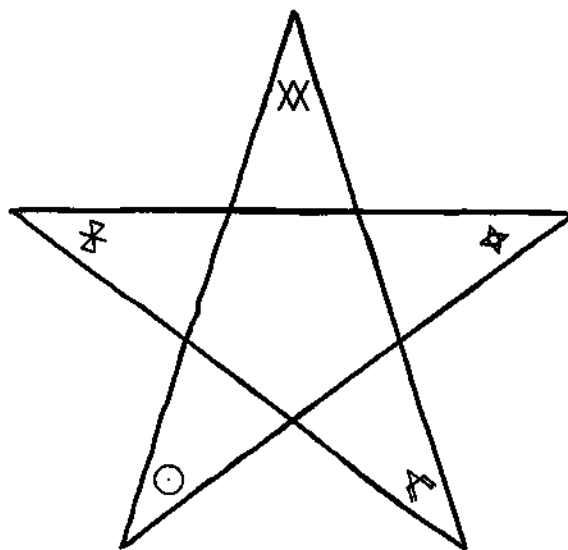


the powers of the pentacle

By James Norris



IN A fantasy world, chaos may seem the rule of life. But as always, life is founded on laws. The same is true for magic, and magic's law is the pentacle. As such, it is said that a mage can gain an understanding of magic, surpassed only by the denizens of the outer planes, by contemplating the pentacle's form. But unfortunately, while the pentacle is helpful in understanding reality, past, present, and future, it does little to clarify its own history.

While included in the oldest of mystical tomes, its origins are shrouded in antiquity. Indeed, this is odd because the pentacle forms the backbone of magic, like the other permanent glyphs ("permanent glyphs" is

used here to denote the difference between the magical symbols discussed here and those impermanent glyphs created by spells). As it does, it has long been studied and pondered. To ease this task though, the pentacle has

been formed into three aspects: the physical, the mental, and the scribed. However, before discussing the different aspects of the pentacle, a new form of magic manipulation needs to be covered.

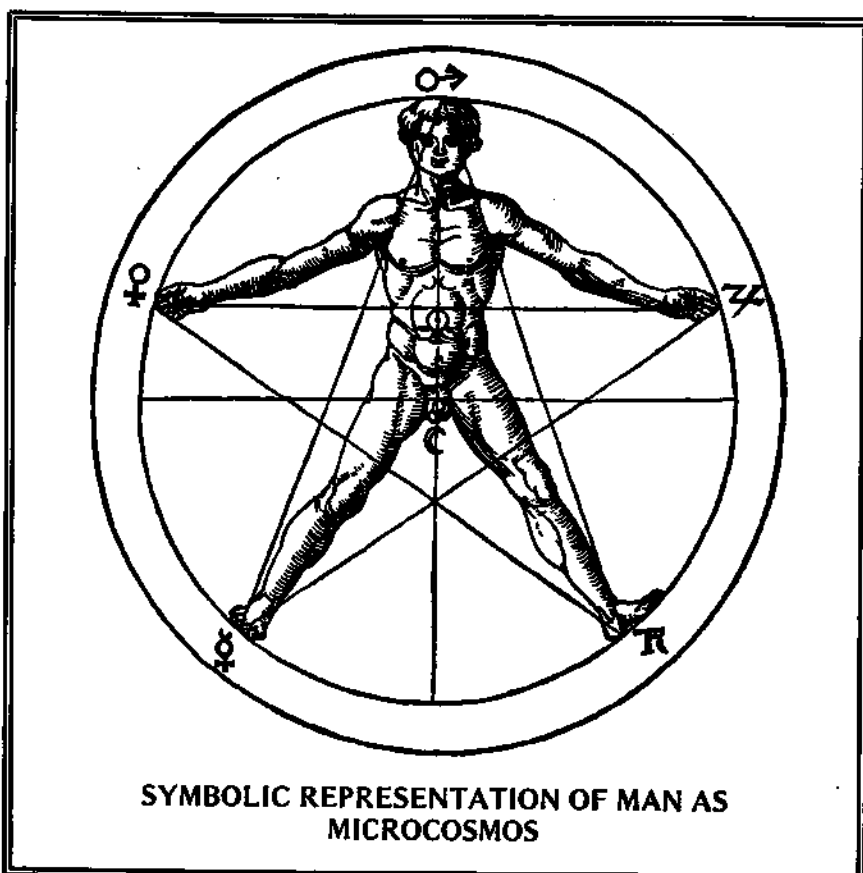
EXPENDING SPELL LEVELS

As the game stands presently, there is only one way for a mage to expend magical energy: casting a spell. In doing so, he or she channels energies from the different planes, and him- or herself, and directs it to form the desired spell effects. This process implies a great deal of manipulation of the natural forces to create the desired effect. However, it is not unreasonable to assume that there might be a use for the unaltered, an unmanipulated force known as magic.

