

# Affordable Arcana



# magic Tattoos

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# Affordable Arcana: Magic Tattoos

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Published by *d20pfsrd.com Publishing*

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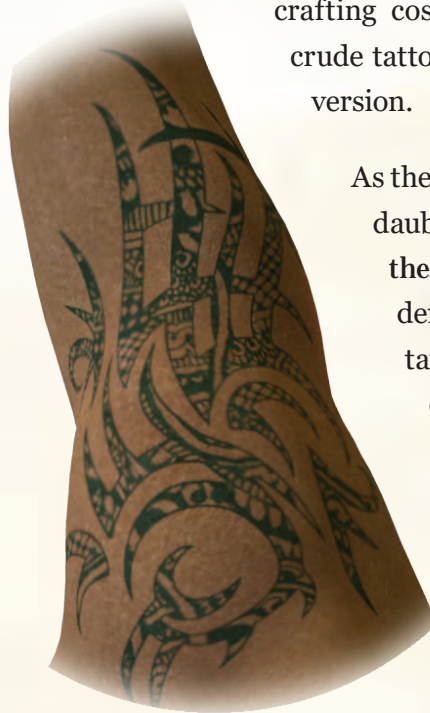
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## INTRODUCTION

Tattoos are a time-honored form of art and expression. From the savagely inked warrior to the scarified exile and the artfully tattooed noble, various cultures have used tattoos in order to differentiate social classes, mark achievements or shame, and as personal self-expression. Tattoos can be beautifully intricate designs or crudely drawn images, but regardless of their quality they draw meaning from the personal investiture of the bearer; in a world of magic, tattoos of any quality can be invested with magical qualities to give them utilitarian capabilities.



## CRUDE MAGICAL TATTOOS

Much like wondrous items, the quality of a tattoo influences its magical capability and potency. Crude tattoos are closer in nature to tattoos created by early artists, shamans, and spiritualists than to the finer arts practiced in some cultures by tattoo artists. In order for a caster to make crude tattoos, he must possess the Craft Wondrous Item item creation feat along with 3 ranks in

Profession (calligraphy artist), Profession (painter), or Profession (tattoo artist). Any crude tattoo may only reproduce an effect whose power level is in line with 2nd level or lower spells. Due to their simplicity, *crude tattoos* take less time and cost less to produce than standard variants. The final crafting cost and time required for a crude tattoo is 75% that of a standard version.

As these tattoos are rough designs daubed, brushed, or carved into the skin, they are more easily defaced than normal magical tattoos. Crude tattoos can be destroyed as part of a full-round action requiring 4 points of slashing, fire, or acid damage to destroy regardless of the tattoo's caster level. If the crude tattoo is in a visible location, it may be targeted by a sunder combat maneuver. If sufficient damage is dealt, the tattoo becomes defaced and inoperable, immediately ending any effects generated by the tattoo. Defacing it in this manner does not immediately destroy the tattoo, and spending an hour retouching a defaced crude tattoo with various inks costing 100 gp will restore its function.

## NEW MAGICAL TATTOOS

### CRUDE TATTOO, APHASIC



**Aura** faint enchantment; **CL** 3rd; **Slot** –;  
**Price** 1,800 gp; **Weight** –

#### DESCRIPTION

*Tattooed on the bearer's face, this crude tattoo features an unintelligible swirling script composed of words and letters originating from many different languages.*

#### EFFECT

An *aphasic crude tattoo* must be tattooed on the face to take effect. The tattoo can be activated twice per day as an immediate action when the bearer casts a spell, causing random portions of the *crude aphasic tattoo's* script to glow in a flowing, coruscating fashion. Anyone attempting to discern the spell being cast while looking at the spellcaster and while the tattoo is uncovered increases the Spellcraft DC by 5, as the randomly glowing words subconsciously obfuscate their understanding of the spell.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *aphasia*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist);  
**Cost** 900 gp

### CRUDE TATTOO, BANEFUL BASTION

**Aura** faint necromancy, evocation; **CL** 3rd;  
**Slot** –; **Price** 1,000 gp; **Weight** –

#### DESCRIPTION

*This crude tattoo features a battered shield or wall.*

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**EFFECT**

Keyed to a specific creature type chosen at the tattoo's creation, a *baneful bastion crude tattoo* empowers the bearer's defense as they slay creatures of that type. Whenever the bearer kills a creature of the chosen type, the tattoo grants a +1 circumstance bonus to saves against spell-like and supernatural effects originating from creatures of that type; these bonuses can only stack to a total of +2 and last for one minute.

