

A GUIDE TO MAGICAL TATTOOS (v 1.0)

Tattoo magic, most commonly known as being used by the elves, are a form of art utilized by many different cultures across the multiverse. The designs and function of these tattoos varies wildly between peoples, races, species, countries, continents, and planes, from a lucky charm for sailors, to a mark for slaves.

A NEW TOOL PROFICIENCY

In order to create a tattoo, mundane or magical, one must have proficiency in *Tattooist's Tools*, which is a type of *Artisan's Tools*. To ink a magical tattoo, one must have at least 1 level in a spellcasting class and have proficiency with these tools. In order to gain proficiency in *Tattooist's Tools*, you may either practice with it long enough to gain proficiency, or gain it from the following Backgrounds.

- **Criminal:** You may choose to forgo your proficiency in either one type of gaming set, or *Thieves' Tools*, choosing instead to be proficient with *Tattooist's Tools*.
- **Guild Artisan:** You may choose *Tattooist's Tools* as your one artisan tool proficiency.
- **Sage:** You may choose to forgo one of your additional language proficiencies, choosing instead to be proficient with *Tattooist's Tools*.
- **Sailor:** You may choose to forgo your proficiency with *Navigator's Tools*, choosing instead to be proficient with *Tattooist's Tools*.

Additionally, your DM may choose to award you proficiency with these tools for some other reason, which remains up to their discretion.

LEARNING A NEW PROFICIENCY

First, you must find an instructor willing to teach you. The DM determines how long it takes, and whether one or more ability checks are required. The training lasts for a number of days determined by the DM and costs 1 gp per day. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.

TATTOOIST'S TOOLS

This kit comes in a sturdy briefcase of some description and contains a variety of various colored inks, needles, and medical supplies needed for sterilization. The kit may also include a sketchbook filled with original tattoo designs, or magical templates that the artist may find on their journeys.

Tattooist's Tools are needed to create any tattoos, whether they have magical properties or not. Each set initially contains a variety of ink colors, but does not include any specialty inks from the *specialty inks* table.

As you create tattoos, you will use up the supplies in your tool kit, which will need to be replaced every so often. Every small tattoo it takes 1 ounce of ink to make. Medium tattoos take 2 ounces and large tattoos take 4 ounces.

Each color of ink costs more or less depending on the dye used to make the color. Purple, for example, is the most expensive color as minerals and plants that produce appropriately colored dyes are harder to find and acquire than other dyes.

CREATING TATTOOS

Magical tattoo templates are often crafted by masters of their arts, which are few and far between. Finding drawings and schematics for magical tattoos can be a difficult task, as such pieces of art are exceedingly rare. When a character wishes to draw a tattoo onto either themselves or another creature, they must follow the following rules.

TATTOO APPLICATION

There are many variables that go into applying a tattoo which must be taken into account before choosing to apply one to the skin. Such variables include the size of the tattoo, the intricacy of the tattoo, the cleanliness of the procedure, and the time that the procedure takes

TATTOO SIZE

In order to apply a tattoo of any type, there must first be room to draw it into the skin. Every tattoo has a size and location. Every creature only has so much space on their bodies which to draw tattoos and so are limited in the number that they can possess. The scale of a tattoo adjusts depending on the size of the creature it is being applied to. Because of this a Large chest tattoo would take up the same space on a human, a halfling, or a giant, as the size of the tattoo stays proportional to the size of the creature it is applied to.

The amount of tattoos allowed on a creature are as follows.

Body Part	Number of Tattoos
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Head	1 medium tattoo, or 2 small tattoos
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Chest	1 large tattoo, or 2 medium tattoos, or 4 small tattoos
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Back	1 large tattoo, or 2 medium tattoos, or 4 small tattoos
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Arm	1 medium tattoo, or 2 small tattoos
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Leg	1 medium tattoo, or 2 small tattoos
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If your DM allows, tails and wings may also be tattooed, given that they are not covered in feathers, fur, or scales and are a sufficient size. They count as an arm or leg-sized body part.

