

THE INKBLOOD

A 5TH EDITION TATTOOING CLASS

FOR EROTIC ROLEPLAY

FROM THE
ROLLING FOR SEDUCTION
SUITE

18+

THE INKBLOOD

Below her clever fingers, flushed flesh squirms and sighs. The needle descends, pricking lightly, adding another indelible mark: it is accompanied by a muted cry somewhere between pain and passion. "Hush," the dark-eyed woman chides. "We are nearly done." The captive she holds so tenderly falls silent. Around the two entwined, low fires burn and herbs waft strong soporific scents into the heady air. The whole experience seems almost like a dream... but the marks will be there to remind, tomorrow. "There," the woman exclaims, and pricks the last dot of the intricate tattoo. An unadorned gap is left at the very center of the stomach: She leans down and presses a heated, furious kiss to that space, and there a flower blooms in black, magic ink—

BEFORE WIZARDS WROTE THEIR SPELLS ON paper, before they scratched arcane notes on vellum, before marks were made on clay tablets... a yet more delicate, more intimate surface bore magical inscription. With some, these ancient traditions are alive today; more, they *thrive*.

Inkbloods are mages who imbue themselves and sometimes others with powerful magical spells, inscribing ensorcellments onto living skin with special inks. The magic tattoos they create marry art with potential: each delicately-drawn pattern is a spell waiting for release, a magical effect ready at the wearer's fingertips.

Such an ancient tradition carries a stigma of hexcraft and witchery: most magical colleges and schools do their best to fill students' heads with prejudices against a magical method they consider "barbaric." And yet, what is the difference between a spell marked in a spellbook and that same spell written on a magician's arm?

ROLLING FOR SEDUCTION

This content has been developed with the intent of being available for any and every adult game table, but its full erotic potential can be unlocked by combining it with the core rulebook *Rolling for Seduction*, available from [DrivethruRPG](#) and [Gumroad](#). Some terms have been **colored pink**: these terms have special rules and lurid descriptions you can find in the core rulebook if you like this content on its own, consider picking up *Rolling for Seduction* to see its full potential... and bring some eroticism to your game table!

MAGICAL INKS

The core of the Inkblood's power is also their namesake. Refined by arcane methods passed down over centuries of experimentation, by the time ink pierces the skin it already holds great power of potential. This magic has energy, but no purpose—until the Inkblood shapes and directs it in the form of an intricate tattoo. The designs and the picture an Inkblood paints are their own... but in the seeming flourish of a line is a runic magic woven on the skin, written on the flesh as if it was vellum.

INSCRIBED SPELLS

The true power of an Inkblood becomes clear the moment an intricate pattern glows, flashes, and becomes manifest. From roiling lines comes a wreath of flame; from winding marks comes forth a burst of thorny vines. Any seasoned spellcaster recognizes the intricate tattoos that adorn an Inkblood's body are more than just illustration: they are their own living spellbook, and their ink the spells.

Sufficiently trained Inkbloods can breathe magic from the intricacies of their art, channeling powerful spells prepared ahead of time. These sorcerous sigils pulse with the heart's beat, fractions of an inch from the blood... more powerful for it when they are finally unleashed.

CREATING AN INKBLOOD

As you build an Inkblood, think about the following questions:

- What art or artists have inspired you?
- How does your ink highlight the beauty of the form it's inscribed on?
- What obstacles from the magical world have you faced?
- How have you marked yourself, and what do these personal tattoos mean?

You might be a secretive hermit studying the power evoked where ink meets flesh. You might be a mage dabbling in forbidden arts

You might view the art of tattooing as a noble calling or an artist's dream—or you might see it in terms of utility, an act no more artful than scribing a letter.

You might consider your art a thing of beauty to be shared with everyone, adorning the flesh of the willing... or you might hoard your power greedily, shown to none until the right moment.

QUICK BUILD

To make an Inkblood quickly:

Ability score priorities: Intelligence, then Charisma, then Wisdom...

Backgrounds: Sage, Hermit, **Courtesan**

CLASS FEATURES

As an Inkblood, you gain the following class features.

THE INKBLOOD

Level	Proficiency	Features
1st	+2	Spellcasting, Inscribed Spell, Crests
2nd	+2	Beguiling Patterns
3rd	+2	Artistry
4th	+2	Ability Score Improvement
5th	+3	2 Inscriptions
6th	+3	Call ability
7th	+3	Lithifying Ink
8th	+3	Ability Score Improvement
9th	+4	Metamagic Inscription
10th	+4	3 Inscriptions
11th	+4	Artistry ability
12th	+4	Ability Score Improvement
13th	+5	Contingent Inscription
14th	+5	Enthralling Patterns
15th	+5	4 Inscriptions
16th	+5	Ability Score Improvement
17th	+6	Artistry ability
18th	+6	Reflective Ink
19th	+6	Ability Score Improvement
20th	+6	5 Inscriptions

HIT POINTS

Hit Dice: 1d6 per Inkblood level

PROFICIENCIES

Armor: **Skimpy** armor

Weapons: rapiers, darts, shortswords, shortbows, light crossbows

Tools: Tattooist's tools

Saving Throws: Intelligence, Charisma

Skills: Choose two skills from the following: Arcana, History, Investigation, Medicine, Perception and Religion. All Inkbloods are proficient in **Sensuality***.

**at family-friendly tables, replace with Persuasion.*

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a set of robes
- a rapier or a shortsword
- a component pouch or an arcane focus
- Scholar's pack or Diplomat's pack
- Tattooist's tools

SPELLCASTING

SPELLS KNOWN

Level	Cantrips	Spells
1st	1	1
2nd	1	1
3rd	1	2
4th	1	2
5th	1	3
6th	1	3
7th	2	4
8th	2	4
9th	2	5
10th	2	5
11th	2	6
12th	2	6
13th	2	7
14th	3	7
15th	3	8
16th	3	8
17th	3	9
18th	3	9
19th	3	10
20th	3	10

SPELL SLOTS

Level	1	2	3	4	5
1st	1	-	-	-	-
2nd	2	-	-	-	-
3rd	4	1	-	-	-
4th	4	2	-	-	-
5th	4	3	-	-	-
6th	4	3	-	-	-
7th	4	3	-	-	-
8th	4	3	-	-	-
9th	4	3	1	-	-
10th	4	3	2	-	-
11th	4	3	3	-	-
12th	4	3	3	-	-
13th	4	3	3	1	-
14th	4	3	3	1	-
15th	4	3	3	2	-
16th	4	3	3	2	-
17th	4	3	3	3	1
18th	4	3	3	3	1
19th	4	3	3	3	2
20th	4	3	3	3	2

As an Arcane spellcaster you maintain a kind of a "spellbook:" intricate unobtrusive tattoos marked on your body. You may also retain a book of patterns and illustrations from which you draw from when you inscribe a tattoo.

