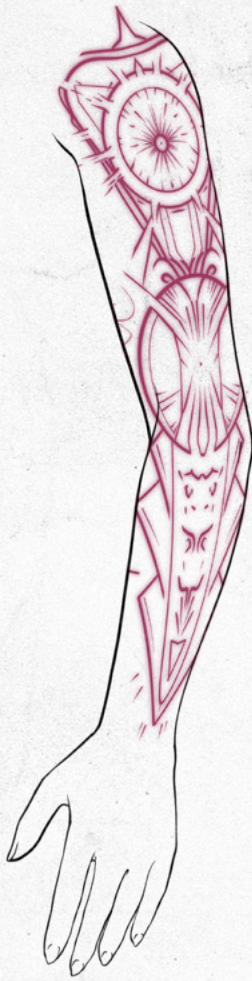


LORE



This tattoo was originally created by a lethargic individual. Weary of standing up from her desk, she opted to conceive of a design that would allow her to do everything she needed to do from the comfort of her workstation. When a roommate spotted her using the tattoo to pour herself a drink whilst lying in bed, they recommended she distribute the tattoo for the benefit of others. It has since been used in a wide variety of applications.





FORCE FIELD TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo contains ancient symbols that called upon the divine for protection.

While this tattoo is applied on your skin, ranged attacks have disadvantage against you.



LORE

Old warriors of yore with no magical powers used to carve symbols upon their shields, in hopes that their deities would protect them from the rain of spells they would soon face. To their (and their opponent's) surprise, the gods and goddesses often did protect them. Many of those ancient shields are lost to the sands of time, but the ones that did survive were rigorously scrutinized and had their carvings meticulously replicated in this tattoo's design.



GRATIFYING TATTOO

Wondrous item (tattoo), rare (requires attunement)

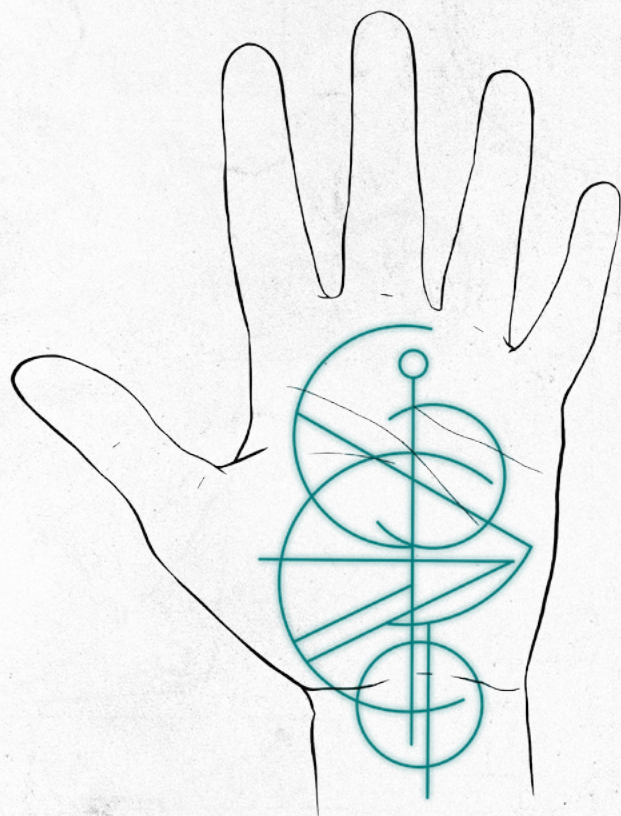
Produced by a special needle, this magic tattoo symbolizes the chaos of chance.

While this tattoo is applied on your skin, when you roll a 19 or 20 on a weapon attack roll (before modifiers are added), you can make one attack with the same weapon as a bonus action on subsequent turns for the next minute.



LORE

This tattoo was originally conceived for experienced frontline knights as a means to magically rain consecutive blows down upon their opponents and overwhelm them early in a battle. However, its price would later be too much for armies to realistically purchase for more than just a handful of their soldiers. The design would eventually find a place with adventurers looking to inflict even more pain upon unsuspecting monsters they came across on their travels.

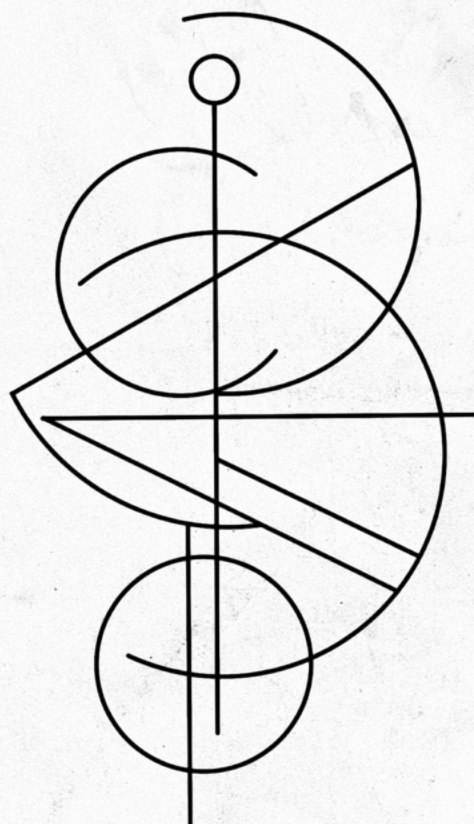


INFLUENCER'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo is composed of a set of circular shapes in an aesthetically pleasing arrangement.

While this tattoo is applied on your skin, you have a +5 bonus to Charisma (Persuasion) checks.



LORE



This tattoo is common among the proprietors of back alley dens and shady stores, allowing them to coax in clientele and secure a profit regardless of how uninviting their establishment appears. When word got around that these salespeople had been using this tattoo design, a flurry of lawsuits followed. These businesses usually disappeared with their ill-gotten gains a short while later.







INK BALL TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo illustrates a destructive mass of mystical ink.

As an action, you can speak the tattoo's command word to create a floating ball of ink between your hands. It remains for as long as you concentrate (as if concentrating on a spell). The ball's base damage is 8d6. If at the end of your turn, the ball has not been thrown, the damage increases by 1d6 to a maximum of 16d6.

Fling. As an action, you can throw the ball of ink at a point you can see within 50 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a DC 16 Dexterity saving throw. A creature takes cold damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

After the ball is thrown, the tattoo can't be used again until the next dawn.



LORE



Many people thrive when thrust into combat, spurred on by the thought of besting others on the battlefield. This tattoo draws on the bearer's desire to win to nourish itself. As more and more of this energy is drawn from the body, the tattoo's potential for destruction grows, ultimately emerging as a physical manifestation of an individual's desire to emerge victorious.





INKWELL TRAP TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

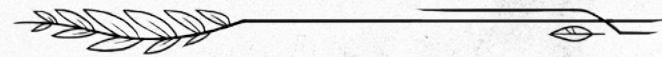
Produced by a special needle, this magic tattoo represents a sneaky surprise hidden in the bushes.

As an action, you can speak the tattoo's command word and lay both of your hands on the ground, causing the tattoo to separate from you and cover an area about 5 feet in diameter at your feet (retaining its pigmentation). After 1 minute, the tattoo camouflages into the environment. Someone who uses an action to visually inspect the tattoo's location identifies it as a camouflaged trap with a successful DC 13 Intelligence (Investigation) check.

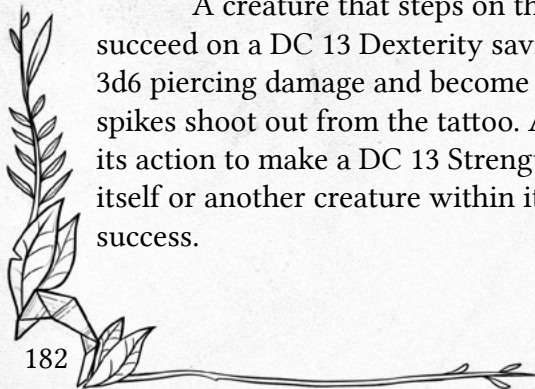
A creature that steps on the tattoo must succeed on a DC 13 Dexterity saving throw or take 3d6 piercing damage and become restrained as inky spikes shoot out from the tattoo. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success.

The tattoo vanishes and reappears on your skin after a creature frees itself from it, or if you use a bonus action to disarm it. Once used, the tattoo can't be used again until it has reappeared on your skin.

LORE



This tattoo gained notoriety through its use in vaudeville performances, most often by jesters in a whimsical japes. The fake trap was easy to arrange and ensured that theater stages remained intact after a performance. In its original iteration, the tattoo would only manifest as a slippery surface, but the design was later amended to injure and maim by understudies that wished to sabotage the careers of more established clowns.





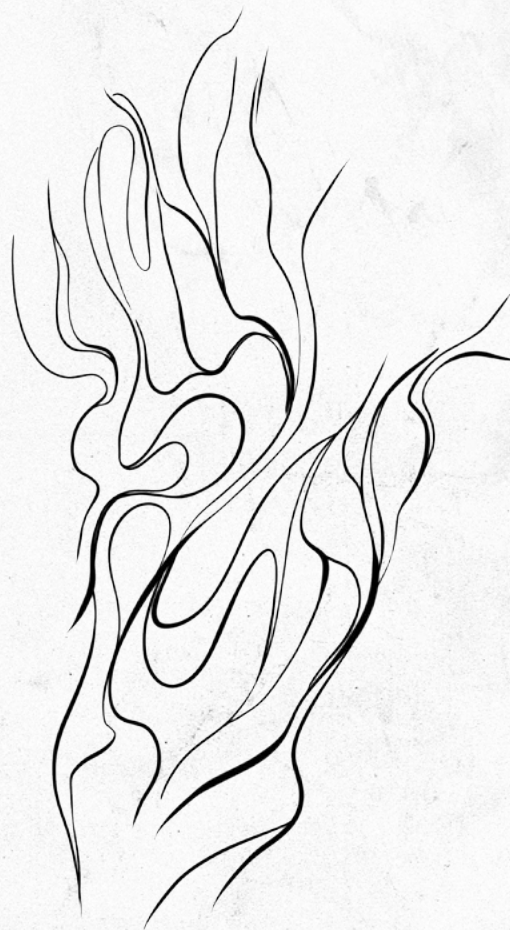
INKY ARMS TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo is composed of wavy lines representing flowing ink.

While this tattoo is applied on your skin, you can partially or completely turn your arms into ink to move them through a space as narrow as 1 inch wide without squeezing.

Slam. As an action, you can fill your arm with ink, causing it to balloon in size and weight, before bringing it down violently upon a target within 10 feet of you. Each creature within 5 feet of your target, excluding you, must make a DC 11 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Once used, this property cannot be used again until you finish a short or long rest.



LORE



A common form of punishment in the town of Lemelo for those caught stealing was to have their hand cut off in public as punishment. This tattoo's design was funded by a retired rogue who lived in town that aimed to give a helping hand to those that were at risk of losing theirs. Notably, he had lost his own hand years ago for what he claims was a crime he did not commit.





KRAKEN'S TATTOO

Wondrous item (tattoo), rare (requires attunement)

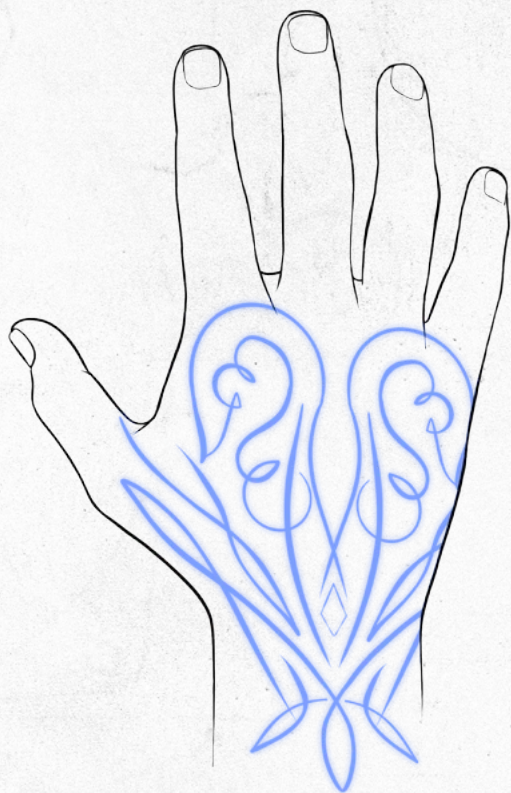
Produced by a special needle, this magic tattoo is a collection of symbols and scripture referencing an ancient sea creature.

As an action, you can speak the tattoo's command word to magically turn your arm into an enormous tentacle and violently swing outwards in a 30-foot cone. Each creature in the cone must make a DC 15 Dexterity saving throw, taking 6d6 bludgeoning damage on a failed save, or half as much damage on a successful one. On a failed save, a Large or smaller creature in the area is also pushed to the nearest unoccupied space outside of the 30-foot cone. Objects in the area that aren't being worn or carried automatically fail this saving throw. Once used, the tattoo can't be used again until an hour has passed.



LORE

The tentacles which are visible in the design of this tattoo often garner the bearer the nickname "Kraken" after the cephalopod that they are made to resemble. Highly coveted by sailors, this tattoo's magical properties often come second to the clout one earns for walking around on deck brandishing this masterpiece.

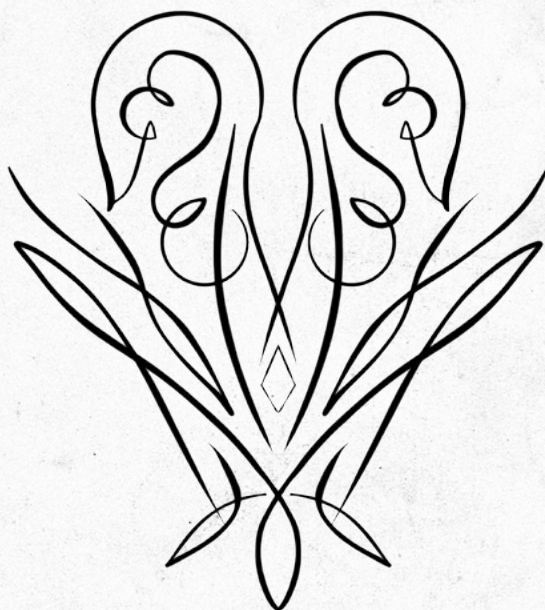


LOOT TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo is composed of gentle lines representing duplication.

As an action, you can speak the tattoo's command word and tightly grip an object that is small enough to fit in your hand. Your tattoo emits wisps of magical energy and a mundane but identical copy of the object is created in your free hand. If a creature uses its action to examine the counterfeit object, the creature can determine that it is a fake with a successful DC 15 Intelligence (Investigation) check. The counterfeit object lasts 1 hour, after which it dissolves into grains of sand. Once used, the tattoo can't be used again until you finish a short or long rest.

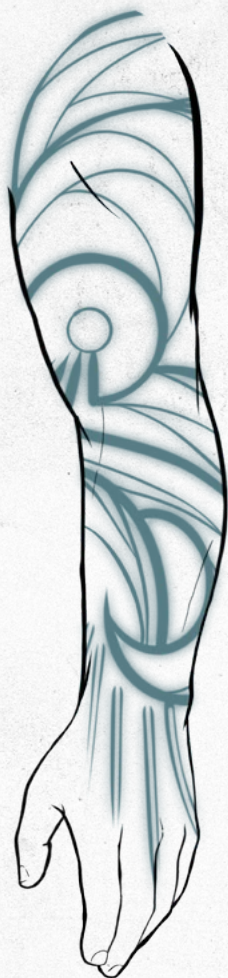


LORE



This tattoo was reportedly branded on criminals caught in the kingdom of Pawn. Their ambassador insisted that it was only applied upon those whose crimes were so severe that they were to be kept in isolation away from others for the duration of their confinement (they did not believe in the death sentence). This courtesy was meant to keep prisoners sane, allowing them to magically counterfeit warden-approved items as a stimulus and way to pass time.





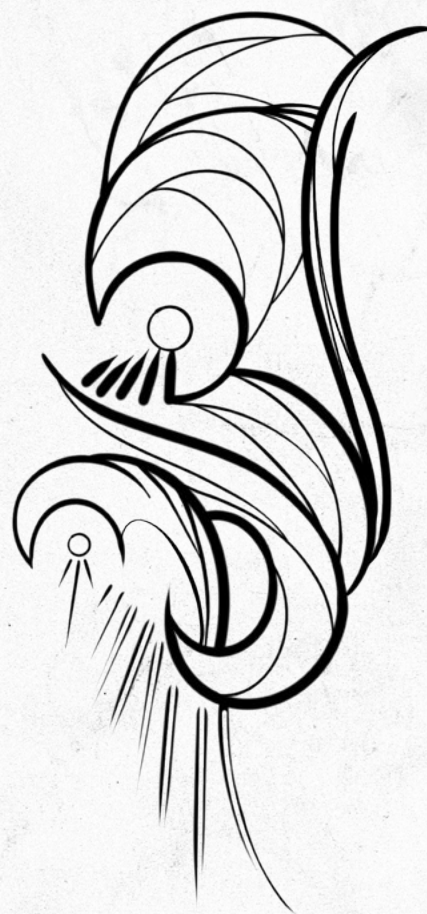
MONKEY KID'S TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes waves of powerful energy.

This tattoo has 0 charges and can hold a maximum of 10 charges. It gains 1 or more charges each time a creature with a Challenge Rating higher than your total character level dies within 30 feet of you. The number of charges you gain is equal to the difference between your total character level and the defeated creature's Challenge Rating.

As an action, you can speak the tattoo's command word and bring your hands together, causing a beam of light to erupt from the palms of your hands, forming a line 10 feet wide and 10 feet high that extends out 120 feet from you in a direction you choose. Each creature in the line must make a DC 15 Dexterity saving throw, taking radiant damage equal to 10 times the number of charges in the tattoo on a failed save, or half as much damage on a successful one. After using this property of the tattoo, all of its charges are expended.



LORE

Mudslides and inclement weather were responsible for the unearthing of the forgotten tomb of Cerco Pithecius. Until then, it had been left otherwise undisturbed, but the exposed chamber soon drew the attention of interested archaeologists. It didn't take too long to discover that the carvings within were magical in nature, serving as the basis for this tattoo.





NATURE'S KISS TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo illustrates harmony between the elements.

This tattoo has 6 charges and regains 1d3 + 1 expended charges daily at dawn.

While this tattoo is applied on your skin when you hit a target with a melee weapon attack, you can use a reaction to expend 1 charge and activate one of the tattoo's following properties to empower your attack:

Sea Swell. The target takes an additional 1d8 cold damage and must succeed on a DC 13 Strength saving throw or be knocked prone.

Windy Defiance. The target takes an additional 1d8 force damage and must succeed on a DC 13 Strength saving throw or be pushed 10 feet in a direction of your choice.

Fiery Chorus. The target takes an additional 1d8 fire damage. Any creatures (other than you)

within 5 feet of your target must succeed on a DC 13 Dexterity saving throw or take 1d4 fire damage.

Dusty Blow. The target takes an additional 1d8 bludgeoning damage and must succeed on a DC 13 Constitution saving throw or be blinded until the end of its next turn.

LORE

This tattoo was created by an aged tattoo artist who wanted to celebrate the elemental forces he felt shaped the world and all the creatures that inhabited it. This was not an easy task. The conceptualization of this tattoo involved extreme exposure to each of the elements the artist wished to incorporate into the tattoo's design, and at the project's end, his skin was forever scarred by the burns and cuts he endured during the endeavor.



NERF TATTOO

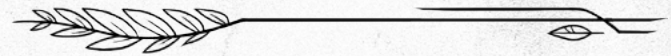
Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents an incredibly a high velocity weapon.

This tattoo has 6 charges and regains $1d3 + 1$ expended charges daily at dawn. As an action, you can expend 1 charge and point at a target within 60 feet of you to cause a small, inky sphere to shoot out at high velocity. Make a ranged weapon attack roll. On a hit, the target 4d6 piercing damage.



LORE



This tattoo was designed to aid those who regularly work at night as a means to deter drunkards other shady individuals that prefer to operate in the cover of darkness. The creator of this design was one such individual that saw most of his customers after hours, and was intimately aware of the perils of being unprepared.





NIMBLE JARGE TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo illustrates a rare species of mushrooms rumored to enhance one's coordination.

While this tattoo is applied on your skin, you have increased manual dexterity and advantage on Dexterity (Sleight of Hand) checks.



LORE

This tattoo was named after a man named Nimble Jack, a shyster and charlatan, who was once caught cheating at cards and subsequently jailed for his crime (and multiple other grievances). He would break out the day after, running into a tattoo parlor nearby that was owned by a naive young artist. Jack promptly swindled her out of a hefty amount of gold. The retribution came a week later in the form of Jack's pants turning into ink and melting right off his legs as he was walking down the street. This encounter inspired the artist to design a tattoo that would be perfect for men like Jack.



OBSESSIVE TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo depicts an endless spool of string.

As an action, you can speak the tattoo's command word and touch an object that you can carry in one hand, for 10 minutes, bonding that object to yourself. This bond ends when you die or when you bond to another object.

While this tattoo is applied on your skin, if the bonded object is on the same plane of existence, you can summon that object as a bonus action on your turn, causing it to teleport instantly to your hand.



LORE

It is believed by many that this tattoo was created for a delusional old emperor as a way for him to retain his most prized possessions after he passed on into the afterlife. Surprisingly, days after the emperor's death, many of his belongings did disappear from his palace, though many historians claim this was the work of nimble thieves rather than something supernatural.





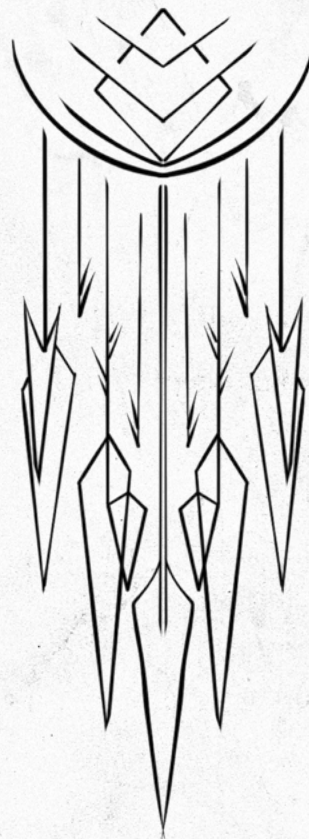
OLYMPIA'S TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo illustrates a set of empyrean spears.

As a bonus action, you can speak the tattoo's command word to create a flaming spear in your hand. While alight, the spear sheds bright light in a 40-foot radius and dim light for an additional 40 feet. It counts as a simple melee weapon with which you are proficient. It deals fire damage equal to 2d6 on a hit and has the thrown (range 20/60) property.

Favored Throw. As a reaction when you make a ranged weapon attack with this weapon, you can speak a command word to cause the spear's path to be engulfed in a 5-foot-wide line of flames until the start of your next turn. Each creature that starts its turn in the area or moves into the area for the first time on a turn must make a DC 15 Constitution saving throw, taking 4d6 fire damage on a failed save, and half as much damage on a successful one. Once used, this property of the tattoo can't be used again until an hour has passed.



LORE

A knowledgeable tattooist-historian claims that this tattoo was first inspired by mischievous pixies that would leave trails of light in the forests and woods to lure unsuspecting travelers to their deaths. They insist it was only later on that the tattoo was altered drastically to appeal to potential buyers more interested in inflicting immense pain upon enemies who would stand in their way.



PUNCHLINE TATTOO

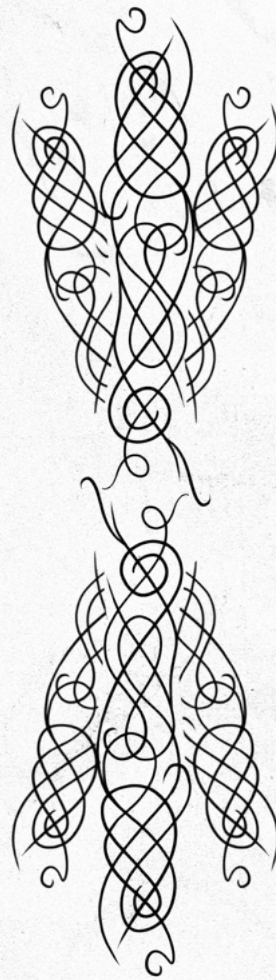
Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo is composed of a weaving lines representing the tightening of muscles.

While this tattoo is applied on your skin, you can store energy in it by remaining still (no action required). If you don't move and you don't take any action, bonus action, or reaction between the start of your turn and the start of your next turn, the tattoo gains one charge. The tattoo can gain a maximum of 10 charges.

After you move, or take an action, bonus action, or reaction, the tattoo loses all charges at the start of your next turn.

My Special Move. As a reaction when you hit a target with an unarmed strike, you can unleash your stored energy, expending all stored charges. For each charge expended, your target takes 20 force damage.



LORE



There is a tale of a knight and a paladin that happened to share the same road one afternoon. The knight began to talk about his adventures, the beasts he had slain and all the villages he had saved. He even rolled up his sleeve, displaying this impressive tattoo, a reward for one of his heroic exploits. Expecting to hear similar stories from the paladin, he was disappointed when they remained silent. The knight pressed the paladin to speak, remarking that surely a paladin had similar tales of heroism and bravery. To this, the paladin replied, "I just smite".







SHADOW SHACKLES TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents unbreakable shackles.

As an action, you can speak the tattoo's command word to cause inky chains and shackles to shoot out from your arms at a Large or smaller creature you can see within 15 feet of you. The creature must succeed on a DC 15 Dexterity saving throw or become bound by the shackles for the next hour, or until you use a bonus action to dismiss them. The shackles are as long as the distance between you and the creature at the time it was shackled. A creature can use its action to make a DC 20 Strength check, freeing a bound creature on a success.

When either you or the creature moves beyond the distance allowed by the shackle chains, you make a Strength (Athletics) check contested by the other creature's Strength (Athletics) check. Until

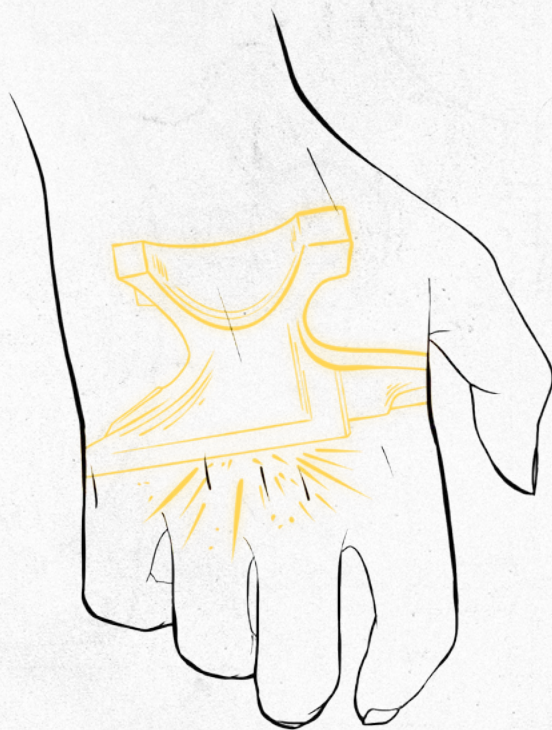


the end of the current turn, when the winner of the contest moves, it can drag the shackled creature with it, but its speed is halved, unless the creature is two or more sizes small than it.

Once used, this tattoo can't be used again until you finish a short or long rest.

Tether. You can use an action while a creature is bound by your shackles to transfer your tattoo to an object, transferring your side of the shackles in the process. If the shackled creature can't move the object to which it is bound, it can use its action to make a DC 20 Strength check, breaking the chain on a success. If the chain is broken, the tattoo returns to your skin, wherever you are.





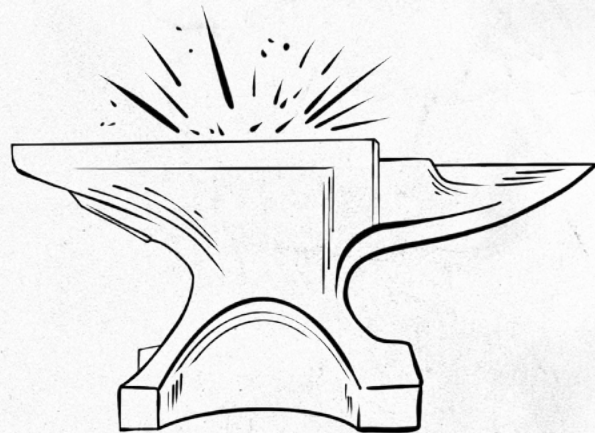
SMITHY'S TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents a blacksmith's trusty anvil.

