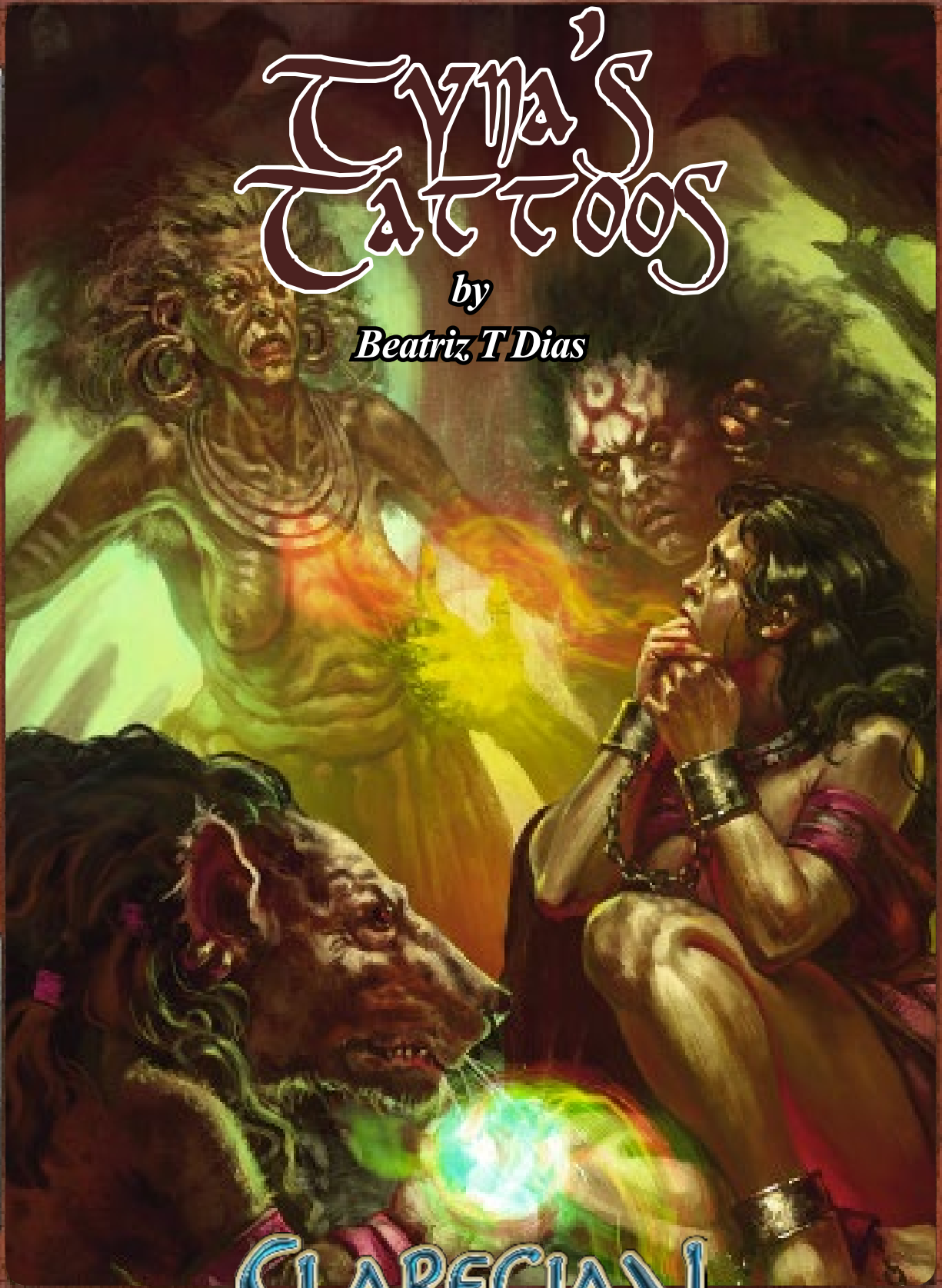


TYMA'S TATTOOS

by

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SLARECIAN VAULT

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Rules for Cursed Tattoos found in the *Ghelspad Companion - Volume 2*, by Alain Giorla

