

# MAGIC TATTOOS

**A**re you a successful adventurer flush with cash and looking to supplement your power? Magical tattoos are fun, stylish, and unstealable! There are lots of options, something for every class of hero. What are you waiting for? Get a magical tattoo today!

## HIGHER QUALITY TATTOOS

Remember when purchasing a tattoo, you receive the benefits of all lower versions of the tattoo. For example, if you buy a Rare version, you will also benefit from its uncommon and common effects.

## CATERPILLAR TATTOO

*Wondrous item, rarity varies (requires attunement)*

**Common 1,500g - Cocoon** - Whenever you take bludgeoning damage, you can use your reaction to form a cocoon around yourself and reduce that damage by 1d4 times your proficiency bonus.

**Uncommon 5,000g - Poison Skin** - You have advantage on saving throws against being poisoned.



**Rare 10,000g - Silk Attack** - As an action you can use your caterpillar silk to restrain your enemies ([Web](#)) a number of times equal to your proficiency bonus per short or long rest without consuming a spell slot. If you are not a spellcaster use 8+ Proficiency Bonus + Chaisma as the spell's DC.

**Very Rare 20,000g - Metamorphosis** - As an action, sprout butterfly wings and gain flying speed equal to your walking speed for 60 seconds once per short rest.

## MOSQUITO TATTOO

*Wondrous item, rarity varies (requires attunement)*

**Common 1,500g - Blood Stamina** (your constitution score is increased by 1)

**Uncommon 5,000g - Artery Finder** - As a bonus action, you may give yourself advantage on your next melee attack roll. You may use this feature a number of times equal to your proficiency bonus, after which you must finish a short or long rest before using it again.



**Rare 10,000g - Mosquito Bite** - Your attacks 'bite' the target for an additional 1d4 piercing damage. On a 4, the target must succeed a constitution saving throw (DC 16) or be poisoned until the end of your next turn.

**Very Rare 20,000g - Blood Magic** - As an action you can cast [Vampiric Touch](#) (with or without turning your attack into a spell attack) at 4th level once per long rest.

## MAGMA HURLER TATTOO

*Wondrous item, rarity varies (requires attunement by a spellcaster)*

**Common 1,500g - Heart of Fire** - When you take fire damage, you can use your reaction to reduce that damage by 1d4 times your proficiency bonus.

**Uncommon 5,000g - Protecting Flames** - As an action you can cast fire shield once per long rest without using reagents or a spell slot.

**Rare 10,000g - Fire Splash** - Your single target fire spells explode for (1d4 x spell level) splash damage to the target and enemies within a 5 yard radius who fail a dexterity saving throw. Cantrips count as level 1 spells when calculating this damage.



**Very Rare 20,000g - Fire Master** - You gain better control over your [fireball](#) allowing you to narrow the radius to 10 feet or expand it to 30 feet. You can exercise this control on the spell a number of times equal to your proficiency bonus each long rest.

**Legendary 50,000g - Fiery Friend** - Once per long rest you can use an action to instantly cast [Conjure Elemental](#) with no material components, without using a spell slot, and without requiring concentration to summon a *fire* elemental to aid you in battle.

## BUY OVER TIME

Can't afford your dream tattoo? Start with a common or uncommon variant and add over time! The price listed for each level is the total for all levels to that point. So if you have a 10,000g rare tattoo and want to upgrade to 20,000g very rare, you only need to pay 10,000g!

## DISPLACER BEAST TATTOO

Wondrous item, rarity varies (requires attunement)



**Common 1,500g- *Beast's Cunning***- (Dexterity score increased by 1)

**Uncommon 5,000g- *Pack Tactics***- You gain advantage on an attack rolls against a creature if at least one of your allies is within 5 feet of the creature.

**Rare 10,000g- *Silent Hunter***- When you move in non-metallic armor, your movement makes no sound.

**Very Rare 20,000g- *Hard to pinpoint***-You have advantage on wisdom saving throws.

**Legendary 50,000g- *Displacement***- You project an Illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on Attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are Incapacitated, Restrained, or otherwise unable to move.