TATTOOING THE SUBJECT

In order to tattoo a creature, the artist must make a *Tattooist's Tools* check. The skill for this role is either Dexterity or Charisma, plus the artist's proficiency bonus from using the *Tattooist's Tools*. Every tattoo (along with size and location) has a DC target depending on the power and intricacy of the tattoo.

If the artist fails this roll and the tattoo was intended to be magical, the tattoo holds no magical properties but still takes up space on the creature's body. Based on how severely the artist fails the roll, the tattoo can be anything from minorly flawed (1-3 points under target) to a horrible mess (10-20 points under target or a natural 1). Rolling a 20 always results in a success, with the tattoo being a perfect and awe-inspiring display of artistic skill.

Intricacy	Tattoo DC
Simple	10
Average	15
Ornate	20

TIME TO APPLY

Tattoos take time to apply based on their size and intricacy. A large but simple tattoo may take the same amount of time to ink as it would to create a small but detailed one. Sessions may be broken into chunks of 4 hours per short rest. Use the following table to determine how long the procedure will take.

Size (intricacy)	Time
Small (simple)	2d4 hours
Small (average), Medium (simple)	4d4 hours
Small (ornate), Medium (average), Large (simple)	8d4 hours
Medium (ornate), Large (average)	16d4 hours
Large (ornate)	32d4 hours

RISK OF DISEASE

Even with sterile tools, there is still a slight chance of picking up a disease from being tattooed. The creature receiving a tattoo must make a Constitution save, the DC of which depends on how sterile the procedure was.

Cleanliness	Con save DC
Appropriate medical supplies used	5
Improvised medical supplies used	10
Poorly improvised medical supplies used	12
No sterilization	15
Actively Unsanitary	20

If a disease is contracted, the DM decides what disease it is, either by choosing one from pages 256-257 of the *Dungeon Master's Guide*, or by making one up.

Once the Tattoo is applied successfully, the tattooed creature may utilize the effects of their new tattoo after their next *long rest*.

DISCOVERING NEW TEMPLATES

Magical tattoo templates work much like a wizard's written spells or spell scrolls. Most examples of tattoo templates are exceedingly rare and either well hidden or carefully guarded, as existing tattoos are either culturally significant or highly prized by its current owners. In rare cases, ancient tattoo templates may be found in such areas as ancient temple walls or found carved into totems.

There is, of course, another way to acquire knowledge of a magical tattoo design. This is to have a tattooed person in your presence. Copying the design of a tattoo from a body in order to make a template requires you make an Intelligence check. Depending on the condition of the body you are copying the design from, the DC of this check changes according to the following table.

Body Condition	Int check DC
Willing or unconscious, living subject	5
Subject which has been dead for less than a week	5
Unwilling or restrained, living subject	10
Subject which has been dead for between one to 15 3 weeks	10
Subject which has been dead for over 3 weeks	20
Subject which died violently in such a way that the tattoo was damaged	25

SPECIALTY INKS

In very large cities, it may be possible to acquire rare and unique inks with which one may create tattoos. These inks may have special cosmetic or inherent magical properties and are generally very expensive.

DETECTION INK

This ink is specially mixed and imbued with the ability to detect the presence of certain creatures. The ink may come in a variety of colors, and begins to faintly glow when within 100 feet of the creature in question. For example, an ink may be mixed in order to detect members of the goblinoid family, in which case it would be referred to as *ink of goblinkind detection*. Another ink may be imbued with the ability to detect the presence of undead, or even a specific type of undead (zombies, lichs, vampires).

ELEMENTAL INK

This ink is purely cosmetic in most circumstances, coming in a variety of elemental styles. Some may make the lines of a tattoo appear to burn like molten lava, while others may cause it to appear as if cool water flows through the lines of the subject's skin. Certain earth aligned inks will cause the lines of a tattoo to appear as if they were filled with glimmering gemstones. While this is normally cosmetic, if the appropriate elemental ink is aligned with a specific tattoo, it may amplify the effects of such a tattoo. For example, a *tattoo of the frozen fist* would become much stronger if drawn using ice aligned ink.

