



UNDERWATER RULES



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True Dungeon: Underwater Rules

Adventuring underwater is new this year. No doubt there will be a lot of questions; hopefully we'll answer most of them here.

Underwater Basics

You must have a way to breathe underwater. If you don't have a magical item that lets you breathe underwater, you have to hold your breath until you can either "surface" (see below) or activate a magic item.

Some underwater rooms will have a corner designated as "the surface" to represent the character going up for a breath of air. Swimming to the surface is a Free Action. The player must physically stand in that corner of the room. Once characters swim to the surface, they are out of melee combat for that encounter—it takes too long to swim back down. Characters on the surface are vulnerable to attack by monsters. Surfaced characters may fire underwater-useable ranged weapons and cast ranged spells at the monster. *Bardsong* can be performed on the surface, but without magical aid other surfaced characters would be the only ones who benefit from it.

While underwater, unless they have some magical aid, players may not talk to each other. While on the surface, any party member can talk quietly with other surfaced players, but not loud enough so the other players in the underwater section of the room can hear them. Characters with magic allowing them to speak underwater can be heard and understood by everyone, even by those who can't speak.

Magic can overcome these restrictions, but in general the only melee weapons which can be used underwater are piercing and the only missile weapons which work are crossbows. There are exceptions, so see **Underwater Weapons** on page 8 for the full list of weapons which can be used without magical aid.

While surfaced, characters may cast any spell on him/herself or spells requiring touch on other surfaced characters. They may not cast "touch" spells on submerged party members.

Without some magical aid, you are very slow to propel yourself, and you may be carried along by the current. In melee combat, only characters wearing **BOOTS OF FREE ACTION** (or similar magical device) may attack the first round. Similarly, anything requiring movement or a Move Action is not possible (without magical aid) during the first round of combat. This is referred to as being Hindered.

All magical energies function normally underwater. Single-target spells, regardless of energy type, are still single-target spells. No magical energy changes shape or deals damage differently underwater. This may seem to defy logic, but magic has a habit of breaking the laws of science and common sense.

It's neither possible to cast spells nor to perform a *bardsong* underwater unless you have some magical means to create "airy water" around you or some other magical effect. Non-magical fire cannot burn underwater, but magical fire can. Also, any magic items which require a command word (including anything with a charge) or verbalization will not work. Even with magical help to vocalize underwater, a character cannot use scrolls because they are destroyed when exposed to water. Potions are usable, but not Oils or Salves unless you possess a magical means to apply them. See the list of underwater-related tokens below for items which can overcome these restrictions.

Cold water can be deadly. You will take 1 point of cold damage when you exit a room. This is referred to as Chilled Damage. Any type of cold resistance will negate this damage, including a **SCROLL ENDURE ELEMENTS**.

Tokens Which May Help You Underwater

These items are usable only while underwater or would be pointless to use above water.

Color indicates rarity: Common, Uncommon, Rare, Ultra-Rare, Constructed

Air Runestone: allows ranged weapons to function normally underwater (one use; entire adventure)

Bracers of the Nixie: allows slashing weapons to be used underwater and negates the Hindered penalty for slashing weapons (permanent; Wrist slot)

Bracers of the Sea Elf: allows blunt weapons to be used underwater and negates the Hindered penalty for blunt weapons (permanent; Wrist slot)

Catspaw Hat: allows spell casting & command words without speaking (permanent; Head slot)

Cloak of the Devil Ray: allows attack first round while Hindered (permanent; Back slot)

Gill Leaf: allows underwater breathing, but -2 To Hit (one use; one room)

Ioun Stone Coral Cube: allows activation of command words without speaking, but not spellcasting, underwater only (permanent; Ioun slot)

Ioun Stone Coral Sphere: protects scrolls from non-magical damage while the spell is being cast (permanent; Ioun slot)

Ioun Stone Emerald Prism: removes all underwater weapon restrictions (permanent; Ioun slot)

Lyre of the Siren: allows Bardsong (permanent; BRD only)

Necklace of the Bay: allows underwater breathing (permanent; Neck slot)

Pearl of the Sirine: allows spell casting, command words, and *bardsong* underwater (one use; one room)

