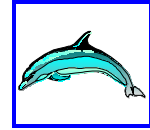


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In the depths of Fathoms, the world is no longer a two-dimensional place where movement is concerned. Previously, characters were only able to move from one place to another across the horizontal ground, with the exception of the occasional flying wizard or characters mounted on aerial beasts. But to UnderDeep races, moving up toward the surface and down to the ocean floor are just as much a part of life as moving across a field to a surface dweller.

Movement for Surface Races

As described in the *Player's Handbook*, all land-dwelling characters can swim 1/2 their land movement rate in tens of yards on the surface of the water. Thus, a character with a land movement rate of 12 is able to swim 60 yards per minute (round) on the surface of the water (providing that the character is able to swim, of course). See the *Player's Handbook* for more details on surface races swimming on the water's surface.

Swimming underwater, however, introduces an entirely new set of variables. Surface dwelling humans and similarly sized humanoids with normal gear (light encumbrance) are able to swim underwater at a movement rate of 4", while smaller humanoids such as dwarves, halflings, and gnomes are able to swim underwater with a movement rate of 3". A surface character with light encumbrance is able to submerge and surface in the water at the rate of 20 feet per round. This can be affected by encumbrance (see below).

Movement for Aquatic Races

UnderDeep races, on the other hand, are at home in the water and are normally able to move much quicker. Each race in Fathoms has a swimming speed listed in its race description in Chapter One. Use this movement rate for both underwater swimming as well as swimming on the surface of the waves. UnderDeep races are able to move their normal swimming movement rate whether surfacing or diving, although this can be adjusted by encumbrance.

Each aquatic race also has a separate walking or crawling speed when on dry land. This number is also listed in each race description.

Encumbrance

The speeds traveled by both land and aquatic races

are adjusted by the character's encumbrance. A character who tries to carry a large amount of gear underwater will quickly find themselves overloaded and unable to swim. The table below gives more details on adjusted swimming movement rates. These adjustments apply to both aquatic and non-aquatic races. Use the rules set forth in the *Player's Handbook* to calculate the encumbrance levels of each character according to their Strength scores.

Table 13: Swimming Movement Rates

Encumbrance	Swimming	Diving	Surfacing
Light	Normal	Normal	Normal
Moderate	Halved	Doubled	Halved
Heavy	Quartered	Tripled	Quartered
Severe	None	Tripled	None

Diving into the Water

The depth a character dives into the water the first round can be increased if she jumps from a point higher above the water. If she dives from a point a few feet above the water, the character can add 10 feet to the depth she travels for the first



round. For each 10 feet of height added to the dive, the depth is increased by 5 feet, up to a maximum of a 40-foot-high jump. This applies to both land and aquatic races.

Senses in the UnderDeep

In the dark world of the UnderDeep, vision is far more limited than on the surface. As one goes

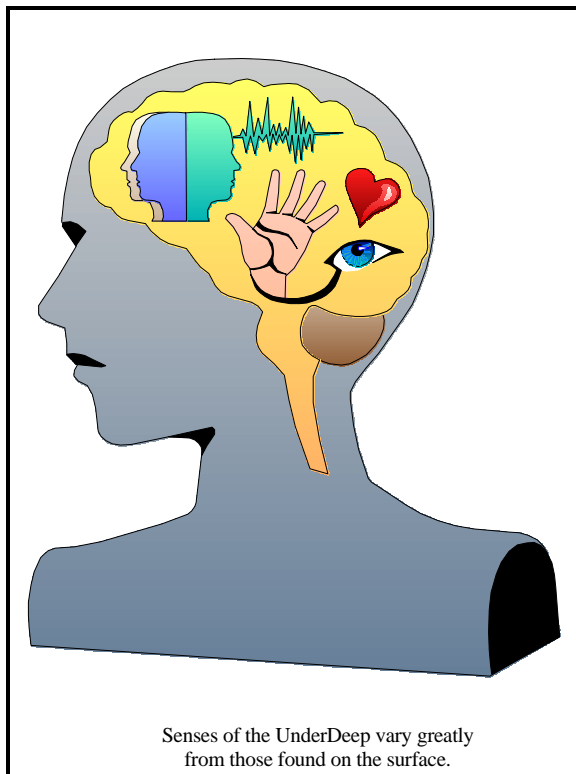


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deeper into the water, less light is able to penetrate. As the sunlight hits the surface of the water, some of the rays are reflected back up into the sky. Very little sunlight reaches below 330 feet even in clear water. The rest of the sun's rays are absorbed by the water and the colors are scattered. Colors such as red are absorbed first, with blue being absorbed the least. That is why when one ventures deep under the water, everything appears blue. See Figure 1 to see how colors are absorbed.

