

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.

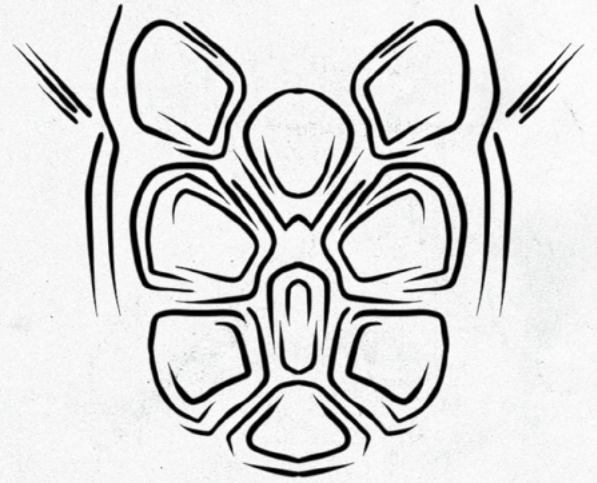
While this tattoo is applied on your skin, you have enhanced hearing. You have advantage on all Wisdom (Perception) checks made to hear and you are also immune to the deafened condition.



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

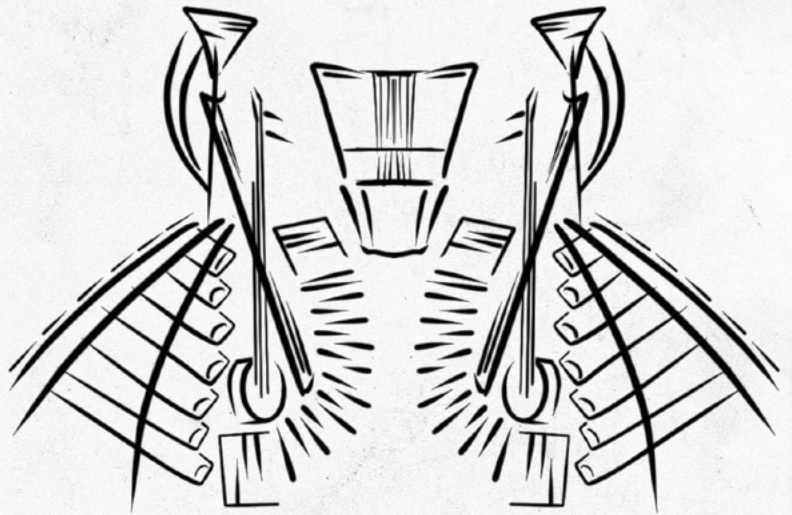
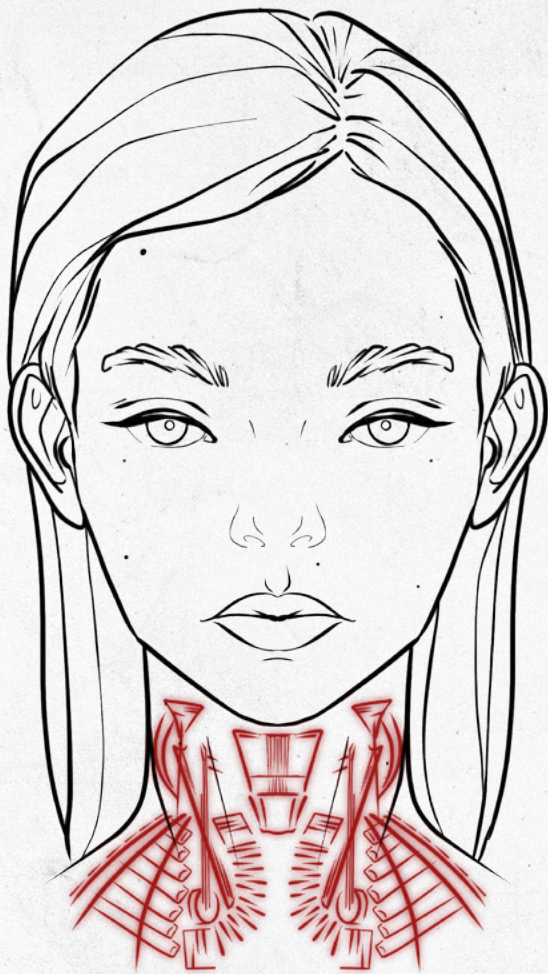
Wondrous item (tattoo), rare (requires attunement by a barbarian)

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

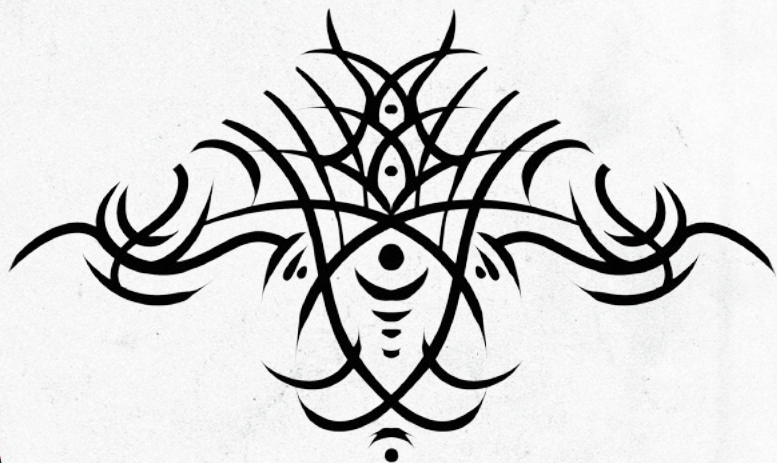
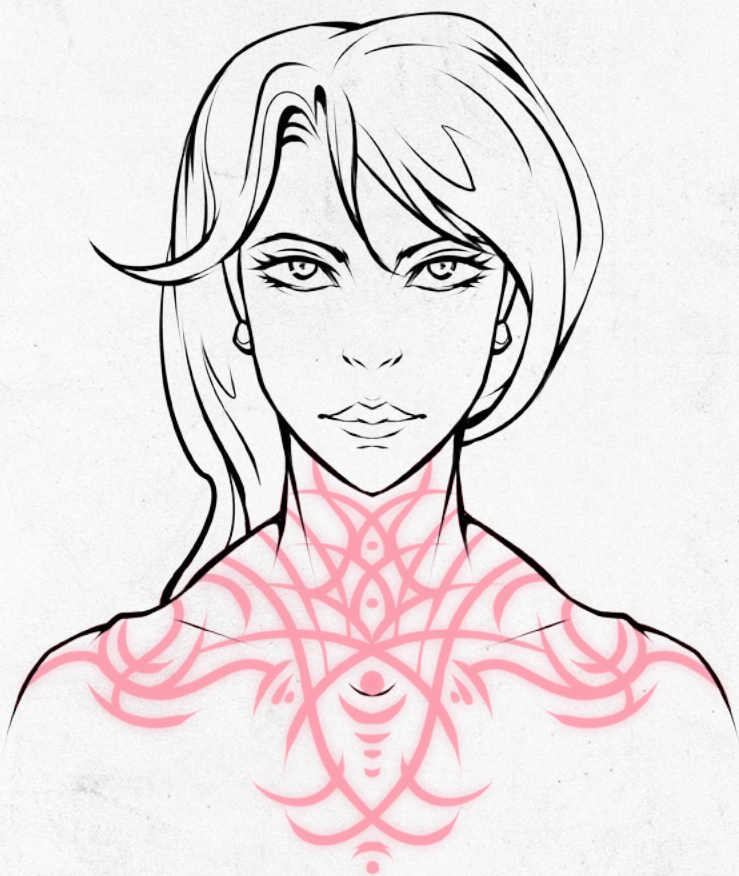
Wondrous item (tattoo), common (requires attunement by a bard)

