

HACK & SLASH PANDECT



DM Pandect VI: Memorization Contraindications

**Magic isn't safe, side-effects may vary
Do not operate heavy equipment under
the influence of memorized spells**

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MEMORIZATION CONTRAINDICATIONS

An interesting wizard is a themed wizard.

The original magic-user had a very limited spell list with spells that were very focused on utility in a dungeon.

The original magic-user only had 8 first level spells, 10 second level spells, and 14 third level spells. They have 12 fourth level spells, 14 fifth level spells and 12 sixth level spells.

This gives them a grand total of 70 spells

A magic user in a second edition game has access to over 2,174 spells.

So how do the effects of magic help solve this problem? They introduce costs into being a wizard. Yes, they also give the wizard “extra power” but they do so unilaterally, meaning, also while you are walking through town or the dungeon, not just in combat.

Do you have protection from evil memorized? Congratulations on leaving a trail of chalk dust through the dungeon. Memorize water breathing? drooling next to the fighter while he talks with hobgoblins is going to weird them out. Do you have Wall of Fire prepared? Enjoy your walk through small villages with exclusively wooden buildings.

It can be a lot to keep track of, so the suggestion is to only allow the effects from the highest two levels of spells the caster knows. Upon reaching fifth level, the caster only has the effects of magic from second and third level memorized spells. This keeps the effects to under a dozen, meaning they are track-able.

This can work well in a game with specialist wizards who have limited spell lists and generalist Magic-Users. Generalists can learn any spell, but specialists can only learn spells from very specific limited lists of 8-10 spells a level. Specialists however can use or exhibit only the side effects from preparing spells when they wish due to their mastery and control, whereas generalist mages always exhibit the side effects.

CANTRIPS

"Do not meddle in the affairs of Wizards, for they are subtle and quick to anger."

Wizards of any sort may do any of the following at any time:

Touch someone to cause an involuntary bodily reaction at any time on a failed saving throw vs. paralyzation. (fart, bretch, blink, nod, yawn)

Produce a small lighter sized flame

Chill an object smaller than 1 cubic foot to 40 degrees

Clean one man-sized creature or smaller, or one 10' x 10' x 10' cube or smaller.

Cleaning the cube takes the magic one turn

Summon one diminutive vermin or insect

Kill one tiny vermin or insect

Control up to 1" of hair growth or removal.

Cause one object on his person to appear in his hand or an object in his hand to disappear off his person.

Travel while hovering 1" off a solid surface for up to 10'

Repair or mend small (minute) breaks or tears

Warm or cool an area by 10 degrees Fahrenheit

Perform minor changes on small objects (change the color of parchment, turn a diminutive bat into a diminutive bird). These changes last from 1 day for very minor (color) changes, to 1 turn for subtle changes, to 1 round for drastic changes.

Open or close a regular door. Levitate objects weighing 1 pound or less within 10' of the caster

Cause a soft chime to ring

Animate diminutive objects for 1 turn

The magical energies contained in the brain could cause side effects. When the wizard acts as a conduit there are risks. As these are first level side-effects, the results should be minor. But higher levels of spells could certainly have more powerful or more far reaching side effects.

This makes wizards somewhat more unique based on the spells they know and can prepare. It also can make them more useful or somewhat of a liability.

Here is a listing of those side effects:

1ST LEVEL

Affect Normal Fires: Light wisps of smoke rise from wizard's collar

Burning Hands: The wizard's hands are warm and sweat oil

Charm Person: The wizard's voice become mildly hypnotic.

Comprehend Languages: The wizard experiences a slight delay in hearing all auditory phenomena

Dancing lights: When in motion, the wizard appears to shimmer momentarily in multi-colored light

Detect Magic: The wizard's sight becomes slightly blurry

Enlarge: The wizard becomes slightly larger, and when hit his skin bulges strangely

Erase: The wizard's clothes become slightly washed out in appearance

Feather Fall: The wizard has the same mass, but weighs ten pounds less

Find Familiar: A strange forest scent exudes from the wizard

Friends: The wizard's teeth become whiter and straighter, his hair appears luxurious and rich, and he smells good.

