

## Open Channeling 2.1.11

### WARDING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Ward I	Varies	P	touch	F(m)
3)					
4)	Ward II	Varies	P	touch	F(m)
5)					
6)	Ward III	Varies	P	touch	F(m)
7)					
8)					
9)	Ward IV	Varies	P	touch	F(m)
10)					
11)					
12)	Ward V	Varies	P	touch	F(m)
13)					
14)					
15)					
16)	Ward VI	Varies	P	touch	F(m)
17)					
18)					
19)					
20)	Ward VII	Varies	P	touch	F(m)
25)					
30)					
50)	Ward True	Varies	P	touch	F(m)

**2. Ward I** — Caster creates one ward with a chosen effect from the 'Effects of Ward I' list below. The creation time of the ward depends on a static maneuver roll modified by the Warding Lore skill bonus (see the skill for maneuver table). The normal area of effect for a ward is 20' in the direction it faces, but the creator may change this to 20'R (x1,5 time factor) or 40' direction (x1,5 time factor).

**4. Ward II** — As *Ward I*, except caster can chose from the 'Effects of Ward II' list below.

**6. Ward III** — As *Ward I*, except caster can chose from the 'Effects of Ward III' list below.

**9. Ward IV** — As *Ward I*, except caster can chose from the 'Effects of Ward IV' list below.

**12. Ward V** — As *Ward I*, except caster can chose from the 'Effects of Ward V' list below.

**16. Ward VI** — As *Ward I*, except caster can chose from the 'Effects of Ward VI' list below.

**20. Ward VII** — As *Ward I*, except caster can chose from the 'Effects of Ward VII' list below.

**50. Ward True** — As *Ward I*, except caster can chose from the 'Effects of Ward True' list below.

### SPECIAL NOTES

1) A GM wanting non-spell users to be able to create wards may chose to let each skill rank of Warding Lore represent 1 level of knowledge of this list (i.e a character having 12 skill ranks of Warding lore may use up to 12<sup>th</sup> lvl of Warding Ways spells). In this case the creator need not spend power points to create the wards.

2) A ward is a combination of magic and craft. It must be crafted in some way (i.e hewn in stone, cut into wood) and also enchanted by a spell from this list to have power.

3) The time to create a ward is subject to the creators skill in Warding Lore as well as the complexity of the ward. Normal time is ((spell level x 5 hours) minus casters number of skill ranks) x the result from the

Warding Lore static maneuver table. If the final result is less than one hour, treat it as one hour.

4) Some wards require a resistance roll (RR) to be made. Such wards are resisted at the same level as the creator has number of skill ranks in Warding Lore (at the time of the creation).

### EFFECTS OF WARD I

**Protection against Fire (I).** The area is protected against fire. All fires within the area of protection will be hampered by 20%. RR's against fire within the area receive a +5 bonus.

**Protection against Destruction (I).** The area is protected against destruction. All material within the area of protection will withstand physical damage 20% better than normal.

**Warding against Animals (I).** The creator must chose a species of animals (i.e birds, rodents, felines, canines etc). The chosen species will be discomfited by the ward and not willingly enter the area, unless a stronger power drives them in that general direction (i.e forest fire, a control spell, a predator etc).

### EFFECTS OF WARD II

**Protection against Fire (II).** The area is protected against fire. All fires within the area of protection will be hampered by 30%. RR's against fire within the area receive a +10 bonus.

**Protection against Destruction (II).** The area is protected against destruction. All material within the area of protection will withstand physical damage 30% better than normal.

**Warding against Animals (II).** The creator must chose a species of animals (i.e birds, rodents, felines, canines etc). Any member of the chosen species must make a successful RR to be able to enter the area.

**Warding against Spirits (I).** Spirits (sometimes called Faeriës) will be discomfited by the ward and avoid the area unless forced by a greater power (i.e a summons spell).

### EFFECTS OF WARD III

**Protection against Fire (III).** The area is protected against fire. All fires within the area of protection will be hampered by 40%. RR's against fire within the area receive a +15 bonus.

**Protection against Destruction (III).** The area is protected against destruction. All material within the area of protection will withstand physical damage 40% better than normal.

**Warding against Animals (III).** The creator must chose a species of animals (i.e birds, rodents, felines, canines etc). Any member of the chosen species must make a successful RR (at -10) to be able to enter the area. Even if they make their RR they will be discomfited and will not stay long.

**Warding against Spirits (II).** Spirits (sometimes called Faeriës) must make a successful RR to be able to enter the area.

**Warding against Undead (I).** Undead creatures cannot enter the area unless specifically commanded by someone in control of them. Undeads of Class IV or above (i.e lvl 9 and up) are not affected by this ward.

### EFFECTS OF WARD IV

**Protection against Fire (IV).** The area is protected against fire. All fires within the area of protection will be hampered by 50%. RR's against fire within the area receive a +20 bonus.

**Protection against Destruction (IV).** The area is protected against destruction. All material within the area of protection will withstand physical damage 50% better than normal.

