

GLYPH MAGIC

WIZARD ARCANE TRADITION



BY ÓSKAR ÖRN EGGERTSSON

TEMPLATE BY NATHANAËL ROUX

CREDITS

AUTHOR

Óskar Örn Eggertsson
aka [Emerald Samurai](#)

LAYOUT TEMPLATE

Nathanaël Roux
<https://www.barkalotdesigns.com>

ART CREDITS

NAKARYON'S GIFTS FONT

Voidspiral Entertainment
via [DriveThruRPG](#)

SIGILS

Nathanaël Roux
via [DriveThruRPG](#)

SPECIAL THANKS

Andreas Schütt
All you nice people on Twitter!

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GLYPH MAGIC



WHILE MANY WIZARDS LEARN TO HARNESS magic to cast powerful spells, practitioners of glyph magic learn to create arcane symbols to store their spells for a limited time and release them at a moment when it is needed. These practitioners are

commonly known as glyph casters and their practice requires both patience and time. Although time-consuming, glyph magic has proven valuable in creating arcane protection and war.

GLYPH MAGIC FEATURES

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Wizard Level	Features
2nd	Scribe, Glyph Caster
6th	Augment Glyph
10th	Control Glyph
14th	Entwine Glyph

SCRIBE

When you choose this tradition at 2nd level, you gain proficiency with calligrapher's supplies. The calligraphy set may function as your spellcasting focus. You also learn two languages of your choice. These two languages must have connections to magic in some way. Common choices include Abyssal, Celestial, Draconic, Infernal, and Sylvan.

GLYPH CASTER

At 2nd level, you learn a special ritual that involves storing a spell in a glyph that is written as part of the ritual. Performing the ritual takes ten minutes and requires the use of calligrapher's supplies, or similar tools, which you can use to write or carve the necessary glyphs. At the end of the ritual, you must cast the spell you intend to store in the glyph, expending the appropriate spell slot.

Once the ritual is complete, a spell can be stored in a glyph indefinitely. You can only keep as many glyphs prepared as your Intelligence modifier. For each glyph that you create in excess of what your Intelligence modifier allows, your oldest prepared glyph is destroyed, usually in a bright flash and smoke.

A prepared glyph can have the spell stored within released as a bonus action. Once the spell is released, it takes effect as it had just been cast, but with the glyph as the source of the casting. However, releasing the spell from a prepared glyph does not count as casting the spell on that turn, since the actual casting took place during the initial ritual. Anyone can release a spell from a glyph by succeeding on an Intelligence (Arcana) check against a DC equal to 10 + the spell's level (releasing a cantrip has a DC of 10). The wizard who prepared the glyph to begin with automatically succeeds on this check.

There are some limitations to what spells can be stored in a glyph, and releasing a spell also has some effect on the spell:

- A spell cannot be stored in a glyph if the spell requires concentration.
- A spell cannot be stored in a glyph if the spell takes longer than an action to cast or if the spell is cast as a ritual.
- A spell always originates from the glyph.
- If a spell has an area of effect, the glyph is always the point of origin. You cannot choose the targets of the spell even if you normally can.
- Releasing a spell is always a bonus action, even if normally casting the spell would be a reaction or an action.
- You must be able to see the glyph to release the spell from it, and it must be within 90 feet from you. Anyone else attempting to release a spell from your glyph needs to be touching the item it is written on.
- If a spell attack roll is required for the spell being stored in a glyph, the attack roll has a modifier equal to the glyphcaster's Intelligence + proficiency bonus at the time when the glyph is created.
- If the target of the spell is allowed to make a saving throw to resist the spell's effect, the saving throw is made against the glyph caster's spell save DC as it was when the glyph was created, not when the glyph was released.
- Releasing a spell always destroys the glyph and the material on which it was drawn on, unless it was drawn on a magic item.