The process of using "raw" magic is called expending spell levels. This process is used a great deal in the inscription of the permanent glyphs in this article, but this will be discussed later. It is also used in the day-to-day manipulation of these glyphs, and for now it will suffice to discuss how spell levels are expended.

Add up the total number of levels of spells the mage could cast in any twenty-four period. For instance, a fifth-level mage has a total of eleven spell levels; four first-level spells for four spell levels, two second-level spells for four spell levels, and one third-level spell for three spell levels. Added together, this totals eleven spell levels. With this knowledge, a mage can begin expending spell levels.

To do so, he or she simply states that this is his or her intent. The number of spell levels the mage expends is then deducted from his or her total. As a

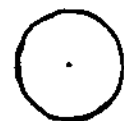


result, the number and level of the spells the mage can now cast is reduced. To determine which spells the mage will still be able to cast after any such expenditure, try to remove the higher level spells in order until the spells the mage can still cast matches his spell level total.

For example, say the fifth-level mage mentioned earlier expends five spell levels. This would leave him with only six for the next twenty-four hours. This means he could cast his four first-level spells and one second-level spell. Now if he were to expend one more spell level before the twenty-four hours were over, then he would have to give up one of his first-level spells.

THE PHYSICAL PENTACLE

As the basis and definition of magic, the pentacle's form has long been arranged to create the optimum primal responses. But of course, the intellectual response is also important, and therefore, magic has been categorized into the following realms: the Mind, the Body, the Physical Surroundings, the Planes of Existence, and finally, Magic. And having five Realms of Knowledge, the five-pointed star has been chosen as a framework for the realms. As implied, each Realm is a study complete unto itself.

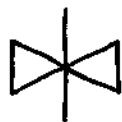


THE MIND, also the First Realm of Knowledge, is probably the most important factor to the working of magic. It creates, and at the same time is the ability to control magic. Therefore, its pursuit is given to an entire branch of magic-users whose concern is the mind. They seek to understand the mind's workings, abilities, and limitations. And as the mind is their prime interest, their magic is directed, for the most part, against the mind and its faculties. This branch of magic-users is known as the Illusionists. The glyph seeks to explain the centrality of the mind (the point), and its ability to expand its awareness and horizons (the circle).



THE BODY, and the Second Realm of Knowledge, is given to the study of mundane physicians and mystical healers. It is their task and goal to fully comprehend the body's function and reaction to all stimuli, whether they be good or ill, internal or external. But more than just the body, this realm includes all forms of animate, living matter, both plant and

animal. It is of this realm, therefore, that modern druids are members. The glyph represents a cup, or receptacle for the mind (the "V"), while the outer arms convey the feeling of strength and the shape of upraised arms.



THE PHYSICAL SURROUNDINGS (Inanimate Matter and Time) are taken as the Third Realm of Knowledge and the speciality of Alchemists. This is the study of the composition of the "tangible reality." This realm contains all known lore on inanimate matter, time, and the interactions thereof. The glyph seems to illustrate the interaction of the plane of physical existence (the line) and time (an hourglass on its side or perhaps a stylized infinity).



THE PLANES OF EXISTENCE are chosen as the Fourth Realm of Knowledge and the specific Realm of Astrologers. It is the laws that govern these planes, their interaction, and the science of traveling through them that interests Astrologers. It is interesting to note that the term Astrology has been corrupted by the uneducated masses to the modern meaning and applied to the mystical study of the stars and planets; it is from the first "intangible reality," the Astral Plane, that the word astrology was originally derived. It is also interesting to note that after the discovery of these alternate planes and the beings who inhabit them, a group of Astrologers split away from the rest to form the Clerics and to serve these new beings. The glyph indicates that all planes are equally valid (the identical equilaterals) and all have some common intersection (the intersection of the equilaterals, when rounded off, forms a circle and thus represents the expanded mind).



