



# INKANTATIONS A Sourcebook of Tattoo Magic & Body Art

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with CJ Ruby & Patricia Willenborg

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From Patty - I give ready thanks to Nathan Sundberg, to Amy and Marshall Gatten, and to their firstborn gamer, William Marshall Gatten!

# [NTRODUCTION

This book covers both mundane tattoos and body art, as well as magically infused tattoos – some merely decorative, others imbuing the bearer with special abilities the equal of many magical items. From a butterfly tattoo that flutters its wings, to tattoo gills that allow one to breathe underwater, magical tattoos come in many different varieties. In addition to tattoos, other forms of body art can be found in various cultures, from ritual or decorative scarification, to branding, to getting variety of body parts pierced. Not every craftsman who offers one of these will offer all three, and certain forms of body art will be rare no matter where one travels.

Tattoos vary widely by culture, by subculture, by race, and by class or occupation. Tattoos can often tell the canny observer quite a bit about the decorated individual, whether it reveals membership in a secret society, indicates having been a prisoner, or even a past bound in slavery. By the same token, different cultures have different associations with tattooing. For example, in some cultures, having a tattoo is the sign of being a criminal, and as such has a negative stigma attached. In another culture, a tattoo marking a rite of passage may be required before one is allowed to live independently or marry and start a family. Tattoos often serve as a symbol of brotherhood, with mercenaries often getting the emblem of their company tattooed on their skin. (Author's note: These are mainly intended to provide guidelines for NPCs and background for PCs)

# TATTOOS BY RACE

Race is usually not a major factor in whether or not an individual is likely to admire or get tattoos. Those are much more a part of the subculture and social class an individual is a member of. What race does determine is much simpler: whether or not an individual can in fact get tattoos in the first place. In basic terms, any creature of the humanoid or monstrous humanoid type, barring those with incorporeal or reptilian subtypes, are eligible for tattooing. Creatures with fast healing or regeneration powers are also ineligible for tattoos - their bodies repair the miniscule damage from the needle too quickly to allow the tattoo to form. In addition, creatures with natural body armor have their natural armor bonus added to the tattoo artist's DC for the tattoo, and creatures with a DR cannot get tattoos unless special tools are used (see the Gnomish Tattoo Machine in Chapter 1 and Katavahndi's Stylus in Chapter 3).

When you do consider the races, elves infrequently use tattoos as they prefer the unspoiled beauty of natural forms. However, their appreciation of beauty

means that when they do adopt the art they usually

master it with the same graceful and intricate design work seen in their architecture and clothing, using the tattoo to enhance the beauty of its wearer. Orcs usually use cruder materials under the care of less skilled craftsmen. Their tattoos are often rough, larger, in a few brash colors and have an almost smeared quality to them. Not surprisingly, these tattoos are easier to see at a distance and are more useful on a battlefield. Halflings rarely adopt tattooing in their native cultures, though some who live among humans develop a taste for it. Gnomes use tattoos even less than halflings do, with a few rare crafters' guilds adopting the use to show rank among colleagues. Of the so called 'short races' dwarves are probably the only race to widely adopt tattoos, though it is far from universal. For example, dwarven miners or soldiers may get ink done after getting drunk (and dying their beards pink). Humans are the most creative and diverse of tattoo enthusiasts, though they are also so varied as to defy generalization.



Dwarven warrior with tattoos commemorating his battles.

Beyond the common races, there are other factors to consider – fur covered humanoids can get tattoos, but are unlikely to want to endure the arduous task of repeated shaving to get and display the inkwork. Beings such as centaurs and lamias can get tattoos on their humanoid parts without having to deal with such things. Fey such as pixies, dryads, and nymphs, are beings of constant

change, and while they may use henna and body paints or magic to mimic tattoos for decorative purposes, they will rarely permanently mark themselves. Reptilian creatures such as kobolds, lizardmen, and troglodytes cannot get tattoo work done because of their scaled hide – the ridged scales prohibit the smooth line work necessary for tattooing to be possible.

Undead creatures cannot get tattoos, but they will keep any they had in life. With vampires in particular, the ink will often look much bolder due to the pallor of the flesh and will not fade with time. In the case of magical tattoos, they will remain functional for intelligent, self-aware undead only. Constructs may be sculpted with markings and engravings that look like tattoos, but they cannot get actual ink of any sort done. Shapeshifters who aren't otherwise prohibited may get tattoos, however unless their tattoos are enhanced with the shapechanging aspect (see Chapter 1), they are hopeless distorted in any form other than the one they were tattooed in.

Of special note: elves and other species with large or pointed ears may get tattoos on their ears, but this is only common among some subcultures – it is often a signal of slavery. Multiple piercings are much more common. Ear tattoos, if magical, occupy the head slot (or the optional Ear slot – see Magical Body Jewelry in Chapter 3).

# TATTOOS BY CULTURE

In general, wilderness cultures tend to feature extensive tattooing, especially to indicate strength, prowess, or the gift of magic. Tribal warriors will bear extensive tattoos as a testament to their pain tolerance, made all the more impressive when one considers the method used to create the tattoos - tools such as sharpened bone needles and a small hammer are common. Nonwarriors may have tattoos to indicate passage into adulthood, marital status, as cosmetics, and in slaveowning cultures, to indicate who owns them. Clans within the tribe may also have their own markings to show their heritage. Shamans will usually have numerous tattoos to correspond to their experience and their level of power or prestige. In fact, almost all important occasions in some tribes are marked in such a way, leading to all members of the tribe except children being tattooed extensively.

Wilderness cultures characteristically have rather abstract, stylized tattoos that are deeply reminiscent of the pictographs many tribes use to record tribal history and legends. Such tattoos may appear crude, but in truth tribal tattoos do not attempt for realistic representations. Instead, they attempt to capture the 'spirit' of what they depict in an abstract manner. For example, a tattoo that, to the civilized eye, might look like a cluster of jagged lines with a serpentine track between them, may represent the mountain stream where the tribe successfully fought off a lethal invader. Lines and circles depicting natural cycles are also common motifs. Of particular note are tattoos mimicking tribal war paint - warriors who are inked with permanent war paint are often berserkers, lethal in combat and troublesome in peace, who even members of the same tribe will give a wide berth. Such tattoos are both an honorific and a warning. Tribal tattoos are also a means of identification and unity. Outsiders wearing tattoos that look like tribal tattoos will instantly be viewed with suspicion and unless they can convince a tribal member they earned the tattoo in a fitting manner (successful Diplomacy or Bluff check with -5 circumstance penalty), are likely to be attacked and if they're lucky, only have the offending tattoo forcibly removed (see Tattoo Removal in Chapter 1).

Nomadic and seafaring cultures often use tattoos as a means of self-decoration that doesn't take up precious space or add unnecessary weight during one's travels. Tattoos among such cultures are generally highly individual, as opposed to the community-based tattoos found among tribal peoples. The tattoos are less abstract in their representations and are usually easily deciphered. Sailors are likely to have images of ships, exotic natives, of battles against sea creatures, and of strange ports tattooed on themselves. Nomadic herders and traders tend to commemorate family, prized livestock, or whatever suits their fancy. Traders will collect tattoos from a variety of lands they travel through, while herders will usually avoid the needlework of other cultures, maintaining a sense of "home" no matter where they go. Both of these cultures frequently have scripted tattoos as well

as representative tattoos as well as representative tattoos, with sayings, names, or mottoes all being popular forms of ink among nomadic and seafaring peoples.

A young sailor, whose tattooed skin has only a few tales to tell. Agrarian cultures are generally sparing of tattoos – subsistence farmers can't afford the luxury of self-adornment that inking represents, and larger, wealthier farmers don't find much appeal in it. Priests of agricultural deities may occasionally be marked with the symbol of their gods, but otherwise there is little interest or call for tattooing among farming cultures. A major reason for this is because they stay in one place to develop the land and raise crops, thus reducing their exposure to other cultures and eliminating the need to carry a "piece of home" with oneself. In addition, because farming is labor intensive, it's impractical to have a farm worker unable to work for a few days over getting a tattoo done.

It is among urban cultures where the art of tattoos becomes the most diverse and idiosyncratic. The density of population allows for a degree of anonymity, and the relative affluence of cities mean that tattoo artists can find enough customers to support their art. While tattoos in urban culture have less immediate meaning across the culture, they can be very meaningful to the individual and are often indicative of one's subculture. Trade cities are also likely to have a variety of artists, styles, and methods to choose from, while more isolated cities might only have one method, but it is developed to a very high degree.

# TATTOOS BY SUBCULTURES

One's subculture is truly the determining factor for most tattoos. Gangs, mercenary companies, military units, clans, tribes, and guilds are all likely to have tattoos which serve as a badge of membership. Sailors in the same crew will often bear either the ensign or the name of the ship, witches in the same coven may have the same mark imbued on their skin. Essentially any group which places value and pride on membership is likely to have a tattoo common to its members. Adventurers who have been traveling together a long time and shared many escapades may memorialize this with tattoos as well.

> Tattoo common to the witches of the Dryad's Wood Coven.

TATTOOS BY SOCIAL CLASS

In societies with very rigid social classes, or even hereditary castes, tattoos marking one's station may be found. Slaves in particular will be tattooed or branded as a method of marking them as chattel, and distinguishing which slaves belong to which owner. Peasants or indentured servants might bear similar marks to show who they serve or work for.

Some communities take the opposite approach, with commoners and slaves bearing no tattoos or brands, and the higher-ranking members of society being decorated instead. Nobles and merchants may receive tattoos as they move up in rank on the local social ladder, or in politics or business. In areas with high rates of illiteracy, business-owners may find that a tattoo marking them as a butcher brings them more customers than hanging a sign above their door.

A successful Knowledge (local) check at DC 10 will allow someone familiar with the local system to determine social standing by tattoo; +10 to DC for those not familiar with the local customs.



A human noblewoman, tattooed to show her position in her family's business.

# CHAPTER 1 - TATTOOS & BODY ART

T attooing and other body arts require specific skills and equipment not normally possessed by the general population. They also have unique terminology, especially when it comes to magical tattoos. Before one can become a tattooist or other body artist, much less an inkantationist, one must learn extensively about the craft.

# **SKILLS**

While common skills such as Craft (art), Craft (alchemy), and Heal are all important in the processes of applying tattoos and other body art, there are a number of other skills specific to the field.

**Craft (henna):** Allows the character to mix henna or silver henna dyes and apply the dyes in artistic patterns to themselves or to others.

**Craft (piercing):** Allows the character to pierce various parts of another creature's body without causing major injury, and inserting jewelry. This includes care and maintenance of piercing equipment, modifying and repairing body jewelry, and methods for preventing infection. This combines with Craft (jewelry) for making body jewelry of various types.

**Craft (scarification):** Allows the character to carve or brand designs into the living flesh of another without causing major injury. This includes care and maintenance of scarification tools, proper heating of branding implements, using specially designed bladed implements, and preventing excess bleeding and infection. This may, when combined with Knowledge (religion) or Knowledge (local), be used for ritualistic and ceremonial scarification practices.

**Craft (tattoo):** Allows the character to mix their own tattoo ink, create a tattoo design or reproduce a tattoo design, and use the tools of the trade to apply them to one's body. This includes care and maintenance of equipment and methods for preventing infection. After 4 ranks in this skill, it includes the ability to use tattoo machines as well as traditional hand-inking. This skill combines with Craft (calligraphy) for elegant and unique looking textual tattoos, and Craft (art) for improved designs both abstract and symbolic.

**Knowledge (piercings):** Provides the character with body jewelry lore, the ability to recognize certain styles of body jewelry and what their meaning may be.

**Knowledge (scarification):** Provides the character with knowledge about the practice of scarification, including its cultural significance, associated rituals, and meanings behind certain examples of scarification, including branding, on both livestock and people.

**Knowledge (tattoo):** Provides the character with tattoo lore, the ability to recognize certain styles of tattoo

and what their meaning may be, as well as identifying tattoo-related equipment. Even if the character isn't familiar with the style of tattoo, they may be able to get a general idea of the meaning involved.

**Profession (body artist):** Allows the character to earn a living plying their skills in the body modification field, be it tattooing, piercing, or scarification. It also includes a general understanding of how to run a proper parlor and professional standards and etiquette, as well as recognizing the work of others.

# **FEATS**

Some feats benefit the person receiving a tattoo or body art, but many instead benefit the artist as they ply their trade. Read each description carefully to make sure taking the feat would actually benefit the character in question, or if they should instead seek an artist who has the feat. Feats listed in Table 1-1 are described below.

# AUGMENTED TATTOO (TATTOO)

Arms and armor tattoos you create are enhanced with special materials.

**Prerequisite:** Craft Wondrous Tattoo or Master Tattoo Artist.

**Benefit:** By adding special materials such as mithral, adamantine, dragonhide, alchemical silver or other materials to tattoo ink for weapon or armor tattoos, you infuse the effects of that substance into the tattoo. The tattoo's craft DCs (Craft (alchemy) for making the ink, and Craft (tattoo) for applying the tattoo) are increased by 5, and a failed Fortitude save results in the person receiving the tattoo being poisoned (frequency 1/round for 6 rounds; effect 1d3 Con damage, those reduced to 0 Con begin to suffocate; cure 1 save (tattoo DC+5) or *neutralize poison*). Augmenting a tattoo adds +25% to the cost of the tattoo.

## **BLOODLINE BRAND (TATTOO)**

A sorcerer who knows her bloodline qualifies to be inked with an elaborate representation of the bloodline from which she came.

Prerequisite: Sorcerer level 1st.

**Benefit:** This depiction allows the sorcerer to access her bloodline powers one level earlier than normal. Thus, a tattooed aberrant bloodline sorcerer with bloodline brand depicting a choker gains Long Limbs at  $2^{nd}$  level, Unusual Anatomy at 8th level, and so on.

# **BLOODED TATTOO (TATTOO)**

Creature tattoos you create are specially infused with additional power.

Benefit: By using a component of a creature –

usually blood, but powdered bone or other components mixed into the ink will also work - magical tattoos you create are more powerful. Tattoo familiars (see the tattooed wizard in Chapter 3) created with the Blooded Tattoo feat gain the Improved Familiar feat, and tattoo creatures (see *summoning ink* under wondrous tattoos) are as per shadow conjuration, greater, but at 80% strength instead of 60% (60% instead of 20% for summoning ink, lesser). The tattoo's craft DCs (Craft (alchemy) for the ink, Craft (tattoo) for applying the tattoo) are increased by 2, and a failed Fortitude save results in the person receiving the tattoo being poisoned (frequency 1/round for 4 rounds; effect 1d3 Con damage, those reduced to 0 Con begin to suffocate; cure 1 save (tattoo DC +2) or neutralize poison). Adding blood to a tattoo increases the cost of the tattoo by +25%.

#### COMPACT TATTOO (TATTOO)

The tattoos you create are specially arranged and compacted so you can fit two in the same slot.

**Benefit:** You create excellent work in a very small area. A second tattoo can be fit into an already occupied slot while maintaining the benefit of the first tattoo. This increases your Craft (tattoo) DC by 5. The benefits of each tattoo in a single slot do not stack unless they would normally do so (in other words, two tattoos that both provide armor bonuses will not stack, but one providing an armor bonus and one providing a bonus to Charisma would).

**Normal:** Only one wondrous tattoo can be placed in a single magic item slot.

#### **CRAFT SPELL TATTOO (ITEM**

#### **CREATION**)

You can create spell tattoos.

**Prerequisite:** Caster level 1<sup>st</sup>.

**Benefit:** You can create a spell tattoo of any spell you know. Tattooing a spell takes <sup>1</sup>/<sub>2</sub> hour per DC if its base price is 250 gp or less, otherwise it takes 1 hour per DC. To tattoo a spell, you must use raw materials costing half of this base price. You are also able to create enhanced tattoos as if you had the Master Tattoo Artist feat.

#### CRAFT WONDROUS TATTOO (ITEM CREATION)

You can create wondrous tattoos.

Prerequisites: Craft Spell Tattoo, caster level 3<sup>rd</sup>.

**Benefit:** You can create a wide variety of wondrous tattoos. Crafting a wondrous tattoo takes 1 hour per DC. To create a wondrous tattoo, you must use up raw materials costing half of its base price. You can also mend or modify any wondrous tattoo if it is one you could normally create. Doing so costs half the raw

materials and half the time it would take to craft it from scratch.

#### **DELVER INTO DARKNESS (TATTOO)**

Having spent two or more adventures in lightless depths, you have adapted and hardened, and received a tattoo to mark the achievement.

**Prerequisite:** Must have been on at least two uninterrupted adventures into the realms below the surface, each lasting at least a week.

**Benefit:** Having spent two or more adventures in lightless depths, you have adapted and hardened to such surroundings, and the tattoo you received to mark the achievement awakens powers within you. You gain darkvision, 30 feet and gain favored terrain (underground) (see the ranger class features in the *Pathfinder Roleplaying Game Core Rulebook*).

#### DRAGONBLOOD TATTOO (TATTOO)

By adding dragon's blood to your ink, you make tattoos you create far more resilient to damage and disruption.

Prerequisite: Blooded Tattoo.

**Benefit:** As per the Blooded Tattoo feat, above, one adds the blood of a dragon to tattoo ink. This imparts some degree of a dragon's spell resistance and magical power, giving the tattoo you create a +2 to its effective caster level and +2 to save against attempts at damaging the tattoo. The tattoo's DCs (Craft (alchemy) for making the ink, Craft (tattoo) for applying the tattoo) are increased by 4, and a failed Fortitude save results in the person receiving the tattoo being poisoned (frequency 1/round for 6 rounds; effect 1d2 Str and Con; cure 1 save (tattoo DC +4) or *neutralize poison*). A single tattoo can be enhanced with both the Blooded Tattoo and Dragonblood Tattoo feats. Enhancing a tattoo with the Dragonblood Tattoo feat adds +50% to the base cost.

#### **DRAGONHUNTER (TATTOO)**

You have been victorious against numerous dragons, and your tattoo reflects your prowess.

**Prerequisite:** You must have defeated (not necessarily killed) at least three dragons, young adult or older.

**Benefit:** You have learned from each dragon you've battled, and your lessons have made you more skilled against them. Your tattoo reminds you of your past successes, and you gain a +4 circumstance bonus to attack and damage vs. dragons.

#### **EMPOWERED TATTOO (TATTOO)**

Tattoos you create have increased power, causing them to do more damage.

**Benefit:** All variable, numeric effects of an Empowered Tattoo are increased by one half. Saving throws and opposed rolls are not affected, nor are tattoos without random variables. An empowered tattoo is effectively 4 caster levels higher than the spell's actual level. Empowered tattoos take up 2 tattoo slots. The tattoo's DCs (Craft (alchemy) for making the ink,

TABLE 1-	1	: F	FEATS	
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Feats	Prerequisites	Benefits
Bloodline Brand	1 <sup>st</sup> -level sorcerer	Can access bloodline powers one level earlier than normal
Blooded Tattoo	-	Created creature tattoos gain additional powers
Dragonblood Tattoo	Blooded Tattoo	Create magical tattoos with increased caster level
Compact Tattoo	_	Create two magical tattoos in the same magic item slot
Craft Spell Tattoo	Caster level 1 <sup>st</sup>	Create a tattoo of any known spell
Craft Wondrous Tattoo	Craft Spell Tattoo, caster level $3^{rd}$	Create wondrous tattoos
Augmented Tattoo	Craft Wondrous Tattoo or Master Tattoo Artist	Give weapon or armor tattoos properties of special materials
Delver into Darkness	At least two week-long underground adventures	Special tattoo grants darkvision and favored terrain (underground)
Dragonhunter	Defeat 3 young adult dragons	+4 to attack and damage vs. dragons
Empowered Tattoo	_	Variable numeric effects of created tattoos increased by one half
Fellowship Tattoo	Membership in a group with an identifying tattoo	+2 to attack, skill and ability checks, and saves vs. fear when working with another with same tattoo
Foe of the Drow	Defeat 5 drow in one-on-one combat	Special tattoo grants +2 bonus to the DC of spells vs. drow and receive a +2 bonus to resist drow spells, spell- like abilities and poisons
Grotesque Tattoo	-	+3 to Intimidate checks, -2 to Diplomacy
Holy Tattoo	_	Your tattoo can act as your holy symbol
Improved Holy Tattoo	Holy Tattoo	Tattoo grants +2 to saves and +1 to caster level
Greater Holy Tattoo	Holy Tattoo, Improved Holy Tattoo, divine caster level 5 <sup>th</sup>	Tattoo grants +2 to saves, +1 to attacks, +2 to caster level, and bonuses to channeling energy
In Memory of the Fallen	Lost a companion in battle	+2 to a Craft or Perform skill the lost companion was good at, or +2 to attack vs. the kind of creature that killed the companion
Lingering Tattoo	_	Tattoo's magical effects last twice as long as normal
Master Tattoo Artist	5 ranks in Craft (tattoo)	You can create magically enhanced tattoos, +3 bonus on your Craft (tattoo)
Minor Scarification	At least two patches of appropriately sized scarification	DR 2/- vs non-lethal damage, +2 to Intimidate, +1 to Will saves
Major Scarification	Minor Scarification, Toughness, at least five patches of appropriately sized scarification	DR 5/- vs non-lethal damage, +4 to Intimidate, +2 to Will saves
Penetrating Tattoo	_	Created tattoos gain +2 to overcome SR, +2 to attacks against targets with natural armor only
Quick Healer	-	Recover from lethal and non-lethal damage faster
Reflexive Tattoo	_	Can use a tattoo's power as an immediate action
Sexy Tattoo	_	+3 to Diplomacy checks, -2 to Intimidate
Tattoo Mastery	Tattooed wizard level $1^{st}$	Can prepare a certain number of spells without studying your caudex
Wizard's Mark	Wizard level 1 <sup>st</sup>	Body art of your personal arcane symbol grants you a +3 bonus to Will saves, concentration checks or Fly, Knowledge (arcana) and Spellcraft checks

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# Craft (tattoo) for applying the tattoo) are increased by 4, and the base cost is increased by +25%. **FELLOWSHIP TATTOO (TATTOO)** You bear the mark of fellowship with others, united in spirit by your common allegiance. **Frerequisite:** Must be a member of a guild, military unit, adventuring company, or the like. **Benefit:** When working with another person bearing the same fellowship tattoo, you both gain an additional +2 circumstance bonus to attacks, skill checks, and ability checks, and +2 to save vs. fear effects.

