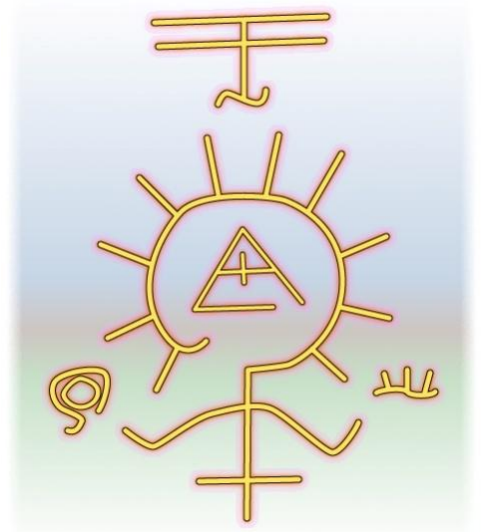


# Nymian Sigilry

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Sigils, Seals, Signs, Glyphs, and Runes are the letters, words, poetry, substance, actions, and breadth of Sigilry – a Nymian art developed many hundreds of thousands of years ago as a way to help cultivate peaceful civilization and compassionate authority for immortals over their own kind, as well as that of mortals. Specifically taught and administered as a basic function of education right along with literacy, magic, mathematics, and calligraphy, it is a common function of the Nymian upper class and those individuals specifically integrated into High Nymian and Faunar cultures, including those of the Faunarian Echelon and the Dinoprimitives (prehistoric Guardinal-equivalents) and celestial outsiders who protect the world and its inhabitants.



These races and cultures hail from a Material Plane world known as Nym (called Omarka by the savage and common folk) and this world is a Divinely Morphic planet of the material worlds of the Selenar System – a planetary system surrounding the star, Selen. Nym is one of many worlds – both alive and dead – which exist in a sort of suspended animation around Selen, left in the aftermath of a massive cosmological event known as the Epicene.

Nymian Sigils (or any other equivalent icons – called glyphic letters/symbols, or plainly “glyphs”, “signs” or “sigils” – of the expansive libraries of these semi-universal signs) are composed of thought, action, and perception. Being able to inscribe, understand, empower, teach, imbue, and augment these signs is the practice known as Sigilry, the basis of Nymian Sigilry.

The appropriate skills necessary to understand and implement this practice are Craft (Sigilry, or Calligraphy), and Knowledge (Sigils, Signs, & Glyphs). Having 5 or more ranks in Decipher Script grants a +2 synergy bonus to both Craft and Knowledge skill checks for using sigilry for every 5 ranks you have in the skill, Decipher Script. The feats below give a character or creature the ability to utilize these skills as class skills, as well as the basic and advancing study and use of such sigils and signs.

For the use of these rules, a glyph is any mystical symbol imbued with personal, arcane, divine, psionic, truename, incarnum, or any other similar supernatural energy. The symbol is drawn in the air or on a surface with the finger, brush, pen or similar implement, and imbued with experience points, spell slots, power points, essential, etc. in a full-round action that can then be followed by other activities relating to advance sigilry techniques and more.

## Inscribing Glyphs

Inscribing a glyph, whether in the air with a finger, on paper with a pen or brush, or with a stick or claw into the loose sand below your feet, requires a singular Craft (Calligraphy, or Sigilry) check, which can be rerolled once every 1d4 rounds if the check fails unless otherwise noted in a sigil’s description. The sigil user must know and comprehend the sigil being used, and must be able to imbue it with power in order for it to be effectively used. Though anyone can learn how to draw a glyph, only a sigil user understands how to

effectively use the true art of Sigilry to produce an effect or targeted result. This check follows the DC difficulties listed below:

<b>Table NS-I: Nymian Sigilry Craft Checks</b>	
<b>Circumstance</b>	<b>Sigilry / Calligraphy DC</b>
Identify Sigil	10
Identify (Dual) Sigil	14
Truename-Action Sigil	12
Other Truename Sigil	16
Augmented Sigil	+4 for every separate augmentation
Complex Sigil (Sigil Map)	+2 to the base sigil (mapped sigil)
Metasigil Augmented	+8 for every separate metasigil augmentation
Spiritual Sigil	+2
Hurried or Distracted*	+4 ??
Under Attack*	+5 ??
Effect Sigil	16+spell level, or effective level equivalent
Sigil has one or more secondary effects or identities, etc. (Compound)	+ the number of additional compounded sigil effects included in the sigil (each separate sigil is then inscribed on its own, with its own craft check)

\* Requires Concentration (as described in the skill description), and is subject to the usual benefits and penalties of such circumstances, as well as Combat Casting, Combat Manifesting, or other equivalent feat bonuses to similar Concentration checks. (See Casting Spells while on the defensive)

## **Learning, Imbuing, Identifying, & Using Glyphs in Sigilry**

Any character or creature fulfilling a variety of requirements may learn and use Sigilry through the use of the **Art of Sigilry [General]** feat. Following that initial prerequisite, a sigilry user will have an identifying mark and up to three other glyphs known, based on Intelligence scores, and be able to learn further feats granting it further sigilry-related abilities.