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

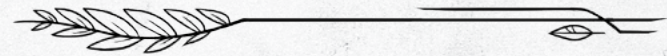
Wondrous item (tattoo), rare (requires attunement)

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

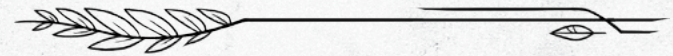
Wondrous item (tattoo), uncommon (requires attunement)

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

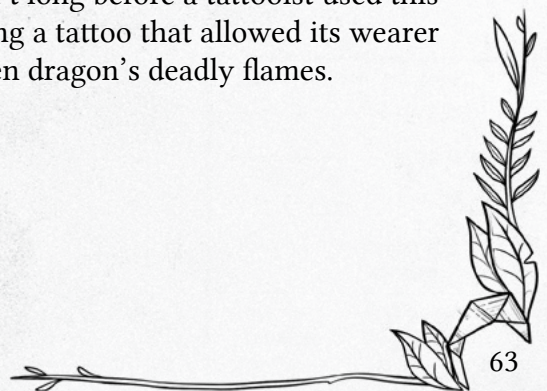
This tattoo has 6 charges and regains 1d3 + 1 expended charges daily at dawn.

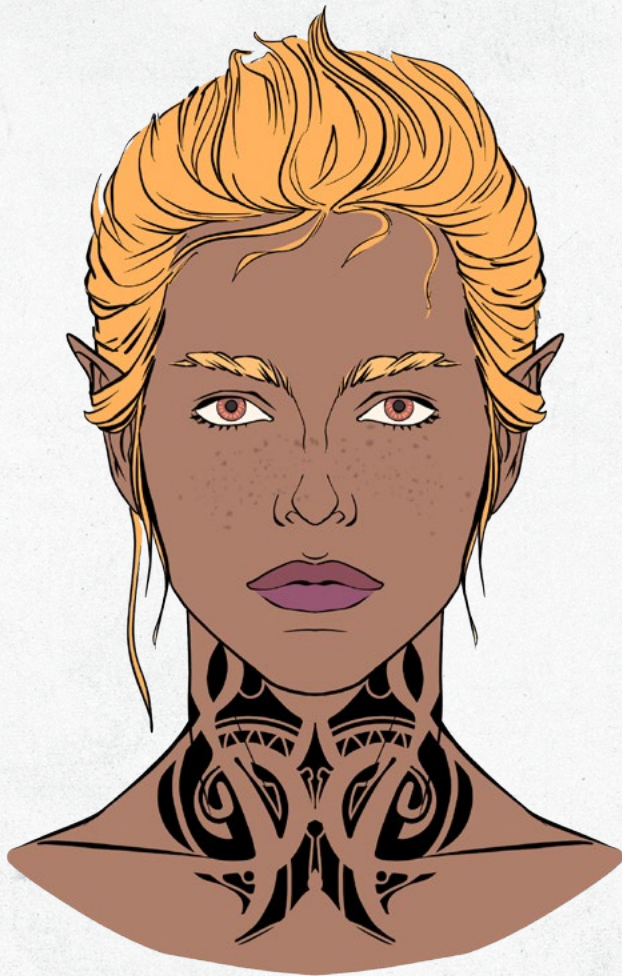
Flamethrower. As an action, you can expend 1 or more of the tattoo's charges to exhale flames in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 3d6 fire damage per charge expended. On a successful save, a creature takes half as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

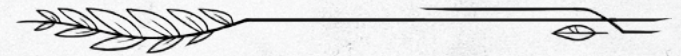
Harmony. An angelic chorus of voices sings along with you and the tattoo emits a pale blue glow. While you sing, each creature within 30 feet of you that can hear you regains 1d6 hit points at the start of each of its turns.

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)

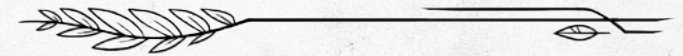
Produced by a special needle, this magic tattoo symbolizes the consumption of food.

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.

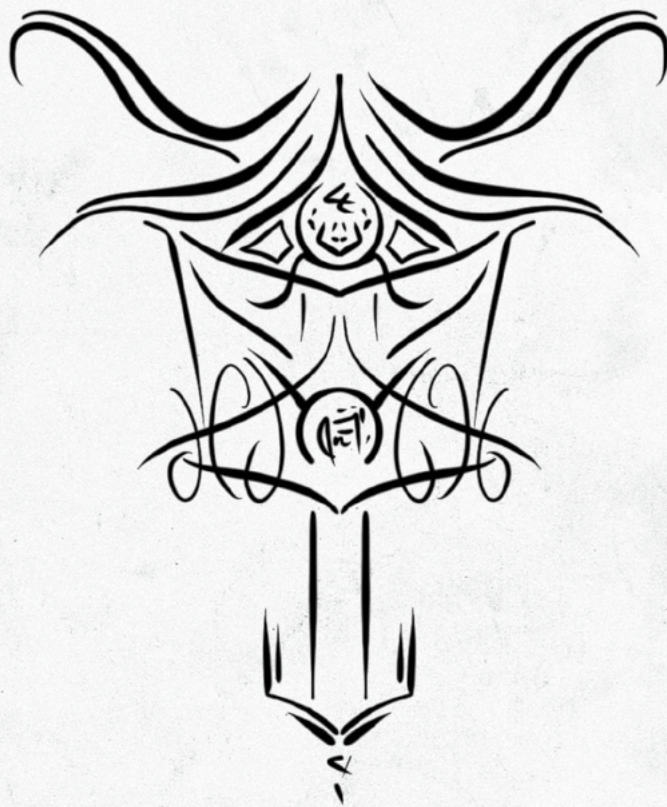


CLERIC'S TATTOO

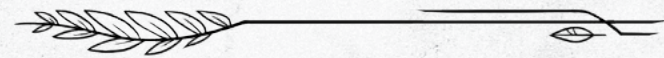
Wondrous item (tattoo), rare (requires attunement by a cleric)

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, you can cause the creature to take 2d6 radiant damage as 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. Once this property of the tattoo is used, it can't be used again until an hour has passed.