MAGIC is the Fifth Realm of Knowledge and is the concern of all. For it is through magic, which is both the action and energy manipulated by the mind, that the other Realms are studied. And yet, there are those who study the energy itself: its sources, its manipulation, and its natural effects on reality. The glyph, unlike the others, does not seem to have any discernible implications except perhaps that magic is totally neutral. This allusion is drawn from the assumption

that the symbol for good (V) and the symbol for evil (X) are combined in this glyph.

These symbols, the star and glyphs, and their arrangement are all extremely important. In fact, there is only one known effective arrangement for the pentacle. Why this is, no one is now certain. Regardless, the pentacle's uppermost point contains the glyph of magic, and continuing in the clockwise direction, the next contains the glyph of the Planes, the next contains the Body, the next contains the Mind, and the last contains the Physical Surroundings. It is theorized, however, that the reason for such an arrangement is made clear when one takes each point as the vertex of a triangle and the opposite glyphs as the vertices completing the triangle.

THE MENTAL PENTACLE

These triangles are called Thaumaturgic Triangles because they are a magical interpretation and description of reality. As a thought exercise, the only power Thaumaturgic Triangles have is to increase one's understanding of reality. But if scribed, they are capable of creating several physical and psychic effects. However, many of the potential powers of the triangles have been lost in past generations; one does not even have known physical operations. Fortunately though, even if some of the mundane uses of the triangles have been forgotten, the significance of their arrangement has not.

As one follows the lines of the pentacle from a specific point, one finds the basis of that Realm's power: the two Realms that oppose it. In this sense, however, "oppose" is a poor choice of wording. For these two Realms do not oppose, they support. As the lower blocks of a pyramid support the apex, so do the Base Realms. It is their interaction and existence that makes the existence of the Apexal Realm possible.

It is important not to lose sight of how the triangles are generated, though. While it is true that each triangle can stand on its own, it is not wholly complete in and of itself. The Realms are more entwined and interlocked than an individual triangle can demonstrate. Indeed, while Magic and the Planes of Existence may be the Base Realms of the Mind, both Magic and the Planes have base Realms. Thus, the pentacle is the only complete description of Reality. This is

not to say, however, that the Triangles are any less important.

The interactions demonstrated by the Triangles are extremely important. This is because if one desires to alter one specific Realm of Reality, one must first alter the Base Realms of this specific Realm. This alteration is then propagated through Reality and causes the desired effect. This process is the one followed during the casting of everyday spells as well as Triangle manipulation.

As in the casting of spells, which effect an area specified by their individual area of effects, a Thaumaturgic Triangle can be made to effect the reality within its confines. When scribed, the triangle attunes itself to its contained reality, and establishes a rapport between itself and its reality. The net effect of this rapport is that what happens to the power levels of the Triangle's Realms is reproduced proportionally in the objects and space within the triangle's boundaries. But the specific effects of this rapport varies from triangle to triangle, as does the relationship between its Apexal and Base Realms; each triangle will be discussed separately.

THE TRIANGLES



Apexal Realm: Mind
Base Realms: Planes, Magic

The first of the triangles explains the mind. Supported by the Planes, it is within the Planes that the mind resides, both in life and death. During life, the mind exists on the Prime Material Plane and in death the mind makes its final journey to its alignment plane. Magic empowers the mind to make the leap from blind instinct to intuitive and psychic endeavors. It is this ability that separates man (and the demihumans as well as most magical creatures), from the ani-

mal. And it is from this relationship that the saying, "Magic makes magic possible," gains its validity. However, there are those who would argue that magic and the mind are one and the same. That is to say that each individual mind is but a component of a greater collective intelligence. They would continue by saying that it is from this collective intelligence, not some external and unrelated force, that one draws upon when one casts a spell. Regardless of the debate, this Thaumaturgic Triangle has several known uses when dealing with the mind.

