

# Ghelspad Companion Volume 2

By Alain Giorla

SLARECIAN  
-VAULT-



# CREDITS

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# MAGIC TATTOOS LISTS

Magic tattoos are listed by rarity. In the tables below, <sup>A</sup> marks a tattoo that requires attunement, <sup>C</sup> denotes a cursed tattoo, while <sup>SLPG</sup> and <sup>BITM</sup> indicate magic tattoos described in the **Scarred Lands Player's Guide** and in **Blood & Ink: Tattoo Magic** respectively.

The body part locations are approximative and given for quick reference only. Please refer to the description of each magic tattoo for more details.

## Common Tattoos

Magic Tattoos	Location
Elder Rod <sup>BITM</sup>	Arms or Legs
Ghost Hand Pattern <sup>SLPG</sup>	Hands
Hedrada's Insight <sup>BITM</sup>	Any
Madriel's Light <sup>BITM</sup>	Any
Mother's Tongue Sigil <sup>SLPG</sup>	Head
Ledeane Icons	Arms
Observer's Shawl <sup>BITM</sup>	Any

## Uncommon Tattoos

Magic Tattoos	Location
Chardun's Might <sup>BITM</sup>	Any
Eye of Night Sigil <sup>SLPG</sup>	Head
Fourfold Eye Pattern	Head
Horseshoe Pattern	Hands
Lethene's Touch <sup>BITM</sup>	Arms of Legs
Mark of the Earth Mother <sup>SLPG</sup>	Hands
Mark of the Kinslayer <sup>C/BITM</sup>	Head
Mark of the Muskhorn <sup>SLPG</sup>	Chest

Magic Tattoos	Location
Mark of the Secrets <sup>A</sup>	Hands
Mark of the Spinning Coin <sup>SLPG</sup>	Head
Mark of the Unlit Circle	Head
Mark of the Vanguard	Chest
Pattern of the Oaken Shield <sup>SLPG</sup>	Chest
Saltwater Sigil	Waist
Sign of the Basilisk	Head and Neck
Sign of the Bat <sup>SLPG</sup>	Head
Sign of the Deer <sup>SLPG</sup>	Feet
Sign of the Elk	Feet
Sign of the Net	Chest
Sign of the Oasis	Neck
Sign of the Octopus	Arms
Sign of the Owl <sup>SLPG</sup>	Head
Sign of the Seashell	Waist
Sign of the Werebeast <sup>SLPG</sup>	Chest
Sign of the Willowtree Warrior	Hands
Symbol of Dawn <sup>SLPG</sup>	Hands
Tattooed Compass	Hands
Tattooed Familiar	Hands
Tattooed Focus	Hands
Torc of Shielding Storm <sup>SLPG</sup>	Neck
Wraith Hand <sup>BITM</sup>	Any

## Rare Tattoos

Magic Tattoos	Location
Brand of the Slave <sup>C</sup>	Head
Corean's Forge <sup>BITM</sup>	Any
Denev's Sending <sup>BITM</sup>	Any
Flaming Brand	Hands and Arms
Mark of the Champion	Chest
Mark of the Demonhunter	Arms
Mark of the Giant	Arms
Mark of the Hidden Wind <sup>A</sup>	Chest
Mark of the Passage	Back
Mark of the Sleeping Earth	Feet
Shackled Mark <sup>C</sup>	Neck
Sign of the Hornet	Hands and Head
Sign of the Juggernaut <sup>A/SLPG</sup>	Chest
Sign of the Vengeful Wind <sup>A/C</sup>	Head and Neck
Spiral of Vertigo	Chest
Split Pattern <sup>A</sup>	Head
Tattoo of the Soldier <sup>A/SLPG</sup>	Waist
Three Feathers Mark <sup>SLPG</sup>	Chest
Witch Eye Pattern <sup>SLPG</sup>	Eye
Wrack Dragon Tattoo <sup>SLPG</sup>	Chest and Neck

## Very Rare Tattoos

Magic Tattoos	Location
Belsameth's Servant <sup>BITM</sup>	Any
Brand of the Master <sup>A</sup>	Head and Neck
Hidden Pattern <sup>A</sup>	Chest
Pattern of Emptiness <sup>A</sup>	Chest
Still Sky Sigil <sup>A</sup>	Back
Tar Dragon <sup>BITM</sup>	Any
Tattooed Glyph <sup>A</sup>	Back

## Legendary Tattoos

Magic Tattoos	Location
Sigil of Censure <sup>A/C</sup>	Chest and Back
Sigil of the Pounding Heart <sup>A</sup>	Chest

# NEW RULES

This section describes new rules related to magic tattoos.

