



# THE SIGILSMITH

A NEW DUNGEONS & DRAGONS CLASS

## SIGIL AND ARCANAE FORMULAE THEORISTS

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## SIGILSMITH

A long arcane formula deconstructed across several chalkboards. A dusty stretch of road pockmarked with eerie symbols. Glowing sigils dotting the travertine tiles of a ruined temple like stars. A sigilsmith always seems to leave strange clues of the work behind them.

Sigilsmiths seek to deepen their understanding of the strange connection between arcane language and the chaotic essence of the Weave. To augment their knowledge, they hunt for old tomes in collapsed libraries, remote hieroglyphs, and old beings who may still remember a long-forgotten symbol of destruction or peace. Some sigilsmiths consider themselves more akin to blacksmiths than arcane researchers, as the work to form the correct link between sigils often requires dangerous hands-on experimentation.

In the halls of great universities, quiet – and sometimes not so quiet – feuds form between sigilsmiths and wizards. To sigilsmiths, wizards are purists who pass on their arcane traditions, century

to century, unchanged. The wizards, on the other hand, may sniff and give a wide berth to the laboratories of a sigilsmith, convinced that their tinkering with the Weave will someday backfire, *horrendously*. A point with which sigilsmiths and wizards oft agree.

## LANGUAGE OF THE ARCANE

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A sigilsmith seeks to tinker with the fundamental geometric language that transforms the chaos of the Weave into recognizable spells. Words, runes, and sigils constrict the parameters of arcane elements, and direct the distance, size, and duration of those elements.

To a sigilsmith, the components of modern spells seem crude and inelegant. Why carry molasses or a beating heart when one can learn the correct formula to inscribe instead? One does not need to babble and hurl their hands around in the air if they understand the delicate language that instructs the force behind their spells.

## CREATING A SIGILSMITH

Sigilsmiths are often part of secret Foundries, which help teach them the high science of sigilsmithing. When creating your Sigilsmith character, ask: when did my interest in learning arcane geometry begin? How did I gain access to the rare academic sigilology tomes? How far am I willing to go to unearth sigils forgotten to time or lost to keepers who wish to keep them hidden?

## CLASS FEATURES

As a Sigilsmith, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per Sigilsmith level

**Hit Points at 1st Level:** 8 + Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Sigilsmith level after 1st

### PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons

**Saving Throws:** Intelligence, Dexterity

**Skills:** Choose two from Arcana, History, Investigation, Perception, and Sleight of Hand

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Any two simple weapons of your choice
- A light crossbow and a quiver of 20 bolts
- (a) a scholar's pack or (b) a dungeoneer's pack
- A sigilwheel



**THE SIGILSMITH  
Proficiency**

Level	Bonus	Features	Sigils / Spells Known	Cantrips Known	1st	2nd	3rd	4th	5th
1st	+2	Sigilsmithing, Spellcasting, Stage I Sigils	2	2	2	—	—	—	—
2nd	+2	Sigilology	2	2	2	—	—	—	—
3rd	+2	Foundry feature	3	2	3	—	—	—	—
4th	+2	Ability Score Improvement	3	2	3	—	—	—	—
5th	+3	—	4	2	4	2	—	—	—
6th	+3	Foundry feature	4	2	4	2	—	—	—
7th	+3	Stage II Sigils	5	2	4	3	—	—	—
8th	+3	Ability Score Improvement	5	2	4	3	—	—	—
9th	+4	—	6	3	4	3	2	—	—
10th	+4	Foundry feature	6	3	4	3	2	—	—
11th	+4	Advanced Sigilology	7	3	4	3	3	—	—
12th	+4	Ability Score Improvement	7	3	4	3	3	—	—
13th	+5	—	8	3	4	3	3	1	—
14th	+5	Foundry feature	8	4	4	3	3	1	—
15th	+5	Stage III Sigils	9	4	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	4	3	3	2	—
17th	+6	—	10	4	4	3	3	3	1
18th	+6	Symbol	10	4	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	4	3	3	3	2
20th	+6	Sigil Doubling	11	4	4	3	3	3	2

## SPELLCASTING

### CANTRIPS

At 1st level, you know two cantrips of your choice from the Sigilsmith spell list. You learn additional Sigilsmith cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sigilsmith table.