One of the uses of this triangle is to weaken the mind and thus make probes and control easier. By expending one spell level of power, the mage can shift the triangle's equilibrium so as to deprive any sentient entity within the triangle of up to 50 Psionic Ability points or 3 Wisdom points. If psionic ability exists, it must be reduced to zero before Wisdom can be negated. Either way, when the entity's Wisdom is reduced to zero, then the entity is no longer capable of physical action (this includes the casting of any spell that produces physical effects) and can be probed (questioned) with no possibility of refusal or deception. If one-half the entity's Wisdom is further negated, then it becomes an automaton under the complete control of the mage. At this level the individual's mind still has enough contact with the body to maintain its necessary functions of respiration and metabolism. But if a number of spell levels equal to the entity's Wisdom are further expended, the mind will be so fully isolated from the body that it can no longer maintain even these necessary function and the body dies. At this point, one of two things can happen.

The most likely occurrence is that the

mind will begin its journey to its alignment plane. In this instance, the character can be resurrected, but there is no System Shock check because the death has been uniquely non-violent. However, there is a far more interesting possibility at the time of death.

If the controlling mage desires to, he may further expend a number of spell levels equal to one-third of the entity's Wisdom. If done, this will bind the entity's intellect and soul to the triangle. For one round per the difference between 18 and the entity's Wisdom, the entity will be stunned and unable to act in its own behalf. After this period, however, the entity will thereafter act as though it were still a whole and living being. The only restriction on it is that it cannot leave the triangle without the mage's permission. Once this freedom is granted, it cannot be revoked by the controlling mage except by magical methods that would normally hold incorporeal creatures.



Apexal Realm: Body
Base Realms: Magic, Physical

The second of the triangles deals with the body or any living matter. Supported by the Base Realms of Magic and the Physical Surroundings, it is the conclusion of this glyph that magic gives inanimate matter that special quality of life. The will to survive, reproduce, and the phenomena associated with life are made possible by the union of these two Realms.

If this train of thought is followed to its logical conclusion, then it would seem to imply that this triangle could somehow create life from inanimate matter. However, no mystical text known at this time includes a formula or anything resembling a process through which this might be achieved. Certain texts do state quite specifically though, that while it might seem that this triangle could also be used in the animation of undead, that this is impossible as the undead are not living, they merely mimic life.



Apexal Realm: Physical
Base Realm: Body, Planes

In this triangle it is the interaction of the Body and the Planes that creates the Physical Surroundings. The body has substance, and yet its surroundings are given meaning by an insubstantial mind. The mind on the other hand resides in the Planes and must redefine its surroundings into substantial terms

Pentacle. A five-pointed star, or five-sided figure, used in sorcery as a talisman against witches, etc., and sometimes worn as a folded headdress of fine linen, as a defence against demons in the act of conjuration. It is also called the *Wizard's Foot*, and is supposed to typify the five senses, though as it resolves itself into three triangles, its efficacy may spring from its being a triple symbol of the trinity.

—*Brewer's Dictionary of Phrase & Fable*

if the senses of the body are to have any meaning. Thus, the body creates a need for physical reality and the Planes are the realm from which the Physical Surroundings are derived. It is this very tendency, or the weakening thereof, that gives this triangle its prime use.

In practice, this triangle is used as a Teleportation Portal. Like the common spell, Teleport, these devices are somewhat limited but not nearly as costly in the long run. An expenditure of but one spell level is needed to teleport one, but the mage must be familiar with the portals at both ends of the trip. This familiarity should be measured in the same manner as familiarity is measured for the standard spell. If the mage fails (either high or low) the familiarity check, then the attempt fails because either he failed to "lock-on" to the destination triangle, or it was in use at the time. In the case of failure, the energy expended to make the teleportation is lost and another spell level must be expended if a second attempt is desired.



Apexal Realm: Planes
Base Realms: Physical, Mind

Just as the third triangle defines physical space in terms of the physical body and psychic space, the fourth triangle explains that psychic space results from the mind's analysis of physical space. Since it is an insubstantial entity, the mind attempts to redefine the impressions it receives from the body into terms that more closely resemble its state. And as the third triangle is used for traveling in the physical dimensions, the fourth is used for moving between the planes.

When used to transport individuals from the Prime Material to the outer planes, one spell level must be expended for each plane traveled across. Transfer is instantaneous and once completed, the triangle closes. The triangle does not, unlike the Teleportation Triangle, require another triangle at the other end of the journey to operate. This does not mean, however, that traveling through this triangle is a one way trip. At the moment of transfer, a link is created between the mage and the triangle. This link allows the mage to reopen the triangle, and more importantly, to find it once it is left behind. The link has no range limitations, and to the mage who manipulated the triangle, the link is clearly seen without any magical aid. How-

ever, others may also see the link by casting a Detect Magic on the mage. Those who do so will also clearly see the link and are free to use it as the mage can. The link cannot be destroyed by any means short of Wishes or destroying the triangle that created it.