Cover Art - Scarred Lands Player's Guide Artwork

Other Art in order of appearance:

Scarred Lands Player's Guide Artwork

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Tyna's Tattoos

*I*t's been almost 100 years since I began my humble travels across Ghelspad. In that time I've encountered many different magical tattoos, far different from those in Virduk, but unfortunately they are not cataloged or registered anywhere. Some on purpose, others because they're so common in their respective regions that the locals think word of mouth is enough. But I know it isn't.

So here lies a compilation of tattoos I found on my travels across Ghelspad. From common fighter's marks to the signs of secret cults, I will reveal all.

Nothing should ever be forgotten.

Tyna, the halfling writer

TATTOOS BY RARITY

COMMON	BODY PART
Aegis tattoo	Head
Sign of the Speaker	Head

UNCOMMON	BODY PART
Sign of the Eagle	Back
Spear Tail tattoo	Tail
Symbol of Dusk	Arms
Symbol of the Ghost	Hands and Arms
Tattoo of Water Walking	Feet
Thief's Shackles (cursed)	Hands
Mark of Protection	Chest
Sign of the Shark	Head
Sign of the Spider	Legs

RARE	BODY PART
Mark of Jarnblorrur	Hand
Mark of the Titan Hunters	Arm
Frost Armor	Chest and Back
Sign of divine Fury	Hands
Sign of the Tiger	Hands
Sign of the Wind	Head
Sign of the Wolf	Head

VERY RARE	BODY PART
Blind follower (cursed)	Head
Heart of the beast	Chest
Mark of flames	Neck
Sign of the Overflow	Chest and Arms
Bound power (cursed)	Chest

LEGENDARY	BODY PART
Mark of the followers of Mesos	Chest
Sign of the Forgotten (cursed)	Neck

The Tattoos

AEGIS TATTOO

Common, Head

Aspect. A shield is drawn on your forehead

You can spend your reaction to activate this tattoo, granting you the effect of the Aegis spell until the end of the turn.

You can use it again after a short or long rest.

BLIND FOLLOWER

CURSED, Very rare, Head

Aspect. A stylized blindfold around the eyes.

As soon as this tattoo is completed and as long as the one who made it is alive the wearer of the tattoo is considered to be under the Dominate spell, following the instructions of the one who put the tattoo on them.

BOUND POWER

CURSED, Very Rare, Chest

Aspect. A diagonal line, colored like an open wound covers your chest

This tattoo makes it so all the wearer's attacks deal half their damage and their maximum hit-points are also halved.

The first time I saw someone with a bound power tattoo was in a fighting arena. The wearer was deemed to strong to fight and so was cursed with that tattoo, in order to give everyone else a chance. And wheter that was a choice they made or not, I don't know.

FROST ARMOR

Rare, Chest and back

Aspect. Your torso is covered in a stylized Ice pattern

You can use an action to activate this tattoo. Activating this tattoo grants the effects of the Frostform spell for 30 mins.

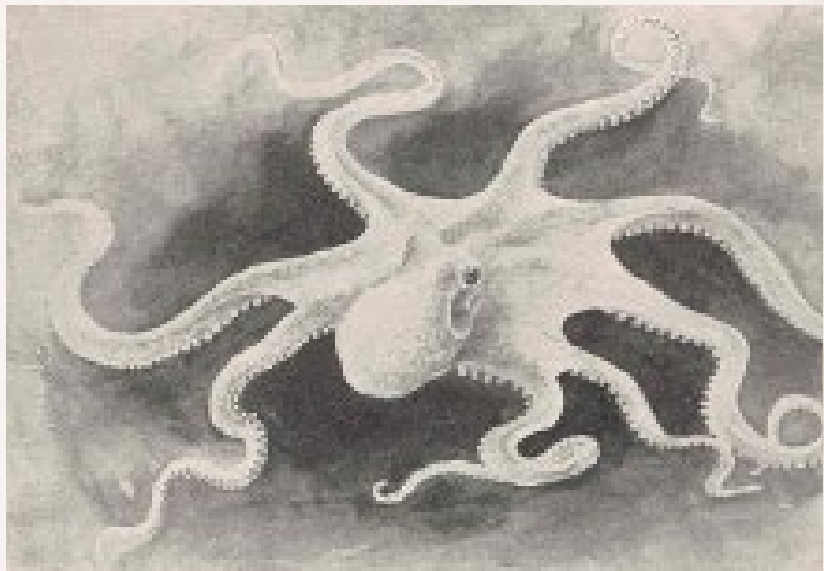
You must make a long rest before activating the tattoo again.