You cast and learn spells from the Wizard spell list.

SPELL SLOTS

The above table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of spells that are available for you to cast. To do so, choose a number of spells from your spellbook equal to your Intelligence modifier + your Inkblood level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability.

LEARNING SPELLS

At first level and every other Inkblood level thereafter, you may learn a new Wizard spell by marking it upon your body. This process takes 2 hours and costs 50GP per level of the spell. This spell must be of a level for which you have spell slots, as shown on the above table.

INSCRIBED SPELL

When you prepare your spells for the day, you may also inscribe magical tattoos upon your body or a willing creature's body. You choose the locations and the shapes. When you inscribe a magical tattoo in this way, choose a spell you can cast: the power of that spell remains latent in the tattoo until you release it. As a Bonus Action on your turn you may expend a spell slot to cast that spell at the spell level of the slot expended; the tattoo then fades from the wearer's skin and its power dissipates. You can use only one tattoo per turn, and you can only use a tattoo if you have a spell slot available at the spell's level or higher. You can cast a spell with a casting time of 1 Action on the same turn you cast an Inscribed Spell.

A creature cannot wear more than one tattoo of the same spell.

The number of magical tattoos you can have inscribed increases by one every 5 levels: 2 tattoos at level 5, 3 at level 10, 4 at level 15, and 5 at level 20. An inscribed spell lasts for one day, at which point if not already cast it fades harmlessly from the skin and loses its power.

INK CRESTS

The intricate patterns inscribed on the bodies of the willing are a powerful channel through which the Inkblood's magic flows. When an Inkblood takes a Long Rest, they may grant an Ink Crest to a willing creature (including themselves) or alter one they already wear.

More information can be found in [Ink Crests](#).

BEGUILING PATTERNS

At level 2 the canvas you've made of your body can overwhelm opponents with sheer power of its restrained magic. Once per Short Rest, when you make a social check (e.g., Persuasion, Deception, [Sensuality](#)), you may roll at Advantage.

YOUR ARTISTRY

As you develop your talent, you choose your specific style of inking. At level 3 Inkbloods choose an *Artistry* from the [Inkblood Artistries](#), subclasses that enhance your tattoos in different manners.

LITHIFYING INK

When you reach level 7 parts of the skin touched by your ink become strong as steel, made resilient by the magic flowing in veins beneath. For each **Inscribed Spell** a creature wears, they add +1 to their AC, or +2 if the creature is wearing [Skimpy](#) armor or no armor.

METAMAGIC INSCRIPTION

At level 9 your clever fingers embed meaning in every line and detail of your tattoos. When you create a magical tattoo using **Inscribed Spell** you may choose one Metamagic modifier from the **Sorcerer** class to apply to the spell. When the spell is cast, that modifier is applied.

CONTINGENT INSCRIPTION

The latent magic in your ink is ready to burst forth at the slightest twitch of a finger. Beginning at level 13, when you create a magical tattoo using **Inscribed Spell** you may attach a trigger which chooses when that spell will be cast, as if *Readying an Action*. Triggers are objective events (such as "when an enemy moves within 5 feet" or "when combat begins"). Your GM decides when a trigger occurs. The first time that trigger happens you may immediately cast the spell as a Free Action. If you do, the tattoo fades. If you do not, the trigger is lost and the tattoo is treated as a normal Inscribed Spell.

ENTHRALLING PATTERNS

The latent magic in your tattoos is strong enough to sway the mind and dull the senses. At level 14 you gain the ability to cast *Charm Person* as an Action once per day at your Spellcasting DC. Casting this spell does not use up any spell slots.

Your target makes their save at Disadvantage if you are wearing [Skimpy](#) armor or no armor.

REFLECTIVE INK

The magic circulating in your tattoos is a vortex of power. Beginning at level 18, if a creature wearing tattoos created by **Inscribed Spell** would make a Spell Save roll, they add +1 to their save for each Inscribed Spell they wear. This bonus increases to +2 while the creature is wearing [Skimpy](#) armor or no armor.

Additionally, you may choose to consume the Inscribed Spell without casting its effect in order to grant the wearer Advantage on their save.

INKBLOOD ARTISTRIES

When you reach level 3, your honed skill begins to develop a certain edge, a certain style which appreciators of your work can identify at a glance. The power in your tattoos thus bends to a certain appearance and a certain function.

Choose from one of the following Artistries. The first two are intended for all-ages tables—while the second two feature adult content.

IRON ART

Your pen and your inks have a steely power to them. You prefer the simple truth of straight, strong lines and faithful depiction. You know that your tattoos are often the last barrier between life and death—you have no need to put a pretty picture over the reality of survival.

IRON ART

Level	Feature	Summary
3rd	Tempered Ink	<i>Convert Insc. Spell to Firebolt</i>
6th	Fortifying Ink	<i>Insc. Spell improves attacks</i>
11th	Crucible Art	<i>Use Insc. Spell for damage</i>
17th	Retaliatory Ink	<i>Insc. Spell retaliates</i>

TEMPERED INK

The heated blood of your allies can be called forth, transforming the nature of your tattoos. When you choose this Artistry at level 3, you can convert any **Inscribed Spell** into a *Firebolt* spell. You must expend a spell slot at least equal to the minimum level of the original spell. When you cast the *Firebolt* spell the *Inscribed Spell* fades.

FORTIFYING INK

When you reach 6th level the sharp intention of your tattoos manifests itself: you improve the defensive effects of your tattoos, and grant them a new violent purpose. For each **Inscribed Spell** a creature wears, they add +1 to their Attack and Damage rolls.

At level 13 this bonus increases to +2.

CRUCIBLE ART

By the time you reach 11th level, the powerful purpose of your art is clear. When a creature wearing an **Inscribed Spell** would make an attack roll or cast a damaging spell, you may use a Reaction to consume the spell without casting it. The tattoo fades from their skin and they may add the level of the spell to their attack roll, if any, and roll an additional number of the attack's damage dice equal to the spell level.

Damage added in this way is not multiplied or re-rolled by a critical strike.

RETALIATORY INK

Passively defending your allies is no longer enough, when you reach level 17. You have developed a method of protecting them—and destroying your enemies in the same fell swoop. When an enemy makes a successful melee attack against a creature wearing one or more of your **Inscribed Spells**, the ink itself lashes out with iron barbs. The attacker takes piercing damage equal to the combined levels of all *Inscribed Spells* worn by the creature.