While this tattoo is applied on your skin, you can lay hands on a mundane weapon during a short or long rest. If you spend one hour in meditation, a segment of your tattoo separates from your skin and enters the weapon, doubling the damage dice of the weapon and making it magical for the purposes of overcoming resistance. For example, a shortsword would deal 2d6 piercing damage instead of 1d6 piercing damage.

When you augment a weapon in this way using this tattoo, any other weapons on which you have used this property lose their augment and become mundane weapons once more.



LORE

Blacksmith's guilds have long been in place to ensure the quality of the craft and to pass down generations of earned knowledge. However, in recent years, there has been a push for this knowledge to be made publicly accessible, as opposed to guarded behind the guilds' heavily-fortified doors. In response, a bold young tattooist infiltrated and secured a coveted manuscript from a storied smith's guild, and proceeded to render a design that was sure to anger more than a few old blacksmiths.



Snakebitten Tattoo

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents a double-headed serpent.

While this tattoo is applied on your skin, when you hit a creature with a melee attack for the first time on your turn, an inky snake shoots out from your arm and attempts to bite your target. The creature must succeed a DC 13 Dexterity saving throw, or take a 1d4 piercing damage.

In addition, the snake latches onto any creature that fails this Dexterity saving throw, and remains latched on until the creature is more than 10 feet away from you. While the snake is latched on, it can't shoot out to bite another target.

A creature on whom the snake is latched must make a DC 13 Constitution saving throw at the end of each of its turns, taking 1d6 poison damage on a failed save, or half as much damage on a successful one.



Lore



This design was conceived by a shy adventurer who was, quite literally, bitten by a snake. The unpleasant memory lingered in her head for weeks and moved her to endure many sleepless nights. She spent these late hours sketching a design that just seemed to linger in her mind. It wasn't until later when she showed her friend, a budding tattooist, that the sketch would be converted into a tattoo that would manifest her waking nightmare (for others).





STAMPEDING TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo symbolizes the collective strength of multiple beasts.

As an action, you can speak the tattoo's command word to cause inky shapes of various animals to animate from your arm and rush forward in a 10-foot-wide, 60-foot-long line. Each Large or smaller creature in the line must make a DC 13 Dexterity saving throw, taking 5d8 bludgeoning damage and falling prone on a failed save, or taking half as much damage and not being knocked prone on a successful one. Once used, the tattoo can't be used again until the next dawn.



LORE

This design was developed by a shepherd who dabbled in the art of tattooing, learning from his mother. The shepherd was fascinated by the manner in which packs of animals used their superior numbers as a way to prevent predators from getting to the weakest in their group, and also as a means to intimidate and attack aggressors. The shepherd applied similar principles to this design, allowing them to harness the power of stampeding beasts.

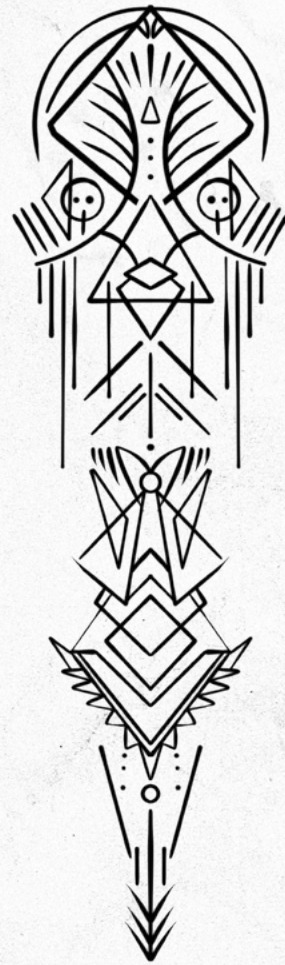


TIC TAC TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo is comprised of multiple mirrors.

As a reaction when you're hit by a melee attack, you can cause the tattoo to extrude from your skin and adopt an inky facsimile of your attacker's limb and weapon, recreating its attack immediately after its attack is resolved. The recreated attack uses the ability modifier, proficiency bonus, and damage dice of the original attacker and its weapon (without magical properties if wielding a magical weapon), but is otherwise treated as if you had attacked.



LORE



The popular saying “you are your own worst enemy” and taunt “stop hitting yourself” directly inspired the creation of this tattoo. A determined group of (very young) tattooists consulted for weeks before finally arriving at a design that would effectively reflect someone's own blows back at them. They were very satisfied with the results, chuckling every second of the testing phase.





WEATHERING TATTOO

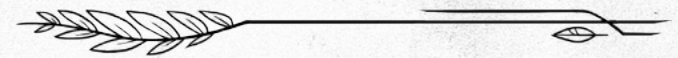
Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents repeated strikes against one's defenses.

As an action, you can speak the tattoo's command word and empower your attacks for the next minute. For the duration, whenever you hit a creature with a weapon attack, it gains a cumulative -1 penalty to its AC. You can reduce the same creature's AC up to five times. When the tattoo's effect ends, so too does any penalty to AC it created. Once used, this property of the tattoo can't be used again until you finish a short or long rest.



LORE



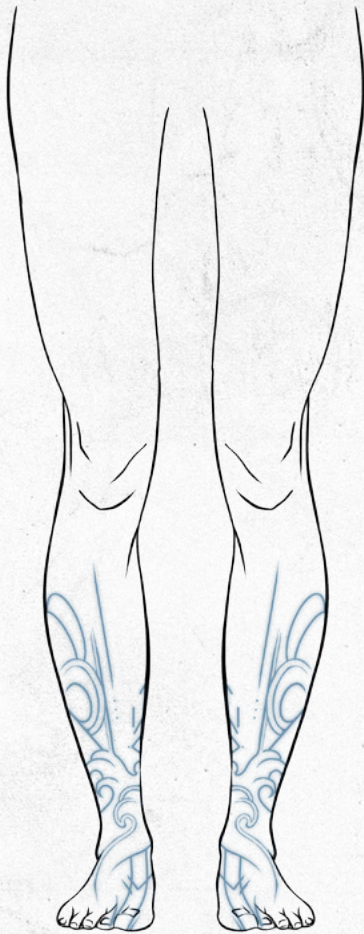
The creator of this design credits an unruly bard as the sole inspiration. The bard known as Yuri, regularly resorted to ruthlessly berating and insulting both his allies and enemies (with musical accompaniment), to the point where they were unable to focus in battle. Some were even said to have broken down in tears, shedding their weapons along with their will to fight. One particularly perturbed survivor later sketched the tattoo, picturing the bard's smug mug during the entire process.





LEG TATTOOS





AIR GEAR TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes the rising tides.

While this tattoo is applied on your skin, you can emit a steady stream of air from underneath your feet while moving and float 5 inches above the ground (no action required). You are also able to move above nonsolid or unstable surfaces, such as water or lava. Additionally, you ignore difficult terrain and leave unique tracks (visible vapor trails) that vanish almost instantly. You will still fall as normal if there is no solid or liquid surface below you.



LORE

Natives to a remote archipelago developed this tattoo as a means to traverse short sea crossings. Its magic enabled them to easily trade and travel between the islands without the aid of boats or bridges. After several hostile encounters with foreigners, the natives became distrustful of strangers and concealed the tattoos whenever they expected to interact with outsiders.





ANCHORING TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents the stability of large, ancient rocks.

As an action, you can speak the tattoo's command word and plant your feet firmly on the ground. For as long as you do not move, you can't be moved against your will (by any normal means). A creature can use its action to make a DC 30 Strength check, moving you up to 10 feet on a success.

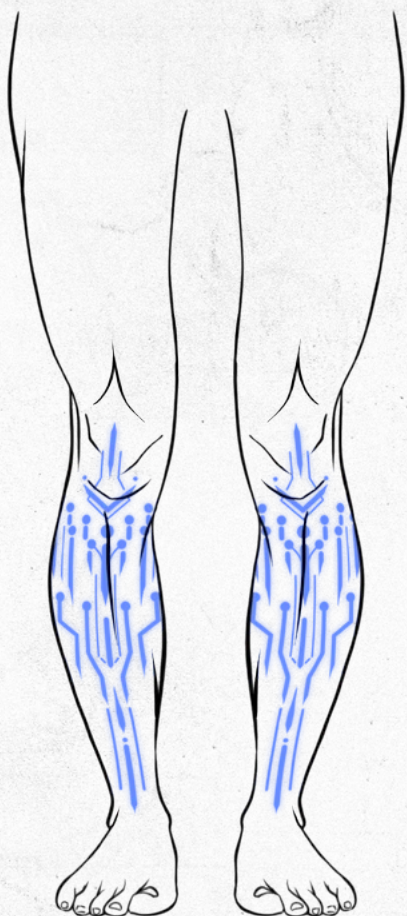


LORE



This tattoo was created by a group of activists protesting the razing of trees to clear more land for the growth of the nearby city. Unfortunately, the protests were forcefully quelled and the tattoo designs ended up being sold off to mercantile companies looking for cheap ways to reduce sailor turnover. Now, the tattoo can be found at nearly any port parlor.



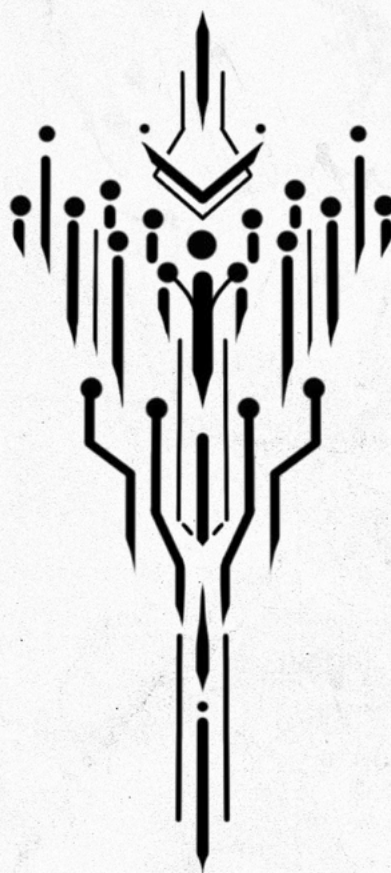


CROWDED TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo represents a multitude of beings moving as one.

As an action, you can speak the tattoo's command word to make it sound as though you are moving with a large crowd for the next 10 minutes. Every step you take is accompanied by the sound of up to fifty other footsteps and incoherent chatter follows you wherever you go. For the duration, your footsteps can be heard up to 300 feet away and creatures have advantage on Wisdom (Perception) checks made to hear you. Once used, the tattoo can't be used again until you finish a short or long rest.

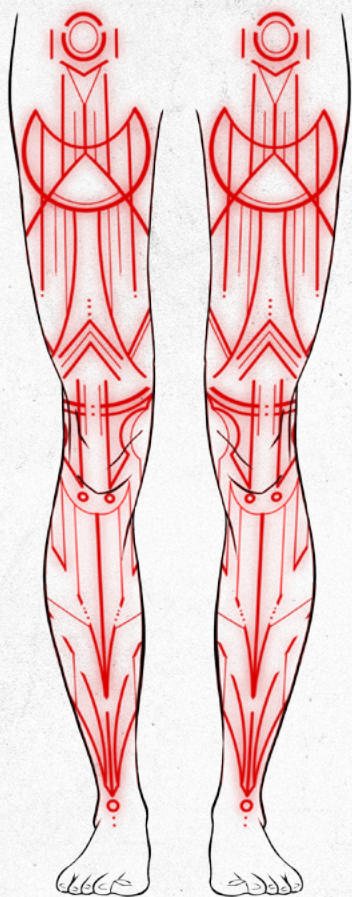


LORE



This tattoo was commissioned by a theatre production company that wanted to simulate the sounds of a moving crowd during their plays. Rather than ask for audience assistance, they felt a mystical tattoo would be a better choice to produce their desired effect. To the company's credit, the method was well-received and emulated by other companies who heard of their success.





DANCING FEET TATTOO

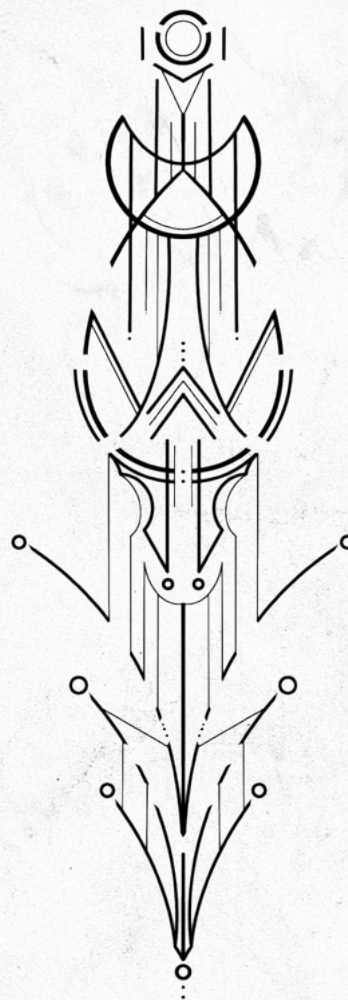
Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a deity said to appear to those who devote their lives to dance.

While this tattoo is applied on your skin, you have advantage on Charisma (Performance) checks made to dance or move rhythmically.

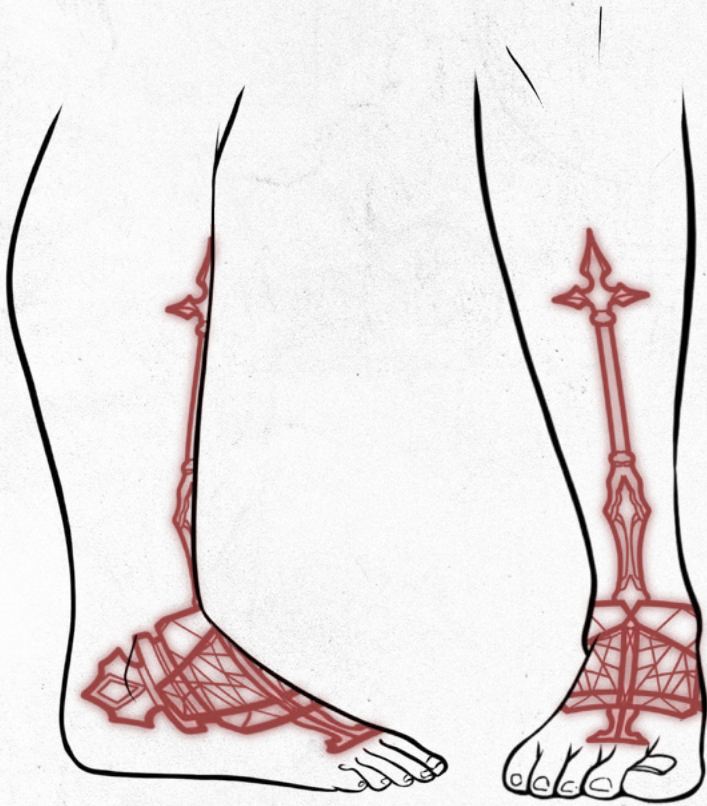
Dance Off. As an action, you can begin dancing and point at one creature you can see within 10 feet of you. The creature must succeed on a DC 15 Wisdom saving throw or be compelled to dance along with you, for as long as you continue dancing. The creature dances with you and, for the duration, is restrained.

At the start of each of your turns, you must use a bonus action to continue dancing and maintain this effect. The creature can use an action to make a DC 15 Wisdom saving throw. On a success, it stops dancing. Once this property of the tattoo is used, it can't be used again until 1 hour has passed.



LORE

This tattoo was commissioned by an odd bard that loved dancing and shiny objects above all things. She developed a reputation for using this tattoo to force her foes to dance while her companions robbed them in broad daylight. It didn't gain much traction with the general public due to the forceful nature of its the enchantment, but there are tattooists willing to sketch the design for a modest sum.



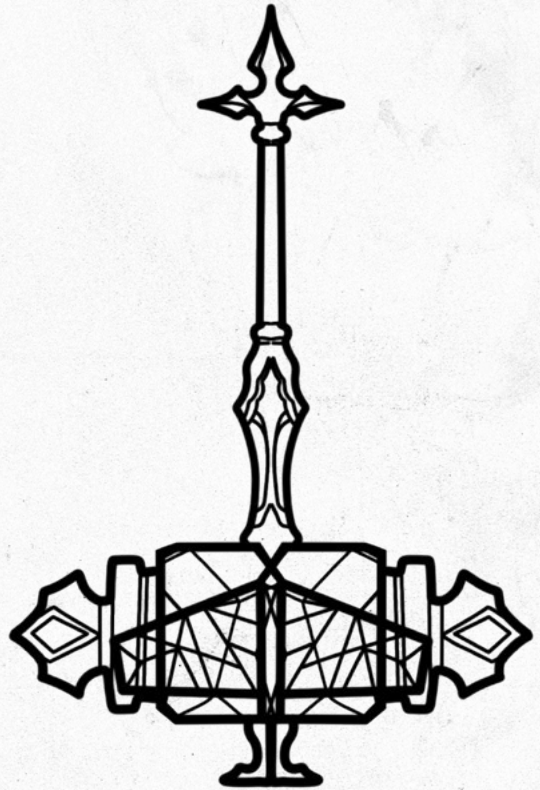
DOZING TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo symbolizes an unstoppable hammer that breaks down all barriers it comes across.

This tattoo has 3 charges and regains 1d3 expended charges daily at dawn.

When you use an action to try and break an object with a Strength check, you can expend 1 or more charges as part of the same action. You gain a +5 bonus to the check for each charge expended.



LORE

Sometimes all a person wants to do is smash something. And sometimes they create a mystical tattoo specifically to help them smash things more effectively. As luck would have it, the desire to smash things is shared by more than a handful of people, both for stress relief and for fun. This tattoo spread like wildfire after its conception and eventually had to be artificially suppressed by taxes levied upon bearers of the design, in attempt to deter the throngs of people running afoul, smashing down doors and walls for fun.



DEATH'S GRASP TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

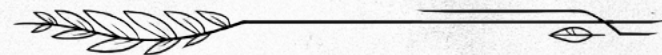
Produced by a special needle, this magic tattoo is composed of curled lines representing the threads of life.

While this tattoo is applied on your skin, you can use an action to cast the *Speak with Dead* spell. The tattoo can't be used this way again until you finish a long rest.

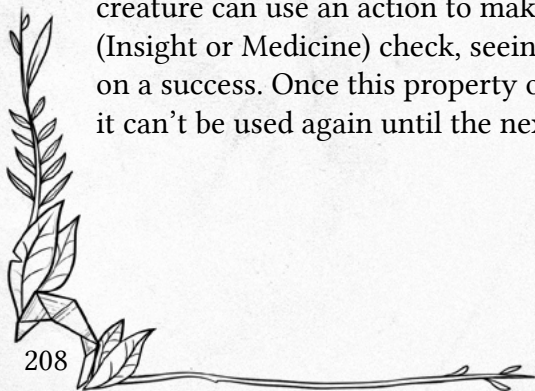
Play Dead. As a reaction when taking damage, you can play dead. For the duration, your heart rate and breathing are slowed considerably, and your skin becomes cold to the touch. Another creature can use an action to make a DC 15 Wisdom (Insight or Medicine) check, seeing through your act on a success. Once this property of the tattoo is used, it can't be used again until the next dawn.



LORE



This design was conceived by a man and woman that were planning to fake their deaths so they could escape their overbearing families. The magic worked, but the man's tattoo was misdrawn, and instead of faking his passing—the tattoo genuinely caused his death. To this day, many swear that they could hear a woman's chilling lamentations as the tattoo was applied onto their body.







EARTHSHATTER TATTOO

Wondrous item (tattoo), rare (requires attunement)

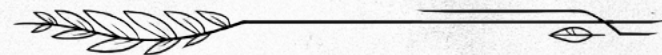
Produced by a special needle, this magic tattoo represents the fragility of the earth.

This tattoo has 3 charges and regains all expended charges daily at dawn.

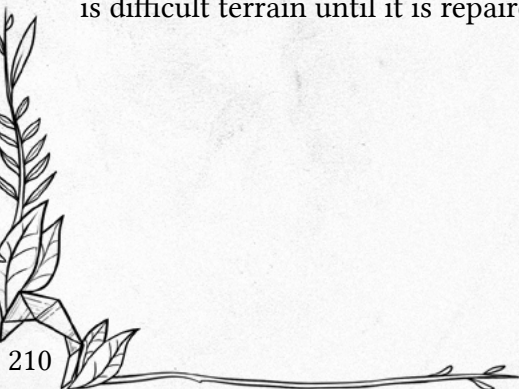
As an action, you can expend 1 charge and stomp your foot to cause a tremor in the ground. Each creature within a 30-foot radius of you must make a DC 15 Dexterity saving throw, taking 5d6 bludgeoning damage and being knocked prone on a failed save, or taking half as much damage and not being knocked prone on a success. Additionally, the ground in the area becomes cracked and warped and is difficult terrain until it is repaired.

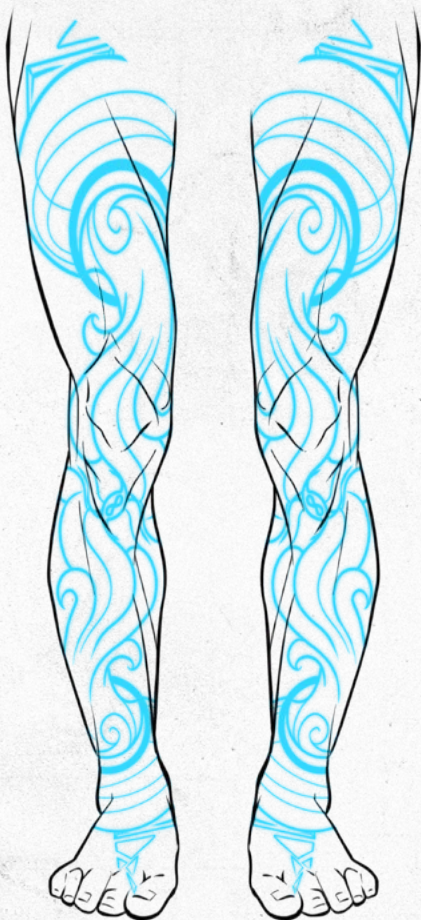


LORE



This tattoo was first observed on members of a tribe that lived in rocky, mountainous terrain. The design allowed them to fracture the earth on command, giving them an upper hand in combat against the hostile beasts that roamed their lands. When the tribe made the shift to farming, it gave them a fantastic tool to help break up the dry ground before tilling. As more time has passed, they've relied less and less on the tattoo's magic, but it continues to be applied as a reminder of the tribe's history and resilience.





FLOWING INK TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes an endless outpouring of fine ink.

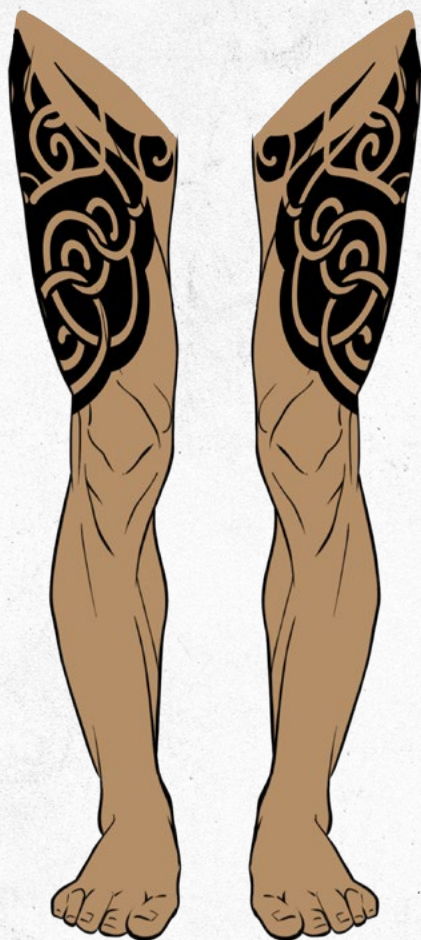
While this tattoo is applied on your skin, you have a +1 bonus to the attack and damage rolls of your unarmed strikes, which deal cold damage instead of the usual bludgeoning damage.

Burst. As a reaction when you hit a creature with your unarmed strike, you can force it to make a DC 13 Constitution saving throw, taking an additional 1d4 cold damage and falling prone on a failed save, as powerful jets of ink burst forth from your tattoo. On a successful save, the creature takes half as damage and doesn't fall prone.



LORE

This tattoo was very popular among villagers in the far south that repeatedly found themselves repelling attacks by vampires and wercreatures on their homes. The assailants' resistance to traditional weapons proved especially problematic during these encounters. The tattoo's mystical properties would eventually give the villagers the small edge they needed to keep the hostile creatures at bay and defend themselves. Of course, the tattoo initially had more practical applications, such as to help supplement a dwindling ink supply.



FOUL GAS TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents a large monster with a foul-smelling odor.

As an action, you can unleash a cloud of foul gas from your bottom in a 20-foot-radius sphere centered on you, that remains in place for the next minute. Each creature other than you that starts its turn in the area must make a DC 13 Constitution saving throw, taking 3d6 poison damage and becoming poisoned for 1 minute on a failed save, or taking half as much damage and not becoming poisoned a successful one. Creatures that don't need to breathe automatically succeed on this saving throw. The cloud lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Once used, the tattoo can't be used again until you finish a short or long rest.



LORE

This tattoo has been through many different iterations, but many just put different spins on the same effect: expelling a disgusting cloud of smelly gas. The gas has been used by guards to disperse crowds and repel monsters, and pranksters who get their hands on the tattoo often have a field day in crowded venues like marketplaces and taverns.



GHOSTWALKER TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a pathway and gates into the underworld.

As a bonus action, you can speak the tattoo's command word to move through barriers and objects up to 3 feet thick, and Large or smaller creatures as if they were difficult terrain. If you end your turn inside a creature or object, you take 4d6 force damage and are shunted to the nearest unoccupied space.



LORE

This design was conceived to mimic a ghost's ability to move through solid matter. The creator was a woman who had an intense fascination with ethereal creatures. She used the tattoo to better observe such creatures through obstacles that normally would have prevented any attempts to follow them, such as solid brick walls. The culmination of her research was a riveting dissertation on the pastime activities of the paranormal.





INKWORM TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents a malevolent pair of parasites.

As an action, you can speak the tattoo's command word to cause it to shoot out as two inky worms towards a creature you can see within 10 feet of you. Make a ranged weapon attack against the creature. On a hit, it takes 4d6 piercing damage. In addition, the worms burrow into the creature, and remain burrowed for the next minute. A creature in which the worms are burrowed can make a DC 13 Constitution saving throw at the end of each of its turns, taking 2d6 piercing damage on a failed save, as the aggressive worms feed on the creature's insides. On a successful save, the creature manages to pull the worms out, the effect ends, and the worms vanish, reappearing as tattoos on your legs.

Once used, the tattoo can't be used again until an hour has passed.

LORE

This design was the creation of a clever goblin that found a discarded journal on mystical tattoos. At first, no one believed the rumors of a carnivorous worm-flinging goblin but, eventually, the neighboring towns couldn't ignore the relentless attacks on travelers and the hole-ridden bodies left behind. The towns opted to put together a monster-hunting bounty that attracted the attention of some adventurers to deal with the goblin. Despite the goblin's demise soon after, designs of the tattoo leaked and still circulates to this day through the underworld's markets.



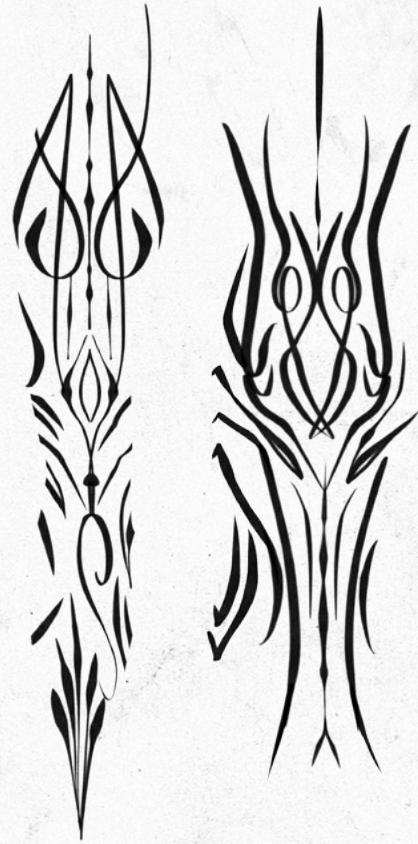
LEAPING TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents immense lower body strength.

While this tattoo is applied on your skin, your jumping distance is tripled.

Dropkick. As a bonus action you can jump and make a melee weapon attack. You are proficient with this attack which has a reach of 5 feet and deals bludgeoning damage equal to 1d6 plus your Strength modifier. On a hit, a Large or smaller creature, or an object that weighs less than 200 pounds, is pushed up to 15 feet away from you.