## CURSED MAGIC TATTOOS

A few magic tattoos are cursed and provide adverse effects to their subject.

Creating a cursed magic tattoo is similar to creating a usual magic tattoo, except that the subject must be restrained for the duration of the creation process if it is not willing to bear the curse. The subject is not aware that the magic tattoo is cursed, which means that the spellcaster could trick the subject into believing that the tattoo being created is not cursed.

Removing a cursed tattoo necessitates a spellcaster to cast *remove curse* while the tattoo is removed. As for enchanting a tattoo, the spellcaster can either be a separate person, the tattooist, or the subject.

## MAGIC TATTOO VARIANTS

Some cultures have found other ways to bind magic to a creature's body. These variants have generally more limitations as tattoos and require tools other than tattooist supplies for their creation. Class features, feats, and other abilities related to magic tattoos don't apply to the variants described here. Tattoo variants interfere with magic items similarly to normal magic tattoos.

The most common variants in Ghelspad are listed below.

### Etching

The hollow legionnaires lack the skin to actually bear magic tattoos, but instead engrave their armors with esoteric symbols.

**Tools Required:** Smith's or tinker's tools.

**Rules:** You must be a hollow legionnaire to wear etchings. The etching can only cover parts of the body that correspond to the suit of armor to which you are bound. When you bind yourself to another armor, your etchings are magically transferred to the new armor provided there is enough space on the new armor.

If an etching can't be transferred to a new armor, it becomes dormant until you bind yourself to an appropriate armor. If one of your etching is cursed, you can only bind to a new armor if there is enough space on it for the cursed etching to be transferred.

### Skin Carving

In some barbarian cultures, warriors carve their own skin in the image of foes they have defeated. This practice is generally frowned upon in civilized nations, but is frequent among the tribes of the Blood Steppes or the Perforated Plains.

**Tools Required:** Leatherworker's tools.

**Rules:** Your maximum number of hit die is reduced by one for each skin carving you wear. You cannot have more skin carvings than your maximum number of hit die.

Removing a skin carving requires the assistance of a creature trained in the Medicine skill, or the casting of a *lesser restoration* spell or a similar magical effect.

### War Paint

War paints are used by orcs in time of war to quickly increase the strength of their tribes. This form is much less expensive than usual tattoos, but the magic fades away more quickly as well. War painting is rather common in the Plains of Lede and the Ukrudan Desert.

**Tools Required:** Painter's tools.

**Rules:** You only need 10 minutes to create or remove a war paint. However, the war paint fades and you lose its powers when you finish a long rest. You can only wear one war paint at a time.

### Variants of Existing Tattoos

At the Game Master discretion, existing magic tattoos from other sources might have slightly modified properties when drawn as variants. Examples for tattoos described in the **Scarred Lands Player's Guide** (marked by SLPG) and in **Blood & Ink: Tattoo Magic** (marked by BITM) are provided below.

As a rule of thumb, magic tattoos that affect a creature vitality can generally not be applied as etchings, but might be enhanced using skin carving. Magic tattoos that provide powerful effects are generally ill-suited as war paints, as well as magic tattoos that provide effects with a long duration.

**Belsameth's Servant (BITM).** This tattoo cannot be drawn as an etching or a war paint. When drawn as a skin carving, the wearer can use the tattoo twice before it completes a long rest, provided that the summated duration does not exceed 10 minutes.

**Chardun's Might (BITM).** When this tattoo is drawn as a skin carving, the wearer can use it twice before it finishes a long rest.

**Corean's Forge (SLPG).** When drawn as an etching, the wearer can use the tattoo twice before it completes a long rest, provided that the summated duration does not exceed 1 hour.

**Denev's Sending (BITM).** This tattoo cannot be drawn as an etching or a war paint.

**Elder Rod (BITM).** This tattoo cannot be drawn as an etching.

**Mark of the Earth Mother (SLPG).** This tattoo cannot be drawn as an etching. If this tattoo is drawn as a skin carving, you can only target carnivorous creatures.

**Mark of the Kinslayer (BITM).** This tattoo cannot be drawn as a war paint.

**Mother's Tongue Sigil (SLPG).** This tattoo cannot be drawn as an etching.

**Sign of the Werebeast (SLPG).** This tattoo cannot be drawn as an etching. When drawn as a skin carving, you can use the tattoo twice before you finish a long rest.