ENCHANTED ART

The magic in your ink has become the sole target of your study. Unlocking the mysteries of magic through your art has granted you a place deeper and more insightful among the curving lines and geometric patterns of your art. The complex shapes utilized in your tattoos are more than just mesmerizing—they speak to the integral methods of the inherent magic.

ENCHANTED ART

Level	Feature	Summary
3rd	Magical Ink	<i>Insc. Spell as Cantrips</i>
6th	Enchanted Enhancement	<i>Insc. Spell benefits spells</i>
11th	Group Cast	<i>Allies cast Insc. Spell</i>
17th	Enduring Ink	<i>Insc. Spell doesn't fade</i>

MAGICAL INK

When you choose this Artistry at level 3 the inherent magic in your tattoos can be called forth in powerful ways. When you would cast an **Inscribed Spell** you may choose to instead cast a Cantrip spell known to you. You must expend a spell slot at least equal to the minimum spell level of the *Inscribed Spell*. After casting a Cantrip this way, the tattoo fades.

ENCHANTED ENHANCEMENT

When you reach 6th level the complex weave of your magic enhances the power of the magical energy latent in the body. For each of your **Inscribed** spells a creature wears, they gain +1 to spell attack rolls and spell damage.

This bonus increases to +2 at level 9.

GROUP CAST

The mastery in your ink now holds the key, as well as the lock. At level 11 a friendly creature may as a Bonus Action cast a spell **Inscribed** upon them. They choose the target and the specifics of the spell.

When an ally casts one of your *Inscribed Spells* in this way, they cast the spell at its minimum level.

ENDURING INK

At level 17, the needs of your spells are well filled by the latent magic flowing within the veins of your allies. If an ally would cast one of your **Inscribed** spells, they may choose to expend an Action instead of casting it as a Bonus Action. If they do so, the ink does not fade and the *Inscribed Spell* can be used again.

SENSUOUS ART

You have come to learn the power of your ink is secondary to the beauty of the body... and the secrets it holds. Instead of seeking to cover and obscure these elementary shapes, your art is leveraged to highlight and to showcase the majesty already there.

SENSUOUS ART

Level	Feature	Summary
3rd	Arousing Ink	<i>Insc. Spells cause Arousal</i>
6th	Sculpting Marks	<i>Insc. Spell improves Ability score</i>
11th	Enrapturing Art	<i>First sight of body is Arousing</i>
17th	Hands of Ink	<i>Tattoo wearers Stimulate better</i>

AROUSING INK

The heat of the blood intermingling with your ink is enough to make viewers sweat. After choosing this Artistry at level 3, when you cast an **Inscribed Spell** the target of the spell is also **Enticed** at your Spell Save DC: if they fail their Wisdom save, they become **Aroused**.

SCULPTING MARKS

At level 6, you've learned how to sculpt the body in a way which draws forth the senses, the spirit and the strength of your subjects. When you apply an **Inscribed Spell** to a creature, you may choose one of their Ability Scores to increase by 1. A score can't be increased above 20 this way. Once the Inscribed Spell fades from their skin, they lose this score increase.

ENRAPTURING ART

When you reach level 11, the highlighting nature of your art causes others to stop and to stare at the beautiful bodies your ink adorns. The first time each day a creature sees a wearer of your **Inscribed** spells, they are **Enticed** at the Spell Save DC for the highest level spell the wearer has been inscribed with.

This save is made at Disadvantage if the wearer is clad in **Skimpy** armor or no armor.

HANDS OF INK

By level 17 the power of your ink has bled into the very bodies of those you tattoo: their fingers are cleverer, their embrace hungrier. When a creature wearing an **Inscribed Spell** uses the **Stimulate** action, they add the level of their highest Inscribed Spell to their Sexual skill check.

ORGONE ART

Your art emphasizes the most beautiful moments of mortal experience—the times when flesh meets and souls become one. The lucky few who feel your artful touch are left flushed, heated, wanting. And their expressions of ecstasy are your favorite to capture.

ORGONE ART

Level	Feature	Summary
3rd	Orgasmic Ink	<i>Insc. Spell becomes Stimulation</i>
6th	Depicted Debauchery	<i>Orgasm empowers spell</i>
11th	Inked Memory	<i>Stimulate via Insc. Spell</i>
17th	Orgone Explosion	<i>Free spell from orgasm</i>

ORGASMIC INK

When you choose this Artistry at level 3, the scenes of pleasure inked on the skin of your subjects seem more real than real life. As a Bonus Action, you may consume an **Inscribed Spell** and spend a spell slot equal to or higher than the level of the spell. When you do, **Stimulate** the creature wearing the inscription. Add the level of the spell slot to your Sexual skill check. Their AC is considered to be 10 for this effect.

DEPICTED DEBAUCHERY

The scenes of passion you ink are no mere figments of imagination. When you reach level 6, you learn how to empower your tattoos with moments of very real pleasure. When you apply an **Inscribed Spell**, if the wearer is brought to **orgasm** during application, the Inscribed Spell is empowered. When cast, this empowered spell is treated as if it was cast at 1 Spell Level higher than the slot you expend.

At level 13, this bonus increases to 2 levels.

INKED MEMORY

When you reach level 11, the magic you pour into your inscriptions kindles a deep heat within those who wear them. When you cast an **Inscribed Spell** you may choose to cast it as an Action. If you do so, you may also **Stimulate** the wearer of the spell. Their AC is considered to be 10 for this effect.

ORGONE EXPLOSION

At level 17 and thereafter your tattoos tap into the latent lines of power in the core of a creature's body. If a creature wearing an **Inscribed Spell** **orgasms**, choose an Inscribed Spell they wear: you may immediately cast this spell as a Reaction. This spell is cast at its minimum Spell Level and does not consume a Spell Slot.

INK CRESTS

Flesh meets flesh in a rolling press: gasps and sighs fill the air. In the darkened tent candlelight flickers to highlight flushed, sweaty skin... but a light remains even as the flames gutter. Imprinted below the stomach, shimmering black, swirling lines form the delicate shape of an artistically-scribed heart. At first it seems a trick of the light: the tattoo remains faintly visible as its slender wearer passes into shadow. A white glow begins to shine from within, from the latent magic in the ink or perhaps the power of the union. And soon that glow is overpowering, nearly blinding, and it erupts in a flood of light...

An Ink Crest is the very highest example of an Inkblood's power: a powerful and lasting tattoo which marks the wearer indelibly. Effective in the extreme, a Crest grants those lucky enough to be marked a unique kind of power inaccessible to most. However, creating an Ink Crest is no mean feat—and requires a commitment from the wearer as well, not just the Inkblood holding the pen.