GLAMOR INK

This ink causes lines drawn with it to glitter like a thousand stars. These inks come in a variety of colors.

GLOW-INK

Tattoos inked with this concoction are pale versions of their colors while in the light, but in dim or dark conditions glow vibrantly with their appropriate color.

METALLIC INK

Tattoos made with this ink make it appear as though the subject has organically-flexible metal inlays imbedded in their skin. These inks come in a variety of flavors, from gold to silver to rusty iron.

MOOD INK

While appearing as plain gray ink in a bottle, once applied to the subject, this ink changes color depending on the subject's mood.

Mood	Color
Anger, Irritation	Red
Nervous, Fearful	Orange
Surprised, Shocked	Yellow
Disgusted, Repulsed	Green
Sad, Depressed	Blue
Happy, Infatuated	Purple

PRISMATIC INK

Appearing to be a swirling mass of rainbow colors while in a bottle, this ink causes lines tattooed with it to become beautiful and iridescent in appearance.

SHIFTING INK

One of the rarest and most prized inks among tattooists, *shifting ink* allows the subject possessing the tattoo to switch between two different tattoos. Artists will often take this ink whenever they can find it, regardless of whatever color they happen to find it in.

In order for this ink to display its true power, they must first have one tattoo made with *shifting ink*. Then, they must use the ink's power to shift the ink through their skin, leaving the spot bare once more. A second tattoo is then made in the same spot and of the same size. Once this is done the subject has the ability to switch between two different tattoos every *short rest* and therefore change their given magical effects.

TEMPORARY INK

This ink appears as normal black ink, only it is applied on top of the skin with a thin brush. Tattoos made with this ink last up to one week or until they are washed away with water.

THREE-DIMENSIONAL INK

This ink comes in the same standard variety of colors as normal ink. When applied to a subject the ink appears normal. However, the one who wears a tattoo made with this ink may take one *bonus action* in order to create a stunning cosmetic effect in which the design of the tattoo appears to float off of their skin and hover above it. While this effect is active the tattoo may also animate slightly, spinning or curling around the body part on which it is printed.

ADDITIONAL INFORMATION

Magical tattoos as well as non-magical tattoos should be recorded for future reference in order to quickly check whether a character has room for a new tattoo.

Unless specifically noted under the tattoo description, a given tattoo can only be taken once. Any additional applications of the same tattoo will not apply any magical effects.

Magical tattoos radiate magic dimly under a *detect magic* spell. A successful DC 20 Arcana check may be made in order to discern the nature of a magical tattoo. If the person trying to identify the tattoo already has proficiency in *Tattooist's Tools*, they gain a +2 bonus to identification.

Dispel magic will render magical tattoos useless for 1d4 rounds.

If the body part which a magic tattoo is on is lost, so are its magical effects. Limbs regrown with *regenerate* do not grow back their tattoos. Spells such as *raise dead* generally keep the tattoos intact, given that the limb is still present. *Reincarnation* will not bring back the subject with their tattoos intact. Clones made with the *clone* spell do not have tattoos.

SUPPLY TABLES

(Note that all inks listed come in 1 ounce battles.)

TATTOOIST SUPPLIES

Item	Cost	Weight
Tattooist's Tools	70 gp	5 lb.
Purple Ink	15 gp	—
Blue Ink	6 gp	—
Green Ink	1 gp	—
Yellow Ink	3 gp	—
Orange Ink	3 gp	—
Red Ink	7 gp	—
Black Ink	10 gp	—
White Ink	10 gp	—
Full Ink Set	50 gp	1 lb.
Needle Set	5 gp	2 lb.
Medical Supplies	15 gp	2 lb.