Further feats include *Extra Sigil*, *Fast Scribe*, *Experienced Sigilry Mentor*, *Imbue Sigil*, *Truename Sigil*, *Action Sigil*, *Effect Sigil*, *Augment Sigil*, *Compound / Complex Sigil*, and the Epic Feats, *Spiritual Sigil*, and *Metasigil Augmentation*.

### **ART OF SIGILRY [GENERAL]**

You have studied or been taught the art of knowing, inscribing, and using glyphic letter-forms known as sigils (or signs, seals, glyphs, runes, symbols, icons, etc.). You can use these symbols to identify yourself, identify others, create supernatural effects, and much more with advanced training and further feat progressions. With this feat, you learn how to create and utilize your own identifying mark, as well as 1-4 others (based on Intelligence).

#### **PREREQUISITES:**

Knowledge (Arcana) 8 ranks, and arcane caster level 5<sup>th</sup> (this can include equivalent warlocks, dragons, or other diverse & natural arcane spellcasters)

**OR**

Knowledge (Religion) 8 ranks, and divine caster level 5<sup>th</sup>

**OR**

Knowledge (Psionics) 8 ranks, and manifester level 5<sup>th</sup>

**OR**

Knowledge (the Planes/Cosmology) or (Arcane) or (Religion) 8 ranks, and meldshaper level 5<sup>th</sup>

**OR** any skill and class level-combination or –equivalent above of the same sort

**OR**

Truespeak 7 ranks, Truename level 4<sup>th</sup>, Int 12

**OR**

2 HD, and Knowledge (Arcana), or (Psionics), or (Religion), or (the Planes/Cosmology) 10 ranks, OR

Knowledge (Sigilry – Sigils/Signs/Glyphs) 8 ranks

**AND**

Con 7, Int 7, Craft (Calligraphy) or (Sigilry) 3 ranks

### **BENEFIT:**

You learn 2-5 letter-forms (“sigils”, or glyphs”) which you can imbue with personal power and use, and you have the ability to learn, identify, scribe, and eventually empower and manipulate others with time and feat progression (specifically, Imbue Sigil and others). A sigil user learns how to inscribe and use his, her, or its own identifying mark, as well as one to three others depending on its Intelligence, as described below:

<b>Intelligence</b>	<b>Sigils Known*</b>
7-9	<i>l + 1</i>
10-13	<i>l + 2</i>
14-17	<i>l + 3</i>
18+	<i>l + 4</i>

*\* Each number of sigils known describes a personally identifying sigil mark, as well as another amount, labeled above as **l + n**, where # is the number of Non-Identifying Sigils known.*

The sigils known which are not identifying mark sigils can be of any type and variety which are not epic in nature (Epic Sigilry Feats are marked with the [Epic] descriptor in feat titles), or Complex Sigils (except for a complex identifying sigil, as described below). Since they are taught, imbued, and given to a sigil user by some sort of supernatural force, teacher, or master which also uses and practices Sigilry, and which has the advanced ability to do so (often with all three of the feats, Imbue Sigil, Truename Sigil, and Augment Sigil).

All sigils have descriptors, which can be one or more of the following: **Identify, Identify (Dual), Truename, Action, Effect, Compound / Complex** (Sigil Maps are called ‘Complex’, while combinations of sigils are ‘Compound’), **Augmented, Metasigil**, and **Spiritual**.

These basic glyphs that you know are given to you (or inscribed onto your very soul energy), while other glyphs can be identified and learned. Imbuing glyphs is the process of empowering them to their full function, or rather at least one of their primary functions as glyphs. The imbuing process can be accomplished in one of a variety of manners, such as with spell slots, power points, experience points, and willingly taking Constitution ability damage, among others. Once imbued with this personal power, the effect of the glyph is used to its full degree, or of a chosen degree in Compound Sigils. The exceptions to the imbuing process are Identifying Sigils, and some Augmented Identify (Dual) Sigils, depending on the initial choices of the sigil user who created or manifested them.

Sigils known are listed in Table NS-2 as *l + n* because the first sigil known is the singular standard *Identify Sigil* (that is, the truly identifying mark of an individual sigil user), and the number following represents the other sigils given or learned primarily as based on Intelligence. This 'Identify' mark is the sigil that is related to the individual whom the sigil usage truly identifies, and therefore also connected to their Truename and its Truename Sigil by proxy. It is unique to each sigil user, and if most often the most commonly used sigil utilized in adventuring.

In order to learn and utilize any more sigils beyond these primary glyphs known, a sigil user must study Sigilry under a mentor or in an applicable library of knowledge, and take either Extra Sigil or Imbue Sigil as a feat. Extra Sigil will grant the student one sigil known per each acceptance of the feat, while Imbue Sigil gives the sigil user the ability to learn, create, and utilize new sigils beyond their typical scope.