FINDING AN INK BLOOD

Before even a type of Crest has been chosen, an interested adventurer must be able to find someone who can apply it! Some lucky few may have Inkblood party members or friends who are willing—but most must go searching elsewhere. Inkbloods are a relatively well-kept secret among the magical community... but ask enough probing questions and some kind of information is guaranteed.

Most Inkbloods disguise their practice in some way or another; here are a few situations in which they might be found.

d8 A resident Inkblood...

- 1 ...makes their home in a dangerous ruin.
- 2 ...lives a humble life in the wilds.
- 3 ...disguises their practice, and shop, as ordinary.
- 4 ...is in the grasp of a shadowy organization.
- 5 ...is on the run, and will be in town only briefly.
- 6 ...runs a shop never twice found in the same location.
- 7 ...has been recently imprisoned, locked in chains.
- 8 ...lives free, openly and unafraid.

However, even when the Inkblood has been located the work has only just begun! Magic, especially magic as powerful as this, needs a catalyst. The ink making up the tattoo must be up to the challenge.

THE INK

An Inkblood's inks are ground from mundane—or mostly-mundane—ingredients on a daily basis, and for ordinary spells this is sufficient. However, if a truly powerful and lasting magic is to be enacted, the constituent parts must be as magical. And finding the ingredients can be difficult as constructing the tattoo.

Magical ink is made from three types of ingredient: a **powder**, an **oil** and a **thickener**. When an Ink Crest is being created, sufficiently powerful items of these categories must be found, plundered, or procured. Locate the rarity of Crest you want to make: each of the ingredients you find must match or exceed the CR marked on the below table. Your GM will have to approve their use—and provide an appropriate CR for ingredients found outside of combat encounters.

Some Crests can come in multiple rarities; if you intend to create a Crest of a higher rarity than its most basic rarity level, you must procure ingredients—and pay the according time and money!—for the higher rarity you choose.

CREST RARITY AND MINIMUM INGREDIENT CR

Rarity	Minimum ingredient CR
Mundane	N/A
Common	1
Uncommon	2
Rare	5
Very Rare	11
Legendary	17

Although availability is likely to vary by campaign, setting and party interest, a selection of potential ingredients by CR is provided below. A higher-CR ingredient may be used for a lower-CR Crest. For adventurers with more money than time, these components may also be available in special markets for a proper fee...

EXAMPLE INGREDIENTS BY CR

CR	Powder	Oil	Thickener
N/A	Wood ash	Lamp oil	Tree sap
1	Wyrmling shell powder	Giant toad oil	Imp spit
2	Gargoyle dust	Carrion Crawler ichor	Gelatinous Cube jelly
5	Vampire Spawn ash	Umber Hulk ichor	Wraith ectoplasm
11	Efreeti ash	Behir stomach acid	Horned Devil horn
17	Death Knight dust	Iron Golem oil	Iron Golem plating

THE TATTOO

Once the ingredients have been assembled, all that's left is the application! However, these are no mere pinpricks—the process is very similar to the creation of a magical item. Indeed, money is needed for the process and to pay the Inkblood for their time... and a long time it might be.

COSTS AND DURATION BY CREST RARITY

Rarity	Cost*	Duration
Mundane	1SP	1 hour
Common	50GP	1 day
Uncommon	100GP	2 days
Rare	500GP	1 week
Very Rare	5,000GP	1 month
Legendary	50,000GP	1 year

**An Inkblood may claim up to 20 percent of the tattoo's cost as an additional fee. This fee may be reduced or even waived if the Inkblood is on good terms with the party, at the GM's discretion.*

A Crest needn't be worked on constantly, nor without breaks; however, until the work is completed, the tattoo is considered simply a work of art, non-magical.

Once a Crest is finished, the creature wearing it is automatically Attuned to it, and the Crest counts against the number of items a creature can be Attuned to at one time. The wearer can access the magic of the Crest at any time in the fashion determined in the Crest's entry. If the creature becomes affected by a magic-suppressing effect (such as entering an *Anti-Magic Field*) the power of the Crest becomes dormant until the effect fades.

A Crest can only be removed by *Dispel Magic* or *Remove Curse* spells cast by a caster at or above the level of the Inkblood who created the tattoo, by a *Wish* spell, or manually over the course of a Long Rest by the Inkblood who created the tattoo themselves.

Some Crests can be improved upon as an Inkblood gains new levels and as more impressive ingredients become available. If a creature wearing a Crest wishes to improve its effect and its rarity, they must find ingredients of the rarity they wish to achieve and go through the tattooing process once more; however, the cost and duration are both reduced by the cost and duration of the existing tattoo's rarity.

EXAMPLE

Jeffrey's character Thorgast has worn a Crest of Protection for several levels and now he's ready to improve the tattoo from a +1 bonus to a +3, raising the rarity of the Crest from Rare to Very Rare. He gathers ingredients of CR 11+ and contacts an Inkblood to improve the tattoo; the process costs 4,500GP (5,000 minus 500), and takes 3 weeks (1 month minus 1 week).

CRESTS

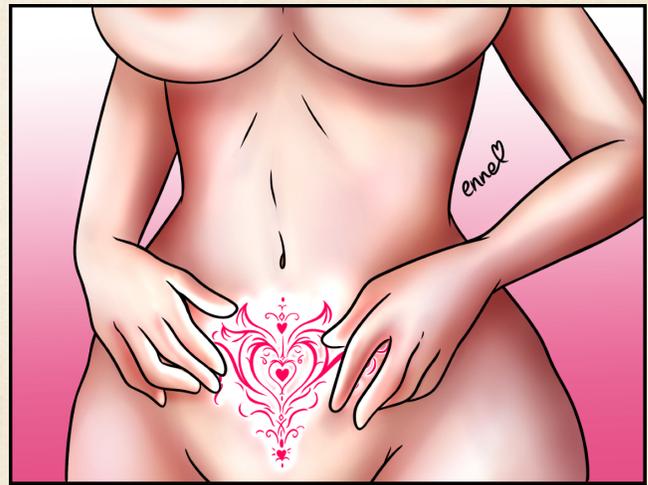
CREST OF ABSORPTION

Rarity: Rare

Location: Erogenous zones

Design: Stylized lines leading inward from erogenous zones to curl and coil around central body parts

Often used for nefarious means, the sight of this Crest is sure to inspire dread—or foolish desire. When the wearer of this Crest causes another creature to **orgasm**, the wearer may replenish one of their expended spell slots. However, the creature who orgasmed gains one point of Exhaustion. This point is gained in addition to any Exhaustion they might gain from orgasming more times in a day than their Constitution modifier.