SPECIALTY INKS

Item	Cost	Weight
Detection Ink	1,000 gp	—
Elemental Ink	100 gp	—
Glamor Ink	100 gp	—
Glow-Ink	100 gp	—
Metalic Ink	100 gp	—
Mood Ink	150 gp	—
Prismatic Ink	150 gp	—
Shifting Ink	5,000 gp	—
Temporary Ink	50 gp	—
Three-Dimensional Ink	200 gp	—

TATTOO COMPENDIUM



The following is a list of magical tattoos. Please note that the following are only a few examples of what can be done with magic tattoos. Feel free to homebrew your own tattoos and add them to your own adventures as you see fit. DMs should keep in mind that finding a new tattoo template is extremely rare and should be

treated much like giving your group a magic item in need of attunement. Once a spellcaster reaches their 15th-level in a spellcasting class, they may invent their own tattoos (given that they have proficiency in *Tattooist's Tools*. The final say in whether a tattoo they crafted is fair to be used or not lies with the DM. Be sure to collaborate to make the most of this system.

EYE OF DARKVISION

Tattooing Time: 8d4 hours

Size: Small

Location: Head

Intricacy: Ornate

A complex tattoo of an eye with a slit pupil is made on the subject. This tattoo gives the wearer 60 feet darkvision. If the wearer already has darkvision up to 60 feet, their darkvision expands to 120 feet. If the wearer already has up to 120 feet darkvision, this tattoo applies no magical effect.

EYE OF TRUESIGHT

Tattooing Time: 8d4 hours

Size: Small

Location: Head

Intricacy: Ornate

A complex tattoo of an open eye to be placed on the forehead is inked onto the subject. This tattoo gives the wearer the ability to activate truesight up to 60 feet once per *long rest* for 10 minutes.

MARK OF THE ARCHER (OR CROSSBOWMAN)

Tattooing Time: 4d4 hours

Size: Medium

Location: Arm

Intricacy: Average

This tattoo gives the wearer +1 on attack rolls with any bow (or crossbow) they are proficient in.

MARK OF THE BLADESMAN (MACEMAN, KNIFEMAN, ETC.)

Tattooing Time: 4d4 hours

Size: Medium

Location: Dominant arm

Intricacy: Simple

This tattoo gives the wearer +1 to damage with any specific melee weapon they are proficient in and that is wielded in the tattooed arm. The weapon in question is pictured somewhere in the art of the tattoo.

MARK OF THE BULL

Tattooing Time: 8d4 hours

Size: Large

Location: Chest

Intricacy: Simple

This tattoo gives the wearer 5 additional hit points.

MARK OF THE DRYAD

Tattooing Time: 16d4 hours

Size: Medium

Location: Arm

Intricacy: Ornate

This tattoo looks like some form of plant life (roses, ivy, etc.) and spirals all the way along its wearer's arm. As an action, the wearer of this tattoo may activate its effect. Upon activation the plant life comes to life on the wearer's arm, coiling around it and responding to the wearer's mental commands.

The plant life growing from the wearer count as a weapon with a 15 foot reach which does 3d6 bludgeoning damage. As a bonus action, the wearer may choose to entangle the target in their plants.

The target makes a Dexterity saving throw against the user's Constitution bonus + proficiency bonus + 8. On a failure, the target is grappled by the plant matter. They may make an Acrobatics or Athletics skill check each round against the user's Athletics skill in an attempt to break free.

This tattoo must be drawn with either plant-aligned *elemental ink* or *three-dimensional ink*.

MARK OF ELVENKIND

Tattooing Time: 8d4 hours

Size: Medium

Location: Anywhere

Intricacy: Average This mark imbues its wearer with the benefits of Fey blood, granting them immunity magical sleep and advantage on saving throws against being charmed.

MARK OF THE FLOCK

Tattooing Time: 32d4 hours

Size: Large

Location: Anywhere

Intricacy: Ornate

This tattoo resembles an unkindness (flock) of ravens taking flight as one. The wearer may activate this tattoo as an action, causing an *unkindness of ink ravens* (which are the same color as the ones depicted in the tattoo) to unleash from the wearer's tattooed area, causing the tattoo to vanish until the ravens are killed. The ravens follow the wearer's every mental command.