**CONSTRUCTION REQUIREMENTS**

**Feats** Craft Wondrous Item; **Spells** *hunter's howl*; **Special** Creator must possess the favored enemy class ability, 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 500 gp

**CRUDE TATTOO, BANEFUL SLAYER**

**Aura** faint necromancy, evocation; **CL** 3rd; **Slot** –; **Price** 1,000 gp; **Weight** –

**DESCRIPTION**

*This crude tattoo features the severed head of a creature chosen at the tattoo's crafting.*

**EFFECT**

Keyed to a specific creature type chosen at the tattoo's creation, a *baneful slayer crude tattoo* empowers the bearer's combat

capabilities as they slay creatures of that type. Whenever the bearer kills a creature of the chosen type, the tattoo grants a +1 circumstance bonus to attack rolls and DCs against creatures of that type; these bonuses can only stack to a total of +2 and last for one minute.

**CONSTRUCTION REQUIREMENTS**

**Feats** Craft Wondrous Item; **Spells** *hunter's howl*; **Special** Creator must possess the favored enemy class ability, 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 500 gp

**CRUDE TATTOO, BODILY PURITY**

**Aura** faint abjuration; **CL** 3rd; **Slot** –; **Price** 2,250 gp; **Weight** –

**DESCRIPTION**

*These crudely drawn tattoos always depict various symbols tied to health and purity.*

**EFFECT**

Individuals bearing one of these tattoos gain a +1 resistance bonus to any saves related to a corruption's stain or advancement (*Pathfinder Roleplaying Game Horror Adventures*). Acquiring multiple of these tattoos increases the overall potency, with each additional crude tattoo of bodily purity increasing the bonus by +1 up to a

maximum of +5.

## CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *resistance*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 1,125 gp

## CRUDE TATTOO, BONDING INK

**Aura** faint transmutation; **CL** 3rd; **Slot** –; **Price** 900 gp; **Weight** –

## DESCRIPTION

*This tattoo features wrapped leather and twine cords.*

## EFFECT

Twice per day as a full-round action which provokes attacks of opportunity, the bearer of a *bonding ink crude tattoo* may peel the tattoo away from their skin and place it on a broken item that weighs up to 5 lbs. The tattoo warps and stretches to encircle the item, bonding to its surfaces and pulling it together for 10 minutes - during this time the item loses the broken condition. At the end of 10 minutes, the tattoo vanishes from the item and reappears on the bearer's skin; if the item did not receive additional repairs during this time, it regains the broken condition.

## CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *mending*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 450 gp

## CRUDE TATTOO, BREADCRUMBS

**Aura** faint universal; **CL** 3rd; **Slot** –; **Price** 400 gp; **Weight** –

## DESCRIPTION

*These tattoos appear as crudely drawn maps with five 'X' marks marking different locations.*

## EFFECT

As a standard action the bearer of this tattoo may peel one of the X marks off the tattoo and affix it to an object or creature. These marks are visible and lasts for up to one day, after which they fade and reappear on the bearer's skin.

## CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *arcane mark*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 200 gp

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## CRUDE TATTOO, CACOPHONOUS

**Aura** faint abjuration; **CL** 3rd; **Slot** –;  
**Price** 1,000 gp; **Weight** –

### DESCRIPTION

*These crude tattoos bear the image of any number of musical instruments, from a lone lute to a small orchestra of ink.*

### EFFECT

When activated with a swift action once per day, the tattoo begins to emit a calming musical tune for 3 rounds. While playing, this music allows the bearer to ignore penalties associated with the dazzled, fatigued, shaken, or sickened conditions. Alternatively, the bearer of the tattoo may choose to make the music harsh and discordant - creatures within 15 feet of the tattoo bearer must make a DC 14 Will save or be shaken for the duration of the music.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *charm person, ghost sound*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 500 gp

## CRUDE TATTOO, CAMELBACK

**Aura** faint conjuration; **CL** 3rd; **Slot** –;  
**Price** 450 gp; **Weight** –

### DESCRIPTION

*This crude tattoo features a desert landscape with a single, central pool of water.*

