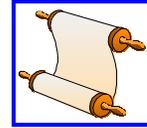


Chapter 6: Magic



The UnderDeep is a highly magical place. It is common to find magical light, air pockets, and other enchantments throughout aquatic communities. Nearly all oceanic beings regard magic as a natural part of living, and there is little suspicion and fear of those who wield it's power (unless they have earned these negative feelings).

Meeting a surface dweller who is adventuring in the UnderDeep using magical spells or items is also a fairly common occurrence. Since many of these adventurers simply come to plunder the oceans treasures, whoever, there is often an initial distrust with these visitors. One exception to this are aquatic elves and quirden, who usually develop good relationships with the surface dwellers they meet.

This chapter will discuss how magical spells and devices in the UnderDeep may react differently than on the surface. It also gives a variety of new spells available to the Fathom's character.

Spells and Spellcasting

The affects of some spells are vastly different underwater than the effects they would have on the surface. Below are a number of spells that are altered when cast underwater, along with some new spells developed specifically for *Fathoms: Aquatic Adventures*. Note that the DM may adjust other spells not listed here when it is necessary.

Altered Wizard Spells

First Level

Affect Normal Fires: Does not function, but will work within the bounds of an *airy water* spell.

Burning Hands: Only functions within an *airy water* spell.

Chromatic Orb: The *heat* and *fire* versions of this spell are ineffective underwater.

Stinking Cloud: The *stinking cloud* effects have no effect on surface dwellers, but will have normal effects on most creatures of the UnderDeep, who have a heightened sense of smell underwater.

Find Familiar: The find familiar spell functions identically in the UnderDeep, only the types of creatures summoned are different. Roll on the table

below:

<u>D20</u>	<u>Familiar</u>	<u>Sensory Powers</u>
1-2	Angelfish	Lateral Line 15' range
3-4	Electric ray	+2 saves vs. electrical attacks
5	Dolphin	Echolocation 200 yards
6-7	Lantern fish	See 30' in total darkness, eyes glow dimly
8-9	Loach	<i>Predict Weather</i> as 1st level priest spell 1/day with 90% accuracy
10-11	Porcupine Fish	Wizard's eyes can focus any on two objects in front of him, providing +1 to initiative group combat
12-13	Pufferfish	+2 poison saves
14	Shark*	Superior olfactory
15	Archerfish	+1 on all ranged "to hit" rolls
16-17	Triclops Fish	Wizard gains 360° vision
18	Starfish	Wizard heals naturally at double their normal rate. They will also be able to slowly regenerate lost limbs.
19-20	No familiar within range	

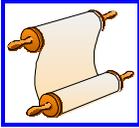
*The familiar shark will be of a smaller variety (under 3 ft) with only one hit dice; no great whites, hammerheads, etc.

Fire Burst: This spell will not function underwater.

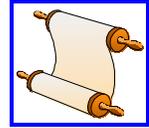
Jump: Will not function for surface dwellers. UnderDeep races have a version that allows them to leap out of the water and into the air for the distance allowed by the spell.

Mount: The UnderDeep version of this spell summons the following:

<u>Caster Level</u>	<u>Mount</u>
1st-3rd	Giant Seahorse (2 HD)
4th-7th	Giant Seahorse (3 HD)
8th-12th	Hippocampus



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13th-14th Giant Eel
15th and up Manta Ray

Wall of Fog: Will not work unless cast within an air pocket, airy water spell, etc.

Second Level

Filter: Rather than filtering out vapors in the air, this spell eliminates poisons in the water.

Flaming Sphere: This spell is ineffective if cast within water.

Fog Cloud: Does not function underwater.

Ice Knife: Because of water resistance, an *ice knife* cast underwater can strike targets only within 10 yards. It causes a maximum of 1-4 hit points of damage.

Insatiable Thirst: When cast underwater on a sea dwelling race who breathes water (mermen, quirden, etc.), the victim of the spell must do nothing but breath water heavily for the duration of the spell. They can flee, but cannot attack, cast spells, or other similar actions. If cast on a sea-dwelling race when they are on the surface, the victim once again cannot do anything for the duration of the spell, and will suffer 1 hour of dehydration for every round the spell lasts. The damage taken from this effect does not disappear when the spell ends.

Levitate: Due to object's buoyancy in water, wizards are able to levitate 200 lbs. per level.

Melfs Acid Arrow: The water will dilute the acid to be harmless after one round.

Pyrotechnics: This spell does not work unless cast within an area of air (air pocket, airy water, etc.).

Stinking Cloud: Most undersea animals and races have a heightened sense of smell underwater, and will save at -3 to this spell. This spell will act as a repellant to fish, sharks, and other sea creatures of animal or lower intelligence.

Summon Swarm: This spell cannot function underwater.

Whispering Wind: This spell only works within areas of air. The UnderDeep spellcasters have a version called *whispering current* where a current of water carries the message instead of wind. All other aspects of the spell are identical.

Wind Breath: Does not function in water.

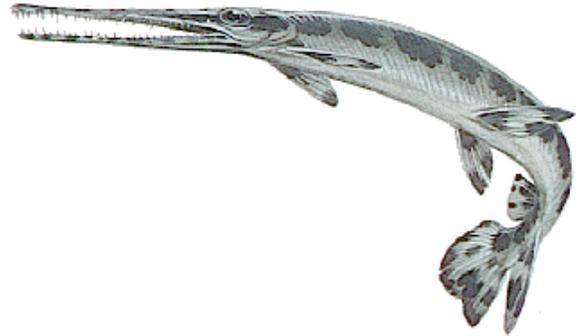
Third Level

Fireball: Does not function underwater.

Fireflow: This spell does not function underwater.

Flame Arrow: Functions only within an area of air.

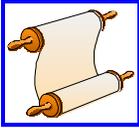
Fly: This spell enables the subject to swim effortlessly at any depth and in any direction, even if the subject is encumbered or is normally too heavy to float. The maximum speed is 9.



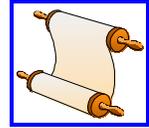
Gust of Wind: This spell does not function underwater. However, the UnderDeep has a similar version that is called *Swift Current*. See description below for more information.

Illusary Script: Will function normally if used with items that write underwater. Normal ink must be used within an area of air.