When you gain a level in this class, you can replace one of the sigilsmith cantrips you know with another from the sigilsmith's spell list.

### SPELLS SLOTS

The Sigilsmith table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the sigilsmith spell list. You learn an additional sigilsmith spell of your choice every other level, beginning at level 3, as shown on the Sigilsmith Table. Each of these spells must be of a level for which you have spell slots.

Additionally, when you gain a level in this class, you can choose one of the sigilsmith spells you know and replace it with another spell from the sigilsmith spell list, which also must be of a level for which you have spell slots.

### SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Sigilsmith spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier and proficiency bonus for the spell save DC of a

Sigilsmith spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

## SIGILSMITHING

At 1<sup>st</sup> level, you learn how to quickly inscribe sigils, which are complex patterns of arcane runes that can be written to unleash coiled magic under specific circumstances; these sigils can be found under the Sigil Formulae section. The Sigilsmith Table shows you how many sigils you know at each level.

To inscribe a sigil requires a sigilwheel, and you

must use your action to score a central sigil upon a mostly flat surface that you can touch, such as the ground, a wall, or a ceiling. The surface can be uneven but should generally be flat. If the sigil's area of effect contains trees, rocks, or other medium or large inanimate objects, the space occupied by those objects are ignored by the sigil's magic.

Square sigils originate out from the point where you inscribe your sigil. Line sigils originate out from the central sigil in a direction you choose.

Sigils cannot be inscribed upon living creatures, but they can be inscribed upon willing constructs if they are size huge or larger and if you have an appropriate flat surface available. Creatures conjured by magic or magical effects cannot benefit from a sigil's effect.

Sigils cannot overlap, and if an effect would cause two sigils to overlap, both sigils are dispelled.



While you can have multiple sigils active at a time, you may only have one sigil of the same name active at once, and if you attempt to create a duplicate sigil, the first sigil is dispelled. A creature can attempt to destroy one of your sigils by targeting and hitting the originating sigil with an attack; your sigil's AC is equal to your spell save DC and a sigil has 1 HP. Spells such as *dispel magic* and *antimagic field* also can nullify an inscribed sigil.

The size and duration of each sigil is specified below. A creature can detect the presence of your sigils within 30 feet of itself if it succeeds an Intelligence (Investigation) check versus your spell save DC or if its passive perception allows it.

You may use your reaction to dismiss one of your active sigils.

At 1<sup>st</sup> level, you have access to only Stage I sigils. At level 7, you gain access to Stage II sigils, and at level 15 you gain access to Stage III sigils. When you gain a level in this class, you may replace one sigil you know with another from the same Stage, as long as you meet the prerequisites.

## YOUR SIGILWHEEL

As a sigilsmith, your sigilwheel represents the repository of sigils you know and can create. A sigilwheel is a circular device with rotating rings similar to an astrolabe, which allows you to record the arcane formulae of your sigils. At 1<sup>st</sup> level, your sigilwheel contains two Stage I sigils.

Sigilwheels are often made of copper, platinum, glass, or stone and are usually incomprehensible to others.

At your DM's discretion, if you come across a sigil you do not know, you may be able to study the sigil and copy it to your sigilwheel. To copy sigil into your sigilwheel, you need to spend 2 hours and 50 gold for a Stage I sigil, 8 hours and 250 gold for Stage II, and 24 hours and 1,000 gold for Stage III.

If you lose your sigilwheel, you can replace it by spending 8 hours and 100 gold creating a new one, and it contains all of the sigils you previously knew.

## SIGIL FORMULAE, STAGE I

You gain access to these sigils at level 1.

