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WILDERNESS DRESSING: SEA VOYAGES



THE SUNKEN PYRAMID

A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

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WILDERNESS DRESSING: SEA VOYAGES

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Brian Gregory

Tired of glossing over the details of your PCs' journey (except for the inevitable, violent random encounters)? Want to add in minor features of interest to their journeys? Want to make their journeys seem more "real"?

Then Wilderness Dressing is for you! Each instalment in the line focuses on a different type of wilderness and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of Wildernesses Dressing presents loads of great events and features to add to the sea voyages in your campaign. Designed to be used both during preparation or actual play, *Wilderness Dressing: Sea Voyages* is an invaluable addition to any GM's armoury!



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Thank you for purchasing *Wilderness Dressing: Sea Voyages*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Wilderness Dressing: Sea Voyages* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Brian Gregory is an old school gamer returned from the wasteland of real life with a passion to play games and meet people. After looking on while others wrote for publication; he's finally gotten off the sideline. As a model builder, painter and GM he has taken up the mission to add writer and designer to his list of credits. With a passion for setting the scene so that others may tell the story, he has sought out ways for GMs to add flavour and texture to their settings.

New to publication and being a freelancer he is started his long journey. He brings with him 25 years of running and playing role-playing games of various genres. A former professional chef, he turns his ability to mix up various ingredients into a recipe for fun and creativity. Whether on the fly or in a planned session his goal is to make developing the inspirational details more accessible. Brian lives in Saint Louis, Missouri and is grateful to have the four wonderful seasons. His home is shared by his cat, which still cannot help pay the bills. Known for producing good food and brewing good beer; he loves sharing his passion for life and fun with new people.

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FOREWORD

Shockingly although *The Sunken Pyramid* will be available to purchase a few weeks after *Wilderness Dressing: Sea Voyages* hits the virtual shelves, I didn't come up with the idea for this product until comparatively recently. (The synergistic product powers are weak in this one...)

In actual fact, this product comes at quite a handy time for me. In my home campaign, *Borderland of Adventure*, the PCs are about to journey to a pirate town, from which they believe attacks upon their homeland have been originating. They found some partially burnt documents that suggest someone in the town masterminded the recent invasion which they helped to turn back.

As you can imagine there has been a tremendous amount of discussion about how to get to the town. It's located on an isolated stretch of coastline and surrounded by dense woods. Some of the PCs favour a seaborne approach while others want to trek through the forest pointing out that boats with adventurers on them have an amazing tendency to sink, get attacked or blown of course, crash into mysterious islands and so on.

Damn them.

Still, in any event I have the situation covered. I can use either *Wilderness Dressing: Woodlands* or *Wilderness*

Dressing: Sea Voyages to add minor points of interest into their journey with little or no preparation to act as bridges or sparks of inspiration for interesting encounters along the way.

As I've said before, that's the key to this kind of product. A half-way decent GM should be able to take the tables herein, make some rolls and breathe life into the PCs' journey without spending hours and hours in preparation. I often pair a *Wilderness Dressing* with several prepared encounters I can drop into the session whenever ~~I feel like it~~ the dice indicate a random encounter.

I hope you find this instalment of *Wilderness Dressing* useful. It would be great to hear how you've used it in your game or your suggestions for upcoming entries in the line – drop me a line at creighton@ragingswan.com.

