

Sigildry

Sigildry is a Pathway that gives you access to the carving of magical **Runes**. Runes can be etched quickly, to invoke a quick, fleeting effect, or carved deeply into a surface to imbue an object or place with a more permanent magical effect.

Characters start out at Rank One in Sigildry. Increasing your Sigildry ranking over time allows you to access more runes. At Rank 1 in Sigildry you can pick two Runes from a single sphere of your choice. At Rank 2 you learn a new rune from the Sphere you already have access to. At Rank 3 you gain two Runes from a new Sphere of your choice. See **Character Advancement** for rules on advancing Ranks in Pathways.

Also, note that all Sigiliders know for free the connecting runes **Ul (and)**, **Nol (or)** and **Feru (then)**. These runes are used to join Clauses (see below).

Ul (and) Free rune
Nol (or) Free rune
Feru (then) Free rune

Rank	First Circle	Second Circle	Third Circle	Fourth Circle	Fifth Circle
1	2	-	-	-	-
2	3	-	-	-	-
3	3	2	-	-	-
4	4	2	-	-	-
5	4	3	-	-	-
6	4	3	2	-	-
7	5	3	2	-	-
8	5	4	2	-	-
9	5	4	3	-	-
10	5	4	3	2	-
11	6	4	3	2	-
12	6	5	3	2	
13	6	5	4	2	-
14	6	5	4	3	
15	6	5	4	3	2
16	7	5	4	3	2
17	7	6	4	3	2
18	7	6	5	3	2
19	7	6	5	4	2
20	7	6	5	4	3

Spheres of Sigildry

There are five Spheres of **Sigildry**. These are **Shadow**, **Iron**, **Fire**, **Blood** and **Earth**. Writing Runes on a surface and invoking a magical effect requires a **Test of Lore**.

Writing & Reading Runes

Writing Sigils (scratching or carving) requires a combination of **Verbs** and **Nouns**. You can only write Runes you know. The following runes will conjure a small glow around an object.

Fea (*verb* bring) **Del** (*noun* light)

However, you can attempt to read any Runes, including those you do not know how to write. If you successfully read runes, then the Gamesmaster will tell you the names of the runes and explain what effect they will have.

Optional rule: Sigilders can learn new Runes by reading them successfully from someone else's runic script.

Increasing Runic Power

Multiplying a phrase strengthens the magic. The following runes will conjure a very bright light around an object. The whole phrase needs to be multiplied.

Fea Del Fea Del Fea Del

Power = Number of Runes

Each additional rune adds +1 to the Anma cost. Carving runes adds another +2. The above phrase (six runes) would carry the following cost(s):

Read Runes	Anma: Free
Scratch Runes	Anma: 6
Carve Runes	Anma: 2 + 6 = 8

Difficulty & Time

Difficulty depends on the number of Sigils and whether you are reading or writing the runes. Reading runes allows you to determine what their powers may be. Scratching is not as permanent as carving.

Tested against *Wits + Read & Write*

Read Runes	Normal Difficulty: 1
Scratch Runes	Difficult: 2
Carve Runes	Very Difficult: 3

Read Runes	To read: <i>Moments</i>
Scratch Runes	To write: <i>Minutes</i>
Carve Runes	To write: <i>Hours to Days</i>

Scratch Runes	Lasts: <i>Up to one hour</i>
Carve Runes	Lasts: <i>Permanently</i>

Scratch Runes	1 Anma / rune
Carve Runes	2 + (1 Anma / rune)

Note that the connecting runes **Ul (and)**, **Nol (or)** and **Feru (then)** count towards calculating the cost, time and power just as with any other rune. Note also that any permanent working of a rune into a surface (e.g. painting, embroidering, firing in clay) is treated as 'carving'.

Mixing Runes from Spheres

Typically, this cannot be done. Where you think you have a logical way in which it might be done, you can consult the Gamesmaster. Mixing Spheres, where it is possible, always adds +1 to the Difficulty and +1 to the Anma cost.

Generalised Mechanic: Skill

Where a Character is attempting to resist a rune, act against an active rune or otherwise escape a rune, treat the rune as a participant in an opposed roll (i.e. replacing the static difficulty). The rune's successes are calculated by rolling 3d10 against a success threshold of X, where X is the Power of the Rune Phrase. If the Runic Phrase has a power of 6 (six runes), then 3d10 are rolled against a level of 6, where rolls of 6 or less count as a success (and 1s count twice).