An Identify (Dual) Sigil is essentially a false identity sigil that can be used to cover a sigil user's own tracks when working with or dealing with other sigil users, and is an augmented form of an Identify Sigil. If a creature is being tracked by someone using their Identifying Sigil, then "covering their tracks" by empowering a dual (or secondary) Identifying Sigil (a 'mask' identity sigil) might be a very effective way to get the trackers lost on their hunt following a red herring or an end to the "tracks" of the creature being identified and hunted.

An Identifying Sigil does not need any amount of expenditure of spell slots, experience points, or other energies in order to be inscribed and used, however other sigils require an expenditure of energy, as noted on Table NS-3. An Augmented Identifying Sigil made to last when scribed onto a surface needs energy expended to be imbued with personal power, as do standard Identify (Dual) Sigils and many others. Spiritual Sigils never require imbuing energies because they are used by characters, creatures, and immortals of such high levels that they are considered Deific Abilities (that is, godly divine abilities which are subject to the rules of deities, immortals, and powerful outsiders). See also, De (Deific Abilities):

[http://www.dandwiki.com/wiki/De\\_%28Inath\\_Supplement%29](http://www.dandwiki.com/wiki/De_%28Inath_Supplement%29).

Any sigil can be inscribed onto a surface of another object, creature, or location of ten feet or less in any given length by augmenting it in that way (a singular augmentation – which requires the feat Augment Sigil). For an unwilling creature or object to attempt to shun the inscribed sigil requires a successful Fortitude or Willpower check (choose one only, and no re-roll with the other), with a save DC of the Craft (Calligraphy / Sigilry) roll of the sigil user and a +2 synergy bonus for every 5 ranks in Knowledge (Sigils/Seals/Runes/etc).

For example if Lidda is inscribing a sigil upon zombie (an unwilling, undead and soulless creature), and has 7 ranks in Craft (Sigilry) as well as 7 ranks in Knowledge (Sigilry). When she rolls a 12 and adds her +10 skill bonus on her Craft (Calligraphy) check, she adds +2 for her applicable Knowledge synergy ranks, coming to a total of 24, which the chest fails on a roll total of 18. The sigil is then successfully inscribed onto the chest's exterior, and acts as it was intended.

The secondary sigils known (on Table NS-2, by the 'n' numeral) can be of any variety, including masking dual identity sigils, action sigils, effect sigils, and more – depending on who or what created, scribed, and imbued them upon the student sigil user. These secondary sigils can only be from the list of sigils known by the mentor, or else available by doing research in an applicable library of knowledge. A mentor may not create and imbue a sigil that they are incapable of using in order to give it to a student for their use in acquiring the Art of Sigilry feat.

Sigils may be created with interesting capabilities, depending on augmentations, effects, sigil maps, etc. These require specific feats in order to accomplish, as each designates a particular facet of “building” a sigil with the intended use(s). For example, a sigil user who creates and imbues a sigil for a creature that gives it a masking Identity (Dual) Sigil that requires no energy expenditure must be inscribed as a dually Augmented Identify (Dual) Sigil, or as a Spiritual Identify (Dual) Sigil. This is because Spiritual Sigils require no energy expenditure to take effect (instead using [Ego](#) or [Spirit](#) Rolls – see [Inath variant rules](#)), and because in order for a Dual Identify sigil to be created from an original Identify Sigil requires the first augmentation, while any sigil requiring no energy expenditure requires a second augmentation. These augmentations are made at the creation process of the sigil’s creation, and done separately of one another when establishing the standards of the sigil’s usage; they may not be changed afterward, and making a variation of this sigil requires another separate creation process for a new sigil.

Identifying Sigils only apply to creatures and characters with an Intelligence score of 7 or higher who know how to use them, and also to creatures, characters, objects and other things which have truenames (basically anything with a soul or spiritual/primal/elemental essence). Nonliving entities such as unintelligent golems and zombies do not have truenames, while living constructs, liches, and vampires do have truenames. The use of a truename is a powerful thing, and in this way knowing how to properly identify a sigil user becomes extremely important. More on truename usage can be found in ***Tome of Magic*** (v3.5 D&D, 2006) and other various resources.

Each of the aforementioned adaptations to a sigil must be capable by the mentor creating, imbuing, and teaching them to another user; if a mentor does not have the ability to use a given sigil, they have no way of teaching that sigil to a student. For example, in order to create an effect sigil that is augmented in two ways, and is a complex / compound sigil, they must possess the feats Art of Sigilry, Truename Sigil, Imbue Sigil, Effect Sigil, Augment Sigil, and Compound / Complex Sigil (Imbue Sigil is a prerequisite to Augment Sigil, and Truename Sigil is a prerequisite to Effect Sigil and Imbue Sigil).

Inscribing and Imbuing (for any sigil) requires a full-round action, along with any additional amounts of time allotted for other various tasks/effects, along with an expenditure of personal energy and sometimes other special requirements as noted in a sigil’s description. No other actions can be taken during this action, including free actions or additional actions because of a *haste* spell or effect. The feat, Fast Scribe, can help to alleviate some time use.

