

Mark of the Taur

25
gp



HP
15*

Magic Item, Spectral Tattoo Ind / V (L4)

Takes one day to apply.
* Activate the Tattoo (Ind) and it will absorb the next 15 points of physical damage, then it disappears.
Limit four Spectral Tattoos.

Magic Item 242 Art © Susan Van Camp
Set 406

Mark of the Taur

Mark of the Spider

25
gp



HP
15*

Magic Item, Spectral Tattoo Ind / V (L4)

Takes one day to apply.
* Activate the Tattoo (Ind) and it will absorb the next 15 points of magic damage, then it disappears.
Limit four Spectral Tattoos.

Magic Item 243 Art © Susan Van Camp
Set 406

Mark of the Spider

Mark of the Hammer

50
gp



Magic Item, Spectral Tattoo Ind / F (L4)

Takes two days to apply.
* Activate to cast a Spirit Hammer Spell that does 2d6+7 Magic Damage. Range 200 feet.
Limit four Spectral Tattoos.

Magic Item 244 Art © Susan Van Camp
Set 406

Mark of the Hammer

Mark of the Ghost

25
gp



Magic Item, Spectral Tattoo Ind / V (L4)

Takes one day to apply.
* Activate (Ind) to be able to see 50 feet into the spirit world. Ability remains available for one week, then disappears.
Limit four Spectral Tattoos.

Magic Item 245 Art © Susan Van Camp
Set 406

Mark of the Ghost

Mark of the Shadow

100
gp



Magic Item, Spectral Tattoo Ind / C (IUK, L4)

Takes four days to apply.
* Activate (Ind) to enter the shadows between physical and spirit worlds. You see into both worlds (200 feet). May only affect, or damage others in Shadow Walk. Reverse is also true.

Magic Item 246 Art © Susan Van Camp
Set 406

Mark of the Shadow

Mark of the Turtle

25
gp



DEF
+4*

Magic Item, Spectral Tattoo Ind / C (L4)

Takes one day to apply.
* Activate (Ind) to gain a +4 DEF for the next five minutes. Once used it disappears.
Limit four Spectral Tattoos.

Magic Item 247 Art © Susan Van Camp
Set 406

Mark of the Turtle

Mark of the Rat

25
gp



Magic Item, Spectral Tattoo Ind / F (L4)

Takes one day to apply.
* Activate (Ind) when the wearer fails a tox resistance roll. The tattoo absorbs the tox and disappears taking it away.
Limit four Spectral Tattoos.

Magic Item 248 Art © Susan Van Camp
Set 406

Mark of the Rat

Mark of the Muddle

15
gp



Magic Item, Spectral Tattoo Ind / F (L4)

Takes one-half day to apply.
* Activate (Ind) 2d6+4 vs 2d6 against one skeleton or zombie. They are befuddled for 5 minutes.
Limit four Spectral Tattoos.

Magic Item 249 Art © Susan Van Camp
Set 406

Mark of the Muddle

Mark of the Spawn

25
gp



Magic Item, Spectral Tattoo Ind / V (L4)

Takes one day to apply.
* Activate the Tattoo (Ind) and it will absorb the next 15 points of Taint/Warp damage, then it disappears.
Limit four Spectral Tattoos.

Magic Item 250 Art © Susan Van Camp
Set 406

Mark of the Spawn