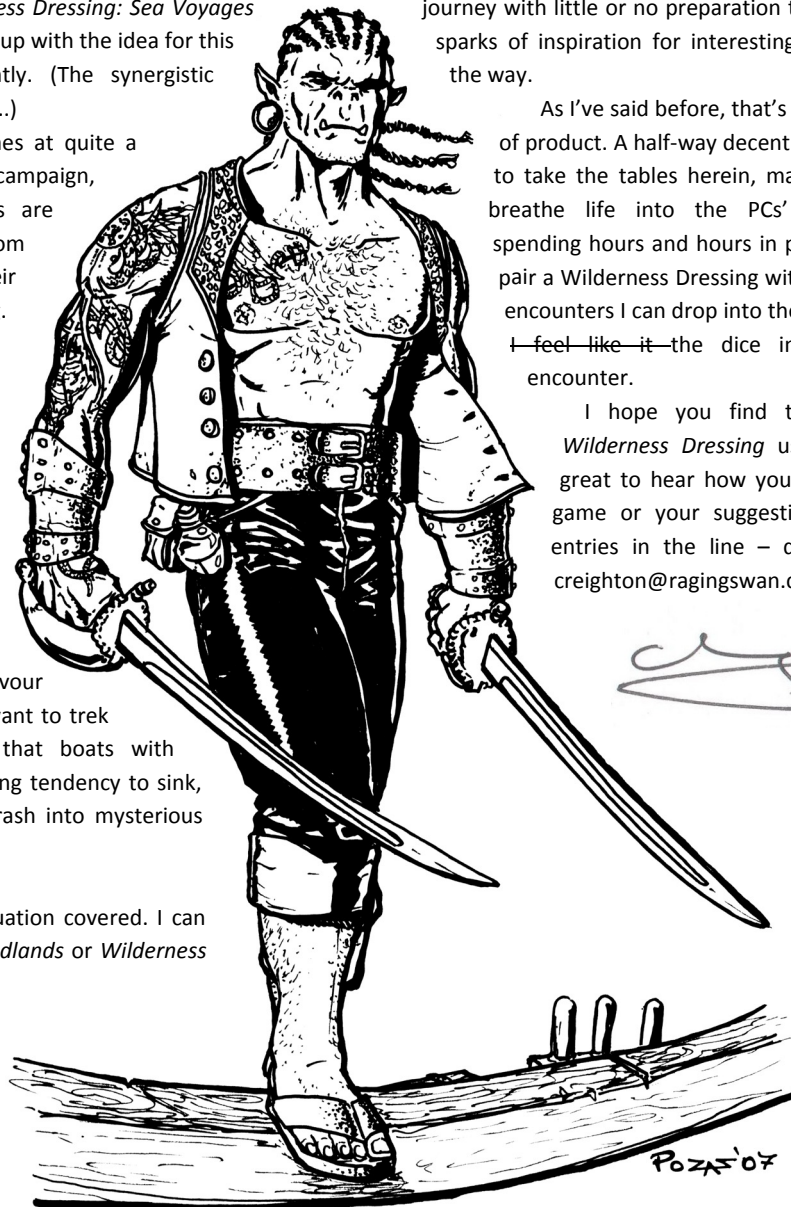


TABLE A: SHIPBOARD EVENTS

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude to) a larger encounters.

D%	
1	A crewman tries to steal a small, mundane item from one of the PCs.
2	A landlubber clings to the main mast. His face his pale white.
3	The ship's wheel is manned by two burly sailors.
4	Storage boxes slide about on deck as the ship lists to one side.
5	An outbreak of dysentery wreaks havoc among the passengers.
6	A passenger goes to great lengths to keep themselves out of the weather.
7	The body of a crewman is found stuffed in the bilge. His throat has been slashed.
8	Two of the crew, who are identical twins, display full body dragon tattoos.
9	A passenger who is dressed in aristocratic clothes, but is blind, wanders about the deck followed by a balding manservant.
10	Several rats scurry among crates of cargo.
11	A ship's officer bellows at a crewman and lashes him violently for insubordination.
12	The call to man the pumps breaks the calm of the noonday sun.
13	An order is given to "bare the poles!" In dangerously strong winds, sailors scramble to take in the sails.
14	One of the crew sneaks about deck early in the morning (DC 15 Perception spots).
15	Fluttering to one of the upper deck handrail is a small, emerald-green and red feathered parrot.
16	A strange, rotten smell wafts up from the bilge.
17	After fishing for several hours, three crewmen haul a small squid onboard.
18	A DC 16 Perception check spots a small bottle marked with a skull and crossbones tucked into a coil of rope.
19	The sun beats down on the deck, baking all in sweltering heat.
20	Much of the food on board goes bad.
21	The "Old Man" or captain walks the deck mumbling in a disconcerting tone. The crew whisper in worried tones, behind his back.
22	A sailor carves a serpent into the handrail of the starboard bow.
23	As the wind picks up the order to "chock-a-block" rings out loud and clear. The sails are pulled tight to the rigging.

