

# Guildbook

OF THE

# Watchful Order



*Magic Spells from the Watch Wizards of Waterdeep*

BY

**R P Davis**





# Guildbook

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*Volume 1*

EXCLUSIVE PROPERTY

of the

# Watchful Order of Magists and Protectors

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The Watchful Order of Magists and Protectors is a guild of arcanists that was formed in Waterdeep over a century ago. The Order polices the use of magic within the city, encouraging arcane spellcasters to use magic wisely and for the common good rather than selfish pursuits. It also pledges to defend the city with its magic in times of need. Historically this includes maintaining warding spells in certain sensitive areas, summoning water elementals to fight fires, and using their powerful spells to defend the city in time of war.

Arcane spellcasters living in the city are required to register with the Order. Failure to register results in the spellcaster being denied access to magical resources such as sages and libraries. Resident wizards of some renown [4th level or higher] who do not register will be visited by a New Member Committee delegation consisting of a trio of archmages who inquire cordially as to why the wizard has forgotten to join.

Visiting wizards are permitted to refrain from joining, provided they adhere to the following guidelines:

- They must not take up lengthy or permanent residence in the city.
- They must restrict themselves to casting spells on themselves and their close friends free of charge and behind closed doors.
- They must not sell scrolls, spell components, or cast spells for payment, except to the Order.
- They must not hurl spells in the public streets, including the Undercliffs, though the Order turns a blind eye to such activities in Skullport and Undermountain.

Membership provides many perks, such as a venue for trading, selling, and purchasing spells, spell components, and certain consumable magic items such as spell scrolls. Additionally, the Order protects less-powerful wizards, sorcerers, and novices to the art within the city, giving them a voice in how the Weave is manipulated in the city's bounds and providing organized, structured training for novices rather than individual apprenticeships with often-exploitative archmages. Members can be assured when they make transactions with other members, whether for spell components, training, or magic items, that they are not dealing with a charlatan.

Members hire themselves out daily to protect the city and its citizens from dangers. From serving as a fireguard in a warehouse full of valuables, to service as a spellguard for a noble, wealthy merchant, or visiting dignitary, a member can earn up to 15 dragons [gp] per night of service.

It is service as a Watch Wizard which caused this book to be created. Over the years the Order has created or acquired a collection of nonlethal spells useful for detaining criminals inside the city without causing damage to property and innocent bystanders. Order members who volunteer as spellguards are given this book on loan to copy, so they can add the unique spells herein to their spellbooks. It is otherwise kept in the Tower of the Order.

For your edification, prospective new members must submit a non-refundable application fee of 50 dragons, after which their membership is subject to a majority vote of the membership. Thereafter, annual dues are 10 dragons, payable at Midsummer in person at the Tower of the Order.

We appreciate your desire to join the Watchful Order of Magists and Protectors, and hope your membership is long, happy, and fruitful.

*Bowgentra Summertaen*, Lady Master of the Watchful Order



The pages hereafter in the Guildbook describe various portals in, under, and near Waterdeep known to the Order. These descriptions include all information about the portal that can be determined with an *analyze portal* spell.

## THE ORDER'S DOORWAY

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To increase the safety of peaceful teleportation magic, the Order has established an obvious and deliberate teleport target just northeast of the South Gate, between the inner and outer walls. This was done in order to discourage spellcasters from appearing in the middle of a city street. Members of the Order ensure that the site remains well-maintained, free from obstructions, and very distinctive, which is of crucial importance to safe teleportation. The site consists of a circle of white marble pillars, each engraved with a particular number rune in Thorass, to make it simple for spellcasters to become very familiar with the site.

## KNOWN PORTALS OF WATERDEEP

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There have been hundreds of *portals* established in Waterdeep since its founding. Most are long gone, and most of the ones that remain don't go anywhere nice. Halaster Blackcloak, the Mad Mage of Undermountain, had a proclivity for manipulating portals in order to point them to Undermountain. Whether he had some purpose for doing so or just wished to amuse himself is unknown.