Any article of clothing which covers the tattoo upon activation is destroyed in the process as the ravens fly through the cloth. If the tattoo is covered by armor, the tattoo will not activate.

MARK OF THE GHAST

Tattooing Time: 8d4 hours

Size: Medium

Location: Arm

Intricacy: Average

This tattoo resembles swirling mist which wraps around the arm of the wearer. The wearer may activate this tattoo as a bonus action, causing the lines of this tattoo to glow slightly and their arm to change shape. The wearer's arm pales in color and grows into that of a ghou, fingers sharpening and elongating into a terrible clawed hand.

Any article of clothing not meant to accommodate the change in limb size is destroyed in the process. If the arm is covered in armor not meant to accommodate the change in limb size, the limb grows anyways and begins to crush the wearer's arm for 1d6 bludgeoning damage per round.

A melee attack with this arm does 2d6+3 slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MARK OF THE HUMMINGBIRD

Tattooing Time: 8d4 hours

Size: Large

Location: Chest

Intricacy: Simple

This tattoo gives the wearer +1 to initiative rolls.

MARK OF THE PIT FIEND

Tattooing Time: 16d4 hours

Size: Medium

Location: Arm

Intricacy: Ornate

This tattoo resembles hellish imagery mixed with infernal runes which cover an entire arm. The wearer may activate this tattoo as a bonus action, causing the runes to glow and their arm to change shape. The wearer's arm grows disproportionately larger and becomes scaly and red, their hand tipped with razor sharp, black claws.

Any article of clothing not meant to accommodate the change in limb size is destroyed in the process. If the arm is covered in armor not meant to accommodate the change in limb size, the limb grows anyways and begins to crush the wearer's arm for 1d6 bludgeoning damage per round.

A melee attack with this arm does 4d6+8 bludgeoning damage. If fire-aligned *elemental ink* is used to draw this tattoo, the attack also does 1d6 fire damage.

MARK OF TELEPATHY

Tattooing Time: 16d4 hours

Size: Medium

Location: Head

Intricacy: Ornate

This tattoo gives the wearer the ability to open two-way, telepathic conversations with intelligent creatures within 200 feet of them. The two must still share a language in order to communicate.

MAW OF THE DRAGON

Tattooing Time: 16d4 hours

Size: Medium

Location: Head

Intricacy: Ornate

This tattoo imbues the wearer with the primal elemental power of a dragon's breath attack, allowing them to make such an attack a number of times per long rest equal to their Constitution modifier. The attack does 3d6 damage on a failed save and half as much on a successful one.

Choose one of the following elements. Your tattoo must be drawn in an appropriate color which determines the elemental type you use. Your saving throw DC for this attack is your Constitution modifier + your proficiency bonus + 8.

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex save)
Blue	Lightning	5 by 30 ft. line (Dex save)
Green	Poison	15 ft. cone (Con save)
Red	Fire	15 ft. cone (Dex save)
White	Cold	15 ft. cone (Dex save)

If drawn in elemental ink corresponding to the desired element instead, the attack does +3 damage.

PACKMASTER'S MARK

Tattooing Time: 16d4 hours

Size: Medium

Location: Chest

Intricacy: Ornate

This tattoo features a wolf motif of some description. The wearer may use an action to activate the tattoo's power, causing a pack of 1d4+1 *ink wolves* (of the same color as depicted in the tattoo) to leap from the wearer's chest. These wolves follow the wearer's mental commands and last until they are killed.

Any article of clothing which covers the tattoo upon activation is destroyed in the process as the wolves leap through the cloth. If the tattoo is covered by armor, the tattoo will not activate.