Apexal Realm: Magic
Base Realms: Mind, Body

This triangle is perhaps the most important triangle of all, for it shows that it is the interaction of the body and mind that creates magic. They allow for both the action and the energy called magic. The action is, of course, the actual casting of spells. The somatic gestures and the channeling of the necessary energies would be impossible if either the mind or the body were not present. The energy, the actual physical force of magic, is created by the actual interaction of the mind and body. The mind tends to seek its natural level, or its alignment plane. The body, however, requires it to remain on the Prime Material. It is the force that binds the mind to body, that we call magic. And even as this triangle is the most important triangle intellectually, it is also the important triangle for its physical operations; this is the Demon Cage.

It is into this triangle that denizens of the Outer Planes are summoned. That is to say, using any of the possible summoning or Gate spells, a demon or devil can be summoned directly into this triangle. Once the summoning spell is completed, the summoning mage gains a great deal of power over the summoned creature. This power is due to the fact that as the being materializes, it is forced into rapport with the triangle's energy patterns. This allows the mage a great deal of bargaining power over the being as the mage may shift the balance of the triangle's realms.

By shifting the equilibrium to Magic, the mage can deprive the creature of physical power. To do so, two spell levels will negate one level (this includes attack ability and hit points). These spell levels can only be applied two per round. The purpose of such a process is that at the end of each round the creature can be commanded, by its oath, to perform a required task. The being's response to such a command is then determined by rolling percentile dice and comparing the result to the percentage of levels that it has lost. If the roll is greater than this percentage, then the creature has

not yet been persuaded. If however, the roll is less than the number of lost levels, then it will agree to perform the task to avoid losing further levels. Such supplication does not endear the creature to the mage, though, and does not prevent it from seeking to pervert the wording of the task. However, not many beings would remain and have themselves weakened thusly if it were not for the Demon Cage's more literal application.

As its name implies, it also acts as a prison for creatures from the Outer Planes. When it is originally scribed, which will be discussed later, the size and power of the being to be summoned must be considered. As far as size is concerned, the being must be able to physically fit within the triangle without touching its perimeter. In doing so, for any reason, the creature will cause itself intense pain. The exact pain will be the loss of one hit point for every spell level the triangle exceeds one-tenth of the being's magic resistance. If one-tenth of the being's magic resistance exceeds the triangle's spell level, then the creature will still suffer one hit point of damage per spell level of the triangle, but the triangle will also be shattered. When a triangle is shattered, the Demon Cage is no longer capable of constraining or damaging the being, thus the being is free to return to its home plane. If the creature has lost levels to the triangle though, returning home is hardly desirable.

The reason for this is that such losses are permanent so long as the triangle is not damaged further. In fact, these losses are permanent no matter how the creature gains its freedom. It is common practice, therefore, to promise the return of the being's lost levels as partial payment for the required task. To do so requires one round but the creature must re-enter the Cage. If, however, the creature is unhampered for one round per spell level of the shattered triangle, then it will be able to desecrate the triangle and regain its lost levels. The area of the triangle will then radiate evil discernable by a Detect Evil spell for one day per level of the summoned being.

Indeed, this is a powerful triangle. And yet, it has one more use, which incurs the greatest risk, and only the most powerful and darkest mages will hazard it. If the mage reduces the confined creature to zero levels, its body will dissipate and the creature's mind

will be bound to the triangle. As a result, the mage will gain a telepathic link with the creature that will empower the mage to use any of its abilities as often as the creature could, without cost to himself. These abilities include all the powers due to the creature because of its class and species.

In addition, once per week the mage can cause the creature/triangle to serve as a Contact Another Plane spell. The effect is the same as casting the spell, except the mage need not actually cast the spell nor expend any energy to do so. Also, there is no chance of insanity for the mage, but not many creatures are going to take lightly the fact that one of their kind is being treated thusly, regardless of alignment.