UnderDeep races have evolved ways to adapt to the darkness of the ocean. These senses are listed below.



Echolocation

Echolocation, also known as sonar, is the ability to emit high-frequency sounds and detect the location of objects by the echo bouncing back from them. Many whales, dolphins, sea humanoids, and other sea creatures use this type of sense. Although not as detailed as some other sorts of vision, echolocation has a much greater range than most. It can tell a creature where objects are, their direction of movement, size, and also help them navigate through tunnels, coral reefs, etc.

Although some creatures determine details through echolocation with their ears, many (including all sea humanoids) use special nerves and glands to receive the echos. In the UnderDeep races, these organs are usually located in the head and face. A large part of echolocation uses sound levels that are inaudible to the human ear.

Echolocation allows a humanoid to detect objects at 1500 feet, direction of movement (if any) at 1000 feet, and size (S, M, L, etc.) at 500 feet. Sonar cannot determine details such as race, weapons, etc. It can determine land features (such as a large coral reef, a mountain, or an undersea city) at distance up to one mile. When used to navigate tunnels or other enclosed areas, echolocation allows the user to sense up to 60 feet in front of him/her.

Each creature sends out a unique echolocation sound that they recognize, so they can tell the difference between their sounds and others of their race. Echolocation for sea creatures is ineffective out of the water.

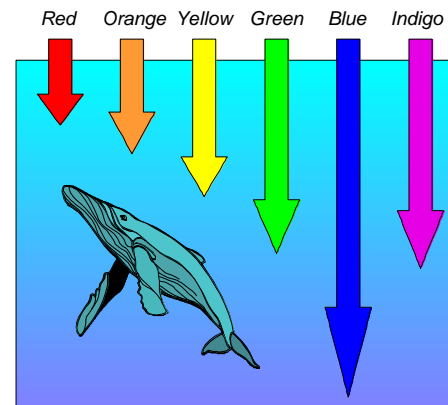
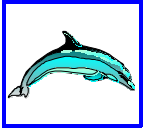


Figure 1: Underwater Light Absorption

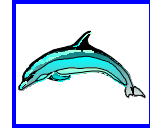
Infravision

Infravision is the ability to "see" heat patterns of objects. Both surface and undersea races commonly possess infravision. While surface dwellers' infravision does not work quite as well underwater, the UnderDeep races have highly developed this ability while underwater, but are not as effective on land. For example, an undersea creature that has infravision of 300+ feet underwater will only be able to see 60 feet on the surface with this ability.

The sea races infravision can detect objects at long distances (an aquatic elf can see up to 360 feet away!), but cannot determine detail such as race,



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equipment, etc. until the object is much closer (usually within 60 feet). This long-distance infravision can only make out objects with a strong variation in heat compared to the surrounding water. This would include undersea cities, heat sources, and man-sized or greater mammals, but may not include some fish, since their temperature may not be much different from the surrounding water. Once a fish or item is within 60 feet, however, they can be detected just as well as a surface dweller with infravision can detect a cold-blooded creature or non-living item.

An UnderDeep humanoid's infravision will only extend 60 feet on the surface, and even then the foreign environment may still be confusing. Aquatic races must be proficient in surface infravision to be able to use this ability on the surface. (See Proficiencies.)

Lateral Line System

These pressure-sensing systems, found in many fishes, aquatic amphibians, and some UnderDeep races are sensitive to differences in water pressure. This system can sense both depth and the current-like waves formed by moving objects. The lateral line system functions by using a bundle of sensory and supporting cells called neuromasts. These neuromasts continuously send out signals of nerve impulses, which helps the creature locate objects, know their movement, etc. Because sound waves are waves of pressure, the lateral line system is also able to detect very low-frequency sounds (100 Hz or less).

