

Wizard Council Banned Spell List

1. Unending Penis Barrage: Deals 1d6 of damage to a target and 1 additional d6 of damage per penis in a large area. Ex: A group of four males will let you deal 5d6 of damage to a target, if the target has a penis.
2. Summon PCP Ape: Summon "Giant Ape" and give it "Rage" and "Power Attack"
3. Greater Baja Blast: Hit a group of targets with a stream of Baja Blast, dealing force damage and slowing them due to the sticky nature of the drink.
4. Transmute Idaho: Turns inanimate items Idaho Shaped
5. Homoerotic Vortex: Deals Damage to a target unless they use their action to kiss someone of the same gender
6. Greater Circle of Bind White Boy: Binds any male character of lighter skin complexion for 1d10 years
7. Aura Lobotomy: On a failed save the target's "Aura" becomes lobotomized. They gain three levels of exhaustion.
8. Hail of Gnome Corpses: It rains gnome corpses; a dexterity check must be rolled per turn to avoid them. On a fail, take 1d6 blunt damage and become prone.
9. Transmute Blunt: Turn a blunt into a different kind of blunt
10. Vagabeam: Play on vagabond: Makes target homeless
11. Eradicate Warlock: Used originally to deal with the Warlock Union. Deemed unethical by the council.
12. Mage Foot: Summons a spectral foot like "mage hand" an action can be used to make it kick someone for 1d8 damage.
13. Fire Cube: Sorta like a super fireball. Just triple the fireball spell. Yes, all of it: range, damage, all of it. It's banned for a reason
14. Hold Farmer: Like hold person but for a farmer
15. Wall of Bees: a wall of bees, deals piercing and poison damage if touched
16. Conjure Tavern: Summons a random tavern to your location
17. Acid Trip: Psychedelic experience featuring alterations in normal perception such as visual distortions and a subjective loss of self-identity sometimes interpreted as a mystical experience.

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18. Detect Everything: a foolish attempt to know "The Everything". A failed con save leads to death. On success you learn something that only your DM should know
19. Best Friends Forever: Permanent charm, borderline slavery
20. Tasha's Hysterical Orgasm: Forces the target to roll a Charisma save, on a failure they orgasm loudly.
21. Warp to Goal: Teleports you instantly to a finish line, end zone, goal net, or other end of a competition.
22. Bigby's Magical Sucking Mouth: Summons a giant sucking mouth to vacuum anything that will fit into its mouth
23. Summon Greatest Enemy: Summons whoever the caster considers their greatest enemy
24. Power Word: Impregnate: Self-explanatory, makes target pregnant regardless of gender or biological impossibilities.
25. Continuous Fireball: Summons a fireball spell to a spot as a concentration spell
26. Produce Toenails: Causes growth of toenails in a target area regardless of what it is. Tree, arm, rock, dog, doesn't matter. toenails.
27. Liquify Steed: Turns steed into liquid, not water, liquid. It doesn't kill the steed.
28. Power Word: Twerk: Forces target to throw it back
29. Cone of Quiche: Turns targets caught in cone to do a Con save or be turned into a quiche
30. Billy Bob's Eldritch Horror Jamboree: Teleports caster or target to a bluegrass concert being held in a different plane alongside eldritch horrors.
31. Transmute Mascot: Turns target into a mascot, whether that means they gain a costume or becomes a costume is up to you.
32. Otto's Unavoidable Jury Duty: Sends target to a random court hearing as a jury member.
33. The Ol' Dick Twist: Twist his dick!
34. Wall of Lies: Paints a surface like one of those Wile E. Coyote fake tunnels

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35. Anti-Physics Field: Everything in a 15ft radius no longer follows the rules of physics
36. Summon Greater Father: Summons a strong father figure to offer advice and comfort (Banned because the father must be taken from somewhere and the spell makes the father not remember his other family)
37. Bestow Cancer: Gives target cancer
38. Displace Skeleton: Moves skeleton out of a living body
39. Invert Genitals: turns male genitals to female ones and vice versa. It is not painless
40. Create Cocaine: Self explanatory
41. Crying: Makes target cry uncontrollably
42. Power Word: Gaslight: psychological manipulation in which the caster attempts to sow self-doubt and confusion in their victim's mind
43. Plague of Spam Mail: Fills targets inventory with 1d100 amount of spam letters.
44. Ray of Male Pattern Baldness: On a failed save target begins balding
45. Otto's Spontaneous Music Number: Everyone in a 20ft radius must make a charisma save or be forced into a musical number
46. Uncomprehend Language: Makes target unable to understand any language
47. Invert Skin: inverts targets skin making their entire body an open wound. Only cured by casting it again, can't be healed since their skin isn't actually wounded, just inverted.
48. Bestow Allergy: Makes target allergic to item of your choosing
49. Greater Amnesia: Everyone within a 100 mile radius makes a wisdom save or they forget what happened a month back (Only permissible if a great calamity has happened to a town that needs not be remembered)
50. Summon Parking Ticket: Gives a legally parked vehicle a parking ticket (Does not work on illegally parked vehicles)
51. Control Milk: The control water spell but with milk (Banned after the Milk Bandit)