PRISONER'S MARK

Tattooing Time: 4d4 hours

Size: Small

Location: Anywhere

Intricacy: Simple

This tattoo is meant to be applied to a prisoner or slave in order to prevent them from escaping. The small tattoo is a sort of brand. When the bearer moves more than 150 feet away from the tattoo artist, the mark begins to glow like a burning coal and begins to inflict 1d4 fire damage per round onto its bearer.

If drawn in fire-aligned *elemental ink* the mark instead inflicts 1d6 fire damage per round.

SNAKECHARMER'S MARK

Tattooing Time: 8d4 hours

Size: Medium

Location: Arm

Intricacy: Average

This tattoo takes the form of a snake which curls around the arm of its wearer. As an action, the bearer may activate the tattoo, bringing 1d6 *ink vipers* (of the same color as depicted in the tattoo) into being which curl around the wearer's arm. These vipers follow the mental commands of the tattoo wearer and last until they are killed. Once all ink vipers are killed, the tattooed snake reappears on the wearer's arm.

TATTOO OF CHARISMA

Tattooing Time: 16d4 hours

Size: Large

Location: Chest

Intricacy: Average

This tattoo gives the wearer +1 to Charisma. It will not raise the wearer's Charisma score above 20.

TATTOO OF CONSTITUTION

Tattooing Time: 16d4 hours

Size: Large

Location: Chest

Intricacy: Average

This tattoo gives the wearer +1 to Constitution. It will not raise the wearer's Constitution score above 20.

TATTOO OF DEXTERITY

Tattooing Time: 16d4 hours

Size: Large

Location: Chest

Intricacy: Average

This tattoo gives the wearer +1 to Dexterity. It will not raise the wearer's Dexterity score above 20.

TATTOO OF INTELLIGENCE

Tattooing Time: 16d4 hours

Size: Large

Location: Chest

Intricacy: Average

This tattoo gives the wearer +1 to Intelligence. It will not raise the wearer's Intelligence score above 20.

TATTOO OF LEAPING

Tattooing Time: 32d4 hours

Size: Medium

Location: Both Legs

Intricacy: Ornate

This tattoo is to be placed identically on both legs and doubles the distance that the wearer is able to jump.

TATTOO OF MAJOR PROTECTION

Tattooing Time: 16d4 hours

Size: Large

Location: Chest or Back

Intricacy: Average

This tattoo gives the wearer +2 to Armor Class and to all Saving Throws.

TATTOO OF PROTECTION

Tattooing Time: 8d4 hours

Size: Large

Location: Chest or Back

Intricacy: Simple

This tattoo gives the wearer +1 to Armor Class and to all Saving Throws.

TATTOO OF STRENGTH

Tattooing Time: 16d4 hours

Size: Large

Location: Chest

Intricacy: Average

This tattoo gives the wearer +1 to Strength. It will not raise the wearer's Strength score above 20.

TATTOO OF STRIDING

Tattooing Time: 16d4 hours

Size: Medium

Location: Leg

Intricacy: Average

This tattoo gives the wearer +5 to normal movement. This tattoo can be taken a second time on the other leg for an additional +5 to movement speed.

TATTOO OF THE SPIRITMASTER

Tattooing Time: 16d4 hours

Size: Medium

Location: Anywhere

Intricacy: Ornate

This tattoo resembles ghostly forms of some description. As an action the wearer may choose any incorporeal undead (such as a shadow, specter, ghost, or will-o'-wisp) that they can see within 60 feet. Using the power within the tattoo, the subject attempts to wrest control of the undead.

The save DC for this effect is 8 + the wearer's proficiency bonus + Wisdom modifier. The undead must make a Wisdom saving throw or fall under the wearer's control for 1 hour. Intelligent (8 or more Int) undead get advantage on their saving throws.

TATTOO OF THE FLAMING FIST

Tattooing Time: 8d4 hours

Size: Small

Location: Arm

Intricacy: Ornate

This tattoo allows its bearer to set their fist alight with a magical fire. While alight, their unarmed attacks strike for 1d6+1 hit points of *fire* damage. Your fist also counts as a magic weapon. Your hand remains alight with fire for one hour or until dispelled, in which case it extinguishes into a puff of smoke. You can use this ability a number of times per day equal to your Constitution modifier (minimum of 1).