Another feature of the pressure-sensitive system that is found in sharks, some bony fishes, and all undersea humanoids are a modified group of neuromasts that act as electro-receptors. These neuromasts can detect electrical charges, or fields, in the water. Most animals, including humanoids, emit a DC field when in seawater that can be "seen" by this system. This ability to see into the electromagnetic spectrum is very detailed in humanoids. The UnderDeep races are able to make out fine details, and even see non-living matter at close ranges, such as rock formations and buildings.

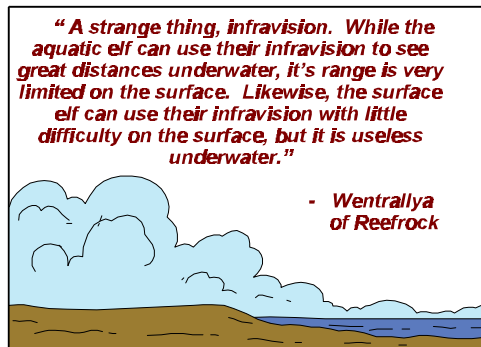
The neuromasts in the sea-dwelling races are almost always found in the head and neck area.

Since the races depend much more on sensing specific movement than fish, their lateral line system is much more advanced. UnderDeep races can detect the distance to the object, it's size, and even basic features using this sense. They will also be able to detect what race a creature is and what weapons or equipment they may carry. A humanoid creature with this system can use it to fight at close range with the same efficiency as a surface race could fight with infravision.

A sea humanoid's brain can differentiate hundreds of individual movements underwater. The lateral line system is also able to take into account their own movement, so that this does not disrupt the effectiveness of the neuromasts.

An UnderDeep humanoid can use this system to detect the general direction of movement at 400 feet; at 200 feet they can detect the creature's size and speed; at 100 feet they can detect details such as race; and at 30 feet they can determine details such as weapons, equipment, and creatures actions (including somatic casting). The lateral line system does not work as well for distance in caves and small enclosed areas, and is limited to 30 feet.

The lateral line system of creatures totally negates the effects of invisibility and non-substantial illusions. It also allows the creature to detect movement around corners, in holes, and other areas that are within range. The movement must be within five feet of the hole or corner to be detected.



Olfactory

All UnderDeep races (unless otherwise stated) have a sense of smell similar to that which a

human has on the surface.

However, some ocean-dwelling races have a very high sense of smell. These include sharks and many other predatory fish, as well as some humanoids. Creature with enhanced smell are able to detect strong odors, such as blood or oil, at a distance of several hundred yards. Humanoids with heightened olfactory senses are even able to tell the identity of another creature simply by the sense of smell, although they must be within 10' of the creature to use this ability.

All creatures with heightened olfactory senses



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suffer a -5 saving throw on attacks that affect smell (stinking cloud, cloudkill, etc.).

Standard Eyesight

This is the normal type of vision all humans possess. For restrictions on normal vision while on the surface, consult the *Dungeon Master's Guide*.

Standard eyesight works to a limited degree underwater. In freshwater, vision is limited to a base of 50', while saltwater limits vision to a base of 100'. This base distance is reduced by 10' for every 20' of depth. Once this distance reaches 0', the creature can no longer see and will be in total darkness. These guidelines assume that it is a bright, sunlit day on the surface. If the sky is cloudy and overcast, these base distances for vision will be reduced by half. On moonless nights, standard eyesight of surface dwellers will be reduced to a range of zero, regardless of depth.

Some UnderDeep races have standard-type vision, although their light-gathering ability is many times that of humans. Sea dwelling races have a base vision limit of 250 feet in freshwater and 500 feet in saltwater. As with surface races, this base is reduced by 10' for every 20' of depth. Cloudy and overcast conditions reduce this base by half. On moonless nights, UnderDeep races with standard eyesight have a base of only 50'. See Figure 2 for more detail on standard eyesight for both surface and aquatic races.