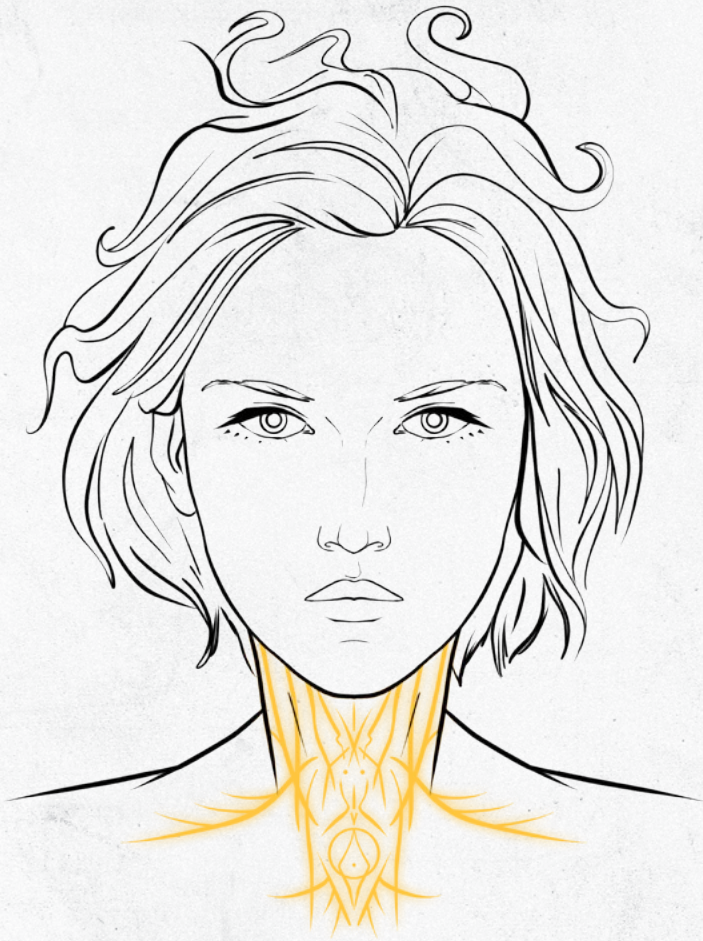


LORE



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.





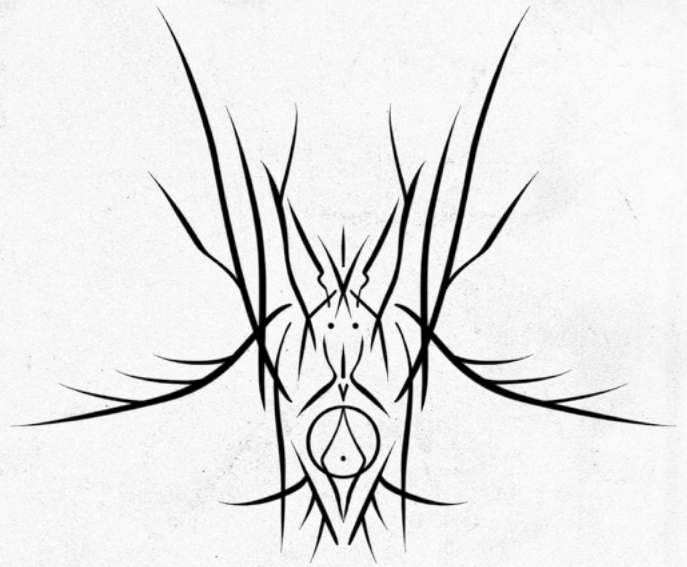
DRUID'S TATTOO

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

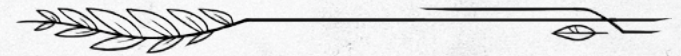
Produced by a special needle, this magic tattoo represents the heart of the forest.

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.

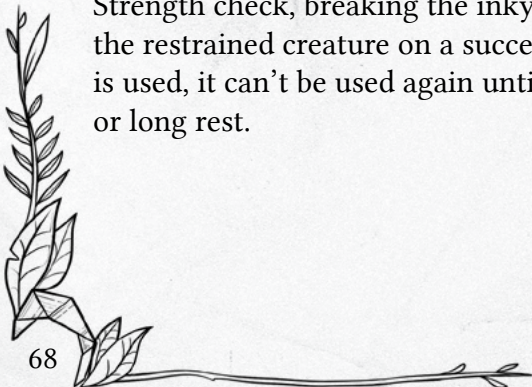
A creature can use an action to make a DC 13 Strength check, breaking the inky vines and freeing the restrained creature on a success. Once this effect is used, it can't be used again until you finish a short or long rest.



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.

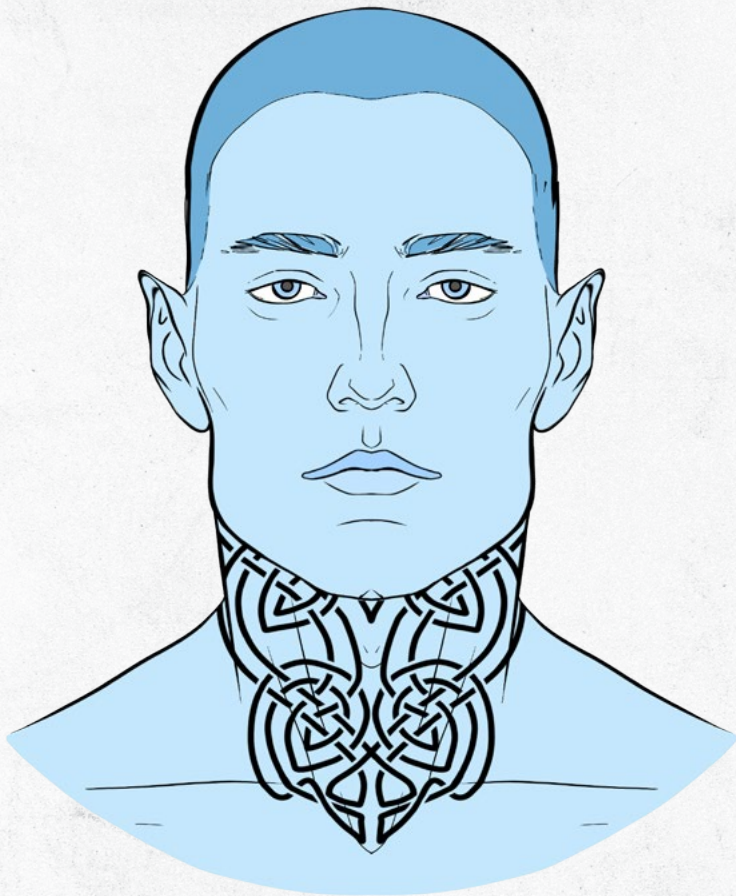
Keen Smell. The earthy inkling has advantage on Wisdom (Perception) checks that rely on smell.

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

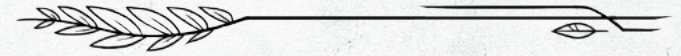
Wondrous item (tattoo), rare (requires attunement)

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

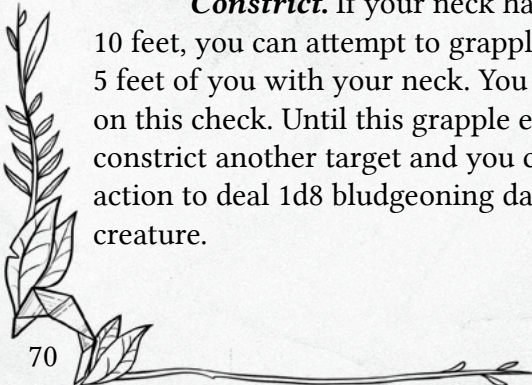
While this tattoo is applied on your skin, you have resistance to nonmagical bludgeoning damage. Additionally, you can use a bonus action to stretch your neck to incredible lengths until you use another bonus action to end this effect. For the duration, your neck can extend or retract 10 feet each turn 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.