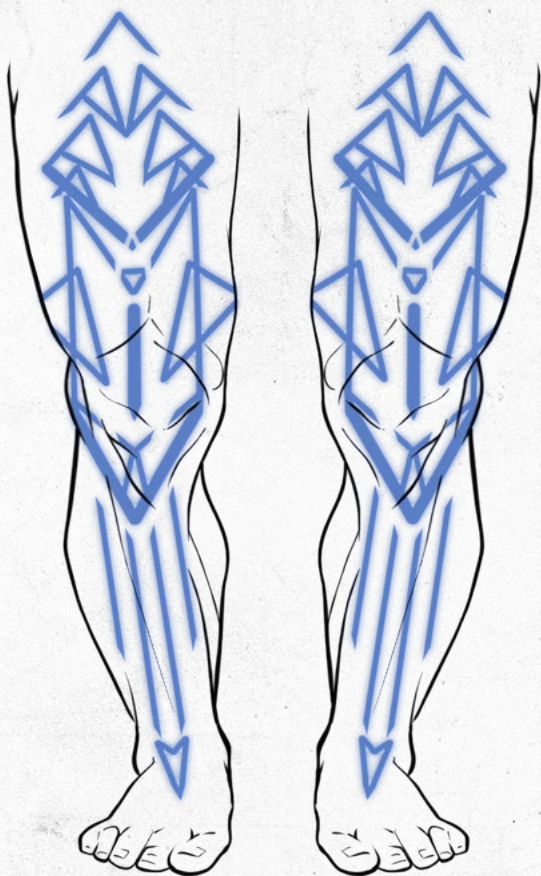
LORE



Some people just really love jumping. This was the case with Curtis Cannon, a young man that commissioned the creation of a tattoo that would propel him great distances through the air with very little effort on his part. Some people wondered at the utility of such a thing, but their concerns were quickly dispelled after Curtis began working as a package runner. He soon became known as the fastest runner around and used that reputation to found a successful moving business.







MARKING TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents a mystical object that clearly indicates a target.

This tattoo has 3 charges and regains all expended charges daily at dawn.

While this tattoo is applied on your skin, as a reaction when you hit a creature with an unarmed strike using your foot, you can expend 1 charge to make a small portion of the tattoo split off and apply itself onto the creature's exterior. For as long as the creature is marked, all attack rolls made against that creature have advantage. The mark lasts for one minute, or until you expend another charge to place a mark on another creature, whichever comes first.



LORE

This tattoo was commissioned by a kickboxer that was looking to get an edge in their matches. With the tattoo's ability to help him land blows, he became an unrivaled champion in the ring. To evade any questions about the magical nature of the tattoo, the kickboxer opted to disguise it as a trademark and encouraged his fans to get their own imitations. Other competitors eventually caught on to the cheating, however, and quietly took down the champion outside of the ring. The design has lived on in infamy ever since.



MAPMAKER'S TATTOO

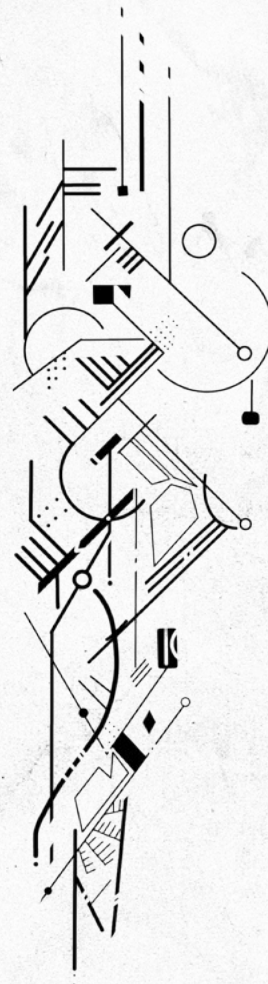
Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents bold and innovative design.

This tattoo has 3 charges and regains 1d2 + 1 expended charges daily at dawn.

As an action, you can expend one charge and stomp on the ground to cause the tattoo to melt away from your skin onto the floor. For the next minute, the ink flows along the ground and creates a 1:100 scale map, depicting the terrain within a 100-foot radius of you in rudimentary detail. The map remains until 10 minutes have passed or until you use a bonus action to dismiss it, causing the ink to vanish and reappear on your legs as a tattoo.

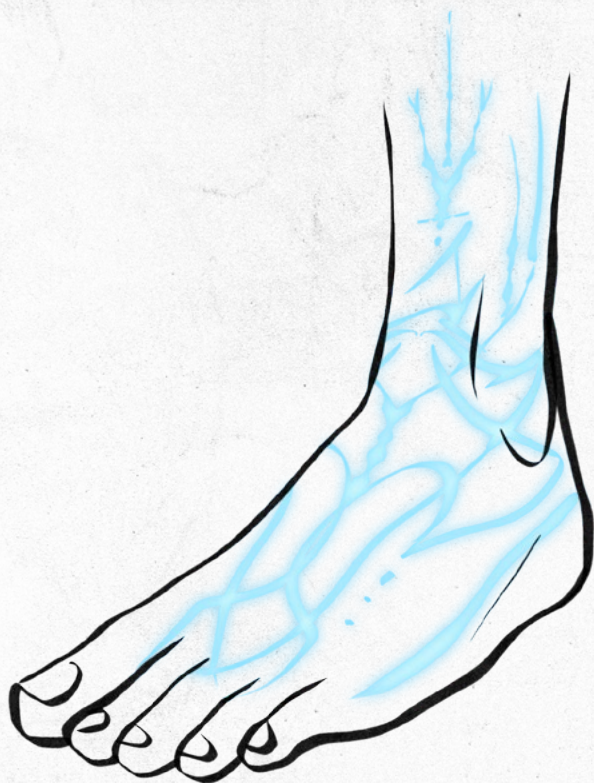
Reveal. As an action, after the terrain is completely mapped, you can expend a charge and stomp on the ground to cause moving globules of ink to appear on the map, representing the general location of all creatures in the area that are not invisible or protected against divination magic. Once



used, this property of the tattoo can't be used again until the next dawn.

LORE

This tattoo was conceived by a tattooist that found themselves trapped in a minotaur's labyrinth during their travels. Desperate to escape, they quickly sketched and applied a mystical tattoo to guide them out. In addition to allowing them to escape, the design also gave them the means to evade the minotaur waiting within. It is now a beloved purchase for adventurers and archaeologists alike.



PLANE STRIDER TATTOO

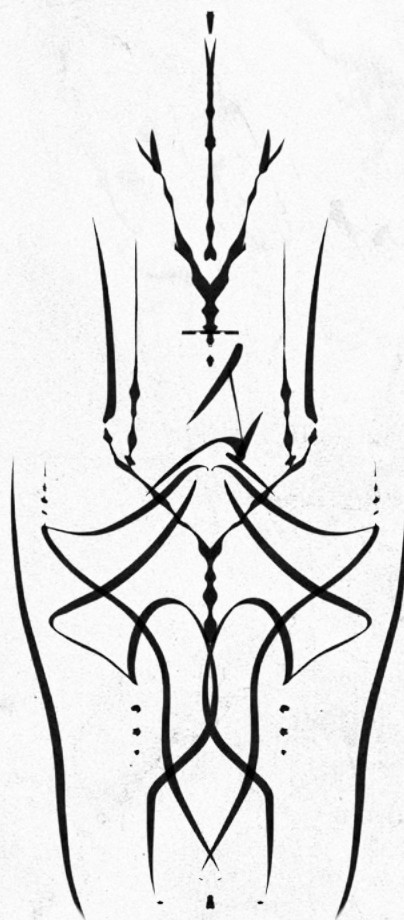
Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents a melding of elements.

While this tattoo is applied on your skin, you can use an action to speak the name of one of the four elements. The tattoo changes color and you gain access to properties linked to that element for 1 hour. This property of the tattoo can't be used again until the next dawn.

Air Strider. The tattoo begins to glow bright blue and you gain resistance to lightning damage. You can also cast the *levitate* spell on yourself at will while this property of the tattoo is active. When you do so, it doesn't require concentration.

Earth Strider. The tattoo begins to glow bright yellow and you have resistance to acid damage. It also does not cost you extra movement to move through naturally occurring difficult terrain in nature, such as steep mountains or heavy undergrowth.

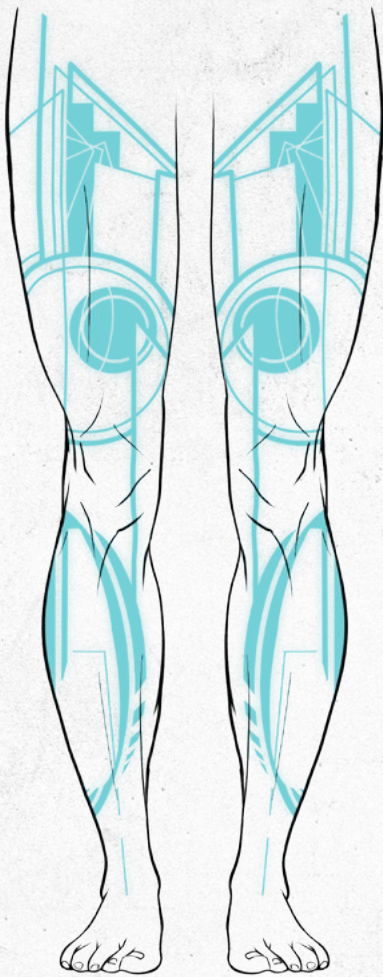


Fire Strider. The tattoo begins to glow bright red and you gain resistance to fire damage. You can also cast the *firebolt* cantrip at will (+8 to hit).

Water Strider. The tattoo begins to glow bright emerald and you have resistance to cold damage. You can cast the *water walking* spell on yourself at will while this property of the tattoo is active. When you do so, it doesn't require concentration.

LORE

Eons ago, a council of elemental deities bestowed upon a brave hero a mystical tattoo that combined different aspects of their power. With this gift, the warrior was directed by the gods to defend their domains from primordial creatures that would cause undue destruction wherever they went. He held his station as a defender of the realms for many decades before eventually passing on. Nobody is sure who, if anyone, took on his mantle afterwards.



PORTAL TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo foretells a bleak and disastrous future.

As an action, you can speak the tattoo's command word to conjure a portal within 5 feet of your location for the next hour. The portal has a circular opening which can be up to 10 feet in diameter and can be oriented in any direction you choose. The portal cannot be conjured in a space occupied by a creature.

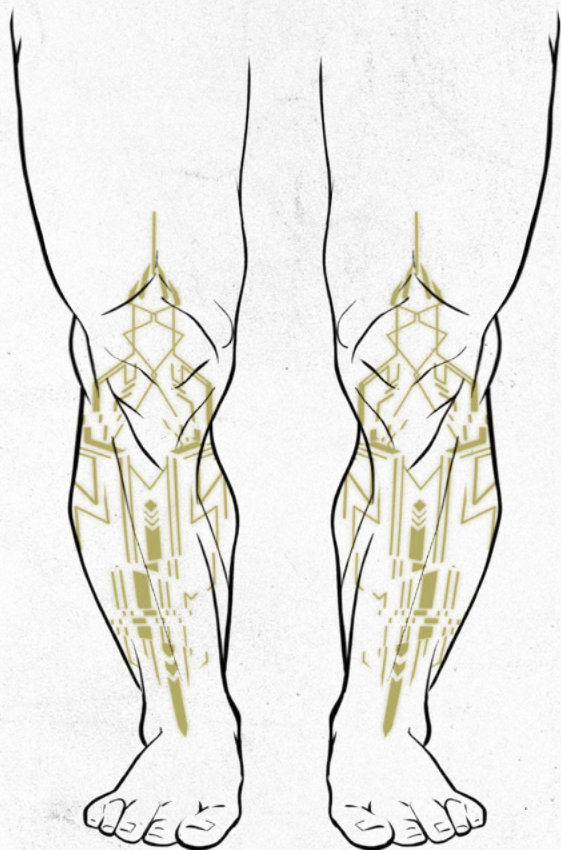
As an action while you already have one portal conjured using this tattoo, you can speak the tattoo's command word again to conjure an identical second portal within 5 feet of your location, within 200 feet of the first portal. The second portal also has a circular opening which can be up to 10 feet in diameter and can be oriented in any direction you choose. The portal cannot be conjured in a space occupied by a creature. The second portal vanishes when the first portal vanishes.



Once the second portal is conjured, any creature or object entering either portal exits from the other portal as if the two were adjacent to each other. Passing through a portal from behind, or passing through a solitary portal has no effect. Once used to successfully create two portals that exist at the same time, the tattoo can't be used again until the next dawn.

LORE

Subterranean structures are often difficult to safely traverse (and loot), filled with broken pathways and collapsing tunnels. This design was commissioned with that difficulty in mind, mostly aiding salvage crews in emptying old ruins of their gold stores, usually at the behest of adventurers. The portals they create using this tattoo offer a faster way to maneuver and transport various objects within the tunnels.



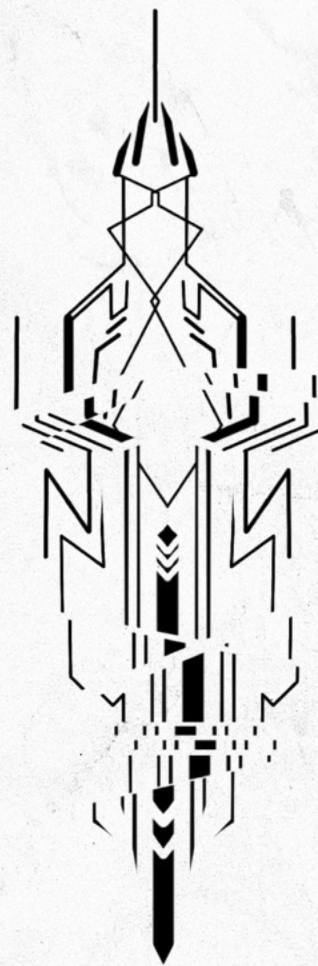
RADAR TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo represents an incomplete map.

This tattoo has 3 charges and regains all expended charges daily at dawn.

As an action, you can expend one charge and stomp your foot to perceive all creatures and objects within 30 feet of you unless their presence is hidden from divination magic, until the end of your turn.

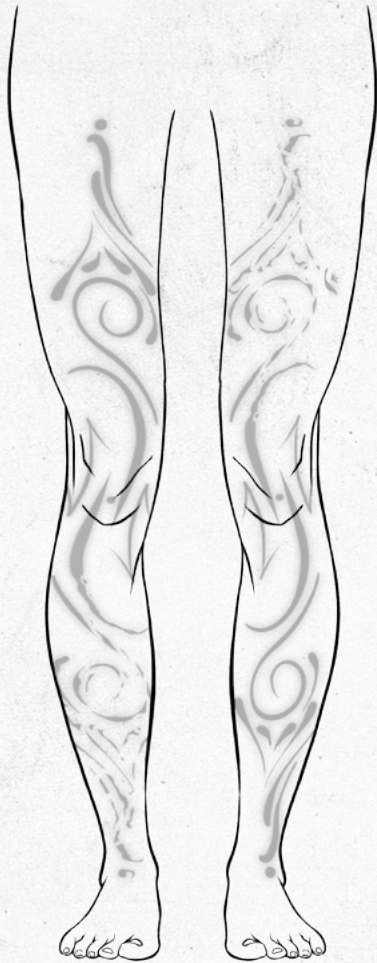


LORE



This tattoo was created to help dungeon delvers navigate tight and dark underground spaces, and to avoid being caught off-guard by the creatures that lurk therein. It should come as no surprise then, that its bearers are often scouts that have to enter dangerous territory on their own.





REWINDER TATTOO

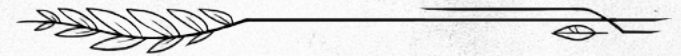
Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo symbolizes one's past and the unclear future.

As a reaction when you miss an attack or fail an ability check or saving throw, you can step back in time and reroll the result.

Additionally, you can step back in time after the first reroll to reroll the result again. When you reroll in this way, you gain a level of exhaustion

LORE



This tattoo was designed by an archmage with synesthesia that saw runic symbols whenever he cast spells. Many of the symbols slipped from his memory as quickly as they entered it, but when he cast spells to stop time, he discovered that the runic symbols hanging in the air stayed frozen there for him to observe. Delighted at the discovery, he recorded the symbols suspended in this way. After sharing the symbols with his trusted colleagues, they experimented with transcribing them into various other formats. Rendering them into tattoos proved to be most successful, allowing bearers to briefly tug on the strands of time and alter fate.







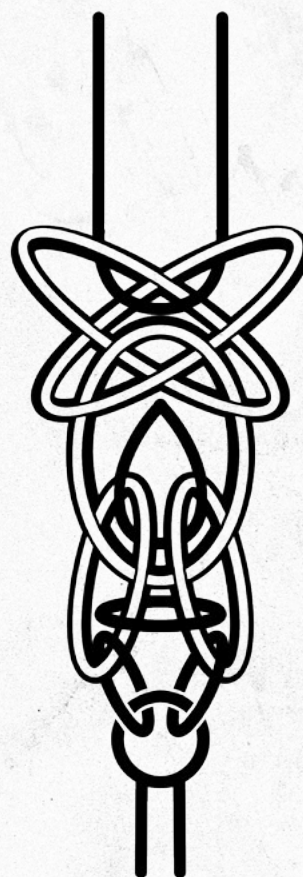
RINGING TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo represents a set of deadly weaponry.

The tattoo has 6 charges and regains 1d3 + 1 charges daily at dawn.

As an action, you can expend 1 or more charges to launch inky rings out from your legs at a creature within 30 feet of you. Make a ranged weapon attack against the creature. On a hit, it takes 5d6 bludgeoning damage for each charge you spend. Additionally, the creature must succeed on a DC 16 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



LORE

This tattoo was first seen upon an adventurous young monk who liked wearing thick iron rings for training purposes. According to the monk, they had encountered an ancient dragon who required a favor. In exchange for pulling out a sword lodged in the flesh between two of her claws, the dragon conferred this mystical tattoo upon the monk. It was surprisingly fitting, considering she had pilfered it from the pack of a particularly rude swordsman who had stabbed the dragon for no good reason (and left the sword in her too).



SHADOWY TACTICIAN'S TATTOO

Wondrous item (tattoo), rare (requires attunement)

Produced by a special needle, this magic tattoo represents the melding of shadows and ink.

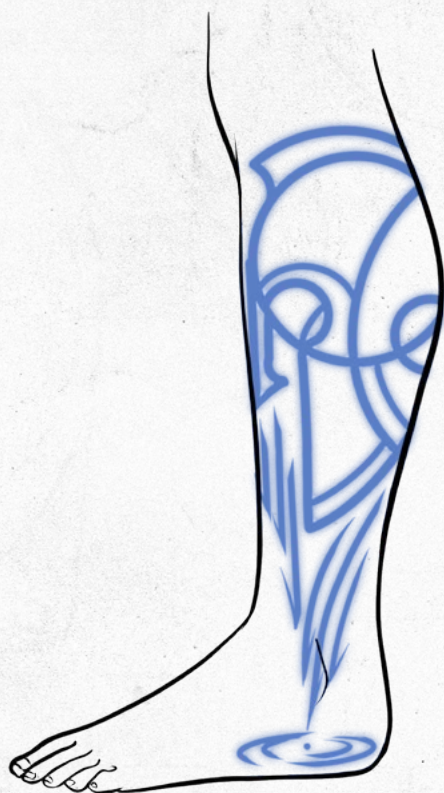
As an action, you can speak the tattoo's command word to cause it to extend outwards from your legs where it slithers along the ground towards a creature you can see within 30 feet of you. The creature must make a DC 15 Constitution saving throw. On a failed save, the creature is restrained until you move or take a bonus action to speak the tattoo's command word again and release it.

At the start of each of its turns, the creature can use an action to make a DC 20 Strength check, breaking free and ending the restrained condition on a success. The tattoo then reappears on your skin.



LORE

This tattoo is commonly used by assassins or thieves to restrain their targets before signaling for their hidden allies to strike. It gained notoriety after a string of public assassinations throughout the countryside. At each assassination where a witness was lucky enough to survive, the target was visibly restrained by "shadows" as an assassin approached and mercilessly claimed their life.



SPYRTAN TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

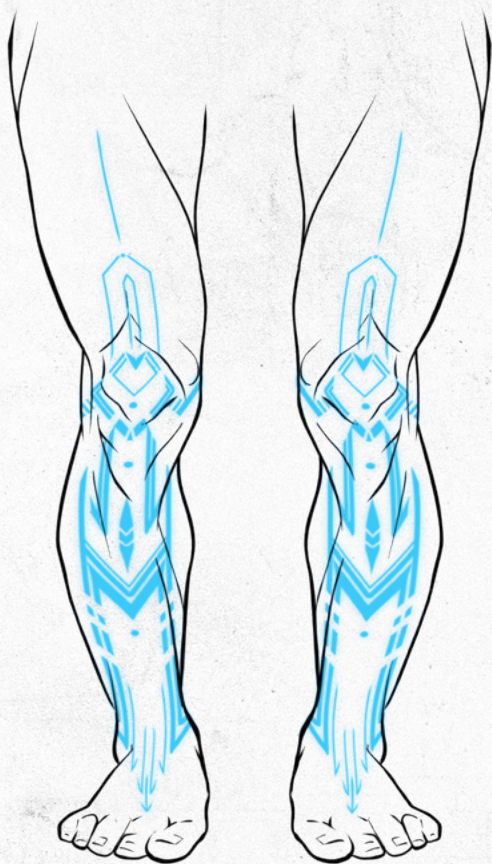
Produced by a special needle, this magic tattoo represents a group of warriors so disciplined and deadly that the very sight of their helmets drove enemies into the depths of despair.

While this tattoo is applied on your skin, you can use a reaction when you hit a creature with an unarmed strike using your foot to empower your strike and cause the creature to make a DC 13 Constitution saving throw. On a failed save, the creature takes an additional 6d10 bludgeoning damage and is pushed up to 20 feet away from you. On a successful save, the creature takes half as much damage and is pushed up to 10 feet away from you. Once used, the tattoo can't be used again until you finish a short or long rest.



LORE

This tattoo was requested by a commander named Lohen, whose military battalion operated mainly in mountainous terrain. The battalion developed a reputation for using the terrain to their advantage, defeating larger and better equipped armies with ease. Lohen would also become known for using his tattoo to jettison opposing generals off of cliffsides to raise morale. Eventually, the kingdom they represented vanished into the annals of history, but the design continues to carry the battalion's name to this day.



SPEED DEMON TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo symbolizes a fabled sword known to strike as fast as lightning.

While this tattoo is applied on your skin, your walking speed is doubled.

Accelerate. As a bonus action, you energize the tattoo, pushing it to its limits. For the next minute, all attack rolls against you have disadvantage and you have advantage on Dexterity saving throws. After the minute elapses, the tattoo becomes drained. While drained, your walking speed is halved instead of doubled and the Accelerate property can't be activated. The tattoo stops being drained at the following dawn.



LORE

Dissatisfied with her slowed mobility after years of fighting, a gladiator champion named Dobraky had this tattoo commissioned. She became legendary for the speed that the tattoo granted her, earning her the nickname "Cheetah". After dozens of victories, Dobraky's confidence got the better of her when she used the tattoo too early in a match and failed to put down her foe. Sluggish from the aftereffects, she was promptly cut down.





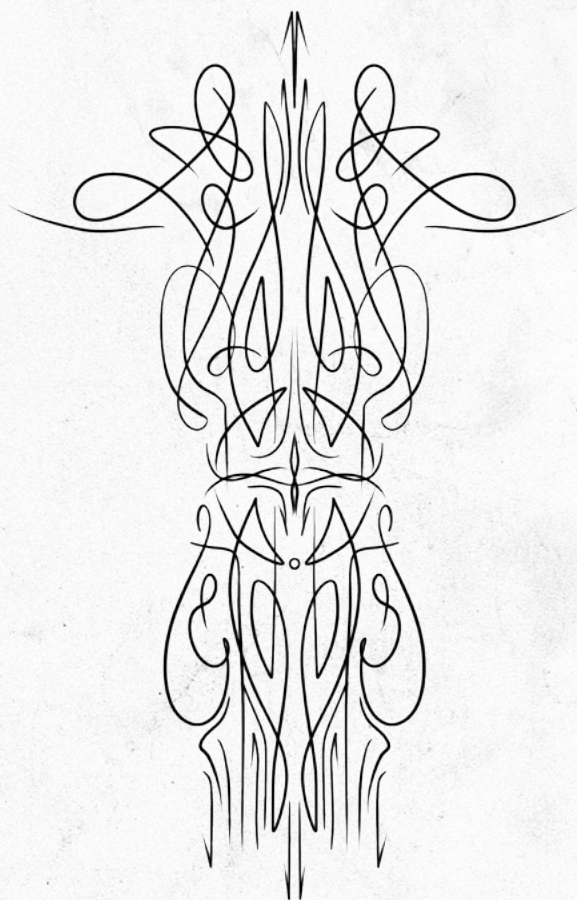
SPEEDWALKER'S TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

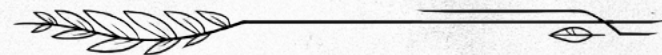
Produced by a special needle, this magic tattoo is comprised of meandering lines that represent the many divergent paths one takes in their life.

While this tattoo is applied on your skin, your walking speed increases by 10 feet.

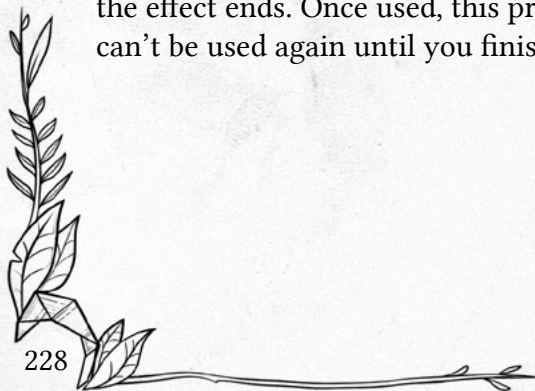
Brisk Pace. As an action, you can speak the tattoo's command word to cause your walking speed to slowly increase over the next hour. For the duration, your walking speed increases by 5 feet every 10 minutes for the next hour. After two hours have passed since using this property of the tattoo, the effect ends. Once used, this property of the tattoo can't be used again until you finish a long rest.

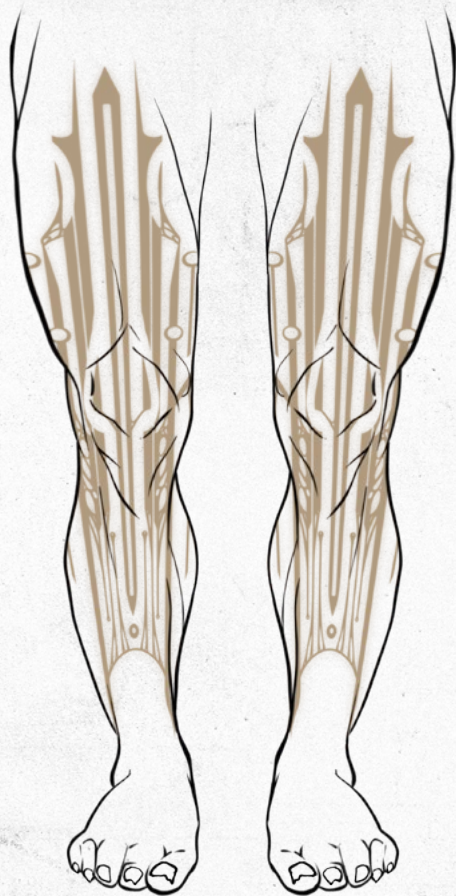


LORE



Any self-respecting businessperson knows that time is money. This tattoo is an invention that was conceived to help maximize on time's value, particularly for those that travel on foot frequently. Most people use the tattoo efficiently and safely, but of course, there have been cases where businesspeople are spotted walking briskly into walls and each other after miscalculating how fast they were going.





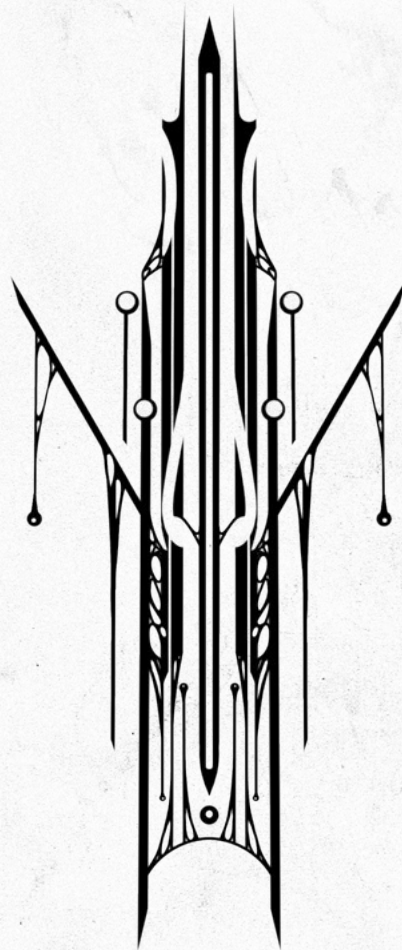
THE AMAZING TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents the banners of a popular hero known to be too friendly for their own good.