Potion Polymorph (Shark): turns drinker into a shark, allows underwater breathing, negates Hindered penalties, negates Chilled Damage (one use; one room; DRU & WIZ only)

Potion Water Breathing: (one use; one room)

Ring of the Deep: allows breathing, *bardsong*, command words, spell casting, and speaking underwater (permanent; Ring slot)

Sahuagin Blunt Lt. Crossbow: mundane ranged weapon, can only be used underwater, fires blunt bolts, not compatible with other crossbow bolts (permanent)

+1 Sahuagin Blunt Lt. Crossbow: magical ranged weapon, can only be used underwater, fires blunt bolts, not compatible with other crossbow bolts (permanent)

Scroll Nymph's Breath: allows character to breathe water; can only be cast by CLR/DRU/BRD, but anyone in the party can benefit from the effect (one use; one room)

Scroll Water Breathing: must be cast by a spellcasting class, but anyone in the party can benefit from the effect (one use; one room)

Sea Dragon Scroll Tube: allows scrolls to be stored & cast underwater (permanent)

Wand of the Tide: can reduce enemy's To Hit roll by 4 (limited charges; DRU & WIZ only)

Wand of Waves: can reduce enemy's To Hit roll by 2 (limited charges; DRU & WIZ only)

Water Runestone: allows slashing & blunt weapons to be used underwater (one use; lasts entire adventure)

These items may be helpful underwater but are not necessarily restricted to underwater use.

*Color indicates rarity: **Common**, **Uncommon**, **Rare**, **Ultra-Rare**, **Constructed***

Bone Scroll Case: protects scrolls from all damage while in the tube (permanent)

Boots of Free Action: immunity to *slow* and *hold*, negates Hindered penalty, allows use of any melee weapon (assuming you can otherwise use it) while underwater (permanent; Boot slot)

Boots of Warmth: reduces all cold damage by 50%, negates Chilled Damage (permanent; Boot slot)

Boots of Water Walking: wearer may walk on water as if it was solid ground, requires command word to activate (permanent; Boot slot)

Bottle of Bubbles: allows one person to breathe air, but takes off-hand slot to use (one use; one room)

Devil Crab Armor: +3 AC & allows attack first round while Hindered (permanent; Armor slot; All except MNK & WIZ)

Dire Turtle Armor: +4 AC & allows attack first round while Hindered (permanent; Armor slot; All except MNK & WIZ)

Druid's Wild Vestments: druid can speak, cast spells, and transform back instantly while under the effects of transformational magic; this would allow spell casting underwater if polymorphed into an otter or shark (permanent; Shirt slot; DRU only)

Eelskin Armor: +4 AC & allows breathing underwater (permanent; Armor slot; All except MNK & WIZ)

Faerie Water: Purifies 1 cubic yard of liquid (one use)

Flask of Survival: immune to natural cold (including Chilled) and fire (limited uses; one room)

Ioun Stone Iridescent Spindle: sustains character without air (permanent; Ioun slot)

Nixie Cloak: negates 1 point of cold damage per room, may also negate Chilled Damage if the power was not already expended on another cold source (permanent; Back slot)

Nixie Leather Armor: +3 AC on dry land, +4 AC while underwater (permanent; Armor slot; All except MNK & WIZ)

Platemail of the Depths: +8 AC, allows underwater breathing, -1 to Refx saves (permanent; Armor slot; CLR/FTR/PAL only)

Potion Endure Elements: immunity to natural fire or cold; negates Chilled Damage (one use; one room)

Potion Frost Resistance: reduces all cold damage by 50%, negates Chilled Damage (one use; one room)

Potion Polymorph (Otter): turns drinker into an otter, negates Hindered penalties, negates Chilled Damage (one use; one room; DRU & WIZ only)

Pouch of Tulz: you can use a potion, oil, or salve as a Free Action once per round, works underwater, protects contents from water damage (permanent)

Quiver of Anointment: lets you apply magical oil to a single missile weapon as a Free Action, makes that oil last for one combat, works underwater (permanent)

Ring of Frost Resistance: reduces all cold damage by 50%; negates Chilled Damage (permanent; Ring slot)