**Warding against Animals (IV).** The creator must chose a species of animals (i.e birds, rodents, felines, canines etc). Any member of the chosen species must make a successful RR (at -20) to be able to enter

the area. The animal(s) will have to make a new RR every 6 rounds. Failure means that the animal will flee from the area.

**Warding against Spirits (III).** Spirits (sometimes called Faeriës) must make a successful RR (at -10) to be able to enter the area.

**Warding against Undead (II).** All undead must make a successful RR to be able to enter the area.

**Warding against Humanoid Races (I).** Creator must chose one race (elves, dwarves etc) or culture (dunlendings, easterlings etc) at the creation of the ward. The chosen race will feel discomfort within the range of the ward.

**Warding against Magic (I).** Creator must chose a realm of magic when the ward is created. All spell users of that realm will feel discomforted within the range of the ward.

## EFFECTS OF WARD V

**Warding against Spirits (IV).** Spirits (sometimes called Faeriës) must make a successful RR (at -20) to be able to enter the area.

**Warding against Undead (III).** All undead must make a successful RR (at -10) to be able to enter the area.

**Warding against Humanoid Races (II).** Creator must chose one race (elves, dwarves etc) or culture (dunlendings, easterlings etc) at the creation of the ward. The chosen race have to make a RR against Fear to be able to enter the area. Even if the RR is successful they will feel discomfort within the range of the ward.

**Warding against Magic (II).** The creator must chose a realm of magic when the ward is created. Spell users of that realm will have a -5 BAR or -15 to Directed Spell casting within the range of the ward.

**Warding against Scrying (I).** Any scrying attempt against the area warded will be done with a -25 modification.

**Warding against Magic Entrance (I).** Anyone trying to cast a transportation spell (i.e Leaving, Longdoor, Teleport or similar) into the area will have to make a RR or the spell will automatically fail (no fumble roll, but still a failure, PP lost).

## EFFECTS OF WARD VI

**Warding against Undead (IV).** Any undead must make a successful RR (at -20) to be able to enter the area. Even if the undead successfully make his first RR they will have to make a new RR every 6 rounds. Failure means that the undead will leave the area.

**Warding against Humanoid Races (III).** Creator must chose one race (elves, dwarves etc) or culture (dunlendings, easterlings etc) at the creation of the ward. The chosen race have to make a RR (at -10) against Fear to be able to enter the area. Even if the RR is successful they will feel discomfort within the range of the ward.

**Warding against Magic (III).** The creator must chose a realm of magic when the ward is created. Spell users of that realm will have a -10 BAR or -25 to Directed Spell casting within the range of the ward.

**Warding against Scrying (II).** Any scrying attempt against the area warded will be done with a -50 modification.

**Warding against Magic Entrance (II).** Anyone trying to cast a transportation spell (i.e Leaving, Longdoor, Teleport or similar) into the area will have to make a RR or the spell will automatically fumble (caster of the spell will have to roll on the Spell Fumble Table and will lose his power points).

## EFFECTS OF WARD VII

**Warding against Humanoid Races (IV).** Creator must chose one race (elves, dwarves etc) or culture (dunlendings, easterlings etc) at the creation of the ward. The chosen race have to make a RR (at -20) against Fear to be able to enter the area. Even if the RR is successful any member of the race will feel discomfort within the range of the ward.

**Warding against Magic (IV).** The creator must chose a realm of magic when the ward is created. Spell users of that realm will have a -20 BAR or -50 to any Directed Spell casting within the range of the ward.

**Warding against Scrying (III).** Any scrying attempt against the area warded will be done with a -75 modification.

**Warding against Magic Entrance (III).** Anyone trying to cast a transportation spell (i.e Leaving, Longdoor, Teleport or similar) into the area will have to make a RR (at -10) or the spell will automatically fumble (caster of the spell will have to roll on the Spell Fumble Table and will lose his power points).

## EFFECTS OF WARD TRUE

**Protection against Fire True.** The area is protected against fire. Nothing will burn in the area, except in designated fireplaces and lit lanterns and torches. A lit torch landing on the ground will not set a fire to dry grass, so powerful is this ward.

**Protection against Destruction True.** The area is protected against destruction. The GM decides the extent of this protection, but typical is that walls cannot be destroyed by siege engines, hamlets will not fall during earthquakes and so on.

**Warding against Animals True.** The creator chose a species of animals (i.e birds, rodents, felines, canines etc) that cannot enter the area, no RR allowed.

**Warding against Spirits True.** Spirits and Faeriës cannot enter the warded area, no RR allowed.

**Warding against Undead True.** Undead cannot enter the area, no RR allowed.

**Warding against Humanoid Races True.** Creator chose one race (elves, dwarves etc) or culture (dunlendings, easterlings etc) that cannot enter the area, no RR allowed.

**Warding against Magic True.** The creator chose one realm of magic that cannot be used within the warded area, no RR allowed.

**Warding against Scrying True.** Scrying is impossible within the warded area (i.e it is impossible for someone using a scrying spell or scrying device to monitor the area protected by the ward).

**Warding against Magic Entrance True.** Any attempt to enter the area using a transportation spell (i.e Leaving, Longdoor, Teleport or similar) will automatically fail, no RR.