Hold Portal: The wizard's hair knots at the tips

Identify: While memorized his eyes become slightly larger

Jump: The wizard's skin becomes slightly elastic

Light: The wizard's skin becomes mildly luminescent. Not enough to illuminate their current space, but in a pitch black room, you could eventually make out their features. Alternately, their eyes may cast a dim light

Magic Missile: The wizard gains a slight echo to their voice. Alternately, flickers of force may appear across his hands and arms

Mending: The wizard's clothing shrinks a size

Message: The wizard speaks with a mild rasp while this spell is prepared

Nystul's Magic Aura: The wizard radiates magic if detected

Protection from Evil: The wizard's skin takes on a dimensional sheen

Push: The wizard's skin actually repulses nearby object. Their hands no longer grasp things directly, there is a very small (~1mm) invisible force surrounding the wizards skin. This does not protect the wizard from spells, weapons, or hazardous materials

Read Magic: When the wizard speaks, runes appear in the air for just a split second

Shield: The wizard's testicles/ovaries shrink to the size of peas

Shocking Grasp: The wizard is charged with static electricity, zapping anything they touch

Sleep: The wizard become tired and his voice is somewhat monotone

Spider Climb: The wizard's hands are sticky as if he had just recently eaten an apple or some ice cream

Tenser's Floating Disc: The objects carried by the wizard are weirdly supported, seeming to be held up by invisible wires. This does not directly affect the encumbrance of the wizard (although it may reduce the effective encumbrance of items with bulk)

Unseen Servant: Objects will fall of tables and jump up out of sheathes without warning

Write: The wizard's hands appear inkstained.

2ND LEVEL

Audible Glamour: When the wizard walks, their footsteps echo, when they talk, their voice reverberates. This is somewhat intimidating

Continual Light: The wizard radiates enough light to illuminate his space

Darkness 15' Radius: The caster's eyes turn solid pitch black, and they can see twice as far in low light conditions

Detect Evil: An orange flame appears above your head. Anyone who's aura you check shows you and any other magically aware observers a blue flame (if evil) or orange (if good). This is in addition to the effects of the spell

Detect Invisibility: Once prepared the talc and silver swirl around the caster through the air

ESP: The caster's skull increases in size

Fool's Gold: The casters nails and hair turn a rich golden hue. She can also identify real gold on sight

Forget: The caster will repeat himself occasionally when he speaks

Invisibility: The casters skin turns translucent

Knock: The casters arm is inscribed with images and runic symbols that represent keys

Leomund's Trap: The caster gains the ability to determine if an object is locked or not via sight. The iron pyrite is absorbed into the skin when prepared and is visible on the caster's palm

Levitate: The caster floats an inch off the ground

Locate Object: An eight pointed star appears on the top of the skin on the caster's crown. If the caster has hair, only the point of the star is visible on the forehead

Magic Mouth: The casters lips either increase in size or turn an odd color

Mirror Image: A short tracer of the caster follows all his movements within about an inch

Pyrotechnics: Smoke comes from the casters nostrils and ears when he is agitated

Ray of Enfeeblement: The caster shrinks one inch in height and takes a mild stooped posture

Rope trick: Any rope held by the caster becomes agitated, moving about in unnatural ways

Scare: When the caster talks or smiles his face appears lit from below

Shatter: The casters voice becomes more high-pitched and increases slightly in volume while this spell is prepared

Stinking Cloud: The caster smells like a skunk

Strength: The caster grows one inch in height and appears to stand up more straight

Web: Cobwebs cover the casters form

Wizard Lock: The caster's nails sharpen and look like a substance resembling iron

3RD LEVEL

Blink: Bits of the caster phase out of reality. They must make a saving throw versus Wands every six turns or a small item he is carrying drops to the ground unnoticed.

Clairaudience: Caster's hearing is slightly better, +1 on hear noise checks, but -4 on any saves versus sonic effects

Clairvoyance: Caster's vision is better, can detect secret doors with a +1, but -4 on any saves versus illusionary figments or other gaze or visual attacks

Dispel Magic: While memorized, any magic item used by the caster has a 25% failure chance

Explosive runes: Caster has flaming rune appear beneath the skin on his palm

Feign Death: Caster is narcoleptic while this spell is memorized. During any non-active activity (sitting, reading) there is a 2 in 6 chance the caster will fall asleep.

Fireball: Caster can shoot a bolt of flame out to 15'. It requires a normal to hit roll and does 1d6 damage. This can be done once a round.