Imbuing a non-Identifying Sigil (or any sigil that requires energy expenditure) requires the following personal energy expenditure in order for the sigil’s effect to fully function as deemed appropriate:

**Table NS-3: Personal Energy Expenditures**

Hit Dice / Level	2-6	7-11	12-16	17-21	22+
Experience Points*	60	50	40	30	15
Spell Slot(s)	One 3 <sup>rd</sup> -level spell / effect	One 2 <sup>nd</sup> -level spell / effect	One 2 <sup>nd</sup> -level or two 1 <sup>st</sup> -level spells / effects	One 1 <sup>st</sup> -level or two 0-level spells / effects	One 0-level spell / effect
Power Point(s)	8	6	4	2	1
Completion Magic Item Uses	3	2	2	1	1
Essentia	3	2	2	1	1
Utterances	2	1	1	1	0
Willing Constitution Ability Damage**	4	4	3	1d4	1d4-1

**Table NS-3: Personal Energy Expenditures**

Hit Dice / Level	2-6	7-11	12-16	17-21	22+
Mana/Prana (or Inath Points)**	7 (2)	6 (2)	5 (1)	4 (1)	3 (0)
Other – GM's discretion	Moderately High or Moderate	Moderate	Moderate	Minimal	None or minimal

\* Experience Points lost in this manner do affect class levels and ECLs, but they do not negatively affect creature HD – only class levels are subject to the loss of experience points, affecting base attack bonus, saving throws, and class level bonuses, but not special class traits.

\*\* Any character which cannot do any of the above, or else chooses not to give up experience points may instead take this constitution ability damage, with no saving throw allowed. At 22+ HD, it is possible to take 0 Constitution damage from this roll in certain circumstances (i.e., 1-1 hp dmg). This Con damage can be healed according to the normal rules for healing ability score damage. Any creature reduced to 0 Constitution in this manner dies immediately, although the sigil remains successfully imbued as intended.

\*\*\* Mana, prana, and Inath Points are all variant rule systems, and are not for all campaign settings. The numbers listed are purely speculative, and up to the GM's discretion and potential exclusion or inclusion.

Learning the process of finding, creating, inscribing, and/or utilizing new sigils can be a difficult task, and must be undertaken with a teacher/mentor, in a resourceful library, using planar commune spells/effects, or other methods of finding secret mystical information or resources, such as viable fortune tellers and divination magic.

If you have a master, mentor, or teacher who works with you in sigilry, the following DCs apply to learning and applying new sigils from them:

**Table NS-4: Learning & Gaining Sigils from a Mentor**

Circumstance	Student Knowledge (Sigilry) check DC +/-	Special Info or *Example
<b>Base DC</b>	15	Knowledge (Sigils/Signs/Runes)
<b>Mentor HD 2-11</b>	-4	*Gnoll Fighter level 8
<b>Mentor HD 12-16</b>	-2	*Angel, Planetar
<b>Mentor HD 22+</b>	+2	*Ogre Mage Lich Wizard level 20
<b>Student HD 2-11</b>	-2	*Sphinx, Gynosphinx
<b>Student HD 12-21</b>	+2	*Salamander, Noble
<b>Student HD 22+</b>	+4	*Advanced 28 HD Titan
<b>Mentor Knows... †</b>	–	– †
<b>Augment Sigil</b>	+3	–
<b>Complex / Compound Sigil</b>	+6	–
<b>Metasigil Augmentation</b>	+7	–
<b>Spiritual Sigil</b>	+10	–
<b>Any other Sigilry Feat (except below**)</b>	+2/feat	*Imbue Sigil, Effect Sigil, Fast Scriber, etc.
<b>Experienced Sigilry Mentor**</b>	As feat description (+6)	Feat grants a +6 Knowledge (Sigilry) bonus to student, and +2 Craft (Sigilry) bonus to both student and mentor
<b>Knowledge (Sigilry) 1-5 ranks</b>	-4	–

**Table NS-4: Learning & Gaining Sigils from a Mentor (cont'd)**

Circumstance	Student Knowledge (Sigilry) check DC +/-	Special Info or *Example
<b>Mentor Knows... †</b>	–	– †
Knowledge (Sigilry) 6-10 ranks	-2	–
“ 16-20 ranks	+2	–
“ 21+ ranks	+4	–
Craft (Sigilry) 1-10 ranks	+0	–
“ 11-20 ranks	+2	–
“ 21+ ranks	+4	–
<b>Student Knows... ‡</b>	–	– ‡
Imbue Sigil, Action Sigil, or Truename Sigil	+2/feat	–
Augment Sigil, or Complex / Compound Sigil	+4/feat	–
Epic feats (Spiritual Sigil, or Metasigil Augmentation)	+6/feat	–
The exact same feats as the mentor (Peer Student)	-3	–
Knowledge (Sigilry) 1-5 ranks	-2	–
“ 6-10 ranks	-1	–
“ 16-20 ranks	+1	–
“ 21+ ranks	+2	–
Craft (Sigilry) 1-5 ranks	-1	–
“ 11-20 ranks	+1	–
“ 21+ ranks	+2	–

† A Mentor must know at least the following feats: Art of Sigilry, Action Sigil, Truename Sigil, and Imbue Sigil in order to teach a student, along with any further penalties or bonuses as written here.