### MAGNETIZED SIGIL

*Size: 30 foot square*

This sigil creates a heavy magnetizing force. Any creature who is wearing metal armor or carrying more than 10 lbs of metal reduces its speed by half while in contact with the sigil. The sigil lasts for 1 minute.

### SIGIL OF ARCANE LEECH

*Size: 15 foot square*

A creature standing upon this sigil has a -1 penalty to all saving throws it makes. The sigil lasts for 1 minute.

### SIGIL OF FORCE

*Size: 5 foot square*

Whenever a creature steps on the sigil or crosses within the 15-foot space above the sigil, it must make a Strength saving throw. On a failure, the creature is pushed 10 feet back in the direction it came. The sigil lasts for 1 minute.



HEALING



ATTACK



FLOAT



PEACE



TELEPORT

[ Lisa Curtis ]



Gio Guimarães

**SIGIL OF BOUNCE***Size: 5 foot square*

The first time a creature steps onto this sigil, the sigil thrusts the creature 30 feet out perpendicular to the sigil. Additionally, any creature within 15 feet of the sigil behaves as if under by the *feather fall* spell. The sigil lasts for 1 minute.

**SIGIL OF RESPITE***Size: 15 foot square*

Once inscribed, the sigil lasts for 8 hours and allows you to confer the following benefit to any creature who spent a minimum of 6 hours long-resting upon the sigil: you may choose a number of allies to recover additional spent hit dice up to your proficiency bonus, which they can immediately spend. For example, if you are a 5<sup>th</sup> level sigilsmith, you may choose three of your allies to recover one additional hit die each or one ally to recover three hit dice.

**SIGIL OF THE EARTH***Size: 15 foot square*

Whenever a creature enters the sigil's area or starts their turn there, it must make a Dexterity saving throw against your spell save DC or else be restrained by thick mud for 1 minute. It may repeat its saving throws to escape at the end of each of its turns.

**SIGIL OF SPIDERS***Size: 120 foot line*

When you inscribe this sigil, a line of webbing extends out from the sigil's origin in a direction you choose; the line cannot bypass large obstacles, such as pillars and stalactites, but it can extend over uneven surfaces. It also ends if it encounters a gap wider than 5 feet. While upon this sigil, a creature's climbing speed is equal to its walking speed, and it can traverse walls and ceilings without needing to make an ability check. The sigil lasts for 1 minute.

**SIGIL OF FORTIFICATION***Size: 15 foot square*

Any creature standing upon this sigil gains +1 to its AC and advantage on saving throws against being frightened. The sigil lasts for 1 minute.

**SIGIL OF CHAOS I***Size: 30 foot square**Prerequisite: Trapsmith subclass feature*

Whenever a creature standing on this sigil is targeted by a ranged attack, there is a chance the attack may be redirected to another creature who is also touching the sigil. So long as at least two creatures are touching the sigil, the attacker must make a Wisdom saving throw, and on a failure, a target touching the sigil is randomly chosen. The sigil lasts for 1 minute.

**SIGIL OF WAR I***Size: 10 foot square**Prerequisite: Sigilforger subclass feature*

Any creature standing upon this sigil adds 1d6 to the damage of any weapon attack. The sigil lasts 1 minute.

**SIGIL OF PEACE I***Size: 5 foot square**Prerequisite: Warden subclass feature*

Any healing spell cast on a creature standing on this sigil heals for the maximum die roll.

## SIGIL FORMULAE, STAGE II

You gain access these sigils at level 7.

### SIGIL OF AIR AND WATER

*Size: 40 foot cube*

This sigil can only be inscribed into the air or within liquid, and its magic extends out from the sigil's point into a 40-foot cube. If any part of the cube touches a structure connected to the earth or the ground, it dissipates. The sigil lasts for 1 hour.

While the cube exists, it is faintly visible, and you may treat its sides (both inside and out) as surfaces for your other sigils. As a bonus action, you may move the sigil 60 feet in any direction.