### EFFECTS

A *camelback crude tattoo* contains a small extra-dimensional space which can be filled by submerging the tattoo in water for 10 minutes. Once filled, the tattoo releases stored water over a great deal of time, maintaining bodily hydration and allowing the bearer to ignore thirst for one week. At the end of the week, the tattoo is drained and the bearer loses these benefits; the crude camelback tattoo must be submerged once again in order to regain function.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *create water*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 225 gp

## CRUDE TATTOO, CAPACITIVE INK



**Aura** faint abjuration, evocation; **CL** 3rd; **Slot** –; **Price** 1,000 gp; **Weight** –

### DESCRIPTION

*This crudely crafted tattoo features a number of dark stormclouds, with little sparks flicking across it.*

### EFFECT

Inscribed using ink made with metallic shavings, these crude tattoos give the bearer a limited ability to absorb and store electricity. The bearer gains electrical resistance 5 up to a limit of 15 points of damage - after the threshold is met the bearer takes electrical damage normally. As a swift action, the capacitive ink crude tattoo may be discharged, channeling the electricity into a melee weapon or natural attack and adding 1d4 points of electricity damage per 5 points absorbed (maximum of

3d4) to the next melee attack. If the attack is not made before the end of the bearer's next round the charge dissipates. Once the tattoo has been discharged it remains inactive until 24 hours has passed, at which point it regains the ability to absorb electricity.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *defensive shock*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 500 gp

## CRUDE TATTOO, CRUSADER'S FRIEND

**Aura** faint abjuration; **CL** 3rd; **Slot** –; **Price** 282 gp; **Weight** –

### DESCRIPTION

*This tattoo has been made in the image of a shield bearing the holy symbol of a lawful good deity.*

### EFFECT

This simple tattoo protects warriors from being forced to harm their companions. When the bearer fails their save against a compulsion, mind affecting, or possession effect created by an evil creature, the bearer may activate this tattoo as an immediate action. This causes the bearer to fall into a deep state of unconsciousness for 1d6 rounds, as per the *sleep* spell with no saving

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throw or HD limit. The evil creature may not use the control or compulsion granted by the original effect to wake the bearer, but may wake them as per the *sleep* spell, at which point the effect resumes. The tattoo merely suppresses the effect by rendering the bearer unconscious, it does not affect duration. This tattoo functions once before fading.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *protection from evil*, *sleep*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 141 gp

### CRUDE TATTOO, DESPERATION

**Aura** faint transmutation; **CL** 3rd; **Slot** –; **Price** 810 gp; **Weight** –

### DESCRIPTION

*These crude tattoos have widely varying designs, as they are inked in the design of any simple weapon chosen at the time of the tattoo's creation.*

### EFFECTS

As a standard action once per day the bearer of this crude tattoo may grasp the haft of the tattooed weapon and draw it from their skin. When drawn, the tattoo is transformed into an ink replica of the chosen weapon at a normal size for the bearer. The weapon gains the fragile quality due to being formed entirely of ink and remains functional until it receives the broken condition or 5 minutes have passed, after which it dissolves and the tattoo reappears on the bearer.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *desperate weapon*; **Special** 3 ranks of Profession (calligraphy artist, painter, or



tattoo artist); **Cost** 405 gp

## CRUDE TATTOO, FORCEFUL BLADE

**Aura** faint transmutation; **CL** 3rd; **Slot** —; **Price** 810 gp; **Weight** —

### DESCRIPTION

*This crude tattoo prominently features a number of grasping hand and weapon motifs, wrapped together in a swirling pattern.*

### EFFECTS

A *forceful blade crude tattoo* can be activated up to 2 times per day as a free action, focusing the tattoo's stored magical potency onto a single weapon currently wielded by the user for up to 4 rounds. The first attack made with the weapon causes the attack to deal an additional 1d6 points of force damage. If an attack is not made within 4 rounds of activating the tattoo or the weapon is disarmed, the effect is immediately lost.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *mage hand*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 405 gp

## CRUDE TATTOO, IMPALING VINES

**Aura** faint transmutation; **CL** 3rd; **Slot** —; **Price** 1,620 gp; **Weight** —

### DESCRIPTION

*This crude tattoo is a tangled mass of roots emblazoned in a dark green ink.*

### EFFECTS

When activated as a swift action, these roots shift and move along the skin, traversing from their current position down to the extremities of the bearer. While activated, whenever the bearer strikes using an unarmed or natural attack, a portion of the tattoo pierces the opponent's body and is left behind, impaling them. As these impaling ink fragments accrue, they penalize the target: 2 fragments prevent the target from making 5-foot steps, while 4 fragments or more will additionally reduce their movement speed by 5 feet. The tattoo fragments can be removed by the afflicted through the usage of a move action, although they suffer nonlethal damage equal to the number of fragments during the process - the fragments will automatically dissipate after a minute.