Flame Arrow: Temperature is raised 15 degrees around the caster

Fly: The caster's feet no longer touch the ground. Any falls are affected as if the first 10' are covered by feather fall. The caster gets a -4 save versus any attacks or saves that move or push around the caster and they get knocked back a foot for every point of damage they take

Gust of wind: Caster is followed by gusting winds that blow hats off, knock papers around, and generally make a mess of things

Haste: Caster's speech becomes pressured and he begins exhibiting signs of mania

Hold Person: Parts of the caster's body grow numb at inconvenient times. -2 on all Dexterity related checks

Infravision: While memorized, casters eyes glow red and they have low-light vision, doubling the range they can see of light

Invisibility 10' Radius: The caster's skin is now transparent, and objects held or worn by the caster are translucent

Leomund's Tiny Hut: The caster feels comfortable in any temperature range between 0 and 105 degrees. His clothing and items are impervious to rain and water, repelling it for several millimeters

Lightning Bolt: The caster can shock any adjacent creature without a to-hit roll and do 1-3 damage

Monster Summoning I: Pentagrams float on the surface of the wizard's clothing

Phantasmal Force: The wizard's clothing becomes more fancy in appearance, and his voice and footsteps echo slightly, and subtle sparkles appear in the light around the caster. If this spell is frequently memorized, the caster will gain a halo, light shining from behind their head

Protection from Evil 10' Radius: Silver filings, chalk dust, and minuscule blue flames swirl around the caster, forming shapes of protective circles and pentagrams

Protection from Normal Missiles: Anyone who approaches the caster feels a slight resistance. +1 to armor class

Slow: The caster always acts last in the round. Their speech is also slightly slow and uneducated observers might believe they are depressed

Suggestion: The caster's voice is hypnotic. +1 on reaction rolls

Tongues: The caster's accent becomes flawless on any language he actually speaks

Water Breathing: The caster drools uncontrollably

4TH LEVEL

Charm Monster: All reactions with non-sentient creatures are improved by 1, however sentient creatures detect something monstrous within you and have their reaction penalized by the same amount

Confusion: There is a 1 in 6 chance per spell cast while confusion is memorized, that the lowest-level spell memorized is actually a different spell than the one the wizard prepared

Dig: Where the wizard walks dirt is kicked up leaving holes. These holes make rough terrain. Stone is unaffected, but eventually cracks and crumbles if repeatedly crossed

Dimension door: When objects are retrieved by anyone standing near the wizard, there is a 1 in 6 chance that it is any random object, and there is a 2 in 6 chance that it is a random object possessed by the party. This roll is made any time the Dungeon Master wishes to roll, not every time an object is retrieved

Enchanted Weapon: Any weapon held by the wizard for a single round, acts as a +1 magical weapon for the purposes of damaging monsters only damaged by magical weapons. This lasts 1 turn after the wizard releases the weapon

Extension I: All spells possessed by the wizard last an additional round while cast while this is memorized

Fear: The caster no longer has a penalty when engaged in social combat and attempting to scare an opponent. Alternately, the caster receives a +4 bonus versus fear saves, while those around him receive a -2

Fire Charm: The magic user's eyes turn into fire. This allows them to either cast 10' of light, or see 30' in the dark. It does not otherwise affect vision

Fire Shield: Flames lick from the bottom of the wizard's robe or pants. They will unintentionally catch things on fire

Fire Trap: A flaming tattoo of a magical rune floats underneath the caster's skin

Fumble: Any one rolled on an attack causes a critical failure

Hallucinatory Terrain: Strange weather follows the caster, covered in sunlight in the dungeon, snowing when at the inn, etc.