A woman admires her Crest of Absorption, by @enne_project

CREST OF ALLURE

Rarity: Uncommon

Location: Varies (erogenous zones)

Design: Enticing phrases such as "come here" or "free use"

Commonly tattooed around or on erogenous zones, this Crest glows with a strange power when the wearer bends their will to entice another. The words light up, certifying their intent. Once per Long Rest, if the wearer would make an **Entice** or **Seduction** action, they may roll at Advantage.

At higher rarity:

- Very Rare: additionally, creatures you **Stimulate** resist **orgasm** at Disadvantage.

CRESTS

Crest	Base Rarity	Location	Summary
<u>Absorption</u>	Rare	Erogenous zones	Others' orgasms replenish your spells but exhaust your partners.
<u>Allure</u>	Uncommon	Erogenous zones	Tattooed, erotic words entice lust in others.
<u>Arms</u>	Mundane	Arm	Call forth the physical embodiment of a tattooed weapon.
<u>Beast</u>	Rare	Back	Summon tattooed beasts to fight for you.
<u>Binding</u>	Rare	Arms, back	Produce grappling vines.
<u>Bound, the</u>	Uncommon	Wrists, ankles	Become immobilized by a command phrase.
<u>Childbearer, the</u>	Uncommon	Under stomach	Increase the chances of conception .
<u>Commanded, the</u>	Rare	Forehead	Orders become difficult to disobey.
<u>Enumeration</u>	Common	Thighs, rear, etc.	Gain expendable Inspiration points by causing orgasms .
<u>Feathers</u>	Rare	Back	Gain the ability to fly.
<u>Glory</u>	Rare	Back	Roll at Disadvantage to give nearby allies Advantage.
<u>Indomitability</u>	Rare	Chest	Resist death and regain hit points.
<u>Invisibility</u>	Rare	Forehead	Fade from sight.
<u>Light</u>	Common	Varies	Emit light.
<u>Lust</u>	Uncommon	Erogenous zones	Struggle to resist Arousal and its symptoms.
<u>Orgone, the</u>	Common	Pubic mound	Cast a random Cantrip spell when you orgasm.
<u>Protection</u>	Rare	Chest	Gain AC.
<u>Relentless, the</u>	Uncommon	Chest	Improved Athletics and resistance to Exhaustion.
<u>Ruler, the</u>	Uncommon	Head	Cast enchantment spells to dominate others.
<u>Sensuality</u>	Uncommon	Pubic mound	Advantage on Sexual Skill checks every Short Rest.
<u>Servitude</u>	Rare	Neck	Advantage while following a master's orders. Disadvantage otherwise.
<u>Speed</u>	Common	Ankles	Increased movement speed.
<u>Telepathy</u>	Uncommon	Forehead	Cast telepathic spells and send messages.
<u>Transformation</u>	Uncommon	Torso	Change your form.
<u>Transparency</u>	Uncommon	Stomach, etc.	See internal, foreign items through skin.
<u>True Sight</u>	Uncommon	Eyelids	Pierce darkness, illusions, and obstacles.
<u>Waterbreathing</u>	Rare	Neck, sides	Breathe underwater.

CREATING YOUR OWN CREST

This is merely a selection of Crests your character might be interested in wearing—or scribing themselves! If you decide on a concept for a Crest you would prefer to wear, consult your GM and work with them to develop it.

CREST OF ARMS

Rarity: Mundane

Location: Arm

Design: A curiously-realistic weapon

Additional Reagents: A weapon

This tattoo of a weapon shines under the right light, seeming as if the arm bearing it is half weapon itself. This Crest requires a magical ritual which destroys a weapon possessed by the wearer: this weapon is what the tattoo takes the appearance of. The wearer can call forth the destroyed weapon in their hand as part of a Combat Action, drawing it from seemingly nowhere. The weapon remains until let go of by the wearer, at which point it disappears and the tattoo reappears on the wearer's arm.

If the wearer wishes to change the weapon summoned, they may spend a Long Rest ritually destroying its replacement. The tattoo then takes the shape of the replacement weapon and using this Crest summons the replacement instead.

CREST OF THE BEAST

Rarity: Rare

Location: Full back

Design: A strikingly realistic animal with eyes which seem to follow the viewer

The creature painstakingly recreated on this individual's back seems almost alive—and in fact it is, after a fashion. When this Crest is created, choose a Beast of CR 2 or lower such as a Giant Elk; once per Long Rest as an Action the wearer can summon this creature as if by the *Conjure Animals* spell. It appears in an empty space next to them and fights on their behalf for 1 hour or until the creature reaches 0 hit points. While present, the Crest fades from the skin. When the spell ends it returns unharmed, in tattoo form, to its place on the wearer's back.

At higher rarity:

- Very Rare: choose a Beast of CR 4 or lower.
- Legendary: choose a Beast of CR 8 or lower.

CREST OF BINDING

Rarity: Rare

Location: Arms and upper back

Design: Thorned vines in spiral pattern, beginning at the fingers and interlocking over the upper back

A close inspection notes these vines seem to move, coiling firmly about the arms. Their true power is shown when the wearer initiates a Grapple: real vines in black and white emerge from their arms to constrict their victim. Creatures attempting to evade or escape a Grapple with the wearer roll their Athletics or Acrobatics checks at Disadvantage.

Additionally, while grappled by the wearer creatures take 1d4 bludgeoning damage at the beginning of their turns.

CREST OF THE BOUND

Rarity: Uncommon

Location: Wrists and ankles

Design: Stylized, twisting chains

Often used more as a punishment than a reward, this Crest is paired with a command phrase devised at the time of its application. When the command phrase is spoken, the wearer's ankles and wrists snap together as if bound in manacles. They are considered Incapacitated. At the beginning of the wearer's turns they may make a DC 16 Strength save to break free of these constraints; if successful, the effect ends. Otherwise the effect remains until the command phrase is spoken once more.

CREST OF THE CHILDBEARER

Rarity: Uncommon

Location: Under stomach

Design: A stylized womb chamber with a seed inside

Most famously bestowed upon the concubines of certain influential rulers, this Crest facilitates certain conception—and ease of bearing. If the wearer of this Crest is able to bear children, they are almost certain to conceive when the right conditions are met. If the wearer would engage in conduct which has a chance of conception, roll a 1d10. On any roll but a 1, they are successfully made pregnant.

The power of this Crest also protects in part from the pains and the trials often attached to carrying a child to term, such as morning sickness.

As the child inside the wearer's womb grows, the seed at the center of the Crest is also seen to sprout and eventually blossom.