‡ A student requires only the ability to gain a new feat, where they choose Art of Sigilry [General] as their chosen feat, and add any additional penalties or bonuses as written here.

If you are privy to the use of a library which contains texts, articles, or other media about mysticism, magic, truenames, and other secretive material, the following DCs apply for any Knowledge (Arcane, Religion, Psionics, the Planes/Cosmology, Truespeak, or Sigils & Seals) rolls to find and identify what they are and how to use them, and may be attempted once per day (or else once per day for each creature or character attempting the checks in the same search in the same location while working with another):

**Table NS-5: Learning Sigils in a Library**

Resources/Size of Library	DC (Knowledge – Sigilry)
Small library	30 (base)
Mid-sized library	25 (base)
Large library	20 (base)
Extensive library	15 (base)
Learning about a sigil's creation or history	20 (base), or else DC +10 to base from above
A librarian present is versed in sigilry	DC -4
A librarian present, no knowledge in sigilry	DC -1
Learning an Identify or Identify (Dual) Sigil	DC -2
Learning an Action or Truename Sigil	DC +2
Learning an Effect Sigil	DC +level of the intended spell/effect

**Table NS-5: Learning Sigils in a Library (cont'd)**

Resources/Size of Library	DC (Knowledge – Sigilry)
Learning an Augmented Sigil	DC +4/each individual augmentation
Learning a Compound Sigil	DC +4, plus other augmentations
Learning a Spiritual Sigil	DC +10
Learning a Metasigil Augmented Sigil	DC +6/each individual metasigil augmentation

Table

If you are using divinations or other various supernatural methods to learn new sigils, the following may apply, or may be altered as determined by your game moderator/storyteller:

**Table NS-6: Divinations Methods for Learning New Sigils**

Spell / Effect Name	Required Actions	Special Notes
Detect Thoughts		
Scrying		
Analyze Dweomer		
Read Magic		
Planar Ally		Also works with Planar Ally, Lesser
Legend Lore		
Commune		
Commune with Nature		
Detect Magic		

Table

These checks represent both your ability to uncover the information you need and your ability to comprehend and implement it. You may make these checks once per day, or as the duration / range / target / effect of any spell or ability used in order to find the information. Sigils taught by a mentor require such a check to learn it at the onset, which the student can attempt once per day while being taught the sigil by their mentor.

In order to successfully learn a new sigil, the student/sigil user must meet the Knowledge (Sigilry) check requirement, and successfully craft the sigil they are learning in the same day, along with a successful Craft (Sigilry) check made by the mentor – necessary for the teacher to imbue and gift it to the learning student. These checks can be rerolled, but only once per day while being taught to a student sigil user; future checks can be made in a shorter period of time, as depending on a sigil's complexity and augmentations, etc.

You can know a total number of sigils of up to half your Hit Dice or character level (round down), and a non-sigil using character or creature may “hold” (have imbued and inscribed upon it) up to half its Intelligence or Constitution ability score (round down), whichever is higher. Objects being held by a creature may use the saving throw of the creature, while unattended objects receive no saving throw; all objects of medium size or smaller can hold one sigil, while any larger object can hold an additional sigil per size category.

Living Constructs may become sigil users, while Constructs without intelligence cannot, and neither can non-intelligent undead. Any object, character or creature with an imbued sigil inscribed onto their body, mind, soul, or truename is still affected by it, regardless of either of its existing or non-existent above scores if it fails its saving throw.

Inscribing a sigil onto another creature or object requires the feat, Imbue Sigil, or the spell, *arcane mark*. Any inscribed sigil can be taken away with a *dispel magic* or *erase* spell, with the save DC being the Craft (Sigilry)



result of the inscribed glyph. Unlike with a *symbol* spell, a sigil can be placed upon a weapon with the intent of having the glyph's properties or effects triggered when the weapon strikes a foe – such a sigil must be twice augmented (once for a contingency trigger, and once to be inscribed) by a sigil user with at a minimum the following feats: Art of Sigilry, Imbue Sigil (or else the spell, *arcane mark*), and Augment Sigil. Sigils can be augmented in such a way as to prevent erasure, such as by making them permanent or by dismissing them with some other set contingent factor. Because sigils are supernatural effects, they cannot be used within or affect an area already affected by an antimagic field. A standard augmentation cannot be done to overcome this or any form of Spell/Power Resistance; such extreme changes in the sigils' capacity are saved for the powerful use of the epic Metasigil Augmentation feat. More about sigil augmentations can be found below.