Ice Storm: The caster's clothes are covered in frost. When they walk, the leave little patches of ice. This does not alter the terrain, but does create puddles of water that trail after the caster. They receive a +1 to saves versus fire effects

Massmorph: The caster becomes stiff and loses 1" of movement. Everyone nearby constantly finds leaves in their clothing and armor

Minor Globe of Invulnerability: While prepared, spells have a 3 - level chance of failure on a d6, i.e. a 1st level spell fails when the wizard casts it or has it cast against them 2 in 6 times. A 2nd level spell fails on a 1 in 6 chance

Monster Summoning II: Pentagrams float on the surface of the wizard's clothing and flesh, moving freely between them

Plant Growth: When near plants they visibly move to face the caster. Sprouts and grass grow up in the footprints of the wizard

Polymorph Other/Self: The caster's form becomes unstable. They may smell like a elk, have claws momentarily, have their hair turn into feathers, or various other transitory effects. These have the side effects of attracting predators and unnerving sentient opponents. +1 on wandering monster checks and -1 on reactions

Rary's Mnemonic Enhancer: There is a 4 - level chance per spell cast on a d10 that a spell when cast will not be forgotten. A 1st level spell has a 3 in 10 chance of being retained, a third level spell has a 1 in 10 chance of being retained

Remove Curse: Caster receives a +1 bonus on saving throws. Magic items and spells have a 2% malfunction/mishap chance

Wall of Fire: Caster's clothing appears to be coated in licks of fire

Wall of Ice: Caster's clothing appears to be coated in sheets of ice and frost

Wizard Eyes: The wizards eyes begin to bulge, and occasionally float out of their sockets

5TH LEVEL

Airy Water: The wizard emits bubbles when they speak, that only releases words when they pop

Animal Growth: This has a side effect of increasing the size of all skin parasites and bacteria between 10× and 100× their normal size. This causes the skin of the wizard to appear to crawl and large disgusting parasites constantly fall off the wizard

Animate Dead: The wizards face appears to be a skull with two glowing points of light where the eyes are. They smell of freshly turned earth

Bigby's Interposing Hand: The caster's hand increase in size 50% and their grip strength increases as if they had a Strength of 17. This doesn't affect any damage, only the caster's ability to grapple and hold on to things

Cloudkill: A noxious odor and haze surrounds the caster. Anyone within 5' must save or become ill

Conjure Elemental: Elemental forces affect the casters clothes. A patch may catch aflame, another might become wet, some are covered in dirt, others in salt or ooze

Cone of Cold: This allows the caster to fire a ray of freezing cold at any target within 20'. It requires a normal to hit roll and does 1d6+1 damage. This can be done once a round. Also, anyone within 5' of the caster takes 1 point of freezing cold damage a round

Contact Other Plane: The caster is subjected to voices while this spell is memorized. They command him to do things and disrupt his concentration. Space around the caster seems to bend and warp

Distance Distortion: The caster's movement speed doubles

Extension II: Spells cast by the caster last an additional 2 rounds while this spell is prepared

Feeblemind: The caster must save versus spell when casting any spell, otherwise they forget what they are doing and stand confused for 1 round

Hold Monster: Ghostly chains surround the magic user. When the spell is cast they lash out towards the targets, binding them

Leomund's Secret Chest: While prepared, the magic user is able to smell valuables, as well as disturbances in the astral and ethereal plane

Magic Jar: The casters eyes are unable to focus, and she takes a -2 penalty on any attack rolls that must be made. Her skin also takes on a glassy sheen

Monster Summoning III: Pentagrams begin to exude themselves from the wizard's skin and clothing. They hum and hiss making it impossible to move silently

Mordenkainen's Faithful Hound: The caster smells like a wet dog, and happens to arouse all nearby canines

Passwall: The caster becomes translucent

Stone Shape: Any stone within 2' of the caster begins to bubble and turn to liquid, hardening in its new shape as soon as the caster moves on.

Telekinesis: Objects nearby the caster unexpectedly rise up and float. The caster may fling one nearby object up to $\frac{1}{10}$ the maximum weight the caster can move with the spell a round at a target doing 1-4 through 1-8 damage. The damage is dependent on the type and size of the object.

Teleport: The caster will occasionally teleport a few inches in a random direction. There is no danger of being high or low, but occasionally the caster will stumble or become a little stuck in the ground or air

Transmute Rock To Mud: Any rock within 5' of the wizard maintains its hardness, but changes color and texture to that of mud. The caster's clothes look filthy

Wall of Force: The caster's clothing becomes translucent and exudes a purple light

Wall of Iron: The caster's clothing appears to be made from iron

Wall of Stone: The caster's clothing appears to be made from stone

6TH LEVEL

Anti-Magic Shell: The wizard receives a +4 bonus on saves versus magic or spells, but has a 10% chance of spell failure any time she casts a spell

Bigby's Forceful Hand: The wizard's hands elongate to three times their normal length. The wizard is unable to wear rings while his hands appear this way, unless he keeps them closed in awkward fists

Control Weather: The sky rumbles and cold winds blow. When the caster speaks lightning may flash, clouds may roll, and thunder may punctuate his sentences. This gives her a 20% bonus on any social intimidation rolls. Occasionally a small cloud may appear and rain over the caster or someone nearby

Death Spell: The caster's eyes become tiny skulls and anyone touching or being touched by the caster must save or lose a life energy level

Disintegrate: Any normal, unmagical object held or used by the wizard must save versus disintegration or crumble apart while being held or used. The wizard's clothes are immune to this effect until removed (when they likely will be destroyed). The wizard's pack, weapons, and equipment are not

Enchant an Item: Emotions are enhanced around the user. Scary events are terrifying, critical hits are more critical, wounds are greater, and healing is more powerful. Everyone within 120' of the wizard gets +1 to all rolls, ally, enemy, and neutral alike

Extension III: Spells cast by the caster last an additional 3 rounds while this is memorized

Gears: The wizard's voice is more influential, any statement he makes has a 50% chance to be treated as a command, as the cleric spell. The target receives a saving throw

Glassee: The wizard's skin becomes translucent, becoming ghoul or ghast-like in appearance

Globe of Invulnerability: While prepared, spells the wizard casts have a 4 - level chance of failure on a d6, i.e. a 2nd level spell fails when the wizard casts it or has it cast against them 2 in 6 times. A 3rd level spell fails on a 1 in 6 chance

Guards and Wards: The wizard causes bad luck to surround him. Bedpans and flowerpots fall from windows, mud splashes bystanders, people trip and fall, horses go wild, adventurers slip on stairs, etc.

Invisible Stalker: Objects nearby float in the air, move of their own accord and dance wildly. Occasionally nearby objects will smash into a wall or the ground. While concentrating for a round and taking no other action, the wizard can control this force as the spell Unseen Servant

Legend Lore: The wizard constantly has a voice explaining and describing things to him in his head. It talks about what happened, what the past was, who has died in this place, what their lives were like, untold, uncounted, useless information. This affects the wizard causing them difficulty hearing and giving them a 20% of spell failure (excepting the *Legend Lore* spell itself).

Lower Water: The caster causes water to run down nearby surfaces, leaving the entire area damp

Monster Summoning IV: The pentagrams now float free of the wizard's skin and body. They provide no protection but they glow providing light out to 2" and his and hum. The spark slightly as other planes come into contact with this one and the smell of ozone is strong in the air

Move Earth: When the mage walks, dirt is kicked up, and stone cracks and crumbles, leaving a trail of rough and difficult terrain over both stone and earth

Otiluke's Freezing Sphere: All water within 10" of the caster freezes over the course of 1 round

Part Water: The caster and the space around him is hydrophobic. Small droplets and dampness will be banished, but larger bodies of water will just move away slightly. Any exposure to water will not cause the caster to become damp

Project Image: The appearance of the wizard trails a second ahead or behind of the caster whenever she speaks or moves. The effect is unnerving like feedback and makes it difficult for the caster to speak

Reincarnation: Occasionally when speaking to the caster, they appear to be a different race or creature. The caster may find their hands have become hooves for a few moments, or that they has difficulty speaking as his form shifts transitionally to that of another creature

Repulsion: The caster is repugnant to nearby creatures, -4 on all social rolls. Even if the caster isn't speaking, this grants the party speaker a -2 on all rolls due to the intense dislike of the caster

Spiritwrack: The caster attracts demonic attention. Any random encounter has a 1% of being a demon while this spell is known

Stone to Flesh: Nearby rock and stone seems to writhe and shift. In addition to being disturbing, it causes all stone terrain within 15' of the wizard to be considered difficult terrain

Tenser's Transformation: The wizards strength if less than 17 becomes 17 and he gains a slight Austrian accent

7TH LEVEL

Bigby's Grasping Hand: The caster's hands double in size, and his arms become larger to support them. He is considered to have a strength of 18, for thrusting damage, but has his normal strength for bashing and slashing weapons.

Cacodemon: While prepared, the caster is connected to the planes of hell. This has many and varied effects, from causing a penalty versus saves from extra-dimensional entities, to being overheard by extra-planar creatures.

Charm Plants: Plants are drawn to the caster, turning towards him as if he is the sun

Delayed Blast Fireball: Caster can shoot out bolts of flame to 20'. These require a normal to hit roll, take a full round to aim and fire, and do 2d8+2 points of fire damage

Drawmij's Instant Summons: The planar connection makes the wizard easy to locate using scrying spells

Duo-Dimension: The casters dimensions are somewhat unstable while this spell is cast. At any given moment, their girth, weight, and thickness is between 20% and 200% of normal

Limited Wish: Powerful energy is trapped in the casters mind. Electricity arcs off their hair and body, and their eyes glow with power. Various unusual magical phenomena manifest nearby

Mass Invisibility: The casters skin and clothing fades in and out of sight

Monster Summoning V: The caster is surrounded by free-floating glowing pentagrams. They shed light to 10' and hum. Anyone attacking the wizard will take 1d4 + 1 damage from the electrical energy discharged by the pentagrams

Mordenkainen's Sword: The sword struggles to manifest. While memorized, it appears, phasing in and out on the caster's body. Nearby swords drift and tug on their scabbards, pointing to the sword of force. Anyone attacking the caster with a sword has a +1 to hit and damage with such a weapon due to the pull of the magic

Phase Door: Space near the caster bends and twists, other dimensions slightly different then this one fade in and out nearby. Often walls, doors, or corridors appear where another is

Power Word, Stun: The caster's voice becomes loud, raising in volume by 20-30 decibels, even if attempting to whisper

Reverse Gravity: The caster floats, and can levitate and "fly" as long as she remains within 8" of a solid surface

Simulacrum: The wizards features become waxy and indistinct

Statue: The wizards complexion become stone like, and her armor class is increased by 1

Vanish: Objects appear and disappear near the caster. 30% chance anyone within 10' finds whatever they are holding has gone missing, only to re-appear a few moments later

8TH LEVEL

Antipathy/Sympathy: The wizard exerts a strong influence on anyone nearby. If a reaction roll is made and the wizard is visible, any result over 7 adds 2 to the reaction roll, and any result under 7 subtracts 2. If the wizard actually deigns to speak, the increase for any rolls above 7 increases to +4 and the penalty for any rolls under 7 increases to -4

Bigby's clenched Fist: The caster's hands double in size, and his arms become larger to support them. He is considered to have a strength of 18, as normal for thrusting damage and bludgeoning damage, but has his normal strength for slashing weapons

Clone: While this spell is prepared, the caster frequently hallucinates that he is talking and seeing himself

Glassteel: The caster turns completely transparent, looking much like a crystal statue of himself while this spell is prepared. This effect is intermittent. His armor class is improved by 1 while the spell is prepared

Incendiary Cloud: Smoke billows out from beneath the casters robe and sleeves. His eyes, mouth and nose glow when he breathes. A strong smell of sulphur permeates the space around him

Mass Charm: The wizard becomes influential. Add 1 to all bell curve social rolls that the wizard attempts, and add 2 to all flat die rolls to influence, bluff, lie or convince someone.

Maze: The pupils of the casters eyes become a shifting maze. Anyone who locks eyes with the caster for a segment or more must save versus Paralyzation or become confused

Mind Blank: While this is prepared the caster gains a +2 bonus to resist all attempts to mentally, psychically, or otherwise charm, damage or influence her. Also, it makes detecting and scrying on the caster more difficult

Monster Summoning VI: The caster is surrounded by free-floating glowing pentagrams. They shed light to 30' and hum. Anyone attacking the wizard will take 1d6 + 2 damage from the electrical energy discharged by the pentagrams

Otto's Irresistible Dance: The wizard can no longer walk normally. She either floats, dances, glides, or in some way travels unnaturally when she attempts to move

Permanency: There is a 1% chance while this is memorized that any spell the caster casts never ends. Note that this can be very bad and usually is

Polymorph any object: Objects that the caster is holding or wearing change shape without warning. Once released or given away, they usually return to their basic form

Power Word, Blind: The casters voice becomes loud, raising in volume by 30-40 decibels (About the level of a chainsaw). Even if attempting to whisper, her voice is loud

Serten's Spell Immunity: While prepared this grants the caster a +2 bonus versus the spells it protects against

Symbol: When speaking or attacking, there is a 1% chance that a random symbol floats from the casters mouth, affecting a single target.

Trap the Soul: The caster makes everyone uneasy

9TH LEVEL

The magical energies contained in the brain cause side effects. When the wizard acts as a conduit, there are risks. When a wizard memorizes a 9th level spell, she gains the ability to take on a specific named aspect. This replaces part of her soul with the soul of the spell and has the effects listed below. Once taken, this aspect can only be dismissed with a successful save versus paralyzation, which at first can be attempted at the end of a turn. The next time is the end of an hour. The time after that is at the end of the day, then a week, then a month, then a year. If the wizard fails at that point, her essences has been subsumed by the spell itself and rejoins the weave of magic.

When reading these, recall the caster must be at least 18th level to even memorize one of these spells.

Astral Spell

Aspect of the Star: Caster's body becomes translucent and surrounded by a glowing outline. The interior appears filled with galaxies and star stuff. Caster can fly and is immune to normal weaponry. When struck, star material pours from the gash, damaging all targets in a 3" x 3" cone for 2d8 damage in a random direction.

Bigby's Crushing Hand

Aspect of the Fist: The caster doubles in size and his muscles grow to huge proportions. Her Strength is raised to 19, and her intelligence and wisdom decrease by the same amount her strength increased. Her armor class improves 4 places from natural armor and her fist attacks do 1d8 damage as a base. She may jump up to 4 times her normal jumping distance. Her skin may turn a different color.

Gate

Aspect of the Overworld: The caster's skin turns either obsidian or ivory colored, and her eyes become pools of a solid color. The wizard gains the ability to open up portals between locations in time a space. She may summon small objects or open up a pair of portals that link to each other.

Imprisonment

Aspect of the Warden: The caster's body becomes more dense, gaining an increase of 2 to armor class and doubling in weight. Spending a round concentrating the caster can raise a permanent stone wall 5' thick, 10' high, and 20' long.

Meteor Swarm

Aspect of the Meteor: Caster gains a fire aura that does 3d6 damage to adjacent creatures and acts as a fire shield (hot). She can throw balls of fire, one per round, doing 5d6 damage to any target she hits.

Monster Summoning VII

Aspect of the Summoner: The caster has a number of floating arcane symbols that act as satellites. They can be used to attack a monster within 40', doing 4d8 damage, or they can be used defensively protecting the caster from ranged weapons and raising the casters armor class by 8 as a shield bonus, or they can be used to support the caster allowing her to walk through the air.

Power Word, Kill

Aspect of the Black Bolt: The caster's voice is a wave of destruction. She may shatter any object with her voice up to 100 pounds per caster level using the spell in this way expends the spell. Using the voice to harm a creature kills it as the definition of the spell. Otherwise the caster may not speak.

Prismatic Sphere

Aspect of the Universal Shaman: The caster gains a limited ability to transmute objects into other objects. Rain can be turned into flower petals, fire can be turned into streaming paper, blood can be changed into insects. Doing so takes a full round, but the caster is limited to changing small objects into other objects.

Shape Change

Aspect of the Mutable Form: The caster's form becomes liquid and malleable. She may spend a turn to form part of your body into a certain trait, gaining you an animals or creatures natural ability. Attacks against you do 3 points less damage than normal because of the nature of your body.

Temporal Stasis

Aspect of the Eternal Form: The caster's skin becomes gleaming and speckled and she lightly glows a golden color. The caster does not age while this spell is prepared and their touch causes sleep to all creatures of 4 hit dice or less. Higher level creatures receive a saving throw versus the sleep effect.

Time Stop

Aspect of the Hourglass: While this spell is prepared, the caster instantly experience the moment it is cast, and then live backwards from that moment. at any given time you have no idea what has just happened, but have a clear understand of what will happen. The Dungeon Master informs you of what is ahead privately and any attacks or actions you take have a +4 bonus on the roll.

Wish

Aspect of the Quantum: This aspect is too powerful to be maintained for long. If the spell is not cast, every molecule of the caster's body vibrates with energy with appropriate effects.

Do you run a classic style game or a 5th edition game? Looking for some exciting things to happen to your wizards while they are research spells?

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