24	A passenger dies of tuberculosis. Many of the crew avoid the remaining passengers as a result.
25	Two very rough-looking passengers play mumble peg with a large kitchen knife.
26	Two crewmen begin to argue. A fight soon breaks out.
27	Children are entertained by the comedy antics of a passenger.
28	A sudden freak wave heaves a wash of water across the deck. Characters must make a DC 15 Acrobatics check or be knocked into the ship's rail.
29	A female passenger is seen talking intently, but quietly, with the ship's captain.
30	The PCs' clothes become infested with fleas.
31	A DC 15 Perception check reveals the portside handrail has been sawn through in several spots.
32	Several sailors are making scrimshaws out of whale teeth.
33	No wind blows for the whole day; the ship is becalmed.
34	Crewmen are moving barrels of rum above-board to amidships. The captain stands atop a small crate supervisin.
35	At midday, a thin man in loose robes plays a strange flute to a large cobra as it sways back and forth.
36	A DC 16 Perception check reveals several of the crew have deep, pink scars on both sides of their neck.
37	A fellow passenger asks for help in persuading the captain to change course to a nearby island.
38	During a storm, lightning strikes the mainmast setting it ablaze.
39	A DC 15 Perception check reveals a rope tied low, out-of-place, on the handrail next to the mast.
40	Below decks, it is particular hot and fetid. The crew are in a bad mood and many have taken to sleeping on deck.
41	One of the crew invites a gullible-looking PC to a dice game later that day.
42	Just by a sailor's actions the PCs can tell he "doesn't have both oars in the water."
43	Some of the crew and passengers develop bad coughs, overnight.
44	In the morning, a bloody hex mark is found on the captain's cabin door.
45	A group of seagulls assails several crewmen as they climb the mizzenmast.
46	The damp air has made the ship's deck very slippery; movement is halved.
47	The wind carries away the sheet music of a bard practising his craft on deck. The sheets are marked with arcane marks.

48	Dark mutterings of discontent circulate among the crew.
49	A drunken trader bumps into a PC, and then accuses them of thievery.
50	It is too hot and smelly to sleep below deck.
51	Each day at noon, the crew salute the quarterdeck where a small altar is kept.
52	Worms and grubs are discovered to have infested some of the food.
53	A weather-worn sailor blocks a PC's descent through the companion way.
54	A zigzag hex mark is found burnt into the main hold's door.
55	At sunset, the crew play musical instruments and sing shanties while working.
56	Suddenly the helmsman yells as the wheel spins free.
57	One sailor offers to pierce a PC's ears for good luck on the trip.
58	Just before dawn, a ghostly shape is seen near the masthead.
59	The sounds of shifting rock come from the ballast hold.
60	The crew whisper among themselves about an unmarked crate below deck.
61	The last full water barrel is brought up carefully from below.
62	Several of the crew start suffering from scurvy.
63	A step gives way as a PC descends a ladder (1d6 damage; DC 20 Reflex negates).
64	As the ship comes about to catch the wind, a yard-arm snaps under the stress.
65	Crewmen begin setting out buckets of sand. The ship is heading into pirate waters, and the captain wants to be prepared.
66	The crew swab the deck.
67	Many of the passengers are obviously new to sailing and suffer from violent sea sickness.
68	A DC 15 Perception check reveals a cloaked figure sneaking through the hold.
69	During heavy winds, many of the ropes tying a sail down come loose. One strikes a nearby passenger knocking them unconscious.
70	The crew gather expectantly on deck in preparation for pay day.
71	Several crewman are lowered over the side in boatswain chairs to paint the hull.
72	Several crewmen are playing cards and laughing loudly.
73	A sudden strong wind blows up, increasing the ship's speed by half.
74	On a night with no moon the eyes of the catheads to either side of the figurehead glow light blue.
75	The ship yaws back and forth between large waves. Characters must make a DC 14 Fortitude save or become seasick.