Lightning Bolt: Instead of a stroke, the electrical discharge takes the form of a sphere with a 20-yard radius, centering on the point where a stroke would have occurred if the spell had been cast above water. All those within the sphere suffer 1d6 hit points of damage per level of the caster; the maximum damage is 10-60 (10d6) hit points. A successful saving throw reduces this damage to half (round fractions down). Creatures immune to electrical



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attacks take no damage.

Melf's Minute Meteors: Does not function underwater.

Monster Summoning I: Only undersea creatures are summoned with this spell. See the appropriate wandering monsters table for summoning.

Phantom Steed: This spell creates a hippocampi with a black forebody and silver-gray scales. These steeds do not gain the special traveling or flying abilities of the regular *phantom steeds*, but they do gain the movement rate of 4 per level of the spell caster (to a maximum movement rate of 48). Otherwise, they are similar to the steed created by the spell.

Wind Wall: The UnderDeep races have a spell that has the same effect, using currents of water instead of wind called *current wall*.

Fourth Level

Fire Aura: Does not function within water.

Fire Charm: Does not function in water, however, it can be cast from water to a fire within range on the surface (such as a burning ship).

Fire Shield: Flame shield will not work underwater; chill shield functions normally.

Fire Trap: Does not function within water.

Ice Storm: The hail stones created by this spell will be as large as normal, but their downward force is reduced do to the water resistance, causing them to inflict only 1-10 hit points of damage before floating toward the surface. The sleet variation of this spell is useless underwater, since all of the sleet melts as soon as it is created.

Monster Summoning II: Only undersea creatures are summoned with this spell. See the appropriate wandering monsters table for summoning.

Shout: Will not work in water for surface dwellers unless within an area of air. When cast and used against UnderDeep races whose language and hearing is naturally effective in water, the spell functions normally.

Solid Fog: Does not function within water.

Wall of Fire: Does not work underwater.

Wall of Ice: A *wall of ice* can be formed underwater, but it immediately floats to the surface and bobs in the water like an ice floe unless it is attached to something that will hold it down. This renders the *ice plane* and *hemisphere* variations useless. The *ice sheet* variation of this spell inflicts no damage underwater.

Fifth Level

Distance Distortion: Does not function underwater.

Cloudkill: This spell will contaminate the water within the spell range to be mildly poisonous. All creatures who breathe water will take 1d4 points of damage every round they spend within the area of effect. Creatures of animal or lower intelligence will always leave the area effected by a cloudkill spell.

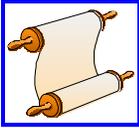
Conjure Elemental: Air elementals and fire elementals cannot be conjured underwater. Earth elementals must remain on the floor of the sea, lake, or river from which they are conjured. While unable to leave the floor, they can still attack creatures or assault constructions that are resting on or are imbedded in the floor. Water elementals can be conjured normally.

Monster Summoning III: Only undersea creatures are summoned with this spell. See the appropriate wandering monsters table for summoning.

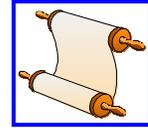
Transmute Rock to Mud: The mud created by this spell will begin to dissipate. Very heavy creatures who cannot swim (iron and stone golems, earth elementals, etc.) will sink into the mud.

Sixth Level

Chain Lightning: Underwater, this acts as a *lightning bolt* of twice the normal size (either a forked bolt up to 20 feet wide and 80 feet long, or a single bolt 10 feet wide and 160 feet long. However, it strikes only a single object and inflicts only 1d6 hp of damage for every level of the caster (save vs. spells for half damage). It will not arc to other targets.



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Conjure Animals: Only undersea creatures can be conjured with this spell.

Control Weather: This spell will work only when the caster goes to the surface of the water.

Death Fog: The acid in the *death fog* will dilute immediately in water and will be ineffective. This spell can be cast normally within an *airy water* or *air pocket* spell.

Forest's Fiery constrictor: Ineffective underwater.

Guards and Wards: The surface version of this spell will not function within water. However, an UnderDeep version is available that has identical effects with the following alterations:

1) Misty corridors are instead warm and partially inky corridors, reducing normal vision and infravision to 10 feet.

Lower Water: This spell simply changes a 10-foot square area water per level of the caster into air. The reverse creates a similar amount of water.

Monster Summoning IV: Only undersea creatures are summoned with this spell. See the appropriate wandering monsters table for summoning.

Otluke's Freezing Sphere: The *frigid globe* variation of this spell can be very deadly to the caster when cast underwater. The globe of absolute zero matter will instantly freeze the water around the caster into a block of ice of a volume equal to 50 cubic feet per level of the caster. The entombed wizard will immediately float to the surface. Unless he receives assistance or is able to free himself, he will immediately begin to suffocate.

Part Water: This spell can be used to form a "tunnel" through water-filled areas, no wider than 10 feet in diameter. The "tunnel" contains air, enabling air-breathing creatures inside it to function normally.

Reincarnation: When cast by an undersea priest, the character will be reincarnated as the following:

01-08	Aquatic Elf
09-15	Hai Nu
16-20	Ixitxachitl
21-25	Kelpie

26-31	Kuo-toa
32-39	Locathan
39-44	Morkoth
45-49	Nereid
50-58	Octomen
59-66	Quiriden
67-73	Sahuagin
74-78	Saltwater Scrag
79-84	Sea Goblin
85-94	Merfolk
95-00	Triton

Transmute Water to Dust: Casting this spell underwater causes a "hole" to open in a previously water-filled area. The size of the "hole" is up to 10 cubic feet per level of the caster. Assuming there is sufficient surrounding water - that is, if the spell was not cast on or near the surface of the water - the unaffected water will rush in, inflicting 1 hit point of damage per level of the caster to all within (no saving throw).

Seventh Level

Acid Storm: Will not function underwater.

Delayed Blast Fireball: Will not function underwater.

Monster Summoning V: Only undersea creatures are summoned with this spell. See the appropriate wandering monsters table for summoning.

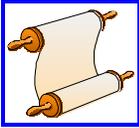
Mordenkainen's Magnificent Mansion: At the caster's option, the mansion can be filled with water, or the influx of water can be prevented, keeping the mansion's interior dry.