EXAMPLE

Jan is attempting to pilfer a cloak from a peg in a crowded pub. The cloak has the runes Quelm (protect from) Sepf (theives) stitched into the hem twice: Quelm Sepf Quelm Sepf. It proves oddly difficult to get a firm grip on. The runic phrase has four runes, so has a power of four. Jan has a Pilfer of 4, but instead of rolling against a static difficulty, the runes act against her. The Gamesmaster rolls 3d10(4) and scores 2, 3 and 8. There are two successes, 2 and 3. Therefore, Jan's Player must score two or more successes to beat the runes and steal the cloak. If she doesn't succeed, the Gamesmaster will have to decided what happens. Maybe the cloak just slips out of her grip? Maybe it feels too heavy to lift?

Generalised Mechanic: Wounding

Where an **Injurious Rune** deals damage, it deals a base wound of 1d10(2) (1d10 for a menace of 2). If the rune is repeated, then either the menace is increased by 1 **or** the number of d10s is increased by 1. Exactly how the bonus is divided out is determined by the sigilder at the point of carving the rune.

EXAMPLE

Srea Fea Flar (from the Sphere of Fire) would conjure lightning around a sword's blade when the sword is swung. It would deal an additional 1d10(2) injury on top of any injury already inflicted by the sword.

*Srea Fea Flar Flar could inflict 1d10(3) injury **or** 2d10(2) injury.*

*Srea Fea Flar Flar Flar could inflict 1d10(4) injury **or** 2d10(3) injury **or** 3d10(2) injury.*

The sigilder decides how the wounding is divided up at the point of carving the rune. This division cannot be changed later.

Note that in some instances (such as *Kli* within The Sphere of Iron) a bonus to inflict wounds is already built into the rune description, and in these cases the generalised mechanic is not used. The generalised mechanic is only for instances where no description of how to determine injury is provided.

Spheres and Runes

Usually, **Verbs** and **Nouns** from the same sphere are used in a given clause. You may be able to find instances where verbs and nouns could cross over, but you will need to discuss such instances with your Gamesmaster. Mixing spheres increases the Difficulty and Anma of working runes by one.

Mixing Runes from different Spheres Difficulty +1 / Anma + 1

For Example, if you **scratched** a **four rune phrase** that consisted only of Earth runes the total difficulty would be 2 (difficult) and the Anma cost would be 4. If you scratch a four rune phrase that includes both Earth and Iron runes, the total difficulty would be 3 (base 2 + 1) and the Anma cost would be 5 (base 4 + 1).

Clauses

A line of script can have multiple clauses. These are joined with the runes **Ul (and)**, **Nol (or)** and **Feru (then)**, which all Sigilders know for free. The following two clauses will conjure a glow around an object when soldiers, brigands or other armed men are near.

Alur (*verb* warn of) **Heru** (harmful persons)

Feru (then)

Fea (*verb* bring) **Del** (*noun* light)

Summary of Runes

SHADOW VERBS

Drau (vessel of) / **Soru** (weapon of) / **Tar** (raiment of)

SHADOW NOUNS

Bael (Disease) / **Coru** (Wound) / **Falsth** (Undeath) / **Serth** (Poison) / **Venu** (Aging)

IRON VERBS

Aerg (make strong) / **Kli** (make clever) / **Lil** (make light) / **Lor** (make lasting) / **Sgil** (make biting) / **Uhur** (make mighty)

IRON NOUNS

Bal (weapon) / **Fnor** (door) / **Halth** (armour) / **Hurth** (tool) / **Scead** (shield) / **Vul** (wall) / **Yaro** (wood, dead)

FIRE VERBS

Bar (reveal in) / **Fea** (bring) / **Pel** (resist) / **Meru** (crown of) / **Rea** (lit trigger) / **Srea** (use trigger) / **Tre** (read trigger)

FIRE NOUNS

Cal (fire) / **Calah** (heat) / **Darul** (unlight) / **Del** (light) / **Elen** (star light) / **Elur** (clearness) / **Felu** (moonlight) / **Flar** (lightning) / **Hom** (smoke) / **Jorsth** (steam) / **Scer** (sunlight) / **Scol** (unfire) / **Taran** (Thunder) /