CREST OF THE COMMANDED

Rarity: Rare

Location: Forehead

Design: A demeaning word such as "servant"

If the **Crest of Servitude** indicates a compassionate bond, this Crest is the reverse. The wearer of a Crest of the Slave has little say in their actions when commanded by another. A creature may speak a brief command (such as "give me your valuables" or "satisfy me", subject to GM approval) to the wearer and make a Persuasion or Intimidation check; the wearer must then make a Wisdom save at Disadvantage. If their save is lower than the speaker's check, they must carry out the command to the best of their ability. The compulsion upon them lasts an hour or until the wearer falls unconscious, during which time the tattoo glows and pulses. The wearer may choose to fail their Wisdom save.

If the creature who gave the command determines the demand was successfully carried out, and it took at least one round, the wearer gains a d6 they may add to any subsequent roll. Only one d6 can be retained in this way at a time.

Only one compulsion can be active at a time. If a creature successfully makes another command, it overwrites the first.

CREST OF ENUMERATION

Rarity: Common

Location: Thighs, rear, or lower back

Design: Tally marks

Unique among the Crests, this tattoo instead of a design creates an area of skin where, when marks are made, they remain—holding their own kind of power. A creature brought to orgasm by the wearer is compelled to draw a mark on the creature's body, adding to any existing marks. When the wearer would make a roll, they may expend one of these marks, causing it to fade from their body and gaining a bonus die they may add to their roll. The die size and the maximum number of marks depends on the rarity of the Crest:

DIE SIZE AND MAXIMUM TALLIES BY CREST RARITY

Rarity	Die	Max tallies
Common	d4	3
Uncommon	d6	5
Rare	d8	8
Very Rare	d10	10
Legendary	d12	15

CREST OF FEATHERS

Rarity: Rare

Location: Full back

Design: Large feathered, gossamer or membranous wings reaching down to the waist

Legends tell of a trapped Inkblood who once escaped his tower confinement by spreading these wings. Once per Long Rest, the wearer of this Crest may spread physical wings from this tattoo, ink becoming flesh for the duration of 10 minutes. Until the end of that time, the wearer gains 60 feet of flying speed as if affected by the spell *Fly*. After 10 minutes the wings fade back into tattoo form: if still airborne, the wearer then falls.

CREST OF GLORY

Rarity: Rare

Location: Full back

Design: Scenes of heroism

Evoking the power of this Crest is a risk, but one with a powerful payoff. Once, entire ranks of tattooed soldiers inspired their allies to victory—or so the tales say. Once per Short Rest, when the wearer would make an Attack roll or a Skill check they aren't already making at Disadvantage, they may make their roll at Disadvantage. If they are successful despite this, all friendly creatures within 10 feet gain Advantage on their next roll as if affected by the Help action. This effect lasts until the beginning of the wearer's next turn.

The roll which calls forth the power of this Crest must be one which can reasonably be failed. If the GM decides the roll is very likely to succeed, even with Disadvantage, they may rule the Crest does not take effect and the ability is not used up.

CREST OF INDOMITABILITY

Rarity: Rare

Location: Chest

Design: Iron chains coil around a stylized heart in the center of the chest, padlocked and strong.

This tattoo pulses lightly with the draw and the release of the wearer's breath. It forestalls the possibility of death: once per Long Rest, if the wearer would drop to 0 or fewer hit points they instead drop to 1 hit point.

At higher rarity:

- Very Rare: additionally, the wearer makes Death Saving throws at Advantage.
- Legendary: additionally, the wearer gains HP at the beginning of their turns equal to their Constitution modifier.

CREST OF INVISIBILITY

Rarity: Rare

Location: Forehead

Design: A closed eye large enough to fill the forehead

When the wearer wills it, this eye opens wide—and the wearer disappears. Once per Long Rest the wearer may cast *Invisibility* targeting themselves. It lasts until it's dispelled, ended by the wearer, or after 1 hour has passed.

At higher rarity:

- Very Rare: instead, cast *Greater Invisibility*.

CREST OF LIGHT

Rarity: Common

Location: Varies

Design: A sun with wavy rays

This sun glows with a radiant light. As an Action, the wearer may cast the Light spell targeting the tattoo. The spell lasts until canceled as a Free Action by the wearer, or until they fall unconscious.

CREST OF LUST

Rarity: Uncommon

Location: Varies (erogenous zones)

Design: Erotic illustrations

A blessing to some and a curse to others, this Crest has a notable effect on the wearer's sexual arousal. When a wearer of this Crest would roll a save to resist becoming **Aroused** or **Desperate**, to act normally when **Desperate** or resist **orgasm**, they roll at Disadvantage.

CREST OF THE ORGONE

Rarity: Common

Location: Pubic mound

Design: A stylized sun with radiating rays

This Crest allows access to a touch of the power latent in an **orgasm**. When the wearer experiences **orgasm**, magic bursts forth from them in the form of a random spell. Spells are chosen from the wearer's spell list; if they can't cast spells, choose a random spell of that level from the Wizard spell list instead. The wearer determines the target and details of the spell after it's chosen.

SPELL LEVEL BY ORGONE CREST RARITY

Rarity	Spell level
Common	Cantrip
Uncommon	1st-level
Rare	3rd-level
Very Rare	5th-level
Legendary	7th-level

CREST OF PROTECTION

Rarity: Rare

Location: Chest

Design: A shield interwoven with thorned vines

This tattooed shield firms the skin and wards off all but the most devastating blows. The wearer gains +1 to their AC.

At higher rarity:

- Very Rare: +3 AC.
- Legendary: +5 AC.

CREST OF THE RELENTLESS

Rarity: Uncommon

Location: Chest

Design: Faux torn skin which reveals inked muscle

The faux muscle detailed by this tattoo seems to stretch, to throb, to pulse with the wearer's heartbeat. Refined over years of experimentation in barbarians' ritual battles, this Crest allows the wearer to ignore exertion which would otherwise incapacitate a lesser fighter. The wearer gains Advantage on Athletics checks. Additionally, if they would gain a point of Exhaustion, they may make a DC 16 Constitution save. If successful, no exhaustion is gained.

CREST OF THE RULER

Rarity: Uncommon

Location: Head

Design: A delicate crown tattooed around the forehead and onto the scalp

A creature who wears this Crest speaks with undeniable power. When compelled by the wearer, this crown parts from the head and encircles it, rotating slowly in floating black ink. Once per Long Rest, you may cast *Charm Person* as the spell. Roll a Persuasion or Intimidation check: the result is the DC they must save against.

At higher rarity:

- Rare: instead, cast *Suggestion*.
- Very Rare: instead, cast *Dominate Person*.
- Legendary: instead, cast *Mass Suggestion*.

CREST OF SENSUALITY

Rarity: Uncommon

Location: Pubic mound

Design: A heart

The power of this Crest bestows the wearer an impressive electricity in their touch and their mannerisms. Once per Short Rest when the wearer would roll a **Sexual Skill** check, such as **Domination**, they may roll at Advantage.

