

SARPHOON'S SEASPELL

2nd-level conjuration

Casting Time: 1 day

Range: 700 feet

Components: the feather of a gull; the feather of a cormorant; the feather of an albatross or pelican; a flint pebble (smoothed by the sea); a quartz pebble (smoothed by the sea); a chalcedony pebble (smoothed by the sea); a leaf or root fragment from two of; rock purslane, sea thrift/sea pink/rock rose, sea kale, sea lyme-grass/dunegrass; a drop of blood from a gull or a sandpiper; and a scale or fin of any sort of fish

Duration: Concentration, up to 4 minutes

You transform seaweed and seawater (which must be present for the spell to work) into exact duplicates of all living fish within a 60-foot cone flaring out from wherever within range you choose. If no true fish (the spell doesn't affect marine mammals, crustaceans, cephalopods like the octopus, porifera such as sea sponges, or corals—but eels are fish) are within the area of effect, the spell fails.

For each fish in the area of effect, the spell creates two duplicates that are compelled by your magic to rush towards you for as long as you maintain concentration. They will even hasten up out of water to their deaths, to try to reach you.

(Sarphoon casts this spell to bring fish ashore to be gathered as food.)