76	A knot of crewmen on the poop deck argue heatedly with the captain.
77	A DC 16 Perception check spots a trail of wide, wet footprints leading away from a porthole.
78	One passenger is a tradesman and approaches the party, attempting to sell his wares. He is extremely persistent.
79	A crewman asks a PC if he fancies a spot of fishing in one of the ship's longboats.
80	A group of sailors gather suspiciously near the gig. The captain's personal boat is the centre of attention.
81	Wild yarns are spun as the sailors gather for the evening meal.
82	The muffled sound of dice rolling can be heard from behind a stack of crates.
83	A sudden squall soaks everyone on deck.
84	All the ship's lanterns flames suddenly turn the green colour of baleful witch fire.
85	The body of one of the ship's riggers is found dead. Ring-like markings cover his neck.
86	An accidental fire breaks out on deck.
87	Several of the crew take great steps to avoid the party, for no apparent reason.
88	A DC 17 Perception check reveals the ropes connected to the capstan are dangerously frayed.
89	A cold northern wind blows across the ship.
90	The ship's galley seems oddly quiet right before meal time.
91	The sound of gathering sea gulls wakes the PCs as dawn breaks.
92	A few sailors exchange small pucks of chewing tobacco covertly.
93	A crewman is wearing his clothes inside out. If asked why, he states he is warding off the bad luck that has been plaguing him.
94	The captain bursts from his cabin and shouts his astrolabe and other navigational tools have been stolen.
95	The foremast looks as if the rigging has been sabotaged.
96	A sailor falls from the upper rigging into the sea.
97	The ship's compass spins wildly and points in random directions.
98	As the crew perform maintenance they discover extensive rotting in the hull.
99	Several sailors grumble under their breath as they swab the deck.
100	As the ship settles for the night a spectral, human outline is seen looking into the distance from the starboard bow.

TABLE B: OMENS

Sailors are a superstitious lot – many seemingly innocuous events can be interpreted as an omen (of either fair or foul future events).

D%	TYPE	OMEN
01-02	Bad luck	Black travelling bags are found below deck.
03-04	Bad Luck	An unannounced woman is found on board.
05-06	Bad luck	During a calm day, a mop or bucket is lost overboard.
07-08	Good luck	Large sea turtles are seen in the clear water near the ship.
09-10	Good luck	As the clouds part, the ship is bathed in the warm rays of the sun.
11-12	Good luck	Among the clouds a herd of pegasus glide in circles.
13-14	Bad luck	A crewmen falls down a ladder and breaks a leg.
15-16	Good luck	The shape of a ship is seen in the clouds flying nearby.
17-18	Bad luck	Rigging to the mainmast yard-arm snaps in a light breeze.
19-20	Bad luck	One sailor accuses another of talking with a red-haired person before the voyage.
21-22	Good luck	A figurehead of a naked woman is mounted to the front of the ship.
23-24	Good luck	All the sailors have very long nails and hair.
25-26	Good luck	The setting sun turns the horizon a dark red.
27-28	Good luck	A fresh tree is found adrift in the ocean.
29-30	Good luck	The ship is weighing anchor as three orange and black butterflies land on the capstan.
31-32	Good luck	The ship's mascot is a family of black cats. They are playing happily.
33-34	Bad luck	As the ship sails from port, church bells ring out.
35-36	Bad Luck	An albatross with a broken wing lands on the main deck of the ship.
37-38	Bad luck	The full moon is ringed by a single cloud all night.
39-40	Good luck	An albatross lands on the deck.
41-42	Good luck	A flock of seabirds circle the ship.
43-44	Bad luck	A strange, luminescent (but non-damaging) fire wreaths a sailor's head.
45-46	Good luck	The ship's fishing nets are "salted in."
47-48	Good luck	A silver-tailed shooting star streaks across the night sky.
49-50	Good luck	A silver coin is found nailed to the masthead. It is as bright and shiny as when it was minted.

