

Self-Defensive Spellwork

A book containing Beginner-level Warding spells

Caterwauling Alarm

Beginner-level Recuperation (Warding)

Spell Type: Ward
Incantation: *caterwaul*
Duration 2 weeks
Range Wandtip

Casts a ward on an area which detects when a living being larger than a rat touches or enters a designated region up to 10m in radius. You may choose the form of the alarm on casting - either mental or audible.

A mental alarm forms a psychic connection which alerts you when activated, and can awaken you if you are sleeping. This connection has a maximum range of 1km.

The audible alarm produces an ear-splitting screech when the perimeter is breached. The sound is loud enough to be heard over large distances.

Flame Freezing Shield

Beginner-level Recuperation (Warding)

Spell Type: Ward
Incantation: *glaciagnis*
Duration 1 hour
Range Wandtip
Resist: Power

Causes non-magical fire to feel lightly cool and tickle the warded subject, rather than burning them.

Whenever a caster attempts to inflict magical fire damage on the protect being, they must succeed on a Resist check, or the damage is halved.

Force Shield

Beginner-level Recuperation (Warding)

Spell Type: Focus
Incantation: *protego*
Range Self

An ethereal shield blossoms from the end of your wand, protecting you from both magical and physical harm.

Whenever an attack is performed against you whilst the shield is active, roll 2d4 and add this value to your Resist check or your Block value, as appropriate. If a successful Resist would limit the amount of damage taken, negate it entirely instead.

If you fail to Resist, or the Accuracy exceeds your augmented Block value, the shield crumples and the spell is ended. The spell which broke the shield is then applied to you at half damage, with any other effects unmodified. Any other spells which hit you this round act as normal.

The caster is not considered *Distracted* when casting this spell, unless attacked by an enemy that they cannot see.

Increase the strength of the shield by 1 point for every additional casting-level dedicated to this spell.

Privacy Ward

Beginner-level Recuperation (Warding)

Spell Type: Ward
Incantation: *muffliato*
Duration 1 hour
Range Wandtip

Ward a region up to 5m in radius. This ward prevents sound from inside the region being heard from the outside. When inside the region, sound from both inside and outside may be heard.

Silent Step

Beginner-level Recuperation (Warding)

Spell Type: Ward
Incantation: *quiesco*
Duration 5 minutes
Range Close

Target a being and place a benevolent ward on them, which muffles all sounds made by the being, including footsteps and spoken language, making them incredibly hard to hear.

Affected beings get check-advantage on Stealth checks.

You may choose 3 additional targets for every additional casting-level dedicated to this spell

Vengeance Field

Beginner-level Recuperation (Warding)

Spell Type: Instant
Incantation: *joder voste*
Duration 20 seconds
Range Self

Erect a field of energy around you. The next time

you take damage of any type, this field becomes charged with energy corresponding to that damage type.

The next attack you make with a physical weapon deals an additional 1d8 damage of the absorbed type.

When cast as a higher level spell, the field absorbs more energy and does an additional 1d8 damage for each additional spell-level dedicated to the casting.