While this tattoo is applied on your skin, you are able to walk across vertical surfaces and upside down along ceilings as if they were difficult terrain.

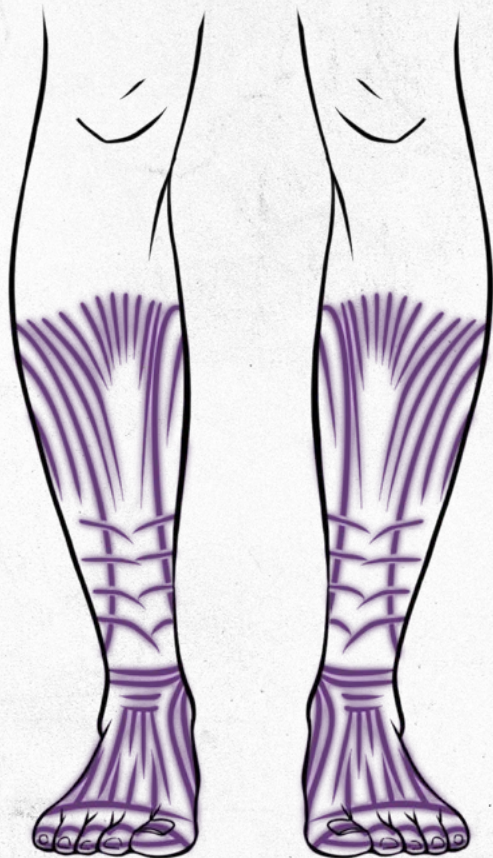
Wallwalker. As an action, you can speak the tattoo's command word to cause it to expand upwards along your body to cover all your limbs. For the next hour, whenever you walk across vertical surfaces or upside down along ceilings, you can do so on all fours to ignore difficult terrain. Once used, the Wallwalker property of the tattoo can't be used again until you finish a short or long rest.



LORE

This tattoo was created by a carnival artist that specialized in horror shows. They paired the tattoo with a terrifying costume, pretending to be a nightmarish creature that skittered unnaturally along walls and ceilings. The show was a hit with crowds and the carnival let attendees pay for their own nonmagical copies of the tattoo. The souvenir tattoo's popularity eventually spurred many tattooists to recreate the magical design for their own parlors, eager to capitalize on its success.



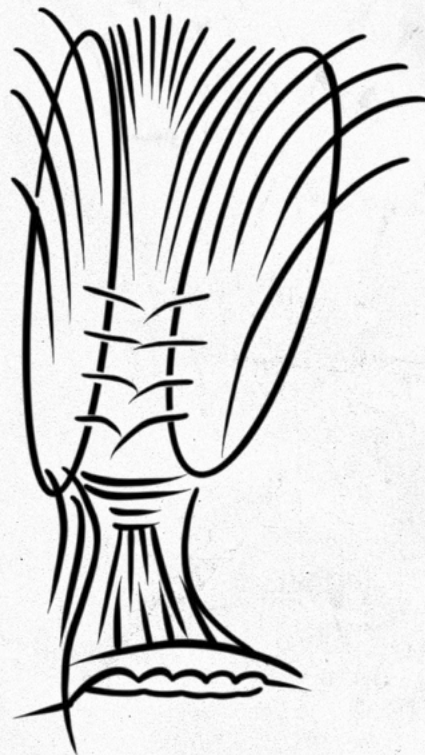


TRAVELER'S TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo represents a pair of well-worn traveler's boots.

As an action, you can speak the tattoo's command word to make it separate from your skin and reform as two inky boots sized to fit your feet. The boots will walk in a straight line up to 100 feet in any direction you choose, leaving tracks in the ground as they go. If they are impeded by a barrier or walk 100 feet, the boots vanish and reappear on your skin as tattoos.

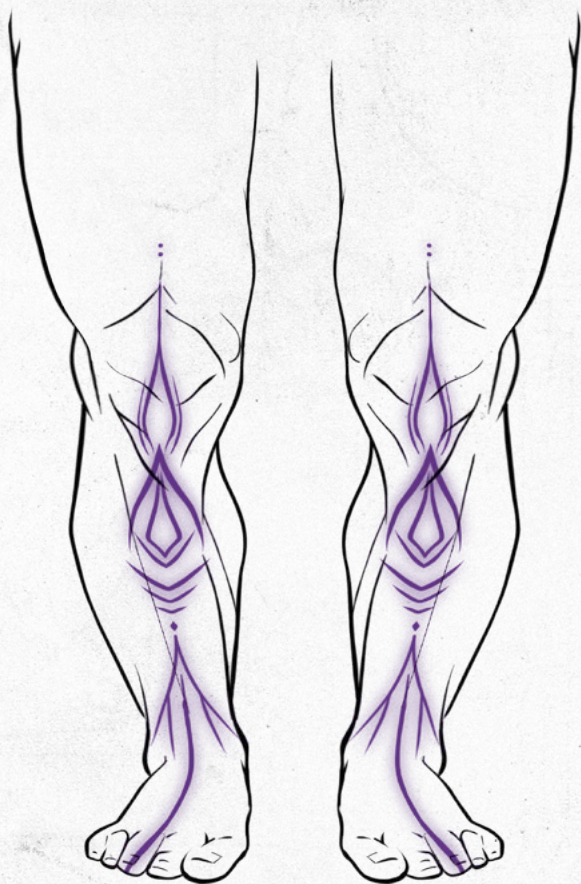


LORE



This design was created by an enterprising criminal seeking a much better way to make their escape from the scene of a crime. While successful for a while, the tattoo's limited distance of 100 feet didn't fool more experienced investigators for long. Regardless of the criminal's eventual capture, the tattoo has recently gained popularity as a fun parlor trick and tool for creating diversions.





INHIBITED TANTRUM TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents a discordant sound piercing through the silence.

As an action, you can speak the tattoo's command word and cause it to emit a high frequency sound in a 20-foot-radius sphere centered on you. Each creature within the sphere must make a DC 13 Constitution saving throw. On a failure, a creature takes 6d6 thunder damage and becomes deafened for 1 minute. On a success, a creature takes half as much damage and is not deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw. Once this property of the tattoo is used, it can't be used again until an hour has passed.

LORE

Inspired by the piercing high notes of opera singers, this tattoo design was conceived by a gifted tattooist and opera lover for a robber (whom he insists he did not know was a criminal). The robber would go on to break many glass displays and cabinets holding valuable items in the jewelry stores and museums they snuck into. They successfully conducted several high-profile robberies before dropping off from the public eye completely.



UNLOCKING TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo represents the shattering of locks.

As an action, you can use your feet to strike an object within 5 feet of you that can be opened, such as a door, a box, a chest, a set of manacles, a padlock, or another object that contains a nonmagical means that prevents access. A target that is held shut by a lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. Once used, this property of the tattoo can't be used again until you finish a short or long rest.



LORE

The tales about where this design originated are plentiful, but the prevailing theory is that the tattoo was created by a forgetful young man that got tired of accidentally locking himself out of his home. To remedy this, he created a tattoo that would simply unlock his door without the need for him to remember his key. It wasn't until he accidentally walked into a closed store that he realized he had inadvertently designed a tattoo that could open any lock. Unfortunately, this revelation came much too late and he was still dragged to court for breaking and entering.



WATERBORNE TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Produced by a special needle, this magic tattoo represents a dangerous, magical whirlwind.

While this tattoo is applied on your skin, whenever you are on a body of water with enough volume to fill a 10-foot cube, you can use a bonus action to cause two waterspouts to emerge from the water's surface and push you up by your feet. They allow you to move normally while floating up to 10 feet above the water.

Spin Cycle. As an action, you can lift your foot and direct the full force of one of your waterspouts at a creature you can see within 10 feet of you. The creature must make a DC 13 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Once used, this property of the tattoo can't be used again until 1 minute has passed.



LORE

This design was created by a tattooist named Korra Ramani who found herself stranded on an island with just her equipment and enough emergency supplies to last a few days. Under intense pressure, she devised a tattoo that would allow her to escape from the island and traverse across the ocean safely (or as safe as she could hope to be) to the mainland.

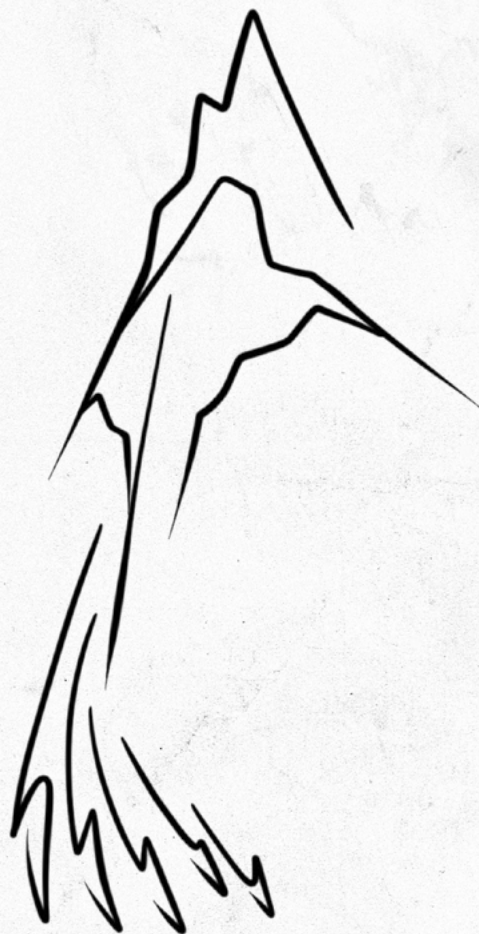


WILD TATTOO

Wondrous item (tattoo), common (requires attunement)

Produced by a special needle, this magic tattoo symbolizes feral characteristics.

While this tattoo is applied on your skin, long inky nails sprout from your feet. While wearing no shoes or boots, you gain a climbing speed equal to your walking speed, and you can move across difficult terrain that is composed of snow or ice as if it were normal terrain.



LORE



Be careful what you wish for! This tattoo materialized from an overly excited adventurer's poorly-pronounced magical wish, which gave them long inky toenails that ruined their favorite pair of boots. However, the inky nails happened to be perfect at grasping terrain, and the adventurer went on to become an explorer renowned for racing barefoot up the sides of steep mountains.





XERIC BANDS TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Produced by a special needle, this magic tattoo is composed of intersecting bands that loop into and out of one another.

While this tattoo is applied on your skin, you gain the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- Your movement is unaffected by difficult terrain that is composed of rubble, rocks, or dirt.
- Spells and other magical effects can neither reduce your speed or cause you to be paralyzed or restrained.

Additionally, your swimming speed is 0. You also lose all benefits of this tattoo while you are in water or if you are drenched.



LORE

This tattoo was first spotted upon the legs of a chatty child at a seaside birthday party. The local tattooist, also the celebrant's mother, had run out of party favors and mistakenly applied an experimental but harmless (or so they assumed) tattoo they had designed. This was done in consultation with the child's parents who assumed it was a tattoo that would temporarily allow their child to walk on water. Needless to say, the child was not able to walk on water.



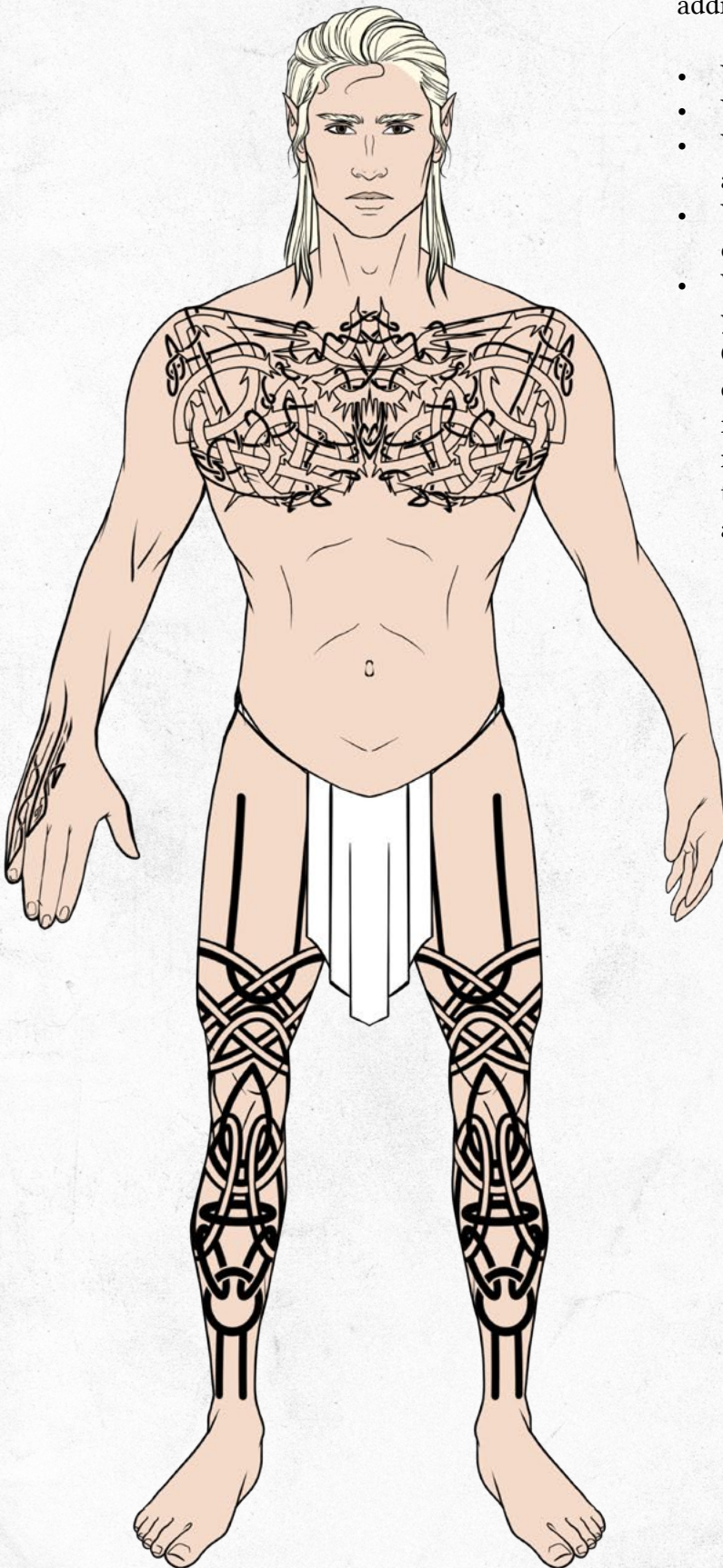
TATTOO SETS



BRAZEN TATTOO SET

While you are attuned to the *puffer tattoo*, *chop chop tattoo*, and *ringing tattoo*, you gain the following additional benefits:

- Your walking speed increases by 10 feet.
- Your jump distance is doubled.
- You make Dexterity saving throws with advantage.
- You make Dexterity (Acrobatics) checks to avoid or escape a grapple with advantage.
- When a creature misses you with a melee attack, you can use your reaction to make a Strength or Charisma (Intimidation) check contested by the creature's Wisdom saving throw. If your result is higher than the creature's, it can't make any more attacks against you until the end of its next turn. Once this feature is used, it can't be used again until you finish a long rest.



ELEMENTALIST'S TATTOO SET

While you are attuned to the *adaptive tattoo*, *ink ball tattoo*, and *dozing tattoo*, you gain the following additional benefits:

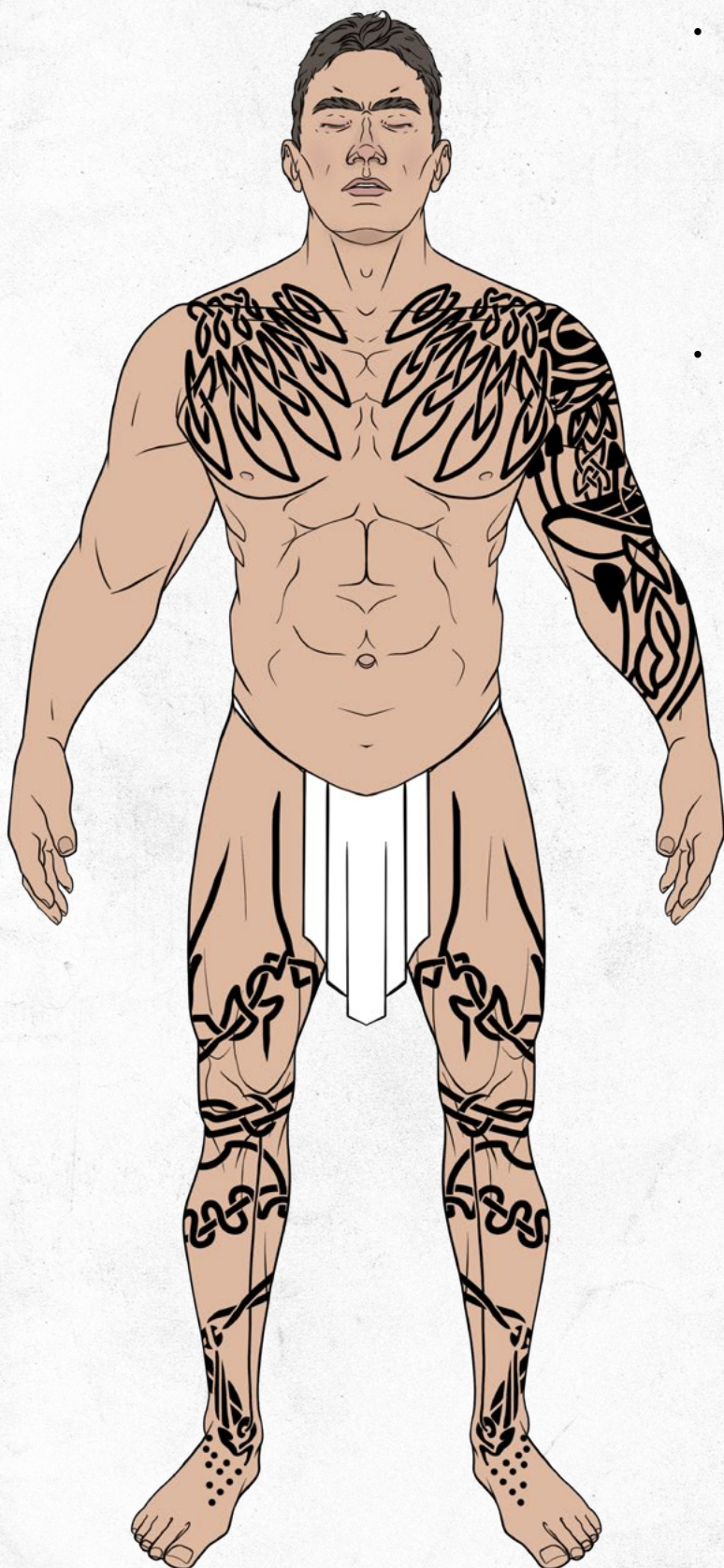
- Instead of throwing the ball of ink you create using the *ink ball tattoo*, you can kick it instead, increasing the range from 50 feet to 100 feet.
- The ball of ink created using the *ink ball tattoo* can take on the damage type of any resistance you currently possess due to the *adaptive tattoo*.



TACTICIAN'S TATTOO SET

While you are attuned to the *encroaching darkness tattoo*, *nimble jarge tattoo*, and *shadowy tactician's tattoo*, you gain the following additional benefits:

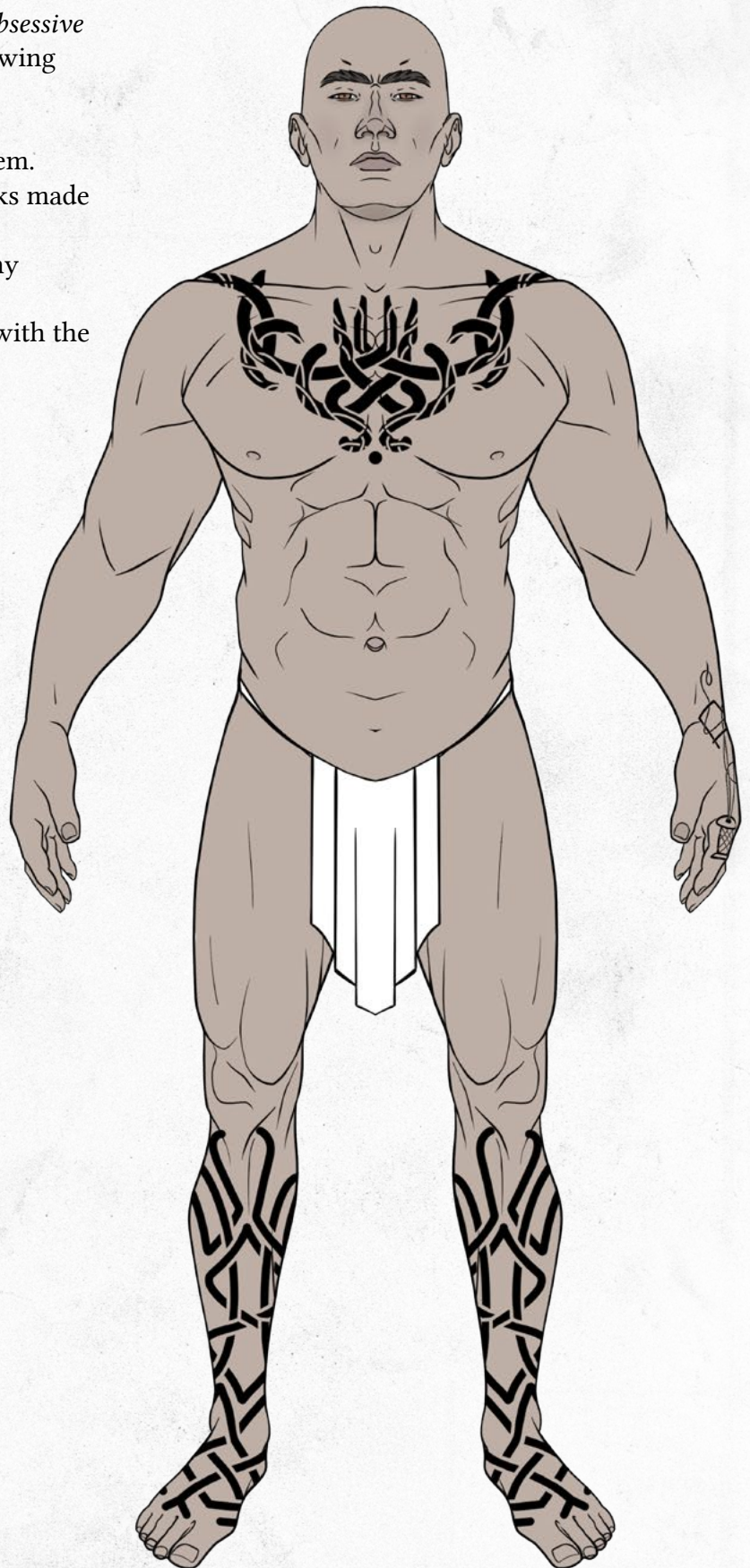
- You have 2 tactician points. Whenever a friendly creature that you can see within 30 feet of you makes an attack roll, an ability check, or a saving throw, you can use your reaction to spend one tactician point and roll two additional d20s. The creature chooses which of the d20s (including the original d20) it uses for the attack roll, ability check, or saving throw. You regain all expended tactician points when you finish a long rest.
- After you take the Attack action, you can use your bonus action to make one attack with an inky dagger which you conjure in your off-hand as part of the action. The dagger is a magic weapon with which you are proficient. On a hit, it deals piercing damage equal to 1d6 plus your ability modifier. The dagger vanishes at the end of your turn.



TREASURE HUNTER'S TATTOO SET

While you are attuned to the *storage tattoo*, *obsessive tattoo*, and *traveler's tattoo*, you gain the following additional benefits:

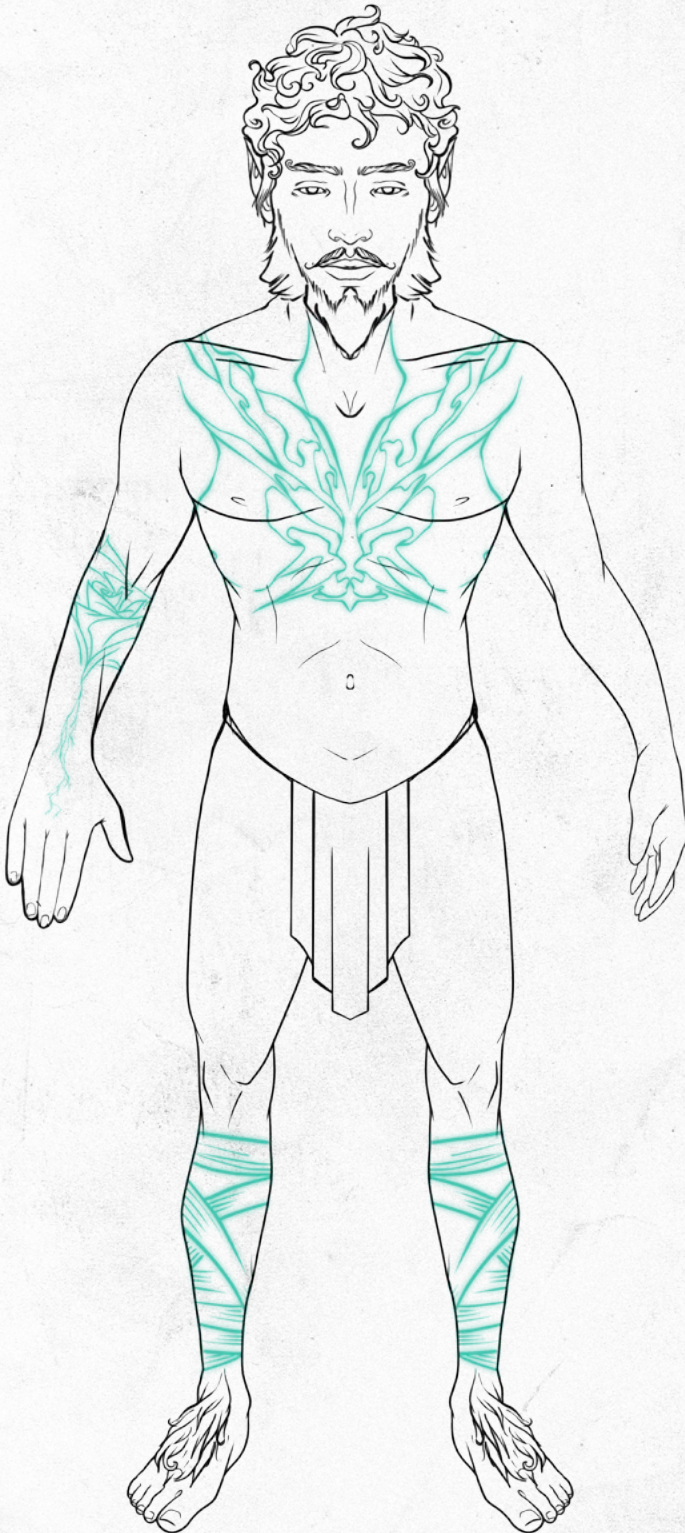
- You can attune to one additional magic item.
- You gain advantage on all Charisma checks made to negotiate prices.
- You can use a bonus action to summon any object stored in your *storage tattoo*, as if summoning an object you are bonded to with the *obsessive tattoo*.