**Note:** Simply possessing the physical tattoo of a fellowship or guild does not confer these benefits – a character must also possess this feat. This represents a special commitment to the group and not just casual association with the fellowship.

**Special:** Some organizations have enemies or rivals who will target the bearer of such a tattoo or his associates. Membership in such a group may influence the reactions of locals positively or negatively, depending on the group's reputation.

# FOE OF THE DROW (TATTOO)

You have a hatred of dark elves and have received a tattoo to mark the number of them you have slain.

**Prerequisite:** Must have defeated at least 5 drow in one-on-one combat, each at least equal to your character level at the time. A holy tattoo belonging

**Benefit:** Upon defeating five drow of your character level or higher, you qualify to be tattooed as a proud enemy of that vile race. You gain a +2 bonus to

the DC of your spells vs. drow and receive a +2 bonus to resist drow spells, spell-like abilities and poisons. This tattoo is very common among many wild elf, wood elf and dwarf clans and tribes.

# **GREATER HOLY TATTOO (TATTOO)**

Your tattooed holy symbol is a font of divine power.

**Prerequisites:** Holy Tattoo, Improved Holy Tattoo, divine caster level 5<sup>th</sup>.

**Benefit:** You can invoke the tattoo to gain a divine bonus lasting 1 round per character level, granting +2 to all saves (stacks with the bonus gained from Improved Holy Tattoo) and +1 to all skill rolls for the duration. You can use this ability a number of times per day equal to your Charisma modifier. In addition, a divine caster gains +2 to their caster level for the duration, does an additional 1d6 when channeling energy, and gains 1

extra use of channel energy.

### GROTESQUE TATTOO (TATTOO)

Your tattoos are especially frightening and intimidating.

**Benefit:** Your character gains +3 bonus to Intimidate due to their especially disturbing tattoos. Such tattoos are usually on the face or body and are very hard to forget once seen. However, because these tattoos put people ill at ease, the character also suffers a -2 penalty to all Diplomacy checks. These modifiers only apply when the tattoos are clearly visible.

**Note:** A character cannot have the Sexy Tattoo feat if they have the Grotesque Tattoo feat.

#### HOLY TATTOO (TATTOO)

The tattooed symbol of your faith is recognized by the gods.

**Benefit:** The tattooed symbol of your faith/ patron deity functions as a holy symbol. It can be presented against creatures susceptible to holy symbols and used as a focus for casting divine spells so long as it is in a place where it is easily visible (usually the hands, arms, forehead or chest).

Note: Simply having a tattoo of a deity's symbol does not make it usable as a holy symbol – the character must also take this feat as an act of infusing the power of their deity into the symbol.

## IMPROVED HOLY TATTOO (Tattoo)

Your tattooed holy symbol is imbued with divine power.

Prerequisite: Holy Tattoo.

**Benefit:** You can invoke the tattoo to gain a divine bonus lasting 1 round per divine caster level, granting +2 to all saves for the duration. You can use

this ability a number of times per day equal to your Charisma modifier. In addition, a divine caster gains a +1 to their caster level for the duration.

#### IN MEMORY OF THE FALLEN (TATTOO)

to a priest of the Order of

the Holy Blade.

You honor a lost companion with a tattoo, which bolsters you in return.

**Prerequisite:** A close adventuring partner of yours must have died in battle.

**Benefit:** The tattoo you've gotten as a memorial to your fallen companion keeps them close to your heart, and gives you a boost of courage when you need it most. The tattoo grants you either a +2 circumstance bonus to a single Craft or Perform skill your late friend was especially skilled at, or a +2 bonus to attack against creatures like those that killed your companion (for example, if your friend was killed by orcs, you would receive the bonus against orcs). The bonus gained by

the tattoo must be selected at the time of application (if you choose the skill bonus, you must pick which skill) and cannot be changed later.

**Note:** Simply having a tattoo in memory of a fallen party member does not grant any benefits; you must also have this feat.

#### LINGERING TATTOO (TATTOO)

The effects of tattoos you create last longer.

**Benefit:** Alingering tattoo's magical effects last twice as long as normal. Tattoos with a magical effect duration of concentration, instantaneous, or permanent are not affected by this feat. A lingering tattoo is effectively one level higher than the tattoo's actual level and takes up 2 slots (example: one may take up both the wrist and arm slots, even if the physical tattoo is only on the wrist). The tattoo's DCs (Craft (alchemy) for making the ink, Craft (tattoo) for applying the tattoo) are increased by 4, and the base cost is increased by +25%.

## MAJOR SCARIFICATION

#### (SCARIFICATION)

You have been intentionally scarred or branded extensively.

**Prerequisites:** Minor Scarification, Toughness, at least five patches of appropriately sized scarification.

**Benefit:** You're considerably toughened by the scarification you've received and are very capable of enduring pain, giving you a DR 5/- vs non-lethal damage and a +4 to Intimidate. In addition, the will to endure such a painful process gives you a permanent +2 to your Will save.

**Note:** These bonuses replace bonuses from Minor Scarification; they do not stack with them.

#### MASTER TATTOO ARTIST

Your superior tattoo artistry allows you to create magically enhanced tattoos.

Prerequisite: 5 ranks in Craft (tattoo) skill.

**Benefit:** You receive a +3 bonus on your Craft (tattoo) skill. Ranks in Craft (tattoo) count as your caster level for enhancing mundane tattoos with magical effects, and determining the potency of those effects – how detailed or crude the animation is, how bright or colorful the illumination is, how smoothly it changes shape, and how long-lasting the tattoo will be.

**Normal:** Only spellcasters can create magical tattoos.

#### **MINOR SCARIFICATION**

#### (SCARIFICATION)

You have been intentionally scarred or branded to a minor degree.

**Prerequisite:** You must have at least two patches of appropriately sized scarification (i.e. Medium

for Medium-sized creatures, Small for Small-sized creatures, etc)

**Benefit:** You're toughened by the scarification you've received and are more capable of enduring pain, giving you a DR 2/- vs non-lethal damage and a +2 to Intimidate. In addition, the will to endure such a process gives you a permanent +1 to your Will save.

#### PENETRATING TATTOO (TATTOOS)

Tattoos you create more easily overcome an enemy's defenses.

**Benefit:** Tattoos you create gain a +2 bonus to overcome spell resistance and, for physical attacks, +2 bonus to attacks against targets with natural armor only (including a +0 natural armor bonus or that granted by spells or magic items). This ability may be used a number of times per day equal to your character's Charisma modifier. The tattoo's DCs (Craft (alchemy) for making the ink, Craft (tattoo) for applying the tattoo) are increased by 4, and the base cost is increased by +25%.

#### **QUICK HEALER**

You recover from damage at a remarkable rate.

**Benefit:** Your character bounces back quickly from injury, especially non-lethal damage. You recover 3 hit points per hour per character level of non-lethal damage, and with a full night's rest (8 hours of sleep or more), you recover 2 hit points per character level (lethal or non-lethal). If you undergo complete bed rest for a full 24 hours, you recover three times your character level in hit points. Temporary ability damage heals at the same rate -2 points per night of rest for each affected ability score, and 3 points per day for complete bed rest.

**Normal:** You recover 1 hit point per hour per character level of non-lethal damage, 1 hit point per character level (lethal or non-lethal) with a full night's rest, and twice times your character level in hit points for 24 hours of bed rest.

#### **REFLEXIVE TATTOO (TATTOO)**

You can reflexively use your tattoos in response to a threat.

**Benefit:** You may use the powers of a tattoo as an immediate action during an encounter, a number of times per day equal to your character's Charisma modifier (or the maximum number of times the tattoo's power can be accessed each day, whichever is less). You can take this feat multiple times, applying it to a different tattoo each time.

Normal: Using a tattoo power is a standard action.

### SEXY TATTOO (TATTOO)

Your tattoos are particularly alluring, adding to your attractiveness.

Benefit: Your character gains +3 to Diplomacy checks against those creatures who would normally find you attractive. Such tattoos are usually on the small of the back, the chest, or in more private areas, but may be anywhere. A drawback is that these tattoos make people take you less seriously, incurring a -2 to Intimidate checks. These modifiers only apply when the tattoos are clearly visible.

Note: A character cannot have the Sexy Tattoo feat if they have the Grotesque Tattoo feat.

#### **TATTOO MASTERY**

You have mastered a small number of spell tattoos, and can prepare these spells without referencing your caudex at all.

Prerequisite: Tattooed wizard level 1st.

Benefit: Each time you take this feat, choose a number of spells you already know equal to your Intelligence modifier. From that point on, you can prepare these spells without referring to your caudex.

Normal: Without this feat, you must use your caudex to prepare all your spells, except read magic.

#### WIZARD'S MARK (TATTOO)

You have had your own arcane symbol tattooed or burned into your flesh.

Prerequisite: Wizard level 1st.

Benefit: If a wizard has his own personal arcane symbol impressed into his flesh, either via tattoo or brand, it will grant him one of three possible effects (the effect is chosen at the time the mark is received and cannot later be changed): a + 3 bonus to Will saves versus mind effecting spells, a +3 bonus to concentration checks, or a +2 bonus to Fly, Knowledge (arcana), and Spellcraft checks.

# TYPES OF TATTOOS

Tattoos are as widely varied as the people who get them. Even though the number of different individual tattoos that can possibly be inked is infinite, all tattoos fit into one of seven categories: textual, abstract, symbolic, enhanced (further divided into animated, luminous, shapechanging, and long-lasting), spell, wondrous, and punitive.

Textual Tattoos: Words indelibly inked on one's flesh, be they words of wisdom, common maxims, or the names of those nearest and dearest to oneself. These are by far the simplest form of tattoo art and unless the tattoo artist is unfamiliar with the language the text is in, very difficult to make mistakes on. Such mistakes are often amusing to those fluent in the language. Textual tattoos are, unless otherwise requested, Small in size, often wrap around the arm or leg of the bearer, and are done with black ink. Basic DC 5 + size modifier, +5 for

masterwork (calligraphy), +10 if the tattoo artist does not speak the language.

Abstract Tattoos: Probably the most common form of tattoo, abstract tattoos



include patterns, stylized images or letters, spirals, geometric figures, and the like. Abstract tattoos are generally only done in black ink unless otherwise requested and are Medium in size unless otherwise specified. Basic DC 10 + size modifier, +5 for masterwork (more complicated patterns),

An abstract tattoo.

recognizable

what they supposed to be.

for masterwork (high

quality image), +5 for

advanced colors.

+5 for multiple colors. Symbolic Tattoos: The most artistic of all tattoos, symbolic tattoos are images



A symbolic tattoo. representing a griffon.

Enhanced Tattoos: Animated, Luminous, Shapechanging, Long-lasting: Tattoos beyond the norm, enhanced tattoos are touched with magic to give them a variety of extraordinary effects. Animated tattoos add motion to their images: animals caper, dancers flow, trees rustle with the breeze, and so on. Luminous tattoos produce their own light, glowing in the color of their ink. The light is not bright - a Medium luminous tattoo produces about as much illumination as a candle. However, it does make the tattoo readily visible and memorable. The light produces no heat and can be extinguished at will with a command word. Shapechanging tattoos do not move like animated tattoos, rather they shift between one form and another, normally. However, when on a creature with the shapechanger subtype, they will retain their form even as the bearer changes. Normally a tattoo would be hopelessly distorted by the shapeshift. Long-lasting tattoos are just as they sound, remaining vibrant for twice as long as usual. Regular tattoos, even with perfect care, need to be touched up due to fading, every 5 + 1d6 years. Long-lasting tattoos look fresh for 10 + 2d6 years.

**Spell Tattoos:** Tattoos infused with a spell – arcane or divine – by the tattoo artist, allowing the bearer of the tattoo to access the spell a single time.

**Wondrous Tattoos:** Wondrous tattoos are more powerful than spell tattoos, often mimicking the powers of a magic item.

**Punitive Tattoos:** Punitive tattoos are a type of wondrous tattoo usually – but not always – applied to a person against their will. Similar to cursed magic items, in that they are detrimental to a character bearing one, punitive tattoos do not have a price or cost listed.

# THE CRAFT OF TATTOOING

Creating regular tattoos – any that aren't spells, enhanced or wondrous – requires the Craft (tattoo) skill, as well as tools for the job. The tools can be relatively crude – a sharpened bone and rock are common among some barbarian peoples, as well as lead nibs among prisoners – or incredibly sophisticated. There are even gnomish contraptions designed for the tattooing process, and magical implements as well. Designing and sketching a tattoo benefits from having Craft (art), giving a +2 circumstance bonus to the tattoo artist's Craft (tattoo) check for abstract or symbolic tattoos. Textual tattoos benefit from having Craft (calligraphy) in the same way, and if the tattoo artist does not speak the language the textual tattoo will be in, the DC of the tattoo is increased by +10.

Making tattoo ink also uses the Craft (tattoo) skill, unless unusual and or magical ingredients are involved, in which case Craft (alchemy) is used. Mundane tattoos vary in cost according to size and complexity. A Medium tattoo is 10 gp per DC of the tattoo, and is about 6 inches by 6 inches. Tattoo base cost is reduced by half for each size step down (though the DC goes up 1 per size level below Medium), so a Tiny tattoo would be 25 sp per DC of the tattoo. Conversely, the cost is doubled for each size level above Medium, so a Huge tattoo (big enough to cover the entire back of a typical human) would be 40 gp per DC. Tables 1-2 and 1-3 describe the costs and sizes of tattoos in more detail. Enhanced and wondrous tattoos have additional costs due to the magic involved.

You cannot take 20 on any tattoo – mistakes would negate any possible successes on the day's work. You can take 10 on a mundane tattoo, but not on any type of magical tattoo.

# THE TATTOOING PROCESS

There are four basic steps to getting any tattoo. The first two are designing the tattoo and making the ink, which is a Craft (tattoo) roll, modified by Craft (calligraphy), Craft (art), or Craft (alchemy) as described previously. This takes 1 round per DC of the tattoo.

Next is the application of the tattoo, the actual needle-and-ink work being done. This is a Craft (tattoo) roll, modified by the tools the tattoo artist is using, with

## TABLE 1-2: TATTOO COST AND DC MODIFIERS BY SIZE

Tattoo Size	Approximate Measurement	Cost	DC Modifier
Fine	0.5" by 0.5"	7 sp/DC	+4
Diminutive	0.75" by 0.75"	13 sp/DC	+3
Tiny	1.5" by 1.5"	25  sp/DC	+2
Small	3" by 3"	5  gp/DC	+1
Medium	6" by 6"	10 gp/DC	_
Large	12" by 12"	20 gp/DC	—
Huge	24" by 24"	40 gp/DC	_
Gargantuan	48" by 48"	80 gp/DC	—
Colossal	96" by 96"	160 gp/DC	_

## TABLE 1-3: MAXIMUM TATTOO SIZE BY CREATURE SIZE

<b>Creature Size</b>	Maximum Tattoo Size***
Fine	Tiny
Diminutive	Small
Tiny	Medium
Small	Large
Medium	Huge
Large	Gargantuan
Huge	Colossal
Gargantuan	Colossal
Colossal	Colossal

\*\*\*Note that this is the maximum size for a single tattoo. A creature may cover as much of their skin with smaller tattoos as they desire.

a base time of 1 hour per DC of the tattoo, modified one hour per size step above Medium and reduced by half for each size step below. The tattoo artist can work a number of consecutive hours equal to their Constitution score. The character receiving the tattoo takes nonlethal damage equal to half the Craft DC of the tattoo, and can endure a number of hours of getting work done equal to their Constitution score. The character must make a Fortitude save to endure the process, with a failed save meaning the character does not hold still and the tattoo is not applied, wasting that day's time.

Finally, upon completing the tattoo the artist must make a Heal check, DC equal to <sup>1</sup>/<sub>2</sub> the DC of the tattoo, modified by the tools and facilities available to the artist, to make sure it heals correctly. A failed check means the ink washes out or fades almost immediately, wasting the work that was done. A failure by more than 5 indicates the character has also gotten an infection, giving them the sickened condition for 1d3 days, or until healed.

#### **TATTOO CARE**

As anyone who has been tattooed in real life is well aware, a large portion of the success of the healing process rests in the hands of the tattoo recipient. We have simplified the process – by having the artist make a single Heal check – to facilitate ease of play. In a magical fantasy world where cuts to the bone can be healed without so much as a scar, there doesn't seem to be much point to having the tattooed character make a check every day to make sure their tattoo is healing properly. That said, if a character goes into disease-infested sewers with a fresh tattoo, gets a horrible sunburn, or contracts poison ivy and can't stop scratching their tattoo, GMs should use their own judgment as to contracted infections or damage done to the tattoo.

# OTHER BODY ART

Many tattoo artists are also skilled in other types of body art, or employ others with those talents.

**Branding:** A sub-form of scarification where a design is burned into living skin instead of

carved. This is more often done as a form of punishment than for artistic reasons. Slaves caught attempting to escape or fomenting trouble may be branded by their owner. Soldiers who display cowardice or who desert their unit and are caught will often be branded with a "D" for deserter or "C" for coward on their face and or body. This is similar in principle to punitive tattoos. Branding does 2d6 non-lethal damage + 1d4 fire damage. Applying a brand requires a Craft (scarification) check, DC 10 +5 for especially large or complex patterns, or for each part of a compound brand (i.e. successive irons being used in the pattern). Failing by 5 or more results in the bearer suffering 2d4 in fire damage. Failing by 10 or more results in a disfiguring scar, resulting in -1 to Charisma.

**Henna:** Henna is a natural dye made from the henna plant that stains the skin a reddish-brown to dark brown color, while silver henna is an herbal concoction originally developed by drow that leaves a bright

silver stain. Either type of henna is used in the same way – to create temporary tattoos of elaborate designs. The designs are often of cultural or religious significance, but are sometimes done simply to enhance the beauty

of the one receiving the henna. Applying henna or

silver henna requires a DC 10 Craft (henna) check, +5 for especially large or complex patterns.

Piercings: Adorning one's body isn't limited to rings, amulets, and other traditional forms of jewelry. Body jewelry includes nose rings, labrets, tongue piercings (usually bar or stud shaped), evebrow rings, navel rings, and even such exotica as nipple piercings and piercings of the private areas and arrangements like the "corset piercing". Sometimes piercings are connected by fine chains as well. In some cultures these decorations are worn only on special occasions, such as one's wedding day, with far plainer jewelry worn day to day. In other subcultures, body piercings may be openly displayed at all times, often as a symbol of rebellion or rejection of traditional looks. Performing a piercing requires a Craft (piercing) check, DC 5 +10 for more sensitive areas. The recipient takes 1d2 points of nonlethal damage. Failing the roll by more than 5 does the same amount of lethal damage, with 1 point of bleed for 1d3 rounds, or until healed.

If magical body jewelry is available in your game world, you may consider adding a couple of magic item slots – ears and navel – for characters to wear

magical body jewelry in. Or, you might just want to assume that, for example, magical earrings take up a head slot and magical navel piercings take up a belt slot (see Chapter 3 for further discussion of magical body jewelry).

**Scarification:** Any adventurer worth their title is going to pick up a scar or two. Some are disfiguring, others grant a certain roguish charm. None of these are actual scarification, however. Scarification is the process of being intentionally scarred for decoration.

Some cultures, especially among races that cannot be tattooed, use it instead of tattooing; others have religious significance associated with the act. Whatever the purpose, the process is generally the same. Sharp tools, not unlike leatherworking tools, are used to carve a pattern into living flesh, which is then either cauterized or otherwise treated to form clean scars. Performing scarification requires a Craft (scarification) check, DC 10 +5 for complex patterns. Scarification does 1d6 points of non-lethal damage

and 1d3 lethal damage. Failing the roll by more than 5 does the total amount in lethal damage, with 1 point of Bleed damage for 1d6 rounds, or until healed. Failing by more than 10 gives the recipient a permanent disfiguring (non-artistic) scar, resulting in -1 Charisma drain.



An adventurer adds a brand to

his collection of body art.

# THE WELL-EQUIPPED TATTOO PARLOR

At its most basic, the art of tattooing needs only a sharpened implement and ink. While needles are the most standard equipment, in some cases it may be as simple as a sharpened bit of bone or a writing quill used to pierce the skin. Or sharp bone chisels may used, leaving the skin grooved instead of smooth. Pigment varies from ink with iron filaments in it, to burnt timbers mixed with fat, to alchemical concoctions which produce luminous ink or other magical effects. Even cruder methods are used in prisons, with improvised tools and ink. The other body arts also require specific supplies, though without quite as much variety as exists for tattoo equipment. The items listed in Table 1-4 are described below.

**Branding Kit:** A branding kit contains several irons, not unlike fire irons, along with a number of iron symbols and/or letters.

**Branding Kit, Custom:** A custom branding kit is made to order, with unique symbols, letters, numbers, holy symbols of deities, house symbols or family crests.

**Flash:** Pre-existing sample illustrations of tattoo art, flash is displayed on the walls of a tattoo parlor to give customers an idea of the artist's abilities. Using a piece of flash art negates the designing phase and, because it's a design well practiced by the artist, reduces the tattoo application DC by 5. Simple, basic flash can cost the artist as little as 5 sp in supplies to produce, while large detailed designs can cost as much as 50 gp.

**Henna:** Henna is a natural dye used to cover the hands, feet and other body parts with tattoo-like designs that fade after a number of days (usually 3 + 3d6 days). Henna designs grant the wearer a +1 bonus to Bluff and Diplomacy checks for as long as the henna persists. One package of henna powder (which is mixed with water to use) is enough to cover the hands and feet of two Medium-sized creatures once.

**Henna, Silver:** Silver henna is not true henna, but is a unique pigment with similar properties. It is common primarily among the drow, orcs and other darker-skinned races, but is gaining popularity with others. This unique herbal concoction allows intricate tattoo-like designs to show up on dark skin where regular ink or henna would be less visible. Like normal henna, silver henna begins to fade after a few days (usually 3 + 3d6 days). Also like normal henna, silver henna grants a +1 bonus to Bluff and Diplomacy checks for as long as the henna persists. A package of silver henna powder (which is mixed with water to use) is enough to cover the hands and feet of two Medium-sized creature once.

**Piercing Kit:** A piercing kit contains a wide array of needles, clamps, pads, gauze, alcohol, and other implements used to pierce the skin. The cost of a piercing kit does not include jewelry. A piercing kit is exhausted after 10 uses and must be resupplied.

