

TASHA'S CAULDRON OF EVERYTHING

Preview Content*



MASQUERADE TATTOO*

*Wondrous item (tattoo), common
(requires attunement)*

Produced by a special needle, this magic tattoo appears on your body as whatever you desire.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

Fluid Ink. As a bonus action, you can shape the tattoo into any color or pattern and move it to any area of your skin. Whatever form it takes, it is always obviously a tattoo. It can range in size from no smaller than a copper piece to an intricate work of art that covers all your skin.

Disguise Self. As an action, you can use the tattoo to cast the *disguise self* spell (DC 13 to discern the disguise). Once the spell is cast from the tattoo, it can't be cast from the tattoo again until the next dawn.

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TASHA'S CAULDRON OF EVERYTHING

Preview Content*



COILING GRASP TATTOO*

*Wondrous item (tattoo), uncommon
(requires attunement)*

Produced by a special needle, this magic tattoo has long intertwining designs.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin.

Grasping Tendrils. While the tattoo is on your skin, you can, as an action, cause the tattoo to extrude into inky tendrils, which reach for a creature you can see within 15 feet of you. The creature must succeed on a DC 14 Strength saving throw or take 3d6 force damage and be grappled by you. As an action, the creature can escape the grapple by succeeding on a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check. The grapple also ends if you halt it (no action required), if the creature is ever more than 15 feet away from you, or if you use this tattoo on a different creature.

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