51-52	Bad luck	The lookout sights a curlew flying north.
53-54	Bad luck	The ship's bell suddenly starts loudly ringing.
55-56	Good luck	A seagull defecates on a crew member's head.
57-58	Good luck	Fresh evergreen branches bump against the ship's hull in the swell.
59-60	Good luck	A pod of humpback whales travel alongside the ship.
61-62	Good luck	Three white rats are found onboard the ship.
63-64	Bad luck	A passenger says the word "drowned" at sea.
65-66	Bad luck	The rising sun turns the morning sky blood-red.
67-68	Good luck	Six sparrows flutter about the mast.
69-70	Good luck	Right before the ship takes sail the crew pour wine on the deck of the ship.
71-72	Good luck	Dolphins ride high in the wake of the ship.
73-74	Bad luck	A trident of strange design is spotted embedded in the ship's prow just above the waterline.
75-76	Bad luck	Three days of net fishing result in no caught fish.
77-78	Good luck	A shower of shooting star crosses the sky just before sunrise.
79-80	Bad luck	Several ropes securing one of the ship's sails unravel for no apparent reason.
81-82	Bad luck	The ship sails passed a whale's rotting corpse.
83-84	Good luck	A two-headed gull has nested in the masthead.
85-86	Bad luck	Light clouds form a tight rein around the moon – a sure sign rain is coming.
87-88	Good luck	A group of white-tailed black doves roost in the crow's nest.
89-90	Bad luck	A rat – its back broken – is found lying before the mast.
91-92	Bad luck	A dead gull falls onto the deck.
93-94	Bad Luck	A shark follows the ship. The sailors see this as a sign of inevitable death.
95-96	Bad luck	A sudden gust of wind blows out all the torches on deck.
97-98	Bad luck	A cormorant is sighted by several crewmen.
99-100	Good luck	A small group of mermaids swim alongside the ship and blow the sailors kisses.

TABLE C: MINOR ENCOUNTERS

Ships often encounter other vessels, floating wreckage and so on when sailing the ocean waves. Use this table to generate such minor encounters of interest.

D%	
01-02	The ship passes the wreckage of another vessel that has been burnt down to the waterline.
03-04	A passing ship seems suspiciously under-crewed, and refuses all attempts at contact.
05-06	The sinuous humps of some huge creature break the waves far off to port. A DC 22 Knowledge (nature) check identifies it as a gigantic sea serpent the size of a galleon.
07-08	From the crow's-nest the lookout spots a ship flying a "plague flag."
09-10	The ship is caught in a heavy rainstorm.
11-12	A half sunk chest bobs in the waves.
13-14	A massive storm wall is spotted far off. Grey sheets of rain splatter the crew.
15-16	An unconscious survivor adrift in a longboat.
17-18	A sudden rogue wave hits the ship. Everyone is battered and thrown about and suffers 2d6 damage (DC 20 Reflex halves).
19-20	Thick fog cloaks the ship for days.
21-22	A fishing sailor discovers a strange amulet in the belly of a gutted fish.
23-24	The flotsam and jetsam of a wrecked ship drift in the ocean's waves.
25-26	The passengers and crew of a sinking vessel are abandoning ship in lifeboats.
27-28	The coastline is thickly packed with a sargasso of seaweed. Movement slows to one-quarter.
29-30	A light wind that does not blow steadily from any one direction buffets the ship.
31-32	The huge fin of a dire shark is spotted following the ship (DC 19 Knowledge [nature] identifies).
33-34	The sea steams and bubbles as if about to boil.
35-36	A broken mast trailing a sail bumps into the ship's hull.
37-38	An oncoming storm darkens the horizon.
39-40	The ship crests a particularly large swell (caused by a far away storm).
41-42	In the distance, an armada of ships sails across the horizon.
43-44	The lookout spots a strange fin atop an unusual humpback creature.
45-46	Distant figures mounted on sea horses ride the waves, off to the west.
47-48	Giant clams are found among the reef of a shallow cove when the ship takes on fresh water.
49-50	An abandoned wreck sits forlornly high and dry on a hidden reef.
51-52	A ship moves extremely slowly and flies a red and yellow striped flag. It has a broken mast and is dragging its anchor.

