

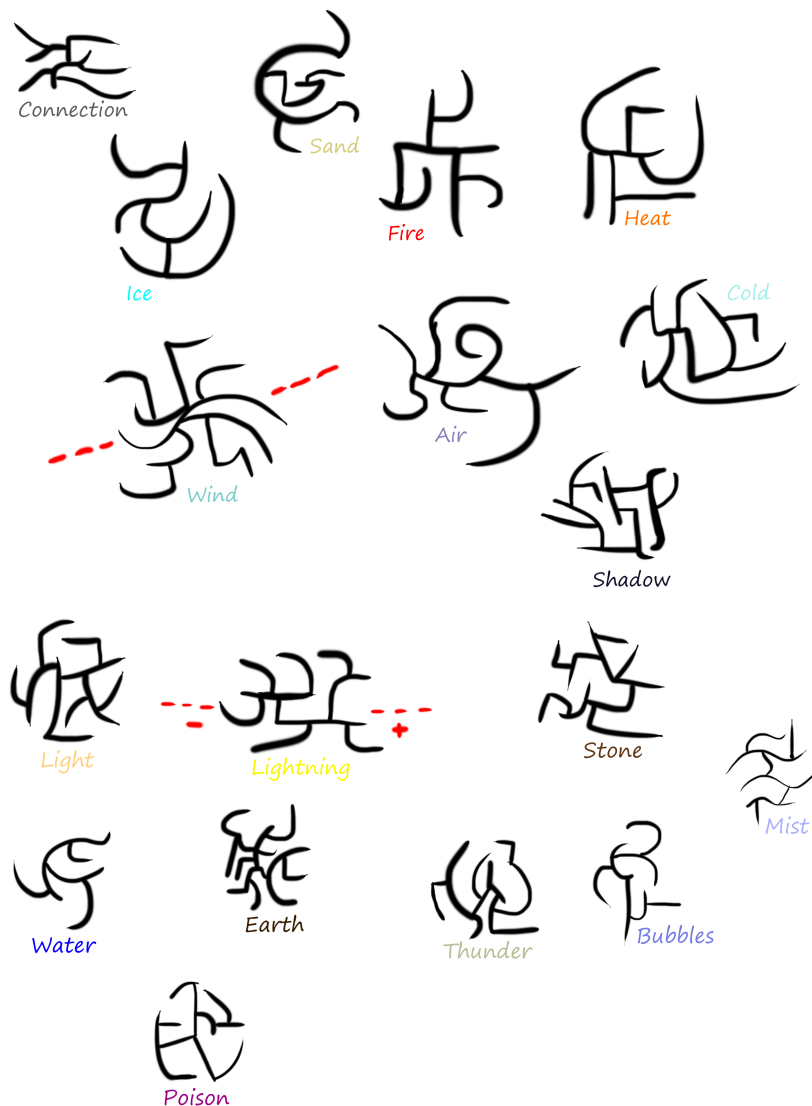
Glyphs

A magic system developed for a world that could be the setting of a story or game.

Glyphs: the original symbol found somewhere in nature that is very powerful (also used as a term for the symbols used for runes and sigils)

Runes: glyphs strongly tied to an object, usually incorporated during the object's creation, which normally impart their power to that object. Often have more extensive logic and/or grammar than sigils.

Sigils: glyphs formed at a moment's notice or without much thought towards durability. Generally only designed for one or a few uses.