# TABLE 1–4: TATTOO AND BODY ART EQUIPMENT

Item	Cost	Weight
Branding Kit	10 gp	10 lbs.
Branding Kit, Custom	75 gp	12 lbs.
Flash	varies	_
Henna	60 gp	_
Henna, Silver	120 gp	_
Needle Holders, Bamboo	1 cp	—
Piercing Kit	20 gp	1 lb.
Scarification Kit	15 gp	2 lbs.
Tattoo Machine, Gnomish	500 gp	5 lbs.
Tattoo Toolkit, Bone	9 cp	1 lb.
<b>Replacement Bone Needles</b>	1 cp	—
Tattoo Toolkit, Gold	100 gp	1 lb.
Replacement Gold Needles	10 gp	—
Tattoo Toolkit, Improvised	—	varies
Tattoo Toolkit, Steel	20 gp	1 lb.
<b>Replacement Steel Needles</b>	<b>2</b> gp	—
Tattoo Ink, Advanced Palette	$5\mathrm{gp}$	1⁄2 lb.
Tattoo Ink, Basic Palette	<b>2</b> gp	1⁄2 lb.
Tattoo Ink, Black	1 gp	1⁄2 lb.
Tattoo Ink, Enhanced	25 gp	1⁄2 lb.
Tattoo Ink, Improvised	—	varies
Tattoo Ink, Spell	75 gp	1⁄2 lb.
Tattoo Ink, Wondrous	100 gp	1⁄2 lb.
Tattoo Wax	15 gp	1⁄2 lb.

**Scarification Kit:** This kit includes knives, scalpels, needles and other specialized tools for creating artistic scars. It also includes alchemical mixtures for coloration of the wounds and to promote rapid healing. The kit is exhausted of all alchemical mixtures after 10 uses and must be resupplied.

**Tattoo Machine, Gnomish:** A gnomish-designed contraption that speeds up the tattoo process by rapidly punching the needle into the skin and injecting the ink several times per second. With practice, this makes doing complex tattoos much faster and easier for most artists. Using a tattoo machine effectively requires 4 or more ranks in Craft (tattoo). A tattoo machine reduces the DC of the tattoo by 5 and reduces the time by half. Appropriate needles – bone, gold or steel – must be purchased separately. These machines are made from brass and steel with rubber tubes and steel chains. They have adjustable controls for speed while depth of the needle is controlled by the operator. A foot pump provides the pneumatic pressure. Because of the

second hand tattooing machines. Due to the rapid and powerful punching motion of a gnomish tattoo machine, a tattoo artist can overcome damage reduction, and apply ink to creatures whose skin cannot be penetrated by normal tattooing methods. Tattoo Toolkit, Bone: Consists of various size needles or chisels, bamboo needle holders, and a mallet for tapping the design into the flesh. Use these tools adds +5 to the Fortitude save of the recipient - tattoos done in this manner are quite painful to receive. As such, they are often used in rites of passage among warlike cultures. Orcs in particular consider enduring such tattoos to be a sign of adulthood. Replacement needles and holders need to be purchased after every 20 uses. Tattoo Toolkit, Gold: Similar to the steel tattoo kit, but with gold needles, which are easier to keep sterile than steel. Due to the reduced risk of infection, gold needles are the tool of choice for tattoo artists who have the means, and they offer a -5 to the Heal DC. Once a kit is purchased, only replacement holders need to be purchased (after every 20 uses); the needles are good for years unless broken. Tattoo Toolkit, Improvised: Adds +5 to the tattoo artist's application DC and +5 to the Heal DC such tools (most commonly used in prisons) are rarely effective and are prone to causing infection and scarring. These tools also double the amount of time completing a tattoo will take. Tattoo Toolkit, Steel: The standard variety of equipment among tattoo artists, this is an array of steel needles hollowed out to inject the ink. Often this is part of a mechanical device; however there are some types that are hand-operated, much like acupuncture needles. Steel tools are cheap and effective, but cannot be re-used. They have no benefits or penalties to tattoo work. The kit also includes a variety of sizes of bamboo

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needle holders. Replacement needles and holders need to be purchased after every 20 uses. Tattoo Ink, Advanced Palette: An extended assortment of compound colors for coloring tattoos, stored in small vials or tins. It requires 5 hours and a Craft (tattoo) DC 15 check to make. One set is enough

for 2 Medium tattoos. Tattoo Ink, Basic Palette: A simple array of primary colors, white, and grey, stored in small vials or tins, this is the rudimentary set of inks for any tattoo artist. It requires 1 hour and a Craft (tattoo) DC 10 check to make. One set is enough for 2 Medium tattoos.

Tattoo Ink, Black: The most heavily used tattoo ink, black is used for lines and text in basic tattoos and for outlining more complicated designs. It requires 1

hour and a Craft (tattoo) DC 5 check to make. One

potion-sized vial is good for 2 Medium tattoos.

Tattoo toolkit and gnomish tattoo machine.

Tattoo Ink, Enhanced: Required for enhanced tattoos, this is an alchemical blend of ingredients capable of magical effects. It requires 5 hours and a Craft (alchemy) DC 20 check to make. One potion-sized vial (or set of multiple colors) is enough for 1 Medium tattoo.

Tattoo Ink, Improvised: Made of, well, whatever happens to be available, improvised ink is often used for prison tattoos or by amateur artists. Often the components are slightly toxic, and the recipient must make a Fortitude save vs poison, DC 14. (frequency 1/ round for 1d4 rounds; effect 1d2 damage; cure 1 save).

Tattoo Ink, Spell: Almost identical to ink used for scribing spells onto scrolls or in spellbooks, this is used for tattooing spells onto the flesh. It requires 8 hours to make, and a Craft (alchemy) DC 20 check to make. One potion-sized vial (or set of multiple colors) is enough for 4 spells.

Tattoo Ink, Wondrous: Specially prepared ink designed to infuse wondrous abilities into tattoos, this is the most difficult and expensive of all tattoo inks to produce. It requires 12 hours to make, and a Craft (alchemy) DC 25 to make. One potion-sized vial (or set of multiple colors) is enough for one Medium tattoo.

Tattoo Wax: A natural wax-based ointment used to coat new tattoos to promote proper healing. It is applied by the artist after completing the tattoo, reducing his Heal DC by 5 and allowing the bearer to regain the nonlethal damage incurred by getting a tattoo at double their normal rate. One small tin of ointment is enough to treat 20 Medium-sized tattoos.

#### TATTOO REMOVAL

Sometimes an individual decides it is time to remove a tattoo or other body art, whether because they simply do not like the design, the design itself was faulty, or for cultural or religious reasons. Other times, removal happens accidentally. (Piercings are the easiest type



of body art to "remove", as all one need do is remove the jewelry. Over time, the piercing will either heal shut completely or close to a point where it is no longer noticeable.)

#### **MUNDANE REMOVAL**

Acid Removal: Acid can be used to remove unwanted tattoos, brands or scarifications. By the careful application of a mild acid to the area, the body art is burned away. This process requires a DC 20 Heal check (+5 for especially large tattoos, +5 for magical tattoos). On a successful check, the tattoo is removed and the character suffers 1d3 points of non-lethal damage and 1d4 points of acid damage. If the check fails, the body art is still removed, but the character suffers 1d3 points of non-lethal damage plus 2d6 acid damage. Failing the check by more than 10 drains 2 points of Charisma from the character permanently if the body art being removed was in an easily visible location. If the character receives a cure spell or potion or a regenerate spell or effect within 1 hour of the procedure, no scar is left behind: otherwise, a faint scar remains.

Scraping: The most common and the most painful method of tattoo removal is to have the tattoo scraped off. This process requires a DC 15 Heal check (+5 for especially large tattoos, -5 for much smaller tattoos, +5 for magical tattoos). On a successful check, the tattoo is removed and the character suffers 1d6 points of non-lethal damage and 1d3 lethal damage. If the Heal check fails, the tattoo is still removed, but the character suffers all of the damage as lethal damage, with 1d2 points of Bleed damage for 1d6 rounds, or until healed. Failing the Heal check by more than 10 drains 1 point of Charisma from the character permanently if the tattoo being removed was in an easily visible location. If the character receives a cure spell or potion or a regenerate spell or effect within 1d2 hours of the procedure, no scar is left behind; otherwise, a faint scar remains.

#### MAGICAL REMOVAL

*Limited Wish, Miracle and Wish:* For a character who has access to the *limited wish, miracle* or *wish* spells (or similar effects from magic items or creatures such as genies), body art – magical or mundane – can be completely removed and the skin of that part of the body restored to its condition prior to modification.

**Reincarnate:** A dead character brought back to life via the *reincarnate* spell returns to life in another body, and the new body is unmodified by tattoos, brands or scarification.

**Regeneration:** A character with tattoos, scars or brands who is the subject of a *regenerate* spell or effect does not immediately lose any or all body art, but any body art less than 2 hours old will heal completely to the skin's condition prior to the modification. If a character suffers the loss of a body part which was tattooed, scarred or branded and then subjected to a *regenerate* spell to restore the limb, the limb returns in the form it was in before any and all body art was done to it – arms and legs do not *regenerate* with tattoos, scars or brands. The only way to restore such body art to regenerated body parts is to have the work done again, or through the use of a *limited wish*, *miracle* or *wish* spell.

**Resurrection and True Resurrection:** Unlike reincarnate, resurrection and true resurrection do not create a new body for the character restored to life. However, if the character being restored had very little of its body left, no body modifications will exist on the resurrected body. If, though, the body parts that did remain had tattoos, scarifications or brands, those modifications will still exist on the resurrected character.

Note that anyone who helps someone remove a punitive tattoo may be found guilty of obstruction of justice (at best). Anyone found guilty of helping someone remove such a tattoo, or even simply attempting to, is likely to be the subject of fines, imprisonment and/or possibly being tattooed/branded themselves (laws will vary from one nation or culture to another, so GMs should use their own judgment or consult supplement books for the campaign setting used).



# CHAPTER 2 - MAGICAL TATTOOS

**M** agical tattoos come in three varieties – enhanced, spell, and wondrous. Enhanced tattoos are tattoos that have very minor magic placed on them permanently, allowing a tattoo of a bird to seem to flap its wings, or a dancing girl to spin and twirl. Enhanced tattoos have no other powers.

Spell tattoos are tattoos that have been infused with the power of a spell. They usually do not look any different than a typical textual, symbolic, or abstract tattoo. In essence, spell tattoos are like scrolls, and like such magic items, they are one use only. After activating the magic, the tattoo remains but it no longer contains a spell. Typical spells infused in tattoos include those providing bonuses to ability scores, to armor class, to combat abilities, or those that provide healing, but any spell can made into a tattoo.

Wondrous tattoos are more powerful than spell tattoos. Wondrous tattoos are permanent unless removed (see Tattoo Removal in Chapter 1), though they can be temporarily dispelled with *dispel magic*. Wondrous tattoos can be created that essentially mimic just about any known magic item, and in addition there are a number of unique wondrous tattoos, which are detailed on the following pages.

#### **AVAILABLE SLOTS FOR TATTOOS**

Enhanced tattoos and spell tattoos do not take up magic item slots. Enhanced tattoos have no practical use and are aesthetic only, while spell tattoos are one use and done. The only limit to the number of either types of tattoos a character can have is how much room the character has available for inking.

Wondrous tattoos, on the other hand, are much more powerful. As such, they do take up magic items slots, which prevent a character from having wondrous tattoos in certain areas and also wondrous magic items that take up the same slot. In other words, a wondrous tattoo that takes up a Hands slot prevents a character from also wearing magical gloves. If a tattoo artist has the Compact Tattoo feat, he can squeeze two tattoos into the same body slot and so long as the two do not provide the same type of powers, the tattooed character can take advantage of both (though she still could not wear a magic item that takes up the same slot).

#### WONDROUS TATTOO BODY SLOTS

**Armor:** Special – no matter where on the body the armor tattoos is placed, it takes up the Armor slot.

**Back:** This is the full back, unlike the upper back of the Shoulders slot.

Belts: waist, lower back Body: abdomen, sides/flanks Chest Eyes: eyelids and around the eyes

Feet Hands

**Head:** scalp, requiring shaved head, or ears

Headband: forehead

Neck: neck and collarbone

**Ring:** up to two tattoos encircling a finger – one on each hand

**Shield:** Special – no matter where on the body a shield tattoo is placed, it takes up the Shield slot.

**Shoulders:** shoulders, biceps and upper back **Wrist:** wrist and forearms

# <u>SPELL TATTOOS</u>

The cost of a spell tattoo is the normal cost of scribing a scroll of that spell (as outlined in the *Pathfinder Roleplaying Game Core Rulebook*), plus 50 gp for ink and supplies. Because they are essentially singleuse items, few see any point in having a spell tattoo any larger than Medium in size (most are smaller). If a character truly wishes to have a Huge *fireball* tattoo covering his back, so be it, but he would have to pay the cost for a tattoo of that size (see Chapter 1) in addition to the cost of scribing the spell.

Most spell tattoos use symbolic imagery to reflect the spell contained within – a helm for a *mage armor* tattoo, an ornate doorway to represent *dimension door*, the word "heal" to mark a *cure light wounds* tattoo – though some prefer their spell tattoos to be of an abstract nature so it is not obvious to the casual oberserver that they are covered in spells.

Spell tattoos are activated with a word or by touching the tattoo (this is set by the artist at the time of creation), and when the tattoo is activated, the spell contained within is released. The spell can be activated only by the bearer of the tattoo, and since the tattoo is linked to its bearer, there is no need for a Use Magic Device check, even if the tattoo contains a spell the bearer could not typical use. Until activated, a spell tattoo will radiate magic of the school the spell belongs to; after activation, no magical aura remains.

# WONDROUS TATTOOS

The wondrous tattoos listed in Table 2-1 are described below. Wondrous tattoos have a format similar to wondrous magic items, and most of the terminology is exactly the same. Note that many tattoo artists charge for the cost of the tattoo work (as described in Chapter 1) in addition to the cost listed for the wondrous tattoo. Unless specifically mentioned as such in the tattoo's description, a wondrous tattoo does not have to be visible in order to gain its benefits.

# TABLE 2-1: WONDROUS TATTOOS

IADEL 2 1. WORDROOS	JIAII005
Wondrous Tattoo	Cost
All-Mask of House Arimaa	14,458 gp
Amaranthine Finger Sleeves	
sleeve I	20,000 gp
sleeve II	40,000 gp
sleeve III	70,000 gp
sleeve IV	100,000 gp
sleeve V	140,000 gp
Arcane Bonds (punitive)	_
Armored Ink	
+1	1,250 gp
+2	4,250 gp
+3	9,250 gp
+4	16,250 gp
+5	25,250 gp
+6	36,250 gp
+7	49,250 gp
+8	64,250 gp
Augustov's Magic Pocket	• 1)-0 • 8r
type I	2,500 gp
type II	5,000 gp
type III	7,400 gp
type IV	10,000 gp
Bamboo's Strength	or
+1	1,000 gp
+2	4,000 gp
+3	9,000 gp
+4	16,000 gp
+5	25,000 gp
Baseltrop's Mark of the Armsman	3,000 gp
Beastly Ink	27,250 gp
Bishop Tattoo	5,400 gp
Bonds of Friendship	8,400 gp each
Bonds of Love	8,160 gp each
Cantrell Ovin's Crown	45,000 gp
Cazenueve's Gills	15,000 gp
Claws of the Gecko	30,000 gp
Contingent Tattoo	23,760 gp
Coward's Brand (punitive)	
Criminal's Brand (punitive)	
Deserter's Shame (punitive)	_
Dragon's Power	
+2	12,000 gp
+4	42,000 gp
+4 +6	
τU	92,000 gp

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Wondrous Tattoo	Cost
Elemental Ink	27,250 gp
Elf Friend	25,000 gp
Eye of Steropes	2,500 gp
Glamorous Mascara	750 gp
Gouzong's Exigent Arrows	900 gp
flaming, frost or shocking	2,900 gp
Great Hunter	2,500 gp
Hawk's Talons	30,000 gp
Hayabusa's Horrific Hag	11,200 gp
Heron Tattoo	2,500 gp
Hospitalier's Verse	5,000 gp
Lucky Ink	6,000 gp
Madre Ophen's Sense Evil Tattoo	1,500 gp
Mark of Atonement (punitive)	_
Mark of Recall	4,500 gp
Mother Tattoo	1,600 gp
Overlapping Rainbows	1,200 gp
Parent's Reminder	28,000 gp
Peacock Eyes	16,000 gp
Rat King	1,000 gp
Rolling Bones	2,500 gp
Rynzoe's Instant Lenses	5,000 gp
Scarlet Bison	5,000 gp
Scarlet Letter (punitive)	—
Sea Legs	10,000 gp
Shoulla Mowan's Tattooed Rope	2,000 gp
with grappling hook	2,250 gp
Silvered Knuckles	2,200 gp
Sparkle and Flash	1,000 gp
Stormcall Tattoo	4,000 gp
Summoning Ink, Lesser	10,080 gp
Summoning Ink, Greater	32,760 gp
Tattoo of Fierceness	1,500 gp
Tattoo of the Unseen	2,500 gp
Track of the Cat	2,000 gp
Tranquil Repose	1,000 gp
Viezure's Burrowing Claws	30,000 gp
[Weapon Ability] Ink	2,000 gp
Wings of Flight	27,000 gp
Wings of Speed	1,800 gp

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#### All-Mask of House Arimaa

**Aura** moderate transmutation; **CL** 3<sup>rd</sup> **Slot** head, eyes & neck; **Price** 14,458 gp

The Bravos of House Arimaa are given the *all-mask* at their culmination ceremony (few initiates survive to receive this honor, however). The all-mask is an elaborate tattoo covering the entire head, face, neck, and ears, with an abstract pattern unique to its owner – no two are exactly alike. The *all-mask*, when activated, changes the character's facial appearance to that of another face, real or imagined. Once activated, the tattoo's duration is 1/2 hour per character level, and may be used a number of times per day equal to their Charisma modifier. The *all-mask* does not change the bearer's voice or the height, weight or body type, altering only the face, eyes, ears, and hair. When used to impersonate an actual person, the tattooed character can make a DC 15 Will save, adding his ranks in Disguise to the save. For every point they beat the check by, the duration of the tattoo is increased by one hour, up to 24 hours maximum. This only applies when impersonating an actual person, not when changing features to a fictional person. If the duration is increased to 20 or more hours, it may not be activated again for a full 24 hours.

The secrets of the *all-mask* have been stolen from House Arimaa so it is possible to get the tattoo elsewhere, however seeking the tattoo risks incurring the wrath of agents of the house. Non-initiates bearing the *all-mask* are targeted for assassination. **CONSTRUCTION** 

Requirements Craft Wondrous Tattoo, *alter self*; Cost 7,229 gp

#### **AMARANTHINE FINGER SLEEVES**

Aura moderate (*sleeve I*) or strong (*sleeve II-V*) (no school); CL 11th (*I*), 14th (*II*), 17th (*III*), 20th (*IV*), 23rd (*V*)

**Slot** ring (*I*) and hands (*II*) and wrist (*III*) and shoulders (*IV*) and back (*V*); **Price** 20,000 gp (*I*), 40,000 gp (*II*), 70,000 gp (*III*), 100,000 gp (*IV*), 140,000 (*V*)

These geometric tattoos traditionally cover a single finger of the right hand with such tight sigils and designs that from just a few feet away it looks sickened or diseased. The deep reddish purple ink often spills onto the rest of the hand, and onto the arm, in different swirls depending upon which type of tattoo it is.

Originally created long ago by the Amaranthine order of wizards, the knowledge and ability to create the tattoo has since spread much more widely. A single finger sleeve doubles the number of spells an arcane caster can cast each day; with the spell level doubled the same as the sleeve level (similar to a *ring of wizardry*). Because of the nature of the tattoos, a wizard must have the lesser version before getting the next step tattooed (for instance, a wizard cannot simply have a *sleeve III*, she must also have a *sleeve I* and *II*). Thus, if a wizard

wishes to receive a *sleeve III* tattoo, the costs (and benefits) of *sleeves I* and *II* are added to the cost

of the *sleeve III* (130,000 gp total). As each sleeve is added, it takes up another tattoo slot, so a *sleeve V* takes up a ring slot, hand slot, wrist slot, shoulder slot and back slot, and the tattoo covers all five fingers, the hand, the entire arm, the top and back of the shoulder and upper back, and the lower back. The wizard with such a tattoo has the number of spells of 1<sup>st</sup> through 5<sup>th</sup> levels he can cast each day doubled.

Since the decline of the Amaranthine Order in recent decades, no one has seen a wizard with a *sleeve V*, though there are rumors of powerful liches or vampire wizards with such tattoos.

#### CONSTRUCTION

**Requirements** Craft Wondrous Tattoo, *limited wish*; **Cost** 10,000 gp (*I*), 20,000 gp (*II*), 35,000 gp (*III*), 50,000 gp (*IV*), 70,000 gp (*V*)

#### **ARCANE BONDS (PUNITIVE)**

Aura moderate divination & enchantment; CL  $7^{th}$ Slot wrists

*Arcane bonds* are an insidious punitive tattoo consisting of a series of arcane runes around each wrist. Once completed and activated, the tattoo bearer is subject to the control of the one who activates the tattoo. Unless the tattoo is somehow removed or nullified, the bearer can travel no further than 1,000 feet from the activator – attempting to do so causes the bearer to freeze in place, as per the spell *hold person*, until the activator mentally wills them to be free. Likewise, the activator can, at any time, activate the *hold* effect on the bearer of the tattoo. Also, if the bearer of the tattoos attempts to hide, the activator can always find them.

Highly prized slaves – usually female – are almost always the bearer of an *arcane bonds* tattoo, and as more than one unlucky slave has discovered, the death of the activator does not release the bearer of the tattoo from the magic that binds them. It is rumored that arcane bonds were first created by a drow inkantationist to manage a harem of captive surface-dwelling slaves.

There are three ways to end the magic of *arcane bonds*. First, the inkantationist who created and applied the bonds can deactivate them. Second, if the bearer of the bonds can learn the original activation word, she can deactivate them herself (this proves very difficult, as activation words are kept heavily guarded secrets). Finally, any normal tattoo removal process performed in conjunction with a successful casting of *dispel magic* (caster level check DC 18) can end the effects of the bonds.