Some few others remain. Some are one-way [to the city or from] and others are two-way. Here is a non-exhaustive list of those portals known to the Order which remain in Waterdeep outside Undermountain:

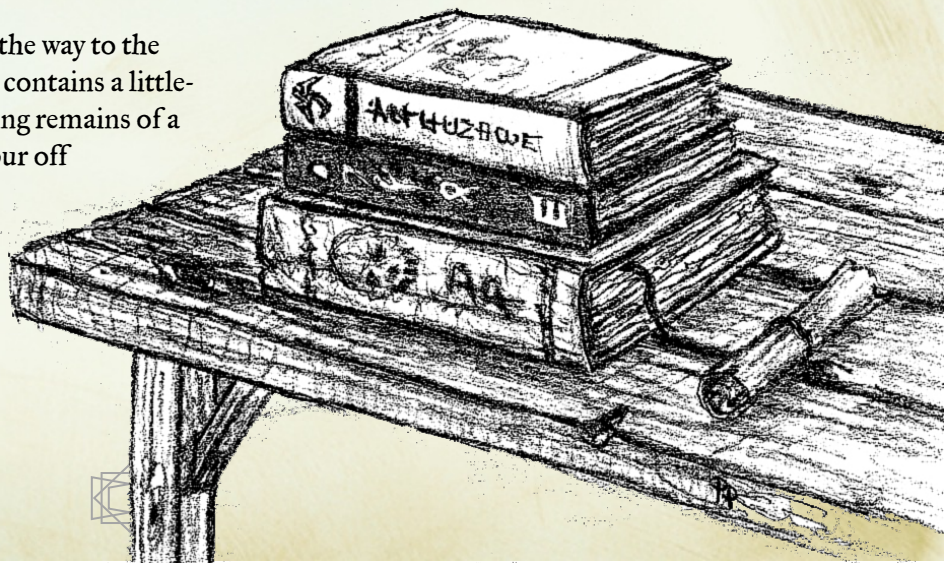
*Slavers Gate.* In the basement of the Angry Coxswain tavern in the Dock Ward is a one-way portal which leads to a slave cell in Mulhorand. We have proposed to the Open and Masked Lords that this portal be shut down once and for all, but for some reason they resist our proposals. Thus we can merely scry its comings and goings.

*Sailor's Gate.* A two-way portal between the Shipwright's House guildhall and Jarlaxle's One-Eyed Jax tavern in Luskan. Used predominantly by Bregan D'aerthe agents to travel back and forth.

*The Lightsinger Theater Portal.* This two-way portal has more than one connection outside Waterdeep. Via this portal in a disused room in the Lightsinger Theater, persons can travel to other disused rooms in Ankhapur, Luskan, and Mulmaster. This portal is often used by the Moonstars, and they jealously guard it.

*Lost Princess Road.* A two-way portal network which is a confusing labyrinth of keys and destinations. The most well-known is the connection between the Waterdeep end [on the slopes of Mount Waterdeep uphill and to the east of Silavene's Feshthall along the Cliffride] and the spit of land formed by the confluence of Unicorn Run and the Delimbiyr River. Other destinations range from Cormyr to the mouth of the Chionthar to an abandoned quarry in Amn, though sages differ as to what key sends the portal to which destination. The Guildmasters have a standing offer to richly reward adventurers who systematically determine which keys lead to which destinations.

*Prespur's Door.* A Netherese ruin two-thirds of the way to the summit of Mount Waterdeep on the south slope contains a little-known two-way portal which leads to the moldering remains of a Netherese archmage's refuge on the Isle of Prespur off Selgaunt in the Sea of Fallen Stars. The key to Prespur is simply the word "sunshine" in ancient Netherese. The key to return to Waterdeep is unknown, though many sages and explorers have tried.





The Order has also established a series of lesser *portals* around the city. Order members often use these portals to rapidly traverse the city, such as when we need to converge on a disturbance, fire, or other emergency.