Ultravision

Ultravision is the ability to see wavelengths shorter than visible light but longer than X-rays. This light is invisible to human eyes and is also known as black light.

Races with ultravision can see outdoors on the surface as clearly at night as if they were in twilight. This allows the creature to see clearly up to 100 yards, and they can see dimly to a distance of 300 yards. Ultravision does not function on the surface at daylight. Cloudy nighttime conditions will reduce these distances by half.

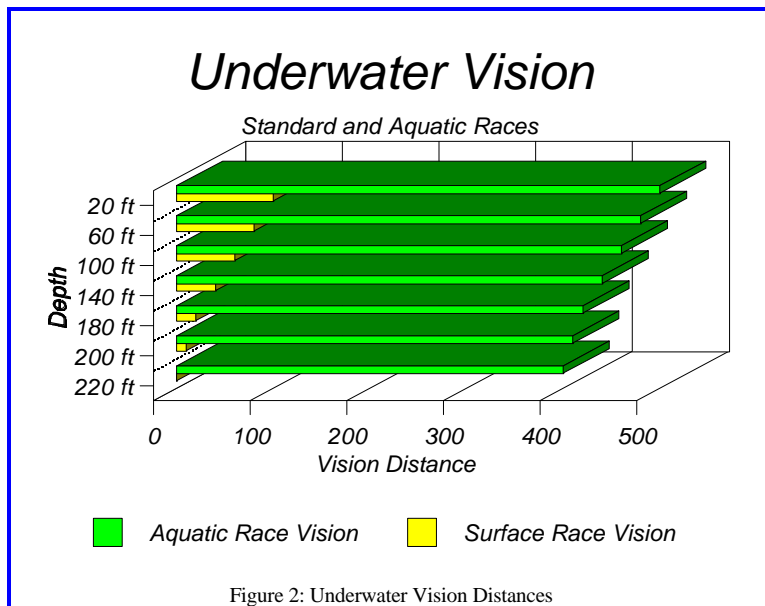
Ultravision is very useful underwater, because the colors closer to the red side of the spectrum begin to be absorbed the deeper one goes. Since ultraviolet light from the sun cannot penetrate deep into water, the depth of an individual will affect ultravision. For every 20 feet of depth, the distance of ultravision is reduced by 5 yards. Eventually, when the creature's depth is great enough (at 400 feet), ultravision will cease to function.

Note that like infravision, ultravision does not begin working until normal vision is no longer effective. Any light greater than candlelight nearby will disrupt ultravision and cause the individual's sight to return to normal vision.

There are spells available which provide ultraviolet light for characters with ultravision. See the chapter on "Magic" for more details.

Hearing

Water is a very good conductor for sound and it is possible for some noises to travel much farther in the water than through the air. Unfortunately for surface races, their ears are not designed to pick up most sounds as well underwater. Anyone who has ever tried to understand someone talking or listen to other specific noises underwater in a swimming pool knows how this is. As a result, when surface races travel underwater with each other, they are only able to hear sounds like each other's voices within 15 feet. Beyond that range the sound becomes too garbled to understand. Some high pitched sounds though, like a dolphin call, whale song or aquatic languages, are understandable at a greater distance because their frequency makes them travel much





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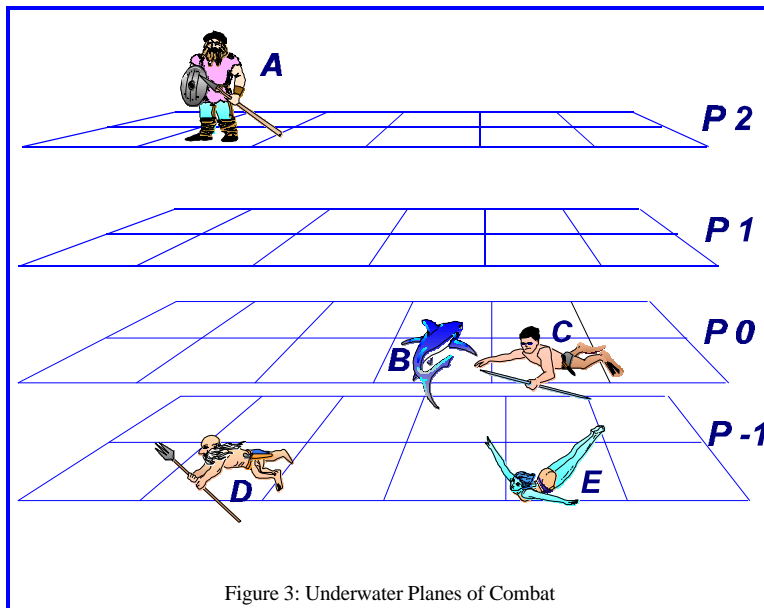