#### CONSTRUCTION

**Requirements** Craft Wondrous Tattoo, *hold person, locate creature* 

#### **ARMORED INK**

Aura moderate conjuration; CL 7th

**Slot** armor; **Price** 1,250gp (+1), 4,250 gp (+2), 9,250 gp (+3), 16,250 gp (+4), 25,250 gp (+5), 36,250 gp (+6), 49,250 (+7), 64,250 gp (+8)

This tattoo grants protection equal to bracers of CONSTRUCTION armor. Unlike bracers of armor, armored ink cannot be enchanted with armor special abilities. Instead,

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armored ink grants a flat armor bonus, from +1 to +8. It does not stack with ordinary armor. If the character wears another item granting an armor bonus, only the item or tattoo with the higher armor bonus functions. Otherwise, armored ink is constantly active.

An armored ink tattoo must be symbolic of either a piece of armor, a shield, an armored person, or a creature with natural armor (such as a turtle). CONSTRUCTION

**Requirements** Craft Wondrous Tattoo, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the tattoo. **Cost** 625 gp(+1), 2,125 gp (+2), 4,625 gp (+3), 8,125 gp (+4), 12,625 gp (+5), 18,125 gp (+6), 24,625 gp (+7), 32,125 gp (+8)

#### **AUGUSTOV'S MAGIC POCKET**

Aura moderate conjuration; CL 9<sup>th</sup> **Slot** body; **Price** 2,500 gp (type I), 5,000 gp (type II),

7,400 gp (type III), 10,000 gp (type IV)

The inkantationist Augustov once lost a valuable and powerful magical coin to a thief who stole his pouch. He created this wondrous tattoo



as a way of insuring his valuables were always safely stowed. The tattoo appears to be a simple line on the skin, with either a tattooed button or drawstrings near the center of the line. By activating the tattoo, it forms a small extradimensional space very much like a bag of holding. Like a *bag of holding*, the magic pocket tattoo can be created in different sizes, for different prices naturally (see the bag of holding description

Augustov's Magic Pocket

in the Pathfinder Roleplaying Game Core Rulebook for details on the types). The tattoo is activated by either tugging or touching the button/drawstring. You can only possess one magic pocket tattoo, regardless of type.

Like a bag of holding, overfilling the magic pocket or placing an unprotected sharp object inside it pierces the *magic pocket*, spilling all of the contents. If this happens, the character suffers 2d6 damage, 1 bleed, and must make a DC 19 Fortitude save or be sickened for 1d6 rounds. The tattoo is ruined and unusable afterwards.

Most who simply see the tattoo on a person never know it for what it is, and anyone searching the tattoo bearer must make a DC 35 Perception check to notice something odd about the tattoo.

#### **Requirements** Craft Wondrous Tattoo. secret chest: Cost 1,250 gp (type I), 2,500 gp (type II), 3,700 gp (type III), 5,000 gp (type IV)

#### **BAMBOO'S STRENGTH**

Aura faint abjuration; CL 5th

**Slot** any except armor or shield; **Price** 1,000 gp (+1),

4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5)

Bamboo represents resilience, the ability to bend without breaking. Bamboo's strength tattoos are typically done on the back growing up from the small of the back to the shoulders but can be inked on other parts of the body, such as the arms (taking up the wrists or shoulders slot) or legs (taking up the boots slot). This tattoo offers magical protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex. and Will).

CONSTRUCTION

Requirements Craft Wondrous Tattoo, resistance, creator's caster level must be at least three times the tattoo's bonus; Cost 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5)

#### **BASELTROP'S MARK OF THE ARMSMAN**

Aura weak transmutation; CL 5<sup>th</sup>

Slot any except armor or shield; Price 3,000 gp Illustrated as a weapon, sometimes being grasped in a gloved hand, this tattoo grants the bearer proficiency in the weapon illustrated. That tattoo grants a +1 competence bonus to attack and damage with the depicted weapon as well. Once per day, the magic of the tattoo can be tapped to gain an extra +5 to attack and damage for up to 10 consecutive rounds (the rounds cannot be broken up and used throughout the day). Finally, once per day the tattoo bearer can choose to automatically confirm one critical threat. If the character chooses to use this power, he automatically delivers maximum damage on the critical hit but is left fatigued afterwards. Baseltrop's

The tattoo is named after Duke Manfred von Baseltrop, a nobleman of days gone by who charged an inkantationist in his

employ with devising a martial tattoo that could grant anyone a fraction of his prowess with sword

Mark of the

Armsman

and axe. For the rest of Duke Baseltrop's life, raiders avoided his lands and the "unusual number of knights therein."

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, *magic weapon*, greater; Cost 1,500 gp

#### **BEASTLY INK**

**Aura** strong (see description); **CL** special (see description) **Slot** special (see description); **Price** 27,250 gp

This highly variable tattoo captures a number of aspects of a chosen animal type creature (animal only - no magical beasts, vermin or aberrations). The person receiving the tattoo chooses the type of animal, and once chosen it cannot be changed. Obviously, the tattoo must be a symbolic representation of the chosen animal. Depending on the slot the tattoo is placed in, the character gains a different benefit, based off that animal. A character can possess multiple *beastly ink* tattoos, so long as each one takes up a different slot.

*Armor*: Character uses the creature's natural armor bonus instead of his own.

*Head*: Character can *speak with animals*, as per the spell, but for the chosen animal only.

*Eyes*: Character gains any special perceptive ability the creature possesses (darkvision, blindsight, etc.) and gains any racial modifier to Perception the animal might have. If the animal has more than one special sense, the character must choose one, and it cannot be later changed.

*Neck*: Character gains *hold monster* as a spell-like ability versus the chosen type of animal, with a caster level equal to the character's level.

*Shoulders*: Character uses the creature's Strength modifier instead of his own for one attack per round, using his highest BAB. If the character's Strength modifier is higher than the animal's, the character adds the animal's modifier to his own.

*Chest*: Character gains the wild empathy ability (as the druid or ranger class feature) with that type of animal only.

*Body*: Once per day, the character gains temporary hp equal to the animal's average hp.

*Back*: Character uses the animal's Strength score to determine encumbrance, not his own; this does not apply to attack and damage bonuses. If the character has a higher Strength than the animal, he adds <sup>1</sup>/<sub>2</sub> the animal's Strength to his for purposes of determining encumbrance.

*Hands*: Character gains +5 to Handle Animal skill with regards to that type of animal.

*Feet*: Character uses either the animal's move speed, or gains a special movement type (swim, burrow, climb, etc) it possesses. The character must decide which when the tattoo is applied and it cannot later be changed. **CONSTRUCTION** 

Requirements Craft Wondrous Tattoo,

*beast shape I*, any other spells mentioned above, the creator of the tattoo must have a caster level higher than the chosen creature's CR; **Cost** 13,625 gp

#### **BISHOP TATTOO**

Aura faint conjuration (healing); CL 5<sup>th</sup>

Slot any; Price 5,400 gp

This simple black tattoo, in the shape of a bishop piece from a chess set, allows its bearer to cure either himself or a companion of 3d8+5 hit points once per day. If using the healing powers of the tattoo on another person, the bearer must be able to touch the intended recipient.

Originally a tattoo exclusive to the Myrmidon rank of the same name, *bishop tattoos* have become common among war priests, paladins, and other devout adventurers.

#### CONSTRUCTION

**Requirements** Craft Wondrous Tattoo, *cure serious wounds;* **Cost** 2,700 gp

#### **BONDS OF FRIENDSHIP**

Aura faint divination and transmutation; CL  $3^{rd}$ Slot any; Price 8,400 gp each

Adventurers, mercenaries, sailors, and even siblings or cousins often form relationships that go beyond simple friendship or familial love. When two people are the very best of friends, and stand side by side in all that they do, they want a way to keep track of each other and help each other out when they need assistance. Inkantationist sisters Mindra and Mindera Goldleaf created the *bonds of friendship* tattoos so they could do just that for each other.

*Bonds of friendship* are matching tattoos that two people receive in the same location on their bodies. Many friends choose matching ring tattoos, but any abstract or symbolic tattoo will work, so long as they are exactly the same and in the same spot. The tattoos provide their bearers with a constant knowledge of the other's well-being, regardless of distance, so long as they are on the same plane of existence. Additionally, when both tattoo bearers are fighting in the same battle (within 100 feet of each other), they each receive a +2 bonus to attack and damage rolls.

Bonds of friendship only work in pairs; there is no benefit to getting one without a friend to get the matching tattoo, and no more than two people can benefit from the magic of the tattoos. In the event that one member of the pair dies, the surviving member will be fully and completely aware of their passing, then the magic of the tattoo will cease. Should one member of the pair cross to another plane of existence, the other will no longer be aware of their status, but will sense that the tattoo is still active.

# CONSTRUCTION

Requirements Craft Wondrous Tattoo, *status*; Cost 4,200 gp each

#### **BONDS OF LOVE**

**Aura** faint divination and abjuration; **CL** 3<sup>rd</sup> **Slot** any; **Price** 8,160 gp each

Typically applied after marriage or another declaration of love and devotion, *bonds of love* tattoos serve to let both members of the happy couple keep the other safe. Most couples choose to have matching rings tattooed, but some choose half a heart with the other's initial, or the other's name or even portrait.

Regardless of the imagery, *bonds of love* tattoos provide their bearers with a constant knowledge of the other's well-being, regardless of distance, so long as they are on the same plane of existence. In addition, once per day each tattoo bearer can protect their beloved with the effects of a *shield other* spell, again regardless of distance, so long as they are on the same plane.

*Bonds of love* only work in pairs; there is no benefit to getting one without a lover to get the other tattoo, and no more than two people can benefit from the magic of the tattoos. In the event that one member of the pair dies, the surviving member will be fully and completely aware of their passing, then the magic of the tattoo will cease. Should one member of the pair cross to another plane of existence, the other will no longer be aware of their status, but will sense that the tattoo is still active.

Couples who already had *bonds of friendship* tattoos can get *bonds of love* and benefit from both. **CONSTRUCTION** 

**Requirements** Craft Wondrous Tattoo, *status, shield other*; **Cost** 4,080 gp each

#### **CANTRELL OVIN'S CROWN**

Aura moderate conjuration; CL 9<sup>th</sup>

Slot hand; Price 45,000 gp

This wondrous tattoo is a tattoo of a coin in the palm of the hand, which, when activated, allows the character to conjure a single gold coin. It is a real coin, and may be used as such, but it only remains in existence for 24 hours. Whatever coin image is tattooed in the palm is the type of coin that is conjured, so all conjured coins look exactly alike. The tattooed character can conjure one coin per round. If multiple coins are spent in the same place, a DC 20 Perception check allows the person receiving the coins to notice something odd about them (that they are all identical).

The name of the tattoo comes not from the creator of the tattoo – as most named wondrous tattoos do – but rather from the name of the most unfortunate person to ever bear the tattoo. Cantrell Ovin was a wainwright in a tiny village who once repaired the wagon of the traveling inkantationist Rezol Ungmir. As payment, Rezol gave Cantrell the coin tattoo, but the only gold coin he had as a likeness was one from a far away empire. Rezol warned Cantrell to use the power of the tattoo sparingly and discretly. Unfortunately, Cantrell did not heed the warning and used the coins everywhere, in grand fashion. It didn't take long for the locals to notice that only Cantrell spent the foreign coins, which always disappeared within

24 hours. Less than a month after receiving the tattoo, Cantrell Ovin was hanged as a thief. His name stuck to the wondrous tattoo afterward as a warning for others to heed Rezol Ungmir's warning of discretion. CONSTRUCTION



Wondrous Tattoo, *major creation*; **Cost** 22,500 gp

**Requirements** Craft

Cantrell Ovin's Crown

#### **CAZENUEVE'S GILLS**

Aura moderate transmutation; CL 5<sup>th</sup>

Slot neck; Price 15,000 gp

Appearing as a set of fish or shark-like gill slits on the neck, this tattoo imbues the bearer with the ability to breathe water for up to 5 hours each day (which do not need to be consecutive). The tattooed character can still breathe air, even after the gills are activated.

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, *water breathing*; Cost 7,500 gp

#### **CLAWS OF THE GECKO**

Aura moderate transmutation; CL 5<sup>th</sup>

Slot hands; Price 30,000 gp

The character has gecko-like claws tattooed on their hands, and when activated the character sprouts very small, sharp claws allowing them to climb with great efficiency. They can climb at <sup>1</sup>/<sub>2</sub> their normal move. They also gain two claw attacks per round as a natural attack using the character's highest BAB, and doing 1d3 damage (1d2 if the tattooed character is Small-sized, 1d4 if Large-sized).

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, *beast shape I*; Cost 15,000 gp

#### Contingent Tattoo

Aura moderate evocation; CL 11<sup>th</sup> Slot any; Price 23,760 gp

A *contingent tattoo* is a special wondrous tattoo that, like a *ring of spell storing*, can be imbued with the power of another spell, which is stored for later use. Unlike a *ring of spell storing*, however, the *contingent tattoo* only releases the spell stored within it when certain conditions are met or achieved. As with the *contingency* spell, the spell stored within the tattoo must be 6<sup>th</sup> level or lower and must be a spell that affects the person bearing the tattoo only. Most adventurers with this tattoo store healing spells triggered to

go off when they are near death, *mage armor* or *shield* spells that are triggered when they are attacked, etc.

Once the spell stored within the *contingent tattoo* is used, another spell can be stored within it and the activation conditions reset or changed. However, once the tattoo has been activated, even if another spell is stored within it immediately, the tattoo cannot be activated again for 24 hours.

A contingent tattoo can be of any design the receipient wishes, though three designs are most common: a ring tattoo, or an hourglass or sundial (to represent the effects of the tattoo triggering when a certain "time" is reached).

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, *contingency*; Cost 11,880 gp

#### **COWARD'S BRAND (PUNITIVE)**

Aura moderate necromancy; CL 7th

**Slot** any except armor or shield (but always easily visible) For soldiers or adventurers found guilty of cowardice – running in battle leaving comrades to die, abandoning their post, and other such offenses – they are often either branded or tattooed with a letter "C" on their head or body, or otherwise marked for their misdeeds with either the insignia of a white feather or a broken spear and shield. The *coward's brand* is effectively a permanent *bestow curse*, effective whenever the character acts in fear. The effect of the brand is usually sharp and intense pain in the legs and feet resulting in a -6 penalty to Dexterity and movement reduced to 10 feet.

Note that cowardice in this context does not apply to those who are affected by a magical *fear* effect or aura – the magic within the brand can differentiate between innate cowardice and magical fear.

A coward so branded can redeem himself by performing a great act of heroism and bravery. By doing so, the effects of the tattoo are removed, and the ink or brand itself begins to fade slowly until, after a week, it is gone entirely.

CONSTRUCTION

Requirements Craft Wondrous Tattoo, bestow curse

#### **CRIMINAL'S BRAND (PUNITIVE)**

Aura moderate necromancy; CL 5<sup>th</sup>

**Slot** any except armor or shield (but always easily visible) A *criminal's brand* is a magical tattoo or brand that marks a criminal. The mark is in the form of a letter representing the crime – "R" for rape, "T" for theft, "M" for murder, etc. In most societies, the *criminal's brand* is reserved for repeat offenders or for especially heinous crimes and usually takes the place of imprisonment. The effects of a *criminal's brand* are varied, depending on the crime.

For minor crimes, such as theft under 1,000 gp, disturbing the peace, vandalism, etc., the effect

is a -3 penalty to Charisma and a -5 penalty to a skill related to the crime (for instance, if the crime was theft, the penalty would apply to Sleight of Hand or Stealth). GMs should apply the skill penalty as they see fit, but to only a single skill.

For major crimes, such as assault, murder, theft over 1,000 gp, or rape, the effect is a -5 penalty to Charisma and a -10 penalty to a skill or ability related to the crime (for instance, if the crime was rape, the penalty could apply to Intimidate or to attack). GMs should apply the penalty as they see fit, but to only one skill or ability.

The *criminal's brand* can be set to fade after a certain length of time (the sentence for the crime, usually a few weeks to a couple of years) or to be permanent (usually the case for the most heinous of crimes).

An unexpected benefit to criminals who bear the mark is that in some criminal circles, the Charisma penalty suffered by the tattoo bearer is not only negated, but a bonus equal to half the value of the penalty is actually received (round down). For instance, a thief who receives the *criminal's brand* for stealing a 750 gp gem might find that among some of his fellow thieves his -3 penalty to Charisma becomes a +1 bonus. This is a GM's decision, however, for some members of the branded thief's guild (especially his superiors) might be irritated he was caught and punished.

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, bestow curse

#### DESERTER'S SHAME (PUNITIVE)

Aura moderate necromancy; CL 7<sup>th</sup>

**Slot** any except armor or shield (but always easily visible) The *deserter's shame* is similar to the *coward's brand*, although more specific. The tattoo appears as either a tattered and broken standard lying on the ground or, more simply, as the letter "D". The deserter is confined to one location (a garrison, castle, encampment, etc) and cannot willingly go more than 50 feet from it without suffering the effects of a *bestow curse*, manifesting as a sharp and intense pain in the legs and feet resulting in a -3 penalty to Strength and Dexterity. The effects double for every 50 feet beyond the limit they go. Under the effects of this curse, attributes can drop below zero and result in death.

The magic of the tattoo is such that a superior officer can give the shamed tattoo bearer orders to leave the designated area for specific tasks, but if the deserter does not return by a pre-determined time the effects begin to kick in. Likewise, a superior officer can change the area the tattoo bearer is confined to as he needs to or as he sees fit. The *deserter's shame* punitive tattoo can never be removed by performing a heroic deed, as with the *coward's brand*. However, a deserter who later redeems himself can be released from the effects of the tattoo (though the physical tattoo remains in place). **CONSTRUCTION** 

Requirements Craft Wondrous Tattoo, bestow curse

#### **DRAGON'S POWER**

Aura strong transmutation; CL 12th

**Slot** any; **Price** 12,000 gp (+2), 42,000 gp (+4), 92,000 gp (+6)

Few things conjure the image of strength and power more than a dragon, and *dragon's power* tattoos give their bearers a bit of a dragon's might. Each tattoo features a single dragon of any color, usually wrapped around the arm or leg, but it can be placed anywhere on the body. The tattoo grants the bearer an enhancement bonus to both Strength and Constitution of +2, +4, or +6. In addition, the tattoo offers energy resistance 5 toward the type of energy used in the breath weapon of the dragon in the tattoo (acid resistance 5 for a black dragon, fire resistance 5 for a red dragon, etc.).

One can get multiple *dragon's power* tattoos, but the Strength and Constitution bonuses from multiple tattoos do not stack, nor do energy resistance bonuses of the same type. You could, however, get both black and red dragon tattoos and receive energy resistance 5 to both acid and fire.

#### CONSTRUCTION

**Requirements** Craft Wondrous Tattoo, *bear's endurance, bull's strength, resist energy*; **Cost** 6,000 gp (+2), 21,000 gp (+4), 46,000 gp (+6)

#### **ELEMENTAL INK**

**Aura** strong (see description); **CL** 10<sup>th</sup> **Slot** special (see description); **Price** 27,250 gp Similar to *beastly ink*, *elemental ink* is a symbol or representations of the four base elements that grant different benefits depending on where they are located on a character's body. Characters can possess multiple *elemental ink* tattoos so long as they take up different slots, however, a character cannot have tattoos of opposing elements (fire and cold, earth and air, etc).

*Armor* or *Body*: Character is immune to damage from that element, as per the spell *protection from energy*. The tattoo can absorb 120 points of that type of energy per day.

*Head*: Character can speak the appropriate elemental language, as per the spell *comprehend languages* (but with no limit to duration).

*Neck*: Character gains a breath weapon of that elemental type, usable once per day, doing 1d4 points of damage per character level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 your character level + your Charisma modifier. The shape & type of the breath weapon depends on your chosen elemental type: Air = 60-foot-line of electricity; Earth = 60-foot-line of acid; Fire = 30-foot-cone of fire; Water = 30-foot-cone of cold.

*Chest*: Character gains energy resistance 10 versus that type of element, as per the spell *resist energy*.

*Hands*: Character does an additional 1d4 of appropriate elemental damage with each successful melee attack, whether armed or unarmed.

#### CONSTRUCTION

**Requirements** Craft Wondrous Tattoo, *elemental body I*, any other spells mentioned above; **Cost** 13,625 gp

#### **ELF FRIEND**

Aura strong divination; CL 12th

Slot eyes; Price 25,000 gp

This tattoo is usually done in gold and black ink and seems to have highlights mirroring the leaves of the forests. It is a geometric pattern, thin and light, tracing from the outside of one eye down the cheek bone, and it signals to all who recognize it that the tattoo bearer is a friend of the elven race. Although there are non-magical versions of this tattoo that grant a +1 circumstance bonus to Diplomacy rolls with elves and help ensure safe passage through Elven lands, elves also know such things can be faked. The magic of this tattoo, however, is very hard to falsify. The elf friend tattoo grants the bearer a +4 competence bonus on Charisma checks and Charisma-based skill checks with elves, and a +2 competence bonus on similar checks when dealing with good-aligned fey creatures. However, it also imposes a -2 penalty on similar checks when dealing with any evil sylvan races and a -4 penaltywhen trying to interact with orcs. The bearer of the tattoo can also understand, speak, and read Elven. If the bearer does not already have low-light vision, he gains it, along with keen senses, a +2 enhancement bonus to dexterity, immunity to magical sleep and a +2 resistance bonus on saves enchantment spells and effects.

The *elf friend* tattoo is only granted to the most trusted of non-elf allies and friends, and anyone with an *elf friend* tattoo who attacks an elf, spies on elves, or in any other way betrays that trust will be hunted down by agents of those who granted the bearer the tattoo in the first place.