Any creature inside of the cube that tries to move outside of it must succeed at a Wisdom saving throw or else it cannot leave the cube. A creature does not need to make the save if you move the cube off of it.

### SIGIL OF SCORCHED EARTH

*Size: 30 foot square or 30 foot line.*

Once you draw this sigil, it lasts for 1 minute, and during this time, you may use your reaction to trigger the sigil's pent-up energy to force all creatures standing up on it to make a Dexterity saving throw. Those who fail the throw take 8d6 fire damage and half on a success. Any creature who remains standing on the area continues taking 2d6 fire damage at the beginning of each of its turns. Any object that is not being worn or carried is also set aflame. You cannot use this sigil again until you have completed a short or long rest.

### SIGIL OF TELEPORTATION

*Size: Two 5 foot squares*

After you have drawn your first sigil, you have until the end of your next turn to complete the second half of this sigil as a bonus action. Both sigils must be on the same plane of existence. Once the sigil is drawn, any creature that stands upon it is immediately teleported to the other sigil. A creature



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may use a sigil in this manner only once per round. Once the sigils have been used a number of times equal to your Intelligence modifier, both sigils vanish.

### SIGIL OF INVISIBILITY

*Size: 10 foot square*

As long a creature stands upon this sigil, they are invisible, as if under the effects of *greater invisibility*. The sigil lasts for 1 minute.

### STEADFAST SIGIL

*Size: 15 foot line*

While a creature stands upon this sigil, magic cannot compel them to move, and the creature is immune to the following conditions: prone, stunned, frightened, and charmed.

## SIGIL OF ELEMENTAL MAELSTORM

*Size: 20 foot square*

When you inscribe this sigil, you invoke the name of an ancient elemental maelstrom. When a creature casts a spell or other magical effect that deals acid, cold, fire, lightning, or thunder damage, it may choose to change that damage to another from that list, as long as the creature is standing upon the sigil. Additionally, any spell attacks that trigger a critical hit, triples (instead of doubles) any acid, cold, fire, lightning, or thunder damage dice, if the spell was cast while upon the sigil. The sigil lasts 1 minute.

## SIGIL OF ARCANES AUGMENTATION

*Size: 5 foot square*

*Prerequisite: Sigil of Arcane Leech*

When a creature casts a spell while standing upon this sigil, they receive +1 to their spell attack bonus, and their spell ignores half and three-quarters cover.

## SLOWING SIGIL

*Size: 15 foot square or 30 foot line*

Any creature who begins their turn upon this sigil or steps upon it are affected by this sigil until the beginning of their next turn or until they leave the sigil's area, whichever effect is longer.

On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it cannot make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature effected by this sigil also cannot use its reactions.

## SIGIL OF ARCANES RESTORATION

*Size: 15 foot square*

When you inscribe this sigil, it persists for 1 hour, and any creature who short rests upon it for its full duration may benefit from the following effect: You



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may restore a number of spell slots among those who rested upon the sigil equal to your proficiency bonus. For example, if you are a 7<sup>th</sup> level sigilsmith, you may restore three 1<sup>st</sup> level spell slots among three of your allies or one 3<sup>rd</sup> level slot in a single creature. The maximum level spell slot you can restore is a 3<sup>rd</sup> level. Once you have used this sigil, you cannot use it again until 24 hours have passed.

## SIGIL OF CHAOS II

*Size: 30 foot square*

*Prerequisite: Sigil of Chaos I*

When you create this sigil, roll a d20. If you roll a 1, the sigil dissipates; otherwise, any attack roll made inside this sigil treats that number like a natural 20. The sigil lasts for 1 minute.

## SIGIL OF WAR II

*Size: 20 foot square*

*Prerequisite: Sigil of War I*

Whenever a creature suffers damage while standing upon this sigil, all creatures standing upon the sigil suffer force damage equal to your Intelligence modifier. The sigil lasts for 1 minute.