CREST OF SERVITUDE

Rarity: Rare

Location: Neck

Design: A chained collar with padlock

This Crest is commonly granted to the very best servants of the rich and the powerful. At the time of inscription, this Crest is paired with one or more "masters." As a Bonus Action, a master may speak a brief command (such as "kill this enemy" or "unlock this door"). This command must be approved by the GM and lasts at most an hour, or until the command is carried out. While a command is active, the Crest glows and if the wearer would make a roll the GM determines is in service of the command, they do so at Advantage. However, rolls not made explicitly in service of the command are made at Disadvantage.

Only one command can be active at a time. If a master issues a command while one is already active, the new command overwrites the old.

CREST OF SPEED

Rarity: Common

Location: Ankles

Design: Wings facing outwards

Legends say once Inkbloods adorned in this way served as messengers to the Gods, or even ferried the souls of the dead to their final resting place. This Crest evokes a feeling of lightness and limberness on the feet. The wearer may use the power of this tattoo to double their movement speed for one round. Once used, this Crest's power cannot be used again until after the wearer's next Long Rest.

At higher rarity:

- Uncommon: instead, triple the wearer's movement speed.

CREST OF TELEPATHY

Rarity: Uncommon

Location: Forehead

Design: A closed eye on the site of the "third eye" between and above both eyes

This Crest opens the wearer's mind to those around them, allowing their thoughts to reach out and brush others'. As an Action, the wearer may freely cast the spell *Message*. The mark is ample reason for suspicion to many—doubly so when it begins to glow, the telltale sign someone's secrets are being dug through.

At higher rarity:

- Rare: additionally, once per short rest cast *Detect Thoughts*.
- Very Rare: additionally, once per long rest cast *Scrying*.

CREST OF TRANSFORMATION

Rarity: Uncommon

Location: Full torso

Design: Swirling lines and interweaving patterns around body features

This large tattoo is mildly mesmerizing to look at: carefully-laid lines drape over the body in a fashion which seems almost natural, as if the ink was a natural extension of the shapes and curves of the body. Once per Long Rest as an Action the wearer can cast *Alter Self* targeting themselves. Casting this spell does not require Concentration. It lasts until dispelled, ended by the wearer or 1 hour has passed.

At higher rarity:

- Rare: additionally, once per Long Rest you may cast *Polymorph*. This spell requires Concentration.

CREST OF TRANSPARENCY

Rarity: Uncommon

Location: Stomach, pubic mound, or cheek

Design: A single open eye

While wearing this Crest, a creature's skin seems to shine with a surprising luster. Its true power is revealed, however, when the skin has something to hide. Foreign objects and substances are revealed for all to see when they enter the body in the zone of the Crest's influence: depending on tattoo location, this might include stomach contents.

If items or substances revealed are sexual in nature, then the wearer of the Crest makes **Entice** rolls at Advantage against creatures who can see them.

CREST OF TRUE SIGHT

Rarity: Uncommon

Location: Eyelids

Design: Shockingly realistic wide-open eyes

This ink is bestowed upon clerical truth-seekers... though it remains popular among thieves as well. A creature who wears this Crest finds their sight unimpeded by closing their eyes; instead, their senses are heightened and their vision is true. While a creature wearing this Crest has their eyes closed, they see as if they had Darkvision to 60 feet.

At higher rarity:

- Rare: additionally, sight unimpeded by magical darkness.
- Very Rare: additionally, can see through obstacles less than 5 feet thick.
- Legendary: additionally, gain Truesight to 15 feet.

CREST OF WATERBREATHING

Rarity: Rare

Location: Neck or sides

Design: Slits in the skin through which inked muscle is visible

This Crest is worn by those creatures who feel as at home under the waves—or perhaps more at home. The wearer can breathe water as if it were air.

INKBLOOD'S ITEMS

Inkbloods who create Crests gain valuable skills to do with magical item creation—and a fair few try their hand at more conventional items, too. These are just a selection of magical items that Inkbloods in your setting might have created... or items they might find useful.

TATTOOIST'S TOOLS

Common Item, 3GP

This leather bag opens to reveal a multitude of pricking pens, vials of ink, and the tools needed to create ink from common items found in everyday travels. Proficiency with this kit lets you add your Proficiency Bonus to any Ability Checks you make to create a ink tattoo.

ELEMENTAL INKS

Uncommon Item

These six vials of softly glowing liquid make faint noise when they're held up to an ear, as if the elements within are trying to free themselves. Imbued with fire, cold, thunder, radiant, poison and acid energy, this ink empowers an Inkblood's Inscribed Spells. An Inkblood may consume one of these vials when they create an Inscribed Spell: when that spell is cast, it deals an additional 1d6 damage of that vial's type.

If these inks are found as part of a treasure hoard, roll a 1d6 4 times to determine which vials remain.

PERMANENT INKS

Rare Item, requires Attunement

This unending vial of liquid night resists attempts to fade. Uncast Inscribed Spells created using this ink do not fade when the Inkblood takes a Long Rest. They still count against the maximum number of Inscribed Spells an Inkblood can keep.

SHIMMERING INKS

Rare Item

These ten vials of glittering, opalescent ink seem almost like liquid mercury or molten silver, but are pleasantly cool to the touch. When applied, the tattoos these inks create look almost invisible to the naked eye... until a small glint betrays it. And yet, under the light of the stars or the moon, these glimmering tattoos are almost blinding. An Inkblood may consume one of these vials when they create an Inscribed Spell: when that spell is cast, it is cast at one Spell Level higher than the Spell Slot expended, so long as the sun is down.

On the night of the full moon, an Inscribed Spell made with these inks, it is considered *Maximized* as by *Metamagic*.

If these inks are found as part of a treasure hoard, roll 2d6; that many vials are found.

AUTOMATIC NEEDLE

Rare Item

The brainchild of a strange—or perhaps revolutionary—Gnomish inventor, this item is a box of gears, knobs, hydraulics... and a needle. Though its operation is complex, once running the machine produces a rapid pin-pricking which allows remarkably quick tattoo application. However, whatever energy source provides motion quickly tires. Once per day, an Inkblood using this item can create an Inscribed Spell in the time of a Short Rest instead of a Long Rest.

ATHEIRA'S TWINED FINGERS

Legendary Item, requires Attunement

This ink pen is gnarled, crooked, and slightly warm to the touch. Carved from living, ebony wood as if to resemble two twisted mortal fingers, its prick is light and sweet; often the subject fails to realize they've been jabbed at all.