Finally, the creature can also be forced to act as a sentry for the area in the immediate vicinity of its triangle. This area includes any area to which the creature's natural senses would extend under normal circumstances. To gain this service, the mage must state, while in the presence of the creature/triangle, what powers it may use to meet this task. At the same time, the mage will lower certain portions of the triangle's power that would normally prevent the creature's powers from extending outside the triangle. The creature/triangle will now be able to ward the area surrounding its triangle as well as being able to attack the mage. For this reason the mage should use extreme caution while commanding the creature in such a manner.

One last word on this triangle: while the description of this triangle has dealt with those denizens of the Outer Planes whose alignments are evil, ancient tomes hint that perhaps these are not the only beings subject to this triangle's powers. While not giving specific examples, these texts imply all beings who hail from the Outer Planes can be subjected to the rituals described herein. However, to practice such magic upon any minion of good is certain damnation. It is also hinted that the loss of levels is not an effective bargaining tool against those of good alignment.

THE SCRIBED PENTACLE

The Thaumaturgic Triangles are not the only devices that create unique effects within their boundaries, however. With all the triangles interlocked within it, the pentacle creates a highly desirable environment for the memori-

zation and casting of spells. This effect is achieved through the infusion of the mage's individual psyche into the space within the pentacle. The pentacle's actual purpose is to maintain this infusion and to prevent it from dissipating. It is then the concentration of the mage's psyche and the spell levels expended to scribe the pentacle that determine to what extent the pentacle will enhance different magical operations.

For a lack of better wording, this concentration is the pentacle's personality. This does not imply that the pentacle is in any way sentient, nor does it imply that the pentacle is capable of independent action. Regardless, the personality of a pentacle is the ratio of spell levels expended over the mage's Charisma. Usually much less than one at the time of inscription, this ratio is the fractional increase of a spell's range, duration, and area of effect if cast from inside the pentacle. As for memorization, the pentacle's personality also reduces the amount of time necessary for meditation by the same amount that it increases spell aspects. However, personality level notwithstanding, the amount of rest required for recovery (page 40 of the *Dungeon Masters Guide*) is never less than one hour per level of spell. And if this reduction is to be gained, the entire rest period must be spent within the pentacle. Memorization time is likewise reduced ultimately to one segment per level of spell, and this time must be spent solely within the pentacle. Increases in spell aspects and reductions in rest and memorization times are not the only manifestations of a pentacle's personality, though. The personality of a pentacle is highly individual and corresponds very closely to the personality of the mage that inscribed it. As a result, any given pentacle is responsive and useful only to the mage who inscribed it. This does not mean, however, that a pentacle's personality cannot be adjusted.

To do so, a mage must expend one spell level for each point of difference between the original mage's Charisma and the new mage's level. If the new mage's level exceeds the old mage's Charisma, then he need not expend any energy as he can compensate for the differences in psyches. Regardless, once the personality of the pentacle is compatible with the new mage's psyche, he may use the pentacle as

though it was he who inscribed the pentacle.

THE CIRCLE OF PROTECTION

The last of the permanent glyphs is the circle of protection. Unlike the other glyphs, it has no true intellectual implications or a discernable relationship with them. However, it is now theorized that the circle of protection is an extension of the spells Protection from Good/Evil and the various Globes of Invulnerability. If this is truly how this permanent glyph was developed, none know for certain. It is certain though, that the circle of protection is a powerful ward against magic.

To explain further, the circle can deflect magic directed against both it and those within it. To be exact, the circle can completely deflect any spell whose sum of levels does not exceed the total number of spell levels used to inscribe it. For example, a circle with six spell levels could deflect up to third level ($3+2+1=6$) spells, two second level ($(2+1)+(2+1)=6$) spells, or any combination of spells whose sum total of levels do not exceed its spell level. If, however, a circle's spell level is exceeded during any one round by a spell (or spells) directed against it, there is a chance that the circle will be shattered.

This chance is the percentage by which the circle's spell level is exceeded by incoming spells. If this percentage or less is rolled on percentage dice, then the circle is shattered. As a result, each spell level by which the circle is exceeded is applied to each and every object within the circle as one hit point of damage. There is a way to protect the circle from shattering though.

To protect a circle, a mage (not necessarily the one who inscribed the circle) must be within one foot per level of his ability. If so, he can expend up to one spell level per his level to protect the circle per round. This added protection will last no longer than one round per the level of the mage's ability; at the end of this time all added levels will dissipate. However, if the circle is shattered while reinforced, then the reinforcing spell levels are also added to the damage done to each and every object within the triangle.