Eighth Level

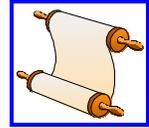
Incendiary Cloud: Will not function underwater.

Monster Summoning VI: Only undersea creatures are summoned with this spell. See the appropriate wandering monsters table for summoning.

Sink: This spell places the subject a specified number



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of feet beneath the floor of the lake, ocean, or sea. The magic of the containment will radiate through the water to the surface.

Ninth Level

Meteor Swarm: Will not function underwater.

Monster Summoning VII: Only undersea creatures are summoned with this spell. See the appropriate wandering monsters table for summoning.

Altered Priest Spells

First Level

Animal Friendship: Works on undersea animals when in the ocean, and on surface animals when on land.

Anti-Vermin Barrier: This spell also effects all fish of less than 1 HD.

Entangle: causes seaweed and other aquatic plants to entangle victim. If the victim is swimming above the seaweed's reach, the spell will not work.

Pass Without Trace: Also causes the caster's scent to not be left in the water.

Second Level

Dust Devil: This spell will not function underwater.

Fire Trap: This spell inflicts half damage underwater and creates a large cloud of steam if the water is only a few feet deep.

Flame Blade: A *flame blade* will not work underwater.

Heat Metal: The *heat metal* version of this spell does not function underwater, but the reverse - *chill metal*, causes no damage but will immediately form ice around the affected metal and cause it to float upward.

Obscurement: Causes water around the caster to become dirty and hard to see through. The effects are the same as the surface spell that creates mist.

Produce Flame: This spell will not function underwater.

Third Level

Call Lightning: The lightning summoned by this spell will only affect creatures on the surface of the water.

Pyrotechnics: This spell will not function underwater.

Starshine: This spell will illuminate the surrounding water within a 10-foot square per level of the caster to appear as if it were 100 foot depth in full daylight.

Tree: The UnderDeep version of this spell is called *coral*, and allows the caster to assume the form of normal, undersea coral.

Zone of Sweet Air: This spell can have two effects underwater, chosen by the priest at the time of casting; 1) A bubble of pure air can be maintained within the spell's area of effect. Items can enter and leave the zone normally. 2) The caster can choose to keep all polluted water (from stinking cloud, ink spell, etc) from entering the are of effect.

Fourth Level

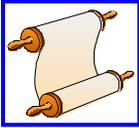
Call Woodland Beings: This spell is normally useless to UnderDeep casters. However, if they are on the shoreline, the spell may function to summon the creatures to the beach.

Giant Insect: This spell will not function underwater.

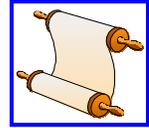
Hallucinatory Forest: This spell may be cast underwater, but it will undoubtedly cause suspicion to have trees, etc. growing underwater.

Lower Water: When cast in the ocean, this spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

Produce Fire: This spell will not function underwater.



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Sticks to Snakes: This spell produces normal poisonous sea snakes (HD 2+1; THAC0 19; AC 6, MV 12 Sw; AT 1; Dam 1; SA Poison). See the Monstrous Compendium under *snakes, normal poison* for more details.

Tree Steed: Any wood from a sunken ship, etc. can be transformed into a swimming steed for the caster by growing fins, legs, and any other feature needed for locomotion. It will have a movement rate of 6 while floating on the surface, and a movement rate of 12 underwater.

Weather Stasis: This spell can only be cast when the priest is on the surface of the water.

Fifth Level

Flame Strike: This spell will not function underwater.

Insect Plague: This spell will not function underwater.

Moonbeam: The beam of light cast by this spell can magically penetrate the water at any depth.

Wall of Fire: This spell will not function underwater.

Sixth Level

Conjure Fire Elemental: This spell will summon the elemental underwater, but it will almost immediately dissipate from being totally submersed.

Fire Seeds: This spell will not function underwater.

Part Water: This spell will create an air cylinder of appropriate length and diameter according to the spell description when cast underwater.

Transmute Water to Dust: Since the mud or sand will already be wet, the area of effect for this spell is doubled underwater.

Weather Summoning: The priest must be at the surface of the water to cast this spell.

Seventh Level

Chariot or Sustarre: This spell will not function

underwater.

Control Weather: The priest must be at the surface of the water to cast this spell.

Creeping Doom: The UnderDeep version of this spell causes water insects and tiny creatures to come forth, inflicting the same effect as the surface version.

Earthquake: When cast undersea, this spell will cause a tsunami or tidal wave on the surface.

Fire Storm: This spell will not function underwater.

Reincarnate: This spell will reincarnate the recipient as one of the following:

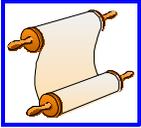
- 01-05 Aquatic Elf
- 06-09 Barracuda
- 10-14 Dolphin
- 15-17 Eel, Weed
- 18-21 Flying Fish
- 22-25 Kelpie
- 26-30 Lamprey
- 31-35 Octopus
- 36-40 Octofolk
- 41-48 Quiriden
- 48-52 Seahorse, Giant
- 53-57 Seal
- 58-61 Sealion
- 62-65 Shark
- 66-74 Siren
- 75-79 Squid
- 80-83 Stingray
- 82-85 Swordfish
- 86-00 DM's Choice

Uncontrolled Weather: This spell can only be cast when the priest is at the surface of the water.

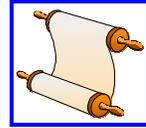
New Wizard Spells

First Level

Ink Cloud (Alteration)
Range: 30 yards



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Components: V, S, M

Duration: 2-8 rounds

Casting Time: 1

Area of Effect: 20-foot radius

Saving Throw: None

Upon casting this spell, the wizard creates an ink cloud in the water, similar to that which an octopus releases. The cloud covers a 20-foot circular area, either at the caster's position or at any location within spell range. The ink cloud remains stationary for the duration of the spell, unless cast in moving water (such as a river), where it dissipates in one round. The cloud will block all vision, including infravision. When the spell expires, the ink cloud vanishes.

The material component of this spell is the eye of an octopus.



Raft (Conjuration/Summoning)

Range: 20 yards

Components: V, S, M

Duration: 1 day/level

Casting Time: 3

Area of Effect: One raft

Saving Throw: None

This spell brings into existence a 15' square wooden raft anywhere within range of the caster. This magical raft can hold up to 1500 lbs. and remain afloat. The raft vanishes at the end of the spell's duration, or upon command by the caster.