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52. Conjure Alibi: Grants a believable alibi for where you were if you committed the crime
53. Feign Ignorance: make other people think you know little or nothing about the subject.
54. Mike's Hard Lemonade: Throw lemonade flavored chunk of Ice on impact roll will save or become intoxicated.
55. Glyph of Boiling: Etch a symbol into a container with liquid and it will boil. Although useful the spell considers a human body a container.
56. Hold Meeting: Forces targeted characters to be teleported to a meeting room regardless of what they're doing or where they are.
57. Hindsight: Grants caster understanding of a situation or event only after it has happened or developed.
58. Transmute Hair: Turn your hair or someone else's hair into something else.
59. Dab of Power: Thunderwave but as a cantrip
60. Guilt Trip: make the target feel guilty, especially to induce them to do something.
61. Greater Indigestion: Causes target pain or discomfort in the stomach
62. Create Controversy: Causes target to be part of a fake controversy
63. Howard's Horrific Hemorrhage: Gives target a brain hemorrhage
64. Animate Skeleton: Animates skeleton (Banned after it was discovered the skeleton doesn't have to be out of the body)
65. Conjure Antimatter: Conjures a five foot cube of antimatter destroying everything it comes in contact with.
66. Break Fourth Wall: Grants target knowledge that they're an NPC or a player.
67. Induce Seizure: Gives target a seizure
68. Power Word: Shart: Makes target shit themselves
69. Remove Kidneys: Removes Kidneys (Popular in the black-market scene)
70. Organ Displacement: Moves organs around of body but also outside of body (Also popular in the black-market scene)

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71. Stop Heart: Stops the targets heart
72. Lobotomy Ray: removes the frontal lobe of target (Used to be used a lot before it was discovered it didn't actually help mental illness)
73. Awaken Elder Evil: Unlocks seal on ancient evil if used at the correct place
74. Aura of Cannibalism: everyone within a 20 ft radius must make a will save or start eating each other
75. Bestow Kidney Stone: Gives target a kidney stone
76. Extract Water Elemental: Pulls all water out of targets body and turns it into an elemental
77. Purge Bloodline: Kill everyone that has blood ties to target
78. Send to orbit: Send target instantly to orbit
79. Overwrite Consciousness: Lets you in-plant your consciousness into another person over the course of a week. If you die you wake up in their body.
80. Fuse Flesh: Fuse flesh
81. Power Word: Erectile Dysfunction: removes the targets ability to gain or maintain an erection
82. Zone of Tax Fraud: Allows caster to edit their tax form without the knowledge of the IRS
83. Conjure Commoner: Summon random NPC
84. Necrorave: Makes undead dance
85. Transmute Bones: Turns bones into other things
86. Summon Glitter: Summons a 5 by 5 cube of glitter
87. Testicular Torsion: turns the genitals of a male target
88. Summon: Tidal Wave: Summon a large wave causing collateral damage to building caught in area
89. Self-Destruct: Caster sacrifices their own life causing 1d4x 100 feet to explode causing 20x remaining health damage.

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90. Greater Menstruation: Forces female target within a large area to start menstruating
91. Summon Dead Baby Birds: Summons 10 dead baby birds
92. Animate Dead Baby Birds: Animates 10 dead baby birds
93. I'm Not Touching You: Summons a mage hand that points at a target's face and stays just an inch away from them.
94. Summon Vegan: Summons character that does not eat any animal products
95. Confuse Elders: The Confusion spell but for old people(Race specific, character has to be considered old by their races standards) Also roll a d4 instead of a d10 for the confusion table
96. Summon Clown: Summons a clown
97. Banish Face: Removes targets face to a random plane (Person does not die, also they can still perceive everything from the other plane)
98. Summon Anthrax: Summons anthrax
99. Wallabies: Harmless spell summons a wallaby, only banned because novice spell casters kept summoning a wall of bees.
100. Merge creatures: Take two or more creatures and merge them into a monstrosity that has the feature of all of them. Roll a d20 to see if the creature survives or dies.
101. Bestow Tapeworm: Bestows a tapeworm on the target, resulting in food giving only half of the intended results.
102. Summon Clown Car: 5D10 clowns emerge from the clown car.
103. Dimensional Compression: Caster becomes 2D, banned as none of the caster's equipment became 2D and they could not reverse the effect.
104. Summon Brothel: Banned for the same reason Summon Greater Father is banned.
105. Power Word: Autodefensation: Forces the target to throw themselves from the nearest window.
106. Summon Heart of the BBEG: On a BBEG that you can see, causes the BBEG to die on a failed Con Save.

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107. Summon: Fly of Despair: Summons 2D10 (10) Small sized flies that treat creatures Medium sized and smaller as food. +1 to hit, 1D4 Acid damage from bite, 15 foot fly speed, 1D6+2 (5) HP, 6 AC.

108. Bestow Perineum Cyst: Causes a ½ inch wound on the Perineum of a Target that you see.

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