Senior duty Watch Wizards are issued devices keyed to the various portals and the Tower of the Order on the Street of Bells, Castle Ward. Watch Wizards can instantly travel from the Tower to one of the portals named below, but travel from a portal into the inner sanctum of the Tower is only possible with one of the keyed devices, each of which is attuned to a particular archwizard supervisor of the Watch Wizards. Travel from portal to portal is not possible, even with a keyed device.

## WATCH WIZARDS PORTAL LIST

### SEA WARD

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Trollsfort

Heroes' Garden

The Shrines of Nature on Bliss Street

Intersection of Diamond Street and the Street of the Singing Dolphin

Field of Triumph, main entrance

### NORTH WARD

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Intersection of the High Road and Delzorin Street

Endcliff Tower

Farwatch Tower

Corner of Whaelgond Way and Sulmor Street

Outside Helmfast Villa at Mhalsember's Way

### CASTLE WARD

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The Halls of Justice, main entrance

Outside the Market Hall guildhall

Intersection of Selduth Street and Warrior's Way

### CITY OF THE DEAD

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Each gate

### TRADES WARD

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Just outside Khammeral's Coins on The High Road

Court of the White Bull

Virgin's Square

### DOCK WARD

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Old Temple Lot

Northwest corner of Fish and Snail Streets

Purple Palace Festhall, main entrance

### SOUTH WARD

---

The South Gate

Caravan Court

The back room of the Old Monster Shop

### DEEPWATER HARBOR

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One each in Harborwatch Tower, Smugglersbane Tower, Outer Fort, and Inner Fort.



Hereafter in the Guildbook is described metamagic theory on how to convert an otherwise damaging spell so that it merely stuns a creature<sup>1</sup> instead of killing or destroying it.<sup>2 3</sup>

Watch Wizards pride themselves on bringing in their quarry alive and unharmed to suffer the full majesty of the law. It is a fundamental tenet of the Watch Wizards that they do not slay lawbreakers, however easy it might be to do so in order to effect a capture. At least one of their signature spells deals only subdual damage [see below], but many new members of the Watch Wizards train with veteran members who teach them how to utilize their damaging spells in a nonlethal way. This theory can generally be learned in a few weeks of study and experimentation.<sup>4</sup>

## NEW FEAT

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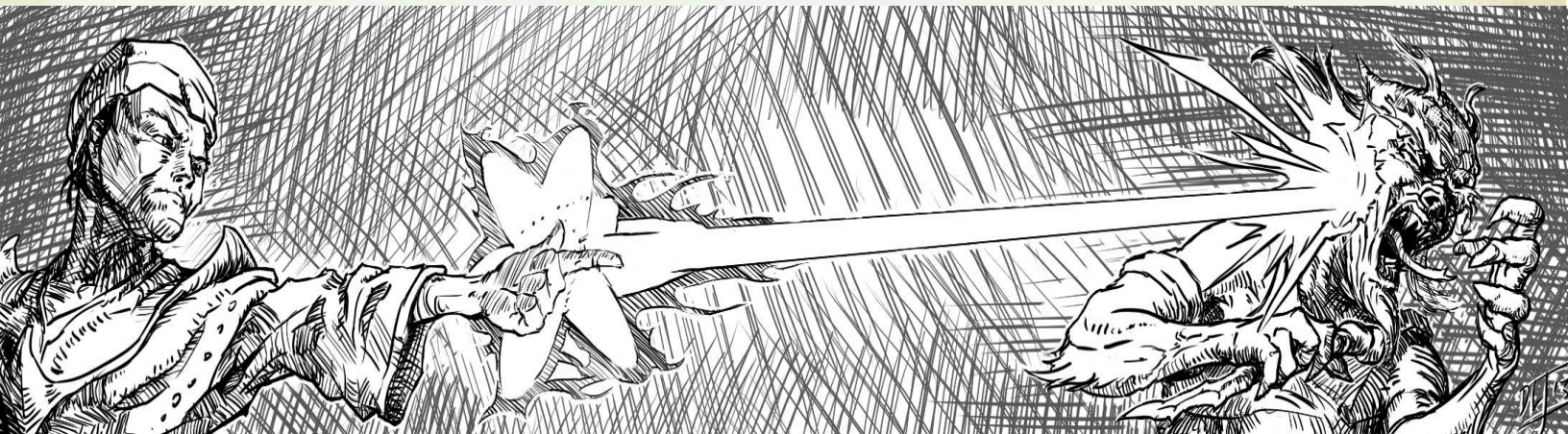
### SUBDUAL SPELL