The material component is a twig or piece of wood.

Ultraviolet Light (Alteration)

Range: 50 yards

Components: V, M

Duration: 1 turn/level

Casting Time: 1

Area of Effect: 30-foot-radius globe

Saving Throw: Special

This spell creates an area of ultraviolet light, also called black light, within a fixed radius of a point selected by the caster. Creatures with ultravision are able to see clearly within the spell's area of effect. As ultraviolet light is not visible to the human eye, creatures without ultravision will be unable to see the light put off by the spell. The light put off by this spell is from the near and far end of the spectrum, and is not harmful to life.

Ultraviolet light can be cast upon an object, or at any point within water or air. The effect of the spell is stationary unless it is cast upon a movable object. It can be cast on a living creature, allowing them a saving throw vs. spells to negate the effect.

Ultraviolet light will not work in areas of magical darkness. However, like a *light* spell, it will negate the darkness if cast directly against it (but only for the duration of the spell if it is *continual darkness*.)

The material component for this spell is the scale of a luminescent fish that has been exposed to sunlight for 24 hours.

Second Level

Boiling Globe (Evocation)

Range: 5 yards/level

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: 20 foot radius

Saving Throw: ½

This spell forces a 20' x 20' circular area of water into an extreme boil. All creatures in the area of effect take 1d4 points of damage per level of the caster (maximum of 12d4 points). A saving throw indicates half damage. The water in the globe will drop to a tolerable level on the next round.

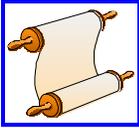
Creatures who are not affected by heat or fire are immune to the effects. Ice will instantly boil under the effects of this spell, as well. The globe can be created anywhere within range of the caster.

The material component of this spell is a piece of volcanic rock.

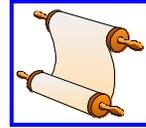
Bubble Screen (Alteration)

Range: 0

Components: V, S, M



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Duration: 1 round/level
Casting Time: 2
Area of Effect: 30-foot sphere
Saving Throw: None

Upon casting this spell, the wizard fills the area with bubbles. The sphere of bubbles is so thick and active that it seriously restricts vision, giving all within it a -4 to hit. The action of the bubbles will also disrupt spellcasting unless the caster makes a Constitution check. The caster is not immune to the effects of the spell, and will suffer the same restrictions. Most sea life will avoid the sphere of bubbles when possible.

The material component of this spell is a small tube, which the caster blows bubbles through while casting.

Qualt snapped out his trance and glanced quickly over to Nikki. She, too, was just coming into realization. Qualt vaguely remembered the call of the sirens, the captain unable to resist steering the ship in that direction, and everything faded into a dream after that. Understanding dawned on him as the warrior looked down and saw the hole in the ship and the reef a few feet below the surface of the water. The ship was sinking so quickly that Qualt could see the water level crawling up the side. He glanced around. The lights from the shoreline could be seen teasingly on the horizon.

"Bane's blood!", he cursed as he hurriedly drank his water breathing potion and began stripping off his plate armor.

"Qualt, wait!", Nikki called over the terrified shouts of the sailors. She pointed toward the humanoid shapes in the water, waiting in the darkness only 60 feet away. "You may need the protection of your armor." Qualt shot her a puzzled look. "Don't worry. I have a way to stop you from sinking."

With that, the mage began chanting a spell and reached out to touch Qualt's armor. With her other hand, she pulled a small stone from pouch. Nikki finished her spell just as the ship rocked and began to tip on it's side. "Come on, jump!", the elf beckoned as she dove over into the water. Qualt felt no change in his armor, but as he had so many times before, he put his trust in the wizard and jumped off the deck. He expected to sink to the bottom when he hit the water, but to his amazement, he was able to swim freely!

Remembering their situation, the warrior

unsheathed his dagger and turned to meet the humanoid shape that was making it's way toward him through the water...

Buoyancy (Alteration)

Range: Touch
Components: V, S, M
Duration: 1 hour/caster level + 1d4 hours
Casting Time: 4
Area of Effect: 20 lbs/caster level within a 10-foot cube
Saving Throw: None

This spell causes an item that would normally sink in water to become buoyant. The wizard can control the level of buoyancy in the item - from having it become weightless in the water, to making it float rapidly to the surface. Any number of items within a 10-foot radius can be affected by the caster, as long as they do not exceed the weight limit.

This spell is often used to bring treasure and other valuable items to the surface, and can also be used to negate the weight effects of metal armor. Note that a character in a full suit of metal armor will still swim at only half normal speed, even when benefitted by a buoyancy spell.

The material component is a small piece of pumice rock, which is consumed in the casting.

Continual Ultraviolet Light (Alteration)

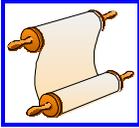
Range: 0
Components: V, S
Duration: Permanent
Casting Time: 2
Area of Effect: 60-foot radius
Saving Throw: Special

This spell has the identical effects of the 1st-level *ultraviolet light* spell. If it is cast upon an object and then covered by substance that blocks ultraviolet light, the spell effects are blocked until the covering is removed. (Most objects that block normal light will also block ultraviolet light.)

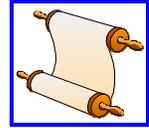
The spell duration is permanent, although if cast upon an object, it will consume it over a large period of time. On extremely hard objects (rocks, gems, etc.), this may take thousands of years.

Dive (Alteration, Evocation)

Reversible
Range: 10 yards
Components: V, S, M
Duration: 1 round/level



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Casting Time: 1

Area of Effect: One person

Saving Throw: Negates

This spell forces the recipient to sink to the bottom of a body of water at the rate of 20 yards per round unless they make a save vs. spells. No amount of swimming or struggling will stop the victims descent. However, a rope or other secured object that can hold the weight of the victim will stop the sinking.

The spell recipient will sink for a number of rounds equal to the caster's spell level. If they touchdown at the bottom of the water before the spell duration expires, they will simply be unable to leave the ground until the spell wears off. When this spell is cast in the Elemental Plane of Water, the victim will sink in whatever direction their feet were facing at the time of casting. This spell will also effect those who are swimming on the surface of a body of water.