COMBINED GLYPHS

When the circle of protection is inscribed about the pentacle such that

the points of the pentacle lie on the circle's circumference, then the permanent glyph created thusly is called a pentagram. The particular advantage of this arrangement is that the circle gains thusly the ability to deflect not only magic, but also the intrusions of the other four Realms of Reality. The exact properties of the circle are as follows:

FIRST REALM: A mage within a pentagram (the pentacle/circle combination) could cause all psychic actions directed against him to act as if there were a Mind Bar protecting everything within the pentagram.

SECOND REALM: By expending two spell levels, a pentagram could be made to repel any living, corporeal creature weighing no more than one hundred gold pieces per spell level expended to scribe the pentagram.

THIRD REALM: By expending three spell levels, a mage can cause a pentagram to bar the intrusion of any inanimate object not weighing more than one hundred gold pieces per spell level of the pentagram.

FOURTH REALM: If a mage expends four spell levels, then the pentagram can be caused to create one of two possible effects. First, the pentagram can repel anything of an extra-planar nature as per the restrictions for living and inanimate objects. Second, the effects of the pentagram can be caused to extend to the Astral or Ethereal Planes. When used in this fashion, the pentagram will function on these planes for one round per spell level used to inscribe the pentagram. During this time, the pentacle will repel anything of an extra-planar nature as in the first case except that each round the pentacle will be able to repel one hundred gold pieces in weight less than the round before. It will also allow all within the pentagram to view these planes as though they were actually on the Astral or Ethereal Plane. Only one plane may be viewed per round and one spell level must be expended to switch from plane to plane. However, while the occupants are subject to the effects of anything they might see, they are not actually in the Astral or Ethereal Planes. As such, if they leave the pentacle's confines during this function's effects, they will be stunned for 1-10 rounds and find themselves back in the pentacle's normal surroundings. This function can only be used once per day.

FIFTH REALM: The functioning of the pentagram concerning this realm is no different than a circle of protection standing on its own. However, the two glyphs are considered to be one in every way, and thus, the total number of spell levels used to inscribe each of the individual glyphs may be drawn on by either glyph at any given time. Also, if the circle is shattered, then so is the pentacle and the power of both is used to determine the amount of destruction within the pentacle.

Obviously, the number of different possible combinations of the several permanent glyphs is quite great. While most of these possible combinations will have no appreciable effects, experimentation should be encouraged. Of particular interest to player-characters might be the construction of magic items using different combinations of Thaumaturgic Triangles. While many such attempts will be fruitless, even quite hazardous to the manipulating mage, some noteworthy success might be enjoyed.

INSCRIPTION OF THE PERMANENT GLYPHS

The inscription of the permanent glyphs is a long and involved process. While total privacy and isolation are not required, constant interruptions are undesirable. The glyphs must be drawn on a solid, flat surface, preferably stone. The surface must be clean but any other preparations are left to the gamemaster. Care should be taken that any components be fairly easy to come by, for the pentacle and circle of protection are meant to be used by the lowliest of magic users.

The actual inscription of any glyph will require one hour per square foot of area to scribe. During this time, a mage will only be able to expend one spell level to be used in the scribing process. And while the pentacle has no such requirement, the triangles and circle require at least one spell level per square foot to operate. However, the triangles, unlike the circle, will operate no differently if this minimum spell level total is exceeded. It is important to note though, that while the triangles and circle will not operate while under their minimum spell level requirements, the scribing mage need not expend a spell level for every square foot he scribes at the time of scribing. Instead, the mage may, at any time, increase any of the permanent glyph's spell level totals by expending up to no more than two spell levels per hour.

FINAL NOTES

It is obvious that these permanent glyphs can be exceedingly powerful. Several interesting devices and magical items that deal with the permanent glyphs can be created to enhance them and secure them within any specific world. And for those readers who are interested but do not have the mathematical background to figure out the trigonometry involved, the dimensions of the different permanent glyphs are as follows:

Glyph	Area
Pentacle	0.33 sq ft/ft of entire side
Triangle	0.15 sq ft/ft of major side
Circle	3.14 sq ft/ft of radius

□



TOMASIC