Figure 3: Underwater Planes of Combat

farther underwater. Some whales and dolphins, for instance, can hear each other at distances over a mile underwater. (How far noises travel should be under the discretion of the DM.)

Most UnderDeep races have hearing adapted to the underwater environment and are able to hear at much greater distances beneath the waves. Assume that under normal circumstances any aquatic race can hear sounds underwater at the same distance as surface races can hear in the air.

Combat

Combat underwater is entirely different from that on the surface. Water resistance against weapons and three-dimensional combat are only two aspects of the UnderDeep that make combat unique from that on the surface. Land beings who have combat deep underwater can easily lose their bearings, becoming temporarily unaware of up and down. Due to this alien environment, surface-dwellers who adventure underwater receive a -4 penalty to their attack rolls. The *Underwater Combat* nonweapon proficiency will negate this penalty.

This -4 penalty also applies to undersea races who venture onto the surface - an equally alien environment to them. Aquatic beings who are not accustomed to holding up their own weight out of water find themselves feeling awkward and heavy. In addition, these creatures are also used to water resistance on their weapons and attacks. When on the surface, this resistance disappears, throwing off

the accuracy of the attacks.

This water resistance also only allows piercing weapons to be successfully used in the UnderDeep. Attacks with Slashing and Bludgeoning weapons are greatly slowed, causing them to inflict only 1/4 their normal damage underwater (rounded down). For a complete list and description of standard weapons usable underwater, see the equipment section.

Another drawback is the negation of Dexterity bonuses toward Armor Class to races who are unaccustomed to being out of their environment. This applies to UnderDeep races on the surface, as well as surface races underwater.

Surface-dwellers also add four to their initiative rolls when in melee combat underwater. This does not apply to

spellcasting or missile attacks.

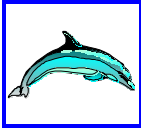
A ring, helm, or spell of *free-action* will negate the effects of all penalties for surface dwellers underwater, but will not aid aquatic creatures on the surface. Combat within the bounds of an *airy water* spell will also negate all penalties for surface races.

A Three Dimensional World

The 3-dimensional nature of underwater combat can make battles in the UnderDeep very different from land combat. On the surface, all attacks are usually made on one basic level, while the ocean offers the possibility of attacks from all angles, including above and below due to various depths.

To show the differences in depth, combat position in Omega League is divided into "planes", with each *plane* indicating a different depth. Whenever a situation where depth of characters, NPC's, etc. is required, one *plane* is picked by the DM as *plane 0* (P0). This will most likely be (but not necessarily) be the plane most of the PCS are on. From P0, there may be planes at higher and lower levels, depending on the depth of plane 0. For each plane higher than P0, the numeric level increases by one. For instance, one plane higher than plane 0 will be plane 1, the next will be plane 2, etc. Below plane one, the number of each plane will decrease by one, giving plane -1, plane -2, etc.

For example, in Figure 3, the shark (B) and triton (C) are at *plane 0* (P0), while the quirden (D) and sea elf (E) are on *plane -1* (P-1). To the Viking (A)



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is assumed to be swimming on the surface, which in this diagram is plane 2 (P2).

The vertical distance between planes may vary according to the system of measurement used by the DM. The standard would be 10 feet between each plane, but if the DM is using a scale of 5 feet per square or hex, the planes may also be determined to lie only 5 feet apart.