Prerequisite: At least one level in an arcane spellcasting class

You can modify a spell that deals energy damage to deal subdual damage instead.

Choose one damage type: acid, cold, lightning, force, fire, or thunder. When you cast a spell with the chosen damage type, you can modify it to inflict subdual damage instead of lethal damage. The spell otherwise works normally in all respects. When a creature is reduced to 0 hit points by your spell, it is rendered unconscious.

The spell can also be modified with a sorcerer's metamagics.



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<sup>1</sup> Deals nonlethal damage

<sup>2</sup> Deals normal damage

<sup>3</sup> D&D 5e ignores nonlethal damage, giving the players and DM the power to decide what happens when an attack reduces a creature to 0 hit points. This section codifies a way to deal non-lethal damage with spells.

<sup>4</sup> The technique can be taken as a feat or learned in downtime with a successful DC 18 Intelligence [Arcana] check. The instruction period is 30 days. For every point over 18 scored on the Arcana check roll, subtract 2 downtime days from the learning period.





n joining the Order, you can choose the Watch Wizard Arcane Tradition when you reach 2nd level. You focus your study of magic on keeping your fellow Waterdhavians safe, through dispelling harmful effects, countering the spells of lawbreaking casters, and pulling magical energy from the Guild's Spellpool.

## WATCH WIZARD ARCANE TRADITION

You become a full member of the Watchful Order of Magists and Protectors. You are entitled to vote on issues before the entire membership, use the order's library and workrooms [though access to these facilities is not assured], and replenish your store of material components at cost.

Membership in the Order incurs the following duties and responsibilities:

- Monthly membership dues of 25 gp, which you can pay in up to 1 year in advance;
- Obedience to the rulings of the masters;
- Aid to other members in time of need [this normally means aiding other order members who are in danger, but can mean aiding them in their other endeavors as well];
- Defense of the city of Waterdeep when called upon by the Masters or legitimate authorities of the Waterdhavian government; and
- Devotion of personal time and energy to the order

Each quarter, a member must spend ten days working directly for the Order in some capacity. This can mean anything the Masters deem it to mean, from working with the City Guard, taking a turn as city fire watch, creating magic items for the Order's collection, copying spells in the Tower's library, performing administrative duties, serving as an arcane guardian for a private client, and so on. †



† This work happens during downtime, and the form this aid takes need not be detailed unless you and your DM wish to do so.



## IMPROVED SPELL ACQUISITION

Starting at 2nd level, each time you gain a wizard level you gain three spells of your choice for free rather than two. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table.

## LANGUAGE EXPANSION

Part of choosing this Arcane Tradition means your study of the Weave reaches across cultural boundaries. You pick up other languages so you might enhance your studies by conversing with other students and apprentices. You can add one additional language to the list of languages you know.

## IMPROVED COUNTERMAGIC

Starting at 6th level, as a result of training you receive in the Tower to prepare you for preventing widespread destruction, you have perfected your ability to use *counterspell* to eliminate magical threats. If your use of *counterspell* would require an ability check, you have advantage on that roll. In addition, you have developed more effective dispelling skills in order to deal with lingering magical effects. If your use of *dispel magic* would require an ability check, you have advantage on that roll.