## SIGIL OF PEACE II

*Size: 5 foot square*

*Prerequisite: Sigil of Peace I*

While standing on this sigil, a creature has advantage on all saving throws against magical sources. The sigil lasts for 1 minute.

## SIGIL FORMULAE, STAGE III

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You gain access these sigils at level 15.

### SIGIL OF GIANTS

*Size: 30 foot square*

Any creature standing upon this sigil has their size increased by one category. Their Strength score becomes 22 regardless of other modifiers, and each of their melee weapon attacks gains 5 feet of reach.

Once you have used this sigil, you cannot do so again until you have completed a long rest. The sigil lasts for 1 minute.

### SIGIL OF GRAVITY

*Size: 20 foot square*

Gravity is reversed up to 100 feet above this sigil. All unanchored objects and creatures who begin their turn or enter into the sigil's area begin to fall. A creature can make a Dexterity saving throw against your spell save DC to grab onto a fixed object it can reach and avoid falling.

Once you have used this sigil, you cannot do so again until you have completed a long rest. The sigil lasts for 1 minute.

### SIGIL OF ARCANES IMPLOSION

*Size: 15 foot sphere*

Once you etch this sigil, it lasts for 1 minute, and during that time you may use your reaction to trigger its effects. When the sigil is triggered, all creatures within its sphere must make an Intelligence saving throw or suffer 1d10 of force damage for each unused spell slot it possesses.

### SIGIL OF SPELL STORING

*Size: 10 foot square or 20 foot line*

You create a sigil and determine its trigger. Within the next minute, a creature may cast a spell into the sigil, which stores it until the trigger occurs. If the spell targets one or more creatures, those creatures

must be touching the sigil to be affected. The sigil lasts for 10 minutes.

### SIGIL OF ETHEREALNESS

*Size: Two 5 squares*

When you place this sigil, you have until the end your next turn to place a second sigil as a bonus action. Any creature who ends its turn on this sigil is teleported to the Ethereal Plane, as long as the plane upon which you etched your sigils borders it.

While on the Ethereal Plane, the creature can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive the creature and can't interact with it, unless a special ability or magic has given them the ability to do so. A creature ignores all objects and effects that aren't on the Ethereal Plane, allowing it to move through objects it perceives on the plane it originated from.

Your sigils exist both on the plane you created them and the Ethereal Plane. While in the Ethereal Plane, if a creature ends its turn on one of those sigils, they return to the original plane's sigil. All creatures are returned to the original plane when the sigil ends. If a creature occupies the same spot as a solid object or creature when this happens, it is immediately shunted to the nearest unoccupied space that it can occupy and takes force damage equal to twice the number of feet it moved.

Once you have used this sigil, you cannot do so again until you have completed a long rest. The sigil lasts for 1 minute.

### SIGIL OF ANTIMAGIC

*Size: 15 foot cube*

*Prerequisite: Sigil of Arcane Augmentation*

Once inscribed, the sigil detonates, creating a vacuum that displaces all magical effects within its area for 1 minute, as if the area were under the effects of an *antimagic field*. Once you have used this sigil, you cannot use it again until you have completed a long rest.

**SIGIL OF DUELS***Size: 20 foot cube*

Once you have placed this sigil, all creatures within 60 feet of it must make a Wisdom saving throw. Of those who fail the saving throw, the two closest to the sigil are teleported into a 20-foot cube that is enclosed on all sides by *wall of force* and everyone else is expelled. If only one creature is teleported or if a creature is too large for the sigil's cube, the sigil then fails.

Neither creature can leave until one has lost half or more of its remaining health point total or until the sigil ends. The sigil lasts for 1 hour or until a creature inside it leaves.

