Magic-user:

Cantrips — *salt:* This spell will produce a small amount of salt water, about 1 pint total. Unless contained, the salt water will quickly disperse into the surrounding water.

1st level — *firewater:* The substance produced by this spell will float to the top of the body of water. The *firewater* may not be ignited underwater.

2nd level — *Melf's acid arrow:* The acid from this arrow lasts only a single round, then is washed away by the surrounding water.

6th level — *chain lightning:* Effects underwater as a *lightning bolt* of double normal radius, but inflicts only 1d6 of damage for every level of the caster (saving throw for half damage).

transmute water to dust: As for the 6th level druid spell.

7th level — *Mordenkainen's magnificent mansion:* At the caster's option, the mansion can be filled with water, or the membrane can prevent the influx of water, leaving the mansion's interior tidy and dry.

8th level — *sink:* This spell will place a creature the given number of feet below the floor of the river or sea. The magic of the containment will, however, radiate through the water to the surface.

Illusionist:

3rd level — *phantom steed:* Such creatures summoned underwater are hippocampi with black forebodies and silver-gray scales. They do not gain the special abilities in traveling or flying, but do gain the 4"/level movement of the *phantom steed*. Otherwise they are similar to the steed summoned by the spell.

COMBAT

EFFECTS OF DARKNESS

On many occasions, a situation will present itself where combat must be conducted in conditions of darkness or poor illumination. The effects of darkness on combat are as follows:

1. If an opponent cannot be seen, then attacks against that opponent are as against an invisible target, i.e. at -4 "to hit."
2. If the opponent is vaguely discernible, such as a faint blur or a darker shape that stands out against the background, then attacks against that opponent are at -2 "to hit."
3. Combat is not affected by illumination (or lack thereof) in conditions of daylight or in light conditions such as those produced by most light-giving devices and spells, including the illumination of torches, lanterns, *light* spells or *continual light* spells.
4. In essence, the converse of all the above cases will hold true when considering creatures which function normally or at some relative advantage in conditions of darkness. For instance, creatures with infravision will still be able to "see" opponents in the absence of normal (visible spectrum) light. Creatures that are accustomed to operating in darkness will suffer vision penalties when attacking opponents in illuminated conditions (cf. descriptions of gray dwarves, dark elves, and dark gnomes elsewhere in this volume).

The effects of a *faerie fire* spell will be of benefit only when outlining opponents in poor lighting conditions, such as an area of a dungeon where the only light comes from softly glowing magic weapons, or in total darkness. In illumination similar to that of a torch or a *light* spell (or anything stronger), the spell will function normally, but will not contribute to the visibility of the target it encompasses.

As in so many other cases, particularly those relating to combat, common sense must be the final determinant of whether or not an act is possible, or whether a bonus or penalty to its chance of success should be applied. If a certain situation seems to warrant an exception to these rules, it is within the purview of the Dungeon Master to moderate the events accordingly.

THE CAMPAIGN

SOCIAL CLASS AND RANK

The Dungeon Master should determine the social class of each character he or she has in the campaign. This is accomplished by use of the *Social Class Table* given below. You will note that this table does not include any social or political information, but that guidelines of this sort are included in a reference immediately following the table. This allows the DM to model the social class distinctions to the tenor of his or her individual milieu.

Social Class Table

Dice roll	Social (/Economic) Class
01-04	Lower Lower Class (LLC)
05-10	Middle Lower Class (MLC)
11-20	Upper Lower Class (ULC)
21-35	Lower Middle Class (LMC)
36-55	Middle Middle Class (MMC)
56-87	Upper Middle Class (UMC)
88-96	Lower Upper Class (LUC)
97-99	Middle Upper Class (MUC)
00	Upper Upper Class (UUC)

Typical members of a class

LLC: Freed slaves, peasants, tinkers, vagabonds, beggars, criminals, low-level thieves, low-level and mid-level assassins

MLC: Herdsmen, laborers, peddlers, actors, jugglers, men-at-arms, low-level barbarians, mid-level thieves, high-level assassins, low-level bards

ULC: Freemen, tradesmen, petty officers, money-changers, fences, low-level fighters, high-level thieves

LMC: Artisans, craftsmen, petty merchants, junior officers, bankers, landless knights, druids, rangers

MMC: Landed gentry, merchants, petty officials, senior officers, landless petty nobles, mid-level fighters, low-level magic-users, low-level illusionists

UMC: Guild masters, great merchants, military commanders, officials, landless nobles, lesser clerics, high-level fighters, mid-level magic-users, mid-level illusionists

LUC: Great landed gentry, generals and marshals, greater officials, knights, mid-level clerics, cavaliers, paladins, high-level magic-users, high-level illusionists

MUC: Knights, commanders, great clerics, nobles, high-level paladins, very high-level magic-users and illusionists

UUC: Great nobles, sovereign nobility, royalty

For player characters, initial social status has no effect on starting money and equipment, with the exception of cavaliers and paladins. Rules for starting gold and equipment for those classes are detailed under the "Money" heading in the Players' Section of this book.

The various occupations and status positions can be adjusted as required by the background of each milieu. The positioning of non-humans is entirely dependent upon the individual milieu. As a general rule, a human society would probably consider the non-humans as:

Dwarves — MMC (they are reputed to have gold and gems!)
Elves — ULC (wood elves) to LUC (gray elves)
Gnomes — ULC to LMC
Halflings — ULC (they are small and rustic)
Half-elves — Slightly above a human counterpart
Half-orcs — LLC

Social Class and Profession: As a general rule, any character must have a social status of, at the lowest, one rank below that specified for his or her profession in the milieu. For instance, using the system outlined above, a character embarking on a career as a fighter must have a social standing of no lower than Middle Lower Class, and conversely a character with a standing lower than that cannot hope to make his or her way in the fighter profession. At the lowest extreme, this means that a character born to the Lower Lower Class can be only a thief or assassin.

CIRCUMSTANCES OF BIRTH

By the nature of the topic, not much can be offered in the way of "rules" for ascertaining the origin and background of characters in the campaign milieu. Virtually all such decisions must be made by the individual Dungeon Master, so that the results fit smoothly into the adventuring environment that he or she has designed. As a starting point, however, the following tables will suffice for those who wish to determine what role fate has played with regard to when and how a character came into the world.

Birth Table

Dice Roll	Order of Birth	Dice Roll	Order of Birth
01-05	Only child	81-85	7th child
06-10	1st child	86-90	8th child
11-20	2nd child	91-94	9th child
21-35	3rd child	95-97	10th child
36-50	4th child	98-99	11th child
51-65	5th child	00	12th child
66-80	6th child		

Parents' Marital Status Table

Dice Roll	Marital Status
01-80	Parents legally married
81-00	Parents unmarried*

* The child of unmarried parents is typically one social class lower than the social class of the father.

Racial Modifiers

Dwarves, all	-15 to dice rolls on both tables
Elves	Modify dice rolls on both tables as follows:
Drow	-15
Gray	-30
High	-20
Wood	-10
All others	-15
Gnomes, all	-20 to dice rolls on both tables
Half-elves	-10 to dice rolls on both tables
Halflings, all	-10 to dice rolls on both tables
Half-orcs	+ 10 to dice rolls on Birth Table, + 75 to dice rolls on Marital Status Table
Humans	no modifiers to dice rolls