HEART OF THE BEAST

Very rare, Chest

Aspect. A wooden heart is drawn in the middle of your chest

As an action you can activate this tattoo, gaining the ability to perform one wild-shape as if you were a druid. (The type of beast is limited to the wearer's level as if they were a druid, but has no bonus from any druid circles)



It can only be activated again after 3 dawns have passed.

MARK OF JARNBLORRUR

Rare, Hand

Aspect. Red watery swirls cover one of your hands

As a bonus action you can activate this tattoo, by doing so the ink will glow with a fiery red color. And for 1 hour, with the hand the tattoo is placed on, you will be able to shape iron like clay. The tattoo can only be activated again after a long rest.

MARK OF PROTECTION

Uncommon, Chest

Aspect. Your chest is tattooed to look like you're wearing plate armor.

Activated by action, summons a plate armor unto the user (if user is already wearing armor this will replace it momentarily) it lasts for 1 hour

The tattoo can only be used again after a long rest.

MARK OF FLAMES

Very Rare, Neck

Aspect. This tattoo is a drawing of flames all around the neck.

As a bonus action you can activate this tattoo surrounding yourself with flames that cause 2d12 of fire damage to everything in a 5ft. radius. Lasts for 10min.

This tattoo can only be activated again after a long rest

MARK OF THE TITAN HUNTERS

Rare, Arm

Aspect. The symbol of the Titan hunters is drawn upon your left upper arm.

As a bonus action you can activate the tattoo gaining advantage on all attacks made against titanspawn for 30min.

The Titan Hunters are a, mostly unknown, order that prides itself in hunting all titanspawn. Though I disagree with the idea of lumping all titanspawn together I can't disagree that these hunters are both effective and usefull.

The tattoo can only be activated again after a long rest.

MARK OF THE FOLLOWERS OF MESOS

Legendary, Chest

Aspect. The symbol of Mesos, the linked arms, is drawn on your chest.

As an action you can activate this tattoo gaining the power to cast any 9th level spell, after casting it your body will

implode violently, instantly killing you and leaving no corpse behind.

SIGN OF DIVINE FURY

Rare, Hands

Restriction: Class (Paladin, Monk, Cleric)

Aspect. A glowing sun is tattooed on each of your palms

As a bonus action the wearer you activate this tattoo, granting yourself a bonus of 1d8 radiant damage on all attacks made with weapons you are proficient with and unarmed attacks.

The tattoo can be activated again after a long rest.

SIGN OF THE EAGLE

Uncommon, Back

Aspect. 2 feathery wings are drawn on your back

You can use your action to activate this tattoo and gain flight speed equal to your walking speed for 30 mins.

You must finish a long rest before using this tattoo again.

SIGN OF THE FORGOTTEN

CURSED, Legendary, Neck

Aspect. A black circle drawn around your neck

One day after this tattoo is drawn it will make the wearer

This was the most wicked punishment I have ever seen. Losing all connections to our world but still able to walk it. Death would have been kinder



unable to talk and erase their presence from everyone they have met. Becoming effectively, forgotten.