There are many ways to indicate plane level for miniature purposes. This can be as complicated as using large, clear plastic squares marked with grid lines and each stacked a few inches apart, or may be as simple as using paper or cardboard counters. When using counters, one can be placed by each miniature with a 0, 1, -1, etc. to show which plane that character is currently on. In the diagram, the triton (C) would have a "0" counter, while the Viking (A) would have a "2" or "+2" counter.

Because attacks can come from above and below underwater, as well as from all sides, it is also possible to have more attackers at once than on the surface. A target of size S can be attacked by up to eight other size S creatures, six size M creatures, or three size L creatures. A target of M size can be attacked by up to 12 size S creatures, eight size M, or six size L attackers. Creatures of L size can be attacked by an onslaught of 18 size S creatures, 12

size M creatures, or eight size L attackers. Attackers or victims of other sizes can be determined by the DM on a case by case basis.

Aquatic Attack Bonuses

In underwater combat, all melee attacks from directly behind gain the same +4 bonus "to hit" as on the surface. In addition, the nature of combat underwater allows attacks to be made from directly below or above the victim. When these attacks are made with melee weapons, they are much less defensible. As a result, a melee attack from above or below gains a +2 modifier on the character's "to hit" roll. These attacks must be made from directly above or below the victim, and made with melee weapons. A ranged attack does not get a bonus to hit. For instance, the sea elf (E) in the diagram is directly below the triton (C), and would gain a +2 bonus on a melee attack. However, an attack from the sea elf to the shark would not gain the +2 bonus, because she is not directly below the shark. Likewise, if the quirden (D) makes a ranged attack with a crossbow at the Viking (A), the quirden would not gain a bonus on his "to hit" roll, since it is not a hand-to-hand melee attack.

Table 14: Diagonal Distance to Target (in feet or yards)

Vertical Distance	Horizontal Distance									
	10	20	30	40	50	60	70	80	90	100
10	14	22	32	41	51	61	71	81	91	100
20	22	28	36	45	54	63	73	82	92	102
30	32	36	42	50	58	67	76	85	95	104
40	41	45	50	57	64	72	81	89	98	108
50	51	54	58	64	71	78	86	94	103	112
60	61	63	67	72	78	85	92	100	108	117
70	71	73	76	81	86	92	99	106	114	122
80	81	82	85	89	94	100	106	113	120	128
90	91	92	95	98	103	108	114	120	127	135
100	100	102	104	108	112	117	122	128	135	141



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Although they are rarely used, some humanoids will use shields underwater. These are most often made from turtle or clam shells. As on the surface, all attacks from the rear negate the +1 shield bonus. This bonus is also negated for attacks from above or below. However, if the target is wearing a helm of some type, they gain a +1 AC bonus on attacks from above.

Distance Between Ranged Attacks

When a character makes a ranged attack in surface combat, they simply determine the distance of the target from the character by looking at the horizontal distance between them. This logic does not work when determining distance in the UnderDeep. A target that is 100 feet from the character and on a plane 30 feet lower is farther than a target that is only 100 feet on the surface.

An attack made from directly below or above on different planes is simple enough to determine distance - you would just measure the distance between the planes the characters are on. The same goes for a target on the same plane - only the distance to the target needs to be determined, just as in surface combat. However, when the targets are on different planes, the diagonal distance must be calculated. There are two ways to determine total distance. These methods are used for determining distance of ranged weapons, as well as that of ranged spells.

The first is to look on the Diagonal Distance to Target table. By finding the horizontal distance between the attacker and target and the vertical distance between their planes, the predetermined distance can be found on the table.

For instance, the triton © in the diagram wants to make a ranged attack on the Viking (A). The horizontal distance to the Viking's location is 30 feet, while the vertical distance between the two planes is 20 feet. According to the table, the actual diagonal distance to the viking is 36 feet.

Optional Distance Rule:

For longer distances, or when more exact distance is needed, a simple algebraic calculation can be done to determine the diagonal distance to a target. As with Table 14, first find the horizontal distance to the target, then the vertical distance between the planes.

Next, add the horizontal distance squared plus the vertical distance squared, then take the square root of the total. The final result is the vertical distance between the target.