53-54	The captain gives orders to give a beautiful, seemingly deserted island a wide berth.
55-56	A massive iceberg passes the ship to starboard.
57-58	Two caravels move across each other's wake, jockeying for position. Their crews brandish weapons.
59-60	A sounding reveals the water is surprisingly shallow.
61-62	As the ship approaches the coast, cliffs pockmarked with sea caves come into view.
63-64	A massive cloud of phosphorescent sea anemone bob through the water below the ship, late at night.
65-66	A ship with no crew, but under full sail, passes close by.
67-68	A single, rocky island is visible on the horizon.
69-70	A single bare mount of rock rises above the ocean waves.
71-72	A ship's longboat bumps into the hull. The corpses of three sailors sprawl within.
73-74	The ship enters an unusual stretch of opaque, cloudy water.
75-76	A small cutter is spotted off to the north. It is wreathed in fire and smoke.
77-78	Far off to the east, a carrack is spotted moving fast.
79-80	A floundering ship sits very low in the water. People on deck can be seen frantically bailing and call for help.
81-82	An adult humpback whale rises from the waves with a giant squid wrapped around it.
83-84	A pod of dolphins swims alongside the ship for half a day.
85-86	A large swath of dead fish drift slowly on the ocean currents.
87-88	A group of sahuagin (DC 12 Knowledge [nature] identifies) are spotted passing beneath the ship.
89-90	The twisted circulations of a large whirlpool are seen from the crow's nest.
91-92	The sound of beautiful singing reaches the ship on the wind.
93-94	Dark shapes move in the cold water of a thick kelp forest.
95-96	A flock of seagulls swarm the vessel.
97-98	A sudden strong wind, heavy with the scent of death and decay, blows up from the south.
99-100	The ship enters an area in which many rocks lurk just below the ocean waves.