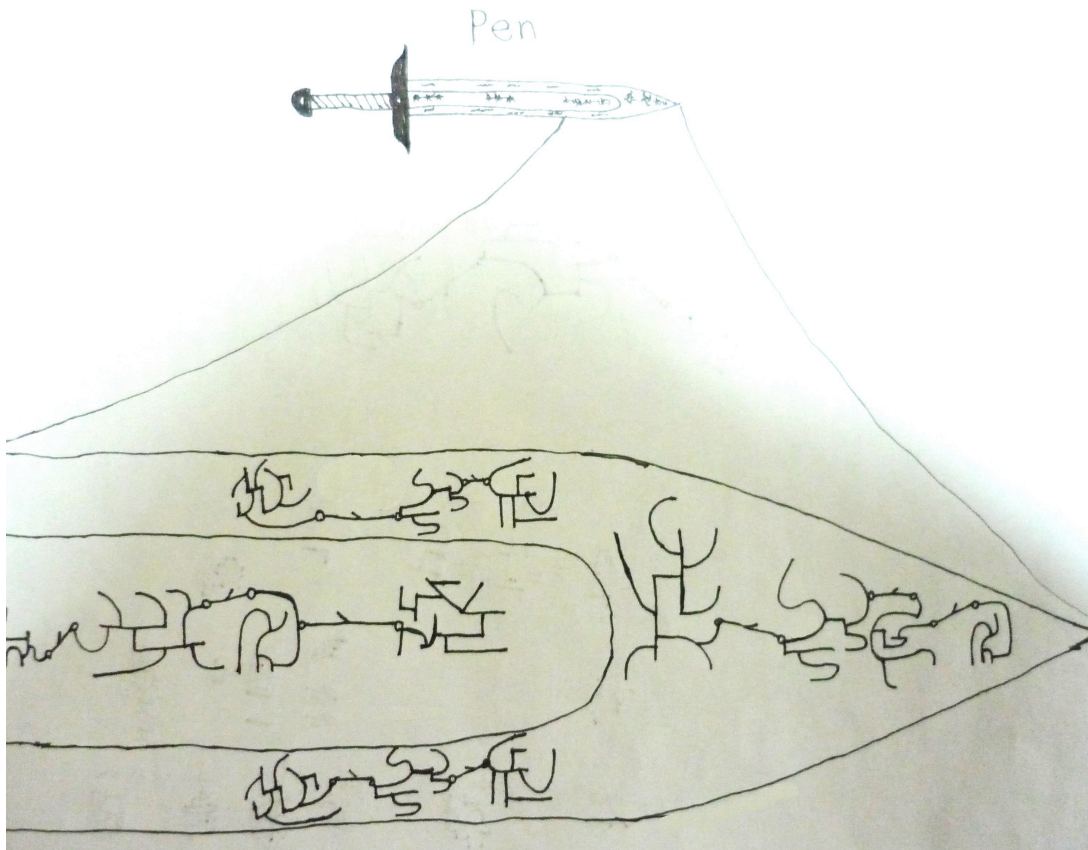


Example Glyphs:

Glyph	Alone	As a variable
Sand	breaks apart crystalline structures	if there is a broken apart solid
Stone	crystalizes structures	if there is a crystalline structure
Fire	sparks combustion in anything touching it	if combustion occurs near glyph sentence
Air	reduces the weight of the surrounding material	if the attraction of gravity is less (falling)
Earth	raises the weight of the surrounding material	if the attraction of gravity is more (acceleration)
Wind	accelerates a fluid along its axis	if there is movement in a fluid
Heat	emits heat	if there is heat
Cold	absorbs heat	if there is a lack of heat
Ice	raises the melting point of the surrounding material	if there is a solid
Water	lowers the melting point of the surrounding material	if there is a liquid
Bubbles	lowers the boiling point of the surrounding material	if there is a gas
Mist	raises the condensation point of the surrounding material	if there is a liquid
Light	emits visible light	if there is light
Shadow	absorbs visible light	if there is a lack of light
Poison	emits radiation	if there is radiation
Lightning	moves electrons from positive pole to negative	if there is an electrical current
Thunder	creates vibrations	if there is sound or vibrations

Glyphs are a part of this world's physics in a way that has inextricably tied them into the society and culture. From the beginning of school, children are probably taught glyphs as just another subject. Admittedly, it still would take skill to make sigils or runes well, but that just creates job niches like runesmith. Someone who can etch out sigils with a sword tip in the middle of combat, like one of the main characters, is quite rare indeed!

Pen, the sword used by one of the main characters in my world of Glyphs:



Pen is a prime example of expert usage of runes. When an electrical current passes through the tip, the tip gains the ability to disintegrate things, allowing its wielder to carve into even stone. In its cross guard is a button that activates a lightning rune to activate the tip. The middle and edges are made of different metals to prevent the runic effects from interfering with each other. All of the runes are engraved.

Rune sets

tip: *impart* --> *sand* --> *if* --> *lightning*

edges: *cold* --> *if* --> *heat* (to prevent overheating)

middle: *stone* <-- *impart* --> *lightning* --> *resistance*

The character uses Pen to inscribe sigils in battle for various effects.