BLOOD VERBS

Alur (warn of) / **Alum** (clear sight) / **Lurum** (attract) / **Nar** (quicken) / **Orum** (protect) / **Quelm** (protect from) / **Vel** (empower) /

BLOOD NOUNS

Aer (all mortalkind) / **Ael** (magical beings or creatures) / **Dvar** (reptiles) / **Doru** (mammals) / **Eala** (female humans) / **Heru** (solder, warrior, harmful person) / **Kimt** (children) / **Menu** (male humans) / **Tarag** (insects, spiders, bugs) / **Thaumu** (mages) / **Sepf** (thieves, assassins) / **Uruth** (birds)

EARTH VERBS

Aerh (make enduring) / **Imporu** (make strong) / **Ruhr** (waken)

EARTH NOUNS

Gilst (ice) / **Goru** (clay) / **Morm** (stone) / **Raer** (tree) A living tree

Runes

Shadow Verbs

Drau (vessel of) Carved on a cup or horn. Inflicts the *noun* if drunk from.

Soru (weapon of) Carved on a weapon. Inflicts the *noun* if used to injure an opponent.

Tar (raiment of) Carved on ring or jewellery, or woven into a cloak, armour or clothing. Inflicts the *noun* if put on.

Note that if a Shadow Phrase is scratched into an object the wounds, poisons or diseases inflicted are natural and do not vanish when the runic phrase fades away after an hour.



Drau



Soru



Tar



Bael



Coru



Falsth



Serth



Venu

Shadow Nouns

Bael (Disease) Diseases and infections. Treat as a level 2 disease. Repeating the noun adds +1 to a limit of 9. Death can be the Final Effect.

Coru (Wound) Deals one Menace 2 attack (1d10(2) wounds). Repeating the noun will **either** add +1 to menace of one already existing attack **or** add another d10 (determined by sigilder). Menace cannot be increased beyond 9 in this way (**Injurious Rune**).

Falsth (Undeath) If victim is killed by the rune-set they will return as an undead being (at discretion of Gamesmaster). Note that the undead being is not at the control of the sigilder.

Serth (Poison) Deals a level 2 poison effect. Exact effect is determined by sigilder and the Final Effect is allowed to be lethal. Repeating the noun adds +1 to level of poison up to a limit of level 9.

Venu (Aging) Ages victim d10 years.

Iron Verbs

Aerg (make strong) Strengthens the *noun* so that it is less likely to break.

Kli (make clever) Adds a +1 bonus to relevant Skill if the object is a weapon or tool. If applied to armour, cloak or shield, the rune gives a +1 Shallow Wound Slot. This bonus can be multiplied by repetition of the rune up to a limit of three times (+3 Skill or three wound slots).

Lil (make light) Makes the noun magically lighter and easier to carry (chiefly used for weapons, tools, shields and armour).

Lor (make lasting) Protects the *noun* from corrosion, rusting and age.

Sgil (make biting) Sharpens blades so that they do not dull. Adds an extra +1 Menace. This bonus can be multiplied by repetition of the rune up to a limit of +3.

Uhur (make mighty) Makes blunt weapons, hammers, maces etc, more deadly. Adds an extra +1 Menace. This bonus can be multiplied by repetition of the rune up to a limit of +3.

Iron Nouns

Bal (weapon) Any weapon

Fnor (door) Doors, whether wood or metal

Halh (armour) Any worn armour

Hurth (tool) Forge & farm tools, fishing rod etc

Scead (shield) Any shield

Vul (wall) Walls or ramparts

Yaro (wood) Any dead wood, doors, ships etc



Aerg



Kli



Lil



Lor



Sgil



Uhur



Bal



Fnor



Halh



Hurth



Scead



Vul



Yaro

Fire Verbs

Bar (reveal in) Reveals additional secret writing, messages or symbols but only when the object is in the *noun* (fire or moonlight etc). Used to hide secret messages.

Fea (bring) Conjures the *noun* around the object.

Pel (resist) Makes the object more resilient to the noun.

Meru (crown of) Written on a ring, jewellery or on a cloak. Gives the wearer commanding powers over the noun (control by concentration, 20 m radius, only affects natural instances of the *noun*).