**SIGIL OF CHAOS III***Size: 15 foot square**Prerequisite: Sigil of Chaos II*

Spells cast while standing upon this sigil have a chance of duplicating. Whenever a creature casts a spell while standing on the sigil, it must roll a d100, and a roll of 91-100 triggers a second copy of the spell. The second copy must choose new targets or else the copied spell fizzles. If the spell requires concentration, the caster may concentrate on both

spells, but if concentration is lost, both spells end. The sigil lasts for 1 minute.

**SIGIL OF WAR III***Size: 15 foot square**Prerequisite: Sigil of War II*

Any creature standing upon this sigil gains a +2 to its weapon attacks and damage, has advantage on Dexterity saving throws, and gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only) action. If a creature steps off of the sigil or the sigil ends, it is stunned until the beginning of its next turn.

Once you have used this sigil, you cannot do so again until you have completed a short or long rest. The sigil lasts for 1 minute.

**SIGIL OF PEACE III***Size: 10 foot square**Prerequisite: Sigil of Peace II*

Any spell of 5<sup>th</sup> level or lower cast from outside the sigil cannot affect creatures or objects upon it, even if the spell is cast using a higher-level spell slot. Such a spell can target creatures and objects upon the sigil,



but the spell has no effect on them. Similarly, the area within the sigil is excluded from the areas affected by such spells.

Once you have used this sigil, you cannot do so again until you have completed a long rest. The sigil lasts for 1 minute.

## SIGILOLOGY

At 2<sup>nd</sup> level, your studies of ancient ciphers and sigil formulae grants you a deep understanding of how symbols shape and control otherwise unwieldy magic. You may use spell scrolls even if the spell is not on your class list, as long as the spell is of the 5<sup>th</sup> level or lower. To cast a spell not on your class's spell list, you must make an Intelligence (Arcana) check, the DC of which is 12 + the spell's level, in addition to any other checks you may need to make.

## SIGIL FOUNDRY

At level 3, you choose your foundry from which to study your sigilsmithing. Each Foundry focuses on crafting unique runes to aid the Foundry's objectives and zealously guards its techniques. Choose one of the following Foundries: Sigilforger, Trapsmith, or Warden, which are detailed at the end of the class description. Your choice grants you features at 3<sup>rd</sup>, 6<sup>th</sup>, 10<sup>th</sup>, and 14<sup>th</sup> level.

## ABILITY SCORE IMPROVEMENT

When you reach 4<sup>th</sup> level, and again at 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 19<sup>th</sup> level, you can increase one ability score of your choice by 2, or you can increase two ability cores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## ADVANCED SIGILOLOGY

At level 11, if you are not proficient in Arcana, you gain proficiency, and you can create copies of spell scrolls you possess, regardless of whether or not the spells are on your class spell list.

## SYMBOL

At level 18, you learn the spell *symbol* and may cast it without expending a spell slot; however, the spell still requires its material components. Once you have casted it in this manner, you cannot do so again until you have completed a long rest.

## SIGIL DOUBLING

At level 20, you inscribe the sigil of doubling on one of your active sigils as an action, which causes the sigil to duplicate. A duplicated sigil must touch its original sigil if there is a valid flat surface for it to appear on, otherwise the sigil is not duplicated. Once you have used this ability, you cannot do so again until you have finished a long rest.



# SIGIL FOUNDRY

Sigil Foundries rarely exist out in the open and instead lie beyond secret entryways in libraries or beneath a rich patron’s manor, where the Foundry’s secrets may be safely kept. Foundries seek to keep their sigils out of the hands of the power-hungry, despotic governments and cabalistic cults, for a sigilsmith’s knowledge could restrain a whole kingdom.

## SIGILFORGER

As a sigilforger, you enchant weapons and armor with your sigils, tipping the tides of war in your favor.

### SIGILFORGER FOUNDRY SPELL LIST

Sigilsmith Level	Spells
3rd	<i>thunderous smite, zephyr strike</i>
5th	<i>cordon of arrows, magic weapon</i>
9th	<i>lightning arrow, elemental weapon</i>
13th	<i>staggering smite, stoneskin</i>
17th	<i>steel wind strike, swift quiver</i>

## WEAPON ADEPT

At level 3, you gain proficiency in martial weapons and smithing tools.