**Symbol of Dawn (SLPG).** When drawn as an etching, you can use the tattoo twice before you finish a long rest.

**Wrack Dragon Tattoo (SLPG).** This tattoo cannot be drawn as an etching.

# MAGIC TATTOOS BY REGION

The magic tattoos described below are sorted by the regions in which they are the most common, or from where they originate. However, most tattoos can be found in other regions as well, albeit less frequently.

## ALBADIAN TATTOOS

**Lore:** Albadian tattoos are generally stylized representation of mythical creatures or natural symbols or phenomena. The style is reminiscent of (and was certainly influenced by) the tattoos drawn by the elves of Vera Tre. A handful of tribes that have been shunted by the Hellian sorceresses practice skin carving instead of tattooing.

### Mark of the Hidden Wind

*Magic tattoo, rare (requires attunement)*

**Lore:** The Albadian legends speak of a thief that would come during the heaviest of snow storms, and disappear in the wind.

This tattoo depicts a raging blizzard across your upper chest. It has 5 charges and regains 1d4 charges daily at dusk. As an action, you can spend 1 or more charges to cast the *gaseous form* spell on yourself, requiring no components. While in gaseous form, you are immune to cold damage, and your flying speed increases by 10 ft for each charge you spend beyond the first.

### Shackled Mark

*Magic tattoo, rare*

**Lore:** The Albadian witches punish with this curse those who mock or defy their teachings. Bearers of the shackled mark usually exile themselves in south-

ern Ghelspad in the hope of finding a spellcaster kind enough to lift the curse.

This tattoo represents stylized chains wrapped around the neck.

**Curse:** This tattoo is cursed and suppresses the effects of all magic tattoos you are otherwise wearing, and you can't activate any of your magic tattoos. This affects both normal tattoos and tattoo variants such as etchings, skin carvings or war paints.

### Sigil of Censure

*Magic tattoo, legendary (requires attunement)*

**Lore:** In Albadia, sorcery is a woman's trade, held for centuries by the Hellian witches. The few men who walk that path are generally branded as weak and dishonorable by their brethren, and are cast out of their tribes. When a powerful male sorcerer rises up and threatens the Witchmount, the Hellians gather and curse the man with this tattoo, preventing him to ever again cast spells.

This tattoo consists of various arcane symbols drawn on the shoulder, upper chest and upper back.

**Curse:** This tattoo is cursed, preventing you to cast arcane spells by any means, whether using your own spell slots or magic items such as wands or staves. You can still cast cast divine spells, and use magic items or psionic abilities normally.

### Sign of the Elk

*Magic tattoo, uncommon*

**Lore:** The crescent elk inhabits the mountain ranges that border Albadia, and has become the totem animal of several tribes.

This tattoo consists in stylized elk antlers and hooves near the ankles. As a bonus action, you can activate this tattoo for 1 hour. While activated, moving through nonmagical difficult terrain caused by steep slopes, heavy snow or slippery ice costs you no extra movement, and you can move on slippery ice or rock without risk of falling prone. You must finish a long rest before activating this tattoo again.



# BLOOD SEA TATTOOS

**Lore:** As the crossroad between Ghelspad, Termana, and Asherak, the Blood Sea has become a melting pot of highly diverse cultures. This reflects in the variety of tattoos worn by the sailors and pirates of the Blood Sea, which range from the esoteric patterns sewn by the Termanean forsaken elves to the more vivid drawings of the shelzari and zathiskan traditions.

## Pattern of Emptiness

*Magic tattoo, very rare (requires attunement)*

**Lore:** The sea witch and infamous pirate captain Laurin marked every sailor on his ship with a different tattoo, so that he would himself be prepared to face any situation.

This tattoo is an empty circle drawn on the chest. As an action, you can designate one creature that you can see within 30 ft who is wearing magic tattoos. The target must make a DC 15 Constitution saving throw. On a failed save, you can choose one magic tattoo of the target and transfer it to yourself for 1 hour. The tattoo disappears from the target's body and reappears in the circle. While the tattoo is transferred, you benefit from its effects as if it were your own and you were attuned to it, and the target can't use it.

You can transfer only one tattoo at a time. When you transfer a magic tattoo, any tattoo that was already transferred is transferred back to its original owner.