GRIM TATTOO SET

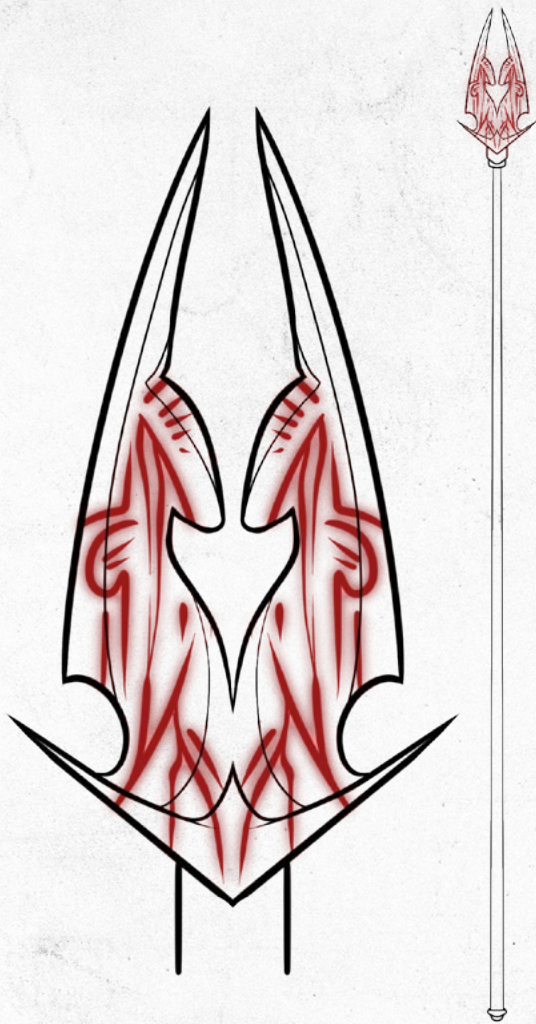
While you are attuned to the *venom casket tattoo*, *blood rose tattoo*, and *death's grasp tattoo*, you gain the following additional benefits:

- When you take damage that would reduce you to 0 hit points or fewer, but would not kill you outright, you do not fall unconscious. Instead, you fall prone and can take your next turn as normal. At the end of your next turn, you fall unconscious unless you have 1 or more hit points. If you take damage after this property is triggered, but before the end of your next turn, you gain one failed saving throw when you fall unconscious as a result of ending your turn with 0 hit points. If you gain three failed saving throws in this way, you immediately die when you fall unconscious as a result of ending your turn with 0 hit points. Once this feature is used, it can't be used again until you finish a long rest.
- When you hit a creature with a whip created with the *blood rose tattoo*, the creature must succeed on a DC 15 Constitution saving throw or become poisoned. At the start of each of its turns while it is poisoned in this way, it takes 3d6 poison damage. At the end of each of its turns, it can repeat the saving throw. On a successful save, the poison damage it takes on subsequent turns decreases by 1d6. The poisoned condition ends after the creature succeeds on this saving throw 3 times. If the creature is hit with a whip created with the *blood rose tattoo* again while poisoned in this way, the poison damage it takes resets to 3d6, regardless of how many times it has succeeded on the saving throw.



HEXING TATTOOS





DEBILITATING TATTOO

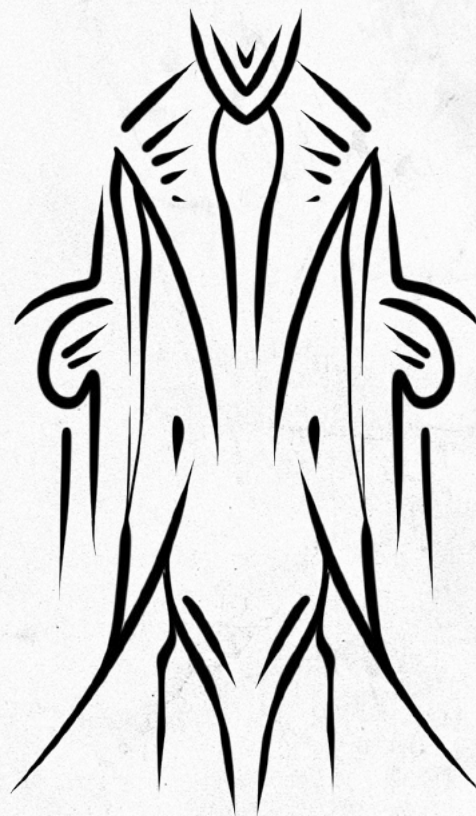
Wondrous item (tattoo), uncommon

Produced by a special needle, this magic tattoo illustrates a sudden and unexpected drop in power and intensity.

Hexing Tattoo. This tattoo can only be applied on a mundane weapon. You must spend one hour applying it to a weapon and it remains applied until you spend another hour removing it from that weapon. Application and removal of the tattoo from a weapon requires tattooist's tools.

When you hit a creature with a weapon on which this tattoo is applied, you can use your bonus action to cause a segment of the tattoo to separate from the weapon and travel onto the creature's skin or exterior. The creature must succeed on a DC 13 Constitution saving throw or become cursed. While cursed in this way, it is afflicted by the "reduce" effect of the *enlarge/reduce* spell for the next hour.

A creature afflicted by this tattoo is cursed for the specified duration or until it is targeted by the *remove curse* spell or similar magic. Once



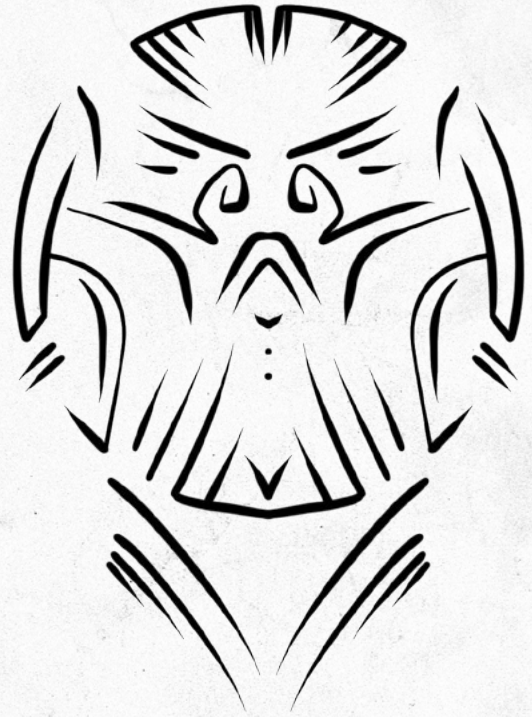
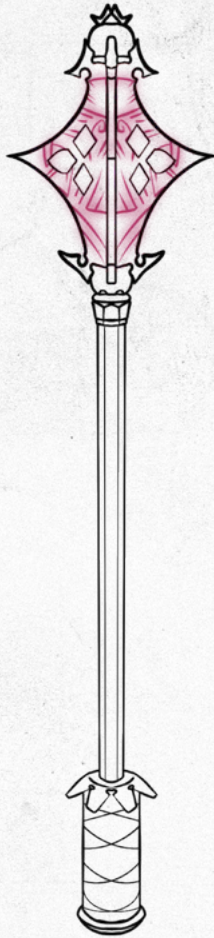
a creature has been cursed in this way, it can't be cursed again due to this tattoo until 24 hours have elapsed.

LORE



This tattoo was originally developed within a dwarven kingdom as a means to stand toe-to-toe with an invading army of giants. The giants were caught completely off-guard by the sight of their compatriots shrinking in size, and were forced to retreat in a disorganized manner. The broken invaders would take on copious losses as they fled the battlefield.





EXPOSURE TATTOO

Wondrous item (tattoo), rare

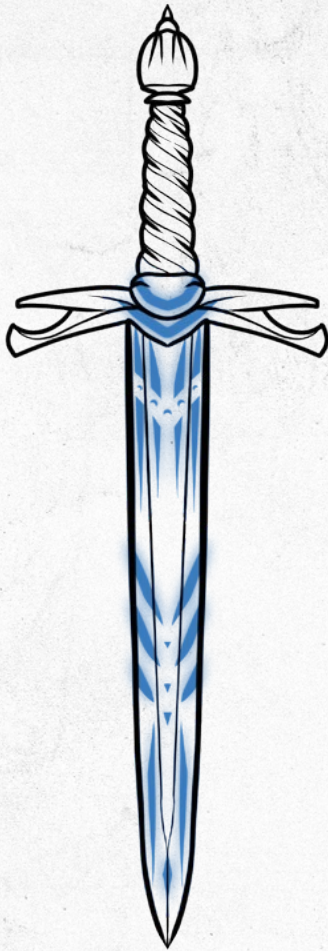
Produced by a special needle, this magic tattoo represents multiple angles of attack.

Hexing Tattoo. This tattoo can only be applied on a mundane weapon. You must spend one hour applying it to a weapon and it remains applied until you spend another hour removing it from that weapon. Application and removal of the tattoo from a weapon requires tattooist's tools.

When you hit a creature with a weapon on which this tattoo is applied, you can use your bonus action to cause a segment of the tattoo to separate from the weapon and travel onto the creature's skin or exterior. The creature must succeed on a DC 15 Constitution saving throw or become cursed, gaining vulnerability to two types of damage for the next hour. Roll a d10 twice and consult the following table to decide the damage types to which the creature is now vulnerable (reroll until you have two different results).

A creature afflicted by this tattoo is cursed for the specified duration or until it is targeted by the *remove curse* spell or similar magic. Once a creature has been cursed in this way, it can't be cursed again due to this tattoo until 24 hours have elapsed.

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder



HAMPERING TATTOO

Wondrous item (tattoo), uncommon

Produced by a special needle, this magic tattoo is composed of slanted lines representing a set of focused strikes.

Hexing Tattoo. This tattoo can only be applied on a mundane weapon. You must spend one hour applying it to a weapon and it remains applied until you spend another hour removing it from that weapon. Application and removal of the tattoo from a weapon requires tattooist's tools.

When you hit a creature with a weapon on which this tattoo is applied, you can use your bonus action to cause a segment of the tattoo to separate from the weapon and travel onto the creature's skin or exterior. The creature must succeed on a DC 13 Constitution saving throw or become cursed, causing its walking speed to be halved for the next hour. Once during this duration, you can attempt to hit a creature again to cause it to become restrained until the end of its next turn.

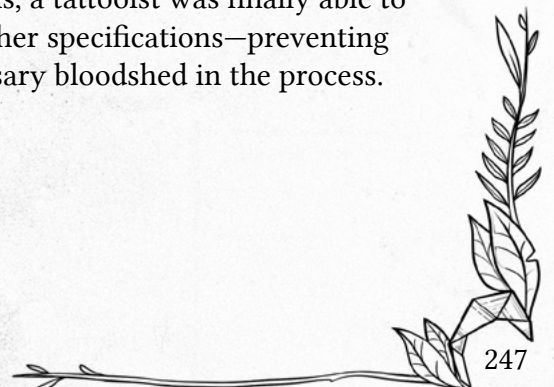


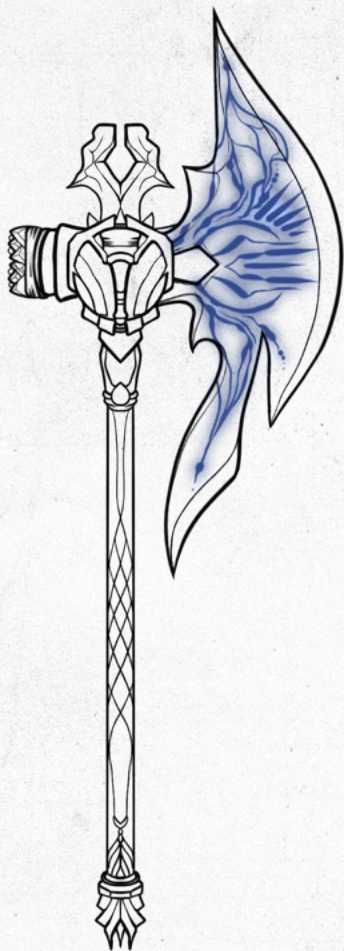
A creature afflicted by this tattoo is cursed for the specified duration or until it is targeted by the *remove curse* spell or similar magic. Once a creature has been cursed in this way, it can't be cursed again due to this tattoo until 24 hours have elapsed.

LORE



The fighter who first conceived of the idea for this tattoo was a terror on the battlefield, with terrible aim. This would result in many problems when her intention wasn't to kill her target but to immobilize or disarm (her heart was in the right place). After many consultations, a tattooist was finally able to create a design to her specifications—preventing plenty of unnecessary bloodshed in the process.





SEVERING TATTOO

Wondrous item (tattoo), rare

Produced by a special needle, this magic tattoo illustrates the cleaving of pathways.

Hexing Tattoo. This tattoo can only be applied on a mundane weapon. You must spend one hour applying it to a weapon and it remains applied until you spend another hour removing it from that weapon. Application and removal of the tattoo from a weapon requires tattooist's tools.

When you hit a creature with a weapon on which this tattoo is applied, you can use your bonus action to cause a segment of the tattoo to separate from the weapon and travel onto the creature's skin or exterior. The creature must succeed on a DC 13 Constitution saving throw or become cursed, causing it to be unable to add its ability modifier to any attack rolls or damage rolls for the next hour.

A creature afflicted by this tattoo is cursed for the specified duration or until it is targeted by the *remove curse* spell or similar magic. Once a creature

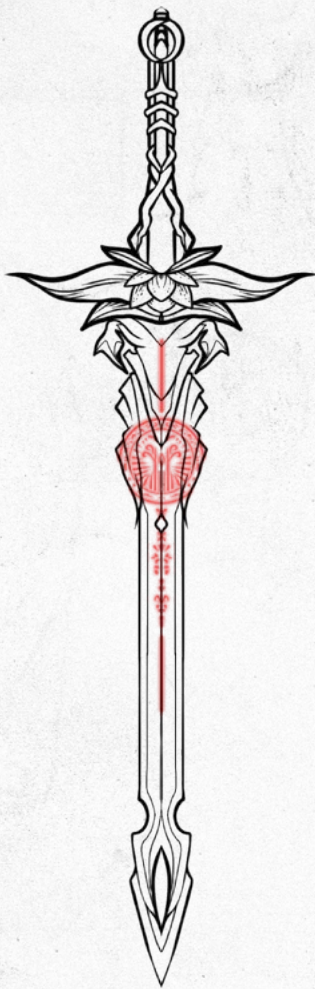


has been cursed in this way, it can't be cursed again due to this tattoo until 24 hours have elapsed.

LORE



At first glance, the Seventeenth was a none-too-impressive platoon of slim, grumbly halflings. However, after the arrival of an enterprising newcomer that dabbled in tattooing, they rose to become the jewel of the Bernian army. Mere weeks after his arrival, the platoon's weapons had all been imprinted with a strange but complex marking. Wave after wave of enemy soldiers fell under their spears, and their reputation as juggernauts only grew until the war's end. Enemy prisoners would later relay the odd sensation they felt after being pricked by the platoon's blades, stressing that they suddenly felt their strength and liveness leave them.



STIFLING TATTOO

Wondrous item (tattoo), very rare

Produced by a special needle, this magic tattoo illustrates an inscription intended to diminish any connection to the occult.

Hexing Tattoo. This tattoo can only be applied on a mundane weapon. You must spend one hour applying it to a weapon and it remains applied until you spend another hour removing it from that weapon. Application and removal of the tattoo from a weapon requires tattooist's tools.

When you hit a creature with a weapon on which this tattoo is applied, you can use your bonus action to cause a segment of the tattoo to separate from the weapon and travel onto the creature's skin or exterior. The creature must succeed on a DC 16 Constitution saving throw or become cursed, causing all its spell attacks to have disadvantage and its spell save DC to decrease by 2 for the next hour.

A creature afflicted by this tattoo is cursed for the specified duration or until it is targeted by the *remove curse* spell or similar magic. Once



a creature has been cursed in this way, it can't be cursed again due to this tattoo until 24 hours have elapsed.

LORE

There once lived a rogue name Esteban Gil, who had a habit of robbing the homes of extravagant spellcasters. He would tell his acquaintances that these targets always brought home and stashed away precious magical loot without any thought for security. The only problem Esteban ran into was if the homeowner happened to be home at the time of his raids. Over the course of his career, Esteban had been turned into a serpent, had his pants burnt off, and had his left foot exchanged with his right for almost a year. It took many requests and more than a few gold pieces, but a determined tattoo artist eventually managed to craft the right design for Esteban's daggers. One that rendered his targets a little less "magical" and a little more willing to part with their belongings during the little rogue's visits.

divine tattoos



DIVINE TATTOOS

Once in a blue moon, fortunate tattooists might be struck by what can only be described as “divine inspiration”. These individuals often report receiving repeated flashes of creative visions while engaged in a variety of different situations. Whether they are struck while dreaming in bed, or as they are engaged in mortal combat, the end result remains the same. True divine inspiration allows a tattooist to bring a divine tattoo into existence—a full-body suit (full-body tattoo) mimicking the abilities of the powerful deity it represents.

A divine tattoo is often an artist’s most breathtaking work. It can also be looked at as the prime example of a tattooist’s technical mastery over their craft. An aficionado might notice the impossibly complex magical pathways weaved within the tattoo, purposefully laid within the simplest strokes and inconspicuous curves forming the foundation of the design.

A tattooist might describe the experience of conceiving a divine tattoo as akin to channeling the very will of a deity. Every line, every curve of the design, is representative of different aspects of the being’s power.

TATTOO HUNTING

A divine tattoo is inherently very powerful and exceedingly rare. Even the most distinguished tattooists would only realistically be able to craft one such masterpiece in their lifetime. A great deal of artists will abandon the task altogether, after recognizing that the quest to acquire the necessary materials can often be impossible for a regular individual.

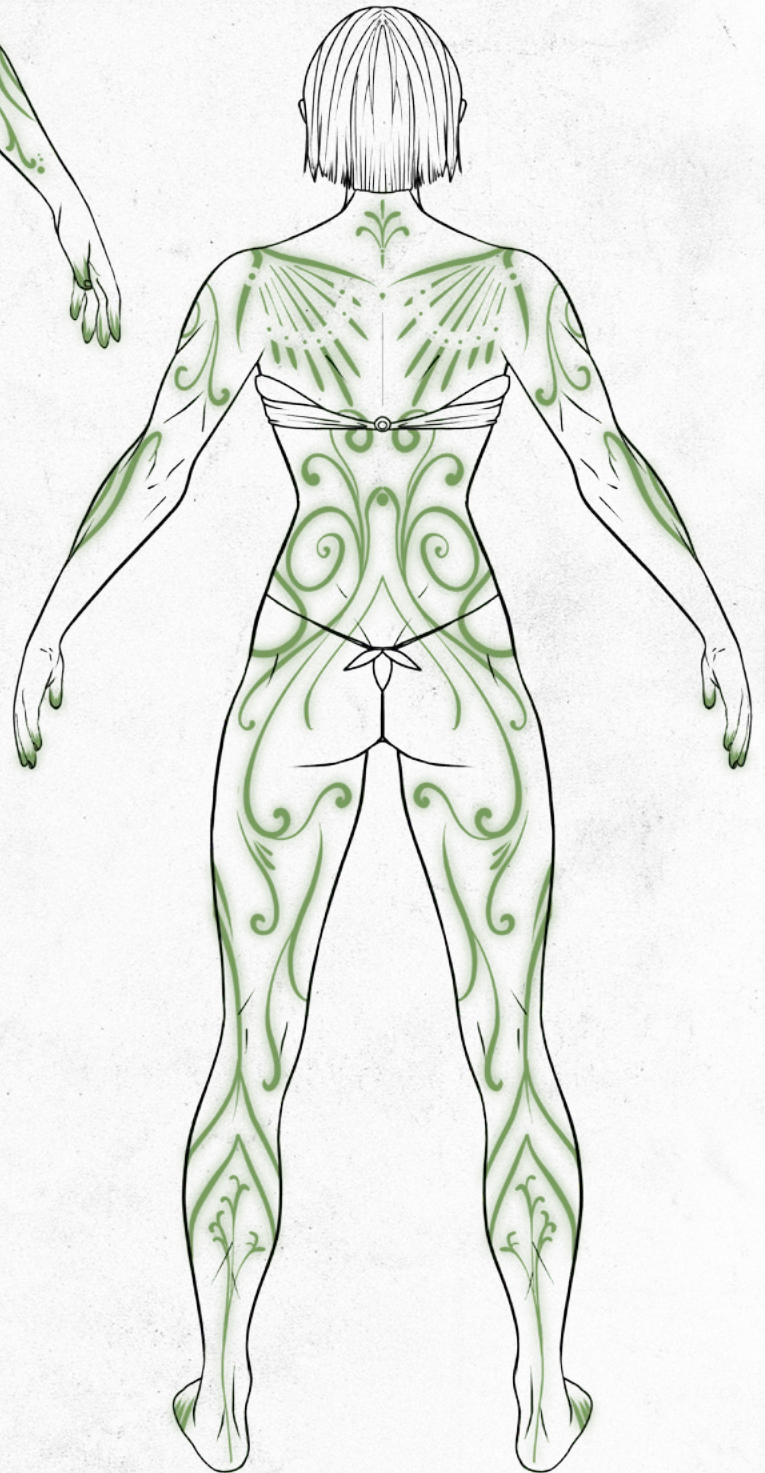
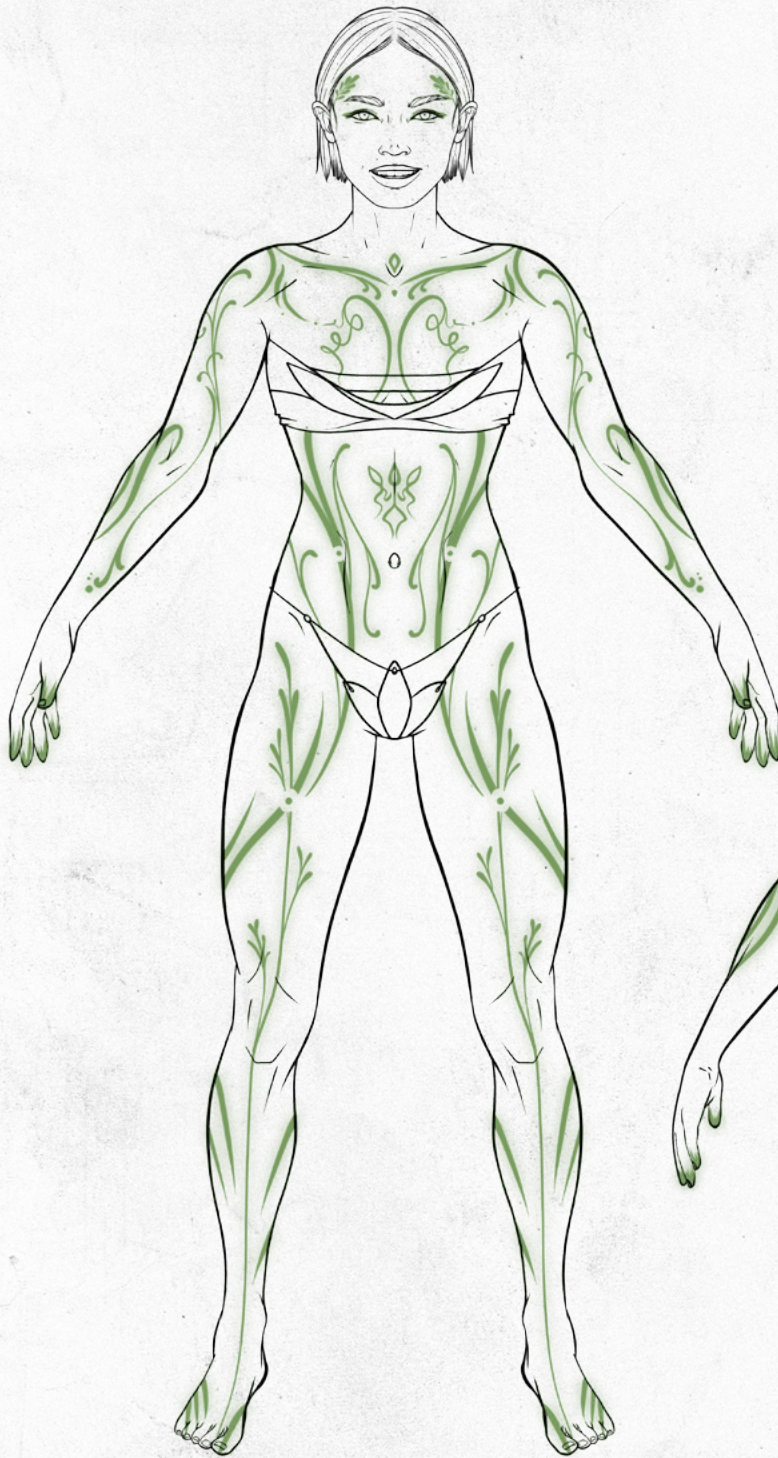
Those interested in procuring a divine tattoo would naturally want to talk to the sitting tattooists at any and all tattoo parlors they come across. The creations won’t simply be found on display at a storefront, where they can easily be shoplifted.

A tattooist may be willing to part with their masterpiece in exchange for a hefty (often ludicrous) price, a magical item or items of equal or greater value (in their eyes), an undesirable task (which they

certainly cannot handle themselves), or a variety of other equally challenging demands. In all these scenarios, you should consider that you are likely asking for a tattooist’s most prized possession. It will not be easy.

DIVINITY’S PRIDE

An even greater challenge awaits those who are fortunate enough to secure a divine tattoo. Due to the sheer power they hold, attuning to a legendary full-body suit actually makes it impossible for an individual to attune to more than one other magic item. Some have said this is a manifestation of divinity’s pride—and that would be an astute observation. An experienced tattooist would also add that a mortal body was never meant to bear a tattoo created to embody the gods themselves.



HARVEST DEITY'S TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo was designed through divine inspiration in honor of the Harvest Deity, Shuri.

Divine Tattoo. You can only attune to this tattoo if you are attuned to no more than one other magic item. If you attune to more than one other magic item while you are attuned to this tattoo, your attunement to this tattoo immediately ends.

While this tattoo is applied on your skin, you are resistant to acid and poison damage.

As a bonus action, you can manifest a dreaded scimitar known as *Putol* whose blade never dulls. You gain a +3 bonus to attack and damage rolls made with this magic weapon. You are proficient with this weapon, which ignores resistance to slashing damage. *Putol* deals slashing damage equal to 1d10 plus your ability modifier on a hit. While holding this weapon, you also ignore difficult terrain. You can use a bonus action to dismiss the scimitar.

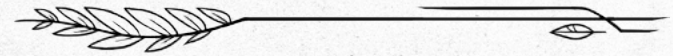
Savage Garden. As an action, you can stab the scimitar into the ground at your feet to cause aggressive weeds and vines to sprout in a 30-foot radius around you. For the next minute, these plants turn the ground in the area into difficult terrain. A Large or smaller creature that starts its turn in this area or enters the area for the first time on a turn, must succeed on a DC 17 Strength saving throw or be restrained by the entangling plants until the effect ends. A creature can use its action to make a DC 17 Strength check, freeing a creature restrained by these plants on a success.

At the start of each of your turns, each creature restrained by your plants must succeed on a DC 17 Dexterity saving throw or take 6d6 piercing damage from their thorns as the plants further entangle the creature. After the effect ends, the plants calm, ending their restraining effects but remaining in place for the next year. Once used, this property of the tattoo can't be used again until the next dawn.

Bloody Harvest. When you attack a creature that has at least one limb with the scimitar and roll a 19 or 20 on the attack roll (before modifiers), the

creature takes an extra 4d8 slashing damage and you cut off one of the creature's limbs. A creature is immune to this effect if it is immune to slashing damage or the GM decides that the creature is too big for its limb to be cut off with this weapon. Additionally, you regain hit points equal to half the extra damage.