Ring of Gaea: -1 damage from fire, cold (including Chilled), or shock (permanent; Ring slot)

Ring of Water Elemental Command: -5 damage from cold (including Chilled), does 2 points of cold damage to any monster that hits the wearer in melee (permanent; Ring slot)

Scroll Endure Elements: immunity to natural fire or cold; negates Chilled Damage; can be cast by any spellcasting class, but anyone in the party can benefit from the effect (one use; one room)

Scroll Purify Water: removes harmful material from all water in room (one use; one room; CLR/DRU/BRD)

Sea Elf Armor: +6 AC, allows attack first round while Hindered (permanent, Armor slot; CLR/FTR/PAL only)

Sharkskin Armor: +5 AC, allows underwater breathing, -1 to Refx saves (permanent; Armor slot; All except MNK & WIZ)

Vial of Ink: when unstoppered or broken underwater, mimics the effects of a SMOKESTICK (one use; one room)

Underwater Questions & Answers

Q: Does a 5th-level barbarian's *damage reduction* negate Chilled Damage?

A: Yes

Q: Do BOOTS OF FREE ACTION allow all weapons to be used underwater without restrictions?

A: No, just melee. You must already be able to use that weapon. They do not allow a wizard to use a sword, for example.

Q: Do BOOTS OF FREE ACTION prevent you from being carried away by a strong current?

A: Yes

Q: The BOOTS OF WATER WALKING token says the wearer "may" walk on water, so can the effect be turned off?

A: Yes

Q: What happens when you wear BOOTS OF WATER WALKING underwater?

A: Your toes will not be visible. :-) (They have no special magical properties underwater.)

Q: When does a character take Chilled Damage?

A: Just as they leave the room. However, if they have something which negates Chilled Damage, it must have been worn/used/ingested for the whole room to be effective.

Q: Does a druid's *communicate with animals* power work underwater if the druid can't speak?

A: Yes

Q: Can scrolls be cast while surfaced?

A: No, unless you have magical aid.

Q: When cast underwater, do cold, force, shock, or sonic spells function/damage differently?

A: No (though you must still have a means to cast underwater)

Q: Can I use FAERIE WATER to clean the ink "cloud" created by a VIAL OF INK?

A: Yes, but a single application of FAERIE WATER only cleans a cubic yard (27 square feet) of liquid. A 10-foot cube is 1,000 square feet, so you'd need 38 FAERIE WATERS to purify all of it.

Q: Can I use a GOBLET OF HEALING underwater?

A: No, not even if you have a POUCH OF TULZ.

Q: Can an IOUN STONE CORAL CUBE be used in a dry room to silently activate a magical item?

A: No. It only works underwater.

Q: Does the IOUN STONE CORAL SPHERE protect scrolls from any non-magical damage?

A: It won't prevent physical damage such as tearing or cutting, but it will allow scrolls to be cast in other naturally harsh environments, including natural fire.

Q: If I'm swimming in poisoned water, would an IOUN STONE IRIDESCENT SPINDLE protect me from ingesting the poison?

A: Yes. This also works on land against poison gas. It does not work against contact poisons or anything which can infect via skin.

Q: Does being Hindered only affect your 1st round of melee combat?

Q: Can a rogue wearing BOOTS OF ELVENKIND who was Hindered on round 1 *sneak attack* on round 2 of combat?

A: Yes

Q: If I'm Hindered, can I attack with a ranged weapon on round 1, then melee in subsequent rounds?

A: Yes

Q: Can a Hindered rogue use the first round to set up a *sneak attack*?

A: No

Q: Can a Hindered 5th-level rogue use *flank attack* on the first round?

A: No

Q: I have tiny lungs and can't hold my breath for very long without passing out. Can I play this year?

A: Yes. Holding one's breath is more of a role-playing exercise, not a lung capacity test. Players are strongly encouraged to abide by the RP suggestion to maximize your fun.

Q: Is the LYRE OF THE SIREN the only instrument a bard can play underwater?

A: Yes, unless the bard also uses a PEARL OF THE SIRINE or wears a RING OF THE DEEP.