TABLE D: RANDOM ENCOUNTERS

D12	EL	CREATURES*	NOTES
1	1/2	Dolphin	This injured dolphin (hp 3) swims around the ship. It has a severe gash on its flank (a shark bite) and is losing a lot of blood. A watertight scroll case is tied to its fin.
2	1	Merfolk (3)	Three merfolk hail the ship (from a safe distance) and warn the crew of sahuagin raiding parties lurking in the surrounding waters. Some of the crew believe this to be a ruse or trap, arguing merfolk are well known to serve some dark, master race lurking in the deep oceans.
3	3	Death's Head Jellyfish (2; <i>Bestiary</i> 3)	These aggressive predators attack anyone entering the water.
4	4	Sahuagin (1) and shark (1)	Scouts for a nearby sahuagin outpost, this pair shadow the skip trying to ascertain how easily the vessel would fall prey to a boarding party. At night, the sahuagin boards the ship to take a sailor for his shark companion's dinner.
5	5	Globster (1; <i>Bestiary</i> 3)	When the PCs sight it, this foul aquatic predator is feasting on the decomposing body of a gigantic squid, and is hard to spot as it lurks under the corpse. It attacks anyone disturbing its feast.
6	6	Sahuagin (3), sahuagin champion ¹ (1)	Four sahuagin are carving great strips of flesh from a bloated whale corpse bobbing in the swell. Their task distracts them and they may not notice the ship approaching. If attacked, they dive into the water and hide under the whale corpse until the ship moves away.
7	7	Jarks and Beris (Elder sea hags ²)	Jarks and Beris dwell (for the time being) aboard the part-sunken <i>Mermaid's Mane</i> – a merchant ship out of a nearby port. The crew are dead and the ship's deck is awash. The two hags patiently await explorers below decks amid the bloated, suppurating corpses of their victims.
8	7	Incantrix (Water naga; <i>Bestiary</i> 3)	Incantrix dwells in a lonely shard of rock that barely emerges above the waves. In winter, the sea inundates the rock and Incantrix dwells elsewhere. She is fiercely territorial and defends her home from any who would explore it. Extensive tidal caverns pierce the rock and fish are abundant in the surrounding waters,
9	10	Giant jellyfish ² (1; <i>Bestiary</i> 2) and jellyfish swarm (2; <i>Bestiary</i> 2)	The ship sails into a stretch of ocean infested with jellyfish. Within the vast mass of jellyfish are two jellyfish swarms and a giant jellyfish. The giant jellyfish uses its tentacles to pull a sailor from the PCs' ship whereupon it – and its minute brethren – consume the unfortunate.
10	10	Dire shark ³	This monstrous predator follows the ship waiting for a crewman to enter the water or for the ship's boat to be deployed. Perceptive characters may spot it trailing the ship and savaging any leftover food dumped overboard. The shark is merciless in its hunt for food.
11	12	Sea serpent (1)	A gigantic sea serpent suddenly bursts from the water, a huge shark held firmly in its mouth. The shark struggles violent before the two crash back into the sea. The water churns around the site of battle and shortly thereafter the sea serpent is triumphant. It does not trouble the PCs' ship unless they intervene in the battle.
12	18	Kraken (1)	A ship sails several miles off the port bow. Suddenly, the huge tentacles of a gigantic squid burst from the water and start pulling the ship apart. The PCs hear the desperate screams of the dying and pleas for help from the other vessel rolling across the water. If they do nothing, the kraken quickly destroys the vessel. A few survivors bob in the water and cry for help.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary*.

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

3: A creature with the giant creature template (+2 on all rolls based on Str and Con, -1 on all rolls based on Dex; hp +2/HD).

SHIPBOARD FEATURES

Ships have many area features that can make encounters and battles exciting and interesting. Many of these features offer canny combatants distinct advantages in battle.

DECK

A ship's deck is normally kept free of debris, boxes, barrels and other objects, but can become slick with sea spray. Normally movement about the deck is easy, but in rough seas characters must move carefully.

- **Calm Water:** Normal movement.
- **Rough Water:** Each square of movement costs 2 squares of movement; +2 to the DC of Acrobatics and Climb checks; characters can run or charge with a DC 10 Acrobatics check.
- **Stormy Water:** Each square of movement costs 2 squares of movement; +5 to the DC of Acrobatics and Climb checks; characters cannot run or charge.

HATCHES

Hatches have several common characteristics.

- **Damaging a Hatch:** AC 3; hardness 5; hit points 15; DC 16 Break (stuck) or 18 (locked).
- **Cover:** A raised trapdoor provides partial cover (+2 AC, +1 Reflex).
- **Line of Sight:** A closed hatch blocks line of sight.
- **Line of Effect:** A closed hatch blocks line of effect.
- **"Detect" spells:** Most "detect" spells can penetrate a normal hatch as it takes 3 feet of wood to block the spell's effect.
- **Hearing-Based Perception checks:** A closed hatch adds 5 to the DC to hear sound emanating from beyond.

HULL

A ship's hull is normally of hard wood and slick with ocean spray. They are very difficult to climb.

- **Damaging the Hull (5 ft. section):** hardness 5, hp 15.
- **Climb:** DC 20 (DC 25 when wet).

- **"Detect" spells:** Most "detect" spells can penetrate a hatch as it takes 3 feet of wood to block the spell's effect.