LORE

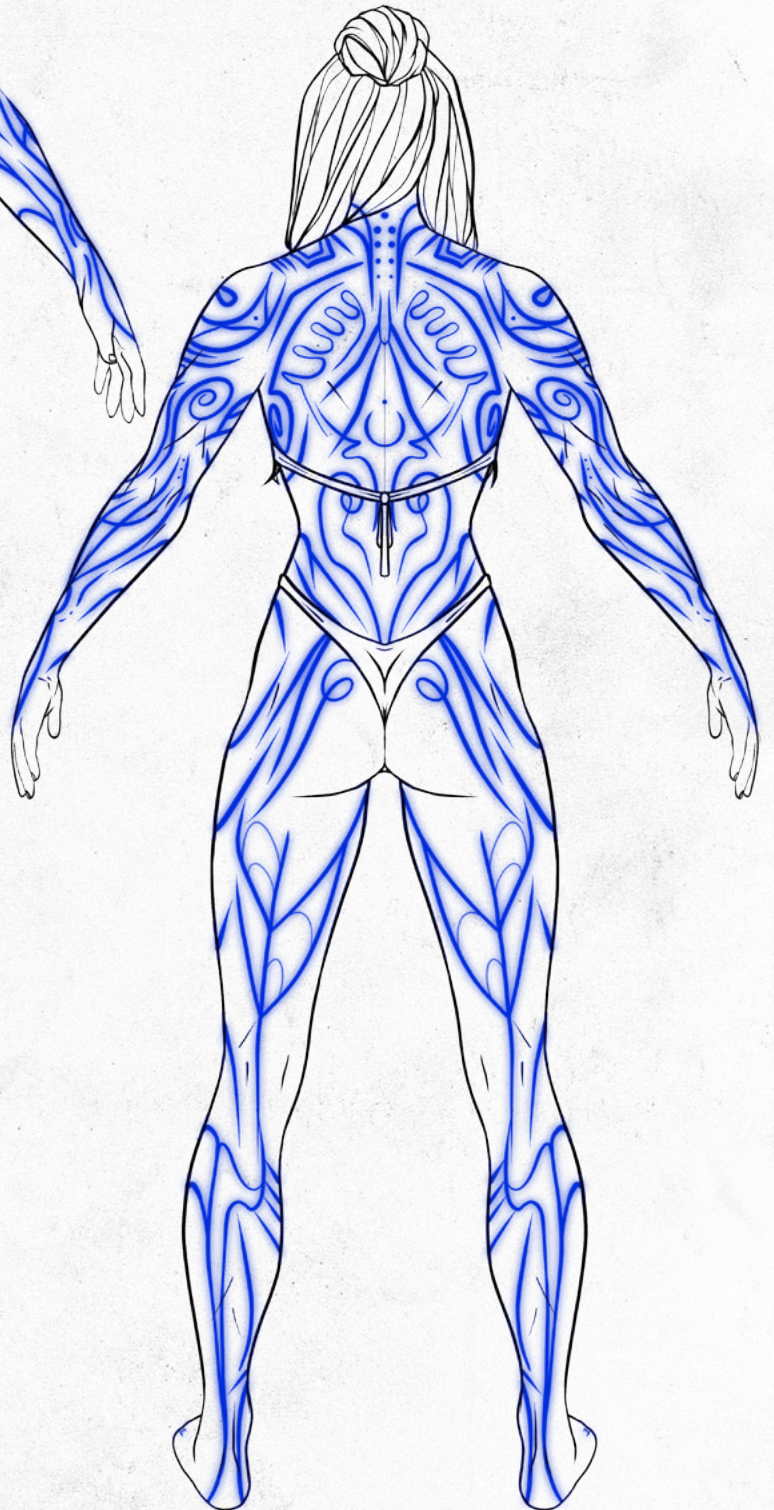
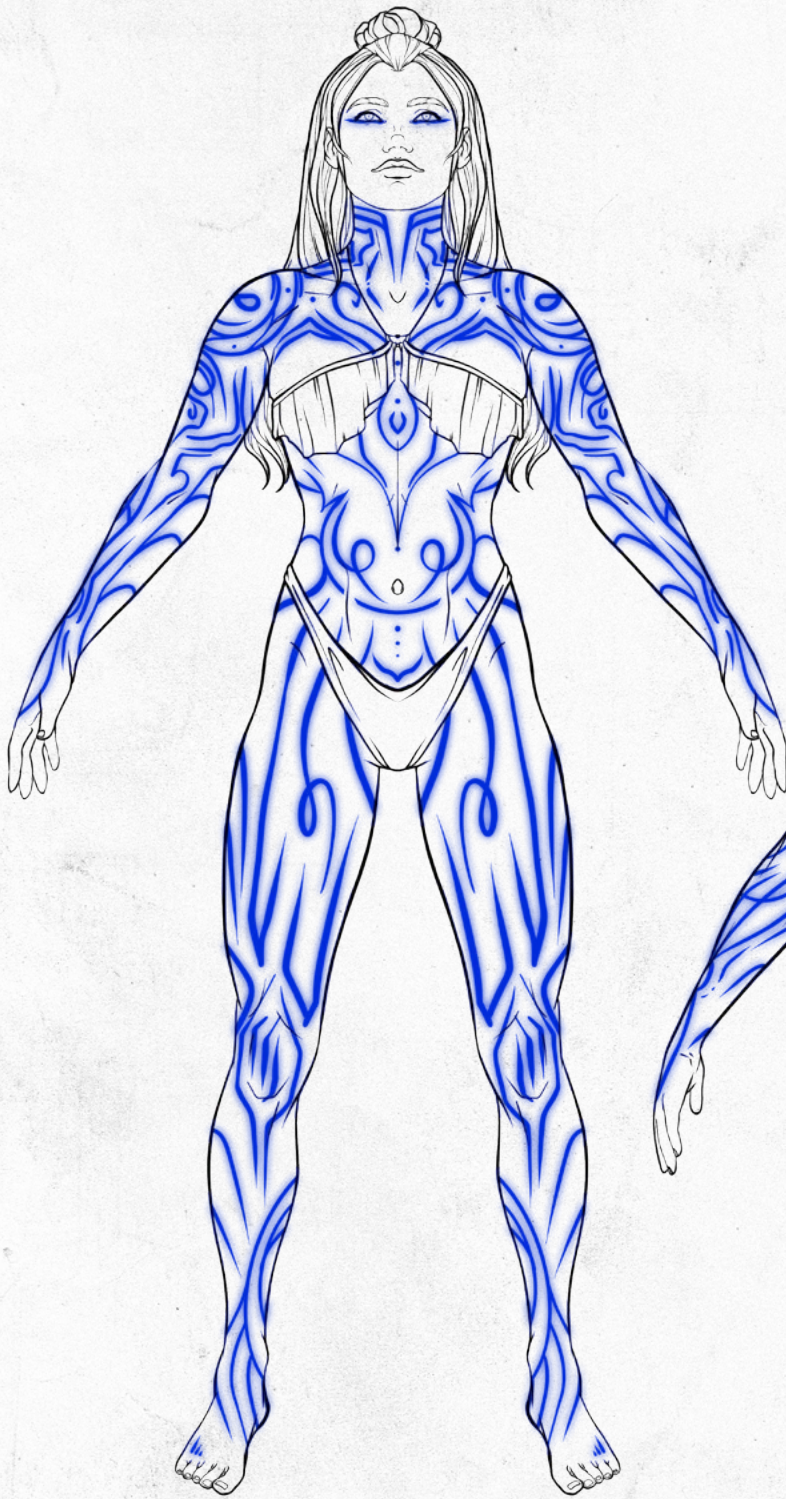


Long ago, the peaceful village of Yule became the target of bandits, with crops and livestock routinely pillaged and destroyed. Unequipped and untrained, the village could not defend itself against these fiends, so it turned to Shuri, goddess of the land and harvest.

In a township not far away, a tattooist's young apprentice began having visions of a divine lady, with swirling lines across her body. She whispered the name of the village again and again, until the apprentice could no longer resist the pull of the goddess. The apprentice severed ties with her master, who vehemently forbade her from leaving.

After reaching the village and learning of their plight, the apprentice immediately unpacked her tools and set to work, the divine lady's markings etched clearly in her mind. The village chief took on the tattoo as soon as it was finished and dealt with the bandits swiftly when they came again to raid. The apprentice left to continue her training elsewhere, but returned many years later to set up shop among her friends.





HUNT DEITY'S TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo was designed through divine inspiration in honor of the Hunt Deity, Oria.

Divine Tattoo. You can only attune to this tattoo if you are attuned to no more than one other magic item. If you attune to more than one other magic item while you are attuned to this tattoo, your attunement to this tattoo immediately ends.

While this tattoo is applied on your skin, you have advantage on all Wisdom (Perception) checks. Creatures also have disadvantage on all Wisdom (Perception) checks made to detect your presence.

As a bonus action, you can manifest a flexible javelin known as *Maginat* that is almost weightless in your hands. You gain a +3 bonus to attack and damage rolls made with this magic weapon, with which you are proficient. Instead of a javelin's usual damage, *Maginat* deals piercing damage equal to 1d8 plus your ability modifier on a hit. You can use a bonus action to dismiss the javelin.

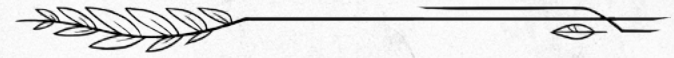
Call of the Wild. You can summon fey spirits to aid you, each of which is shrouded in glowing symbols resembling your tattoo. As an action, you can cast the spell *conjure woodland beings* with the following changes:

- You summon up to three fey spirits.
- The combined challenge rating of the creatures must be less than or equal to your total character level.
- Each creature sheds dim light in a 10-foot radius.

Once used, this property of the tattoo can't be used again until the next dawn.

As One. While holding *Maginat*, when one of your fey spirits within 30 feet of you hits a creature you can see with an attack, you can use your reaction to empower its attack by channeling your javelin's mystic power. The target of the fey spirit's attack takes an extra 6d6 force damage.

LORE

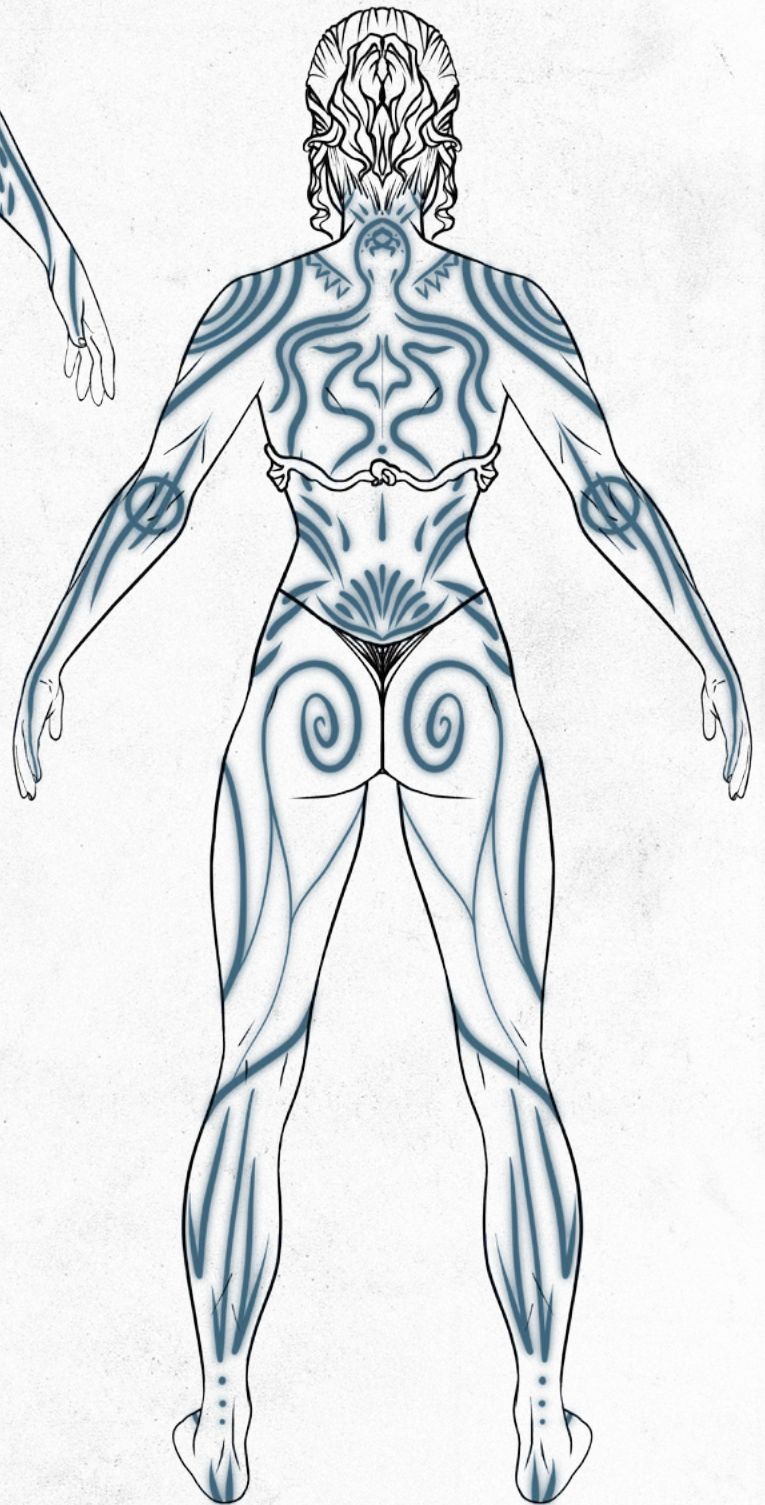
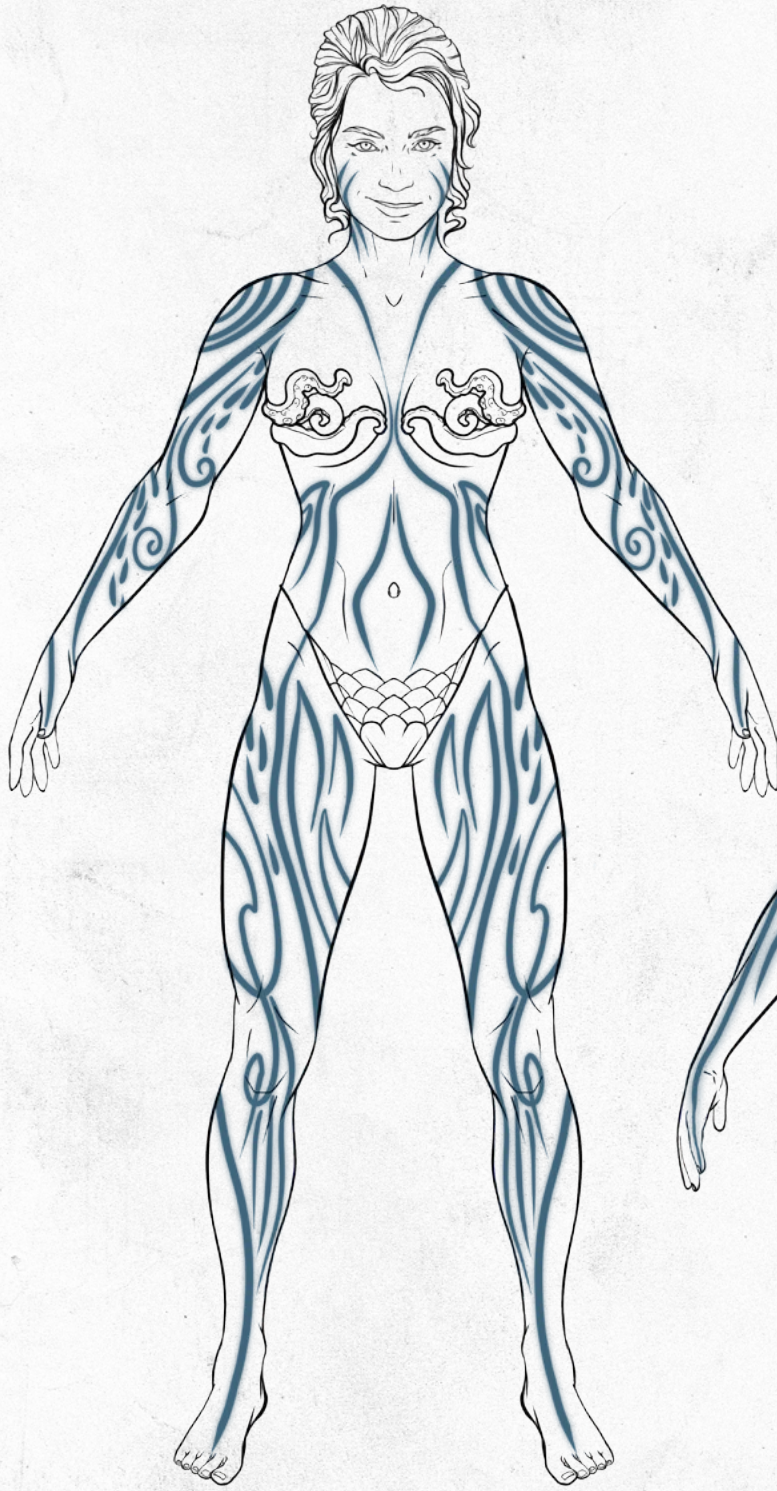


The goddess of the hunt, Oria, once took a liking to a dwarven youngling who, by chance, escaped the jaws of a great winged beast that snatched her away from her family. A windstorm impelled the mighty bird to loosen its grip, and the youngling fell deep into the forest below.

She was soon discovered by a tribe of half-orc hunters, who found her innocence and stubby stature amusing. They raised the youngling among their kind, teaching her the ways of their tribe and naming her Clove. Though she often stumbled in her education, Clove's efforts were admirable and noted by Oria.

In maturity, Clove joined the tribe's hunting parties as a valued huntress and felt a sacred connection with the beasts of the forest. When it came time for her pledge markings, the tribe's tattooist was visited by Oria herself, who instructed them to mark the youngling with her blessing. The forest would from then on be protected by Clove—gentle dwarf and Oria's champion.





SEA DEITY'S TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo was designed through divine inspiration in honor of the Sea Deity, Tavara.

Divine Tattoo. You can only attune to this tattoo if you are attuned to no more than one other magic item. If you attune to more than one other magic item while you are attuned to this tattoo, your attunement to this tattoo immediately ends.

While this tattoo is applied on your skin, you are resistant to cold damage.

As a bonus action, you can manifest a majestic trident known as *Dagat* whose blows sound like ocean waves crashing against rocks when they strike true. You gain a +3 bonus to attack and damage rolls made with this magic weapon, with which you are proficient. Instead of the trident's usual piercing damage, *Dagat* deals cold damage equal to 1d10 plus your ability modifier on a hit and has the versatile (1d12) and thrown (range 20/60) properties. While holding this weapon, you can breathe underwater and have a swimming speed of 60 feet. You can use a bonus action to dismiss the trident.

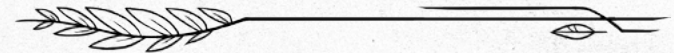
Maelstrom. As an action, you can spin the trident wildly in your hands to form a vortex; a 15-foot-wide, 10-foot-tall cylinder of raging winds and water that moves with you. The area becomes difficult terrain for creatures other than you for the duration. You can maintain this effect as long as you concentrate (as if concentrating on a spell). For the duration, attack rolls made against you have disadvantage. A creature that starts its turn within 15 feet of the vortex must succeed on a DC 17 Strength saving throw or be pulled 10 feet toward the vortex's center.

When a Large or smaller creature enters the vortex for the first time on a turn or starts its turn there, it must make a DC 17 Constitution saving throw. On a failed save, the creature takes 8d6 bludgeoning damage and falls prone. On a successful save, the creature takes half damage and does not fall prone.

Once used, this property of the tattoo can't be used again until the next dawn.

Fatal Catch. As a bonus action, you can manifest a magic thread that wraps itself around your forearm, tethering you to *Dagat*, and then make a ranged weapon attack with the trident against a creature within range. On a hit, in addition to the trident's normal damage, the creature must succeed in a Strength contest against you or be pulled up to 60 feet towards you. A gargantuan creature automatically succeeds on this Strength contest. Once used, this property of the tattoo can't be used again until you finish a short or long rest.

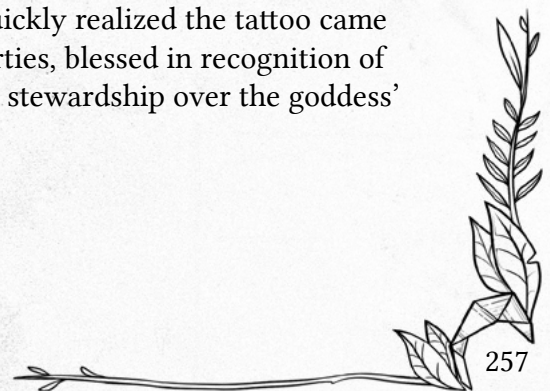
LORE

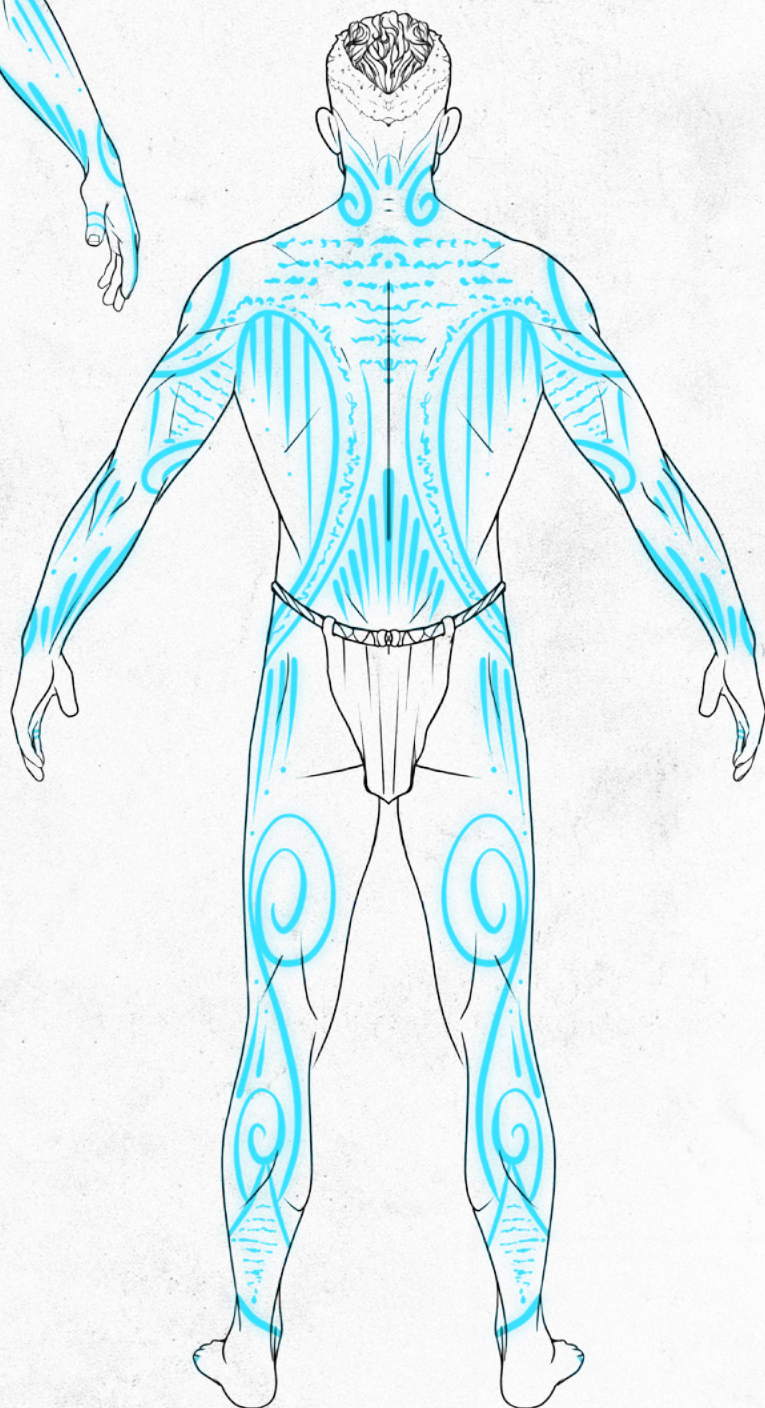
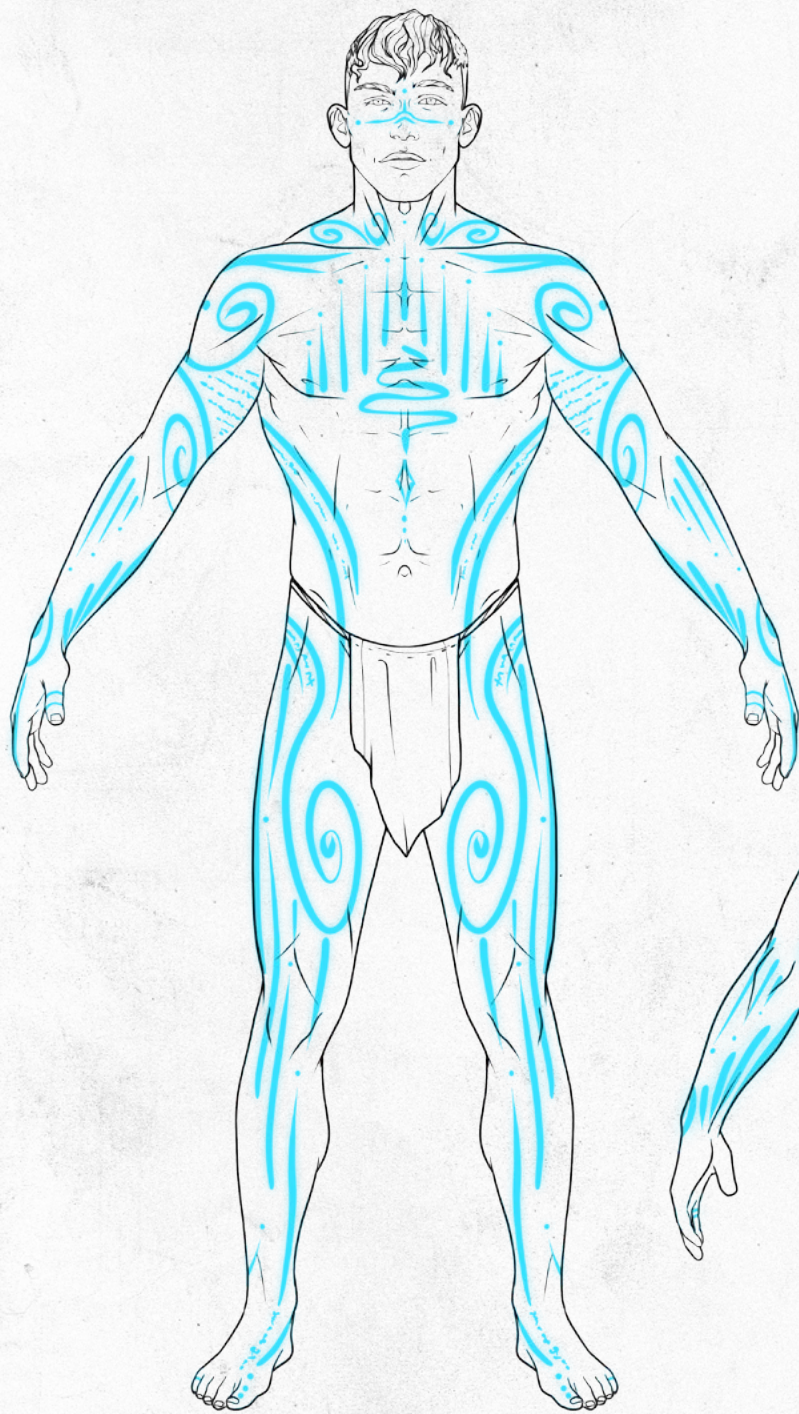


Legend speaks of a wealthy noblewoman named Valeria Holliver who lost her husband and son when their ship was attacked by ruthless pirates. The noblewoman, upon hearing of her family's demise, sold her home and most of her worldly possessions. She used her earnings to hire a crew and buy a ship with the goal of enacting vengeance upon those who took her loved ones away.

The crew was an eclectic array of seafarers, among which was an old tattooist-sailor. The ship, which came to be known as the Howling Maiden, spent several years sailing the seas, defending smaller ships from pirate attacks, rescuing sea creatures in harm's way, and protecting the ecosystem. Sea life flourished under the watchful eye of the Howling Maiden, and slowly Valeria's heart warmed to a new purpose: to protect those who could not protect themselves.

After many years as captain of the ship, Valeria commissioned the tattooist-sailor to create a design that she could bear as a symbol of her commitment to the seas. Inspired by the good work they had done, the tattooist made a full-body suit to symbolize Valeria's strength and guardianship. He would later remark that it felt as though his hand was being guided as he crafted the tattoo. Once applied, Valeria quickly realized the tattoo came with divine properties, blessed in recognition of the noblewoman's stewardship over the goddess' domain.





SKY DEITY'S TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo was designed through divine inspiration in honor of the Sky Deity, Kor.

Divine Tattoo. You can only attune to this tattoo if you are attuned to no more than one other magic item. If you attune to more than one other magic item while you are attuned to this tattoo, your attunement to this tattoo immediately ends.

While this tattoo is applied on your skin, you have a flying speed equal to your walking speed and can hover. You also have resistance to lightning damage.

As a bonus action, you can manifest a wooden sling known as *Tirador* that is etched with tales of heroic exploits. You gain a +3 bonus to attack and damage rolls made with this magic weapon, with which you are proficient. It deals bludgeoning damage equal to 1d6 plus your ability modifier on a hit. You can use a bonus action to dismiss the sling.

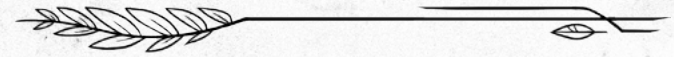
Wind Pellet. All ammunition fired from the sling is magically infused with volatile air pressure. Any creature you hit must make a DC 17 Constitution saving throw, taking an extra 3d6 thunder damage on a failed save, or half as much extra damage on a successful one. In both cases, the creature is pushed 10 feet away from you.

Sky King. As an action while outside, you can fire your sling into the sky. This causes a churning magical storm cloud with a 200-foot radius to form, centered above you. You can maintain this effect as long as you concentrate (as if concentrating on a spell). Lightning flashes in the area, thunder booms, and strong winds roar. All ranged weapon attacks apart from those made with *Tirador* that travel through any part of the area under the storm cloud automatically miss. Additionally, the wind and rain form a severe distraction; creatures other than you have disadvantage on any checks and saving throws made to maintain their concentration. Once used, this property of the tattoo can't be used again until the next dawn.