**Variants:** This tattoo can't be drawn as an etching, skin carving, or a war paint.

## Sigil of the Pounding Heart

*Magic tattoo, legendary (requires attunement)*

**Lore:** The blood krakens of the Krewe of Waves mark the captains of their bone ships with this unholy sigil to make sure they will never fail in battle.

This monstrous heart drawn upon your very heart seems to be frantically beating. You gain resistance against necrotic and poison damage and become immune to disease, the poisoned condition, and effects that would reduce your hit points maximum.

The tattoo has 3 charges. As long as the tattoo has at least 1 charge, you cannot die from massive damage. When you make a death saving throw, you can spend 1 charge before rolling the dice to add +5 to the result of the d20.

The tattoo regains 1 charge daily at midnight.

**Variants:** This tattoo can't be drawn as an etching or a war paint. If it is drawn as a skin carving, it has 5 charges instead of 3.

## Sign of the Net

*Magic tattoo, uncommon*

**Lore:** Three times Meric's ship sank, and three times the merfolk saved him. On the third time, they marked his chest with the sign of the net, so that he would drown no more.

A stylized fishing net is inscribed on both sides of your thorax. When you are fully immersed in water, you ascend by 60 ft at the start of each of your turns until you reach the surface of the water. You can deactivate or reactivate it by spending a bonus action. The tattoo automatically reactivates itself if you fall unconscious.

## Sign of the Octopus

*Magic tattoo, uncommon*

**Lore:** Krakens are perhaps the most dangerous creatures in the Blood Sea, so only the most courageous (or foolish) sailors dare mark themselves with their symbol.

A giant octopus is drawn on your arms, its tentacles extending onto your hands and fingers. As a bonus action, you can activate this tattoo for 1 hour. While activated, you gain advantage on grapple checks against creatures of your own size or smaller, and your speed is not reduced when you grapple such a creature. You must finish a long rest before activating this tattoo again.

**Variants:** If this tattoo is drawn as a skin carving, its effects last for 2 hours when you activate it.

## Sign of the Seashell

*Magic tattoo, uncommon*

**Lore:** Fishermen who live on the shores of the Blood Sea use this tattoo to obtain Manawe's favors and limit the ever-constant threat of food poisoning.

This tattoo represents a large seashell drawn on your abdomen. You gain advantage on all saving throws against disease. You further gain a +5 bonus on Constitution saving throws you make to resist the effects of contaminated or expired food.

**Variants:** This tattoo can't be drawn as an etching.

## Spiral of Vertigo

*Magic tattoo, rare*

**Lore:** When the sea witch Laurin was cornered on his very own ship by a party of mithril knights, he uncovered his chest to show his spiral of vertigo. The paladins lost their footing, and were quickly thrown in the Blood Sea by the rest of Laurin's crew.

A large spiral is inscribed on your chest. The tattoo has 3 charges. You can spend 1 charge as an action. Any creature within 30 ft of you and who can see the tattoo must make a DC 14 Dexterity saving throw. On a failed save, the target falls prone, and its speed is reduced to 0 ft until the end of its next turn. The tattoo regains 1d3 charges at midnight.

**Variants:** If this tattoo is drawn as a skin carving, it has 5 charges.

## Tattooed Compass

*Magic tattoo, uncommon*

**Lore:** During the Divine War, the constellations shattered and the stars shifted, until the gods reforged them to herald a new era. Manawe granted her followers this blessing, to help them navigate the sea under the unfamiliar sky.

A stylized compass is drawn in the inside of your hand. When you are at sea, you can spend an action to know the direction to the north. If you concentrate for 1 minute, you can know the direction to the nearest shore instead.

# DRENDALI TATTOOS

**Lore:** The deep elves usually weave their magic in abstract geometrical patterns as opposed to stylized representations of the world. Due to their isolated nature, their tattoos can rarely be found in other places.

## Brand of the Master

*Magic tattoo, very rare (requires attunement)*

**Lore:** Before the Divine War, this tattoo was exclusively reserved to the drendali royal family. Since Nalthalos defeat and exile on the Material Plane, it has also been granted to his most devout priests.

Complex abstract patterns are drawn on your face, extending onto your neck and your forehead. The tattoo has 3 charges and regains 1d3 charges daily at midnight. You can spend 1 charge to cast the *dominate person* spell on a creature that is wearing a *brand of the slave* (see below).

