

Converse with Sea Creatures



Alteration, Province: Sea

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 10-yd. radius/level

Saving Throw: None

This spell allows the caster to communicate with any sea creature whose intelligence is "animal" or higher. The caster can understand such creatures and respond in the correct tongue. The caster can converse with some or all of the sea creatures within the area of effect, even if they are of different races and do not speak each other's languages.

Like the priest spell speak with animal, this spell does not guarantee that the sea creatures will be friendly toward the caster. The creatures are free to forgo speech and simply attack the caster if they wish.

Nor does this spell enable the caster to breathe underwater. If he can already (through ability, artifact, or spell), then the conversation can take place underwater. Otherwise, the caster must remain above, but still can be heard by those who dwell beneath the waves.

The material component of this spell is a small trumpet made of a shell, which is consumed by the spells casting.

Notes: Common in arabian settings; otherwise very rare.