For example, a target is 150 feet away horizontally and 6 planes beneath the attacker (60 feet). The square of 150 (22,500) and the square of 60 (3,600) is added together to get a total of 26,100. Take the square root of 26,100 to get the actual distance, which will be 162 feet (161.5 rounded up). The actual distance to the target will be 162 feet.

Example:

$$\sqrt{(\text{HorizontalDistance}^2 + \text{VerticalDistance}^2)} = \text{DiagonalDistance}$$

Affects of Wounds in the Oceans

Roquaria dove beneath the sahuagin as it battled with her warrior companion. Neither combatant had drawn blood yet, and the mermaid wizard decided to use this to their advantage. The mage reached into her pouch and pulled out the tooth of a hammerhead shark. As the fighter deflected another attack from the sahuagin's trident, Roquaria intoned her spell and swam up to touch the tooth on the sahuagin's foot. Moments later, the smell of blood flooded the sahuagin's senses. It gave a quick glance down, thinking it may have been hit, but realization struck when it saw the wizard swimming off in the distance. The wizard had cast a spell on the sahuagin which made it give off the strong scent of blood, as if it were severely wounded.

The creature exchanged a few more blows with the merman warrior, but began to panic when it saw the dark shapes approaching in the distance. The sharks didn't worry the sahuagin, due to it's animal bond, but when he recognized the school of kraynion approaching, he retreated in a panic. The kraynion completely ignored the merman warrior as the blood drew them toward the sahuagin in a frenzy.

The sahuagin was familiar with the spell cast upon him. It knew that if it could avoid the carnivorous fish and escape, the effects would eventually wear off. The creature glanced behind to see how much distance he had put between him and the killer fish. His eyes widened in terror; it was too late, they were upon him.



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In the oceanic world of the UnderDeep, the affects of a bleeding wound in the water may be more dangerous than the wound itself. Many creatures are attracted to blood, and it's scent can carry for miles in the water. Whenever a wound is made by a piercing or slashing weapon in Fathoms, the chances of a random encounter may increase dramatically. Only type P or S weapons which rupture the skin cause this effect.

Any time 10 or more hit points of this type of damage is inflicted in an area of the sea, the chance for a random encounter is rolled by the DM every turn on a d6. A roll of one indicates a creature has been attracted to the scent of blood. Note that this is 10 points of blood-drawing damage in an area, not just per character. For instance, if one character takes 4 points of damage and another takes 6 points, the conditions have been met and a random encounter may occur.

If the wound has been bandaged in the field, the chance reduces to one random encounter roll every 3 turns. This random roll is continually made by the DM until the wound stops bleeding or precautions are made to stop the scent of blood. Once magical or natural healing has caused 20% of the inflicted damage to be healed, the wound is considered to have stopped bleeding, and no longer will attract predators. Other precautions may reduce the chance of a random encounter, which should be determined individually by the DM.

For instance, Eltyar is a quirden who has had 11 points of piercing damage inflicted upon him by combat with a sahaugin. The DM begins rolling a d6 every turn to determine if a random encounter with a predator occurs.

After the battle, Eltyar decides to bandage his wound with his healing proficiency and rest. The bandaged wound reduces the chances of a predator, causing a random encounter roll to be made once per 3 turns rather than every turn.

The DM can roll for random encounters due to bleeding on the tables below. The creatures on these tables are found either in the Monstrous Compendium or in the Fathoms campaign setting. Please be encouraged to modify the tables for your particular campaign, including additional creatures from other sources and ones you have created, or simply choose the encounter based on the situation.

