

Underwater Casting

Contributed by
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Codified d20 Underwater Casting rules, as developed by Carthain and St. M.

Basically there are three conditions that are possibly impacted while attempting to cast underwater. These conditions are if you are attempting to cast a spell with any of the following components: Verbal (V), Somatic (S), or Material (M). Spells that do not have any of those components are not affected in any way.

Verbal Components: Sound travels just as well underwater as it does through the air. Just because the sound is distorted when you hear it underwater does not mean that you did not speak it clearly (which is all that is required to cast the spell). Of course, speaking while gagged or while water is attempting to enter your lungs isn't easy. Unless the caster can breathe underwater (naturally or magically), the caster must make a Concentration check to cast the spell. **Somatic Components:** When attempting to cast a spell with a somatic component, you must succeed at a Concentration check to cast the spell properly. If you can move normally in water (for example, having a Swim speed such as the Kuo-Toa does, or through a spell such as Freedom of Movement) then you do not need to make the Concentration check due to the somatic component of the spell. **Material Components:** This is a simplistic view on how to use them underwater. It assumes that you do not need the material components until just the end of the spell if the spell takes less than 1 full round to cast. Spells that have 1 full round or longer casting times can have their material components mixed up with the water, and possibly ruined. Of course, always use common sense -- If a spell describes the use of the material component(s) as something other than what is assumed here, then these assumptions here do not override that description. For example, if you need to have a circle marked in silver dust before casting the spell, then the water can affect the components even if the spell only has a casting time of 1 action. If the material component(s) can be affected by water and the spell has a casting time of less than 1 full round, then a Concentration check is required. If the material component(s) can be affected by water and the spell has a casting of 1 full round or more, then the affected material components are ruined, and the spell cannot be cast. If there are no material components that can be altered by water, then no check is required. To Summarize:

- Verbal Components: Concentration check required unless you can breathe underwater.
- Somatic Components: Concentration check required unless you can move normally underwater.
- Material Components: If one or more material components can be altered by water, and the casting time is 1 full round or longer, then the spell is ruined. If one or more material components can be altered by water, and the casting time is less than 1 full round, then a Concentration check is required. If no material components can be altered by the water, then no Concentration check is required. Only one Concentration check is made per casting of a spell, even if you are required to make one due to more than one component being affected by the water. In all cases, the Concentration check has the following DCs: DCCondition 10 + Spell LevelCasting in Calm Water 15 + Spell LevelCasting in Moving Current (such as during combat) 25 + Spell LevelCasting in Violent Water (such as during a storm)

Constrained Casting [General] The character is able to cast spells normally while constrained. **Requirements:** Dex 15+ **Benefit:** Whenever the character must make a Concentration check to cast a spell due to hindered movements (such as underwater, or within a web spell), the character need not make the check. If a Concentration check is required for other reasons (such as casting a spell with a verbal component underwater) then the character still needs to make the check normally.

If the character is held immobile, then the character still cannot cast spells with somatic components.

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