Rea (lit trigger) Written on candle-sticks, lamps, lanterns or torch scones. The remainder of the runes are only triggered when the object is lit.

Srea (use trigger) Written at start of sentence. Remainder of sentence triggers when object is used. *Srea Fea Flar* would conjure lightning around a sword's blade only when the sword is swung.

Tre (read trigger) Written at start of sentence. Remainder of sentence triggers only if read aloud. Un-triggered by reading a second time aloud.



Bar

Fea

Pel

Meru



Rea



Srea



Tre



Cal



Calah



Darul



Del



Elen



Elur



Felu



Flar



Hom



Jorsth



Scer



Scol



Taran

Fire Nouns

Cal (fire) Flames and fire (**Injurious Rune**).

Calah (heat) Heat or warmth (an **Injurious Rune** at Sigilder's discretion).

Darul (unlight) Darkness and shadow.

Del (light) Firelight (but no heat or fire).

Elen (star light) Light of stars.

Elur (clearness) Banishment of illusions.

Felu (moonlight) Light of the moon.

Flar (lightning) Lighting & electricity (**Injurious Rune**).

Hom (smoke) Smoke.

Jorsth (steam) Steam (**Injurious Rune**).

Scer (sunlight) Light of the sun.

Scol (unfire) Coldness (an **Injurious Rune** at Sigilder's discretion). Also putting out flames and fire.

Taran (Thunder) Thunderous rumbling noise.

Note that **Calah** and **Scol** do not need to cause injury. Calah could be used to create warmth for a winter cloak. Scol could cool a person on a hot day.

Blood Verbs

Alur (warn of) Gives a warning if the *noun* is near. Warning could be light, noise or warmth.

Alum (clear sight) *Noun* is not tricked by illusions if object is carried or worn.

Lurum (attract) Will draw the attention of and attract the *noun* (within about 500 m). A Behest + Magical Talent roll against Normal difficulty is needed to resist the desire to be drawn to the object. Repeating the rune adds +1 to the difficulty up to a limit of Difficulty 4.

Nar (quicken) Adds +1 to initiative rolls of *noun* if object is carried or worn. Limit of +3.

Orum (protect) Adds +1 Armour Defence if object is carried or worn by the *noun*. Limit of +3.

Quelm (protect from) Adds +1 to Evasion if object is worn, but only against the *noun*. Limit of +3.

Vel (empower) Adds +1 to Anma of *noun* if object is carried or worn. No limit.

Blood Nouns

Aer (all kind) All of human mortalkind.

Ael (magical being) Living magical beings and creatures of any sort (e.g. dragons), but not spirits or the undead.

Dvar (reptiles) Mundane non-magical reptiles.

Doru (mammals) Mundane non-magical mammals.

Eala (female) Mortal females.

Heru (harmful person) Any person who intends physical harm, a raider, pirate, soldier etc.

Kimt (child) Mortal children.

Menu (human) Mortal males.

Tarag (Insects, spiders, bugs) Insects and spiders, but can be specified to denote any type of invertebrate (e.g. squid, giant centipede) if rune is inscribed twice.

Thaum (mage) Any living entity (mortal or otherwise) who knows how to perform magic of any sort (including Sigildry).

Sepf (Thief) Anyone who lives by thievery or has the intention of stealing something. Also, can denote assassins as 'thieves of life'.

Uruth (birds) Mundane non-magical birds.



Alur



Alum



Lurum



Nar



Orum



Quelm



Vel



Aer



Ael



Dvar



Doru



Eala



Heru



Kimt



Menu



Tarag



Thaum



Sepf



Uruth

Earth Verbs

Aerh (make last) Makes the *noun* durable so that it will not age or rot or melt away.

Imporu (make strong) Makes the noun more resilient to battering, magic, fire or physical attacks.

Ruhr (waken) Awakens a spirit in the *noun*. The noun will become watchful and will likely communicate with you if spoken to politely. However, the spirit has no means to move or animate the material.

Earth Nouns

Gilst (ice) Hard ice

Goru (clay) Hard clay, pottery or brick

Morm (stone) Rock or stone

Raer (tree) A living tree



Aerh



Imporu



Ruhr



Gilst



Goru



Morm



Raer