

Glyph System (Optional Rule)

Glyphs are engineered arcane augmentations developed during the Age of Titans. They are not spells, magical items, or innate abilities. Instead, they are inscribed modifications to an individual's resonance, permanently embedding a controlled effect within the bearer.

This system is optional and should be used only if the DM intends to incorporate structured, non-combat augmentation into the setting.

Nature of Glyphs

Glyphs are created through advanced inscription techniques combining:

Arcane manipulation of the Weaves

Resonance stabilization through the Matrix

Precision engineering derived from Titan-era knowledge

Once applied, a glyph becomes part of the bearer's resonant structure.

Glyphs

- Do not require activation

- Do not consume resources

- Do not function as spellcasting

They are always active unless otherwise specified.

They function similarly to inborn magic, but are artificially constructed.

Attunement and Binding

To receive a glyph, a creature must undergo a controlled inscription process.

Requirements:

- Direct physical contact with the glyph matrix

- A stable environment (AoT inscription site) or active glyph relic (Broken Age)

- Willing acceptance by the recipient

The process:

Takes several hours in controlled conditions (AoT), Immediate (Active Glyph in Broken Age)

Binds the glyph permanently to the individual

Cannot be reversed through standard means

A creature can bear a limited number of glyphs:

Maximum of one spell glyph

Maximum of one enhancement glyph per ability score

No duplicate enhancement glyphs

Acquisition

Age of Titans (AoT)

Glyphs are:

- Issued as rewards

- Granted through rank or service

- Occasionally purchased under strict regulation

They are never freely available.

Broken Age (Keinor)

Glyphs:

- Cannot be created

- Cannot be purchased

- Are only discovered

Most are found as:

- Active relics ready for binding

- Dormant inscriptions that cannot be activated

DM Guidance:

- Approximately 80% of discovered glyphs should be active

Attunement (Broken Age Only)

When a person comes into physical contact with an active glyph, touching it of their own free will this will start the following process:

The character will need to make an immediate saving throw vs. DC14 (Constitution)

If they fail, the glyph will bond and they will have one of the three maximum glyphs. based on the glyph type they may or may not know what its effect is. If it violates the rule of three stated above, this interaction will not occur.

If they pass, they have "rejected" the glyph, and it will not attempt to bond with that person again.

In the Starter Adventure for Ceikeinu, the monolith has one active spell glyph.

Approved Glyph List (Closed System)

The following glyphs are the only approved options.

This list is intentionally limited to preserve system stability.

Spell Glyphs

1st Level (Uncommon)

Comprehend Languages

Detect Magic

Detect Poison and Disease

Disguise Self (cosmetic only; no mechanical advantage)

This will allow the bearer to understand and speak any spoken language. it does not confer the other abilities as prescribed by the spell of the same name. It is a permanent effect and remains active.

The Glyph is :