When a creature wearing a *brand of the slave* targets you with an attack or an harmful spell, the creature must make a Wisdom saving throw. On a failed save, the creature must choose a new target or loose the attack or the spell. This effect doesn't protect you from area effects. This effect is suppressed for 1 hour if you deal damage to a creature wearing a *brand of the slave* through an attack or a spell. You can cast non-damaging spells on creatures wearing a *brand of the slave* without disrupting this effect.

The DC of the saving throws for both abilities is equal to 15. If you are able to cast spells, it is 15 or your spell save DC, whichever is higher.

**Variants:** This tattoo can't be drawn as a war paint.

## Brand of the Slave

*Magic tattoo, rare*

**Lore:** Slavery is a common punishment in the drendali society. Rebellious slaves are often branded with this mark to prevent them from escaping or turning against their masters.

This brand consists of three X marks tattooed on the forehead and each cheek.

**Curse:** This tattoo is cursed. You have disadvantage on all saving throws against effects that would cause you to be charmed or frightened.

When you are under the effects of the *dominate person* spell or a similar magical effect, you have resistance to bludgeoning, piercing and slashing damage from nonmagical attacks, but you can't make a new saving throw to end the effects of the spell when you take damage from such attack.

**Variants:** This tattoo can't be drawn as a war paint.

## Hidden Pattern

*Magic tattoo, very rare (requires attunement)*

**Lore:** After the Divine War, the drendali soon discovered that Burok Torn was well protected by its runic defenses. The drendali mages worked day and night to create this tattoo, and grant them a way inside the dwarven stronghold undetected.

This tattoo is drawn using invisible ink on your chest and abdomen. The tattoo has 3 charges. As long as the tattoo has at least 1 remaining charge, any magical effect active on yourself or any item you are carrying cannot be detected using the *detect magic* spell or a similar effect.

When you are the target of an illusion spell (including if you cast an illusion spell on yourself) and are not incapacitated, you can spend one charge. When you do so, the illusion cannot be perceived by creatures with truesight or creatures who can see invisible objects or creatures.

The tattoo regains 1 charge daily at midnight.

## Split Pattern

*Magic tattoo, rare (requires attunement)*

**Lore:** Before the Divine War, this symbol was reserved to the nobility to protect them against assassins or would-be invaders. Since the battle of Baereth Marn, it has been granted to the elite fighters and rogues sent to infiltrate Burok Torn.

This tattoo represents a set of geometric shapes that cover the left of your face. When activated, a mirror pattern appears on the right side.

The tattoo has 5 charges. You can spend 1 charge to cast the *mirror image* spell without requiring components, using Charisma as the spellcasting ability. If you are able to cast arcane spells, you can spend your own spell slots instead of a charge.

When you cast *mirror image*, you can spend up to two additional charges to create one additional image per charge spent. If you have four duplicates, you must roll a 5 or higher to divert an attack to a duplicate. With five duplicates, you must roll 4 or higher.

The tattoo regains 1d4 charges daily at midnight.

## Tattooed Focus

*Magic tattoo, uncommon*

**Lore:** This tattoo is the mark of the spellcasting cast in the drendali society, and is worn by wizards, sorcerers, and warlocks alike. Some clerics of Nalthalos also use it, even though this practice is generally frowned upon by the most zealous followers of the golem god. The Hellian witches in Albadia also use a similar tattoo.

This tattoo is an intricate pattern of interwoven circles, squares, and other geometric figures drawn on the back

of the right hand. You can use the tattoo as a spellcasting focus to cast spells.

You can attune to this tattoo, in which case you gain the following benefits.

When you finish a long rest, you gain 2 sorcery points. When you fail a Constitution saving throw to maintain your concentration on a spell, you can spend 1 sorcery point as a reaction to reroll the saving throw. You must keep the second result, even if it is worse.

You gain these sorcery points even if you don't normally have sorcery points through a class feature or a similar ability.

**Variants:** If this tattoo is drawn as a skin carving and you have the Pact of Blood warlock class feature described in the **Scarred Lands Player's Guide**, you gain blood points instead of sorcery points, and you gain one additional blood point.

## Tattooed Glyph

*Magic tattoo, legendary (requires attunement)*

**Lore:** For millenia this mark was reserved to the drendali imperial guard. Since the Divine War, this privilege has been extended to the strange nalthalite who serve their golem god with unparalleled zeal.

A large glyph ornamented with arcane symbols is tattooed on your back. The glyph is associated with one of the versions of the *symbol* spell, chosen by the spellcaster who enchanted the tattoo.