AUGMENT GLYPH

At 6th level, you learn to add empowering features to your glyphs, enhancing the effects of the spell stored within. When you perform the glyph casting ritual, choose one of the empowering features listed below. The spell benefits from the feature when it is released from the glyph.

Distant. When you release the spell from your glyph, its range is increased by 30 feet.

Empowered. When you roll damage for a spell, you may reroll a number of damage dice equal to your Intelligence modifier you had at the time when the glyph was created. You must use the new rolls.

Linked. You link your mind with the glyph, allowing you to release the spell even if you cannot see it, as long as it is not more than 240 feet away.

Quickened. You can release the spell from this glyph as a reaction instead of a bonus action.

Revised. You can change the damage type of a spell. If a spell does acid, cold, fire, lightning, or thunder damage, you can make your spell deal another type of damage from the same list. If the spell deals more than one type of damage, you can change one or both of those types.

CONTROL GLYPH

You can include a trigger when you create your glyphs so they can release the stored spell without your presence. Doing so requires that you adjust the glyph to include the exact wording of the trigger. A glyph prepared with a trigger has an effective sensory range of up to 30 feet, and uses your spell attack modifier if there's a need to make a perception roll.

Each glyph can only have a single trigger, but that trigger can be as detailed and specific as you wish. The spell will only release if all the requirements specified by the trigger are met. A trigger cannot include an option to choose between details in the trigger. A trigger cannot apply to a target that is wearing either leather or chainmail armor, for example. A trigger will always release the spell if the trigger is present, no matter the circumstances.

ENTWINE GLYPH

At 14th level, your ability to create glyphs allows you to combine two spells into a single glyph. When you release the spells, both of them take effect at the same time. Both spells must be cast during the ritual that creates the glyph. You cannot add a second spell to an existing glyph. When determining how many glyphs you can maintain, a dual glyph counts as one. This feature has the following extra limitations:

- The spells combined have the shorter duration of the two, even if one should normally be longer.
- The two spells must have the same target when released.
- If the two spells have an area of effect, they must both have the same shape. If one spell has a smaller area of effect than the other, both spells affect only that area, even if the other is larger.
- If anyone other than the glyph caster who created the glyph attempts to release the two spells, the DC of doing so is based on the higher spell level.

FEATS FOR GLYPH MAGIC

If your DM allows the optional feat rule presented in Chapter 6 of the *Player's Handbook*, these two feats are presented as new options for your characters.

GLYPH MAGICIAN

Requires the ability to cast arcane spells

Your Intelligence increases by 1, to a maximum of 20. You learn the ritual to cast spells to be stored in an arcane glyph, and you know how to release the spell at a later time. This follows all the same rules and limitations as the Glyph Caster feature of the Glyph Magic tradition, except that you can only maintain one glyph at a time. If you can already create arcane glyphs through other means, such as the Glyph Caster feature, you can maintain one extra glyph if you also have this feat.



SKIN SCRIBER

Requires the ability to create arcane glyphs

You can scribe an arcane glyph onto the skin of living creatures that are not constructs. Doing so follows all the normal rules of performing the glyph magic ritual, and requires the creature to remain still for the duration of the ritual. In addition to allowing you to create magical glyphs onto skin, the following benefits and restrictions apply to those glyphs:

- You can bind a spell that requires concentration into a glyph that you make on a creature's skin.
- When released, the spell no longer requires concentration and the spell will remain in effect for the maximum duration unless the spell is ended by another effect, such as with a dispel magic spell.
- The spell must target a single creature or self, and must target the creature whose skin the glyph was made on when released.
- The glyph can be targeted by a physical attack. In such a case, the glyph has an AC equal to its wearer +2, or +5 if it is completely covered by clothing. If the attack deals at least 5 hp of damage to the wearer, the glyph is ruined and the spell's effect ends immediately.

You can only release one spell that requires concentration at a time. Releasing a second spell from a glyph on your skin ends the previous one. You also have no control over the spell once it is released, and cannot end its duration early.