## KRAKEN TATTOO

Wondrous item, rarity varies (requires attunement)

**Common 1,500g- *Amphibious***- (You can breathe air or water)

**Uncommon 5,000g- *Stormborn***- You have advantage on saving throws against thunder and lightning spells



**Rare 10,000g- *Kraken's Tentacle***- As a bonus action you can use a phantom tentacle to attempt to grapple an enemy within 10 feet a number of times equal to your proficiency bonus per short or long rest

**Very Rare 20,000g- *Lightning Conduite***- Your melee strikes are now infused with 1d8 lightning damage. On an 8, the lightning chains to an enemy within 10 feet. Roll the lightning d8 again for the new target. Damage will continue to chain on all 8s rolled.

**Legendary 50,000g- *Kraken's Wrath***-As an action you can cast [lightning bolt](#) at third level a number of times equal to your proficiency bonus per long rest without using a spell slot. If you are not a caster use 8+ Proficiency Bonus+ Wisdom as the spell's DC.

## BEHOLDER TATTOO

Wondrous item, rarity varies (requires attunement)

**Common 1,500g- Many Eyes**- You have advantage against saving throws that will result in you being blinded.

### RARE-LEGENDARY

A beholder's eye must be tattooed somewhere visible such that it can be directed at a target. (palm of a hand, forehead, etc.) Different rarities of this tattoo grant access to different beholder eye rays. Each eye can only be used once per long rest. You can use an action to activate a ray, which ray is used is chosen at random with dice, selected from the rays you have access to and that haven't been used that day.

**Rare 10,000g** - You gain access to the following rays:

***Paralyzing Ray***- The targeted creature must succeed on a spellcaster's DC -or- DC 16 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.



***Enervation Ray***- The targeted creature must make a spellcaster's DC -or- DC 16 Constitution saving throw, taking 33 (7d8) necrotic damage on a failed save, or half as much damage on a successful one.

**Very Rare 20,000g** - You additionally gain access to the following rays:

***Charm Ray***- The targeted creature must succeed on a spellcaster's DC -or- DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until you harm the creature. The creature also gets to repeat the saving throw if any of your allies harms them.

***Telekinetic Ray***- If the target is a creature, it must succeed on a spellcaster's DC -or- DC 16 Strength saving throw or the your ray moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the your next turn or until the you are incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. You can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.



**Legendary 50,000g** - You additionally gain access to the following rays:

**Slowing Ray** - The targeted creature must succeed on a spellcaster's DC -or- DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Disintegration Ray** - If the target is a creature, it must succeed on a DC spellcaster's DC -or- 16 Dexterity saving throw or take 41 (9d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

## CHEETAH TATTOO

*Wondrous item, rarity varies (requires attunement)*

**Common 1,500g** - *Cheetah's Speed* - Movement increased by 5

**Uncommon 5,000g** - *Cheetah's Spots* - Advantage on stealth checks

**Rare 10,000g** - *Sharp Claws* - When you make a melee attack deal an additional 1d6 slashing damage from your ethereal claws

**Very Rare 20,000g** - *Lick Wounds* - As a bonus action lick your wounds for 2d4 +2 healing. Only usable in the heat of battle. (When you are in combat initiative or as determined by your DM)

**Legendary 50,000g** - *Rapid Action* - As an action you can cast [Haste](#) on yourself a number of times equal to your proficiency bonus per long rest without using material components or spell slots. You will have advantage on rolls to maintain concentration on this spell.



### KEVIN'S CHEETAH VARIANT

*replace rare and very rare with these properties*

**Rare 10,000** - *Lick Wounds* - This can hold charges equal to your proficiency bonus. You gain a charge when you take at least 4 damage from an attack or spell effect (maximum 1 charge per attack/spell). As a bonus action you can expend as many charges as you'd like lick your wounds for 1d6 healing per charge.