Once per Long Rest, an Inkblood Attuned to this item may choose two spells, not one, when creating an Inscribed Spell. Two tattoos are weaved in one: when the Inscribed Spell is used, the Inkblood expends two spell slots and the effects of both spells are realized at once.

SAMPLE INKBLOODS

It's no easy feat to find an Inkblood—unless, of course, they want to be found. Whispers may describe the hidden sanctums of these strange, powerful magicians, or they may be happily employed by those who recognize their powers are far too great to overlook.

SAFIYAH JAWAHIR

Medium female Elf, true neutral

Inkblood 3 (*Sensuous Art*)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	8 (-1)	15 (+2)	13 (+1)	14 (+2)

Saving Throws Int +4, Wis +3

Skills Arcana +4, Insight +3, Perception +3, **Sensuality** +4

DESCRIPTION

Safiyah is a delicate craftswoman who delights in beautifying others.

Appearance. Safiyah's light brown skin is marked by slim, curving lines of dark and light ink. Threads trace along her slender body, seemingly placed at random—but when subjected to more careful inspection, each line has been inked with intent and purpose. They peek here and there from her sleek gold cocktail dress. Safiyah's tattoos accentuate and improve the natural lines of her body: they curve under her small breasts, highlight her long legs, and refine her sharp cheekbones. In her startling yellow eyes she displays an artist's intelligent stare, and her slim lips curl in a smile when she regards a beautiful form... could it be enhanced?

Personality. Safiyah has a penchant for perfectionism. Cold and exacting, she rarely expresses her favor with anyone—or anything—before her pen has visited it. Those targeted by her single-minded nature may find her dedication flattering... or they may find it invasive and insulting. She claims to be able to see the beauty in everyone, and is only too happy to "bring it out..." using her unique inks and careful attention to detail. Still, it's impossible to ignore the power of her work: those who emerge from beneath her pen always shine twice as resplendently.

UTILITY

Safiyah can make anyone the belle of the ball.

Cosmetic Artist. Safiyah considers others with a critical eye, but at the heart of that criticism is a potential gift. *A player who pays Safiyah 2,000GP and spends a Long Rest with her gains a cosmetic tattoo that permanently adds 1 to their Charisma. Their Charisma can't be raised above 20 in this way.*

Dear Eye. Safiyah notices when others devalue their own appearance. She makes it her personal mission to give back some of the confidence she feels they should possess. *Safiyah may target the party member with the lowest Charisma and attempt to beautify them—with her tattoos and with fine clothing, makeup, and more.*

PLEASURES

Safiyah surrounds herself with beautiful things. And sometimes, beautiful people.

Seduction – DC 15. Safiyah has strong opinions about what people should wear and how they should appear. She likes beautiful people. *A player wearing at least 1,000GP worth of clothing **Seduces** Safiyah at Advantage.*

Preferences. Safiyah is matter-of-fact in her lusts. She doesn't make excuses, and she doesn't accept them, either. *Safiyah will proposition a player who makes her **Aroused**.*

Kinks. Safiyah likes voyeurism, hidden sex, and marking. She doesn't like crassness, romantic flirtation, or exhibitionism.

VIGO

Medium male Human, neutral evil

Inkbllood 3 (Iron Art)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	15 (+2)	13 (+1)	8 (-1)

Saving Throws Int +4, Wis +3

Skills Athletics +2, Deception +1, **Domination** +1, Perception +3

DESCRIPTION

Vigo is a hotblooded duelist always putting his ink to the test.

Appearance. Vigo wears very little—all the better to show off the expansive artwork his body is a canvas for. Spreading up from his kilt come sharp, jagged lines of deadly purpose: shields, swords, and lightning bolts. Even his head is marked with his power: a central rune on his bald crown and a death's-head skull upon his face. His eyes glint when he thinks about testing a new tattoo in combat, and his smile is positively ghoulish. His muscles belie his early calling as a pit fighter. Vigo is broad-chested and thick of neck, with strong thighs revealed by his short kilt. He has a bold and booming laugh, but the times he chooses to use it are moments that aren't quite appropriate for mirth.

Personality. Vigo is an intense force, and one to be reckoned with. He's the kind of magician people want on their side, even if they don't necessarily want to deal with him in person. Bloodthirsty and fervent, he never passes up an opportunity to duel—all the better to test his protective magics. Vigo boasts his bare chest is "stronger than any steel breastplate..." and is eager to put his words to the test. Often his respect can only be bought with single combat... though his opponent doesn't necessarily need to win.

UTILITY

Vigo can extend the protection of his art to others—provided they impress him.

Armor Scribe. Vigo specializes in tattoos that improve defense with a good bit of offense as well. *A player tattooed by Vigo gains 20 temporary hit points: the lithified ink absorbs damage until all 20 has been used. Then it explodes, dealing 20 damage to all enemies within 10 feet.*

Make a Mark. Vigo boasts his tattoos have made his skin too hard to pierce: he allows others to break their swords on his iron flesh. *Vigo will goad players into attacking him with their weapons. If any manage to beat his 20 AC, he will ask them to use his needles to draw a tattoo of their own design somewhere on his body—to remember them by, he says.*

PLEASURES

Vigo plays hard, and loves hard. Maybe harder.

Seduction – DC 14. Vigo likes his partners to be made of the same iron he is: that way, there's no danger of anyone breaking in the process. *A player who uses Constitution to Seduce Vigo does so at Advantage.*

Preferences. Vigo doesn't think a good time has been had unless a few beds have been broken, and a few noise ordinances too. *When Vigo causes someone to orgasm and they would gain a point of Exhaustion, they gain 2 instead.*

Kinks. Vigo likes rough sex, clawing, exhibitionism and scarification. He doesn't like romance, mutual masturbation, or teasing.

INKBLOODS AND CONSENT

Tattoos can be a touchy subject for some. Check with your fellow players before you use this content in your game. Be sure you have their enthusiastic consent, and be open to downplaying objectionable parts—or playing something else. There will be other opportunities.

ENDING THOUGHTS

Everything you've read so far has been developed with the intent of suiting fun, consensual and erotic roleplay at an interested table. It's not perfectly polished; it's not necessarily balanced in all situations; it's most certainly not officially approved. Nonetheless, it's my hope you'll enjoy playing with it! If you do, or if you don't, I welcome your feedback, your recommendations and your patronage.

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CHANGELOG

These are living documents. When changes are made to them, you can update your edition by visiting the [Patreon](#).

- 1.0 - 1/21/22
 - Initial release
- 1.1 - 1/4/23
 - Update to match core rulebook re-release
 - Some minor rules changes

CREDITS

- Cover
 - Portrait of Omai** by Joseph Reynolds
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