An *impaling vines crude tattoo* can be activated twice per day and remain active for one minute each time.

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**Feats** Craft Wondrous Item; **Spells** *entangle*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 810 gp

## CRUDE TATTOO, OPALINE SOUL

**Aura** faint necromancy; **CL** 3rd; **Slot** –; **Price** 1,215 gp; **Weight** –

## DESCRIPTION

*Depictions of bones and skulls adorn this tattoo, situated on a swirling black background.*

## EFFECT

Once per day as a full-round action, the bearer of an *opaline soul crude tattoo* may pull it from their skin and adorn a corpse of up to 3 HD with it. The tattoo expands, covering the corpse and sinking into its decaying flesh, and one round later the creature rises as a zombie under the tattoo bearer's direct control. This can affect multiple bodies within 10 feet, as long as the 3 HD limit is not exceeded. Zombies generated through the *opaline soul crude tattoo* gain vulnerabilities to fire and acid and last for up to one hour. At the end of this time period the zombie breaks apart and is destroyed, and the *opaline soul crude*

*tattoo* reappears on the bearer's skin.

## CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *lesser animate dead*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 613 gp

## CRUDE TATTOO, PERILOUS

**Aura** faint divination; **CL** 3rd; **Slot** –; **Price** 900 gp; **Weight** –

## DESCRIPTION

*These crude tattoos depict dangerous and violent situations, from a pitched field of battle to a dagger in the dark.*

## EFFECT

*Perilous crude tattoos* itch or glow when the bearer is in danger, alerting them and giving them a chance to quickly respond and adapt to the situation. Two times per day when the bearer of this tattoo is surprised, the bearer gains a +4 insight bonus to initiative checks on the following round.

## CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *anticipate peril*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 450 gp

## CRUDE TATTOO, PRIMITIVE ARSENAL

**Aura** faint abjuration; **CL** 3rd; **Slot** –;  
**Price** 1,000 gp; **Weight** –

### DESCRIPTION

*Roughly drawn axes, swords, and spears make up the design of this primitive tattoo.*

### EFFECT

As a swift action up to 3 times per day, the bearer of *primitive arsenal crude tattoos* can generate magical weapons composed of ink and force that orbit the bearer and impede incoming attacks. Each of these weapons last for 3 rounds, and each weapon currently orbiting the bearer grants a +1 deflection bonus to their AC.

As a standard action, the tattoo bearer may launch an orbiting weapon as a ranged attack with a range of up to 20 feet. Multiple weapons can be launched as a single ranged touch attack against each target, with each doing 1d4 points of force damage. Any weapons used in an attack immediately dissipate afterward and no longer grant any bonuses to AC.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *magic missile, shield*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 500 gp

## CRUDE TATTOO, SANGUINE LASH

**Aura** faint necromancy; **CL** 3rd; **Slot** –;  
**Price** 1,000 gp; **Weight** –

### DESCRIPTION

*Swirls of blood-red ink make up the composition of this tattoo.*

### EFFECT

By cutting into the tattoo as a standard action and suffering 5 points of damage in the process, the tattoo lashes out and strikes at all creatures within 10 feet, except the wearer; creatures struck must pass a DC 15 Fortitude save or suffer 2 points of bleed damage for 5 rounds. This effect can be triggered up to two times per day.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *bloodbath*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 500 gp

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## CRUDE TATTOO OF THE SCARLET SOUL

**Aura** faint necromancy; **CL** 3th; **Slot** –; **Price** 225 gp; **Weight** –

### DESCRIPTION

*Various red and orange hues make up a tattoo of a burning pyre; it radiates a small amount of heat.*

### EFFECT

Anyone bearing the tattoo gains 1 point of cold

resistance as the tattoo constantly generates an uncomfortable warmth. The tattoo's full effect triggers when the bearer perishes, causing it to rapidly burn away their skin and creating a conflagration. One round after the bearer perishes the fire animates and forms a small fire elemental - the elemental acts on the deceased character's initiative score and considers all creatures as hostile. The elemental lasts for a number of rounds equal to the HD of the creature bearing the tattoo.