#### CONSTRUCTION

Requirements Craft Wondrous Item, *tongues*, creator must be an elf; Cost 12,500 gp

#### **EYE OF STEROPES**

Aura moderate divination; CL 3rd Slot headband; Price 2,500 gp The character's forehead is tattooed with ล single large eve, like that of a cyclops. The character gains the ability to use the cyclops ability, flash of insight, which allows them to select the exact result of one die roll before the roll is made. This effect can

Eye of

Steropes

alter an action taken by the character only, and cannot be applied to the rolls of others. Like a cyclops, the character can use the ability once per day. **CONSTRUCTION** 

**Requirements** Craft Wondrous Tattoo, *alter self*;

Cost 1,250 gp

#### **GLAMOROUS MASCARA**

Aura faint illusion; CL 1st

Slot head; Price 750 gp

The character selects a basic scheme of makeup – rouge, eye shadow, lip tint, etc – which is then tattooed permanently onto their flesh. The tattoo is colorless until activated, at which point it infuses fully with the chosen colors for up to 8 hours per day. The 8 hours do not have to consecutive, and the *glamorous mascara* can be activated and deactivated numerous times during the day. It is a standard action to activate the tattoo and a free action to deactivate it. **CONSTRUCTION** 

Requirements Craft Wondrous Tattoo, *disguise self*; Cost 375 gp

#### **GOUZONG'S EXIGENT ARROWS**

**Aura** faint (moderate) evocation; **CL** 1<sup>st</sup> (8<sup>th</sup> for *frost* or *shocking*, 10<sup>th</sup> for *flaming*)

Slot wrists; Price 900 or 2,900 gp

A single arrow is tattooed along the inner side of the character's non-dominant arm. The arrowhead is at the wrist or on the palm, and when the character draws a bowstring, the tattoo magically creates an arrow, ready to fire. The character has 1 arrow per two character levels (minimum 1) available from the tattoo each day.

Exigent Arrows

Gouzong's

Arrows created by the tattoo are masterwork quality. The arrows can be made *flaming*, *frost* or *shocking* by adding 2,000 gp to the price of the tattoo. Only one extra quality can be added to *Gouzong's exigent arrows*. The addition of *flaming*, *frost* or *shocking* must be done at the time the tattoo is first created; it cannot be added to the tattoo later. If the character already has a physical arrow in his hand at the time he draws the bow, the tattoo will not create an additional arrow. **CONSTRUCTION** 

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, *magic missile* (plus any spells needed for *flaming*, *frost* or *shocking*); Cost 450 or 1,450 gp

#### **GREAT HUNTER**

**Aura** moderate transmutation; **CL** 7<sup>th</sup> **Slot** any; **Price** 2,500 gp

The *great hunter* tattoo is usually illustrated as the object of a successful hunt – a ten-point stag, a fat boar, a healthy aurochs – though some hunters prefer the image of a pulled bow, arrow knocked and ready to fly. The tattoo's bearer receives a +5 competence bonus to Survival checks when hunting. The bonus from a *great hunter* tattoo only applies when hunting, not when using the Survival skill for picking a campsite, predicting the weather, etc.

CONSTRUCTION

Requirements Craft Wondrous Tattoo, *eagle's splendor*; Cost 1,250 gp

#### HAWK'S TALONS

Aura moderate transmutation; CL 5<sup>th</sup>

Slot hands; Price 30,000 gp

The character has the talons of predatory birds tattooed on his hands. When activated, he grows large, curved talons designed for combat, and gains 2 claw attacks per round as a natural attack at his highest BAB, with each claw doing 1d4 points of damage (1d3 for Small-sized creatures, 1d6 for Large). In addition, the character receives a +5 bonus to their CMB on grapple attempts. **CONSTRUCTION** 

Requirements Craft Wondrous Tattoo, *beast shape I*; Cost 15,000 gp

#### HAYABUSA'S HORRIFIC HAG

Aura moderate necromancy; CL 7th

Slot chest; Price 11,200 gp

The character's chest is adorned with the frightening image of a hag making a threatening gesture. When presented, the tattoo creates a potent *fear* effect, equal to the spell. The Will save DC for those affected is 14 + the tattooed character's Charisma modifier. The effect can be used once per day, and can only be used if the tattoo is visible (it has no effects when covered by clothing or armor).

Anyone with the Sexy Ink feat cannot get this wondrous tattoo, and anyone with the *Hayabusa's horrific hag* wondrous tattoo cannot later gain the Sexy Ink feat.

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, *fear*; Cost 5,600 gp

#### HERON TATTOO

Aura faint transmutation; CL 5<sup>th</sup>

Slot any; Price 2,500 gp

Herons are traditionally considered symbols of grace, and in art are associated with the ruling caste of some cultures. This tattoo can be a simple glyph representing a heron, but is usually quite detailed and almost lifelike. The *heron tattoo* continually grants the wearer a +5 competence bonus on Diplomacy checks. *Heron tattoos* 

have always been popular among the Ryueken Order, and also among nobles and merchants. CONSTRUCTION

Requirements Craft Wondrous Tattoo, creator must have 5 ranks in the Diplomacy skill; Cost 1,250 gp

#### HOSPITALIER'S VERSE

Aura faint conjuration; CL 5<sup>th</sup>

Slot chest; Price 5,000 gp

This inscription of verse is done on the chest right above the heart, reflecting its status as a sacred vow. The verse varies with the holy text of the recipient's faith, but always invokes the requirement that the wearer give aid to those who are ill and need assistance. The bearer of the hospitalier's verse is immune to disease, including supernatural diseases. If the bearer ever willingly refuses aid to those who are ill without very good cause they lose their disease immunity. Foregoing aid in the short term to provide long-term aid or help a larger group is valid - putting personal cause above others is not.

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, remove disease; Cost 2,500 gp

#### LUCKY INK

Aura moderate enchantment; CL 5<sup>th</sup>

Slot any except armor or shield; Price 6,000 gp

Symbols of luck, such as a seven-pointed star, coin, horseshoe, four-leaf clover, or other symbols of good fortune, may be placed anywhere on

the body. Once every three days, the tattooed character may reroll any one die roll, and use the better result.

A character may have only one lucky ink tattoo. Having more than one, even if it is a different symbol of luck and in a different tattoo slot, cancels both out and, in fact, results in bad luck. For as long as both tattoos are possessed, the GM can direct

Lucky Ink

the character once per day to reroll any one die roll and use the worse result of the two.

#### **CONSTRUCTION**

**Requirements** Craft Wondrous Tattoo, *good hope*; Cost 3,000 gp

#### MADRE OPHEN'S SENSE EVIL TATTOO

Aura minor divination: CL 1st

Slot chest; Price 1,500 gp

This tattoo is of a sentinel bearing the sign of a good deity (the symbol usually being chosen by the character receiving the tattoo). When activated by concentration, the tattoo detects evil in a 5-foot-radius per 2 character levels around the bearer of the tattoo. In the presence of evil the tattoo glows and the character experiences

#### **MULTIPLE LUCKY TATTOOS**

Want to add a peculiar effect caused by multiple characters bearing *lucky ink*? Use this optional rule! If multiple characters within 100 feet of one another possess *lucky ink* tattoos, the tattoos interfere with each other's effectiveness. If the total number of characters with *lucky ink* are an even number, then whenever a reroll is made, only even numbers count on the reroll - odd numbers are null, count as no effect and the character is forced to take the original roll. Likewise, if the total number of characters with *lucky ink* is an odd number, then only odd numbers count on the rerolls. Implementing this rule is a good way to keep every PC in the party from getting a *lucky* ink tattoo!

burning pain equal to the strength of the evil detected (see the *detect evil* spell description in the *Pathfinder Roleplaying Game Core Rulebook*). The tattoo does not locate or identify the source of the evil nor the number of evil auras present, only the presence of evil. CONSTRUCTION

Requirements Craft Wondrous Tattoo, detect evil; **Cost** 750 gp

#### MARK OF ATONEMENT (PUNITIVE)

Aura strong abjuration; CL 5<sup>th</sup> Slot headband

Located on the forehead and symbolizing the person's misdeeds, the mark of atonement reveals the penitent to all, but also indicates a sincere effort at making amends. The mark generally functions as per the spell atonement, and has the same requirements (the penitent one must be truly repentant and desire to atone for their transgressions). The mark cannot be removed by any means until the bearer has successfully attained redemption, at which point the mark fades of its own accord. The mark



Atonement



The advantage to receiving the *mark of atonement* rather than simply submitting to an *atonement* spell is that the penitent one does not need to spend thousands of gold he may not have on incense and herbs. The drawback is that unlike the spell, the *mark of atonement* is not instantaneous.

Upon receiving the mark, the bearer is tasked with performing some deed of atonement – one who usually takes anywhere from several days to several years to accomplish. While the penitent one is not compelled to complete the task, as they would be by a *geas/quest* spell, until that task is completed, the *mark of atonement* remains, and the penitent one is not truly forgiven of his sins. Once the task is completed, the mark fades instantly and the tattoo bearer is fully atoned for his misdeeds.

CONSTRUCTION

Requirements Craft Wondrous Tattoo, atonement

#### MARK OF RECALL

Aura moderate conjuration; CL 13<sup>th</sup>

Slot any except armor or shield; Price 4,500 gp

Gregor Darkwanderer, a wizard and inkantationist of the northlands, didn't do as much wandering as his name might suggest. He did, however, need things, and from time to time and would hire adventurers to procure those things for him. In order to insure a sought after item's quick return, Gregor crafted a magic tattoo with a one-time use. This ink, once tattooed on a subject, acts as a *greater teleport* spell, recalling the subject and everything he carries/holds to the summoning room of Gregor's tower. To activate the teleportation the subject slaps the mark and shouts, "Return!"

The magic of the tattoo affects only the tattoo bearer and her gear, familiar, and/or divine animal companion. It will not teleport more than one individual otherwise, and will not transport pets or animals not magically bound to the tattoo bearer.

A side effect of the activation is that the ink burns away as the magic activates, doing 1d4 fire damage, and leaving a non-magical brand-like mark in the same shape as the original tattoo.

The ingredients for the ink of this tattoo were shared with several others, and soon it spread across the world. Though carefully guarded, there are several inkantationists and wizards who know how to craft a *mark of recall*. The design of the tattoo is usually symbolic of the location to which the bearer is to return (the original *mark of recall* was an image of Gregor's tower) but when secrecy is a must, an abstract image can be used. The tattoo must be in a location where it is easily reachable, so except for the most flexible of characters, the back is not recommended. **CONSTRUCTION** 

Requirements Craft Wondrous Tattoo, greater teleport; Cost 2,250 gp

#### **MOTHER TATTOO**

**Aura** weak abjuration and enchantment; **CL** 1<sup>st</sup> **Slot** any except armor or shield; **Price** 1,600 gp

Typically, *mother tattoos* are a stylized heart with the word "mom" or "mother" inside, but sometimes is just the text alone. *Mother tattoos* are usually possessed by those who have strong attachments to loving, caring mothers. Once per day, the tattoo can be activated to provide a *bless* effect (as per the spell, lasting 1 minute) and a *protection from evil* effect (as per the spell, lasting 1 minute). The two effects must be activated separately, and can be activated at two completely different times during the day, or on consecutive rounds.

There are rumors that an alternate form of this tattoo is possessed by some who hated their mothers or who had domineering, abusive mothers. These tattoos are said to cause fear in others, or to cause others to shrink in size.

#### CONSTRUCTION

**Requirements** Craft Wondrous Tattoo, *bless, protection from evil*; **Cost** 800 gp

#### **OVERLAPPING RAINBOWS**

#### Aura weak illusion; CL 1st

Slot any except armor or shield; Price 1,200 gp

One rainbow tattoo placed atop another, this wondrous tattoo grants the bearer the ability to use a type of *color spray* effect three times per day. The primary difference from the *color spray* spell is that instead of stunned, blinded and unconscious, the effects of *overlapping rainbows* can leave targets dazzled, stunned or fascinated. The Will save DC to resist the effects is 14. **CONSTRUCTION** 

Requirements Craft Wondrous Tattoo, *color spray*; Cost 600 gp

#### **PARENT'S REMINDER**

Aura moderate divination and evocation; CL 7<sup>th</sup>

Slot any except armor or shield; Price 28,000 gp

Many adventurers journey far from home, leaving their children behind where they're safe. Some adventuring parents carry reminders on their skin in the form of children's initials, dates of birth, or favorite animals or toys. The tattoo can be activated once per day to locate the child the tattoo is tied to, with a range of 1,500 miles (the tattoo bearer and the child must be on the same plane of existence). The locate effect lasts for 2 hours once activated. In addition, once per day the tattoo allows the bearer to send a telepathic message to their child of up to 25 words. If the child is old enough to comprehend what is going on, the child can send a message of the same length back to the parent.

One may have as many tattoos as they have children, each tied to a different child and in a different body slot. The tattoo is effective throughout the child's life. **CONSTRUCTION** 

**Requirements** Craft Wondrous Tattoo, *locate creature, sending*; **Cost** 14,000 gp

#### Aura moderate enchantment; CL 5th

**Slot** any except armor or shield (but must be visible); **Price** 16,000 gp

A pair of peacock-like feather-encircled eyes tattooed on the character allows them to mesmerize a single target. The tattooed peacock eyes can take up any slot the character desires, but must be visible to others in order to be used. The tattooed character can choose to either fascinate (as the spell *hypnotism* cast by a 5<sup>th</sup> level bard) or charm (as the spell *charm monster* cast by a 5<sup>th</sup> level bard).

Most who get this tattoo have it placed on their hands, around their own eyes or on their chest. The character can activate the tattoo twice per day, using either effect desired (the same one twice, or each one once).

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, *hypnotism, charm monster*; Cost 8,000 gp

#### **RAT KING**

Aura moderate enchantment; CL 4th

Slot any except armor or shield; Price 1,000 gp

This tattoo is an image of a wheel made of filthy rats, their tails intertwined into a hub. The *rat king* tattoo grants the bearer power over rodents – when facing dire rats or rat swarms, the tattoo bearer effectively has the class feature of wild empathy with the creatures, rolling 1d20 and adding their Charisma modifier and the tattoo's caster level to the roll to determine their check result. Once per day the tattoo bearer can also summon a rat swarm, which will follow instructions for a number of rounds equal to the tattoo bearer's Charisma modifier before dispersing.

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, charm monster, summon monster I; Cost 500 gp

#### **ROLLING BONES**

Aura weak conjuration; CL 9th

Slot any except armor or shield; Price 2,500 gp

A tattoo of a pair of 6-sided dice, usually placed in the palm or on the wrist. With a twitch of the wrist the bones appear in the hand ready for play. The *rolling bones* tattoo can be straight or (more commonly) cheater's dice. Many a dice player has lost his wrist and hand after being caught cheating, so those seeking this tattoo should beware.

The dice can be used once per day for up to one hour. If used as cheater's dice, the tattoo bearer gains a +5 competence bonus to Bluff checks while playing. If a Bluff check fails by 5 or more, the bearer's gaming opponents have noticed the dice are loaded. **CONSTRUCTION** 

Requirements Craft Wondrous Tattoo, *major creation*; Cost 1,250 gp

#### **RYNZOE'S INSTANT LENSES**

**Aura** moderate divination; **CL** 9<sup>th</sup> **Slot** hands; **Price** 2,500 gp

Rynzoe Ziffergilz, a gnome inkantationist and jeweler, was forever misplacing his eyeglasses. After misplacing them for the umpteenth time he decided to create a set of lenses he could never lose. He tattooed the outside edge of each of his hands from the tip of the thumb to the tip of the forefinger with a single solid dark line. When Rynzoe then made a circle with his thumb and forefinger a magical lens shimmered within the hole created. With one hand (either left or right) the circle made a magnifying glass. With each hand making a circle and placing his thumbnails on the bridge of his nose he made reading glasses for seeing close up or corrective lenses for seeing far away. If he extended one hand in front of the other, pantomiming a telescope, an ethereal length of tube appeared between his hands creating a magical telescope. When he placed forefinger to forefinger and thumb to thumb a mirror glistened within the space.

Rynzoe never again lost his glasses and the tattoo proved so popular, he repeated it for others. The tattoo is a fairly common one today, in demand by inkantationists themselves, as well as jewelers, crafters, rogues and spies. When using the tattoo as a magnifying glass, the tattoo bearer gains a +5 competence bonus to Perception checks when examining things up close, including looking for traps, hidden locks, or hidden doors and a +5 bonus to Craft checks. When used as eyeglasses, the tattoo grants the bearer a +5 bonus to Perception checks to spot people and items not actively hidden or trying to hide. When used as a telescope, the tattoo bearer can see twice as far as normal (this does not affect darkvision or low-light vision). When used as a mirror, the tattoo acts as a standard mirror.

CONSTRUCTION

Requirements Craft Wondrous Tattoo, *true seeing*; Cost 1,250 gp

#### SCARLET BISON

**Aura** moderate transmutation; **CL** 3<sup>rd</sup> **Slot** neck; **Price** 5,000 gp

Reputed to be a very invigorating tattoo, the *scarlet bison* (which is tattooed as a red bison, usually in a fighting position or preparing to charge) is often found on the young, affluent, and aggressive. It grants a permanent +2 bonus to initiative and Reflex saves, but a -2 penalty to all Charisma-based skills. In addition, once per day, the player may make a Fortitude save to resist fatigue with a DC of 15 + any armor check penalty number due to encumbrance (for example, if the character has an armor check penalty of -4 due to encumbrance, the save DC would be 15 + 4 = 19). However, if the save is failed, the character is immediately exhausted. **CONSTRUCTION** 

**Requirements** Craft Wondrous Tattoo, *bear's endurance*, *cat's grace*; **Cost** 2,500 gp

#### SCARLET LETTER (PUNITIVE)

**Aura** moderate necromancy; **CL** 7<sup>th</sup> **Slot** head or chest (and always easily visible)

A large, red letter "A" – either a tattoo or a tinted brand – applied to the forehead or chest, the *scarlet letter* is used in conservative societies to mark both male and female adulterers. The bearer of the mark suffers a -5 penalty to all Charisma-based checks when attempting to seduce anyone other than their spouse or significant other. Also, the bearer suffers a -3 penalty to all Charisma-based checks when dealing with anyone who considers adultery abhorrent.

The *scarlet letter* can be removed in several ways. If the person you cheated on forgives you, the mark will fade away. The mark will also fade if a priest of your faith absolves you of your misdoings. Finally, if you undergo an *atonement* (as per the spell) or agree to a *mark of atonement* tattoo, you can absolve yourself of your sins, and the mark will disappear once you've completed your atonement.

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, bestow curse

#### SEA LEGS

Aura faint abjuration & divination; CL 5<sup>th</sup>

Slot legs or feet; Price 10,000 gp A nautical themed tattoo, often taking the form of a ship, merfolk, anchor, dolphin, or the like, commonly worn by sailors. The tattoo grants the bearer powers while traveling through marine terrain. The character is immune to nausea caused by rough seas, +2 to Fortitude saves against disease while at sea, and is +5 to Profession (sailor) skill checks. The character suffers no movement penalties while moving around a ship, including above deck, below deck, and in the rigging.



Sea Legs

**Requirements** Craft Wondrous Tattoo, *guidance*, *resistance* **Cost** 5,000 gp

#### SHOULLA MOWAN'S TATTOOED ROPE

Aura weak transmutation; CL 1st

CONSTRUCTION

**Slot** wrist or shoulders; **Price** 2,000 gp (2,250 gp with grappling hook)

The character has a tattooed rope coiled around his arm which, when activated, produces a magical rope that the character can control as per *animate rope*. The rope is 50 feet + 5 feet per character level long. A grappling hook may be added to the tattoo, making it count for

an additional slot (typically hand and wrist, or wrist and shoulder). The rope can be activated once per day per character level **CONSTRUCTION Requirements** Craft Wondrous Tattoo, animate rope **Cost** 1,000 gp (1,125 gp with grappling hook)

#### SILVERED KNUCKLES

Aura moderate transmutation; CL 3rd

Slot hands; Price 2,200 gp

This tattoo is applied to the knuckles of both hands using a mixture of tattoo ink and molten alchemical silver. The bearer's fists then count as silver for purposes of bypassing damage reduction on creatures such as lycanthropes with unarmed attacks. In addition to the ability to bypass damage reduction, the tattoo bearer receives a +1 bonus to all unarmed attacks.

The patterns of the tattoos commonly form runes against lycanthropy or are in praise of a deity who detests the curse of lycanthropy. The tattoo is common among rangers, druids, clerics, and paladins, but anyone can receive it.

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, alter self Cost 1,100 gp

#### SPARKLE AND FLASH

Aura weak enchantment; CL 1<sup>st</sup>

Slot body or chest; Price 1,000 gp

Many of the exotic veiled dancers of the eastern lands are adorned in the spectacular sparkle and flash tattoos created by the inkantationist Balou Alvesair. The tattoos consist of faint lines on the flesh covering the bodies of the dancers, but in daylight or bright light they can hardly be noticed. However, in moonlight, torch-, fire-, or candlelight, they can be clearly seen. The tattoos are largely abstract images - curved lines, swirls, repeating patterns - with a few recognizable images such as flowers interspersed. When activated, the tattoos illuminate, sparkle and flash. As the dancer begins to twist and twirl the light show becomes intoxicating and up to 2d3 viewers within 90 feet of the dancer must make a Will save (DC 11 + the dancer's Charisma modifier) or become fascinated. The fascinated condition lasts in the viewers for as long as the dancer continues to perform. CONSTRUCTION

Requirements Craft Wondrous Tattoo, *charm person* Cost 500 gp

#### STORMCALL TATTOO

Aura moderate evocation; CL 5<sup>th</sup>

Slot any except armor or shield; Price 4,000 gp

A towering thundercloud with bolts of lightning, this tattoo grants the bearer the passive power of reading the path of storms and guessing at their intensity (+10 to Knowledge (nature) checks regarding storms). Also, once per week they can summon a thunderstorm, as long as they are under open sky. During the storm, the tattoo bearer can designate up to five different targets, all of whom will be struck by a lightning bolt once every 1d4 rounds (or until a maximum of 10 bolts have struck)

for 3d6 damage each time (DC 15 Reflex save for half damage).

CONSTRUCTION

Requirements Craft Wondrous Tattoo, *call lightning*; Cost 2,000 gp

#### SUMMONING INK, LESSER

Aura moderate illusion; CL 7<sup>th</sup>

Slot any except armor or shield; Price 10,080 gp

This tattoo appears as a summoning circle with the outline of a monster in it. The tattoo functions as *shadow conjuration*, with the summoned monsters (drawn from the lists for *summon monster III* or lower) possessing 20% of their normal strength on disbelieving targets. The specific type of creature brought forth is chosen at the time the tattoo is created and can be one creature from the 3<sup>rd</sup>-level list, 1d3 creatures of the same kind from the 1<sup>st</sup>-level list. The tattoo can be activated once per day.

