

Sigil-Weaving Pros/Cons:

- Pros:
 - No tool needed for casting (Caster is never separated from their magic)
 - Slightly stronger magic due to the closer association with raw magic
 - Can much better support teammates through their spells
- Cons:
 - Caster must be clear of mind and soul to attempt Sigil-weaving
 - Sigil-weavers are inherently slower in combat than traditional Spellcasters
 - Sigil-weaving has a much higher skill floor --and ceiling, than traditional Spellcasting

Tier 1 - Basic

- Water
- Fire
- Air
- Earth
- Light

Tier 2 - Experienced

- Ice
 - Water + Air
- Lightning
 - Fire + Air
- Lava
 - Fire + Earth
- Aura
 - Water + Earth
- Growth
 - Light + Earth
- Dark
 - Fire + Water/Earth + Air
- Inferno
 - Fire + Fire
- Flood
 - Water + Water
- Stone
 - Earth + Earth
- Gale
 - Wind + Wind
- Illusion
 - Light + Light

Tier 3 - Advanced

- Storm
 - Air + Lightning
- Aether
 - Light + Aura
- Levitate

- Aura + Air
- Void
 - Light + Dark
- Shadow
 - Dark + Dark

Tier 4 - Specialty

- Dragon Fire
 - Inferno + Fire
- Sea
 - Flood + Water
- Metal
 - Stone + Earth
- Whirlwind
 - Gale + Wind
- Projection
 - Void + Light

Tier 5 - Unstable: *While not specifically banned by the IRMA, those not clear of mind nor specifically trained to handle dangerous Sigil combinations should steer clear of these Sigils. Any destruction caused by mishandling these while result in persecution of the highest degree.*

- God's Fire
 - Dragon Fire + Light
- Maelstrom
 - Sea + Water
- Diamond
 - Metal + Earth
- Typhoon
 - Whirlwind + Wind

Tier 6 - Banned: *While these combinations may either be learned as easily as other Sigil-weaves, the power and destructive nature of these have caused them to be banned by the IRMA. Any writings about these spells must be specifically non-instructive and any attempt at learning these Sigil-Weaves will result in removal of your wand/staff and permanent inhibition of your magical capability.*

- Plague
 - Dark + Air
- Nether
 - Dark + Aether
- Decay
 - Dark + Growth
- Demon's Fire
 - Dragon Fire + Dark
- Rust
 - Metal + Gale

Hand gestures: There are three spots for beginner sigilweavers for sigils (more slots come with experience, as you have to concentrate to create each sigil) Once a sigil is created, you can slot them either in front of you or to each side, just by concentrating on them. This allows you to build up a small

cache of sigils before a fight, or in the middle of one if you have a chance to. Once a sigil is created, there are certain hand gestures used for either offensive or defensive spells:

Tap/push: personal barrier

Fling: Throws the spell in whatever direction you aim

Up gesture: Creates a wall

Hold: Continuously uses a spell (if it a defensive spell being damaged, repairs the spell)

Hands from sides to center in a clapping motion: Wave (Similar to a moving wall)

Down: Creates an area of affect spell

Hands together and seperating: Creating motion (usually used for conjuring weapons or larger constructs)

Tatto-Sigils