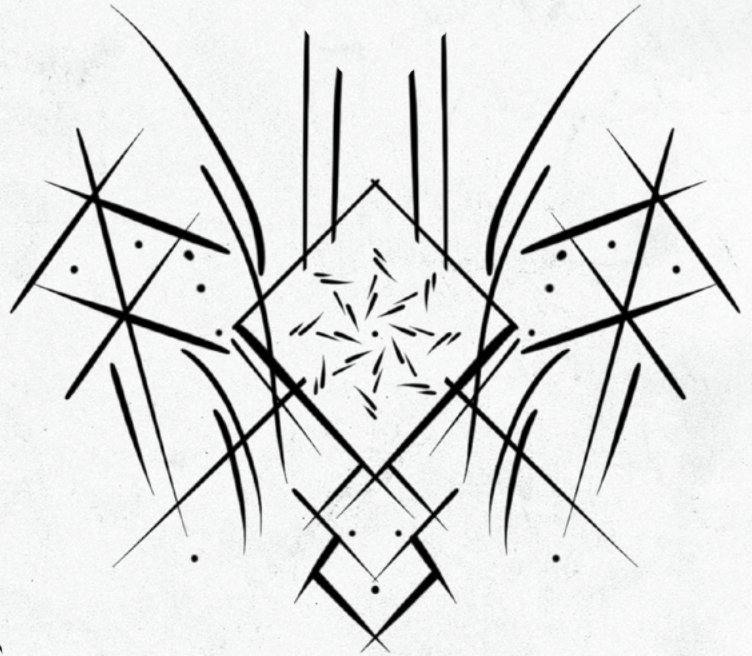
Constrict. If your neck has extended at least 10 feet, you can attempt to grapple a target within 5 feet of you with your neck. You have advantage on this check. Until this grapple ends, you can't constrict another target and you can use a bonus action to deal 1d8 bludgeoning damage to the creature.

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.





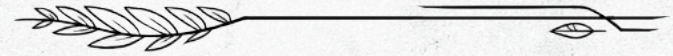
FIGHTER'S TATTOO

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

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

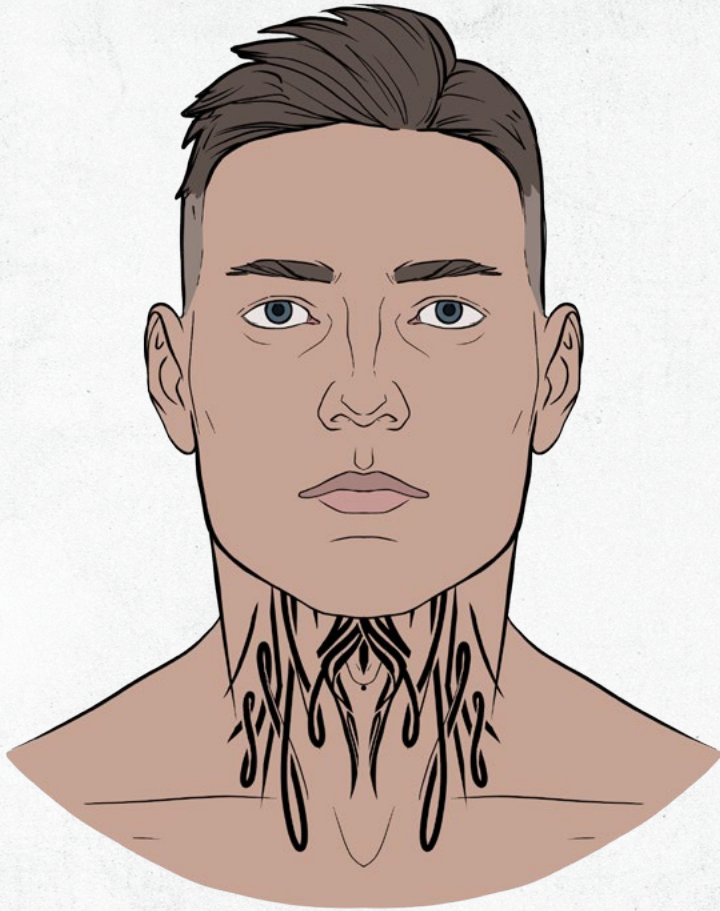
This tattoo has 6 charges. While this tattoo is applied on your skin, when an attack hits you, you can use your reaction to expend 1 or more charges to cause the tattoo to extrude from your skin and shield your body in response, reducing the damage by 1d8 per expended charge. The tattoo regains 1d3 +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

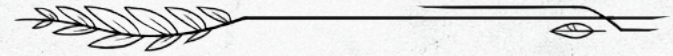
Wondrous item (tattoo), legendary (requires attunement)

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.

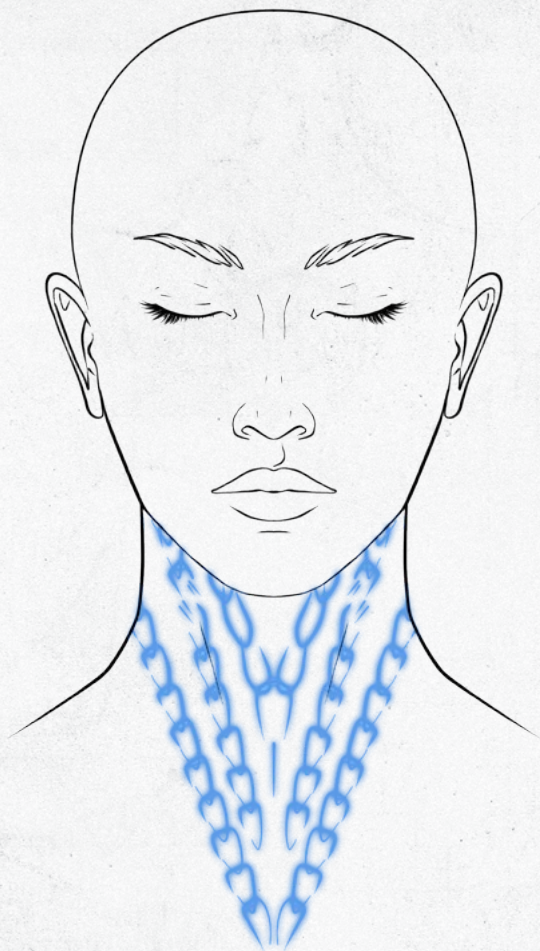
Curse. This tattoo is cursed. Attuning to it curses you and only a god can end this curse; removing the tattoo fails to end the curse. While cursed, you roll a d20 any time you cast a spell. If you roll a 6 or lower, the spell is canceled.

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.



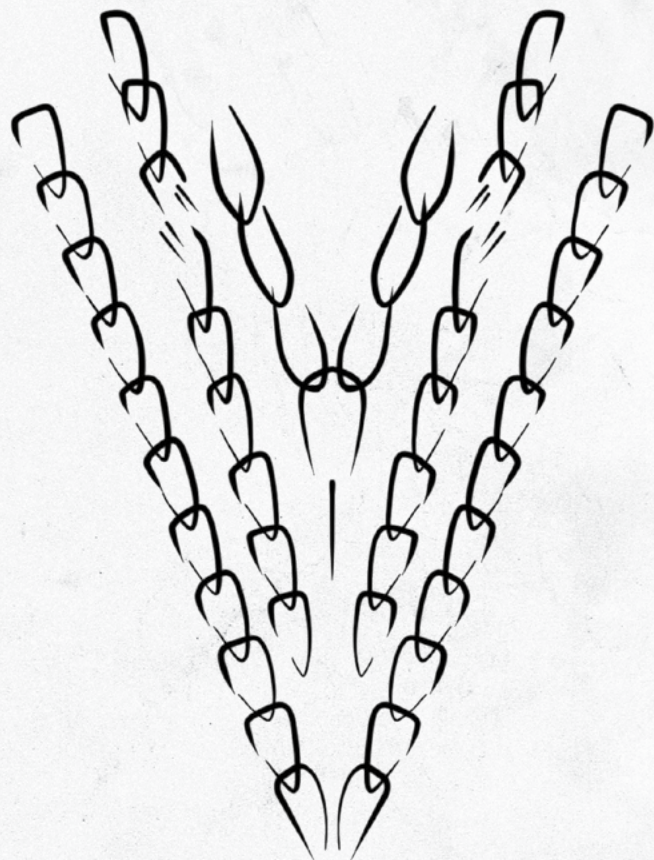


MONK'S TATTOO

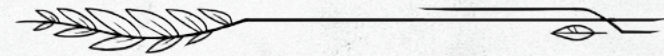
Wondrous item (tattoo), uncommon (requires attunement by a monk)