The reverse of this spell, "Surface", will force the victim to float to the surface of the water for the spell duration.

The material component of this spell is a small ball of lead.

Harpoon (Evocation, Conjunction)

Range: 20 yards + 5 yards/level

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 2

Area of Effect: One target

Saving Throw: None

Upon completion of this spell, a harpoon appears directly in front of the caster and streaks toward a target chosen by him/her. The harpoon strikes the target using the caster's THAC0 with a +4 to hit bonus. It inflicts 2d4 on small to medium sized targets, and 2d6 on large targets if the hit is successful. The harpoon then lodges itself in the target and can only be freed by creatures who have hands or appendages to work it out of the wound. A creature with workable grasping limbs can remove the harpoon with a successful Strength check, although this will inflict another 1d6 points of damage. It is possible for the harpoon to penetrate some ship hulls.

A rope will be connected to the harpoon that has one end going back to the caster's hands. The harpoon vanishes immediately if it misses it's target, or at the end of the spell's duration.

The material component is a tiny 2 inch metal harpoon, which is consumed in the casting.

Suction Limbs (Alteration)

Range: 0

Components: V, S

Duration: 1 round/level

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

This spell causes tiny suction cups (similar to that of an octopus) to appear on the undersides of the caster's hands and feet. The wizard is then able to attach himself/herself to nearly any surface, including the skin of living creatures. Once attached, the wizard can only be removed by a successful bend bars/lift gates roll, which will cause 1d4 points of damage to the victim if the mage is attached to a living creature. (Severing of limbs, of course, will remove the wizard.) The wizard can grasp and let go with the suction cups at will.

Third Level

Free Action (Alteration)

Range: 0

Components: V, S

Duration: 1 round/level + 1d4 rounds

Casting Time: 3

Area of Effect: Creature touched

Saving Throw: None

This spell allows the wizard to function as if he/she were wearing a ring of free action. The recipient of the spell is able to move and use slashing and bludgeoning weapons underwater without penalty. They are also not affected by spells that restrict movement, such as hold person, web, and slow, while under the effects of this spell.

Swift Current (Alteration)

Range: 0

Components: V, s, M

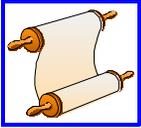
Duration: 1 round

Casting Time: 3

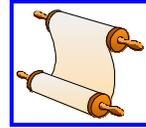
Area of Effect: 10-foot wide path, 10 yards long/level

Saving Throw: None

This spell causes a powerful current of water to move from the caster's location toward the direction he/she is facing. This current is powerful enough to force smaller than man-sized fish to be pushed away 1d6x10 yards. Man-sized creatures must make a



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saving throw or be pushed away half that distance (1d6x5). Even if the save is successful, the creature will not be able to do anything but try to remain in place for that round. Larger than man sized creatures who are powerful swimmers may still move toward the caster, but at only 50% their normal movement rate. The current does not affect the caster or any creature not within the area of effect.

The current will also clear the water of any pollutants (such as dirt or ink from a squid) within its path.

The material component is a small tube in which the wizard blows through when casting. Note that this spell only functions underwater.

Fourth Level

Blood Scent (Alteration)

Range: Touch

Components: V, S, M

Duration: 3 rounds +1 round/caster level

Casting Time: 4

Area of Effect: One person/creature

Saving Throw: None

This spell causes the recipient to give off the strong smell of blood as if they were bleeding profusely. The victim will take no damage from the spell and there are no visible effects, only the scent of blood. The smell attracts carnivorous creatures in the area - usually sharks (see the *Effects of Wounds in the Ocean* section for a list of creatures attracted). The spell is far more powerful and its attraction far stronger than a normal would have. The scent of blood is magically carried for a mile immediately, and creatures attracted to blood or with enhanced olfactory will be able to immediately trace the scent to the source. The spell has a 5% chance of attracting wandering monsters the round after casting, with an additional 5% each round thereafter until it expires. The maximum chance of attraction is 80%, regardless of the caster's level.

The creatures that appear will be so strongly attracted to the spell victim that they will ignore all other living things in the area. When the spell duration expires, the scent immediately disappears and the attracted carnivores will no longer be attracted to the individual. However, if they successfully drew blood from the victim, chances are they will continue to attack.

The material component for this spell is a shark's tooth.

Note: This spell was created for use underwater. If the DM allows, the spell can be used in a land-based campaign to attract carnivorous creatures. The spell may not be as effective out of the water - at the DM's discretion.

Darkconch' Deadly Disks (Evocation)

Range: 60 yards

Components: V, S

Duration: Instantaneous

Casting Time: 2

Area of Effect: 1 disk/3 levels

Saving Throw: None

This spell causes shimmering razor-thin disks to materialize from the caster's hand and shoot toward any target the caster desires. These spinning disks strike the target unerringly, causing 1d4 points of damage each. The caster can create one disk for every three levels he/she has attained to a maximum of 6 disks.

The deadly disks are equally effective below or above water. They are ideal for slicing through ropes, tentacles, and other difficult targets. The caster can direct the disks at different targets if he/she desires.

Each disk is 6 inches in diameter and vanish upon striking their target.

Net (Conjuration/Summoning)

Range: 10 yards

Components: V, S, M

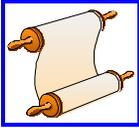
Duration: 1 turn/level

Casting Time: 4

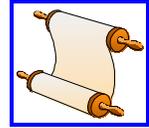
Area of Effect: All within a 15' radius

Saving Throw: Special

This spell creates a 15-foot diameter net that shoots forth from the caster's hand to wrap itself around the victim. A successful Dexterity check means the intended victim was able to dodge the net (for creatures, a save vs. spells would suffice). If the victim fails to dodge the net, it wraps itself around them and goes tight. An edged weapon will be able to cut through the net by doing 15 points of damage. Any edged weapon longer than a dagger will only cause half damage, because the entangled person will not be able to move well enough to yield it successfully. A successful bend bars roll will also allow the victim to tear out of the net. The openings through the weave of the net are very small, enabling it to trap any fish and animals larger than an inch around.



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When the spell duration expires, the net vanishes. The wizard can also open or dispel the net at will. The material component for the spell is small seaweed net adorned with silver clamps, worth 200 gp ready-made. A wizard with weaving and metalworking proficiencies can create the net themselves at cost of materials.