As an action, you can irradiate magic in a 60 ft radius sphere around yourself. Each creature in the sphere when you activate this effect is targeted by the version of the *symbol* spell associated with this tattoo. You can designate any number of creatures in the area that will not be affected by the glyph. As opposed to the *symbol* spell, the sphere disappears immediately after being triggered. The spell save DC to resist this effect is 16, or your own spell save DC if it is higher.

Once you have activated the symbol, you can't activate it until you finish a long rest.

If you are killed, this effect automatically activates, even if you have already use it. When activated this way, the sphere lasts for 10 minutes, as per the *symbol* spell.

**Variants:** This tattoo can't be drawn as a war paint.

## ELVEN TATTOOS

**Lore:** The elves of the Ganjus and the Broadreach Forest (now best known as the Hornsaw Forest) both make heavy use of magical tattoos. Their tattoos are more likely to depict animals or symbols of nature, as well as plants or flowers.

### Mark of the Sleeping Earth

*Magic tattoo, rare*

**Lore:** During the Druid's War, the Jordeh designed this tattoo to prevent the elven warriors from being ambushed by vengauraks and other burrowing titanspawn.

This abstract tattoo representing Denev sleeping under the earth is generally drawn on each foot. While you are in contact with natural earth or stone, you gain tremorsense up to 60 ft, and the ground within 60 ft is considered as difficult terrain for burrowing speed.

### Sign of the Hornet

*Magic tattoo, rare*

**Lore:** The elven archer Liliandrel was famous for his ability to multiply arrows on the fly, but also the hornet-like sound his arrows would make before piercing through their targets.

Three small hornets are inscribed around your right eye and on the back of your right hand. As a bonus action, you can activate this tattoo for 10 minutes. While activated, you deal an additional 1d8 thunder damage when you hit with a ranged weapon attack. You must finish a long rest before activating this tattoo again.

### Sign of the Willowtree Warrior

*Magic tattoo, uncommon*

**Lore:** This tattoo is popular among the elvish commonfolk, as it provides some measure of defense against magical threats.

This stylized willowtree drawn on the back of your hand seems to animate when you attack. As a bonus action, you can activate this tattoo for 1 hour. When you make an attack with a melee weapon made primarily of wood or an unarmed attack while the tattoo is activated, the attack is considered as being made with a silvered weapon. You must finish a long rest before activating this tattoo again.

## Tattooed Familiar

*Magic tattoo, uncommon*

**Lore:** The elven scouts and wardens who protect the Ganjus forest frequently wear these tattoos to quickly summon spies and messengers for their duty, favoring flying critters such as owls and ravens.

This tattoo depicts a small animal running across your forearm. As an action, you can summon the animal represented on the tattoo as a familiar, as with the *find familiar* spell, except that the familiar is always a fey. When you do so, the tattoo disappears momentarily. When you dismiss the familiar, or when it is killed, the tattoo reappears on your forearm. If the familiar is killed, you can't summon it again until the next dawn.

You can't use this tattoo to have more than one familiar at a time.

**Variants:** This tattoo can't be drawn as an etching or a war paint. If drawn as a skin carving, the familiar is a fiend instead of a fey.

## KARRIAN TATTOOS

**Lore:** The Karrian tattoo tradition is a recent one that essentially derives from the opening of sea routes between the island and other nations of Ghelspad. As such, it mostly derives from the Zathiskan and Blood Sea traditions, as well as from the Albadian and Ukru-dan traditions.

### Ledean Icons

*Magic tattoo, common*

**Lore:** At the height of the Ledean Empire, emissaries and diplomats from the outer provinces were branded with this tattoo to make sure they would understand fully the orders they were given. Nowadays, this tattoo is used by merchants and scholars alike.

This tattoo simply consists of the Ledean alphabet written in the inside of your forearm. You gain the ability to read all languages written using the Ledean alphabet.

### Mark of the Unlit Circle

*Magic tattoo, uncommon*

**Lore:** The Unlit Circle is a small congregation of shadow mages based in Meliad in Darakeene. They mark their apprentices and favorite servants with this

tattoo, so that they can find their way in the maze that protects the entrance of the Circle's lair.

This sigil shows as a thin white circle around your left eye, that is only visible in complete darkness. If you have darkvision, it can now pierce magical darkness. If you don't have darkvision, this tattoo is only active when you get temporary darkvision, either through a spell, another magical item, or another effect.

## Saltwater Sigil

*Magic tattoo, uncommon*

**Lore:** This mark has been a significant factor in the recent rise of Karria's commercial success, as it allows their ships to store much less water and therefore more merchandise as their competitors. The pattern is sometimes arranged in the shape of the Delphos constellation.