Table 15: Warm-water Encounters

Die Roll (d100)	Creature
01-06	Dinichthys**
07-10	Elasmosaurus
11-12	Fish, Floating Eye**
13-16	Gar, Giant
17-20	Ixitxachitl
21-25	Kranion***
26-28	Lamprey
29-30	Mosasaurus**
31-32	Nothosaurus**
33-35	Octopus, Giant
36-39	Plesiosaurus**
40-43	Sahaugin
44-49	Sea Lion*
50-84	Shark
85-92	Shark, Giant
93-94	Temnodontosaurus**
95-00	Whiplash***

*Note that this is the sea lion as found in the Monstrous Manual

** See the Monstrous Compendium Annual Volume Two

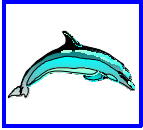
*** See the creature section of this book for details

The roll of 1 on a d6 per turn for a random encounter applies to temperate and tropical waters only. In arctic waters, the chances of predators are greatly reduced, producing a random encounter only with the roll of a one on a d20, rather than a d6. Few predatory fish live in the arctic waters, but there are a few exceptions, such as the Greenland shark. Note that these random encounter checks are in addition to any other encounter checks that would normally be made for the area.

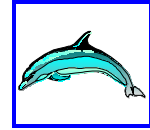
Table 16: Arctic Encounters

Die Roll (d10)	Creature
1-7	Shark
8-9	Shark, Giant
10	Whale, Killer*

* While considered a tame animal, killer whales have been known to break through the ice in an attempt to attack people, mistaking them for seals. For the purposes of the Fathoms fantasy setting, a killer whale is assumed to often consider aquatic races just as likely of a meal as seals or other prey. Note that an orca will *never* attack a quirden, which it has an animal bond with.



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Depth

The deeper one goes underwater, the greater the weight of water pressing down. At sea level, the pressure is equivalent to 14.7 pounds pressing down per square inch. This measurement is known as one atmosphere. As a being travels underwater, water pressure increases by one atmosphere per 33 feet. Thus, at 9000 feet deep, the pressure is 4009 pounds per square inch! This pressure would crush most living beings, including humans. Most scuba divers, in fact, usually only dive to a maximum depth of 164 feet, while the deepest experimental dive using specialized equipment was still only 1,640 feet deep. Most sharks live between 1500 and 2000 feet deep, and even the deep diving sperm whale will only venture to 3300 feet deep. There are a few animals, such as angler fish, gulper eels, starfish, sponges, and a few others, who have adapted to these great pressures and can be found at on the abyssal plains (at depths of 13,000 feet or more). The eye of the deep is one of the fantasy creatures in the AD&D setting who lives at these depths.

Some creatures are able to withstand the pressure of any depth due to innate magical abilities, such as the triton. The depths that different races can withstand are shown on Table 17.

Table 17: Racial Maximum Depths

Race	Maximum Depth
All Surface Races*	45 ft/1,600 ft
Aquatic Elves	5,500 ft
Hai Nu	7,000 ft
Locathan	11,000 ft
Merfolk	6,000 ft
Quirden	5,000 ft
Octomen	13,000 ft
Triton	Any

* Surface races can only dive to depths of 45ft while holding their breath, but this is increased to 1600ft when assisted by water breathing spells. By breathing water and filling their lungs with water rather than air, surface races are able to equalize the pressure and dive deeper.

Since most races cannot stand the great pressures of they Abyssal Plains, most aquatic cities and communities are build in the shallower depths of continental margins. A few aquatic cities are build farther out, but are usually constructed on gullots or other geographical rises, allowing the city to be at a

higher level.

Effects of Depth

Traveling deeper than one's maximum depth can be a dangerous feat. Whenever a character wants to dive deeper than their maximum depth, they must make a Constitution check every turn. This Constitution check receives a cumulative penalty of -1 for every 200 feet beyond the maximum depth the character attempts to dive. Once the character fails their Constitution check, they immediately begin taking damage until the decrease their depth. (Note that a player is not allowed to fail a Constitution check one turn, then continue rolling this check on subsequent turns to see if they stop taking damage; once the check is failed, the character will take damage from that point onward and no more CON checks are allowed.)

Once the ability score roll fails, the character begins taking one point of damage per turn for every 100 feet deeper than their maximum limit the character has dived. (Example: An aquatic elf with a maximum depth of 5500 feet has dived to a depth of 6000 feet and then failed her CON check. This character now begins taking five points of damage each turn until she decreases her depth to within the maximum limit.) Some spells and magic items are able to eliminate or reduce the damage caused by exceeding one's depth. See the "Magic" chapter for more details.