Fifth Level

Electric Field (Abjuration)

Range: 0

Components: V, S, M

Duration: 1d4 rounds

Casting Time: 5

Area of Effect: 10-foot radius around caster

Saving Throw: ½

This spell creates an electric field around the caster, similar to that put out by an electric eel. The surrounding water within 10 feet of the caster becomes charged in that all who enter this area receive 2d8 points of electrical damage each round they remain in this area. A saving throw is allowed each round to take half damage. Note that the spell will effect everyone but the caster, including his companions.

The caster does not have to concentrate to maintain the electrical field, and may engage in any other activities, including casting, while this spell is in effect. The caster may dispel the field at will.

The material component for the spell is a small bit of crushed backbone from an electric using creature (electric eel, storm giant, etc) placed in a sealed glass tube.

Sonic Blast (Evocation)

Range: 5-feet/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: Special

Saving Throw: ½

When this spell is cast, the wizard blows on a conch shell and sends a sonic blast forth in a that does 1d4+1 points of damage per level. The sonic blast issues forth in a 10-foot diameter "cylinder" with a distance of 5-feet per level of caster. Any item, door, etc. caught in the blast needs to make a saving throw vs. crushing blow to survive.

The material component of this spell is a conch shell that is consumed once the blast is released.

This blast of this spell uses the water as a carrier, making it only castable underwater.



Sixth Level

Become Water (Alteration)

Range: 0

Components: V, S, M

Duration: 1 turn + 1 round/level

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

The wizard is able to transform himself/herself into water upon casting this spell. The amount of water the wizard will become is of equal mass to the caster's body. While in water form, the caster is able to move 18" underwater, or 6" on the ground. The wizard only has limited control of their body while in the water form, and cannot make any attacks, manipulate objects, cast spells, or other things requiring a physical form. They can flow across the ground, go between cracks, move freely in water, and whisk away objects in their waves. The caster cannot form water appendages or raise themselves off the ground. While under the "become water" spell effects, the wizard can only be hit by magical weapons.

The material component to this spell is a bit of water from a water weird, water elemental, or other creature composed entirely of water, which the caster drinks during casting.

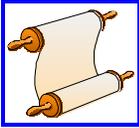
Eighth Level

Transmute Water to Acid (Alteration)

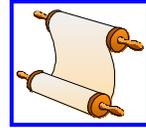
Range: 60 yards

Components: V, S, M

Duration: Permanent



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Casting Time: 9
Area of Effect: 1 cubic yard/level
Saving Throw: None

This spell allows the wizard to change ordinary water into a highly potent acid. The acid will inflict 3d6 points of damage per round to anyone caught in it. If the area of acid is in a larger body of water, the victims will take 3d6 damage on the first two rounds, 2d6 on the 3rd and 4th round, and 1d6 damage on the 5th and 6th round as the acid dissipates. Damage will cease immediately as soon as the creature leaves the acid area if underwater. If the creature leaves the acid area onto dry land (such as a pool of water that was transmuted into acid), that creature will take 1d4 points of damage for the following four rounds after leaving the pool, as the acid neutralizes.

The material component for the spell is a drop of acid. If the spell is cast underwater, the acid must be contained and broken open.

Priest Spells

First Level

Stop Bleeding (Necromancy)

Sphere: Healing
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1
Area of Effect: One person
Saving Throw: None

This spell immediately stops the bleeding of a wounded individual. It will not heal any damage, only stop the flow and scent of blood. This is useful when a priest needs to halt bleeding of an individual who cannot be fully healed at that time. (Note that even a bandaged wound may still attract sharks and other creatures by scent.) The spell will cease to attract sharks and other carnivorous fish, but the amount of blood already spilled will still exist. This spell can also be used on land to stop the victim from leaving a trail of blood. It may also be used to halt the adverse affects from magical weapons of wounding.

The material component of this spell is the priest's holy symbol.

Ultraviolet Light (Alteration)

Sphere: Sun

Range: 120 yards
Components: V, S
Duration: 1 hour + 1 turn/level
Casting Time: 1
Area of Effect: 30-foot-radius globe
Saving Throw: Special

This spell has the same effects as the 1st-level wizard spell of the same name.

Second Level

Bubble Screen (Alteration)

Sphere: Elemental (Air, Water)
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: 30-foot sphere
Saving Throw: None

Upon casting this spell, the priest fills the area with bubbles. The sphere of bubbles is so thick and active that it seriously restricts vision, giving all within it a -4 to hit. The action of the bubbles will also disrupt spellcasting unless the caster makes a Constitution check. The caster is not immune to the effects of the spell, and will suffer the same restrictions. Most sea life will avoid the sphere of bubbles when possible.

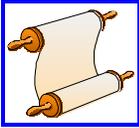
The material component of this spell is a small tube, which the caster blows bubbles through while casting.

Echolocation (Alteration)

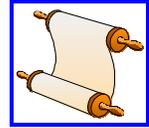
Sphere: Travelers, Divination
Range: Touch
Components: V, S
Duration: 1 turn + 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

The recipient of the this spell has temporary echolocation ability, or the ability to emit high frequency sounds and detect the location of objects by their echo.

This spell allows the recipient to detect objects 1500 feet away, know their direction of movement (if any) at 1000 feet, and their size (S, M, L, etc.) at 500 feet. It cannot determine details such as race, weapons, etc. When used to navigate tunnels or other enclosed areas, echolocation allows the user to sense up to 60 feet in front of him/her. When in the



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open, this sonar sense can determine land features (such as a large coral reef, a mountain, or a city) at distance up to one mile. See *Echolocation* in Chapter 5 for more details.

Snapping Scallops (Conjuration/Summoning)

Sphere: Animals

Range: 60 yards

Components: V, S, M

Duration: 1d4+1 rounds

Casting Time: 2

Area of Effect: 1 scallop/2 levels

Saving Throw: None

This spell causes a number of scallops equal to half the shaman's level to grow in size and strength, developing razor-sharp teeth. The scallops will increase to a diameter of 5 inches and have a magically enhanced swimming speed of 9. They will attack anyone the caster wishes, inflicting 1d4 points of damage each and using the caster's THAC0. The scallops have an Armor Class of 5 and are destroyed after taking 2 points of damage.