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

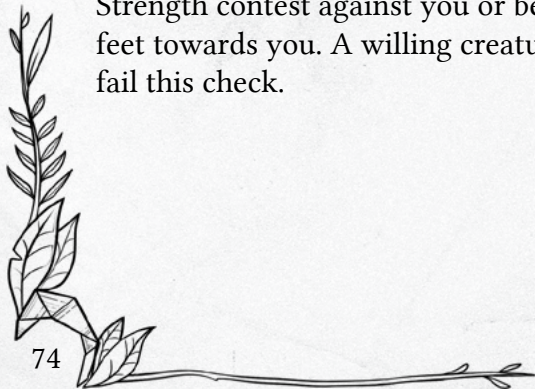
Come Closer. As an action, you can speak the tattoo's command word, causing the ink to ripple towards your wrists. For the next minute, if your hands are empty, you can use a bonus action to extrude the tattoo towards a target you can see within 20 feet of you. If the target is an object that weighs 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.





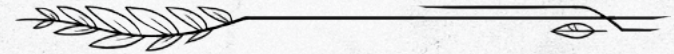
NATURAL GIFT TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

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

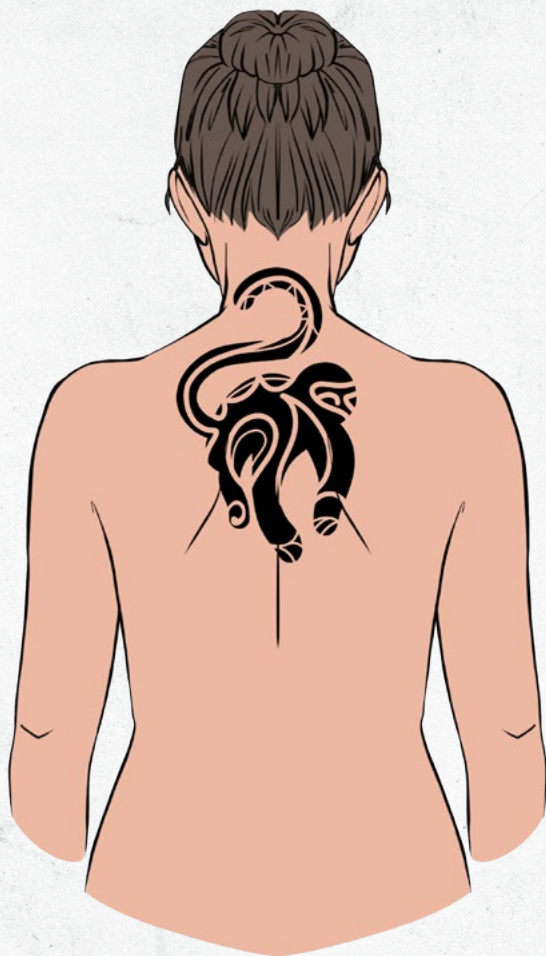
As an action, you can speak the tattoo's command word to gain the ability to comprehend and verbally communicate with beasts and plants as if you shared a common language for 1 minute, but gain no magical ability to influence them. For the same duration, you also emit harmless magical waves in a 10-foot 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.

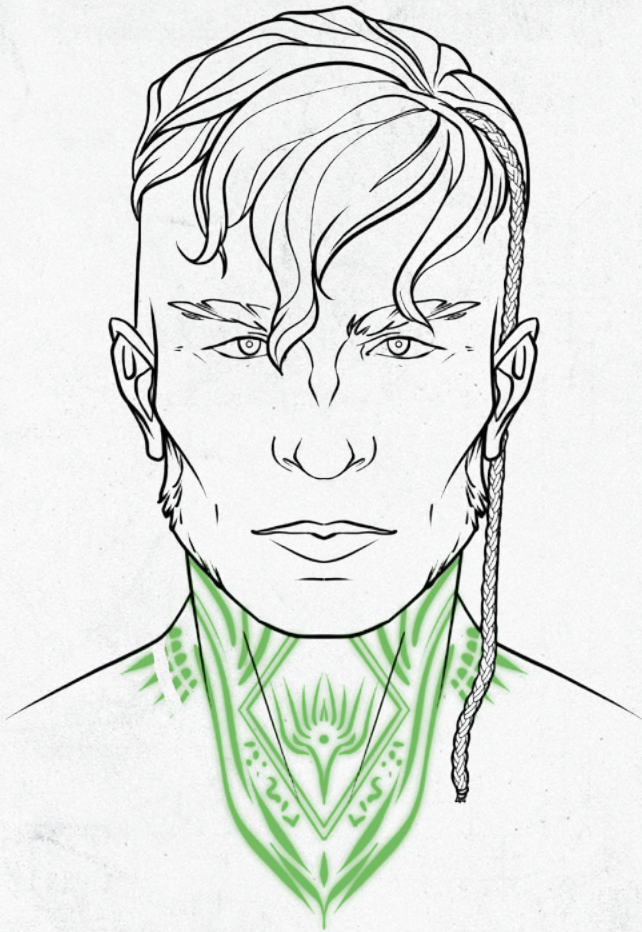
Aquatic Translucence. The ocean inkling is lightly obscured while fully immersed in water, appearing only as a scattered mass of pigmented liquid.

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.

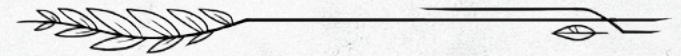
This tattoo has 6 charges and regains $1d3 + 1$ expended charges daily at dawn.

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.

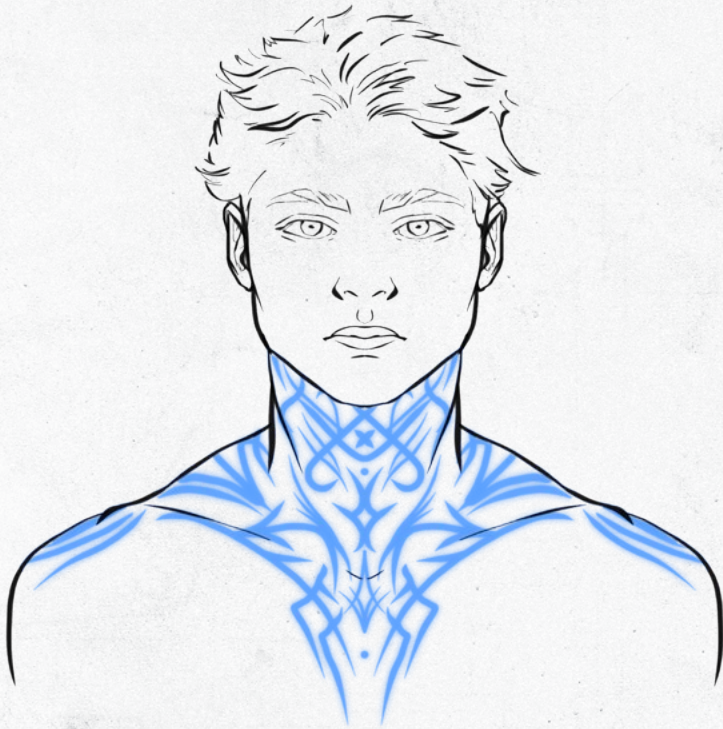
Mend. As an action, you can speak the tattoo's second command word to expend 2 charges and focus the tattoo's stored energy into two beams of light that shoot out in a line that is 10 feet wide and 60 feet long. Each creature in that line regains $2d8$ hit points.



