

WARDINGS *(© 2011 by C. Michael Perry)*

PURPLE -- protective, keeps things out and unmagic things in (called animal warding in Book 2) Basic Skill

RED -- protective but also destroys what it touches, inside warding or out. (Sphere command in Book 2) Intermediate Skill

BLACK -- same as RED but used only by Dark Sorcerers and Sorceresses

ORANGE -- protects and acts as a seal not even air or water or smoke can get out or in Intermediate Skill

YELLOW -- can imitate the properties of animate and inanimate things. (a hair placed on the warding will replicate the person, or being, from whom the hair originated Highly Advanced Skill

GREEN -- Highly Advanced Skill

SHIELD WALL -- an invisible magical barrier -- like hard air! Intermediate to High Skill

BLUE -- a prison warding -- keeps things in. Also cannot be probed by thought or spell Highly Advanced Skill

WHITE -- the warding of the Creators