When the spell duration expires, the scallops revert back to normal and sink to the ocean floor.

The material components are one live scallop for every two levels of the caster, which are not consumed in the casting. The spell can be cast with less than the maximum amount of scallops if the caster wishes or the shaman lacks the number of scallops necessary.

Third Level

Continual Ultraviolet Light (Alteration)

Sphere: Sun

Range: 120 yards

Components: V, S

Duration: Permanent

Casting Time: 5

Area of Effect: 60-foot-radius globe

Saving Throw: Special

This spell is identical to the 2nd-level wizard spell of the same name.

Fourth Level

Air Pocket (Alteration)

Sphere: Elemental (Air), Creation

Range: 0

Components: V, S

Duration: 1 hour/level

Casting Time: 4

Area of Effect: 20' X 20' cube

Saving Throw: None

This spell will create an area of pure, clean air in the location the caster desires. The air pocket appears in a 20 foot by 20 foot cube and remains stationary in the location it was cast. It cannot be made to move with the caster. The cube is self contained, and will keep out surrounding air or water. This makes it a useful spell to cast underwater, in wildspace, or around poisonous gas. The cube will only keep out liquids, gases, and outside air. Humanoids, creatures, and objects can pass through freely. The air in the cube will remain fresh for the duration of the spell.

This spell works well in conjunction with the *permanency* spell.

Deep Walking (Abjuration)

Sphere: Elemental (Water), Protection

Range: Touch

Components: V, S, M

Duration: 1 day/2 levels

Casting Time: 1 round

Area of Effect: 1 creature/level

Saving Throw: None

Upon receiving this spell, the recipient is able to withstand the pressure of any depth of water for the duration of the spell. Any character protected by Deep Walking can travel to the deepest trench in an abyssal plain with no fear of the crushing pressure. It will seem to the individual as if they are only a few feet underwater. Note that this spell can also protect creatures of the deep who can not normally rise to the surface.

In addition, anyone protected by Deep Walking can rise or descend through any depth of water with no danger of decompression or the bends. The spell does not give water breathing, swimming, or any aquatic vision abilities to the recipient.

The material component for this spell is a piece of rock or mineral that has been obtained from the ocean floor at a depth of over 2 miles.

Protection on Surface (Abjuration)

Sphere: Elemental (Water, Air), Protection

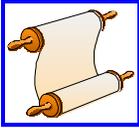
Range: Touch

Components: V, S, M

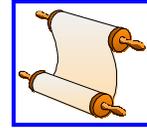
Duration: 1 day/level

Casting Time: 1 round

Area of Effect: One person



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Saving Throw: None

This spell protects races like locathan, merpeople, etc. from the adverse effects of being on the surface. This spell will prevent taking damage from drying out and will allow the recipient to survive just like a normal human. The spell will also enable air breathing for its duration (if needed). The recipient of the Protection on Surface spell can only receive its benefits once and then need to wait the length of the spell's duration before they can have it cast upon them again. (Example: a locathan has Protection on Surface spell cast by an 8th-level priest, allowing the duration to be eight days. When the spell effects wear off in eight days, the locathan will have to wait another eight days before it can have this spell cast upon it again.)

The material component of this spell is the priest's holy symbol.

Fifth Level

Constricting Force (Evocation)

Sphere: Elemental (Water)

Range: 10 yard

Components: V, S, M

Duration: 1 round/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: None

This spell causes an area of water to partially solidify into a snake-like shape and constrict its victim. The priest must make a successful attack roll using his/her own THAC0 for the water tentacle to wrap around the victim. Once the water has a hold, the victim will automatically take 2-8 points of constricting, crushing damage per round. A humanoid victim who is constricted can break free of the tentacle on a successful bend bars/lift gates roll. The victim can also be freed by other creatures inflicting enough damage on the tentacle. The water tentacle has ½ the number of total hit points as the caster. Anyone trying to hack a constricted creature free has a 20% chance of striking the victim instead. The tentacle will be about 6 inches thick and 20 feet long. It is able to snake out of the water up to this distance, and needs only 10 feet of its length to successfully constrict a man-sized victim.

Once the *constricting force* has a successful grip on the victim (by the priest making a successful attack roll), the priest no longer needs to concentrate on the force to maintain it. However, if the priest is

killed or rendered unconscious, the spell ends immediately. The water tentacle will also disappear at the end of the spell's duration, or if the victim of the spell is killed.

The material component of the spell is a piece of gold wire, which the priest wraps around his finger when casting.

Sprout Legs (Alteration)

Sphere: Creation, Summoning

Range: Touch

Components: V, S, M

Duration: 1 day/level

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: None

This spell is used on willing humanoids who do not possess regular legs (such as merfolk, tritons, octifolk, Hai Nu, etc.) to transform their current appendages into human-type legs. This spell allows these creatures who would normally not be able to travel well on land to walk or run as any land humanoid. Note that this spell does not negate any harmful effects that species would normally have due to long exposure on the surface, such as drying out. The recipient will instantly gain the knowledge on the basic use the legs, but they will still receive no Dexterity bonuses to Armor Class due to the unfamiliar appendages.

The material component of the spell is a scale or other sample piece of skin from the spell recipient, which is placed in a crystal coffer worth 700 gp. The coffer is consumed in the casting.

Sixth Level

Magma Burst (Evocation)

Sphere: Combat, Elemental (Fire, Earth)

Range: 120 yards

Components: V, S, M

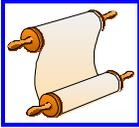
Duration: Special

Casting Time: 6

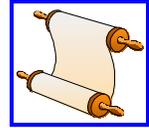
Area of Effect: 10-foot-diameter circle

Saving Throw: ½

This spell causes a volcanic stone held by the priest to shoot forth toward its target (striking unerringly) and explode into a burst of lava. The magma burst will cover a ten foot diameter area, doing 3d6 points of damage to affected creatures on the first round, 2d6 on the 2nd, and 1d6 on the third as the magic the supplies it diminishes and it turns



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into powdery stone. The stone will not impede movement, and will immediately crumble off the target. This spell can be cast with equal effectiveness underwater or on the surface. Combustible materials may burst into flame when affected by this spell, being allowed a saving throw vs. magical fire.