#### CONSTRUCTION

**Requirements** Craft Wondrous Tattoo, *shadow conjuration*; **Cost** 5,040 gp

#### SUMMONING INK, GREATER

**Aura** moderate illusion; **CL** 13<sup>th</sup> **Slot** any except armor or shield;

**Price** 32,760 gp The tattoo is similar to the lesser variety, though with a larger monster outline and a more elaborate circle. The tattoo functions as per greater shadow conjuration, with the summoned monsters (drawn from the lists for summon monster VI or lower) possessing 60% of their normal strength on disbelieving targets. The specific type of creature brought forth is chosen at the time the tattoo is created and can be one creature from the 6<sup>th</sup>level list, 1d3 creatures of the same kind from the 5<sup>th</sup>-level list, or 1d4+1 creatures of the same kind from a lower-level list. The tattoo can be activated once per day. CONSTRUCTION

Requirements Craft Wondrous Tattoo, shadow conjuration, greater; Cost 16,380 gp

### TATTOO OF FIERCENESS

Aura weak illusion; CL 1st

Slot eyes; Price 1,500 gp

*Tattoos of fierceness* are usually possessed by rangers or anyone who regularly battles a specific foe, or has a

Summoning Ink



hatred for a specific type of foe. The tattoo surrounds the eyes, creating a fierce visage that adds a +3 circumstance bonus to Intimidation checks and can sometimes cause enemies to run in fear.

Rangers who receive a *tattoo of fierceness* designate the tattoo to work against their favored enemy (or one of their favored enemies if they have more than one). Anyone other than a ranger who receives this tattoo must also designate a specific "chosen enemy" for it to work against, using the same rules as for favored

enemies (see the ranger class description in the *Pathfinder Roleplaying Game Core Rulebook*). The character receives none of the other benefits of the favored enemy class feature.

In addition to the bonus to Intimidate checks, once per day the *tattoo of fierceness* may produce a fear effect (as the *cause fear* spell) in the chosen enemy (DC 11 + the tattoo bearer's Charisma bonus Will save to negate). The fear effect does not work against any creature type normally immune to fear.

While the tattoo may draw the attention of other enemies, and possibly startle them, it has no intimidation or fear effects against any creatures other than the chosen enemy designated by the receipient of the tattoo.

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, *cause fear*; Cost 750 gp

#### **TATTOO OF THE UNSEEN**

Aura weak illusion; CL 1st

**Slot** neck; **Price** 2,500 gp A *tattoo of the unseen* is an open eye placed at the base of the neck where it is often hidden from view by clothing and long hair. The tattoo is usually possessed by rangers or anyone who regularly battles a specific foe. Rangers who receive a tattoo of the unseen designate the tattoo to work against their favored enemy (or one of their favored enemies if they have more than one). Anyone other than a ranger who receives this tattoo must also designate a specific "chosen enemy" for it to work against, using the same rules as for favored enemies (see the ranger class description in the Pathfinder Roleplaying Game Core Rulebook). The character receives none of the other benefits of the favored enemy class feature.

Enemies affected by the tattoo have trouble seeing the tattoo bearer. So long as the tattoo bearer is within what would normally be considered line of sight, the tattoo of the unseen renders him unseen by the chosen enemy type so long as he remains still (a DC 14 Will save bypasses the effect, allowing the bearer of the tattoo to be seen). If the tattoo bearer moves, he receives a +5bonus to his Stealth check vs. the chosen enemy only. If the chosen enemy makes a successful Perception check, he senses something, but still cannot see the tattoo bearer unless the Will save is successful. Once the enemy makes a successful Will save, he cannot be affected by the tattoo again for 24 hours.

If the bearer of the tattoo makes any attacks against the chosen enemy, or against anyone within the chosen enemy's line of sight, the effect is instantly lost and the specific enemy cannot be affected again for 24 hours.

Note the tattoo bearer is not actually invisible, as any creature other than the chosen enemy designated can still see him. On a similar note, if a friend or ally happens to be of the same type as a designated chosen enemy, they too can be affected by the power of the tattoo and have to make the required Will save and Perception check to see the tattoo bearer. A tattoo of the unseen and a tattoo of fierceness cannot be possessed by the same character unless each tattoo affects a different chosen enemy type.

**CONSTRUCTION** 

**Requirements** Craft Wondrous Tattoo, *sanctuary*; Cost 1,250 gp

#### **TRACK OF THE CAT**

Aura faint transmutation; CL 3rd Slot any; Price 2,000 gp

This tattoo is a series of several cat's paw prints placed anywhere on the body, usually positioned so it appears that a cat climbed across or up the body part in question. The bearer gains low-light vision and receives a +3 competence bonus to Climb and Stealth. If the bearer of *track of the cat* already has low-light vision, they instead gain a +1 competence bonus to Perception checks in low light.

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, cat's grace; Cost 1,000 gp

#### **TRANQUIL REPOSE**

Aura faint necromancy; CL 3rd Slot any; Price 1,000 gp

Designed for the adventurer who wants to prepare for the worst, *tranguil repose* tattoos provide protection to the bearer's body after death. Any holy imagery, such as an angel or holy symbol, can be used for a tranquil *repose* tattoo, as can a brightly burning sun.

When the tattoo bearer dies, the tattoo protects the body from rising as undead for six months. If the bearer was killed by vampires or ghouls, whose victims normally rise in their image within a day, they will not rise as undead. Also during the six-month period, the bearer's body cannot be activated by a necromancer. Once the six months are up, a necromancer will be able to activate the body.

In addition, the bearer's corpse is preserved for the six-month period after death, which gives the deceased's companions time to either get the body home for burial, or to a temple for *resurrection*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Tattoo, *gentle repose*; Cost 500 gp

#### VIEZURE'S BURROWING CLAWS

Aura moderate transformation; CL 5<sup>th</sup>

Slot hands; Price 30,000 gp

The character has their hands tattooed with the image of a burrowing creature's claws, and gains their power. They can burrow through soft earth or sand at 1/2 their normal move or hard earth at 1/3 their normal move rate. They cannot burrow through solid stone. They also gain two claw attacks per round as a natural attack using the character's highest BAB, and doing 1d3 damage (1d2 if the tattooed character is Small-sized, 1d4 if Large-sized).

#### CONSTRUCTION

**Requirements** Craft Wondrous Tattoo, *beast shape I*; Cost 15,000 gp

#### [WEAPON ABILITY] INK Aura appropriate aura type for weapon ability

(see Magic Weapon Special Ability Descriptions in the Pathfinder Roleplaying Game Core Rulebook): CL appropriate caster level for weapon ability (see Magic Weapon Special Ability Descriptions in the Pathfinder Roleplaying Game Core Rulebook) Slot any except armor or shield; Price 2,000 gp Any +1 weapon special ability - flaming, frost, keen, shock, etc - can be passed on to an Shocking appropriate weapon by the character bearing

Ink

this tattoo. No matter

what type of weapon is being wielded, mundane, masterwork or magical, the special ability is transferred to the weapon so long as it is wielded. The weapon does have to be of a type that the special ability could normally be applied to. For instance, a *keen* tattoo power could not be applied to a bludgeoning weapon and a *mighty cleaving* tattoo power could not be passed on to a longbow.

Specific tattoos are usually referred to as *flaming ink*, *keen ink*, *shock ink*, etc. The tattoos always resemble a weapon that seems to display the quality in question (such as a spear surrounded by lightning).

#### CONSTRUCTION

**Requirements** Craft Wondrous Tattoo, appropriate spells for weapon ability (see Magic Weapon Special Ability Descriptions in the *Pathfinder Roleplaying Game Core Rulebook*); **Cost** 1,000 gp

#### WINGS OF FLIGHT

Aura moderate transmutation; CL 5<sup>th</sup>

Slot back; Price 27,000 gp

Bird, bat, insect, faerie, or dragon-like wings on the character's back allows them to enjoy brief bursts of flight. While the tattoo is activated, the character gains a flight speed equal to their move speed, with average maneuverability. You can fly for up to 5 minutes each day, but the minutes do not need to be consecutive, and can be broken down into rounds.

#### CONSTRUCTION

Requirements Craft Wondrous Tattoo, *fly*; Cost 13,500 gp

#### WINGS OF SPEED

Aura moderate transmutation; CL 1<sup>st</sup> Slot legs or feet; Price 1,800 gp

A small tattoo of wings on the lower legs or feet can grant a quick boost to one's speed. For 5 minutes each day, the character moves as though under the effects of an expeditious retreat spell, increasing land speed by 30 feet. The 5 minutes do not have to be consecutive and can be spread out over the day. CONSTRUCTION



Wings of Speed

Requirements Craft Wondrous Tattoo, expeditious retreat; Cost 900 gp

# MAGIC ITEMS AS WONDROUS TATTOOS

Many magic items can be created as wondrous tattoos. The cost of any such tattoo is the normal cost of the magic item plus 500 gp (this reflects the complexity of turning the item into a tattoo and also the cost of ink and supplies). Table 2-2 lists the items from the *Pathfinder Roleplaying Game Core Rulebook* that can be created as wondrous tattoos.

Tattoos created to mimic the effects of a magic item always resemble the item in question (a *ring of protection* tattoo is always inked around the bearer's finger) or their imagery gives a hint toward the item's properties (spiderwebs covering the feet could represent *slippers of spider climbing*). Magic item tattoos do not have to be the same size as the actual magic items – one need not have full gloves or boots inked into their flesh – but must always take up the appropriate magic item slot.

#### TABLE 2-2: MAGIC ITEMS AS TATTOOS

	T-the offer
Magic Item	Tattoo Slot
Ring (any)	Ring
Amulet (any)	Neck
Belt (any)	Belts
Boots (any)	Feet
Bracelet of Friends	Wrists
Bracers (any)	Wrists
Brooch of Shielding	Neck
Circlet of Persuasion	Head
Crown (any)	Head
Eyes (any)	Eyes
Gauntlet of Rust	Hands
Gem of Brightness	Any (but must be visible to use)
Gem of Seeing	Headband or Eyes
Gloves of Arrow Snaring	Hands
Gloves of Swimming & Climbing	Hands
Goggles (any)	Eyes
Headband (any)	Headband
Lens of Detection	Eyes
Mantle (any)	Chest
Medallion of Thoughts	Neck
Necklace of Adaptation	Neck
Pearl of Power	Any except Armor or Shield
Periapt (any)	Neck
Scarab (any)	Neck
Slippers of Spider Climbing	Feet

# CHAPTER 3 - INKANTATIONISTS

I nkantationist is the general term applied to spellcasters who harness the power of magical and wondrous tattoos to aid them or for whom tattoos are the very source of their arcane skill. There are three primary types of inkantationists: the tattooed wizard, the inked bloodline sorcerer, and the painted one.

The tattooed wizard is a wizard class archetype that provides several alternate class features for the standard wizard from the Pathfinder Roleplaying Game Core Rulebook. The inked bloodline is a new bloodline that sorcerer characters can take, providing them with a different and unique style of sorcerous magic, powered by their tattoos. The painted one is a prestige class that any spontaneous arcane caster can potentially qualify for (including characters who gain spell-like abilities through class features, racial features or feats).

Inkantationists, like other spellcasters, are also fond of creating and developing their own spells and magic items. Among the magic items, magical body jewelry is the most popular.

# TATTOOED WIZARD

Tattooed wizards are a variety of wizard who eschew the use of external foci, such as spellbooks and arcane bonded objects or familiars, and instead ink the very sources of their power into their own flesh. They are not spontaneous casters like sorcerers, and still require study and daily preparation to cast their arcane spells. They may still be specialists in a school of magic or be universalist wizards, and still require at least some spell components (often incorporating them into the very ink of their tattoos). In keeping with their dogma of self-reliance, tattooed wizards learn how to ink their own tattoos, and add new tattoos to their body whenever possible. When it isn't possible to do the work alone (such as a tattoo on the back or another hard-to-reach spot), tattooed wizards will seek out another tattooed wizard or

otherwise sufficiently talented tattoo artist.

A tattooed wizard has the same role, alignment, hit die, class skills, skill ranks per level, and weapons and armor proficiencies as a standard wizard. They use the same spell list and learn spells in the same manner as a standard wizard, and, like all wizards, must have an Intelligence score equal to at least 10 + the spell level to learn, prepare, or cast a spell. The difficulty class for saving throws against a tattooed wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

A tattooed wizard can cast only a certain number of spells of each spell level per day. They use the same daily spell allotment as a regular wizard with the same Intelligence bonuses. They also have the same bonus languages at character creation.

> Bonded Tattoo (Ex or Sp): At 1st level, a tattooed wizard forms a powerful bond with one of their tattoos. A bonded tattoo permanently takes up tattoo/magic item slot wherever it is located. The tattoo must always be of masterwork quality, but does not have to be made of any special materials. If the bonded tattoo is of a normal (non-magical) animal, the bonded tattoo functions as a "living tattoo familiar" with the same abilities as per normal familiars. The bonded tattoo familiar has the ability to hop off the skin of the tattooed wizard - at the wizard's direction only - for a number of minutes per day equal to the wizard's Intelligence score plus the familiar's Intelligence score, multiplied by the wizard class level. For example, a 3<sup>rd</sup>level tattooed wizard with an Intelligence of 16 can have a bonded cat tattoo which can come to life for (16 + 7 = 23 x 3 =) 69 minutes each day. These minutes do not have to be consecutive, and the wizard can direct his tattoo to leap on and off his skin numerous times per day, so long as there is time left. If the familiar is off the wizard's skin when the daily time allotment expires, it immediately fades away and reappears as a tattoo on the wizard. While the familiar is off the wizard's skin, the tattooed wizard gains all the normal benefits of a standard familiar. While the bonded familiar tattoo is off the wizard's skin, the area

of the body where the tattoo normally is remains barren of ink.

If the tattooed wizard chooses a bonded tattoo in the form of anything other than a normal animal, the bonded tattoo functions like a standard bonded object. Once per day, the bonded tattoo can be used to cast any one spell the wizard has in his caudex (see below) and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the tattooed wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. If the tattooed wizard is a specialist, the bonded tattoo cannot be used to cast spells from the wizard's opposition schools, as per the normal wizard. A tattooed wizard can add additional magical abilities to his bonded tattoo if he has the required item creation feat and if he meets the level prerequisites of the feat. A tattooed wizard cannot possess both types of bonded tattoos - it must be one or the other.

**Create Magic Tattoo:** At 1<sup>st</sup> level, a tattooed wizard gains Create Magic Tattoo as a bonus feat, instead of Scribe Scroll.

**Bonus Feats:** At 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level, a wizard gains a bonus feat. At each such opportunity, he can choose a tattoo feat, item creation feat, or Tattoo Mastery. The tattooed wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats a character of any class gets from advancing levels. The tattooed wizard is not limited to the categories of item creation feats, tattoo feats, or Tattoo Mastery when choosing those feats.

**Caudex:** Instead of a conventional spellbook, the tattooed wizard tattoos their known spells onto their own body. This collection of spells is referred to as their caudex and it serves the tattooed wizard in the same way a spellbook serves a typical wizard. Adding a spell to their caudex requires a successful Spellcraft check (DC 15 + the spell's level), then a successful Craft (tattoo) check (DC 11 + the spell's level). Tattooing a spell takes 1 hour per spell level. The tattooed wizard with a specialization in a school of spells gains a +2 bonus to both rolls if the new spell is from his specialty school. Caudex tattoos do not occupy tattoo slots and can co-exist with magical and wondrous tattoos.

A tattooed wizard must study their caudex each day to prepare their spells, which may involve using a hand mirror or other reflective surface to see spells tattooed on the back or shoulders. He cannot prepare any spell not recorded in his caudex, except for *read magic*, which all wizards can cast from memory. A tattooed wizard begins play with his caudex containing all o-level wizard spells (except those from his prohibited schools, if any, as per the wizard) plus 3 1st-level spells of his choice. The wizard also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the caudex. At each new wizard level, he gains two new spells of any spell level or levels he can cast, based on his new wizard level, for his caudex. At any time, a wizard can also add spells found in another wizard's spellbook or caudex to his own caudex.

# INKED BLOODLINE

Your heritage is literally more colorful than most, being infused with tattoo magic. Painted ones, tattooed wizards, and those augmenting their own abilities with wondrous tattoos have feature prominently among your forbearers. Your very life is a canvas on which you ink your adventures.

Class Skill: Knowledge (tattoo).

**Bonus Spells:** silent image (3<sup>rd</sup>), minor image (5<sup>th</sup>), major image (7<sup>th</sup>), stoneskin (9<sup>th</sup>), mage's faithful hound (11<sup>th</sup>), shadow walk (13<sup>th</sup>), prismatic spray (15<sup>th</sup>), shadow evocation, greater (17<sup>th</sup>), mage's disjunction (19<sup>th</sup>).

**Bonus Feats:** Augmented Tattoo, Blooded Tattoo, Compact Tattoo, Dragonblood Tattoo, Empowered Tattoo, Grotesque Tattoo, Reflexive Tattoo, Sexy Tattoo.

**Bloodline Arcana:** An inked sorcerer may spontaneously apply the effects of any tattoo feat, whether they possess it or not, to a magical tattoo, once per day. Each different feat may not be utilized in such a manner more than once per week. If the feat effect applied is from a feat not already known, the inked sorcerer must still meet all normal qualifications for it.

**Bloodline Powers:** Your painted heritage has given you some unique abilities, many related to the art of ink and needles. You have extraordinary abilities with even regular tattoos, and even your magic has a touch of ink about it.

*Ray of Ink (Sp)*: Starting at 1<sup>st</sup> level, you can unleash a ray of magical ink as a ranged touch attack. If it hits its target (one creature), it leaves a visible mark in your choice of color which lasts for a number of rounds equal to 3 + your Charisma modifier. While so marked, your allies receive a +5 bonus to Perception checks to notice, track, or follow the target, and a +1 bonus to melee attacks and +2 to ranged attacks against that target. This ability can be used a number of times per day equal to your Charisma modifier.

*Magic Inkwell (Sp)*: At 3<sup>rd</sup> level, you gain the ability to temporarily store a spell in a mundane tattoo, either on your own body or on someone else. Storing the spell uses up a daily spell slot until the spell is used (it will recover normally after rest once expended) but will stay stored until used or dispelled, via *dispel magic* or similar effects. Tattoos with stored spells will detect as magical in the presence of a *detect magic* or similar spell.

*Ink Transmogrification (Ex)*: Beginning at 9<sup>th</sup> level, the ink of your tattoos changes, becoming infused with various metals – steel, mithral, adamantine,
etc. – and this change grants you a permanent +2 natural armor bonus. This change does not alter the appearance of your tattoos. At  $13^{th}$  and  $17^{th}$  levels, the natural armor bonus increases by another +1.

*Living Ink (Sp)*: At 15<sup>th</sup> level, you can infuse life into your creature tattoos, summoning them to assist you for a short time. This ability functions as a *summon monster VII* spell, summoning the selected tattoo creature for 1 round/level. The tattoo disappears from your body while active; if the creature is destroyed in combat, you take 1d4 non-lethal damage and the tattoo does not reappear until you have rested for at least 8 hours. To summon a creature, you must have a tattoo of the creature on your body (for instance, you cannot use this ability to summon a dire bear if you do not have a dire bear tattoo somewhere on your body). This can be used once per day at 15<sup>th</sup> level and twice per day at 19<sup>th</sup> level.

Inked Master (20<sup>th</sup>): The ink on your skin becomes infused with your arcane power, and every magical tattoo has added potential. Whenever you activate a power from a wondrous tattoo that has a duration measured in rounds, you increase the duration by a number of rounds equal to half your sorcerer level.



If the duration is measured in minutes or hours, you increase the duration by a number of minutes equal to your sorcerer level. Any tattoo with a limited number of uses per day can be used one extra time each day. Also, any damage delivered to a foe through the power of one of your tattoos adds a bonus to damage equal to your Charisma modifier. Finally, a number of tattoos equal to your Charisma modifier are treated as if they were created with the Compact Tattoo feat. This applies only to existing tattoos, not to tattoos received after you gain this bloodline power, and this does not affect any tattoo already created with the Compact Tattoo feat.

# PAINTED ONE

While some adventurers use body art to protect themselves, to gain a magical attack, or to record a couple of experiences, painted ones choose to wear their entire lives on their skin. They move beyond simple designs and rebellious urges to master the personal icons impressed into their flesh. Their origins, talents, and trials are traced in symbols and script across their limbs – but only painted ones understand the deeper meanings behind each piece. From those meanings, they are able to draw more power from their ink than most others find possible.

**Role:** Painted ones travel in search of new abilities and designs for their body art, and along the way they typically offer stealth and arcane support. Many painted ones are charming enough to serve as party diplomats, and with their arsenal of enchanted tattoos, they always have more tricks up their sleeves.

Hit Die: d8.

## REQUIREMENTS

To qualify to become a painted one, a character must fulfill all the following criteria.

Alignment: Any non-lawful.

Ability Scores: Dexterity and Charisma 13+.

**Skills:** Craft (tattoo) 4 ranks, Perform 4 ranks, and Spellcraft or Use Magic Device 4 ranks.

Feats: Must have at least 2 Tattoo feats.

**Spellcasting:** Ability to cast 1st level arcane spells without preparation (such as with a bard or sorcerer) or through a class feature (like the rogue's major magic) or racial feature (like a drow's spell-like abilities).

**Special:** Must have at least 3 magical tattoos.

## **CLASS SKILLS**

The painted one's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks at Each Level:** 4 + Int modifier.

All of the following are class features of the painted one prestige class.

Weapon and Armor Proficiency: Painted ones gain no additional proficiency with weapons or armor.

**Spells per Day:** For 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 9<sup>th</sup> level, the character gains new spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before taking the prestige class. She does not, however, gain other benefits a character of that class

would have gained, except for additional spells per day, spells known, and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a painted one, she must decide to which class she adds the new level for purposes of determining spells per day. If the character had no levels in an arcane spellcasting class (qualifying for the painted one prestige class through class or racial features), she gains spells initially as a 1<sup>st</sup> level bard, and bard is considered her existing spellcasting class for further advancement of spellcasting ability.

**Enhanced Ink (Sp):** The flesh of a painted one is a specially prepared canvas, and it yields greater results from magical body art. At 1<sup>st</sup>, 5<sup>th</sup> and 9<sup>th</sup> levels, painted ones who activate a tattoo power with a duration gain 1 additional round (if the duration is measured in rounds) or 1 additional minute (if the duration is measured in minutes or hours) of its effect. This benefit may be used once per day per painted one level.

Further, starting at 1<sup>st</sup> level and every other level thereafter, a painted one can activate a tattoo with a limited number of activations per day one more time per day than its normal allotment.