This set of dots drawn on the abdomen is meant to represent seasalt crystals. You can drink salt water as if it were fresh water.

**Variants:** This tattoo can't be drawn as an etching.

## Still Sky Sigil

*Magic tattoo, very rare (requires attunement)*

**Lore:** Queen Tagani recently ordered her mages to design countermeasures against flying adversaries. It remains to be seen whether this is in order to provide a permanent solution to the storm goblin situation, or maybe part of a larger scheme to invade Uria.

This set of curves representing spiraling clouds covers most of the upper back. The air in a 90 ft radius around you is considered as difficult terrain for the purpose of flying.

The tattoo has 3 charges, and regains 1 charge every day at midnight. When you see a creature fly within 90 ft, you can spend 1 charge as a reaction. The target must make a DC 15 Strength saving throw. On a failed save, the creature speed becomes 0 ft until the start of its next turn and it immediately starts falling.

# ORCISH TATTOOS

**Lore:** Of all of Ghelspad's tattoo traditions, the orcish is perhaps the simplest one, using mostly basic shapes such as straight lines, arcs, and dots. The orcs tend to prefer war paints over actual tattoos and often conduct massive rituals before battles to empower their armies. This tradition has influenced most of Western Ghelspad, including nations nested in the Kelders such as Ontenazu and Durrover, as well as the tribes from the Bleak Savannah.

## Mark of the Champion

*Magic tattoo, rare*

**Lore:** The orc tribes have the reputation to never fall back in battle, and this mark grants them the strength to live up to that reputation.

This tattoo is a simple set of horizontal lines drawn upon the thorax. You are immune against being charmed and frightened as long as you are within 10 ft of an hostile creature. If you were already charmed or frightened while coming within 10 ft of an enemy, that effect is suspended until you are more than 10 ft away from any enemy.

## Mark of the Demonhunter

*Magic tattoo, rare*

**Lore:** During the Divine War, the Blood Eye tribe was besieged by an army of feral demons. During the night, the shamans marked the warriors with this brand, granting them the strength to vanquish the horde and live to fight another day.

This tattoo is a set of chevrons drawn on your shoulders and biceps. Your weapon attacks are considered as magical for the purpose of overcoming the resistance of fiend creatures.

When you fail a saving throw against a spell or magic effect used by a fiend, you can spend your reaction to reroll the saving throw. You must choose the second result, even if it is worse. Once you use this effect, you must finish a long rest before using it again.

## Mark of the Giant

*Magic tattoo, rare*

**Lore:** The orc shamans use this mark to increase the physical prowess of their tribe.

This tattoo consists of simple straight lines drawn on the arms and forearms. When you hit with a Strength-based melee attack while wielding a melee weapon with two hands and obtain a natural 19 on the dice roll, you can spend your bonus action to transform that attack into a critical hit. The weapon must have the two-handed or versatile property for you to use this ability.

## Mark of the Vanguard

*Magic tattoo, uncommon*

**Lore:** When the Stonefist tribe was trapped by a coven of hags and their minions, the shamans prayed and prayed during the night. On the morning, the orish vanguard pierced through the armies of beasts and monsters that encircled them, chasing the tianspawn and slaughtering them to the last.

This tattoo consists of vertical marks drawn painted on the chest. When you take the Dash action and move at least 20 ft in a straight line, you can spend your bonus action immediately afterwards to make a single melee attack.

## UKRUDAN TATTOOS

**Lore:** The few Ukrudan tribes that practice tattooing use a much less elaborate version of the Zathiskan art. Due to the lack of proper supplies in the desert, war painting is slightly more common in this region than traditional tattoos.

### Horseshoe Pattern

*Magic tattoo, uncommon*

**Lore:** The ukrudan nomads are well-known for their almost supernatural ability to tame even the wildest horse.

This tattoo is the drawing of a simplified horseshoe on the back of the hand. When you mount a beast, the creature is considered as having been trained to accept a rider for the purpose of controlling it, unless it is immune to being charmed.

### Sign of the Basilisk

*Magic tattoo, uncommon*

**Lore:** Legends say that this tattoo was presented as a token of good will by the first redeemed asaath shortly after the Divine War. During the Druid's War this tattoo gained popularity among the elves of the Ganjus

and their allies as well to protect themselves against the terrible gaze of Khet's medusa.