While this effect is active, each creature you hit with an attack from your sling must also make

a DC 17 Dexterity saving throw. On a failed save, a creature takes 2d8 lightning damage and becomes deafened for 5 minutes as a bolt of lightning crashes down upon them.

LORE



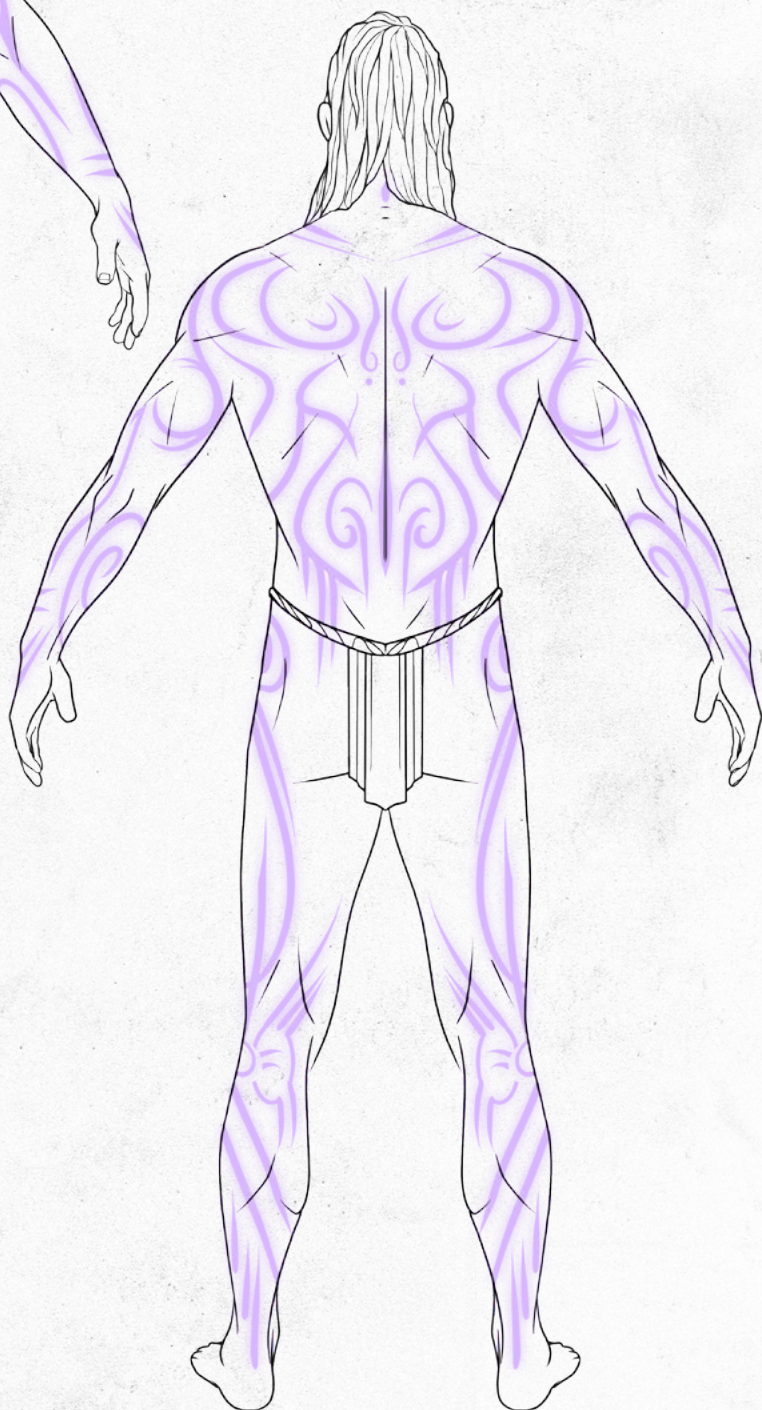
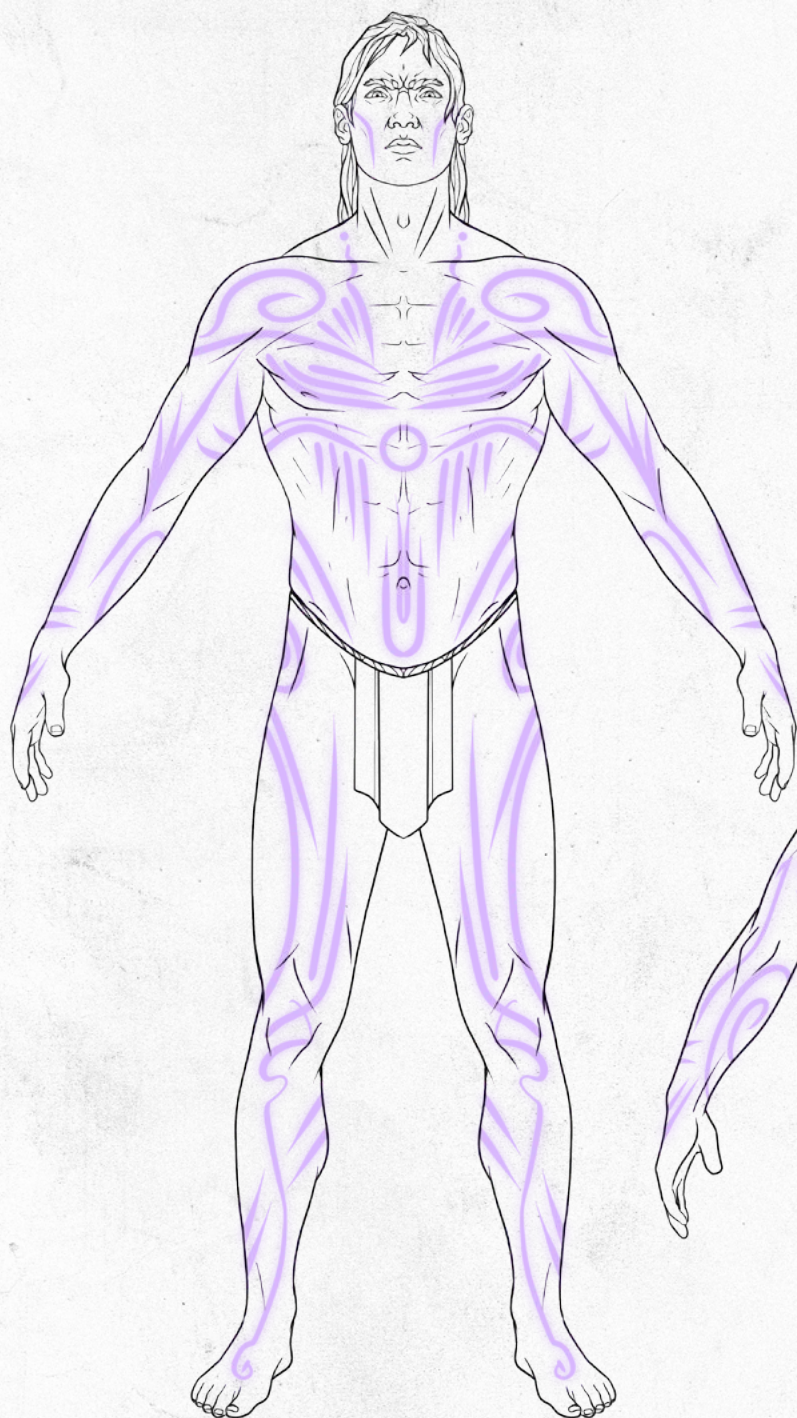
Once upon a time, there was a princess who was the only offspring of a mountain chief, an ever-suspicious leader who doted on his heir. Fearful of his rivals, the mountain chief kept the princess in hiding below the mountaintops, tucked away in an isolated cave with a troupe of guards. They surveyed the highlands for threats, while the princess was kept safe near the shore. She was provided with an elderly caregiver and a young companion to keep her company, her only friend during her many years of isolation.

One night, a young warrior of the ocean lost his way and came ashore, stumbling upon the princess reading, awake as all her world slept. Fascinated by each other, the pair would continue these starlight visits. Alas, the eyes of her guards were not forever turned. When the lovers' trysts were discovered, the princess was whisked away, but not before she could beseech her companion to impart a farewell on her behalf.

Kor, god of the sky, took pity upon the princess and warrior. He visited the princess' young companion, blessing her to carry out his will. Upon the warrior's next visit, the companion imparted the words of the princess and relayed the will of Kor. The blessed companion then laid her hand on the saddened warrior, conferring a divine mark and the confidence to confront the mountain chief.

At the top of the highest mountain, the warrior of the ocean approached the throne of his beloved's father. The chief readied to attack, but tempered his reaction when he saw the warrior's markings aglow with divine light. With great reluctance, the chief listened to the stranger's tale and conceded that the warrior was worthy. The warrior soon discovered that his markings came with great power, and eventually, a union was granted between the son of the ocean and the daughter of the sky.





SUN DEITY'S TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo was designed through divine inspiration in honor of the Sun Deity, Alo.

Divine Tattoo. You can only attune to this tattoo if you are attuned to no more than one other magic item. If you attune to more than one other magic item while you are attuned to this tattoo, your attunement to this tattoo immediately ends.

While this tattoo is applied on your skin, you have resistance to fire and radiant damage.

As a bonus action, you can manifest a deadly longbow known as *Panigin* that feels warm in the light of the sun. You gain a +3 bonus to attack and damage rolls made with this magic weapon, with which you are proficient. Instead of the bow's usual piercing damage, *Panigin* deals radiant damage equal to 1d10 plus your ability modifier on a hit. You can use a bonus action to dismiss the longbow.

The Light's Touch. When you hit a creature with *Panigin*, you can use your reaction to attempt to charm it. The creature must succeed on a DC 17 Wisdom saving throw or be charmed by you and shrouded in glowing designs resembling your tattoo, shedding dim light in a 10-foot radius. You can maintain this effect on one creature at a time as long as you concentrate (as if concentrating on a spell).

While the creature is charmed, treat it as as though under the influence of the *dominate monster* spell.

Once used, this property of the tattoo can't be used again until the next dawn.

Illuminate. As a bonus action, you can speak the tattoo's command word and point at a creature you can see within 120 feet, shooting a beam of light out towards it. The creature must succeed on a DC 17 Dexterity saving throw or begin to shed a bright light in a 20-foot radius and dim light for an additional 20 feet for the next minute. Once used, this property of the tattoo can't be used again until an hour has passed.

For the duration, any time the illuminated creature takes damage from one of your attacks or an attack from your charmed creature, it takes an extra 3d6 radiant damage.

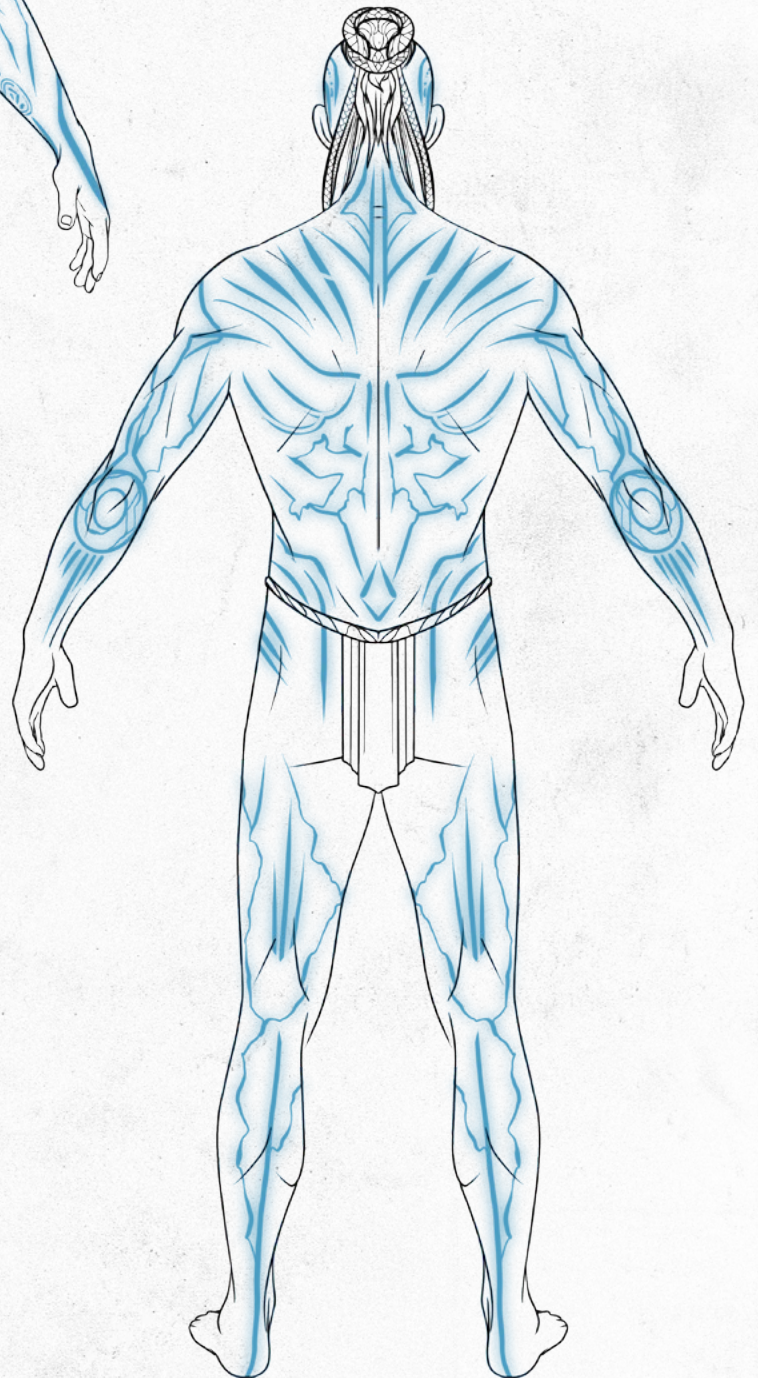
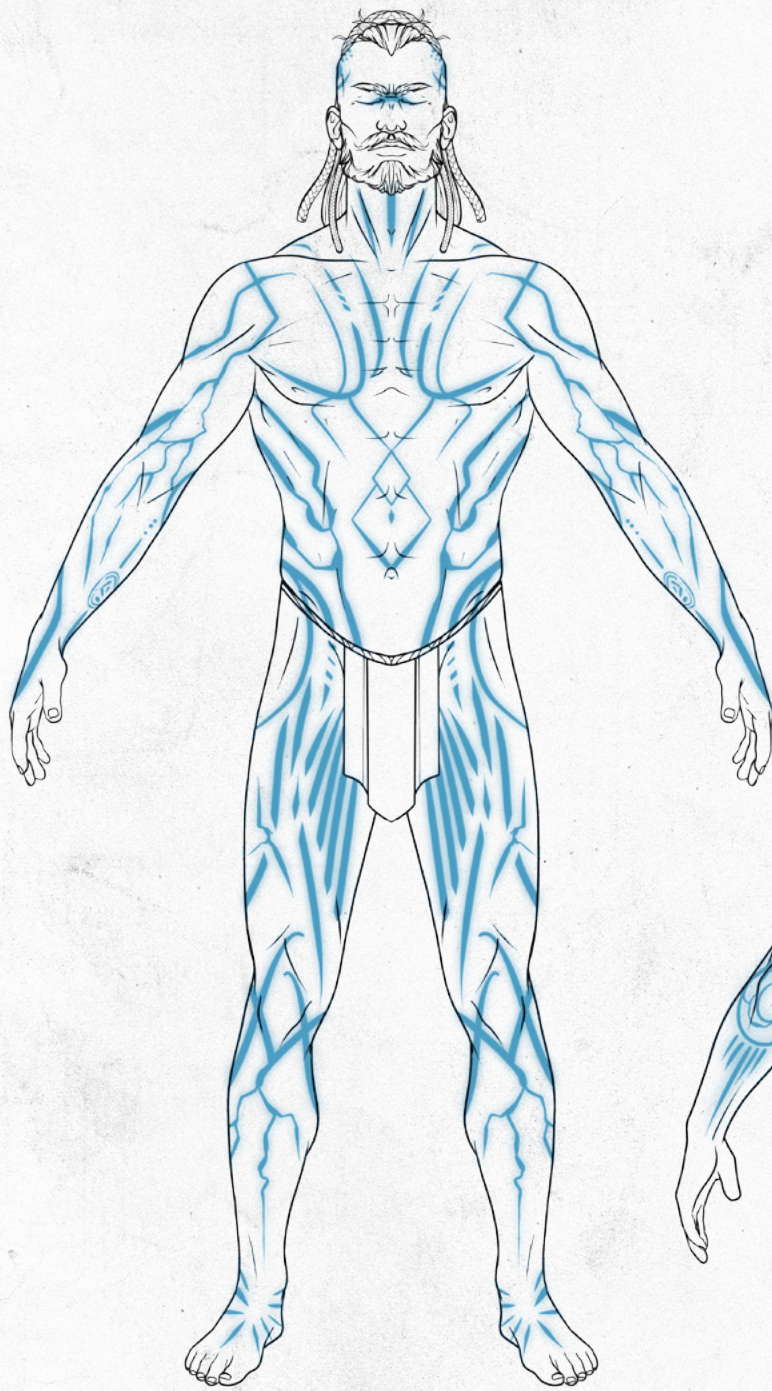
LORE



Those of purest soul attract the attention of the sun deity, Alo. Such was the case when a young woman gave birth to a son named Brun for his glowing brass-colored eyes. Cast out by her strict, superstitious clan, the mother and her child lived in hardship until they settled themselves among the merchants of a bustling port. The mother managed to join the ranks of the port's street merchants and earned a living weaving baskets, while her growing son took on odd jobs from street vendors, adventurers, and passing sailors.

While his eyes had long since lost their glow, there was still something special about Brun. He became a fond fixture at the port as he grew into a young man, making friends with several vendors, one of whom was an aging tattooist. One day, the street merchants were being harassed by bandits hired by the mother's old clan. The corrupt clan was attempting to assert themselves as "keepers of law and order" in the area, and demanded that the port inhabitants start paying a tax for their protection. As the merchants weighed their options, the tattooist was visited by Alo himself. He directed the tattooist to give "the boy of pureness and brass" his mark and blessing. The tattooist convinced Brun to take on the markings of Alo, and Brun's eyes glowed once more. He stood up to the bandits and the clan, using the tattoo's power to defend the port from their advances whenever they grew too bold.





THUNDER DEITY'S TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo was designed through divine inspiration in honor of the Thunder Deity, Raiko.

Divine Tattoo. You can only attune to this tattoo if you are attuned to no more than one other magic item. If you attune to more than one other magic item while you are attuned to this tattoo, your attunement to this tattoo immediately ends.

While this tattoo is applied on your skin, you are resistant to thunder and lightning damage.

As a bonus action, you can manifest a fearsome battleaxe known as *Kidlat* that is perpetually crackling with volatile electricity. You gain a +3 bonus to attack and damage rolls made with this magic weapon. Instead of the battleaxe's usual slashing damage, *Kidlat* deals lightning damage equal to 1d10 plus your ability modifier on a hit and has the versatile (1d12) property. While holding this weapon, you have flying speed equal to your walking speed. You can use a bonus action to dismiss the battleaxe.

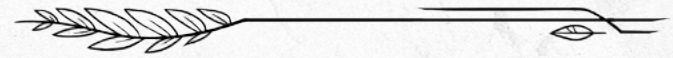
Lightning Bolt. As an action, you can throw *Kidlat* at a point up to 60 feet away, slicing through all creatures in a 5-foot-wide line. Each creature in the line must make a DC 17 Dexterity saving throw, taking 8d6 lightning damage on a failure, or half as much damage on a success. As a bonus action, you can speak the tattoo's command word to call the battleaxe back, causing it to swiftly fly back into your hands.

Storm. As an action, you can hold the battleaxe aloft to cause bolts of lightning to leap from the battleaxe onto all creatures of your choice within 30 feet of you. Each creature must make a DC 17 Dexterity saving throw, taking 6d6 lightning damage on a failed save, or half as much damage on a successful one. Once used, this property of the tattoo can't be used again until the next dawn.

You can maintain this effect as long as you concentrate (as if concentrating on a spell). For the duration, each creature of your choice within 30 feet of you must make a DC 17 Dexterity saving throw at the start of each of your turns (no action required),

taking 3d6 lightning damage on a failed save, or half as much damage on a successful one.

LORE

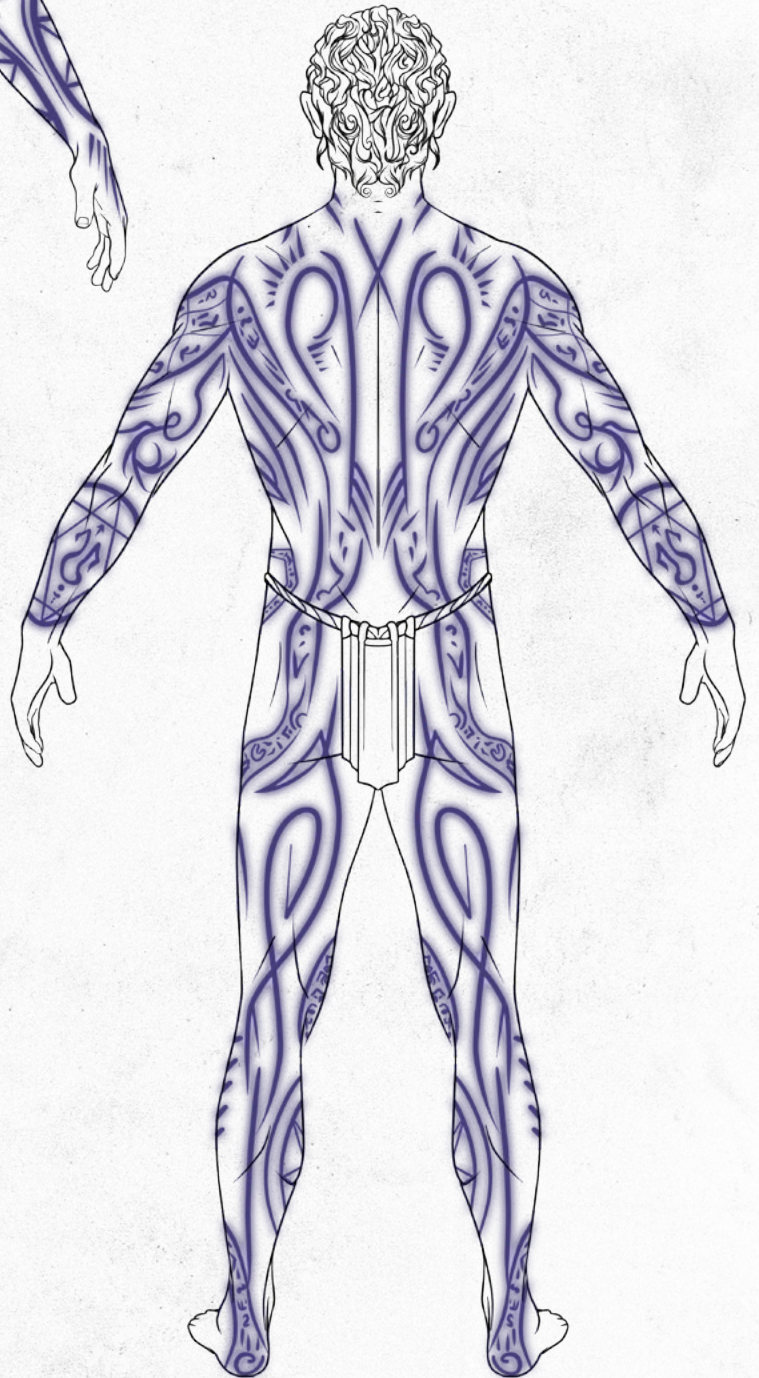
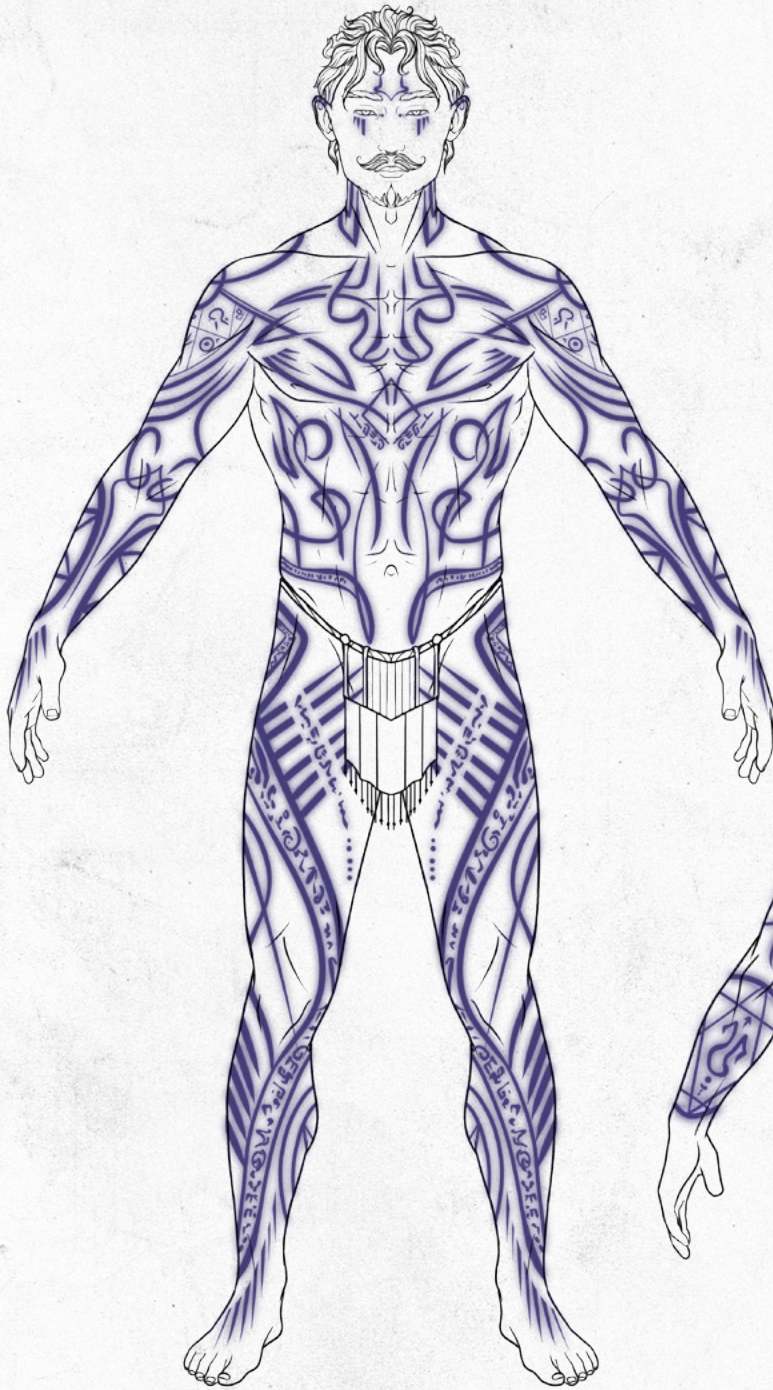


When the gods look to mortals for their entertainment, the inconceivable often ensues. In one instance, a young jungle sprite known as Pimble withstood the daily taunting of their peers and drew the attention of the divine. Often the butt of their jokes, Pimble would also be tossed into murky swamps or be relieved of their morning forage of bananas, guavas, and other sustenance for the day.

Despite this cruelty, Pimble never hid, but would begin to train themselves to withstand pain by standing underneath a raging waterfall. The process was grueling and only seemed to cause more injuries to the sprite. Despite this, they returned every day to endure.

Weeks later, the thunder god Raiko, amused by the sprite's stubbornness, decided to imbue magic into the falling waters as the day turned to dusk. Pimble's skin, usually numb from the beating of the waterfall, tingled and glowed, and strange markings began to appear across their body. They felt a divine energy course through them and thanked the gods for this gift. Raiko was delighted to see the sprite stand up to its stunned bullies, and never again was Pimble the butt of their jokes.





UNDERWORLD DEITY'S TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo was designed through divine inspiration in honor of the Underworld Deity, Daliah.

Divine Tattoo. You can only attune to this tattoo if you are attuned to no more than one other magic item. If you attune to more than one other magic item while you are attuned to this tattoo, your attunement to this tattoo immediately ends.

While this tattoo is applied on your skin, you are resistant to fire and necrotic damage.

As a bonus action, you can manifest a dreaded scythe known as *Patay* whose blade is always alight with flames. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. You gain a +3 bonus to attack and damage rolls made with this magic weapon with which you are proficient. This scythe has the statistics of a glaive, but deals fire damage equal to 2d6 plus your ability modifier on a hit instead of the glaive's usual slashing damage.