Though a sigil user can learn and know any given sigil they can find and comprehend, only through gaining the Imbue Sigil or Extra Sigil feats can they learn how to imbue personal energies into any sigil outside of their own standard repertoire of known sigils and glyphs, and then use it to its full potential. Using other feats to further the powers of sigils known and able to be imbued expands the horizons of a sigil user exponentially, as shown and described below. Augmentations, Compound Sigils and Sigil Maps can all make a sigil quite unique and extraordinary.

Because Nymian Sigilry is a widespread cultural practice, there are certain ethical and polite ways in which it has been implemented and is used. The scope of sigilry within the campaign setting of Nym and used here is described below in the section on Nymian Sigilry Usage, Cultural Distinctions, & Variant Rules.

### **FAST SCRIBER [GENERAL]**

You can inscribe sigils in record time, and are able to take more liberty with your actions during a sigil-using round.

#### **PREREQUISITES:**

Dex 13, Int 13, Concentration 4 ranks, Art of Sigilry

#### **BENEFIT:**

Inscribing a sigil is a standard action that still provokes opportunities, and a sigil user with this feat can also benefit from other actions or effects that provide an extra action within a single round. This feat also makes the number of rounds before you can repeat imbuing this sigil reduced by, with a minimum of one round between two separate inscriptions and imbuing.

#### **NORMAL:**

Inscribing a sigil is a full-round action, and a sigil user cannot benefit from attacks of opportunity, *haste* spells or effects, or any ability that grants an extra action or movement in a single round. Each sigil has a set number of rounds that it takes to inscribe and imbue it for a second time, which is not usually lessened by anything except an augmentation.

### **EXTRA SIGIL [GENERAL]**

You gain one additional sigil outside your repertoire of sigils known. This feat also increases your capacity for the total number of sigils you can learn and use.

**PREREQUISITES:**

Art of Sigilry, and sigil user must be eligible to receive a newly imbued sigil; this new sigil must not make your total sigils known more than your maximum sigils known.

**BENEFIT:**

You glean one additional sigil known that you can achieve through standard resources, capability, and possible mentorship; you also gain one additional sigil known slot (not limited by Intelligence) not increasing your maximum sigils known – which is based off your HD and/or class levels (see above).

**NORMAL:**

Total Sigils known is based off one's Intelligence and limited to a total of five sigils known with the exclusive feat, Art of Sigilry.

**TRUENAME SIGIL [GENERAL]**

You may learn, use and create sigils with the [Truename] descriptor, which utilize the truename energies of people, places, things, and ideas. This feat also increases your capacity for the total number of sigils you can learn and use.

**PREREQUISITES:**

Int 11, Con 11, Craft (Sigilry) 10 ranks, Knowledge (Sigilry) 10 ranks, Art of Sigilry

**BENEFIT:**

You may inscribe, imbue, and possess the knowledge of sigils which have the [Truename] descriptor, not including those sigils which have other descriptors that you are not capable of using. Typical sigils of this nature are the truenames of people, creatures, objects, groups, and ideas that are not included in the [Action] or [Effect] descriptor sigils, as well as [Augmented], and [Compound/Complex] sigils. Using those types of sigils require further feats. Because of their intricacy and the need for a steady hand, they require an additional standard action in addition to other time requirements.

Sigils known increase by three, and maximum sigils known increases by two.

**NORMAL:**

Creatures and characters without this feat who are also sigil users cannot utilize any sigil with the [Truename] descriptor unless it was given to them in their standard repertoire of sigils known. Anyone who does not also have the feat, Art of Sigilry, cannot use sigils at all.

**SPECIAL:**

Any truenamer who also has the Art of Sigilry feat may take this feat in place of one of their utterances from the Lexicon of the Evolving Mind at 6<sup>th</sup> level or higher.

Any sigil with the [Truename] descriptor cannot be augmented in such a way that it can be repeated sooner than it could normally, although a sigil user with the Fast Scribe feat would still benefit from the ability to repeat the imbuing process more quickly, as per the feat's benefit.

**ACTION SIGIL [GENERAL]**

You may learn, use and create sigils with the [Action] descriptor, which utilize the truename energies of activities, feats, skills, class traits, and inborn extraordinary abilities that can be described as an action. This feat also increases your capacity for the total number of sigils you can learn and use.

**PREREQUISITES:**

Int 12, Con 11, Craft (Sigilry) 11 ranks, Knowledge (Sigilry) 11 ranks, Art of Sigilry, Truename Sigil

**BENEFIT:**

You may inscribe, imbue, and possess the knowledge of sigils which have the [Action] and [Truename, Action] descriptors, not including those sigils which have other descriptors that you may be incapable of using. Typical sigils of this nature are the truenames of actions such as 'run', 'jump', 'swim' and 'fly', as well as class traits, feats, and racial abilities of a purely extraordinary nature (Ex). This ability also excludes the ability to inscribe and imbue [Augmented] and [Compound/Complex] sigils; using those types of sigils require further feats.