## SIGILFORGED WEAPON

At level 3, you learn how to forge sigils into your weapons. By spending a minute sigilforging, you imbue it with the following ability: you may add your proficiency bonus to any damage roll made with the weapon. This effect lasts until you sigilforge another weapon or the sigil is dispelled.

## EXTRA ATTACK

Beginning at 6<sup>th</sup> level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

- You may add your Intelligence modifier to the weapon’s damage roll.
- The weapon becomes magical and gains +1 to its attack and damage rolls.
- The weapon ignores resistances.

## SIGIL OF RETALIATION

At level 10, you learn to inscribe a sigil into a piece of armor, which causes a burst of arcane magic to lash out at the attacker. When the wearer of the armor is struck by a melee attack, your sigil activates and inflicts 4d6 force damage to the attacker. Once used, it deactivates, and the sigil recharges during short and long rests. Inscribing this sigil takes 1 hour and lasts until it is dispelled or you use this sigil again.

## ADVANCED SIGILFORGED WEAPON

At level 14, you incorporate more complex sigils into your weapon forging. When you spend 1 hour sigilforging a weapon, you can imbue it with 3 charges, and the user may expend a charge to do one of the following effects:

- When you hit a creature with the weapon, the next saving throw the creature makes before the beginning of its next turn is made with disadvantage.
- When you critically hit with the weapon, you deal an additional 10 force damage to the target.
- When you hit an enemy with the weapon, you unleash the sigil for blindness. The creature must succeed against a Constitution saving throw or else be blinded for 1 minute. At the end of each of its turns, it may make another Constitution saving throw to end the effect.
- When you hit a creature with the weapon, it unleashes the sigil of arcane disruption upon the creature. For the next minute, the creature must succeed an Intelligence saving throw whenever it casts a spell or else the spell fails and the spell slot is wasted. Once it succeeds its saving throw,

it becomes immune to this effect for the next hour.

- When you hit a creature with the weapon and the creature is concentrating on a spell, you may force it to make its concentration saving throw with disadvantage.

The weapon regains 1d3+1 charges daily at dawn. If you expend the last charge, the sigil dissipates.

## TRAPSMITH

Trapsmiths understand that the potency of a sigil is magnified by the element of surprise. They seek to trick their enemies into standing upon their sigils by littering the battlefield with traps.

### FOUNDRY SPELLS

You gain the foundry spells at the sigilsmith levels listed.

#### TRAPSMITH FOUNDRY SPELL LIST

Sigilsmith Level	Spells
3rd	<i>bane, grease</i>
5th	<i>hold person, find traps</i>
9th	<i>major image, blink</i>
13th	<i>confusion, hallucinatory terrain</i>
17th	<i>hold monster, mislead</i>

### SIGIL OF SURPRISE

At level 3, you learn the sigil of surprise (10 foot square or 20 foot line), which does not count against the number of sigils you know.

When a creature begins its turn on or enters the sigil's area, it must make a Dexterity saving throw or else be shocked by a burst of lightning damage. On a failure, the creature is stunned until the beginning of its next turn and suffers a number of d6s of lightning damage equal to your proficiency modifier. On a save, the creature takes half damage and is not stunned.

Once a creature has taken damage in this way, it cannot be affected by the same sigil again, unless you create another sigil of surprise. The sigil lasts 1 minute.

### SHIFTING SIGILS

At level 6, you can use your reaction to convert one of your placed sigils into a sigil of surprise (using the original sigil's dimensions), as long as that sigil is not also a sigil of surprise. Once you have used this ability, you cannot do so again until after you have completed a short or long rest.

### TRAP SENSE

Starting at level 10, your clever understanding of traps gives you an edge at avoiding them. You have advantage on ability checks to disarm traps and gain resistance to damage dealt by traps.