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.



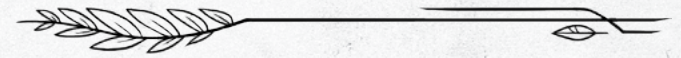
POLYGLOT TATTOO

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

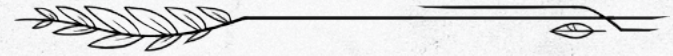
Wondrous item (tattoo), very rare (requires attunement)

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 was and still is complete dominion over the elements, and they got one step closer with this design.





RANGER'S TATTOO

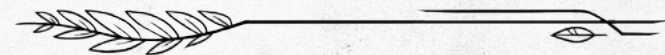
Wondrous item (tattoo), uncommon (requires attunement by a ranger)

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

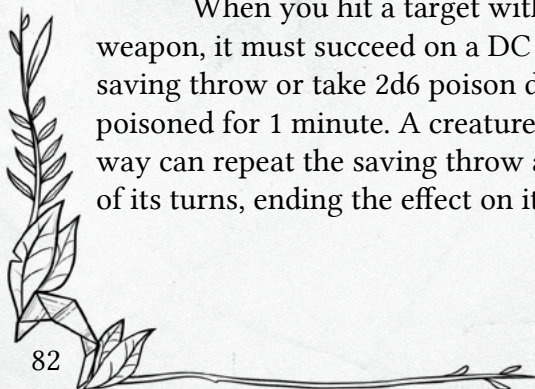
Venom. As an action, you can draw on the magic of the tattoo and spit onto the surface of a bladed weapon. This causes a slick ink to coat the blade. The ink remains applied for 1 minute or until an attack using this weapon hits a creature. Once this special action is used, the tattoo can't be used in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

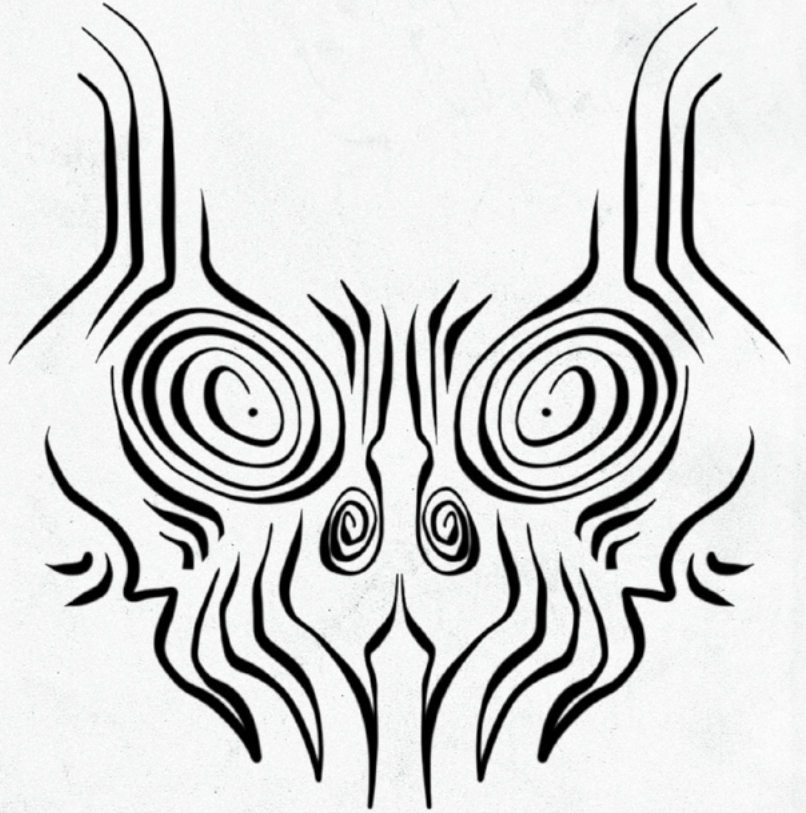
When you hit a target with the coated weapon, it must succeed on a DC 13 Constitution saving throw or take 2d6 poison damage and become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on it on a success.

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

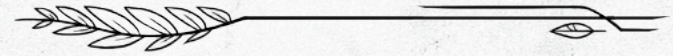
Wondrous item (tattoo), uncommon (requires attunement by a rogue)

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.

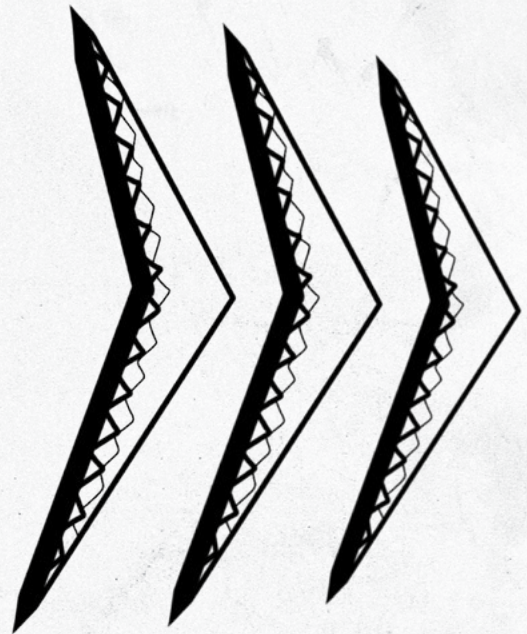
After the doppelganger mimics your attack, it is attacked, or a minute has passed, it is magically siphoned back onto your skin. The tattoo can't be used again until an hour has passed.

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 and regains all 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.

Dominion. You can use an action and expend 2 charges to beguile a creature with innate swimming speed within 60 feet of you for 1 minute. It must succeed on a DC 15 Wisdom saving throw or be charmed by you for the duration.

While the creature 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 increase the number of creatures you attempt to charm in this way for each additional charge you expend.

You can use a bonus action to issue a command through the telepathic link (or links) while you are conscious, which each charmed creature

does its best to obey. If you command a creature to do any obviously harmful act towards itself, 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)

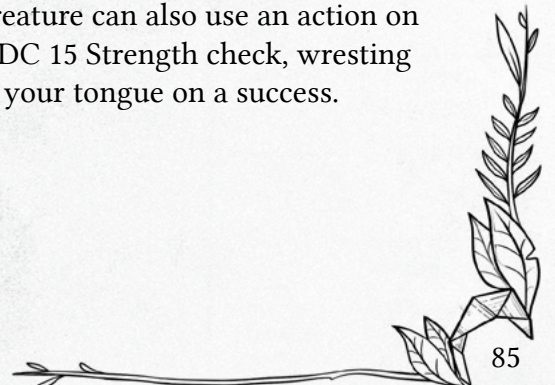
Produced by a special needle, this magic tattoo draws inspiration from a slimy swamp creature.