A painted one's tattoos are also more potent against enemies, adding +1 to the DC of any saves foes need to make in order to resist their effects. This bonus increases by +1 at every other level.

**Potent Tattoos:** Starting at 1<sup>st</sup> level, and every three levels thereafter, the painted one may choose a bonus tattoo or metamagic feat for which they normally qualify for.

**Ready Canvas:** Painted ones prime their flesh to welcome ink, granting them a +2 bonus to Fortitude saves to endure the tattooing process, and to Heal checks to recover from tattoos properly if they apply their own tattoos. This bonus improves by +2 every odd level until, at 9th level, a painted one can only fail these rolls on a natural 1.

**Marks of the Past:** Painted ones blend their new art with their earlier training. At 2<sup>nd</sup> level and every other level thereafter, a painted one can select one special ability she could have obtained if she had remained in a different class and gained a level in it. In

order to activate the ability in question, she must have a tattoo dedicated to her former class and the tattoo must be uncovered for the duration of the effect.

For example, a 4<sup>th</sup> level rogue/2<sup>nd</sup> level painted one could increase her sneak attack to +3d6, choose a rogue talent, *or* advance her trap

sense to +2. If sneak attack was chosen, the painted one would have to reveal her tattoo to activate the extra 1d6 of damage. If her tattoo was covered, removed, or suppressed, she could not use her extra dice of sneak attack damage.

If the painted one later advances a level in the other class to gain the ability normally, she may redesignate her existing mark(s) of the past to other abilities.

**Tattoo Weapon (Sp):** A painted one can mystically link a magic weapon with at least a +1 bonus to a new mundane tattoo. A series of three DC 25 Craft (tattoo) checks are required by the artist to bind the weapon to the body art. The ritual requires three days, and

one Craft check is made each day. By the end of the ritual, 500 gp of ink and supplies must be spent per +1 of the weapon's enhancement (consider the total bonus value of the weapon, so a +1 flaming shortsword counts as a +2 weapon, and thus requires 1,000 gp worth of ink and supplies). The weapon cannot weigh more than 10 pounds, nor can it be more than 6 feet long. The corresponding tattoo does not have to resemble the weapon, or any weapon, but if the tattoo does resemble the weapon, the

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# TABLE 3-1: PAINTED ONE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+1	+1	Enhanced ink, potent tattoos, ready canvas	
2nd	+1	+1	+1	+1	Marks of the past	+1 level of existing class
3rd	+1	+1	+2	+2	Enhanced ink, ready canvas	+1 level of existing class
4th	+2	+1	+2	+2	Marks of the past, potent tattoos	+1 level of existing class
5th	+2	+2	+3	+3	Enhanced ink, ready canvas, tattoo weapon	
6th	+3	+2	+3	+3	Marks of the past	+1 level of existing class
7th	+3	+2	+4	+4	Enhanced ink, potent tattoos, ready canvas, tattoo weapon	
8th	+4	+3	+4	+4	Marks of the past	+1 level of existing class
9th	+4	+3	+5	+5	Enhanced ink, ready canvas	+1 level of existing class
10th	+5	+3	+5	+5	Marks of the past, potent tattoos, sentient tattoo, tattoo weapon	

painted one receives a +5 bonus to each of the Craft checks.

Once the ritual is successfully completed, the weapon can be magically stored inside the tattoo and can be summoned with a command word as a move action. It will appear in the painted one's hand or, if her hands are full or bound, at her feet. The tattoo must be visible for the weapon to be called forth, and remain visible for the duration of the effect. The weapon will manifest for 1 minute per caster level, after which it disappears back into the tattoo. A painted one can call on her weapon twice per day at 5th level, 3 times per day at 7th level, and 4 times per day at 9th level.

If the tattoo is somehow removed while the weapon is inside it, the weapon and the link to the weapon are lost forever. If the weapon is damaged while it is in use, its pieces may be returned to the ink, but they will not re-form or regenerate and it will appear as a broken weapon when called forth again. The weapon will have to be repaired (by mundane or magical methods) before it is useable again. A new weapon cannot be linked to a tattoo that has housed another weapon; a new piece of art will have to be applied to bind a new weapon, and the ritual costs will have to be paid again.

**Sentient Tattoo (Su):** At 10th level, a painted one can awaken intelligence in one of her existing tattoos, or do so for a newly applied piece. A ritual is performed to grant sentience to the design, which must reflect the personality and traits the painted one wants the tattoo to have. The tattoo must resemble an animal or creature that normally is not sentient, or an object, such as a weapon or item. A tattoo previously designated as a tattoo weapon by the painted one cannot also be a sentient tattoo. The tattoo has the same alignment as the painted one, can communicate telepathically with the painted one, and has blindsense 60 feet.

A painted one can only have one sentient tattoo at a time, and the awakening is permanent unless spells like *wish* or *miracle* are invoked to permanently dispel it. Removing a limb with a sentient tattoo on it will temporarily keep it from functioning, but the tattoo will function once again if the limb is restored. If the painted one's alignment changes, the alignment of her sentient tattoo remains the same, despite any penalties that might bring.

A sentient tattoo essentially functions in ways similar to a wizard's familiar or bonded object. The sentient tattoo can cast any one spell the painted one knows once per day, without using up a spell slot. This spell cannot be modified with metamagic feats. The sentient tattoo can cast the spell without direction from the painted one, including while the painted one is asleep or unconscious. In addition, the painted one receives the Alertness feat as a bonus feat, if the feat is not already possessed, though the sentient tattoo must be uncovered for the feat to apply.

The sentient tattoo also gains other properties, depending on the type of tattoo:

**Weapon tattoo:** manifests as the spell *spiritual weapon* once per day for a number of rounds equal to the painted one's caster level. The sentient tattoo can activate this power even if the painted one is unconscious or asleep.

**Armor or shield tattoo:** manifests as a *shield* spell once per day for a number of rounds equal to the painted one's caster level. The sentient tattoo can activate this power even if the painted one is unconscious or asleep.

**Animal tattoo:** the tattoo has normal (human-like) vision and low-light vision. If the painted one is blinded, the tattoo can function as his eyes. If the painted one does not already have low-light vision, he gains it.

**Magical beast tattoo:** the tattoo has normal (human-like) vision and also darkvision 60 feet. If the painted one is blinded, the tattoo can function as his eyes. If the painted one does not already have darkvision, he gains it.

(There are many other possible types of tattoos. GMs and players can feel free to expand this list to best suit the type of sentient tattoo the player desires, using the above examples as guidelines.)

If a painted one dies and is not resurrected within 1 day per painted one level, a sentient tattoo will become inert. It is said that awakening the same design on another painted one's body in the presence of the dead painted one's body will transfer the awareness of the inert tattoo to the second painted one, but that, like many other things about painted ones, remains a mystery.

# **SPELLS**

Inkantationists cast from the same spell lists that all their non-inked fellow arcanists cast from, but they have also developed a few new spells that they alone tend to use. In addition, there are a few spells that they have become quite fond of using in the construction of magical body jewelry.

(Several of the spells listed here first appeared in other 4 Winds Fantasy Gaming products. They are reprinted here for the sake of those who may not own those books.)

# **BLOCK THE SEED**

**School** abjuration; **Level** bard 1, cleric 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

**Components** V, S, M (a piece of citrus peel or a drop of citrus juice)

Range personal

Target you

Duration 1 day/level

For the spell's duration, you are incapable of becoming pregnant, or impregnating someone else. This spell provides no protection against diseases.

While this is a personal-effect spell, many witches brew potions of *block the seed* for others.

# CONCEPTION

School transmutation; Level cleric 3, witch 3 Casting Time 1 standard action Components V, S, M (three damiana leaves, steeped in a cup of hot water and drank by you)

Range personal

Target you

Duration until activated, up to 1 month

With the casting of this spell, you guarantee that on your next attempt, you and your partner will conceive a child. *Conception* overcomes sterility or infertility in either you or your partner, whether natural or due to an injury, illness, or curse, as well as herbal remedies that normally block conception. Alchemical or magical means of blocking conception, such as *block the seed*, counter *conception* and make the spell ineffective. If an attempt to conceive a child is not made within one month of casting, the spell's effects are lost.

While this is a personal-effect spell, many witches brew potions of *conception* for others.

# FRESH INK

School transmutation; Level bard 0, sorcerer/wizard 0 Casting Time 1 minute

Components V, S

Range touch Target one tattoo

**Duration** instantaneous

**Save** Will negates (harmless), **Spell Resistance** yes (harmless, object only)

You are able to refresh the appearance of a mundane tattoo with just a touch. Faded ink is brightened and looks almost brand-new and clear. Distortions from age and skin-sag are smoothed out and the tattoo is restored to its former appearance.

*Fresh ink* is a popular spell among busy spellcasting tattoo artists, who can touch up old tattoos quickly and free up time for inking new tattoos.

# INK BLAST

School evocation; Level bard 1, sorcerer/wizard 1

Casting Time 1 standard action

**Components** V, S **Range** close (25 ft. + 5 ft./2 levels)

Effect one or more rays

**Duration** instantaneous

Saving Throw none; Spell Resistance yes

You blast your enemies with a ray of tattoo ink. You can fire one blast, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each blast requires a ranged touch attack to hit. Targets hit by the ink blast are blinded 1d4 rounds, and their face is covered with bright ink of your choice of color. The ink is impossible to wash or rub off and can only be hidden by concealing the face. The ink fades in 1d3 hours.

# MIND TO MIND

School divination; Level bard 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range touch Target one living creature Duration 10 min./level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You and another creature forge a mental link that allows telepathic communication, and allows you to see and hear all that the target sees and hears. After the initial touch to cast the spell, distance between you and the target can be unlimited and the spell will remain in effect, so long as you remain on the same plane of existence. If the target is subjected to a gaze attack, it may affect you as well – you and the target make separate saving throws.

# **MOVE TATTOO**

School transmutation; Level bard 1, sorcerer/wizard 1 Casting Time 1 minute Components V, S Range personal Target self Duration instantaneous

**Save** Fort special (harmless, see below) You move a single tattoo that is otherwise permanently inked onto your skin to another part of your body. You must be able to touch the tattoo's current location and then touch the destination location. Tattoos can only be moved on the surface of the flesh with this spell; they cannot be moved inside the body, underneath the eyelids, and so forth. The new location will become permanent. You must make a Fortitude save with a DC equal to 10 + the tattoo's caster level to move a magical tattoo; failing the save simply results in the tattoo not moving (though you can try again).

# SILVER TONGUE

School transmutation; Level cleric 1, paladin 1 Casting Time 1 swift action Components V, S Range personal Target you Duration 10 min./level With the casting of this spell, you know exactly

the right thing to say. You gain a +2 bonus to all Diplomacy checks made through the spell's duration. The bonus increases by 1 per 3 caster levels, to a maximum of +5.

# TALKING TATTOO

School illusion; Level bard 0, sorcerer/wizard 0 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target 1 tattoo Duration 10 min./level

**Saving Throw** Will negates; **Spell Resistance** yes You cast this spell upon another person's tattoo, causing the tattoo to begin talking in a loud voice. What the tattoo talks about depends on what the tattoo is: a dragon tattoo will be gruff and demand tribute, a cat tattoo will purr and want attention, a dancing girl tattoo will make suggestive remarks, etc. Even if the tattoo is covered, it still talks (most likely including comments about how it doesn't like being covered up). While the tattoo is talking, the person with the tattoo suffers a -5 penalty to all Bluff, Diplomacy and Stealth checks.

# MAGIC ITEMS

The magic items listed in Table 3-2 are described in detail below. Most of the items are magical body jewelry, with only one magical device, so they have all been included on the same table.

# MAGICAL BODY JEWELRY

Magical body jewelry is a type of wondrous item. the pieces are enchanted bits of jewelry designed to be worn on the body, usually in the ears, eyebrow, navel, nose, tongue, nipples, or in more delicate areas. For each item, two body slot options are listed. The first is the standard body slot the item occupies, as per Magic Items on the Body in the Magic Items section of the *Pathfinder Roleplaying Game Core Rulebook*. The second slot listed is an optional slot, for GMs who wish to expand the slots available for magic items. These optional slots are:

Ears: earrings, studs or cuffs

Navel: navel rings or studs, belly chains

Nose: nose rings or studs

Mouth: tongue or lip piercings

Due to their locations, any magical eyebrow piercings would take up a headband slot and magical nipple piercings would take up a chest slot.

# **BELLY CHAIN OF ENTICEMENT**

Aura faint transmutation; CL 3rd

Slot belt or navel; Price 3,750 gp; Weight 1 lb.

The *belly chain of enticement* is worn around the torso, above the waist. It consists of a fine but strong chain of gold links. About every three inches, a small ruby dangles from the chain by a few links of gold. It clasps in the back, and can be attached to or passed through a navel ring or stud in the front. *Belly chains of enticement* are especially popular with dancers of all types, courtesans, rogues and bards, for the chain adds a +5 competence bonus to all Perform (dance) checks. In addition, the wearer receives a +5 competence bonus to all Charisma-based skills when attempting to sweet talk, bluff or seduce someone.

# CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*; Cost 1,875 gp

# CASSHEL'S GEM OF CONTRACEPTION

Aura weak abjuration; CL 1st

## Slot body or navel; Price 2,000 gp; Weight -

Shaped as a twist of silver wound around a small round citrine gemstone, this navel jewel is used to prevent childbearing. While worn, it renders the wearer infertile, as per the spell *block the seed*. It is very popular among adventuring women, courtesans and prostitutes, and more than a few men have been known to wear one, as well.

## CONSTRUCTION

Requirements Craft Wondrous Item, *block the seed*; Cost 1,000 gp

# **CHARM BRACELET OF SUMMONING**

Aura faint conjuration; CL 5th

**Slot** wrist; **Price** 1,500 gp (2 charms), 2,250 gp (3 charms), 3,000 gp (4 charms), 3,750 (5 charms), 4,500 gp (6 charms); **Weight** –

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A charm bracelet of summoning is a simple silver chain bracelet from which dangle 2d3 silver charms. The charms are in the shape of various animals and extraplanar creatures. The GM should determine the specific creatures represented by picking them from the 1st through 3rd level summon monster chart in the Pathfinder Roleplaying Game Core Rulebook. By pulling a charm from the bracelet and tossing it to the ground, the wearer of the bracelet summons the creature. The creature will obey the bracelet wearer and attack or defend as instructed. The creature vanishes after 5 rounds.

Once a charm has been used, it is gone and cannot be reused or replaced. When all the charms are gone, the bracelet becomes a nonmagical silver bracelet worth 50 gp.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *summon monster III*; **Cost** 750 gp (2 charms), 1,125 gp (3 charms), 1,500 gp (4 charms), 1,875 (5 charms), 2,250 gp (6 charms)

#### **CROWE'S SILVER TONGUE STUD**

Aura weak transmutation; CL 1st

Slot head or mouth; Price 1,600 gp; Weight –

This simple polished silver tongue stud affects the wearer's speech. The character wearing the tongue stud receives a +4 competence bonus to Diplomacy and Bluff checks, and treats both skills as a class skill while the tongue stud is worn. This effect will stack with bonuses from the Persuasive feat (and other similar feats). **CONSTRUCTION** 

Requirements Craft Wondrous Item, *silver tongue*; Cost 800 gp

#### **EARRING OF TRANSLATION**

Aura faint divination; CL 3<sup>rd</sup>

Slot headband or ears; Price 6,000 gp; Weight -

The *earring of translation* is a large gold stud set with several small gemstones of various types. While the earring is worn, the wearer can speak and understand the language of any intelligent species.

#### CONSTRUCTION

Requirements Craft Wondrous Item, *tongues*; Cost 3,000 gp

# EARRINGS OF MIND LINKING

Aura moderate divination; CL 7<sup>th</sup>

Slot headband or ears; Price 10,080 each; Weight -

*Earrings of mind linking* are a pair of copper hoop earrings that allow two intelligent creatures to communicate through a mental link. Each ring must be worn by the two creatures that wish to communicate – if only one is worn, or one creature wears both, there is no effect. When both earrings are worn by two separate creatures, once per day by touching the earring and speaking a command word, a mental link is forged between the two. Both creatures can communicate

# TABLE 3-2: MAGIC ITEMS

Item	Cost					
Belly Chain of Enticement	3,750 gp					
Casshel's Gem of Contraception	2,000 gp					
Charm Bracelet of Summoning						
2 charms	1,500 gp					
3 charms	<b>2,250</b> gp					
4 charms	3,000 gp					
5 charms	3,750 gp					
6 charms	4,500 gp					
Crowe's Silver Tongue Stud	1,600 gp					
Earring of Translation	6,000 gp					
Earrings of Mind Linking	10,080 gp each					
Handflower of Subtle Charms	5,080 gp					
Katavahndi's Stylus	10,000 gp					
Lysse's Loquacious Labret	2,500 gp					
Nipple Shield of Stunning	6,000 gp					
Teela's Jewel of Fertility	3,000 gp					
Tourmaline of Truth (cursed)	—					
Veronique's Fascinating Navel Ring	1,000 gp					

telepathically, and they can also each see and hear what the other one sees and hears. The link lasts for up to 80 minutes. There is no range limit for the communication, so long as both creatures wearing the earrings are on the same plane of existence.

If one earring wearer is subjected to a gaze attack while the link is in effect, both earring wearers must make all appropriate saving throws or be affected. **CONSTRUCTION** 

Requirements Craft Wondrous Item, *mind to mind*; Cost 5,040 each

# HANDFLOWER OF SUBTLE CHARMS

Aura faint enchantment and transmutation; CL 3<sup>rd</sup> Slot wrist; Price 5,080 gp; Weight –

The *handflower of subtle charm* is a silver ring connected to a silver bracer via a decorative silver chain. Several small red and pink gems dangle from the chain and the bracelet. The wearer of the handflower receives a +2 enhancement bonus to Charisma. In addition, once per day the wearer can cast charm person. The target receives a DC 14 Will save to resist the charm effect. If the save fails, the target is charmed for three hours. **CONSTRUCTION** 

Requirements Craft Wondrous Item, charm person, eagle's splendor; Cost 2,540 gp

## LYSSE'S LOQUACIOUS LABRET

**Aura** weak divination; **CL** 3<sup>rd</sup> **Slot** head or mouth; **Price** 2,500 gp; **Weight** – A small lapis lazuli lip jewel, the labret makes even the most taciturn individual into a veritable chatterbox. The character receives a +5 competence bonus to Linguistics, and treats that skill as a class skill while the labret is worn.

CONSTRUCTION

Requirements Craft Wondrous Item, *tongues*; Cost 1,250 gp

#### NIPPLE SHIELD OF STUNNING

Aura moderate enchantment; CL 5<sup>th</sup>

Slot chest; Price 6,000 gp; Weight –

This sun-shaped piece of jewelry fits over the nipple, and is usually – but not always – worn by women. Once per day, the exposed breast and nipple shield can be flashed.Everyone in a ten-foot-cone in front of the wearer must make a DC 17 Will save or become confused for 5 rounds. Those who succeed on their save are still stunned for 1 round.

#### CONSTRUCTION

Requirements Craft Wondrous Item, *confusion*; Cost 3,000 gp

#### **TEELA'S JEWEL OF FERTILITY**

Aura weak transmutation; CL 5<sup>th</sup>

**Slot** body or navel; **Price** 3,000 gp; **Weight** –

This jewel is a small carnelian gem set on a silver charm in the shape of three damiana leaves and attached to a silver ring. It is often used by witches and the priestesses of fertility gods to help women who are having trouble conceiving. When activated, the wearer is under the effects of a *conception* spell. It can be activated once per day, with a duration of 1 hour.

CONSTRUCTION

Requirements Craft Wondrous Item, *conception*; Cost 1,500 gp

#### **TOURMALINE OF TRUTH (CURSED ITEM)**

Aura faint conjuration; CL 3rd

Slot head or mouth; Weight -

This tourmaline tipped tongue stud appears to grant bonuses to Bluff and Diplomacy, and for the first 24 hours functions exactly as a *Crowe's silver tongue stud*. However, once the initial 24 hours have passed, the wearer of the stud finds himself unable to speak anything but the truth. The wearer can refrain from speaking in order not to reveal information, but otherwise speaks only the truth.

CREATION

Magic Items Crowe's silver tongue stud

## VERONIQUE'S FASCINATING NAVEL RING

Aura weak enchantment; CL 1st

Slot body or navel; Price 1,000 gp; Weight -

This small belly ring has a short pink and black chain from which dangles a tiny rose quartz gemstone. When activated, all creatures within a 15-foot-cone in front of the wearer must make a Will save (DC equals 11 +

the wearer's Charisma modifier) or be fascinated

for 1d6 rounds, as per the bard class feature. Those creatures that make their saves cannot be affected by the jewel again for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *hypnotism*; Cost 500 gp

# **MAGICAL DEVICES**

# KATAVAHNDI'S STYLUS

Aura moderate conjuration; CL 9<sup>th</sup>

**Slot** -; **Price** 10,000 gp; **Weight** 2 lbs.

This strange apparatus comes in two parts: the inking part, which is a stylized metal hummingbird, with a self-replenishing reservoir of ink and automated needle, and the drawing part, which is a smooth blank glass tablet with a bronze stylus. By tapping the subject with the stylus in the location to be tattooed the device is activated, and the hummingbird magically positions itself to ink the designated target. The tattoo artist then draws the design with the stylus on the glass, the image appearing on the glass as the stylus moves. The hummingbird hovers over the tattoo recipient's skin and follows the direction of the stylus, applying the tattoo with speed and precision. With specific command words, the ink in the hummingbird reservoir can be changed to any color desired. If the artist needs to pause in the application of the tattoo, another command word will cause the hummingbird to fly over to the tablet and remain there until commanded to resume inking. When the tattoo is done, the image on the glass tablet is cleared away by taping the glass with the stylus and speaking the command word. With this device, the artist may even tattoo themselves.

All tattoos created with this device grant the tattoo artist a +5 competence bonus to Craft (tattoo) checks, reduce the non-lethal damage caused by receiving the tattoo by half, and grant a +5 bonus to all Fortitude saves and Heal checks associated with receiving the tattoo. Due to the magical powers of a *Katavahndi's stylus*, a tattoo artist can overcome damage reduction, and apply ink to creatures whose skin cannot be penetrated by normal tattooing methods.

By manually adding ingredients and special inks to the hummingbird reservoir, magical and wondrous tattoos can be created with this device (so long as the tattoo artist possesses the appropriate prerequisites). Otherwise the device will continuously refill with nonmagical tattoo ink and will never run dry, allowing the artist to create unlimited mundane tattoos.

