

# WARDING LORE

“All peoples of Middle-Earth put small enchantments and blessings on their homes and buildings. Even kindreds like the Hobbits, who are not sure they believe in magic, take a few routine precautions to ward of the supernatural and ensure the luck of the house. The Dúnedain and Elves, with millenia of lore to draw on, use very sophisticated techniques to strengthen their constructions and protect them against the age-old evils that trouble the land.”

— The Shire, ICE Middle Earth Realm Module

The Warding Lore skill is usable to detect and identify magical wards. It is also used to *create* magical wards and there are two options at handling this. (1) the GM decide that only spell users with knowledge of the Open Essence or Channeling Base list Warding Ways may create magical wards or (2) he decide that every skill rank in Warding Lore skill equals one level of knowledge from the Warding Ways spell list.

For more information about wards, see the Warding Ways spell list.

■ This symbol followed by a decimal number indicate the time multipel for the maneuver of creating the ward. The normal creation time equals ((spell level x 5 hours) minus casters number of skill ranks) x the result from the static maneuver table. If the final result is less than one hour, treat it as one hour.

Example: Zedacus Sûl Zurendon, a 10th lvl wizard of the First Order, with 22 skill ranks (and +125 total bonus) in Warding Lore wish to create a Ward III, a 6th lvl spell. That would take normally take him  $6 \times 5 = 30$  hours, minus his skill ranks = 8 hours. Zedacus rolls 61 with a total result of 186 and looks in the Absolute Success column, noticing a time factor of 0,8. It will take him  $8 \times 0,8 = 6,4$  hours to create the Ward III.

## Warding Lore Static Maneuver Table SM-10.1.5

<b>-26 down Spectacular Failure</b>	■ 2.0
If you continue this sloppy your days as a wizard nears an end. In twice the regular time you believe that you have identified/created the ward, but you have failed. If you created a ward it will do the opposite from what it was supposed to, i.e weaken a house instead of strengthening it or draw spirits to it instead of warding them off. Someone is in for a surprise!	
<b>-25 – -04 Absolute Failure</b>	■ 1.0
You do not realise your failure until you have used the full regular time. A tip, learn first, carve later!	
<b>05 – 75 Failure</b>	■ 0.5
Halfway through your effort you realise that this task is beyond your skills. You may try again only after contemplating your failure for at least 24 hours.	
<b>UM 66 Unusual Event</b>	■ 0.25
<i>Ignore this result on attempts to identify wards.</i> When you carve or hew the physical part of your ward, the chisel suddenly slips and break lose a large part of material. In wonder you stare at the result. A symbol appears at the tip of your mistake and it has a meaning... The GM decide what mysteries you have unraveled.	
<b>76 – 90 Partial Success</b>	■ 1.25
This will not work. Or will it? You have the choice of aborting the task now (at half normal time) or continue and roll again. If you fail your second roll (i.e not reaching at least Near Success) the ward creation/identification have failed.	
<b>UM 100 Unusual Event</b>	■ 0.5
You identify/create the ward with unequaled skill. All further attempts to identify or create this type of Ward have a +20 bonus.	
<b>91 – 110 Near Success</b>	■ 1.25
You successfully identify or create the ward by using some extra time.	
<b>111 – 175 Success</b>	■ 1.0
You create or identify the ward within the normal required timeframe. Good work!	
<b>176 – 300 up Absolute Success</b>	■ 0.8
You identify/create the ward using only 80% of the normally required time. Any further attempts at working with this specific type of ward have a +10 bonus.	
<b>301 up Remarkable Success</b>	■ 0.5
You are a true artist, a crafter of great reknown! In half the normal time you have created a ward that is twice as effective (chose one parameter that is doubled, i.e level, penalties, area of effect or so on). You receive a permanent +10 bonus on any further attempts at creating wards!	