Hellseekers. As an action, you can slam the butt of *Patay* into the ground to create three magmatic swells at your feet. Each swell can hit a creature of your choice that you can see, that is not flying or swimming and that is within 30 feet of you. A swell explodes on impact with its target, resulting in a violent shower of fire and earth. Each creature within a 10-foot radius of a swell's target must make a DC 17 Dexterity saving throw, taking 4d8 fire damage on a failed save, or half as much damage on a successful one. The swells all strike simultaneously, and you can direct them to hit one creature or several. Once used, this property of the tattoo can't be used again until the next dawn.

Immolate. As an action, make a melee weapon attack against a target within *Patay*'s reach. On a hit, the target takes damage from the scythe as normal and a flaming fissure opens underneath its feet. The target must succeed on a DC 17 Dexterity saving throw or be consumed by a plume of flame, taking 10d10 fire damage. Once used, this property

of the tattoo can't be used again until you finish a short or long rest.

LORE

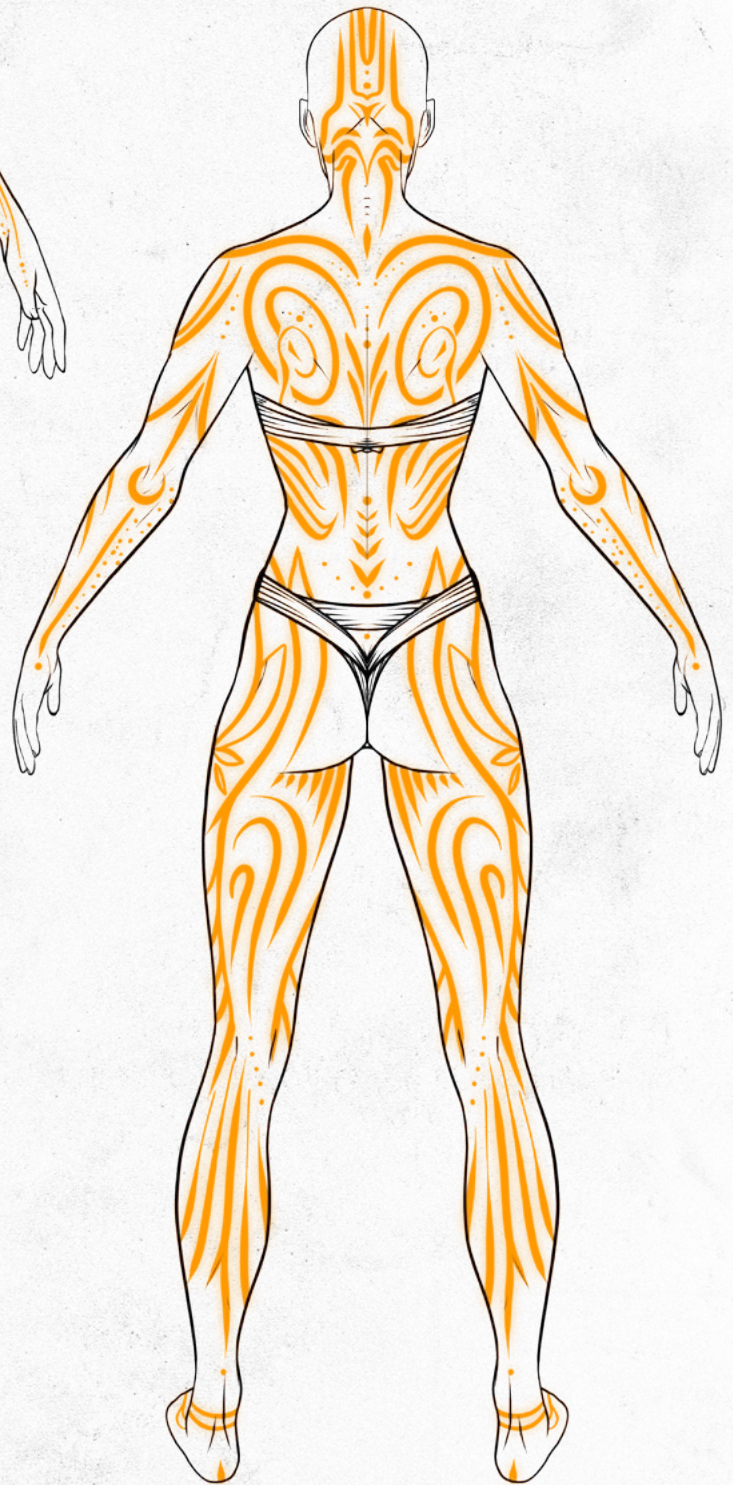
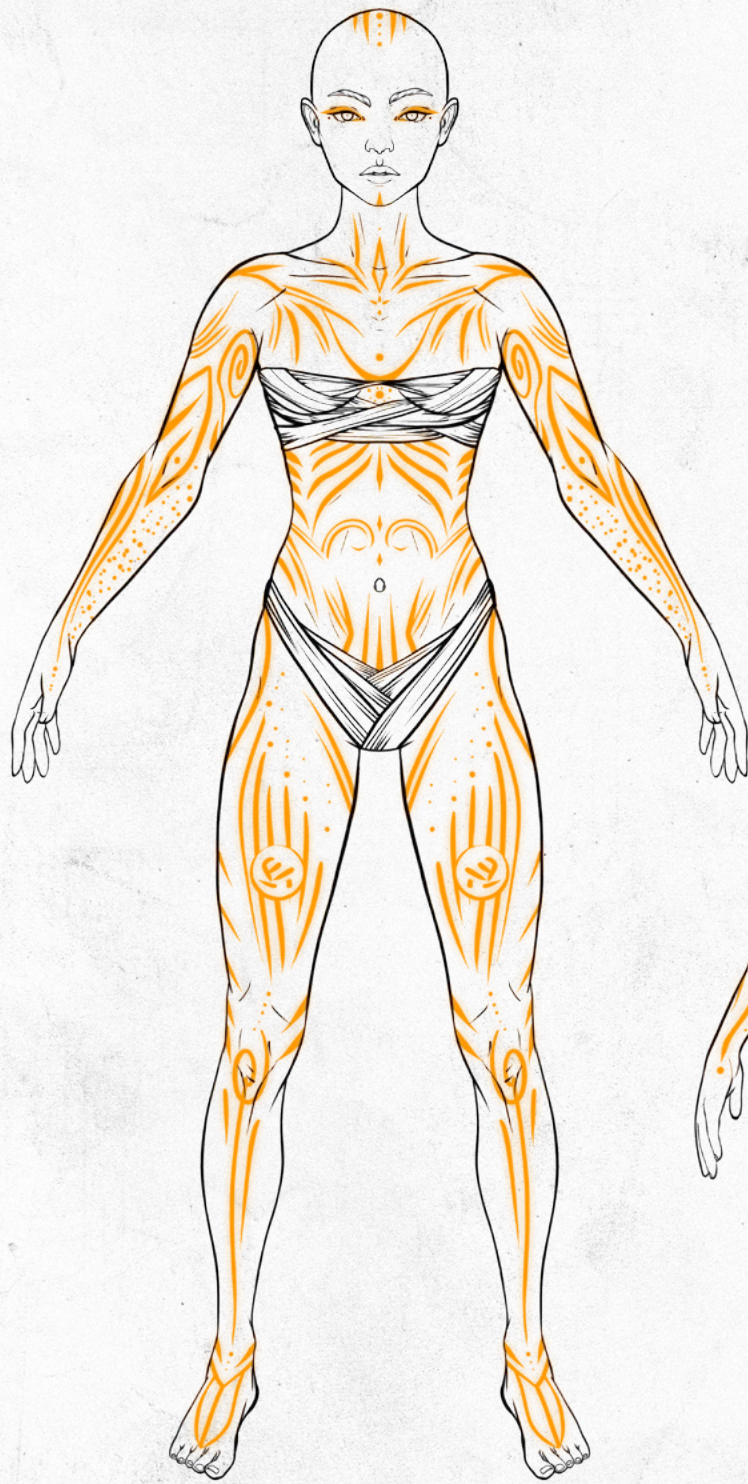


There are tales of a nomad that roams the eastern countryside, with no real connection to any village or individual in the area. The nomad, bearing a forlorn expression and a shabby cloak that whispers of former elegance, attracts much attention with their ageless face and stately aura.

On the heels of the nomad, rumors follow of tragic loss and unspeakable betrayal, but the silent drifter does not speak. Any fools with enough daring to provoke the nomad survive only long enough to warn others of a mighty temper and otherworldly powers, manifesting when the nomad throws off their cloak to reveal a body covered in strange, glowing markings.

It is not yet known how the nomad came to bear such markings, though tattooists over the years have claimed knowledge and even authorship of the design. None of these claims have been proven true, and the nomad continues to wander the outskirts of the eastern villages to this day.





WAR DEITY'S TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Produced by a special needle, this magic tattoo was designed through divine inspiration in honor of the War Deity, Duma.

Divine Tattoo. You can only attune to this tattoo if you are attuned to no more than one other magic item. If you attune to more than one other magic item while you are attuned to this tattoo, your attunement to this tattoo immediately ends.

While this tattoo is applied on your skin, you are resistant to nonmagical bludgeoning, piercing, and slashing damage.

As a bonus action, you can manifest a broken spear known as *Lakas* that looks worn. You gain a +3 bonus to attack and damage rolls made with this magic weapon, with which you are proficient. Instead of a spear's normal piercing damage, *Lakas* deals piercing damage equal to 1d8 plus your ability modifier on a hit, has the versatile (1d10) property, and ignores resistance to piercing damage. You can use a bonus action to dismiss the spear.

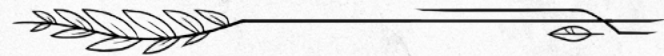
Reforge. As an action, you can raise *Lakas* to the heavens and magically restore it to its former glory for the next minute. For the duration, the spear sheds bright light in a 30-foot radius and dim light for an additional 30 feet. When you hit a creature with a weapon attack using *Lakas*, that creature takes an extra 3d6 piercing damage. Once used, this property of the tattoo can't be used again until the next dawn.

While *Lakas* is reformed, you can activate the Antispell and Shields Up properties. After you activate one of these properties, roll a d6. On a 1, you can't activate either property again until the next dawn.

Antispell. You can cast the *counterspell* spell at will (+5 spellcasting ability modifier).

Shields Up. As a reaction when a creature within 30 feet of you that you can see is hit by an attack, you can grant it a protective magical shield that rests on its forearm (unless it is already wearing a shield). The creature gains a +2 bonus to its AC until the start of its next turn. You can declare this after the attack die is rolled but before the action is resolved.

LORE



The war deity Duma values valor and honor, and those who show restraint as well as mercy to enemies they have overcome. The great Qinju, mighty general in the ancient kingdom of Talin, was one such warrior. Qinju reined in the bloodlust of his first emperor, and nurtured their more tolerable and fair-minded heir. Qinju's efforts resulted in prosperity throughout the kingdom and treaties with neighboring lands. He established a generation of soldiers worthy of their own tales. In honor of his labor, the aging general was visited by Duma who bestowed special markings upon him to enhance his abilities and prolong his righteous influence over Talin. The lessons of General Qinju are still applied in the training of soldiers, guards, and knights all over the world to this day.



adventure



HUNT FOR THE DRAGON TATTOOIST

Hunt for the Dragon Tattooist is intended for three to seven characters of 3rd level. **It is optimized for five characters with an average party level (APL) of 3.**

This adventure can be run with the Fifth Edition core rulebooks. The Fifth Edition monster book contains stat blocks for the creatures found in this adventure. When a creature's name appears in bold type, that's a visual cue pointing you to its statblock in the monster book.

Embark on a journey to rescue a legendary tattooist and gain access to her services!

BACKGROUND

An adult silver dragon known as Asseo has lived apart from her kind for as long as anyone can remember. She spent most of her waking hours in humanoid form honing her craft and building a reputation among the sentient races as a brilliant and peerless tattooist. Asseo now only grants a handful of long-time clients the privilege of her services.

Recently, a formidable mage named Bayo and his henchmen kidnapped Asseo and ransacked her famed tattoo parlor. The group took Asseo by surprise, using mysterious magical chains to prevent her from defending herself against the attack in her true form.

ADVENTURE HOOKS

You can use the following adventure hooks to key your players up for this adventure.

Magic Tattoos. The characters hear about a famous tattooist in the area who is known for her talent with needle and ink. If they are interested in acquiring the services of a tattoo artist, they can purchase information regarding her tattoo parlor's location for 25gp.

Competing Guilds. A small guild reaches out to the party and offers to pay them 50gp each to investigate the disappearance of a renowned tattooist named Asseo. They suspect that she has been abducted by a rival guild with a reputation for shady dealings, but they do not have any proof. They also do not wish to tip off the other guild to their suspicions.

ASSEO'S TATTOO PARLOR

Asseo's tattoo parlor is a modest two-story establishment.

GENERAL FEATURES

Unless otherwise noted, locations in Asseo's Tattoo Parlor have the following features.

Ceilings. The ceilings are 9 feet high.

Floors and Walls. The floors and walls are made of wood.

Doors. The doors are made of wood. They have AC 15, 18 hit points, and immunity to poison and psychic damage. Unless otherwise noted, the doors are unlocked. A locked door can be opened by succeeding on a DC 20 Strength (Athletics) check. A creature can make a DC 17 Dexterity check using its proficiency in thieves' tools to unlock the door on a success.

Light. The building's interior is brightly lit by lanterns.

The following locations are keyed to the map of Asseo's Tattoo Parlor.

1 — GRASSY FIELD

A dirt path winds through the field up to the tattoo parlor.

Tracks in the Mud. There are deep indentations left by cart wheels in the mud. They approach from the south, stop at the parlor, and then return south. A character that makes a DC 12 Wisdom (Survival) check deduces that the cart arrived, increased in weight, and was then taken away.

ASSEO'S TATTOO PARLOR



2 — SHOP FLOOR

Please read the following:

There is a large semicircular desk with a white cloth runner on top, several desks placed around it, and a spiral staircase in the northwest alcove. Broken glass and scattered parchment litter the floor.

Clue: Signs of a Struggle. Any character can clearly tell that the parlor has been violently disturbed. A character that succeeds on a DC 14 Intelligence (Investigation) check finds chips in the wood from swords and crossbow bolts, as well as traces of the aftermath of magic.

Stairs. The stairs lead to the second floor (area 3).

3 — MEZZANINE

Please read the following:

At the top of the spiral staircase, there's a sitting area with a small round table and two armchairs. Poking out from behind one of the armchairs is a thick, scaly, silver tail.

Nova the Silver Dragon Wyrmling. The female silver dragon wyrmling is Asseo's daughter, Nova. She does not want to fight and attempts to flee the building if confronted. A character can calm her down by reassuring her that they mean no harm and succeeding on a DC 13 Charisma (Persuasion) check. She can't speak Common, but she can communicate simple thoughts with illustrations and gestures.

She can communicate the following information in crude stick figure drawings:

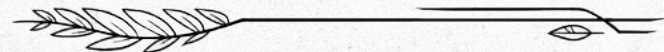
- The tattooist was kidnapped by physically strong people.
- The kidnappers had a magic user in their midst.
- The kidnappers used magical chains to restrain the tattooist.

FOLLOWING THE TRACKS

The tracks go south along the road for a few miles before veering into the wilderness. They lead from

the road to an immense castle with two giant metal legs attached to it. Have a character make a DC 13 Wisdom (Survival) check. On a success, they notice the castle from 300 feet away. On failure, they notice the castle from 150 feet away. If they fail by 5 or more, they do not notice the castle until they are 50 feet from its base.

BAYO'S MOVING CASTLE



The moving castle is a massive, four-story structure that uses two mechanized legs to walk. It is currently in a resting position. The base of the structure is level with the ground.

GENERAL FEATURES

Unless otherwise noted, locations in the Moving Castle have the following features.

Ceilings. The ceilings are 9 feet high.

Floors and Walls. The floors and walls are made of stone.

Doors. The doors are made of wood. They have AC 15, 18 hit points, and, unless otherwise noted, they are unlocked.

Light. The interior of the castle is brightly lit by lanterns.

Legs. The moving castle acts on initiative count 20. It has two legs. Each leg has AC 19, 27 hit points, and immunity to poison and psychic damage. While both legs have 1 or more hit points, the castle has a movement speed of 45 feet.

1 — ENTRANCE AND FURNACE

Please read the following:

A short ramp rises to the base of a massive four-story castle with mechanized legs on either side.

A portion of the wall adjacent to the ramp is smashed inward, letting sand spill into the room. Three wolves leashed to metal stakes are basking in the warmth of a large furnace.

Encounter: Wolves. There are three **wolves** idling in front of the furnace. All three wolves attack any humanoid that they do not recognize (see Leash Stake). Their leashes extend 30 feet in any direction from the center of the room. The veteran in area 3

SECOND FLOOR



GROUND FLOOR



ignores the sounds of barking wolves, since they constantly snap and snarl at each other, and shouts at them from behind the door to quiet down.

A character who tries to calm the animals can attempt a DC 15 Wisdom (Animal Handling) check. On a success, the wolves allow the character to move throughout the room. If the wolves are given food, the DC drops to 10.

If a fight breaks out, the veteran in area 3 comes out and enters the brawl.

Leash Stake. If the wolves are goaded by enemies beyond their reach, they are driven into a frenzy that allows them to yank the iron rod securing their chains out of the floor. Each round that any character remains in sight, the wolves attempt a single DC 15 Strength check. On the first success, they loosen the rod and the DC drops to 10. On a second success, they yank the rod loose, bending it so that their chains are freed.

A humanoid can use its action to release one wolf from its chain.

2 — MAIL DESK

Tucked into the southeast corner of the ground floor is an L-shaped wooden desk with parchment, ink, and quills set out on top.

Clue: Letter. The letter has words written on it rendered indecipherable by an *illusory script* spell. The letter appears to be an innocuous exchange between two family members. A character that understands thieves' cant can make a DC 13 Intelligence (Investigation) check to decipher the letter. On a success, they are able to parse details about a bounty placed on Asseo.

3 — MAILROOM

This small room has a tall stack of drawers containing mail.

Encounter: Veteran. Unless they were alerted by the wolves in area 1, there is one **veteran** sifting through the mail in this room.

4 — STAIRS

These stairs connect the first and second floors of the moving castle. There is a **cat** sleeping on the steps. It ignores the characters unless they pet it, to which the cat purrs.

When the characters climb to the second floor, they risk alerting the cook in area 6 and the guards in area 7.

5 — LOUNGE

This area features a vibrant red couch, a bright yellow carpet, and a small table with a tea set on display.

6 — KITCHEN

This tight space is packed with a cooking range, a sink filled with water, and several countertops for placing pots, pans, and food.

Kitchen Hand. The cook is a female human (**commoner**) named Margaret. When the characters enter, she backs up to the far corner of the room and brandishes a cutting knife. She is scared out of her wits and tells the characters to please leave her alone. A character who tries to calm her down can attempt a DC 15 Charisma (Persuasion) check. On a success, she puts down the knife and relaxes, but continues to keep her distance from the characters.

7 — DINING ROOM

The dining room has a fine wooden table large enough to seat ten people, though there are only four chairs placed around it. Books are placed haphazardly on a shorter table nearby and firewood has been thrown into the northeast corner of the room. There is also a large hole towards the southwest corner of the room.

Encounter: Veteran and Guard. There is one **veteran** and two **guards** sitting at the table chatting about what they're going to do with their next payout.

8 — RICKETY STAIRS

These rickety spiral stairs connect the second and third floors. Due to the recent damage caused by Asseo as she was brought into the moving castle, these stairs are loose and rattle in the wind.

Hazard: Stairs. A character that succeeds on a DC 12 Wisdom (Perception) check recognizes that the stairs are damaged from supporting a heavy load. The stairs give way if they are made to bear an additional 150 pounds or more, leaving a gaping hole in the side of the moving castle. Any creature standing on the stairs when they collapse must make a DC 15 Dexterity saving throw. On a failed save,

the creature falls to the ground beneath the house, taking 9 (3d6) bludgeoning damage and landing prone. On a successful save, the creature grabs hold of the edge of the remaining floor and is hanging from it. A creature can use its action to make a DC 10 Strength (Athletics) check, pulling itself or a hanging creature up on a success. If a check fails by 5 or more, a creature falls. A hanging creature can repeat the check until it succeeds, but if a check fails by 5 or more, the creature lets go and falls.

9 — STAIRS

This flight of stairs ascends toward a hatch in the ceiling, connecting the third floor and the roof.

10 — SLEEPING QUARTERS

There are four poorly-kept beds spaced out along the north wall. Cracked flooring and a toppled bookshelf indicates a conflict occurred in this space.

11 — DESK

An emptied-out chest and a kicked-over ottoman obstruct the path to a wooden desk with two drawers and papers set out atop. Adjacent to the desk there's a large open window with torn curtains.

12 — BATHROOM

Just through the door, there is a leaking toilet and a damaged vanity. A massive, broken stone tub dominates the southeast half of the room. Restrained in glowing chains that are staked to the floor of the tub is a bald, muscular, elven woman with a dragon tattoo on the side of her head.

Asseo. The bald elven woman is Asseo, the silver dragon, polymorphed into the form of a **gladiator**. She is exhausted, angry, and trapped. She is bound in magical shackles and chains that prevent her from using her Change Form feature, and is anchored to the floor with three metal stakes. Five stakes have already been torn from the ground. While anchored to the floor, she is restrained. A creature can spend one minute to make a DC 20 Strength (Athletics) check, removing a stake on a success. The magical chains can be disarmed with *dispel magic* or by using the key, which is held by Bayo, the **mage** on the rooftop (area 13). While bound in shackles and chains, Asseo cannot wield weapons, however, she can use the Shield Bash action by shoulder-checking creatures.



Given her current predicament, Asseo is distrustful of strangers, believing any aid to be a ruse by Bayo to manipulate her. She can be convinced that the characters are not operating on behalf of Bayo with a successful DC 15 Charisma (Persuasion) check. The DC is lowered to 10 if they mention finding Asseo's daughter and keeping her safe. On a failure, Asseo is distrustful of them but agrees to work with them for now.

Fleeing with Asseo. If the characters attempt to leave the moving castle without confronting Bayo on the rooftop, they can travel 20 feet from the base of the moving castle before the wizard begins firing down on them from above. If they continue to flee, Bayo activates the castle with a voice command and gives chase (see the moving castle's statistics in General Features).



13 — ROOFTOP

A stone path winds through low-cut grass covering the roof. To the southeast, a pale human man stands on a small wooden deck that extends over the edge of the moving castle.

Encounter: Bayo the Mage. Bayo is a manipulative, power-hungry 75-year-old male human **mage** with the following changes:

- *Feather fall* is prepared instead of *detect magic*.

He has short, wavy, red hair and rugged, pockmarked, white skin. He applauds the characters for getting past his goons before attacking. Bayo is careful to reserve his reaction for *feather fall*. If the characters are on the moving castle, he avoids using area-of-effect spells that will damage his castle.

After Bayo is defeated, the keys to Asseo's shackles and chains can be found on his body

Unshackling Asseo. After Asseo is unshackled, she thanks the characters and changes back into her true form: that of an adult silver dragon. She offers to fly the characters back to her tattoo parlor and provide a tattoo to each of them as repayment for freeing her.

CONCLUDING THE ADVENTURE

The characters should have found Asseo in the Moving Castle and rescued her. Defeating Bayo is entirely optional and could provide a recurring antagonist.

ADVENTURE HOOK RESOLUTIONS

There were two adventure hooks mentioned in the introduction. Here is the resolution for each adventure hook:

Magic Tattoos. The rumors that led the characters on this adventure turned out to be true! As a reward for rescuing her, Asseo offers each character an uncommon magic tattoo of their choice.

Competing Guilds. The characters are introduced to Thea, the heavily tattooed leader of the guild that hired them. She is relieved to hear that the characters were successful in rescuing her friend. Thea happily pays 50gp per character as promised, and hands over an additional 25gp per character if the party managed to kill Bayo.



SPELLS

A selection of unique spells that are referenced by some of the magic tattoos found within the pages of this book.

Humperdink the Warlock has been crafting spells to imbue into new magic tattoos. If you want to check out his shop, use your Quantum Reader to scan this teleportation tattoo:



ACID RAIN

3rd-level conjuration

Casting Time: 1 action
Range: 90 feet (30-foot radius, 60-foot tall cylinder)
Components: V, S, M (a drop of acid)
Duration: Concentration, up to 1 minute
Mechanism: Damage; Dex save
Class: Druid, Sorcerer, Warlock, Wizard

With a gentle patter, corrosive raindrops build to an acidic deluge in a 60-foot tall, 30-foot radius cylinder, centred on a point within range. When the rain begins, each creature in the area must make a Dexterity saving throw, taking 4d6 acid damage on failure or half as much damage on a success. For the duration, each creature that starts its turn in the cylinder, moves into the cylinder for the first time on a turn, or ends its turn in the cylinder must make a Dexterity saving throw, taking 2d6 acid damage on a failure, or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial and ongoing damage increases by 1d6 for each slot level above 3rd.

DEPTH CHARGE

3rd-level evocation

Casting Time: 1 action
Range: 90 feet (20-foot-radius sphere)
Components: V, S, M (some metamorphic rock)
Duration: Concentration, up to 1 minute
Mechanism: Damage; Con save
Class: Druid, Sorcerer, Warlock, Wizard

With a boom that can be heard 500 feet away, a pulse of thunder ripples out from a point you choose within range. Each creature in a 20-foot-radius sphere centred on that point must make a Constitution saving throw. A target takes 7d6 thunder damage on a failed save, or half as much damage on a successful one. This damage increases to 9d6 if the affected creature is submerged in a liquid.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

ENDOTHERM

3rd-level evocation

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S
Duration: Instantaneous
Mechanism: Damage & Debuff; Con save
Class: Druid, Sorcerer, Warlock, Wizard

As you inhale, you drain the heat from the air and creatures around you in a 20-foot radius sphere. Each creature in the area must make a Constitution saving throw. On a failure, it takes 5d6 cold damage and has its speed reduced by 10 feet until the end of its next turn. On a successful saving throw, the creature takes half as much damage and is not slowed. Until the end of your next turn, your speed increases by 10 feet for each Small or larger creature that failed the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FROGSKIN

4th-level biomancy spell

Casting Time: 1 action

Range: Self

Components: V, S, M (some frog spawn)

Duration: Concentration, up to 1 minute

Class: Druid, Sorcerer, Warlock, Wizard

You morph your skin and clothing into that of a slimy, poisonous frog. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d8 poison damage, and is poisoned until the end of your next turn. Until the spell ends, you can make the attack again on each of your turns as an action.

Grappling. For the duration, you have advantage on checks and saves made to avoid being grappled or restrained, and disadvantage on any attempts you make to grapple. Any creature grappling you, or that you are grappling, must make a Constitution saving throw at the start of each of its turns, taking 3d8 poison damage on a failure, or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, both damages increase by 1d8 for each slot level above 4th.

STENCH

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet (20-foot radius)

Components: V, S, M (a skunk's tail)

Duration: Concentration, up to 1 minute

Mechanism: Damage & Debuff; Con save

Class: Bard, Druid, Sorcerer, Warlock, Wizard

Emanating from a point within range, a noxious, 20-foot-radius sphere of colorless fumes creates a choking, eye-watering miasma that penetrates through creatures' skin. When a creature enters

the spell's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failure, a creature takes 3d6 poison damage and becomes poisoned until the end of its next turn. On a success, a creature takes half as much damage and is not poisoned. Whilst poisoned in this way, a creature has disadvantage on saving throws made to maintain its concentration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.



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This is a special section we carved out to acknowledge the generosity and support of a handful of people who went a little bit above and beyond because they truly believed in this project. Thank you all so much!

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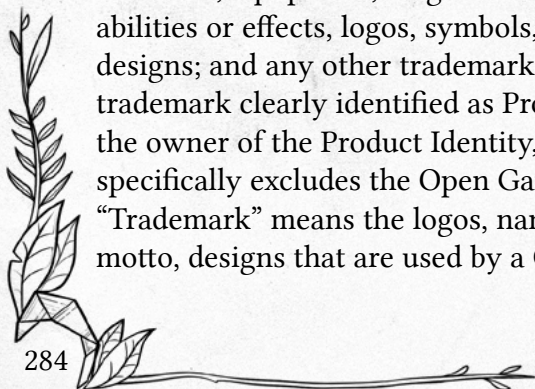
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FIND THE TATTOO THAT TELLS YOUR STORY

The design on the tattooist's arm flickers in the moonlight as she places a steady hand on her companion's shoulder. Playful wisps of magical energy begin to swirl around them, as her tattoo slides slowly from her skin onto the weary warrior's—granting him the means to bring down the winged beast looming above!

Within this book, there are close to 200 beautifully illustrated magic tattoos waiting to be applied onto your characters. You will also be introduced to an alternative tattoo system, a brand-new class, and a thrilling adventure to rescue and secure the services of a storied tattooist. Every design comes with its own history, along with fresh and exciting properties that are sure to spice up any campaign.



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