The material component is a piece of volcanic rock, which flies from the caster's hand to strike the target upon casting.

Aquatic Elevator (Alteration)

School: Elemental (Water)

Range: 10 feet/level

Components: V, S

Duration: 3d6 rounds

Casting Time: 2 rounds

Area of Effect: 5-foot-diameter; 10-foot-high platform/level

Saving Throw: None

An awe-inspiring sight indeed, the *aquatic elevator* spell causes a large gusher of water to shoot forth from the water straight into the air 10 feet per level of the caster. The gusher measures 5 feet in diameter per level of the priest. The jetting water creates a partially solid platform on top. This swirling, liquid platform can lift almost anything that can fit on top of it - including an entire ship! Humanoid creatures lifted up by this spell will not be able to stand up due to the shifting water platform below them, but they will be able to crawl and move about, able to jump off if they so desire. The water shooting up will move with such force that nothing can pass through it, but a creature coming up through the center of the geyser from underneath will jet toward the top of the with amazing speed, being thrust up out the top of the geyser and into the air 20 feet.

When the duration of the spell expires, or when the shaman desires the spell to end, the geyser will slowly diminish in power, sinking slowly back into the water.

There is no material component for the spell, but sufficient water must be present.

Seventh Level

Call on the Kraken (Conjuration/Summoning)

School: Animal

Range: 0

Components: V, S, M

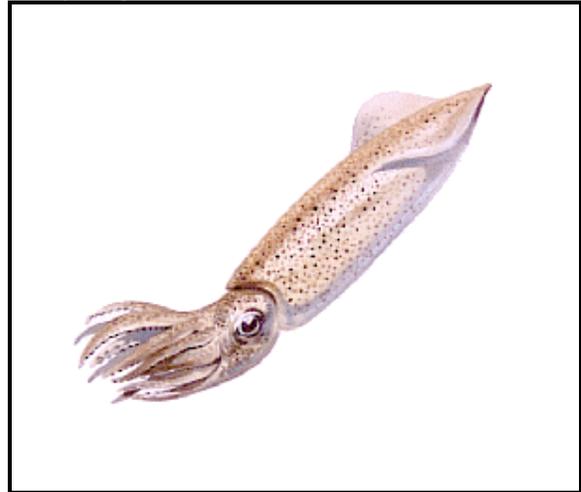
Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

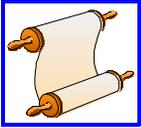
The ability to summon a kraken (AC 5/0; HD 20; MV Sw 3, Jet 21; # Attacks 9; Dmg 3-18 [x2]/2-12 [x6]/7-28; SA spell use) is one of the most powerful spells an oceanic shaman can achieve. Upon completion of this spell, a kraken will magically show up at the caster's location and serve the shaman by carrying out one task (see Squid, Giant in the *TSR® Monstrous Compendium* for more details). These tasks can be fighting a battle, retrieving an object, transporting the shaman and his companions, or anything that is within its abilities.



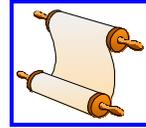
The shaman "Call on the Kraken" spell

The kraken will leave as soon as the task is finished and will not help the shaman in any other way other than following the single command, which must have a clear and definite goal. For example, the kraken cannot be ordered to follow and protect the shaman, but can be ordered to attack a single group of enemies. If the kraken was ordered to take the shaman to an undersea city, it would not help the caster if he/she were attacked along the way. If the task is not completed within a duration of one turn per caster level, the spell will expire and the kraken will disappear. The kraken will also disappear as soon as the task it was assigned is completed.

The material component of the spell is a gem encrusted figure of a squid worth 5000 gp value. The caster will also temporarily lose 3 points of Constitution for one month after casting this spell.



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Magic Items

The *Dungeon Master's Guide*, *Encyclopedia Magica* Volumes, and many other TSR® products provide a vast number of magic items which are designed for underwater use. In addition, most magic items detailed in these products will function underwater, or can easily be converted for undersea use. This provides the Fathoms dungeon master a large variety of items to choose from.

Magic items which duplicate spell effects are restricted or enhanced as per the spell information provided in this chapter. Where further information is required, the DM is encouraged to fill in the gaps.

To add a little more flavor to the Fathoms: Aquatic Adventures game setting, a number of new magic items are described below.

Potion of Deep Diving XP Value: 250

This potion will allow the imbiber to withstand any depth without ill effects. The duration of the potion is 10 + d6 turns. This magic item is fairly common in many areas of the UnderDeep, and can be purchased from many villages.

Ring of Sea Bed Walking XP Value: 1,000

This ring allows the user to walk on the sea floor as if she were on the surface. This prevents the bearer from floating off the sand. Upon command, the ring also brings an area of *airy water* around the user (as per spell). The area is centered on the ring wearer, and has a five foot radius. In essence, a creature wearing this item could move and fight on the sea floor as if standing on dry land.

Rod of Shark Control XP Value: 2,500

An owner of this item is able to control sharks within a 2 mile radius. Each shark controlled will expend one charge from the rod. The sharks get a saving throw to vs spells to avoid the effects the control. This save is allowed for each attempt at control. Thus if control is attempted on a shark which saves, and the rod bearer attempts another control attempt in a subsequent round, the shark gets a save against each attempt, and the rod uses two charges. Any amount of sharks can be controlled by the rod, as long as the charges hold up. A shark who fails their saving throw is controlled for 1d6 turns.

Sharks controlled can also be summoned by use of this rod. When the owner uses the rod to randomly summon sharks who are out of visual range (but within 2 miles), a random, controlled shark will show up in 1d10 rounds. Note that before being summoned, the shark is allowed to make it's saving throw to resist the control attempt. Controlled sharks will do anything their master desires, including attacking races whom they have a bond with.

Rod of Feeding Frenzy XP Value: Nil

This cursed item appears to be a Rod of Shark Control, but when used, it's true nature becomes apparent. When this rod is used, a random number of sharks will show up and immediately attack the rod bearer and all other living creatures in a 10 yard radius. For each charge spent to summon or control, 1d4-1 sharks will show up every round for the next four rounds. A separate roll should be made for each of the four rounds. A result of zero indicates no sharks show up that round. If there are no sharks in the area (DM's digression) this item will not function.