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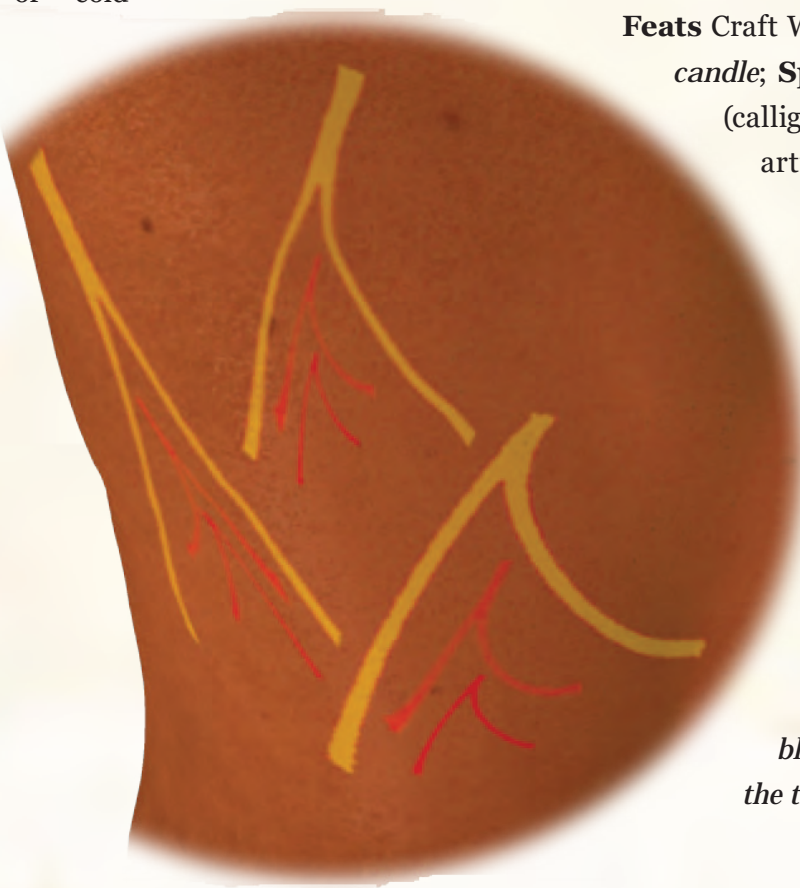
**Feats** Craft Wondrous Item; **Spells** *death candle*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 113 gp

## CRUDE TATTOO, VOIDMAW

**Aura** faint conjuration; **CL** 3rd; **Slot** –; **Price** 1,000 gp; **Weight** –

### DESCRIPTION

*A crude toothy maw composes the entirety of this tattoo, but an impossibly black void can be seen between the teeth.*



