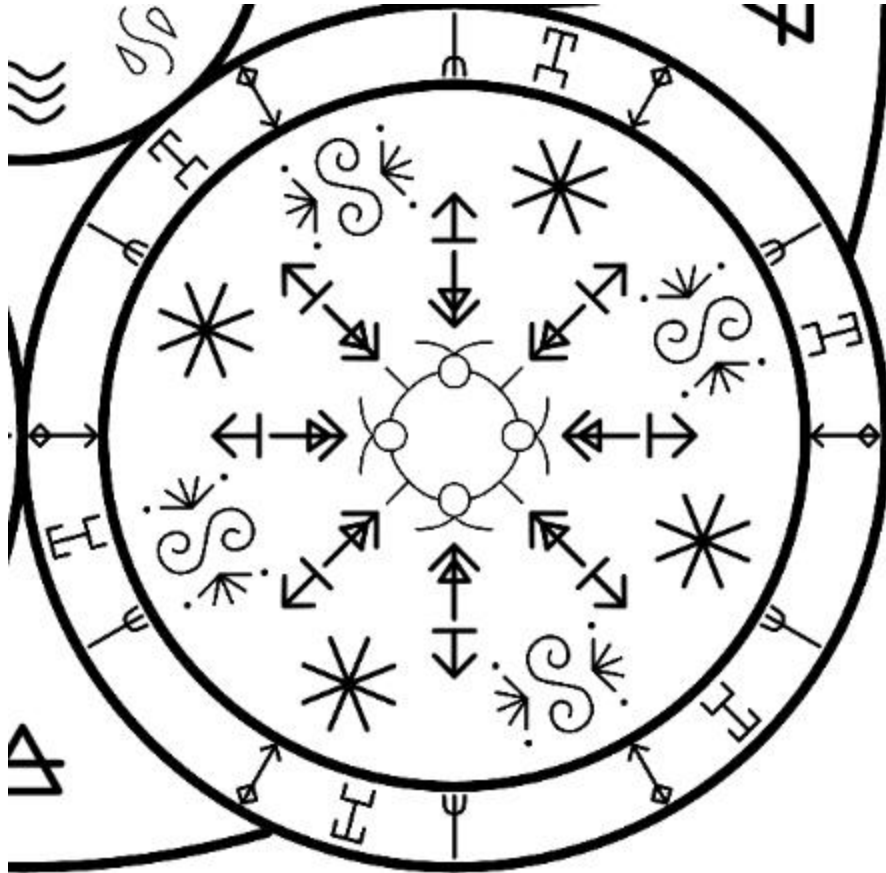
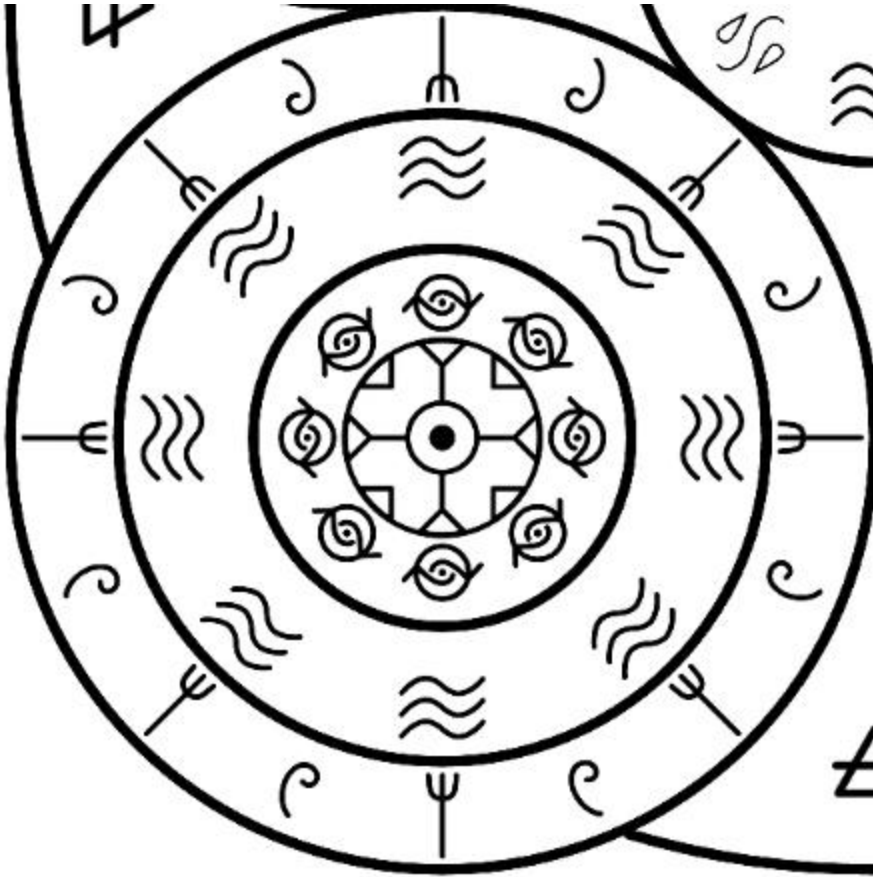


