

D&D 3RD EDITION

UPDATED SPELLS

STICKS TO SNAKES

Transmutation

Level: Clr 4, Drd 3

Components: V, S, M, DF

Casting Time: 1 full round

Range: Close

Target: One or more normal sticks (see text)

Duration: 2 rounds/level

Saving Throw: None

SR: No

By means of this spell, the spellcaster is able to change one item of non-living, non-enchanted wood per experience level into a snake. The snake(s) are (?) (see the MM for stats), and appear within the spell range. These snakes will attack as commanded by the spellcaster. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) within range. Note that magical items are not affected. The material components of the spell are several snake scales.

WRITE MAGIC

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 hour/level

By means of this spell, a magic-user might be able to transcribe a spell that he cannot understand at the time (due to level, lack of sufficient intelligence, etc.) into his spellbook. The spell to be transcribed must be an arcane spell. The magic-user must succeed at a caster level check (DC=spell level +1) to transcribe the spell successfully. If he fails, he must make a Wisdom check (DC 5) to avoid a mishap (see Scroll Mishaps, DMG p. 203). A natural roll of 1 always fails on these checks, whatever the modifiers. Failure results in 1d4 subdual damage per level of the spell. Success allows transcription at the rate of 1 hour per spell level. During this period, the magic-user is in a trance. The material components of this

spell are the magic-user's spellbook, and writing materials (see PHB p.155).