**Very Rare 20,000** - *Speedy Claws* - You can attack twice, instead of once, whenever you take the Attack action on your turn.

## TREANT TATTOO

*Wondrous item, rarity varies (requires attunement)*

**Common 1,500g** - *Treebark* - You can cast [barkskin](#) as a bonus action without consuming a spell slot or using a reagent.

**Uncommon 5,000g** - *Take Root* - If you make no movement on your turn you will take root and gain +1 to your spell dc and +1 to your ac until the start of your next turn

**Rare 10,000g** - *Vengeful Branches* - As a reaction you can cast [Thorn Whip](#) when a creature starts its turn within 20 feet of you, or moves into that space on it's turn. If you are not a spellcaster use 8+ Proficiency Bonus + Strength as the spell's DC.

**Very Rare 20,000g** - *Bountiful Fruit* - Magically create 1d8 leaves per long rest. The leaf can be eaten as a bonus action and restores 1d10 health points. Leaves disappear if uneaten after one day.

**Legendary 50,000g** - *The Forest* - Magically animate 1 or 2 trees you can see within 100 feet. Trees have the same stats as [trees animated by a treant](#). Can be used once per long rest.



## KI-RIN TATTOO

*Wondrous item, rarity varies (requires attunement by a creature of good alignment)*

**Common 1,500g** - *Feast Provider* - You can summon (1d10+ proficiency bonus) [goodberries](#) per long rest. They disappear after a day if not eaten.

**Uncommon 5,000g** - *Natural Cleansing* - You have advantage on saving throws against poison or disease

**Rare 10,000g** - *Restorer* - As an action you can cast [lesser restoration](#) a number of times equal to your proficiency bonus per long rest without consuming a spell slot

**Very Rare 20,000g** - *Take Flight* - As an action you gain flying speed equal to your walking speed for 60 seconds once every short rest

**Legendary 50,000g** - *Cleanse it All* - You explode with cleansing energy as an action, healing all allies within 35 feet for 5d8 + your spell casting modifier (5d8 for non-casters) and removing all blindness, charm effects, deafness, fear, petrification, poison, and disease. Can be used once per long rest.



## SPHINX TATTOO

*Wondrous item, rarity varies (requires attunement)*

**Common 1,500g-**  
*Sphinx's Wisdom* - +1  
to your wisdom score

**Uncommon 5,000g-**  
*Master of Tongues* - If  
you spend 5 mins out of combat within 10 feet of a creature  
you can understand their language until you leave their  
presence, and communicate back to them. Only works for  
creatures with language, not wild animals, plants, etc. You  
can do this a number of times equal to your proficiency bonus  
per long rest

**Rare 10,000g-** *Sphinx's Truth* - You can cast [zone of truth](#)  
once per day without material components or using a spell  
slot. If you are not a spellcaster use 8+ Proficiency Bonus+  
Chaisma as the spell's DC.

**Very Rare 20,000g-** *Heart of Magic* - All of your weapon  
attacks are now magical, and you can also add 1d6 additional  
damage to normal attacks. Roll a d6 to determine the type of  
magical damage you now do. You may choose to reroll once  
per long rest to attempt to change the type of damage.

### DAMAGE TYPES

- 1 Acid
- 2 Fire
- 3 Cold
- 4 Lightning
- 5 Necrotic
- 6 Radiant

**Legendary 50,000g-** *Sphinx's Roar* - As an action you can  
roar at all enemies in a 100 foot range. Each creature that  
fails a DC 18 Wisdom saving throw is deafened and  
frightened for 1 minute. On a failed save, a creature takes  
(6d10) thunder damage and is knocked prone. On a  
successful save, the creature takes half as much damage and  
isn't knocked prone. Can be used once per long rest.

## GENIE TATTOO

*Wondrous item, rarity varies (requires attunement by a  
spellcaster)*

**Common 1,500g-** *Rotating magic* - You have advantage on  
saving throws against spells that would deal the type of magic  
damage you most recently dealt. If it is before the first spell of  
the day, you have advantage against cold. If you cast multiple  
types of magic on the same turn, use the one cast last.