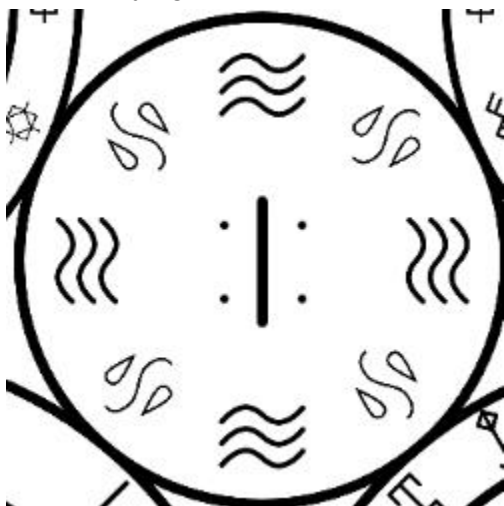
I don't think I need to explain the effects of this spell too heavily. In practice, whatever object or being this spell is drawn or tattooed onto becomes a puppet to the person who tattooed or drew the seal. The puppet is immediately physically enhanced, wrapped in an illusion that makes it look humanoid, and allows the user to manipulate it in 3d, including flight. The effect is temporary but can be redrawn. It might last a year at most before the energy of the ink fades. I'll highlight each nested seal and explain it.



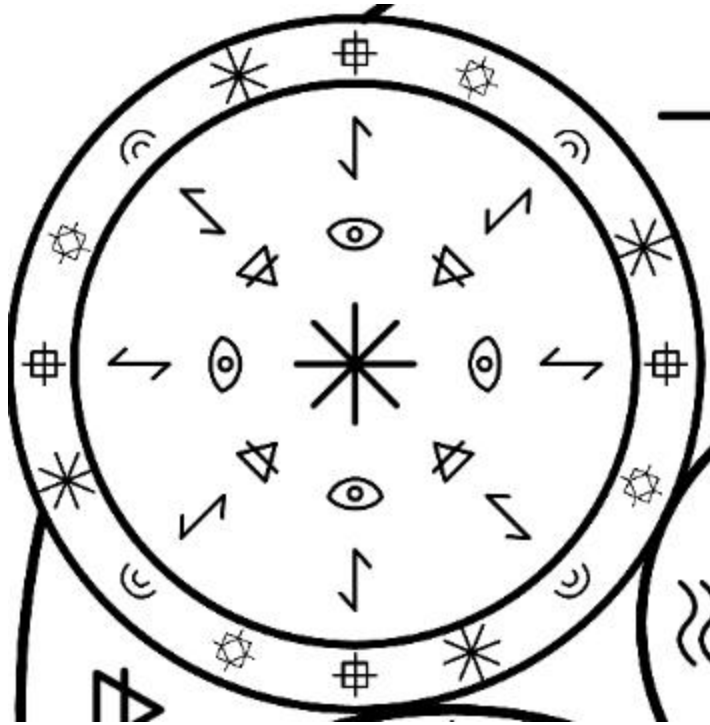
This is the main, most important seal. It allows the user to control the puppet precisely. The central sigil is a puppet sigil, allowing conscious thought to control the puppet, surrounding by various pulling and levitating signs. It has vision signs to allow you to see through the puppet and wind signs as those are typically paired with the puppet sigil to allow the object to be moved. Added Sights Set signs give more conscious control, entwine sigils enforce the magic through the object, and glaive sigils allow it to effect the deepest layers of the puppet's being.