This tattoo depicts a snake-like creature that wraps around the neck and the eye. You have advantage on all saving throws against effects that would make you petrified.

## Sign of the Oasis

*Magic tattoo, uncommon*

**Lore:** The enigmatic druidess Naessya, who lives in caves near the entrance of the Splintered River, is frequently sought after by the desert tribes, for she knows the secrets of the sign of the oasis. Naessya only asks the tribe to plant a seed in the next oasis they find, and she always know if one doesn't pay the price.

A set of drops is painted on your throat. You can spend a 1 minute ritual to know the direction to the closest source of potable water.

## Sign of the Vengeful Wind

*Magic tattoo, rare (requires attunement)*

**Lore:** At the height of their powers, the sutaks used to brand traitors and god-worshippers with this mark, effectively casting them out of the Ukrudan desert. Ironically, most of the sutaks who survived the Hollow-Faust purge were those exiled by the vengeful wind.

This tattoo represents a tornado that covers the nose, the mouth, and the throat.

**Curse:** This tattoo is cursed. You have disadvantage on all Constitution saving throws you make against the effects of extreme heat. Furthermore, when you enter a sandstorm (either natural or caused by a spell or a magical effect), you immediately start suffocating, even if you were holding your breath.

## ZATHISKAN TATTOOS

**Lore:** The Zathiskan tattoos are some of the most detailed tattoos from Ghelspad, if not the most extravagant. This art has a major influence in the south of Ghelspad, and can be seen from Rahoch to Shelzar and even Fangsfall. Interestingly, while this tradition

is gaining in popularity outside of Zathiske, it is slowly replaced in Zathiske itself by the much less refined orcish tradition due to the massive influx of orc immigrants since the end of the Divine War.

## Flaming Brand

*Magic tattoo, rare*

**Lore:** It is said that the efreeti sultans gave the secrets of this tattoo to a zathiskan summoner in exchange for his soul.

This tattoo represents flames that cover your hands and forearms. You can use it to cast the *produce flame* cantrip, using Charisma as the spellcasting ability.

The tattoo has 7 charges. Whenever you deal fire damage with a spell, cantrip, or another magical ability, you can spend 1 or more charges. For each charge you spend you can reroll one of the fire damage die. You must keep the second result, even if it is lower. The tattoo regains 1d4 charges daily at midnight.

## Fourfold Eye Pattern

*Magic tattoo, uncommon*

**Lore:** It is said that when the legendary Zathiskan sorceress Yal'Mira discovered the elemental spirits known as the invisible stalkers, she grew so afraid of them that she spent the remainder of her life protecting herself against these relentless assassins.

This tattoo represents the four elements, air, earth, fire and water, painted around your eyes and ears. The tattoo has 3 charges. As an action, you can spend 1 charge to detect the presence of elemental spirits. Until the end of your next turn you know the location of any elemental within 60 ft of you that is not behind total cover. You also know the primary type of elemental (air, earth, fire, or water) if applicable, but not its identity.

You can extend the range of this ability by 60 ft for each charge you spend beyond the first. If you spend all three charges at once, you also detect elementals that are behind total cover. The tattoo regains 1d3 charges at dawn.

## Mark of Passage

*Magic tattoo, rare*

**Lore:** The sorcerer and relic-hunter Eremetese designed this tattoo after a failed raid in an ancient slarecian ruin, in which half his party was wiped out by traps of the strangest kind.

This tattoo consists of the drawing of a key hidden within an intricate labyrinth-like pattern painted on your back. You have advantage on all saving throws you make against magical traps, and have resistance against acid, cold, electricity, fire, psychic and thunder damage caused by magical traps.

## Mark of Secrets

*Magic tattoo, uncommon (requires attunement)*

**Lore:** This tattoo originates from the Ledean Empire by zathiskan and elzian dissidents. It fell out of use when the Empire collapsed shortly before the Divine War, except in Shelzar where it remained a significant tool in political warfare. Since the calastian wars, several rebel groups are actively searching for spellcasters able to enchant a Mark of Secrets to help them in their endeavours.

This unassuming tattoo is drawn in the palm of the hand, and is generally covered by a larger, nonmagical, tattoo that covers the rest of the hand and the forearm.

The tattoo has 7 charges. When you touch the skin of a creature, you can spend one or more charges as a bonus action to send a silent telepathic message to that creature, as with the *message* cantrip. The message can be composed by up to 10 words per charge spent. The tattoo regains 1d4 charges daily at dawn.

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