Simple concepts that are easily conveyed in simple speech have the [Truename, Action] descriptors, while a copy-holder sigil for complex ideas and traits have the [Action] descriptor. For example, a sigil utilizing the truename of a rogue's evasion ability would have the [Truename, Action] descriptor, while a sigil copying the effects of the feat, Shield Proficiency (a much more complex concept) has the [Action] descriptor alone.

Sigils known increase by three, and maximum sigils known increases by two.

**NORMAL:**

Creatures and characters without this feat who are also sigil users cannot utilize any sigil with the [Action] descriptor unless it was given to them in their standard repertoire of sigils known. Anyone who does not also have the feat, Art of Sigilry, cannot use sigils at all.

**SPECIAL:**

Any truenamer who also has the Art of Sigilry and Truename Sigil feats may take this feat in place of one of their utterances from the Lexicon of the Evolving Mind at 8<sup>th</sup> level or higher.

Any sigil with the [Action] descriptor cannot be augmented in such a way as to allow it to affect non-living objects, or locations/regions/areas, however it can be augmented in such a way as to affect constructs, living constructs, undead, and animated objects.

**EFFECT SIGIL [GENERAL]**

You can do stuff. This feat also increases your capacity for the total number of sigils you can learn and use.

**PREREQUISITES:**

Int 14, Con 11, Craft (Sigilry) 13 ranks, Knowledge (Sigilry) 13 ranks, Art of Sigilry, Truename Sigil  
**AND** spellcaster, manifester, manifester, meldshaper, truenamer, or similar ability-using or equivalent magic/parallel-using caster of at least 5<sup>th</sup> level  
**AND** at least one Item Creation feat

**BENEFIT:**

You may inscribe, imbue, and possess the knowledge of sigils which have the [Effect] and [Truename, Effect] descriptor, not including those sigils which have other descriptors that you are not capable of using. Typical sigils of this nature are similar to spells and other supernatural abilities that come from a racial traits background. This ability also excludes the ability to inscribe and imbue [Augmented] and [Compound/Complex] sigils; using those types of sigils require further feats.

Simple concepts that are easily conveyed in simple speech have the [Truename, Effect] descriptors, while a copy-holder sigil for complex ideas and effects has the [Effect] descriptor. For example, a sigil utilizing the truename of a rogue's psionic warrior's *hammer* power would have the [Truename, Effect] descriptor, while a sigil copying the effects of the spell, *bigby's crushing hand* (a much more complex concept) has the [Effect] descriptor alone. Because of their use of spells and similar abilities, they require an additional amount of time to inscribe and imbue equal to the original effect, in addition to other time requirements (time durations are listed in a spell's description, or else in a creature's supernatural or spell-like abilities).

Sigils created with their truename energies are supernatural abilities as with any other sigil, but the effects of a sigil with only the [Effect] descriptor produces an effect which is spell-like (Sp) in nature. This means that although the manifestation of the sigil's power is supernatural (Su), the effect produced (or released) by it is not.

Sigils known increase by two, and maximum sigils known increases by one.

#### **NORMAL:**

Creatures and characters without this feat who are also sigil users cannot utilize any sigil with the [Effect] descriptor unless it was given to them in their original repertoire of sigils known. Anyone who does not also have the feat, Art of Sigilry, cannot use sigils at all.

#### **SPECIAL:**

Any truenamer who also has the Art of Sigilry and Truename Sigil feats may take this feat in place of one of their utterances from the Lexicon of the Evolving Mind at 10<sup>th</sup> level or higher.

Any sigil with the [Effect] descriptor cannot be augmented in such a way that it requires no personal energy expenditure from the user however it can be augmented to negate the extra expenditure required for being an Effect Sigil. When the sigil is created and imbued for the first time, the effect it emulates is cast/manifested including a used spell slot, power slot, etc., and any effect sigil that is not a [Truename, Effect] sigil must use an amount of personal power expenditure typically required of a typical sigil of its type, multiplied by 1-1/2 (i.e., a sigil that requires 2 spell completion charges requires 3 spell completion charges), round down with a minimum of 1 additional unit or expenditure (or 10 XP, or else 1 Con ability damage).

### **Creating and Imbuing New Sigils**

By gaining the feat, Imbue Sigil, you gain the ability to create, inscribe, learn, and teach new sigils outside of your standard repertoire. It also increases your capacity for sigils known. Aside from those feats listed above, the only other way to attain new sigils outside your original repertoire is with the feat, Extra Sigil.

#### **IMBUE SIGIL [ITEM CREATION]**

You gain the ability to create your own new sigils, to learn new sigils outside your standard repertoire, as well as the ability to inscribe glyphs onto creatures & objects, and teach sigils to students. This feat also increases your capacity for the total number of sigils you can learn and use.

**PREREQUISITES:**

Int 14, Con 14, Craft (Sigilry) 12 ranks, Knowledge (Sigilry) 12 ranks, Art of Sigilry  
**AND** any one: Action Sigil / Truename Sigil / Effect Sigil

**BENEFIT:**

...

Sigils known increase by four, and maximum sigils known increases by three.