Q: Can monks use their unarmed attack underwater?

A: Yes

Q: Can I use a NIXIE CLOAK to prevent 1 point of cold damage on dry land?

A: Yes. It can also negate Chilled Damage but only if it was not previously used in that room to negate cold damage.

Q: If I wear PLATEMAIL OF THE DEPTHS or SHARKSKIN ARMOR on dry land, do I still suffer the -1 penalty to my Ref saves?

A: Yes

Q: Can a player with an underwater-usable ranged weapon fire during round 1?

A: Yes. Hindered has no effect on ranged weapons.

Q: Will all of the retribution effects from RINGS OF AIR/EARTH/FIRE/WATER ELEMENTAL COMMAND and RING OF FROST function normally underwater?

A: Yes. They will also work in a vacuum.

Q: Can screams be heard underwater?

A: Yes, but not understood.

Q: Do spells with the shock/electricity descriptor automatically become Area of Effect or deal increased damage underwater?

A: No and No

Q: Can a SMOKESTICK be used underwater?

A: No. But it's still a stick and you could shake it at someone if you really wanted to.

Q: Does using the +2 STAFF OF POWER's spell enhancement ability require a command word?

A: No

Q: Can thrown weapons/projectiles be used underwater?

A: Not without magical aid.

Q: Does *turning undead* work in a silenced/underwater situation?

A: Yes. *Turning* mostly involves the presentation of the cleric's holy symbol.

Q: Can a cleric swimming on the surface use *turn undead* on a submerged monster?

A: Yes. *Turn undead* can also be performed at range on dry land.

Q: If a VIAL OF INK is smashed/opened underwater, the resulting effect is akin to igniting a SMOKESTICK on dry land. (Obscures a 10-foot cube of water, all ranged spells & attacks in that area suffer -4 To Hit penalty) Would casting SCROLL PURIFY WATER negate the inky water effect?

A: Yes

Q: Does the WEIGHTED NET function underwater?

A: No. It can't be effectively thrown over a monster.

Underwater Scenarios

This section will showcase some examples of underwater adventuring. In each example, the party has just entered the underwater lair of a zombie merman known as Morvo the Moist. Since Morvo was busy feasting on the brains of a fisherman he caught earlier, he didn't notice the party enter and they get first attack.

Scenario 1: Common Gear

The fighter has a DIRK and a BOTTLE OF BUBBLES. The cleric is wearing NIXIE LEATHER ARMOR.

Round 1: The fighter has no ranged weapons so he's out of combat this round because he is Hindered. However, he is able to breathe thanks to his BOTTLE OF BUBBLES. The cleric doesn't have the ability to breathe underwater, so she swims to the surface (walks over to the designated "surface" section of the room) before initiating her *turn undead* ability. If so inclined, she could have stayed submerged before *turning undead* and surfacing.

Round 2: Morvo is now very much aware there are intruders in his lair and turns his attention to the cleric. The cleric is breathing on the surface and can't engage in melee combat, but Morvo can still attack her—and does! The fighter can now attack with his DIRK and lands a critical attack on Morvo, killing him outright.

Round 3: The cleric, still on the surface, casts a small heal spell on herself while the fighter loots Morvo's corpse. As he swims up to the cleric, the fighter notices an underwater cave in the distance. When both are surfaced, they discuss their options and decide to venture down further.

Round 4: Both characters move deeper into the underwater cave. Because neither of them have any cold-resisting items, they each suffer Chilled Damage and reduce their hit points by 1 as they leave this room.

Scenario 2: Uncommon Gear

Adding to the equipment in Scenario 1, the cleric has a SAHUAGIN BLUNT LT. CROSSBOW; the fighter is wearing a NIXIE CLOAK and a NECKLACE OF THE BAY.

Round 1: The fighter still can't attack this round, but he uses his turn to hand the cleric his BOTTLE OF BUBBLES. Since she can now breathe via the Bottle in her offhand, the cleric boldly presents her holy symbol with her main hand, deals 8 points of holy damage to Morvo, and chooses to stay submerged.

