



ART BY NADEZHDA SHUPARSKAIA

Deep One's Brand

Tattoo, very rare

Bearing this tattoo is a profound taboo. Those who are inked with this mark are fiercely hunted by all the noble families of Neredith, as the bearer always falls sooner or later to the corruption of the Deep One, risking plunging the Citadel of the Depths into the apocalypse.

Little is known on how one obtains such a tattoo in the first place. The purple ink coils around the body of its wearer, ensnaring its heart. Perhaps this tattoo is sought for, due to the power it grants, perhaps some souls weren't given choice. One thing is for certain, this mark can never be removed, and only death will sever the Deep One's influence over the mind of those who bear it.

By wearing this tattoo you gain the following abilities:

Tentacle of the Depths. As a bonus action, you can summon a tentacle to restrain your foes. They must succeed on a Dexterity saving throw, DC equal 8+ twice your proficiency or be restrained by the tentacle for 1 minute. A restrained creature can repeat the saving throw at the end of each of their turns, ending the effect on a success. You must concentrate on this ability as you would concentrate on a spell. If a creature succeeds on the save you can force them to reroll the saving throw potentially causing it to fail. To do so you sacrifice a number of hit points equal to the CR or level of the creature you are fighting.

Once you've used this ability you cannot use it again until you complete a short or long rest.

Cursed Regeneration. Upon getting this tattoo all your wounds heal miraculously, even missing limbs or organs will regrow, and any disease afflicting you will be cured. In addition At the start of each of your turns, if you have no more than half of your hit points left, you regain 8 hit points. You don't gain this benefit if you have 0 hit points. Each time you heal 20 hit points in this way you gain one temporary madness. When you have 2 of them you gain one long-term madness. A long-term madness gained in such a way can only be cured by a wish spell, or greater restoration spell cast at 9th level. When you have accumulated 3 long-term madnes, you fall under the complete control of the Deep One.

RULE VARIANT

You can choose to not use this regeneration despite being under half hit points. To do so you need to make a DC 15 Wisdom saving throw at the start of your turn, when you are under half your hit point maximum. On a success, the regeneration doesn't activate for the next hour, unless you wish it to. On a failure the regeneration activates.

Curse. Once inked with this tattoo it can never be removed until your death, short of a *wish* spell.

Third Eye

Tattoo, very rare

On your turn, you can use a bonus action to activate the third eye. When you do so you peer in the immediate future. Creatures have disadvantage on attack rolls against you for 1 minute and you cannot be surprised.

Once you used this ability you cannot use it again until you complete a long rest.

Oceanic Prison

Tattoo, rare

Prerequisite: Level 7, banishment spell

When you cast the *banishment* spell, instead of banishing a creature to a harmless demi plane, you can choose to banish them at the bottom of the abyssal ocean, where they'll endure the wrath of the sea. For the duration of the spell they take 2d6 cold damage at the start of each of their turn.

Radiant Light

Tattoo, rare

Prerequisite Level 7, daylight spell.

When you cast the *daylight* spell, the magical light created is considered to be sunlight and the area is considered difficult terrain for fiends and undead.

Elemental Touch

Tattoo, rare

This tattoo has 10 charges that it regains daily at dawn. When you cast a spell of 1st level or higher that deals damage, you can expend a number of charges equal to the spell level to change the damage type of the spell to the one of your elemental tattoo.

This tattoo can be created for the following elements: acid, cold, fire, lightning, or thunder

Hurricane Ward

Tattoo, very rare

Requirement: Gust of Wind, Wind Wall or Wind Walk spell

When you are concentrating on a spell, you can choose to activate this tattoo, causing strong winds (20 miles per hour) to rise around you, protecting you.

The wind has the following effects:

- It grants you a flying speed of 15 feet, during which you can hover.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

Spell Empowerment

Tattoo, rare

Requirement: Spellcasting or Pact Magic feature

When you cast a spell of 1st level or higher, you can activate this tattoo to empower the spell. The spell will be considered as if cast at a higher spell level.

Once you've used this ability 3 times you need to complete a long rest in order to do so again.

Air Walk

Tattoo, rare

Requirement: Levitate spell

If you cast the *levitate* spell on yourself you can activate this tattoo for the duration of the spell. While concentrating on the spell you can move up to your movement speed normally, instead of having to push or pull on surfaces or objects to move. Whilst the spell is active you cannot use the Dash action.

Arcane Escape

Tattoo, rare

Requirement: Absence of the Spellcasting and Pact Magic feature.

When you successfully make a saving throw against an area of effect spell, you can use your reaction to move up to your movement speed to the outside edge of the spell. This movement does not provoke attacks of opportunity.

Spell Reflection

Tattoo, very rare

Requirement: Absence of the Spellcasting and Pact Magic feature.

Whenever you succeed on a saving throw against a spell or cantrip, you can use your reaction to reflect the spell's energy back against its caster. When you do this, the caster must make the relevant saving throw against their own spell save DC, exactly as if they had been the original target or within the area of the spell.

Once you've used this ability you cannot use it again until you complete a short or long rest.

Class Tattoos

Arcane Blood

Tattoo, very rare

Prerequisite: Level 5 warlock.

As an action you can sacrifice your blood to regain arcane power. Roll a number of d8s equal to the level of the spells from your Pact Magic, you take an amount of necrotic damage equal to the number rolled and regain one spell slot from your Pact Magic Feature

Once you used this tattoo you cannot use it again until you complete a long rest.

Life Surge

Tattoo, uncommon

Prerequisite: Level 1 wizard

When you recover spellslots with your Arcane Recovery feature, you also regain a number of hit points equal to half your wizard level (rounded up).

Indomitable Might

Tattoo, very rare

Prerequisite: Level 9 fighter.

When you use your indomitable feature, instead of rerolling the saving throw, you automatically succeed it.

Words of Clarity

Tattoo, rare

Prerequisite: Level 6 bard.

When you use your Countercharm feature, you and any friendly creatures within 30 feet of you automatically succeed on saving throws against being frightened or charmed instead of having advantage.

Glory of the Gods

Tattoo, rare

Prerequisite: Level 2 cleric or paladin.

When you use a channel divinity feature, you can use this tattoo to call forth the power of your god to emanate a field of energy around you. Each allied creatures within 10 feet of you can expend a number of hit die equal to your proficiency bonus and regain a number of hit points equal to the number rolled.