Against plant-based creatures such as *shambling mounds* or *treants*, your fiery stikes do an additional +2 damage.

When inked in fire-aligned *elemental ink*, your strike's base attack becomes 1d8+1.

TATTOO OF THE FROZEN FIST

Tattooing Time: 8d4 hours

Size: Small

Location: Arm

Intricacy: Ornate

This tattoo allows its bearer to encase their fist in a hard shell of ice. While encased, their unarmed attacks strike for 1d6+1 hit points of *cold* damage. Your fist also counts as a magic weapon. Your hand remains encased in ice for one hour or until dispelled, in which case the ice melts instantly. You can use this ability a number of times per day equal to your Constitution modifier (minimum of 1).

Against fire-based creatures such as *fire elementals* or *salamanders*, your ice encased stikes do an additional +2 damage.

When inked in ice-aligned *elemental ink*, your strike's base attack becomes 1d8+1.

TATTOO OF WISDOM

Tattooing Time: 16d4 hours

Size: Large

Location: Chest

Intricacy: Average

This tattoo gives the wearer +1 to Wisdom. It will not raise the wearer's Wisdom score above 20.

VENOM WARD

Tattooing Time: 4d4 hours

Size: Small

Location: Anywhere

Intricacy: Average

This tattoo gives the wearer advantage on Constitution saving throws against poison.

WINGS OF INK

Tattooing Time: 32d4 hours

Size: Large

Location: Back

Intricacy: Ornate

This exceedingly detailed and lifelike wing tattoo resembles the wings of a Bat, Bird, Dragon, or Fairy. This tattoo must be inked with air-aligned *elemental ink*, or *three dimensional ink*. As a bonus action, the wearer may sprout wings resembling those of the tattoo from their back, gaining a flying speed equal to their current speed. These wings last until they are dismissed by using another bonus action.

Armor that is not specially designed to accomodate these wings will not allow you to manifest them, and clothing not made to accomodate these wings may be ruined upon manifesting them.

INK MONSTERS



The following are a list of original monsters which are mentioned in this guide. These are monsters summoned forth from magical tattoos of one kind or another. In the same way as DMs are encouraged to design their own tattoos for their players to find, it is encouraged that you add to and modify this list as you wish.

INK VIPER

Tiny beast, unaligned

Armor Class 13
Hit Points 9(1d4 + 5)
Speed 30ft., swim speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Condition Immunities None
Senses blindsight 10 ft., passive Perception 10
Languages None
Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 1 piercing damage, and the target must make a DC 12 Constitution saving throw, or be poisoned by the toxic ink which constitutes their venom, taking 7 (3d4) poison damage on a failed save, or half as much damage on a successful one.

INK WOLF

Medium beast, unaligned

Armor Class 14
Hit Points 15 (3d8+2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Condition Immunities None
Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages None
Challenge 1/2 (100 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's 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* 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or be poisoned by the toxic ink which constitutes their fangs for 5(2d4) poison damage on a failed save, or half damage on a successful one.

UNKINDNESS OF INK RAVENS

Large swarm of Tiny beasts, unaligned

Armor Class 14
Hit Points 36 (8d8)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5
Condition Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 15
Languages None

Challenge 1/2 (100 XP)

Swarm. The unkindness can occupy another creature's space and vice versa, and the unkindness can move through any opening large enough for a Tiny raven. The unkindness can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target in the swarm's space. *Hit* 16 (4d6 + 2).

Targets hit by this attack are left with tiny inkspots of the ravens' color imbedded in their skin and must succeed on a DC 12 Constitution saving throw, or be poisoned by the toxic ink which constitutes the ravens' beaks for 5 (2d4) poison damage on a failed save, or half damage on a successful one.