Round 2: Morvo takes his turn and attacks the cleric. Even though the cleric could engage in melee combat, she has no piercing weapons (nor can a cleric use one) so she shoots her SAHUAGIN BLUNT LT. CROSSBOW but narrowly misses Morvo. Fortunately the fighter crits and Morvo the Moist is now pushing up underwater daisies.

Round 3: Though she can breathe underwater (BOB), the cleric can't cast spells so she swims to the surface to cast a heal spell.

Round 4: As they swim down into the cave, the cleric takes Chilled Damage but the fighter does not thanks to his NIXIE CLOAK.

Scenario 3: Rare Gear

Adding to the equipment in Scenario 2, the cleric is wearing a RING OF THE DEEP; the fighter is wearing BOOTS OF FREE ACTION.

Round 1: Thanks to his BOOTS OF FREE ACTION, the fighter attacks during the first round. Unfortunately he misses. The cleric's RING OF THE DEEP allows her to breathe without having to hold a bottle, but old reliable *turn undead* is her first attack of choice. She fails the skill test, so she only deals 5 points of damage to Morvo.

Round 2: Morvo takes his turn and attacks the cleric. She can cast spells (ROTD), so she casts *spiritual hammer*, slides her puck, and hits Morvo's AC dealing 8 points of force damage. The fighter wants to make up for his flubbed attack last round, crits, and Morvo lies motionless.

Round 3: There's no need for her to swim to the surface to cast a spell, so the cleric remains below to heal herself magically. The fighter cannot speak, but he points out the new cave to the cleric. She can speak and says they should investigate. The fighter nods in agreement.

Round 4: The cleric takes Chilled Damage because a RING OF THE DEEP does not negate it.

Scenario 4: Ultra-Rare Gear

Adding to the equipment in Scenario 3, the cleric's other hand sports a RING OF WATER ELEMENTAL COMMAND and has a SEA DRAGON SCROLL TUBE filled with Divine scrolls in her backpack. The fighter is also wearing a RING OF THE DEEP, an IOUN STONE EMERALD PRISM orbits his head, and he's carrying a +2 LONG BOW OF THE SUN.

Round 1: Normally he couldn't attack the first round, let alone with a bow, but the combined powers of the BOOTS OF FREE ACTION and IOUN STONE EMERALD PRISM grant the fighter the ability to use his +2 LONG BOW OF THE SUN the first round. He fires at Morvo, but Morvo weaves at the last second and the arrow whizzes past Morvo's head. The cleric Turns, as usual.

Round 2: Morvo successfully attacks the cleric. Were he not undead and immune to cold damage, he would have taken 2 points of cold damage from the RING OF WATER ELEMENTAL COMMAND, but unfortunately he just shrugs it off. The fighter carefully aims his bow, releases the arrow, and watches in glee as it lands right between Morvo's eyes, killing him instantly in a burst of holy light.

Round 3: In an effort to save her big spells for combat, the cleric pulls a healing scroll from her SEA DRAGON SCROLL TUBE, thus allowing her to cast it without the scroll disintegrating in the water.

Round 4: The two discuss delving deeper thanks to their RINGS OF THE DEEP. The RING OF WATER ELEMENTAL COMMAND ensures the cleric takes no Chilled Damage as they both continue their adventure.

Underwater Weapons

The following weapons can be used underwater without magical aid. Compound weapons may not be thrown underwater without the aid of magic, but are listed here because they can be used in melee. Remember, if you are using a melee weapon, you may not attack the first round because of the Hindered penalty unless you have a way of overcoming it.