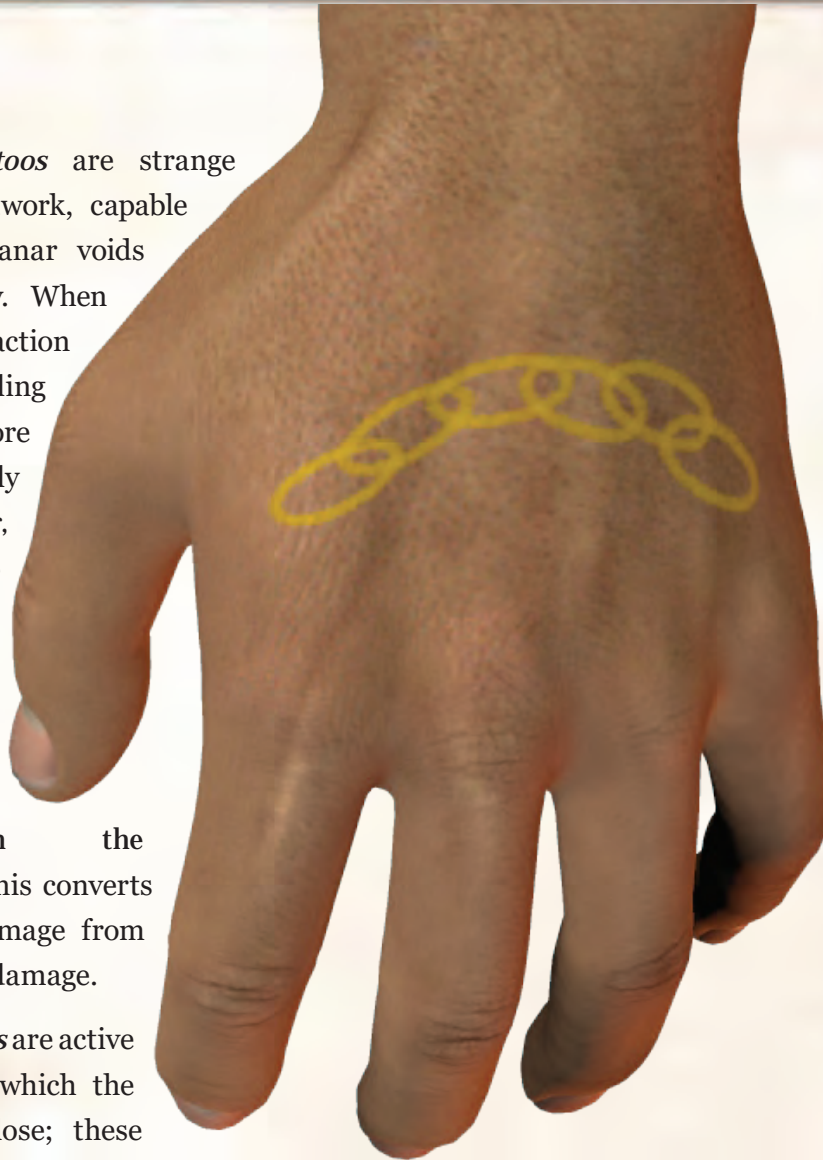
## EFFECT

*Voidmaw crude tattoos* are strange pieces of magical artwork, capable of generating extraplanar voids in the bearer's body. When activated as a swift action the tattoo opens, revealing an inky black void. More of these voids randomly open on the bearer, until they appear to be riddled with black holes. These holes have a functional purpose, dissipating the force of incoming blows as the hits partially land in the extraplanar spaces - this converts up to 5 points of damage from every hit to nonlethal damage.

*Voidmaw crude tattoos* are active for one round, after which the extraplanar spaces close; these *crude tattoos* can be activated up to 3 times per day.

## CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *create pit*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 500 gp



## CRUDE TATTOO, WEREGILD

**Aura** faint necromancy; **CL** 3rd; **Slot** –; **Price** 600 gp (pair); **Weight** –

## DESCRIPTION

*This tattoo depicts a simple chain, crafted from golden links.*

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**EFFECT**

*Weregild crude tattoos* are crafted in pairs and linked together at the time of their creation. They form a bond between bearers of the twin tattoos, which only takes effect upon one of their deaths. When a bearer dies, the tattoo siphons some of the bearer's life force, passing it through the bond to the twinned bearer, infusing them with energy and granting them 10 temporary hit points and a +2 insight bonus to damage and attack rolls. This infusion only lasts for one minute, after which the bearer becomes exhausted.

After the death of one of the bearers, a *weregild crude tattoo* can be linked to another creature bearing another unlinked *weregild crude tattoo* through an hour-long procedure requiring 100 gp worth of ink.

**CONSTRUCTION REQUIREMENTS**

**Feats** Craft Wondrous Item; **Spells** *death knell*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 300 gp (pair)

**CRUDE TATTOO, YELLOW KING**

**Aura** faint evocation; **CL** 3rd; **Slot** –; **Price** 810 gp; **Weight** –

**DESCRIPTION**

*Roughly drawn insectoid designs inked with a faded yellow hue feature prominently in this crude tattoo, which appears disconcertingly organic.*

**EFFECTS**

As a swift action up to two times per day, the bearer may activate a *yellow king crude tattoo*, causing the insect designs to brightly glow and begin to scuttle over the bearer's skin. This effect lasts for three minutes, during which the tattoo bearer casts light as a torch; any non-vermin or aberration looking upon them and their literal crawling skin during this time period must make a DC 13 will save or take a –1 penalty on attack rolls and skill checks for 1 round.

**CONSTRUCTION REQUIREMENTS**

**Feats** Craft Wondrous Item; **Spells** *dancing lights*; **Special** 3 ranks of Profession (calligraphy artist, painter, or tattoo artist); **Cost** 405 gp

## TATTOO SPELLS

### INFLAME INK

**School** evocation; **Level** bard 2, cleric/oracle 2, magus 2, sorcerer/wizard 2, summoner 2, witch 2, **Domain** Rune 1

#### CASTING

**Casting Time** 1 standard action  
**Components** V, S

#### EFFECT

**Range** short (25 ft + 5 ft/ 2 levels)  
**Target** one creature  
**Duration** instantaneous

**Saving Throw** Fort half, see text; **Spell Resistance** Yes

#### DESCRIPTION

You magically agitate the ink in one or more of the subject's tattoos, causing them to generate an immense amount of heat and burn the tattoo bearer. Up to  $1 + 1 / 4$  your caster level worth of tattoos may be selected, and each tattoo deals 1d4 points of fire damage per caster level of the tattoo.

The bearer of the tattoo may instead choose to lose the effect(s) of the selected tattoos rather than take the damage associated with them - this causes the bearer to lose any ongoing effects generated by them prevents their activation until 8 hours have passed.

### SUPPRESS TATTOO

**School** abjuration; **Level** bard 2, cleric/oracle 2, magus 2, sorcerer/wizard 2, summoner 2, witch 2, **Subdomain** Wards 2

#### CASTING

**Casting Time** 1 standard action  
**Components** V, S, F (a vial of ink)

#### EFFECT

**Range** medium (100 ft + 10 ft/level)  
**Target** one creature  
**Duration** 1 round/level (D)  
**Saving Throw** None; **Spell Resistance** No

#### DESCRIPTION

You suppress the effects of any one tattoo on the target creature, negating any effects the tattoo is currently causing and preventing it from being activated for the duration of the spell. When this spell is cast, make a caster level check (1d20 + caster level) and compare it to the tattoo with the highest caster level (DC = 11 + tattoo's caster level). If the caster level check surpasses the DC, the tattoo is suppressed for the duration of the spell; if the DC is not met, repeat this with the next lowest tattoo caster level until one tattoo is suppressed or all tattoos the creature bears have been checked.

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## SUPPRESS TATTOO, GREATER

**School** Abjuration; **Level** bard 4, cleric/oracle 4, magus 4, sorcerer/wizard 4, summoner 4, witch 4, Subdomain Wards 3

### CASTING

**Casting Time** 1 standard action  
**Components** V, S, F (a vial of ink)

### EFFECT

**Range** medium (100 ft + 10 ft/level)

**Target** one creature or a 20-ft radius burst

**Duration** 1 round/level (D)

**Saving Throw** None;  
**Spell Resistance** No

### DESCRIPTION

You suppress the effects of multiple tattoos on the target creature, or a single tattoo on multiple creatures in a small area.

*Single Creature:* As per *suppress tattoo*, but you can suppress multiple tattoos with a single casting. Make a caster level check (1d20 + caster level) and compare it to the highest tattoo's caster level (11 + tattoo caster level). If the DC is met, suppress the tattoo - regardless of success, repeat this for all the tattoo's borne by the creature until up to 1 tattoo per 4 caster levels is suppressed or all the tattoo DCs are checked.

*Area Suppression:* As per *suppress tattoo*, but you can suppress a single tattoo on any number of creatures within a 20-ft radius burst. Make a single caster level check (1d20 + caster level) and compare it to the highest tattoo caster level (11 + tattoo caster level) on each creature. If the DC is met suppress the tattoo, otherwise check remaining tattoos as per *suppress tattoo*.

## NEW MAGICAL ITEMS

### TATTOO HARVESTER

**Aura** moderate necromancy, transmutation; **CL** 10th; **Slot** –; **Price** 10,000 gp; **Weight** 6 lbs

#### DESCRIPTION

*This device features a number of wickedly sharp blades and a small fluid-filled cylinder, inside of which floats remnants of flesh.*

#### EFFECT

A *tattoo harvester* is an unpleasant method to gather tattoos from the recently dead or helpless and graft them onto another creature. The procedure to utilize a *tattoo harvester* takes 1 minute per caster level of the targeted tattoo, during which the tattoo is carefully cut away from the current helpless, willing, or less than 1 hour deceased bearer. This is a lengthy and traumatic experience, and anyone still living while having a tattoo removed must pass a DC 17 Fortitude save or take 1d4 points of Constitution damage. Success reduces this to 1 point of Constitution damage.