## BREAK ENCHANTMENT

At 10th level, you achieve a breakthrough in your studies. You can free victims from enchantments, transmutations, and curses simply by manipulating threads in the Weave, without using *dispel magic*.

For each effect, as an action you make an Intelligence [Arcana] check, the DC of which is equal to 10 + the spell level. If the effect comes from a monster's innate magical ability, the DC is equal to 10 + the creature's CR. On a success, the creature is freed from the spell, curse, or effect.

For a cursed magic item, the DC is 20. You don't remove the curse from the item, but you do free the victim from the item's effects.

## ACCESS SPELLPOOL

The Order has created a magical pool deep within the dungeons of its Tower, from which senior wizards can pull magical energy to form spell effects. The Spellpool is a network of arcane knowledge created by magists, past and present. It represents nearly all known arcane knowledge.

Beginning at 14th level, as long as you're on the same plane of existence, as an action you can tap into the Spellpool to cast any spell from the Wizard spell list for which you have an unused slot of sufficient level to cast it. You don't need to have prepared the spell in order to cast it, and you don't need to have it in your spellbook. You cannot recall the spell after you cast it, so you can't record it in any way.

You can use this ability a number of times equal to your Intelligence modifier [minimum 1] before you have to finish a long rest.







ven if you do not wish to commit to a career as a Watch Wizard, your background as an Guild Wizard can be of considerable help to you in your adventuring career.

## GUILD WIZARD BACKGROUND

The spellcasters of the Watchful Order study and exchange information, create magic items to help support the guild's financial independence, and offer their services to others in the city as Watch Wizards or fire guards. The Order enjoys considerable respect in the city due to its strict political neutrality and assistance to others in the city. Although the populace knows little about the order's members and less about its inner workings, neither do they have cause to fear the Order. Most of the Order's members are wizards, but all arcane spellcasters are welcome to join. Sorcerers are drawn to the order and bards are occasionally associate members. Guild Wizards are most likely permanent residents of the city, though they can be encountered across Faerûn.

**Skill Proficiencies:** Arcana, History

**Languages:** Three of your choice

**Equipment:** A *portal* key device keyed to one of the Order portals listed above, a letter of membership on the guild's letterhead, a set of wizard's robes in the Order's livery [dark purple with a white human hand, palm forward and fingers together and uppermost embroidered on the left shoulder], a belt pouch

### FEATURE: MAGE GUILD MEMBERSHIP

As a member of such a respected guild as the Watchful Order of Magists and Protectors, you can rely on certain benefits. The Tower of the Order in Waterdeep provides you with lodging and food if necessary, and pays for your funeral [if needed]. The Tower also offers a central place to meet other members, potential patrons, allies, merchants, or hirelings. Finally, you have access to the Tower Library, which contains vast amounts of lore and information on numerous topics. If you are accused of a crime, the Order will support you if a good case can be made for your innocence or if the crime is justifiable. You can also gain access to powerful Order NPCs if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

Maintaining membership in the Order has the same requirements as the Watch Wizard Arcane Tradition.

### CHARACTERISTICS

d8 Personality Trait	d Ideal
1 I've read every book in Candlekeep [or I like to boast that I have].	6
2 I scorn those who are ignorant to the ways of magic.	1 Community. It is the duty of all civilized people to strengthen the bonds of community and civilization. [Lawful]
3 I am used to helping those who aren't as smart as I am, and I patiently explain anything and everything to those I help.	2 Generosity. My talents were given to me so that I could use them to benefit the world. [Good]
4 I make it a point to listen to every side of an argument before I make up my own mind.	3 No Limits. Nothing should fetter the infinite possibility inherent in all existence. [Chaotic]
5 I'm rude to people who lack my commitment to the Art.	4 Power. Knowledge is the path to power and domination. [Evil]
6 I like to talk at length about magical theory.	5 Knowledge. The path to self-improvement is through knowledge. [Neutral]
7 I am horribly awkward in social situations.	6 Self-Improvement. The goal of knowledge is the betterment of oneself. [Any]
8 I am well known for my magical skills. I'm always taken aback when people haven't heard of me.	