SIGN OF THE OVERFLOW

Very rare, Chest and Arms

Restriction: Class (Monk)

Aspect. This tattoo consists of 3 circles drawn on the uppers arms and chest. The circles are filled until the tattoo is activated. They'll become empty until the tattoo can be used again.

As an action you can activate this tattoo, doing so will replenish all your Ki points. The tattoo can only be activated again after 3 dawns have passed.

SIGN OF THE SHARK

Uncommon, Neck

Aspect. Your neck is tattooed with stylized gills on each side

As an action grants you water-breathing and 40ft. Swimming speed for 1h.

Can only be used again after a long rest.



SIGN OF THE SPEAKER

Common, Head

Aspect. Your tongue is tattooed with stars

As an action you can activate this tattoo and gain the effects of the comprehend languages spell for 30mins.

This tattoo can only be used again after a long rest.

SIGN OF THE SPIDER

Uncommon, Legs

Aspect. Your legs are painted with stylized spider webs.

As an action this tattoo can be activated granting you climbing speed of 30ft. for 1hour.

The tattoo can only be activated again after a long rest.

SIGN OF THE TIGER

Rare, Hands

Aspect. Stripes similar to those of a tiger cover the back of your hands and fingers.

As an action you can activate the tattoo making a ranged attack using either DEX or STR (range 30 ft.) that deals 2d6 slashing damage.

You can use it again after a short or long rest.

SIGN OF THE WIND

Rare, Head

Aspect. This tattoo is a drawing of 3 stylized gusts of wind covering your forehead.

As a bonus action you can spend a charge to teleport to a vacant spot you can see, within 30 ft. The wearer can also spend extra charges to increase the maximum distance by 10ft. for every extra charge spent.

It has a maximum of 3 charges. Everyday at midnight you can roll a d4, if the result is 1, 2, or 3 the tattoo will regain that amount of charges (never exceeding the maximum capacity) if the result is a 4 the tattoo will not regain any charges.

I've never seen such speed from anyone. It seemed like she wasn't even running. It was like she was in one place first, and then the other. The bandits didn't even see her



He was trapped, there was no escape from inside the castles walls, yet somehow he vanished in one of the dead ends. That disappearance was on my mind for months. That is, until I found someone else from that thief's guild, with the same tattoo on his arms.

SIGN OF THE WOLF

Rare, Head

Aspect. Four triangles similar to teeth are drawn on your forehead and chin.

You can use your action to activate this tattoo and give yourself and allies within 15 ft. of you advantage on attack rolls for 10 mins.

You must make a long rest before using the tattoo again.

SPEAR TAIL TATTOO

Uncommon, Tail

Restriction: Race (Asatthi, Slitherin)

Aspect. The tip of your tail is tattooed to look like the tip of a spear.

As an action you can activate the tattoo and make a ranged attack (range 20/60) that deals 2d6 piercing damage.

The tattoo can be used again after a short or long rest.

SYMBOL OF DUSK

Uncommon, Arms

Aspect. A blacked out Sun drawn on the wrists with smoke clouds running up the forearms.

You can use your action to activate this tattoo and cast the Minor Illusion cantrip. In addition, you can use your action to cast Darkness. If you use the tattoo to cast darkness, you must finish a long rest before using this tattoo again.

SYMBOL OF THE GHOST

Uncommon, Hands and Arms

Aspect. A smoke like pattern covers your arms and hands.

As an action you can activate this tattoo and be able to pass through any non-magical wall you can touch for 10 min.

The tattoo can only be activated again after a long rest.

TATTOO OF WATER WALKING

Uncommon, Feet

Aspect. Stylized wings of a flying fish cover the sides of your feet and ankles.

You can use your action to activate this tattoo granting yourself the ability to walk over any liquid surface for 1 hour.

You must finish a long rest before using the tattoo again.

THIEF'S SHACKLES

CURSED, Uncommon, Wrists

Aspect. Stylized shackles are etched in your wrists.

This tattoo grants disadvantage on all stealth and sleight of hand checks made by its wearer.

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