**NORMAL:**

...

**SPECIAL:**

...

**EXPERIENCED SIGILRY MENTOR [GENERAL]**

You are an experienced sigil user who has studied for a long time in order to become an expert mentor in the Art of Sigilry. This feat also increases your capacity for the total number of sigils you can learn and use.

**PREREQUISITES:**

...

**BENEFIT:**

...

Sigils known increases by four, and maximum sigils known increases by two.

**NORMAL:**

...

**SPECIAL:**

...

**Augmenting Sigils, Combining Sigils, and Sigil Maps**

By use of the Augment Sigil feat, sigils can be changed, edited, or manipulated in some way which will affect the way they work. This is never the case in making them more powerful, as that is a product of the Metasigil Augmentation feat. By using the Compound / Complex Sigil feat, you may utilize multiple sigil effects in a singular combined glyph, as well as employing the use of Sigil Maps, which allow both combination, division, and review of complex amounts of information through the use of a single sigil.

Faunarien and high-level Dinoprimalns and other celestials especially use Complex Sigil Maps with their followers and umbrella organizations under their care in order to be able to analyze them in the future to

understand more about the changes, experiences, and actions taken in relation to those sigils and their corresponding ideas, creatures, materials, or effects. Much information can be gleaned through giving someone an Augmented Complex Identifying Sigil to employ as a sigil user, then sending them into a faraway location in order to learn more about their experiences and the people and ideas about the location itself when analyzed fully later.

### **AUGMENT SIGIL [GENERAL]**

You are able to change the effect of a typical sigil in order to make it work in a slightly different way than the original without changing its power or capacity of effect. This feat also increases your capacity for the total number of sigils you can learn and use.

#### **PREREQUISITES:**

...

#### **BENEFIT:**

.... Augmented sigils require an additional full round action to inscribe and imbue for the first augmentation, and one additional standard action for every augmentation thereafter, in addition to other time requirements.

Sigils known increase by three, and maximum sigils known increases by two.

#### **NORMAL:**

...

#### **SPECIAL:**

...

### **COMPOUND / COMPLEX SIGIL [ITEM CREATION]**

You can create sigils which are conglomerations of other sigils. These can be used as sigil maps, or in order to accomplish multiple effects. This feat also increases your capacity for the total number of sigils you can learn and use.

#### **PREREQUISITES:**

...

#### **BENEFIT:**

.... Complex/compound sigils require an additional full round action to inscribe and imbue, in addition to other time requirements.

Sigils known increase by two, and maximum sigils known increases by two.

#### **NORMAL:**

...

#### **SPECIAL:**

...

## Sigils of Spiritual Power, and Metasigil Augmentation

...

### SPIRITUAL SIGIL [EPIC, ITEM CREATION]

You create sigils which draw their strength from your own spiritual power and the unified power of the cosmos, making them deific ability effects and working upon the world in a divine fashion. This feat also increases your capacity for the total number of sigils you can learn and use.

#### PREREQUISITES:

...

#### BENEFIT:

.... Spiritual sigils require an additional full round action to inscribe and imbue for the first augmentation, in addition to other time requirements.

Sigils known increase by four, and maximum sigils known increases by six.

#### NORMAL:

...

#### SPECIAL:

...

### METASIGIL AUGMENTATION [EPIC, METASIGIL]

You can change the effects of sigils in order to make them more powerful or capable of broader usage than they were originally meant. This feat also increases your capacity for the total number of sigils you can learn and use.

#### PREREQUISITES:

...

#### BENEFIT:

.... Metasigil augmented sigils require an additional two full round actions to inscribe and imbue for the first augmentation, and one full round action for every metasigil augmentation thereafter, in addition to other time requirements.

Sigils known increase by four, and maximum sigils known increases by six.

#### NORMAL:

...

#### SPECIAL:

...

## **Nymian Sigilry Usage, Cultural Distinctions, & Variant Rules**

Dual Identify sigils, Complex Observe & Record sigil maps, typical truenames and actions, Effect/Action vs. [Truename] Effect/Action sigils

Regional sigils, stylization, and usage. Encounters, adventure hooks, and secrets relating to sigilry.

Changes for different campaign setting or game.

Changes for a PC who enters a non-Sigilry inclusive game. Dinoprimalns without Sigilry (bonus SLAs).

Writing notes about sigils at creation and beyond, and how to work with sigils on paper/character sheet. (Sigils known, Maximum sigils known, Sigil list and notes). Integrating Nymian Sigilry into your own game.

## **Sigil Description Template**

**Sigil Name (Glyph Image)**

*[Descriptors]*

**Craft (Sigilry) DC:** –

**Personal Expenditure:** –

**Imbuing Time:** 1 round

**Repeat:** – rounds

**Target:** –

**Special:** –

**Effect Level:** –

**Saving Throw:** –

**Spell Resistance:** –

Description

Notes (Variations, rarity, differences from similar sigils, augmentations, sigil maps, compound sigil sets, metasigil augmentations, special history or related truenames)