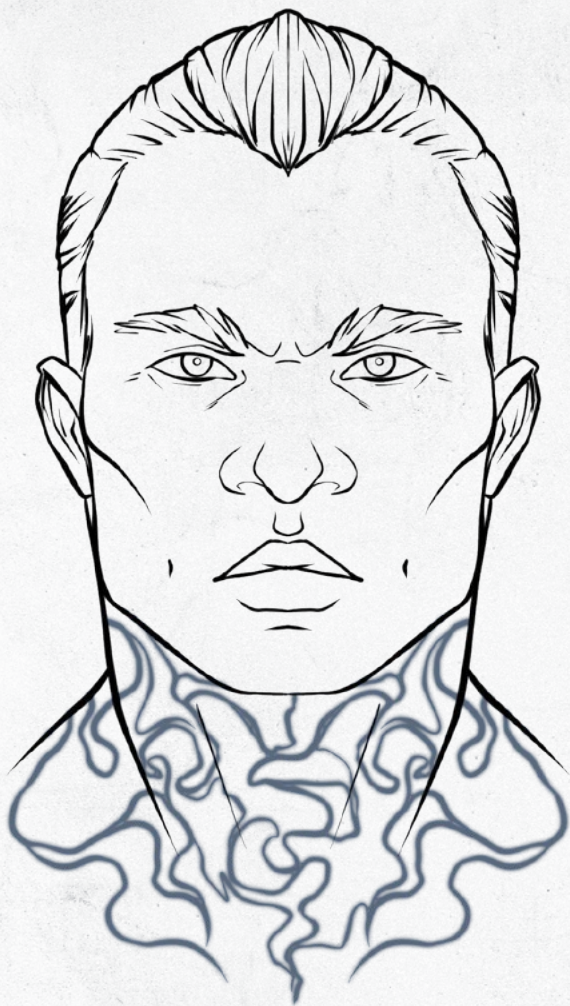
While this tattoo is applied on your skin, your tongue gains incredible stickiness and elasticity. Additionally, you can use an action to lick one Small or smaller creature, or one object that weighs no more than 20 pounds that isn't being worn, within 20 feet of you.

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 object but may continue to hold on to it. 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.



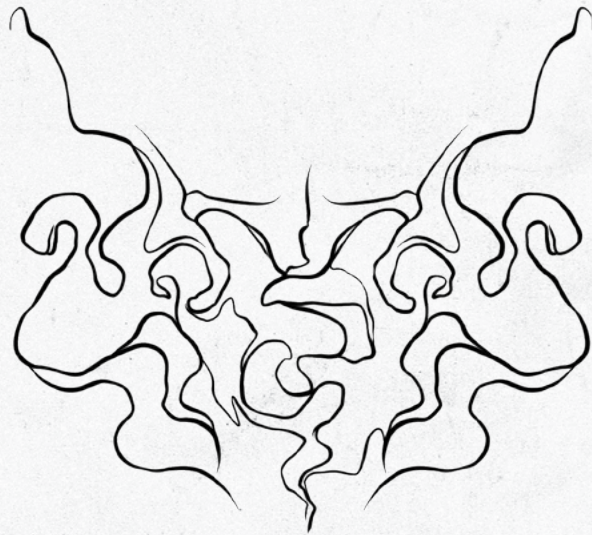


SMOKESCREEN TATTOO

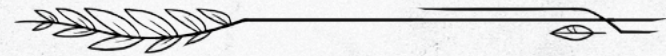
Wondrous item (tattoo), uncommon (requires attunement)

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.

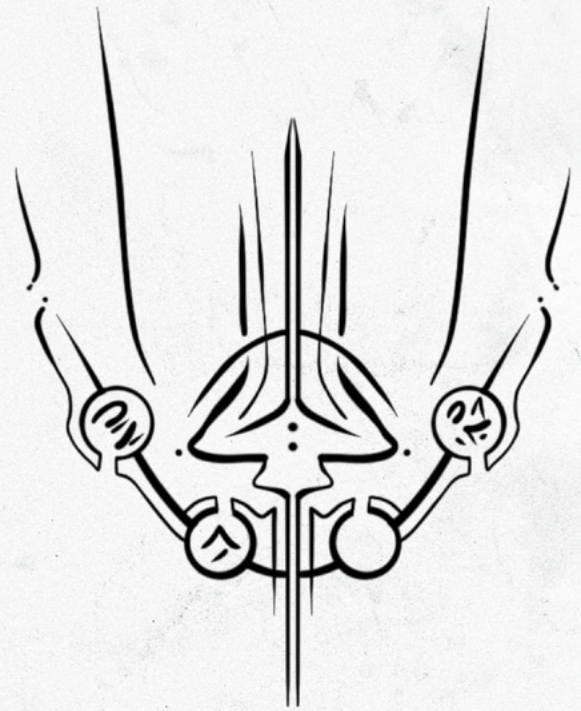
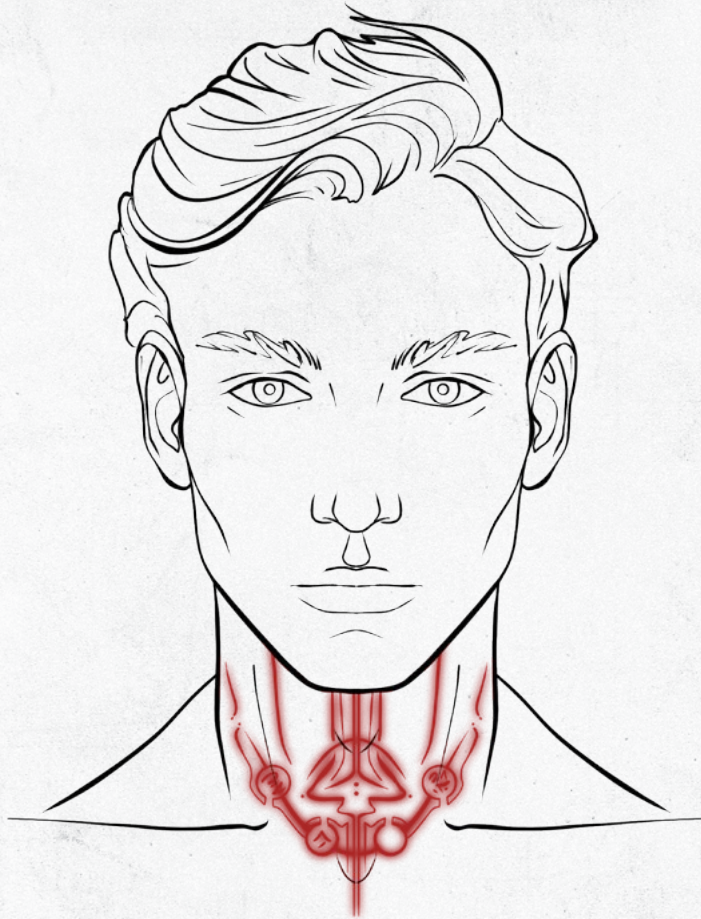


LORE



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.