d Bond

6

1 The Tower of the Order, where I learned the Art, is the most important place in the world.

2 My life's work is a series of tomes related to a specific field of magical lore.

3 I owe the Order a great debt for forging me into the person I am today.

4 I pursue magical power to impress someone I love.

5 One day I will return to the Order and prove that I am the greatest wizard ever to walk Faerûn.

6 I sold my soul for power. I must perform great deeds to win it back.

d Flaw

6

1 I'll do anything to get my hands on a rare magic item.

2 I'm quick to assume that everyone is trying to steal my secrets.

3 No one must ever learn that I once stole a magic item from the Order's vault.

4 I'm never satisfied with the magical power I have. I always want more.

5 I would kill to become Master of the Order.

6 I'm horribly jealous of anyone whose magical skill surpasses mine. Everywhere I go, I'm surrounded by rivals.







Spells are not overlooked in a Guildbook used by an Order of arcane spellcasters in the pursuance of their duties. The Guildbook contains the following spells from the Players Handbook:

*color spray*, *comprehend languages*, *hypnotic pattern*, *mage armor*, *protection from evil and good*, *arcane lock*, *see invisibility*, *knock*, and *locate object*.

It also contains exclusive spells solely for the use of members in good standing of the Order<sup>6</sup>:

*analyze portal*, *battering ram*, *binding chain of fate*, *disarm*, *horn marker*, *Igedrazaar's miasma*, *pyrotechnics*, *reveal magic*, *Trobriand's teleport*, *Trobriand's crystalbrittle*, *Trobriand's glasse*, and *woundbind*.

Spells inscribed in the Guildbook can be learned by any class capable of casting arcane spells, with the following restriction:

Wizards can learn them using the normal rules for acquiring new spells., but other classes capable of casting arcane spells must seek training from a more experienced member of the Order if the spell does not appear on that class's spell list. The time you must spend in training equals a number of weeks equal to the spell's level. At the end of the training period, you must make an Intelligence [Arcana] check, the DC of which is equal to 12 + the spell's level. On a success, you can add the spell to your list of known spells without displacing a spell you already know.

## ANALYZE PORTAL

*3rd-level divination [ritual]*

Casting Time: 1 action

Range: Self [60 foot radius]

Components: V, S, M [a tiny glass magnifying lens]

Duration: Concentration, up to 1 minute

You can tell whether an area contains a magical portal or the effect of a *gate* spell. As part of casting the spell, you study the area around you. Thereafter, for the duration you know the sizes and locations of any such portals in the area. Once you find a portal, you can study it. If you find more than one portal, you can study only one at a time. Each round you study a portal, you can discover one property of the portal, in this order:

- Any key or command word needed to activate the portal.
- Any special circumstances governing the portal's use, such as specific times when it can be activated.
- Whether the portal is one-way or two-way.
- A glimpse of the area where the portal leads. You can look at the area where the portal leads for 1 round; the range of your vision is the spell's range. *Analyze portal* does not allow other divination spells or spell-like abilities to extend through the portal. For

example, you cannot also use *detect magic* or *detect evil and good* to study the area where the portal leads while viewing the area with *analyze portal*.

For each property, you must succeed on a DC 15 Arcana check. If fail, you can try again.

*Analyze portal* has only a limited ability to reveal unusual properties, as follows:

- **Random Portals:** The spell reveals only that the portal is random and whether it can be activated now. It does not reveal when the portal starts or stops functioning.
- **Variable Portals:** The spell reveals only that the portal is variable. If you study the portal's destination, the spell reveals only the destination to which the portal is currently set.
- **Creature-Only Portals:** The spell reveals this property. If you study the portal's destination, the spell reveals where the portal sends creatures. If it is the kind of portal that sends creatures to one place and their equipment to another place, the spell does not reveal where the equipment goes.
- **Malfunctioning Portals:** The spell reveals only that the portal is malfunctioning, not what sort of malfunction the portal produces.

