






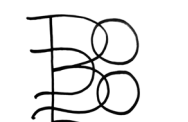











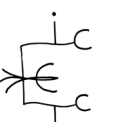



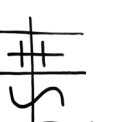















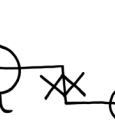

















On the nature of

Sigils

created by Rik Kirtaniya
designed by Tyler Smith

Among the diverse multitude of ways in which we may seek to manipulate the arcane energies, sigils are one of the most prominent and widely-used means. They can be scribed on vellum and parchment, and invoked when needed, as well as etched onto the surfaces of various materials, whereupon they can serve as enchantments, glyphs, or wards. One must appreciate that as many as there are needs and uses so are there thousands of different sigils — a certain number of which have been used since times immemorial, while the greater number of them being derived later on from the primeval ones, or even discovered independently, mainly via experimentation, and sometimes by accident. This is why the number of documented sigils is never constant. But ever increasing as they may be, there is still a great number of them unknown and yet to be discovered. The following sigils are those presently known.

						
Absorption	Acid	Air	Amplification	Armour	Athrophy	Aura
						
Blood	Body	Bolt	Bone	Chaos	Cloud	Cone
						
Darkness	Death	Decay	Draining	Earth	Electricity	Energy
						
Eye	Fire	Flesh	Force	Frost	Frostfire	Growth
						
Hand	Illusion	Law	Life	Light	Line	Magic Energy
						
Matter	Mind	Minion	Motion	Negativity	Nulling	Poison
						
Positivity	Reduction	Shield	Space	Sphere	Spirit	Stasis
						
Time	Touch	Vigour	Void	Water	Weapon	

