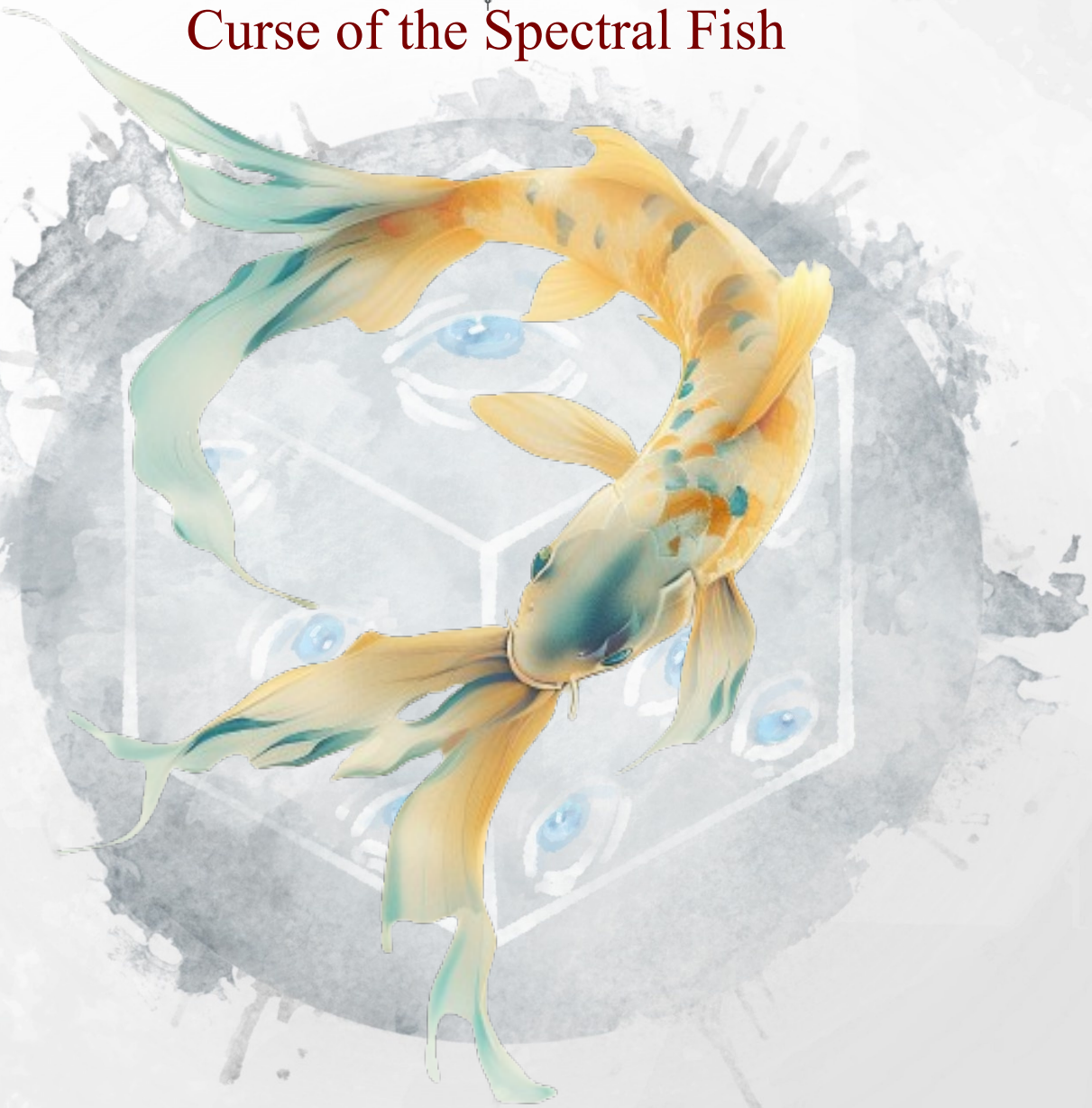
DUALINK

Curse of the Spectral Fish



JJK Edition

DUALINK

Curse of the Spectral Fish

School: Divination
Level: 2
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of water and a fish scale)
Duration: Concentration, up to 10 minutes
Classes: Wizard, Sorcerer, Bard, Rogue (Arcane Trickster)

When you cast this spell, you summon a spectral fish that glows with a soft, otherworldly light. The fish swims through the air, following your commands within the spell's range.

Revelation Ability

The spectral fish can detect the presence and the nature of magic within 30 feet of it. It reveals magical effects, including enchantments, spells, and invisible creatures or objects. However, it can only detect magic that is of a spell level equal to or lower than the level at which "Curse of the Spectral Fish" was cast. Spells and magical effects of a higher level remain undetected.

Limitation

The spectral fish cannot detect non-magical traps, hidden mechanical doors, or natural camouflage. It also cannot detect spells or magical effects specifically designed to be undetectable by divination magic.

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Movement

On your turn, you can use an action to move the spectral fish up to 30 feet in any direction. The fish can pass through solid objects but cannot extend beyond the spell's range. Entering an area of magical darkness or an antimagic field repels the fish and prevents it from entering.

At Higher Levels

When you cast this spell using a spell slot of 3rd level or higher, the range of magical detection and the level of magic that can be detected increases. For each slot level above 2nd, you can detect spells and magical effects of a level one higher than the spell's casting level, and the detection range of the spectral fish increases by 10 feet.