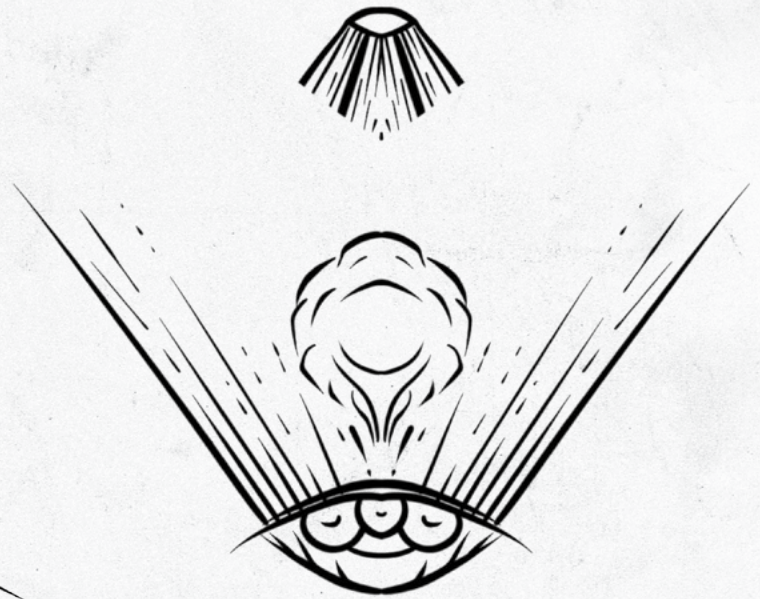
This tattoo has 6 charges. You gain 1 charge each time you cast a spell and the charges vanish at the next dawn.

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

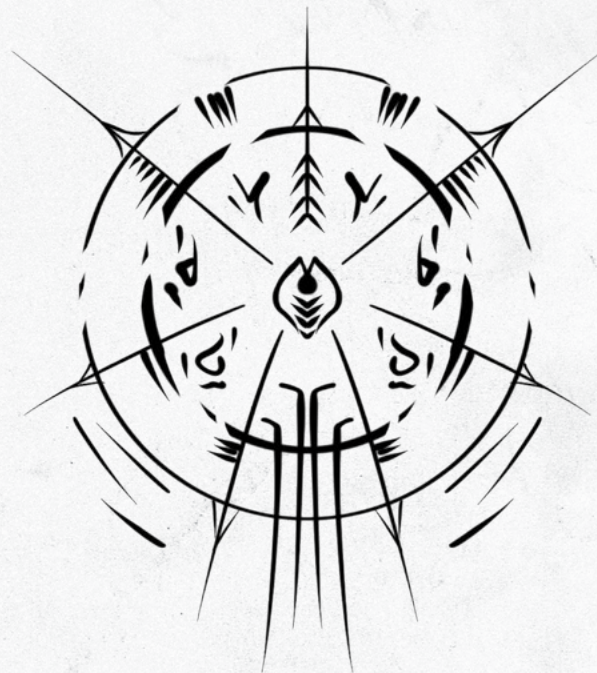
Wondrous item (tattoo), very rare (requires attunement)

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 thought 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.

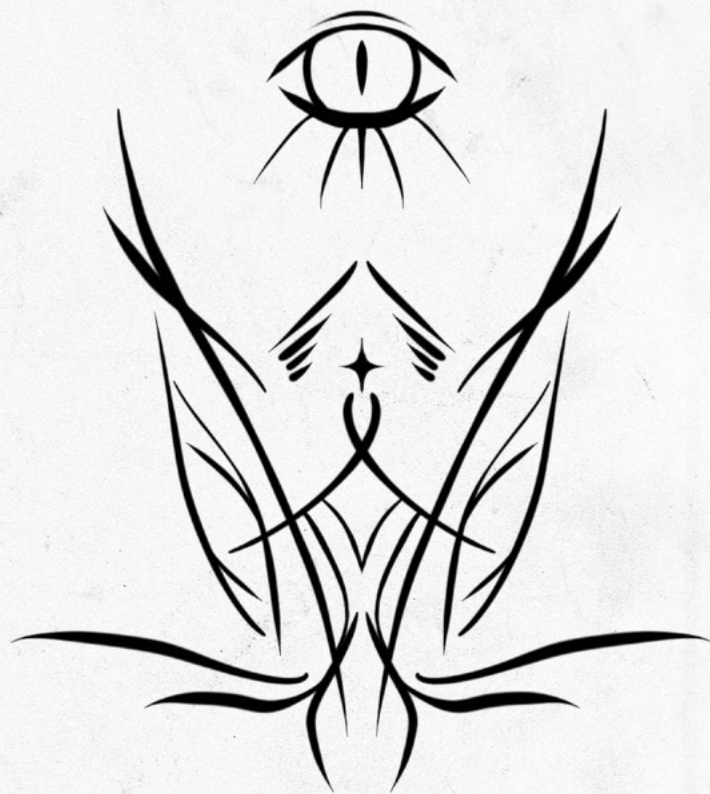
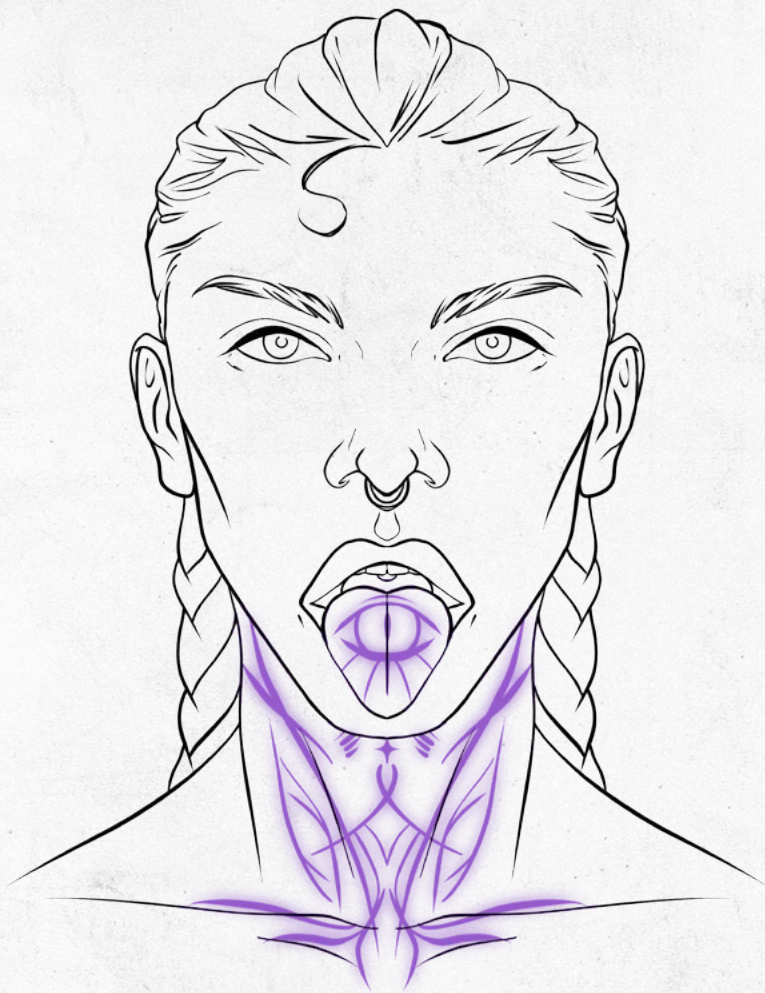
Keen Sight. The winged inkling has advantage on Wisdom (Perception) checks that rely on sight.

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.