If the hummingbird inker, the glass tablet or the brass stylus is broken or damaged, it must be replaced or repaired (at 1/3 the cost of the entire device) before any parts of the device can be used again. **CONSTRUCTION** 

Requirements Craft Wondrous Item, arcane mark, major creation; Cost 5,000 gp

# CHAPTER 4 - ORGANIZATIONS & CUILDS

rganizations and guilds that use tattoos on a frequent basis are fairly common. If you have a copy of *Paths of Power*, of the five organizations and guilds listed in that book, the Adventurers' Guild and the Courtesans' Guild are the ones most likely to have tattooed members.

Presented here are three more organizations that make use of tattoos. Each of these groups can provide fledgling adventurers with information, training and discounted equipment. They can provide experienced adventurers with a place to relax or serve as a source of information for upcoming quests or adventures. High level characters who belong to such organizations are often officers or otherwise in charge of day-today operations and take younger adventurers under their wing. Each entry includes information on the organization, how to join, the benefits of being a member, and brief details on important leaders of the organization.

Each of the organizations detailed below include training possibilities where a character can earn bonus skill ranks or feats, with limitations. While characters might find themselves belonging to multiple organizations, a character who exhausts his training opportunities in one guild cannot go to another guild and gain more bonus skill ranks or feats. If an entry indicates that a character is limited to 1 bonus skill rank earned per skill trained, this applies no matter how many guilds or organizations the character belongs to. If a character were to gain the bonuses from multiple organizations, he would become vastly overpowered compared to the rest of his party. However, the social benefits gained from belonging to each of the organizations still apply.

# AMARANTHINE FELLOWSHIP

The Amaranthine Fellowship is an ancient order of wizards who have dedicated their lives to finding young members of all races with inborn magical talent, training them and keeping them safe from corruption. Only wizards may be members (including elemental wizards and tattooed wizards); sorcerers, bards, witches, and other spellcasters are forbidden from joining unless they also possess wizard levels. Although individuals come to the Fellowship with many philosophies, as a whole they prize lawful and good behavior.

Membership grants you privileges including being able to be trained in how to implement exclusive tattoos (such as the *Amaranthine finger sleeves*) if you have the ability and to receive them. Initiates of the order wear white linen robes while higher orders wear brown, gold, red and finally the masters wear deep purple. Each robe has a trim edge of all the previous colors before it.

The order has fallen in stature over the years, due to several events. Years ago one member of the Fellowship accidentally donned a cursed robe that changed his alignment, and before he could be stopped had committed terrible atrocities. In the years following the disaster, many of the secrets of the order were learned by outsiders (including the process of tattooing the *finger sleeves*). Today, the order is secretive and almost distrusting of others. While the order still fumes that their secrets are out, they no longer hunt down nonmembers who have acquired the *finger sleeves* tattoos. However, they will hunt down non-members who claim to be members – especially anyone who does harmful or evil things in the name of the Fellowship.

The Amaranthine Fellowship is known for its use of tattoos, both magical and mundane, and a number of tattooed wizards belong to the order. All members are tattooed with identifying symbols which identify their name and rank. These tattoos are mundane in nature, but the Fellowship has managed to hold on to the cryptic nature of deciphering the sigils, making imposters easier to spot (most non-members who pass themselves off as members assume that one or more *finger sleeves* is all it takes).

A Fellowship member who owns and operates a business will always look not just for the order's robes, but the identifying sigil tattoos, as traveling Fellowship members do not usually wear their robes. When spotted, they will always secretly offer their fellow comrade a 15% discount on all purchases, and will usually alert them to the best items – including magic items – available. At the same time, an Amaranthine business owner is likely to double or triple prices for imposters, and offer only the lowest quality products.

In order to remain a fellow in good standing with the order, a member must remain free of evil and chaos. If ever their alignment changes to an evil or chaotic one, even involuntarily, they will be booted out of the order and a magical mark placed on them to identify them as a traitor to the Fellowship. There are no dues for Amaranthine Fellowship members.

In addition to the discounts mentioned above for goods and services, members of the Fellowship can receive Amaranthine tattoos at a reduced cost. The cost of all mundane tattoos is halved for members, and the cost of magical tattoos is only 15% above the item's cost. For every Amaranthine tattoo a member has, he gains a +1 circumstance bonus on Diplomacy rolls with other members of the order. This specifically refers to tattoos received upon joining and for achieving new ranks in the order. These same tattoos also grant a +1 circumstance bonus to Intimidate rolls for

each tattoo when dealing with younger members of the order.

By making arrangements with a superior member of the Fellowship, a wizard can arrange to receive more training or learn new spells. Those who train with a superior member may gain a bonus of 1 rank in an appropriate skill (usually a Knowledge skill or Spellcraft), and may only earn this bonus one time per skill trained. Training takes a minimum of 6 hours work per day for 7 consecutive days if the skill is a class skill, or 14 consecutive days if the skill is not a class skill. Any interruption in this schedule requires the character to begin a new week-long training period. A character may gain no more than 2 bonus skill ranks in any given month. A character can still never have more ranks in a skill than his total number of levels/hit dice.

A character who spends a minimum of 6 hours per day training for 30 consecutive days can, at the GM's option, gain a bonus feat for which they normally qualify. The feat learned must be one the superior member of the Fellowship the character is training with already has. Any interruption in this schedule requires the character to begin a new month-long training period. A character may gain no more than 1 bonus feat in this manner.

The GM may, at his discretion, provide for more advanced training opportunities (with the appropriate skill bonuses gained, if applicable), keeping in mind that more sophisticated techniques require longer training to complete. In this case, the bonus skill rank in a given skill may be taken more than once if the GM so rules.

Members can also arrange to learn new spells from superior members of the Fellowship. Wizards who make arrangements can spend time learning new spells and scribing them to their own spellbooks by using the rules detailed in Chapter 9 of the *Pathfinder Roleplaying Game Core Rulebook*.

## **IMPORTANT FELLOWSHIP MEMBERS**

**Zolnar Mirthul** (LG male human tattooed wizard 18) is the current head of the Amaranthine Fellowship. Though only recently elevated to the position, Zolnar has been a member of the order for over 50 years. He is a stern taskmaster, and has a great desire to see the order returned to its former glory and honor.

**Fyrdraken Greybeard** (LG male dwarf inked bloodline sorcerer 15) is second in command for the order and Zolnar's best friend. He is working on plans to begin placing Amaranthine Fellowship members as arcane advisors to various nobles, in hopes of establishing the order as a trusted association once again.

**Torrus Felden** (LE male human wizard 8/fighter 3) has slowly risen up the ranks of the fellowship to a position of trust. He wears a magical ring that hides

his true alignment from his fellow order members,

and plots to overthrow Zolnar at the first opportunity. Torrus wants to turn the order into a militant organization that uses magic to gain power and wealth, and control the world.

**Caldera Swiffel** (LG female human tattooed wizard 6) is a research assistant in the Amaranthine Fellowship's secret library. She knows the library inside and out, and she knows every book, scroll, tablet and engraving in the stacks. Those doing research in the library are well advised to seek out Caldera's assistance in finding rare tomes.

**Dilly Cornflower** (LG male gnome tattooed wizard 2) has only recently been granted membership in the Amaranthine Fellowship. He is eager to prove himself, as no gnome has become a member of the order in nearly 200 years. Dilly suffers through slurs and jokes on a regular basis from the predominantly human members of the order.

# **MYRMIDONS**

The Myrmidons are an ancient military order of mercenaries, rebels and loyal soldiers who have often outlasted their patrons. Members wear dark blue leather armor with an archaic style of helmet (usually black in color). The armor is standard leather or studded leather, but is always at least masterwork quality. The dark coloration provides a +2 circumstance bonus to Stealth at night or other absence of light.

Their standard mode before battle is to arrive at night, pitch large tents and remain largely hidden before battle. They then swarm forth using their numbers and arrangements on the battle field intelligently to control the flow of battle. The Myrmidons demand obedience among their order and fearlessness in battle. They also offer a brotherhood that accepts members without prejudice in exchange for loyalty.

About two hundred years ago, chess became a very popular past time among the professional soldiers of the order and they adopted terms from the game for their internal ranks. The head of the order has the title of Malik. Beneath him are the Vizirs. Each Vizir commands at least ten companies of 100 men known as Rooks. The Rooks in a company are divided into squads of 10, each commanded by a Knight (meaning there are 110 members to each company – 10 Knights and 100 Rooks). Brand new recruits in a company are often referred to as Pawns instead of Rooks until they have proven themselves on the battlefield.

Gaining membership in the Myrmidons is relatively easy, as they are always looking to replenish their numbers due to losses in battle or retirements. All one has to do is seek out a Knight and petition her. If she accepts the petition she will take the perspective recruit to her Vizir, who will make final judgment on worthiness and then issue the oath of brotherhood. Once accepted, the new Pawn is turned back over to the the Myrmidons encourage life-long commitment to the order, the oath of brotherhood requires only a two-year commitment. So long as a member serves the order honorably, he is free to leave at the end of his two-year enlistment, and free to re-enlist at any time.

The Myrmidons pay members well. Each Pawn receives 35 sp per week. Once they prove themselves in battle (usually by surviving three battles without fleeing or making a significant mistake), Pawns become Rooks and their pay increases to 40 sp per week and 0.25% of the value of all spoils. Knights receive 55 sp per week and 1% of the value of all spoils. Vizirs are paid 70 sp per week and 20% of the value of all spoils from all companies under their command. The remainder of all spoils and income are sent to the Malik.

New recruits are given a suit of Myrmidon armor (masterwork leather armor). If they do not have a masterwork or better weapon, they are given one. Because the Myrmidons have access to all sorts of gear and equipment acquired through the spoils of war or as payment for services, most any type of normal gear is available for purchase through the organization at a 10% discount from the listed prices.

All Myrmidons receive a tattoo marking them as a member. The tattoo is prominently displayed on the face. Pawns have an upside down triangle under the left eye. Upon proving themselves and becoming Rooks, a second triangle is added under the right eye. Knights have a bar beneath the left triangle and Vizirs have a bar beneath both triangles. The Malik has a series of dots tattooed across the bridge of his nose, from one triangle to the other.

When a member honorably leaves or retires from the Myrmidons, a large dot is tattooed between the eyebrows, just above the bridge of the nose. This tattoo lets others know at a glance that the person in question is an inactive member of the order, and while he is still afforded the respect that comes with his rank, he no longer is eligible for discounts from merchants, Myrmidon training, etc.

Myrmidons who break the oath of brotherhood, cause serious trouble, do not respect the authority of their superiors, or are cowards or deserters are removed from the order without hesitation. They are tattooed with a red "X" between the eyebrows, and cowards and deserters also receive the appropriate brands. This mark shows everyone that they have dishonorably left the order, and they receive neither the respect nor the benefits of their former rank.

Myrmidons all exhibit a fierceness in battle, and this fierceness is well-known. The facial tattoos are also recognized by most people around the world. Between their renowned fierceness and the widely-recognized facial tattoos, Myrmidons receive bonuses to their Intimidate skill. A Pawn or Rook receives a +1 bonus, a Knight receives a +2 bonus, a Vizir receives a +3 bonus and the Malik receives a +5 bonus to Intimidate.

Members of the Myrmidons who spend time training with other members and under the supervision of a Knight or Vizir can receive bonuses for the training. Those who train in a specific skill gain a bonus of 1 rank in the appropriate skill, and may only earn this bonus one time per skill trained. Training takes a minimum of 6 hours work per day for 7 consecutive days if the skill is a class skill, or 14 consecutive days if the skill is not a class skill. Any interruption in this schedule requires the character to begin a new week-long training period. A character may gain no more than 2 bonus skill ranks in any given month. A character can still never have more ranks in a skill than his total number of levels/hit dice. Naturally, campaigning and fighting can interrupt a training schedule. As such, most Myrmidons do all of their training in their down time or during the winter.

A character who spends a minimum of 6 hours per day training for 30 consecutive days can, at the GM's option, gain a bonus feat for which they normally qualify. The character must find a mentor among the Myrmidons who already has the feat they desire to learn. Any interruption in this schedule requires the character to begin a new month-long training period. A character may gain no more than 1 bonus feat in this manner.

The GM may, at his discretion, provide for more advanced training opportunities (with the appropriate skill bonuses gained, if applicable), keeping in mind that more sophisticated techniques require longer training to complete. In this case, the bonus skill rank in a given skill may be taken more than once if the GM so rules.

Outside of combat feats, a character can spend a minimum of 6 hours per day for 30 consecutive days training with and receive a +1 bonus to attack rolls with a specific weapon (this bonus does not stack with the bonus granted from the Weapon Focus feat), a +1 bonus to CMB, a +1 bonus to CMD, or a +1 dodge bonus to armor class (this bonus does not stack with the dodge bonus granted by Dodge feat). Any interruption in the schedule requires the character to begin a new month long training period. A character can never gain more than one bonus to CMB, CMD or AC, and can never gain more than one attack bonus to any single weapon type. A character can gain no more than four total combat bonuses of any kind due to training with other Myrmidons in any one year. Any feats or prestige classes that have a Weapon Focus prerequisite or a Dodge feat prerequisite cannot be qualified for through combat training with the Myrmidons. The bonuses granted from the training are not feats.

# **IMPORTANT MYRMIDONS**

**Malik Ivan Russo** (LN male human fighter 15) is the current head of the order. He was voted in by his peers just over a year ago, and is the youngest to ever take the position. He is a fierce and respected leader,

fearless yet wise in battle. He cares deeply about the Myrmidons and makes an effort to learn the name of every Pawn under his command. Though he has no magical abilities himself, he has collected a number of wondrous tattoos over the years, and those pieces of art combined with other mundane tattoos and the tattoos of the order leave him with little ink-free skin.

**Vizir Sonja Allyn** (LE female half-elf fighter 8/ inked bloodline sorcerer 4) was passed over for the position of Malik when Ivan was selected, and is still bitter about it. She wishes to take the Myrmidons in a different direction, one she believes will bring them more spoils for less work. The knights and rooks under her command tend to agree with her leanings, and she is biding her time. Sonja has been with the Myrmidons long enough to know that no one person is in the seat of power very long, and she is patient enough to wait her turn.

**Vizir Demit Chane** (NG male elf ranger 12) was also in consideration for the title of Malik last year, but unlike Sonja, was happy to see it go to Ivan. Demit likes his rank in the order, and has no desire to be in charge. He would much rather spend his time fighting orcs and "monstrous men", and training new members of the Myrmidons. Like the Malik, he is nearly covered in tattoos, including a *tattoo of fierceness* against orcs.

**Knight Vaughn Blackforge** (LN male dwarf tattooed wizard 7) is an up-and-coming battle mage in the order, serving under the command of Vizir Demit Chane and fiercely loyal to Malik Ivan Russo. He is more than handy enough with a battleaxe, but prefers to sling spells in combat, and does so with great accuracy.

**Rook Ashland Marr** (NG male human bard 4/ painted one 2) counts himself lucky to still be considered a member of the order. Not long after he had proven himself and attained the rank of Rook, his left leg was shattered in battle. Instead of falling in a heap on the ground, Ashland fashioned a makeshift splint out of his quarterstaff and limped after the company, continuing to sing songs of courage and inspiration. His bravery was recognized by letting him keep his rank and serve as the order's historian and record-keeper. He fears what will happen to him if Sonja ever attains the position of Malik, and is trying to warn Malik Ivan Russo of her dark plans.

# RYUEKEN ORDER

The members of the Ryueken Order are legendary within their own nation but little known outside of it. The monastery of the Ryueken is high in the mountains in a realm traditionally considered lawless. The orc tribes and stranger beasts that crawl are said to have once terrorized the county side until the Old Man came. He came as a petitioner to the small monastery and became a student, quickly mastering his insane rages and putting his past behind him. Dedicating his life to the order he now walks among his own students, often disguised as one of them. Some say he has achieved the first step of enlightenment – abandonment of fleshly entrapment – and now seeks to abandon his own awareness of ego.

Members come to the order either as children whose parents think they have special talents that will make life difficult for them but might benefit from being raised by the monks, or men who have retired from a military life to pursue spiritual and artistic pursuits. Those who seek to join live in the monastery for one year, working and training and if accepted, the Old Man, usually as a featureless young child, makes an announcement at morning prayers on their last day of training.

The Order believes in inner purification through demanding physical training, meditation and encouraging artistic pursuits such as calligraphy and painting. At any time, a few masters continue the tradition of their tattoo arts with half a dozen or so apprentices. The Ryueken Order style of tattooing is one of the few that not only disapproves of using a tattoo machine but can not be done with it and must be done by hand.

Ryueken are still oath-bound members of their empire and are sometimes called upon as diplomats, messengers or body guards by the imperial palace due to their inability to be bribed or threatened. Even a weak Ryueken combatant will not be intimidated to compliance though they may be scared for their lives.

All who wish to join the Order must be lawful or willing to become lawful within a very short time as they learn self-discipline and order. If a petitioner fails to become lawful before their initial year of training is over, or if their alignment changes from lawful at the end of their training, they will not be accepted into the Order. Those who do become members must continue to maintain their lawful alignment; members whose alignment changes from lawful are expelled from the Order and forced to leave the monastery. Petitioners to the Order can come from any character class, though any levels gained after becoming a member must be in the monk class.

The Ryueken tradition of tattooing is well known in their empire, and easily identifies them there. All petitioners accepted as members receive the Order tattoo – a word symbol meaning "true believer", placed wherever on their body they wish. As they progress in rank over the years, they receive further tattoos to mark their progress. By tradition, all new tattoos received by a member of the Order must be done with traditional hand-held needles, not with machines or magical tattooing devices. As members learn self-discipline, they learn to channel away the pain of receiving a tattoo. For every 4 monk levels the member has they may ignore 1 point of non-lethal damage from receiving a tattoo, essentially gaining DR 1/lethal per 4 monk levels. This alleviates much of the damage done by the

tattooing process and allows the tattoo artist to be very fast and hold back little as they do their work.

Because members of the Order are forbidden from owning much in the way of material goods (no more than 500 gp worth of gear and magic items), most cover their bodies with magical tattoos to help protect themselves, aid them in combat, and provide other bonuses. Outside of their own region, Ryueken Order members are sometimes mistaken for tattooed wizards, inked bloodline sorcerers, or painted ones.

The Ryueken Order has no mark for former members – members are free to come and go as they please, and are always considered welcome at the monastery. The order rarely asks a member to leave, but those who cannot maintain lawful tendencies do not fit in with the tenets of the order. Members who shift alignment or break other tenets of the order, are marked and forcibly removed from the monastery grounds. Ejected members are tattooed prominently on the forehead with a word symbol meaning "unfaithful" or "sinner".

A member of the Order who spends time training with other members in a specific skill can gain a bonus of 1 rank in the appropriate skill, and may only earn this bonus one time per skill trained. Training takes a minimum of 6 hours work per day for 7 consecutive days if the skill is a class skill, or 14 consecutive days if the skill is not a class skill. Any interruption in this schedule requires the character to begin a new weeklong training period. A character may gain no more than 2 bonus skill ranks in any given month. A character can still never have more ranks in a skill than his total number of levels/hit dice.

A character who spends a minimum of 6 hours per day training for 30 consecutive days can, at the GM's option, gain a bonus feat for which they normally qualify. The character must find a mentor at the monastery who already has the feat they desire to learn. Any interruption in this schedule requires the character to begin a new month-long training period. A character may gain no more than 1 bonus feat in this manner.

The GM may, at his discretion, provide for more advanced training opportunities (with the appropriate skill bonuses gained, if applicable), keeping in mind that more sophisticated techniques require longer training to complete. In this case, the bonus skill rank in a given skill may be taken more than once if the GM so rules.

It is also possible to receive combat training at the monastery. A character can spend a minimum of 6 hours per day for 30 consecutive days training with a combat instructor and receive a +1 bonus to attack rolls with a specific weapon – usually unarmed strike or a monk weapon (this bonus does not stack with the bonus granted from the Weapon Focus feat), a +1 bonus to CMB, a +1 bonus to CMD, or a +1 dodge bonus to armor class (this bonus does not stack with the dodge bonus granted by Dodge feat). Any interruption in the schedule requires the character to begin a new month

long training period. A character can never gain more than one bonus to CMB, CMD or AC, and can never gain more than one attack bonus to any single weapon type. A character can gain no more than four total combat bonuses of any kind due to training at the monastery in any one year. Any feats or prestige classes that have a Weapon Focus prerequisite or a Dodge feat prerequisite cannot be qualified for through combat training at the monastery. The bonuses granted from the training are not feats.

# **IMPORTANT ORDER MEMBERS**

**The Old Man** (LN male human monk 15/inked bloodline sorcerer 5) is the current head of the Ryueken Order. He guides the order from the ancient temple that is the primary monastery of the order, though he is rarely seen – at least, not that others realize. The Old Man spends most of his time in the guise of younger students, lesser teachers or even small children. In this way, he is able to wander among other order members and local villagers without drawing attention to himself.

Wind (LG female human monk 10/tattooed wizard 3) is one of the master instructors at the monastery. She was criminal when she came to the order, seeking asylum from the local authorities. The Old Man took her in and watched her closely, guiding her as she renounced her criminal ways, became a devout and loyal order member, and worked her way up to her current position. She is often referred to as "Wicked Wind" behind her back because she can be a stern taskmistress.

**Sedge** (LN male dwarf monk 8/cleric 4) teaches petitioners and students the use of various types of weaponry. Not only does Sedge teach them to use the weapons, but to clean them and maintain them, and how to manufacture and repair them as well. Sedge believes that a spiritual warrior and his weapons are extensions of one another, and that both must be strong and both must know the other for either to prevail.

**Stara** (LG female halfling monk 4/inked bloodline sorcerer 4) teaches calligraphy, painting and tattooing at the monastery. She is, like many of her race, delightful, perky and happy-go-lucky, though she can be quite serious and even deadly if it is called for. Stara is also well-known for being the order member that pointed out that nowhere in the order's teachings – before or since The Old Man – does it state that members cannot enjoy physical relationships with one another.

**Heffel** (LN male half-elf fighter 2) is a recent petitioner who arrived at the monastery after deserting from a mercenary group that was raping and pillaging nearby lands. Heffel grew sick of the gratuitous violence so he slipped away in the middle of the night. He now seeks to purge himself of the memories of and guilt over things he saw and did.

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