After harvest, the tattooed skin is placed into the fluid-filled cylinder, where it is kept from decaying and losing its magical

potency. The harvested tattoo can be grafted onto a new host through a 1 hour long surgical procedure requiring a DC 15 Heal check - failing this check deals 1d4 points of Constitution damage to the prospective bearer. Even if the Heal check is passed, the prospective tattoo bearer must pass a DC 17 Fortitude save or take an additional 1d4 points of Constitution damage.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *erase, gentle repose, silent image*; **Special** creator is non-good; **Cost** 5,000 gp



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## NEW FEATS

*Below is a series of new feats, for use in your campaign, subject to your Game Masters approval.*

### BLINDING TATTOOS

*You can overload your tattoos with even more magical power, generating a blinding flash of light.*

**Prerequisite(s):** Manipulate Ink, Tattoo Flare

**Benefit(s):** As a full-round action and consuming an available 1st-level spell slot, you can create a blinding flash of fluorescent light. All creatures within 30 feet must make a successful Fortitude save equal to  $10 + \frac{1}{2}$  caster level + the number of tattoos possessed or be blinded for 1d4 rounds. A successful save indicates that the character is dazzled for 1 round.

### MANIPULATE INK

*Your experience in crafting tattoos allows you to manipulate your magical tattoos and generate new effects.*

**Prerequisite(s):** Profession (calligraphy artist, painter, or tattoo artist) 3 ranks

**Benefit(s):** As a standard action that provokes attacks of opportunity, you can add small flourishes to the design of a

tattoo you currently bear and unlock new magical capabilities. You may select one of the following options:

- The tattoo generates light as a candle.
- The tattoo bearer gains 1 point of resistance to fire or cold damage.
- The tattoo bearer gains 2 temporary hit points.

These effects do not stack, and the effect wears off after 10 minutes as the tattoo burns away the added ink.

### INK SHIELD

*Constant manipulation of your magical tattoos has rewarded you with the capability to physically change them and to create an ink defense.*

**Prerequisite(s):** Manipulate Ink

**Benefit(s):** As an immediate action you can expel ink from your tattoos, creating a thin barrier which can deflect incoming attacks. This grants you cover like a low obstacle until the beginning of your next turn. If an attack misses you by 4 or less it strikes the ink shield, causing it to dissipate and removing the cover bonus.

This action can be performed a number of times per day equal to your total number of tattoos.

## INK REAVER

*You are no longer limited to consuming the magical force stored in your personal tattoos - you can now forcibly consume the tattoos of other people.*

**Prerequisite(s):** Subsume Tattoo

**Benefit(s):** As a full-round action that provokes attacks of opportunity, you can consume the tattoo of a willing, pinned, or otherwise helpless individual. Consuming a tattoo deals damage equal to 2 times the caster level of the tattoo though a successful Fortitude save equal to 10 + the tattoo's caster level reduces this to half. Any tattoo consumed in this way is destroyed.

Consuming a tattoo in this manner leaves you flush with magical power, granting you a +2 enhancement bonus to any one ability score for 10 minutes per caster level of the consumed tattoo. Only one instance of this bonus can be active at any time, and any new tattoos consumed during this time period will cause the previous bonus to expire.

## SUBSUME TATTOO

*Continued exposure to magical tattoos has left you able to feed on their magical potency.*

**Prerequisite(s):** Manipulate Ink, character level 5

**Benefit(s):** You may consume the magical energies stored in one of your tattoos as a standard action that provokes attacks of opportunity, curing 1d4 points of damage per caster level of the selected tattoo. This renders the selected tattoo inert until the next day, at which point it begins functioning again as normal.

## TATTOO FLARE

*You've discovered how to briefly overload your tattoos with magic, generating an intimidating burst of light.*

**Prerequisite(s):** Manipulate Ink, character level 5, must be able to cast spells as a class ability

**Benefit(s):** As a full-round action, you may briefly overload your tattoos with magical energy in order to create a harsh flash of light. Make an Intimidate check against all foes within 30 feet with a circumstance bonus equal to the total number of magical tattoos you possess.

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