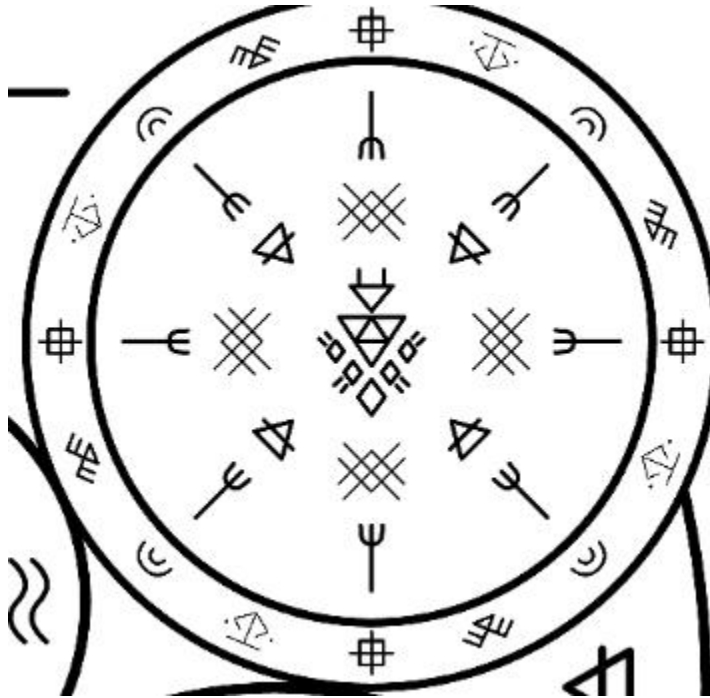
Nearly as important, the sustaining seal. This has a time stop to prevent rot and decay, stability and purify signs, repeat signs, and glaive signs. In practice, it keeps the puppet and the magic from decaying.



I wasn't sure if magic makes some sort of heat when used, so I added this. Just something to keep the ink stable for as long as possible. Just a cooling sigil with some water (Ink) signs and stability glyphs.

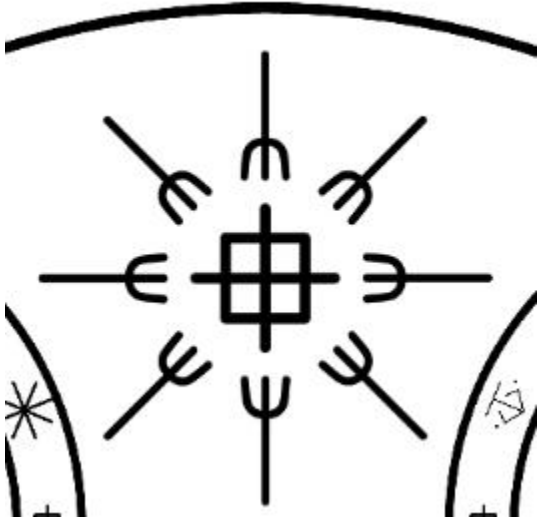


Illusion seal. With a central vision sigil surrounded by eye signs and bend signs, this is the same format illusion magic uses to create magic. The window signs ensure it replicates the user's body instead of a vague humanoid form and the inverted radial signs strengthen the illusion. The light signs indicate the manipulation of light.

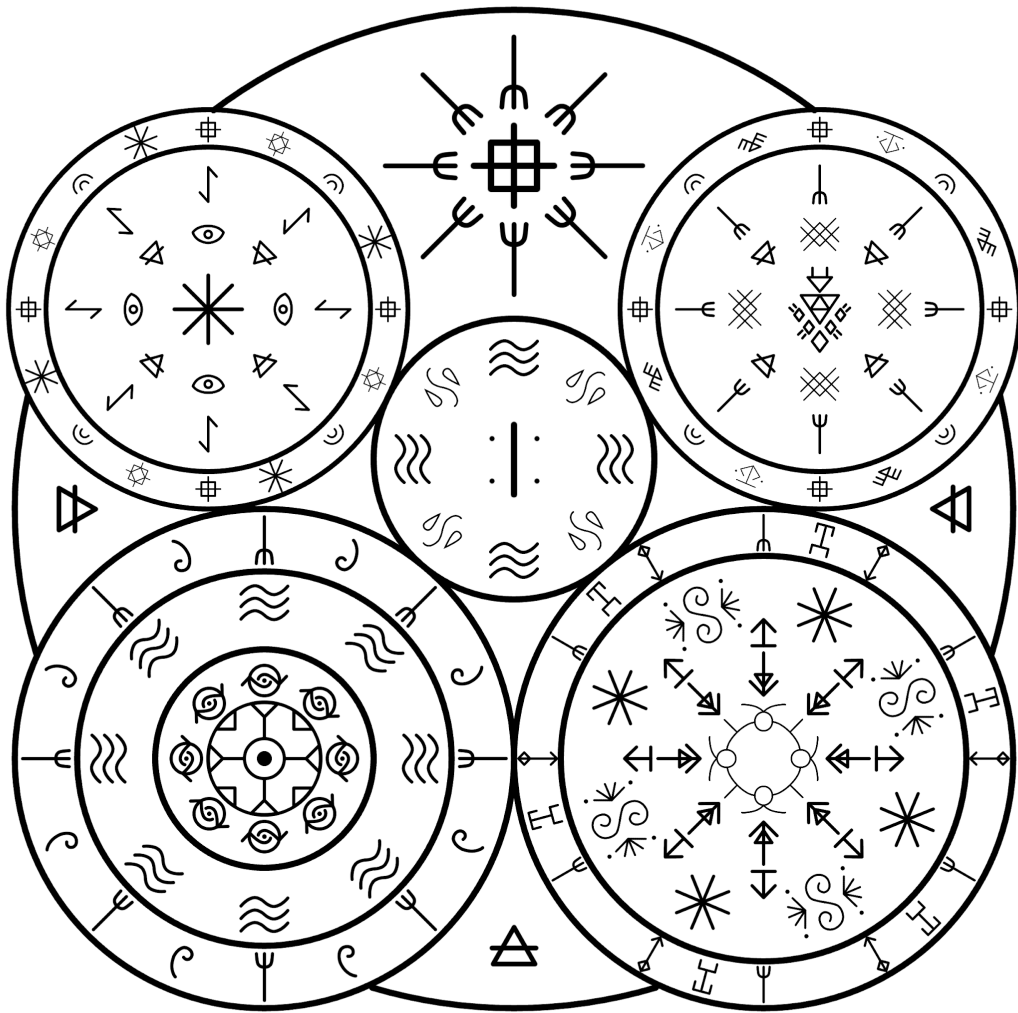


This is the enhancement seal. It, when applied, transforms the object and the surrounding illusion into hardened, crystalline rock. These rocks are linked together with bind signs. I used the scalewolf sigil because it is the closest thing to a transformation sigil that I knew of. It's

surrounding in strengthen signs, crystal signs, glaives, and various enhancing and binding glyphs.



This one is a final measure to ensure it affects the whole object and only targets the object. A window sigil with glaive signs around it.



With all the different rings, I'm going to specify it would likely be the outer ring that needs to be completed to activate the spell.