<sup>6</sup> NB: Trading, sharing, or selling these spells to spellcasters not members of the Order in good standing is subject to disciplinary proceedings to be applied by the Trustees in the Tower of the Order.



## BATTERING RAM

*2nd-level evocation*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M [a piece of carved ram's horn]

Duration: Instantaneous

You create a horizontal cylinder of mystical force that can strike with considerable power. Make a ranged spell attack against a target you can see within range. On a hit, the target takes 2d10 force damage and is pushed 5 feet away from you. If you use this spell against a door that is being held from the other side, the creature[s] holding the door must make a Strength check against your spell save DC. On a success, the spell has no effect.

*At higher levels.* When you cast this spell using a spell slot of 3rd level or higher, the damage from the ram increases by 1d10 for each slot level above 2nd. In addition, Strength checks to hold a door closed are made with disadvantage.

## BLINDING CHAIN OF FATE

*9th-level evocation*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M [a tiny silver chain]

Duration: Concentration, up to 1 minute

You create a chain of force that loops around a creature you can see within range, circling the creature at a distance of 5 feet. The creature must make a Wisdom saving throw. On a failure, the chain surrounds the target, with the following effects:

The creature cannot leave the area defined by the chain, and no other creature can enter it by any means. If the target was airborne when you cast the chain, the spell suspends the target harmlessly in midair.

The creature cannot change form by any means.

The chain deals 2d6 non-lethal force damage to the target at the start of each of its turns.

The area of the chain functions as an [antimagic field](#).

The chain cannot be dispelled by a spell like *dispel magic*, but it is automatically destroyed by *disintegrate* or the touch of a *rod of cancellation*.

## DISARM

*1st-level evocation*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create a ramlike force that can strike with considerable power against an object held by a creature. The creature must make a Strength saving throw. On a failure, the creature drops the object and the object is pushed 10 feet.

## HORN MARKER

*1st-level illusion*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

As part of casting the spell, you sound your watch horn and point at a target you can see within range, marking it with an invisible symbol resembling your signal horn. This horn becomes visible, glows, and sounds an audible call if the target comes within 30 feet of a signal horn of the type carried by the Watch Wizards or the City Watch, repeating every round the horn is within that range and fading 1 round after it is no longer in range.

The people of Waterdeep have learned to recognize this spell and are quick to point the Watch in the direction of any person they spot with a *horn marker*.

## IGEDRAZAAR'S MIASMA

*2nd-level conjuration*

Casting Time: 1 action

Range: Self [15-foot radius]

Components: V, S, M [3 polished gray stones]

Duration: 1 minute

You conjure a cloud of foul-smelling gray fog around yourself. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An



affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature takes 3d6 psychic damage. On a successful save, the creature takes half as much damage. Note: This damage is subdual damage only.

*At Higher Levels.* When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

## PYROTECHNICS

### *2nd-level transmutation*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose a nonmagical flame smaller than a 5-foot cube that you can see. You extinguish the fire and choose one of the following options:

*Fireworks.* The fire explodes. Each creature within 10 feet of the fire must succeed on a Constitution saving throw or be blinded until the end of your next turn.

*Smoke.* Thick smoke spreads out in a 20-foot radius, moving around corners. The area is heavily obscured. The smoke lasts for 1 minute or until a strong wind disperses it.

## REVEAL MAGIC

### *2nd-level divination [ritual]*

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You make the hidden auras of magical spells and items visible to all, rather than personally viewing them with *detect magic*. The spell reveals all magic within a 20-foot radius of you as auras emanating from creatures and objects. You may move around an area while the spell is active, as it remains centered on you. The magic does not differentiate between different intensities or types of magic.

A creature can study a source of magic within the revealed area and attempt to learn more about it. The creature must make a DC 14 Intelligence [Arcana] check. On a success, the creature gains a rough idea of the intensity of the magic [as determined by spell level or magical item rarity], and the school of magic to which that effect belongs.