**Uncommon 5,000g-** *Anti-Anti-Magic* -  
Whenever someone attempts to interrupt  
your casting by using [Counterspell](#), or  
dispel one of your magical effects using  
[Dispel Magic](#), you treat the result as if  
your spell or effect had been cast one level  
higher (with a maximum level of 9) even if  
you cannot cast spells of that level or do  
not have a spell slot of that level available.

**Rare 10,000g-** *Multi-Elemental Attacks*  
- Once per round, when you deal magic  
damage that is a different type from the  
last magic damage you dealt you can add  
an additional 1d6 damage to the second attack. This resets in  
between combat, so you cannot benefit from this on the first  
damage dealt of a given combat scenario.

**Very Rare 20,000g-** *Elemental Mastery* - By tapping into  
the elemental planes you gain access to the following spells,  
regardless of your class. These spells are always prepared  
and do not count against your number of prepared spells.

Once per long rest you can choose to cast a number of  
spells equal to your proficiency bonus without material  
components or using a spell slot. Spells must be cast at level  
3 or lower and do not necessarily need to be the spells gained  
from this tattoo.

Free spells do not need to be cast on successive turns,  
however, during this time (starting with the first free spell)  
you can not repeat a magical damage type (cast using this  
free method, cast using your own spell slot, or cast as a  
cantrip) or you will forfeit the remaining free casts. Only the  
first type of magic done on a turn counts against you. (Ex: You  
twin spell a chaos bolt. The first does fire damage, the second  
does frost. Only the first, in this case fire, counts for repeating  
magic types.)

**AIR:** [Levitate](#)

**FIRE:** [Fireball](#)

**EARTH:** [Erupting Earth](#)

**WATER:** [Create or Destroy Water](#)

**Legendary 50,000g-** *Ride the Wind* - You gain the ability to  
transform into a being of whirling wind and can safely  
transport yourself and up to 4 creatures (up to size large) of  
your choice. Unwilling creatures must make a strength saving  
throw or be transported as well. In this form you gain a fly  
speed of 65. All melee attackers must succeed on a  
constitution saving throw or take 4d8 bludgeoning damage  
from your swirling winds. You can not cast spells or make  
attacks in this form, however your passengers can. Attacks  
made against you while in this form are made with  
disadvantage and you have advantage on dexterity,  
constitution, and strength saving throws. Maintaining this  
form requires your concentration. You can maintain this form  
for 1 hour, and can take the form a number of times equal to  
your proficiency modifier per long rest.





## HOLLYPHANTS TATTOO

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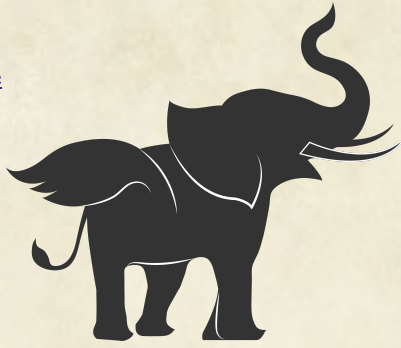
*Wondrous item, rarity varies (requires attunement by a creature of good alignment with spellcasting)*

### **Common 1,500g-**

*Life Saver* - You gain access to the [Spare the Dying cantrip](#)

### **Uncommon 5,000g-**

*Blessed One* - As a bonus action you can cast [Bless](#) using requiring no material components and without using a spell slot. You can use this feature of the tattoo a number of times equal to your proficiency bonus per long rest.



**Rare 10,000g-** *Seer of Truth* - You can see invisible creatures and objects as if they were visible.

**Very Rare 20,000g-** *Winged Helper* - Cast touch range beneficial spells (heals, buffs, etc) from a distance of 40 feet.

**Legendary 50,000g-** *Mammoth Powered Heals* - Single target heals can now target 2 people.

## CREDITS

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