### SETTING THE TRAP

At level 14, when you create a sigil, you can use your bonus action to make it invisible to the naked eye, and it can only be uncovered with spells such as *detect magic* and *see invisibility* or by truesight. The first saving throw a creature makes against an invisible sigil is made with disadvantage.



# WARDEN

As a warden, you use your sigils to protect vulnerable sites or persons from destruction. Your sigils allow you to quickly heal allies and keep up defenses so none may trespass.

## FOUNDRY SPELLS

You gain the foundry spells at the sigilsmith levels listed.

### WARDEN FOUNDRY SPELL LIST

Sigilsmith Level	Spells
3rd	<i>bless, sanctuary</i>
5th	<i>aid, enhance ability</i>
9th	<i>beacon of hope, revivify</i>
13th	<i>death ward, stone skin</i>
17th	<i>greater restoration, wall of light</i>

## SIGIL OF VIGOR

At level 3, you learn the sigil of vigor (5 foot square), which does not count against the sigils you know. After you have placed this sigil, you may use your bonus action to heal a creature standing upon it with a number of d8s equal to your proficiency

modifier, after which the sigil dissipates. Once you have used this sigil twice, you cannot use it again until you have completed a short or long rest. The sigil lasts for 1 minute.

## GROUND OF SANCTUARY

At level 6, when an ally starts his or her turn on one of your sigils, they gain temporary hit points equal to your Intelligence modifier.

## SIGIL OF RESTORATION

At level 10, you learn the sigil of restoration (15 foot square or a 30 foot line), which does not count against the sigils you know. When you use your bonus action to activate the sigil, you heal all creatures standing upon the sigil for a number of d8s equal to your proficiency modifier. The sigil then dissipates. Once you have used this sigil, you cannot use it again you have completed a long rest.

## SIGIL OF VIM AND VIGOR

At level 14, for as long as you or one of your allies is standing upon your Sigil of Vigor, that creature has advantage on all saving throws against magical abilities and spells.



## SPELL LIST

### CANTRIPS (0 LEVEL)

Booming Blade  
Encode Thoughts  
Firebolt  
Green-Flame Blade  
Light  
Lightning Lure  
Mage Hand  
Magic Stone  
Message  
Mind Sliver  
Minor Illusion  
Mold Earth  
Prestidigitation  
Produce Flame  
Resistance  
Shocking Grasp  
Sword Burst  
Thunderclap

### 1ST LEVEL

Absorb Elements  
Alarm  
Catapult  
Detect Magic  
Earth Tremor  
Expeditious Retreat  
Feather Fall  
Healing Word  
Identify  
Illusory Script  
Jump  
Magic Missile  
Sanctuary  
Snare  
Silent Image  
Tenser's Floating Disk  
Thunderwave

### 2ND LEVEL

Arcane Lock  
Blindness/Deafness  
Blur  
Earthbind  
Enhance Ability  
Heat Metal  
Invisibility  
Knock  
Lesser Restoration  
Levitate  
Magic Mouth  
Misty Step  
See Invisibility  
Skywrite  
Spider Climb  
Warding Bond

### 3RD LEVEL

Blink  
Dispel Magic  
Erupting Earth  
Glyph of Warding  
Intellect Fortress  
Magic Circle  
Mass Healing Word  
Nondetection  
Protection from Energy  
Remove Curse  
Thunder Step

### 4TH LEVEL

Arcane Eye  
Compulsion  
Dimension Door  
Elemental Bane  
Fabricate  
Freedom of Movement  
Hallucinatory Terrain  
Leomund's Secret Chest  
Mordenkainen's Private Sanctum  
Wall of fire

### 5TH LEVEL

Antilife Shell  
Control Winds  
Far Step  
Hallow  
Legend Lore  
Passwall  
Skill Empowerment  
Teleportation Circle  
Wall of Force

