

PATH OF INKS

Sometimes called Inkhides or the Painted Warriors, these barbarians strengthen themselves with arcane formulae inscribed on their skin. These tattoos are simplistic, and lack many of the more convoluted aspects of arcane spellcasting. But their simplicity is their strength - a barbarian need not study for years to learn a single syllable of minor power. Instead, the words of power are already there, ready to be unleashed with only a simple grunt or yell.

ARCANE MARKINGS

When you take this archetype at 3rd level, you inscribe magical formulae onto your skin as powerful tattoos. Choose two options from the 3rd Level column of the following table. You gain another option at 6th, 10th, and 14th levels, which can be chosen from any column you meet the prerequisites for. Whenever you gain a level in this class, you can exchange one option for another you meet the prerequisites for.

Constitution is your spellcasting ability for these spells. Your spell attack bonus is equal to your Constitution modifier plus your proficiency bonus, and your spell save DC is equal to 8 + your Constitution modifier + your proficiency bonus.

You may cast the spells given by these options even while in a rage, and all are cast at their lowest level. Beneficial spells may only target yourself, and any spell with a duration cast while raging ends when your rage ends. Dealing damage with a spell qualifies for continuing your rage. You may use this feature twice per short rest. This increases to three times at 6th level, four times at 10th level, and five times at 14th level.

TATTOO OPTIONS

3rd Level	10th Level	14th Level
<i>absorb elements</i>	<i>alter self</i>	<i>blinding smite</i>
<i>armor of Agathys</i>	<i>blur</i>	<i>blink</i>
<i>burning hands</i>	<i>dragon's breath</i>	<i>fear</i>
<i>cause fear</i>	<i>enlarge/reduce</i>	<i>fireball</i>
<i>hellish rebuke</i>	<i>levitate</i>	<i>fly</i>
<i>jump</i>	<i>misty step</i>	<i>haste</i>
<i>longstrider</i>	<i>scorching ray</i>	<i>lightning bolt</i>
<i>searing smite</i>	<i>see invisibility</i>	<i>protection from energy</i>
<i>shield</i>	<i>shatter</i>	<i>spirit guardians</i>
<i>thunderous smite</i>	<i>spider climb</i>	<i>thunder step</i>
<i>thunderwave</i>	<i>web</i>	<i>vampiric touch</i>

CRAWLING ARCANA

Starting at 6th level, your connection to magical energy extends to be more than just skin-deep. You can sense magic around you as an unsettling itch; commonly used items and effects don't bother you, but new ones register on your senses as a noticeable shiver or chill.

Whenever you are within 10 feet of a magical item or an active spell that could be seen with *detect magic*, you sense the item innately. You do not see the item outlined by a glow, but instead feel a crawling on your skin that grows worse when you near the object.

You must spend 10 minutes to search a room if the magic item or spell's source is not immediately apparent. If you touch the item or area of the spell you immediately know it to be magical, but may also activate it depending on its function.

RUNIC MASTERY

Also at 6th level, your talent with magic improves. You learn one 1st level abjuration or transmutation spell from the wizard spell list. If this spell has the ritual tag, you can cast it as a ritual.

You may exchange this spell for another one meeting that criteria whenever you gain a level in this class. Starting at 14th level, you can choose either a 1st or 2nd level abjuration or transmutation spell.

QUICKENED PATTERN

At 10th level, your ability with magic allows you to quickly cast while in combat. You may make a single weapon attack as a bonus action after casting a spell on your turn.

MAGESCARRED HIDE

Beginning at 14th level, you have innate magical resistance due to your tattoos. You have advantage on saving throws against spells and resistance against damage dealt by spells while raging.