+1 Bolt	+2 Long Spear of Dragonslaying
+2 Bolt	Masterwork Bolt
Bolt of Frost	Masterwork Hand Crossbow Bolt
Bolt of Lightning	Masterwork Silver Dagger
Bone Javelin	Masterwork Spear
+1 Bracer of the Dragonfist	Morning Star
Bracer of Quivering Palm	+1 Morningstar of Smiting
Dagger	Nightshade's +2 Short Sword
+1 Dagger	Nixie Lt. Crossbow
+2 Dagger	Obsidian Dagger
Dagger of Arcane Luck	Orcish Dirk
Dagger of Throwing	Pilum of Lightning
+2 Dagger of Venom	Pugio
+1 Dagger of the Sun	+1 Pugio
Darkwood Staff	Quarter Staff
+1 Darkwood Staff	+1 Quarter Staff
Dirk	+2 Quarter Staff
Elven Dagger	+1 Rapier of Piercing
Elven Rapier	Sahuagin Blunt Lt. Crossbow
+1 Elven Rapier	+1 Sahuagin Blunt Lt. Crossbow
Gladius	Scythe
Halberd	Sea Elf Spear
+1 Halberd	+1 Sea Elf Spear
Hand Crossbow	SeyLah's +2 Sundering Cestus
+1 Hand Crossbow	Short Sword
Hand Crossbow Bolt of Enfeeblement	+1 Short Sword
Hand Crossbow Bolt of Madness	+2 Short Sword
Heavy Crossbow	+2 Short Sword of the Sun
Heavy Repeating Crossbow	+1 Silver Rapier
+1 Heavy Repeating Crossbow	+2 Staff of Power
+2 Heavy Trident of Skewering	+1 Staff of Striking
Iron Long Spear	+2 Staff of Striking
+1 Iron Long Spear	Trident
+2 Light Crossbow of Frost	<i>Unarmed Attack</i> (Monk)
Light Trident	Wicked Spear
+1 Light Trident	Widseth's +2 Dancing Sword
	Wooden Oar

Tokens With Underwater Benefits

	<u>AC Boost When Wet</u>	<u>All Weapons</u>	<u>Apply Liquid Underwater</u>	<u>Bardsong</u>	<u>Blunt Weapons</u>	<u>Breathing</u>	<u>Cast Scrolls</u>	<u>Cleans Water</u>	<u>Clouds Water</u>	<u>Command Words</u>	<u>No Chilled Damage</u>	<u>No Scroll Water Damage</u>	<u>Not Hindered</u>	<u>Ranged Weapons</u>	<u>Slashing Weapons</u>	<u>Speaking</u>	<u>Spellcasting</u>	<u>Water Walking</u>
Air Runestone																		
Bone Scroll Case												WD						
Boots of Free Action					BW								NH		SW			
Boots of Warmth											CD							
Boots of Water Walking																		WW
Bottle of Bubbles						BR												
Bracers of the Nixie (*see description)													NH*		SW			
Bracers of the Sea Elf (*see description)					BW								NH*					
Catspaw Hat										CW							SC	
Cloak of the Devil Ray													NH					
Devil Crab Armor													NH					
Dire Turtle Armor													NH					
Druid's Wild Vestments (*see description)											CD*					SK*	SC*	
Eelskin Armor						BR												
Faerie Water								CN										
Flask of Survival											CD							
Gill Leaf						BR												
Ioun Stone Coral Cube										CW								
Ioun Stone Coral Sphere							CS											
Ioun Stone Emerald Prism		AW			BW									RW	SW			
Ioun Stone Iridescent Spindle						BR												
Lyre of the Siren				BS														
Necklace of the Bay						BR												
Nixie Cloak											CD							
Nixie Leather Armor	AC																	
Pearl of the Sirine				BS						CW							SC	
Platemail of the Depths						BR												
Potion Endure Elements											CD							
Potion Frost Resistance											CD							
Potion Polymorph (Otter)											CD		NH					
Potion Polymorph (Shark)						BR					CD		NH					
Potion Water Breathing						BR												
Pouch of Tulz			AL															
Quiver of Anointment			AL															
Ring of Frost Resistance											CD							
Ring of Gaea											CD							
Ring of the Deep				BS		BR				CW						SK	SC	
Ring of Water Elemental Command											CD							
Sahuagin Blunt Lt. Crossbow														RW				
+1 Sahuagin Blunt Lt. Crossbow														RW				
Scroll Endure Elements											CD							
Scroll Nymph's Breath						BR												
Scroll Purify Water								CN										
Scroll Water Breathing						BR												
Sea Dragon Scroll Tube							CS					WD						
Sea Elf Armor													NH					
Sharkskin Armor						BR												
Vial of Ink									CD									
Water Runestone					BW										SW			

Your Notes:

