

Block Advancement



Abjuration, Charm

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 1 wizard

Saving Throw: Neg.

When a block advancement spell is successfully cast upon a wizard, it instantly strips him of the ability to advance in levels of spellcasting ability until the wizard successfully survives the ordeal induced by a conquer self spell. The spell affects only a single wizard of no less than 5th level, and no greater than 15th level, of an alignment identical to the caster. The block advancement spell cannot be removed otherwise except by the use of a wish.

The recipient is allowed a saving throw vs. spell (which can be forfeited by a willing subject). Because the spell was designed to stop the advancement of any wizard deemed unworthy of power until such time as he has proved himself worthy, the original researcher of the spell (most likely a member of the Black Circle) assumed that the recipient would be willing to receive the spell (the alternative was death). If the spell is applied to an unwilling subject who makes a successful saving throw, the subject suffers damage equal to 1d12 hit points, plus 1 per level of the caster. but is otherwise unaffected.

Once the block comes into effect, the recipient cannot learn any new spells (though new spells can be recorded in a spellbook) nor can the recipient cast any spells of a level above the highest level available before being blocked. More spells of the levels currently castable can be gained. Thus, a blocked 5th-level wizard couldn't cast fourth-level spells until the block was removed, but could gain additional third-level spells.

A block advancement spell does not prevent a wizard from gaining experience points while it remains in effect, nor does it prohibit the wizard from gaining new weapon and non-weapon proficiencies and additional hit points when enough experience is gained to advance in level. The only effect of the spell is to limit the wizard to his current level of spellcasting ability. Once the block is removed, the recipient immediately gains the normal spellcasting abilities appropriate to his level.

The casting requires a small jade statue of the affected wizard, upon which a feeblemind spell has been cast prior to the casting of the block advancement spell. The statue can be used only once, as it shatters when the block is removed. Prematurely shattering the statue shatters the spell and forces the recipient to make an immediate system shock check or die. Further, the block becomes irrevocable until a new statue is fashioned, after which either a wish or conquer self ordeal becomes possible.

Notes: Common for wizards of the Black Circle: otherwise very rare. Known to be in the Book of Black Circles. (Updated from DRAGON Magazine.)