*Reveal magic* is subject to the same restrictions as *detect magic*.

*At Higher Levels.* When you cast this spell using a spell slot of 3rd level or higher, the area affected by the spell increases by 10 feet in radius for each slot level above 2nd.

## TROBRIAND'S TELEPORT

### *4th-level conjuration*

Casting Time: 1 action

Range: 40 feet

Components: V

Duration: Instantaneous

You teleport one creature and its equipment to a place of your choosing. Choose a creature within range. That creature must make a Wisdom saving throw. On a failure, that creature [and only that creature] plus its equipment and everything it carries is carried to a destination you know well on the same plane of existence. Watch Wizards use this spell to send lawbreakers to the well-defended cells in the dungeons of the Tower of the Order in the Castle Ward.

## TROBRIAND'S CRYSTALBRITTLE

### *3rd-level transmutation*

Casting Time: 1 action

Range: Self

Components: V, S, M [a tiny glass needle worth 100 gp]

Duration: Instantaneous

You transmute one non-magical object up to 5 cubic feet in size into delicate glass. The object has AC 8 and 1 hit point. Reducing it to 0 hit points causes the object to shatter into powdery shards of glass which immediately disappear.



## TROBRIAND'S GLASSEE

*6th-level transmutation*

Casting Time: 1 action

Range: 40 feet

Components: V, S, M [a sliver of glass]

Duration: Instantaneous

You transmute a 1-square-foot section of wall or wood into a substance with the transparency of glass. It retains the physical properties of the original object, but a creature which can see can clearly see through the transparent part.

For example, you can create a 1-foot-square window in a stone wall 1 foot thick. Provided there is light on the other side, a human could see whatever is on the other side of the wall. The wall remains stone in all other ways.

## WOUND BIND

*2nd-level necromancy*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You can cause a living creature's wounds to knit together and stop bleeding, drawing on the target's own natural vitality.

The target you touch with this spell may immediately use its reaction to spend one hit die, rolling it and adding his Constitution bonus to the result, gaining that many hit points.

*At Higher Levels.* When you cast this spell using a spell slot of 3rd level or higher, the target may spend one additional hit die for each slot level above 2nd.





## CREDITS:

This book is inspired by "Guildbook of the Watchful Order" by Sean K Reynolds, [archived at Wizards.com](#). Additional sanity provided by [Christopher Walz](#).

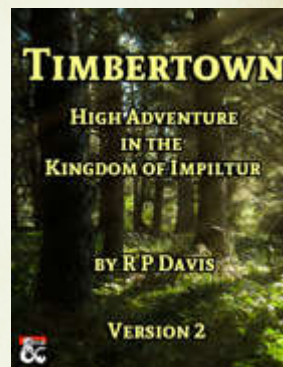
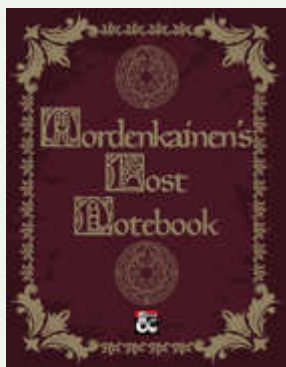
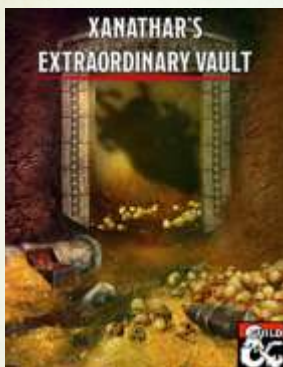
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## ABOUT THE AUTHOR

R P Davis is a freelance writer, editor, and adventure designer. He has been a tabletop RPG player and referee the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spells and effects to complete game worlds to complete roleplaying games.

You can find R P Davis on the [DM's Guild](#), [Facebook](#), [Twitter](#), and his [website](#).

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