Additionally, a ship's rail protects sailors on deck from falling overboard in heavy seas. The rail provides partial cover (+2 AC, +1 Reflex) from attacks made from opponents climbing the hull.

MAST

A ship's mast holds aloft its sails.

- **Thick Mast:** AC 3, hardness 5, hp 600, DC 25 Climb, DC 35 Break; provides cover (+4 AC, +2 Reflex).
- **Thin Mast:** AC 4, hardness 5, hp 150, DC 25 Climb, DC 30 Break; provides partial cover (+2 AC, +1 Reflex).

SAILS & RIGGING

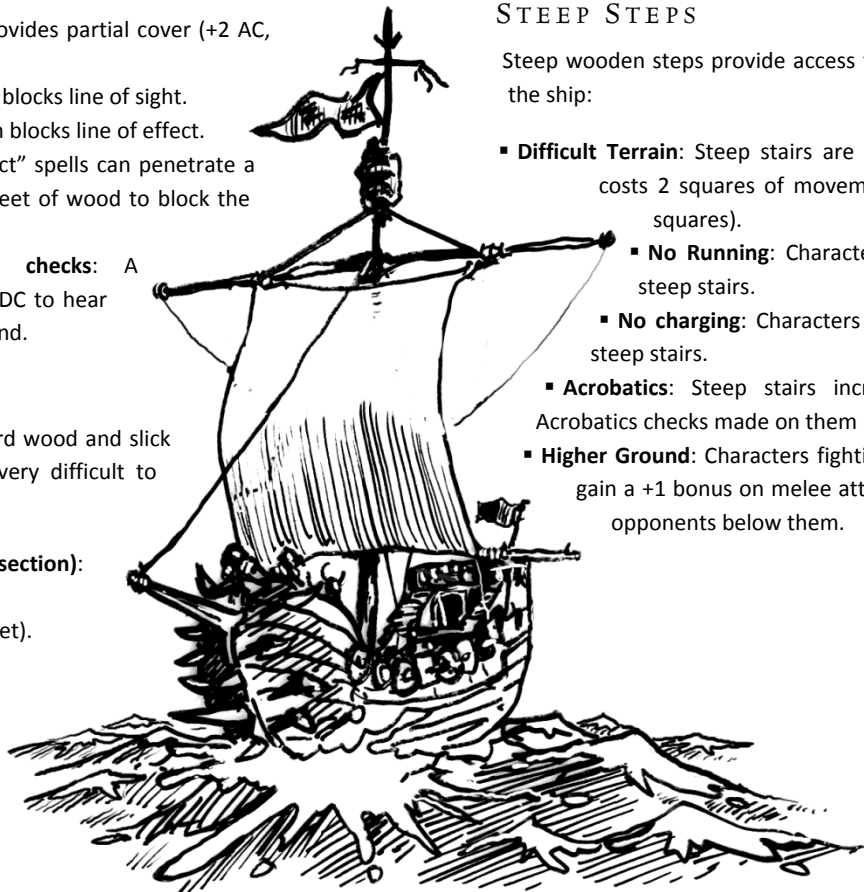
Most ocean-going vessels rely on wind power for locomotion and thus have rigging and sails.

- **Climbing Rigging:** DC 5 (DC 10 when wet).
- **Damaging Rigging (5 ft. section):** AC 8, hardness 0, hp 4.
- **Damaging Sails (5 ft. section):** AC 6, hardness 0, hp 4.

STEEP STEPS

Steep wooden steps provide access to various parts of the ship:

- **Difficult Terrain:** Steep stairs are difficult terrain (it costs 2 squares of movement to enter such squares).
- **No Running:** Characters cannot run on steep stairs.
- **No charging:** Characters cannot charge on steep stairs.
- **Acrobatics:** Steep stairs increase the DC of Acrobatics checks made on them by 4.
- **Higher Ground:** Characters fighting on steep stairs gain a +1 bonus on melee attacks made against opponents below them.

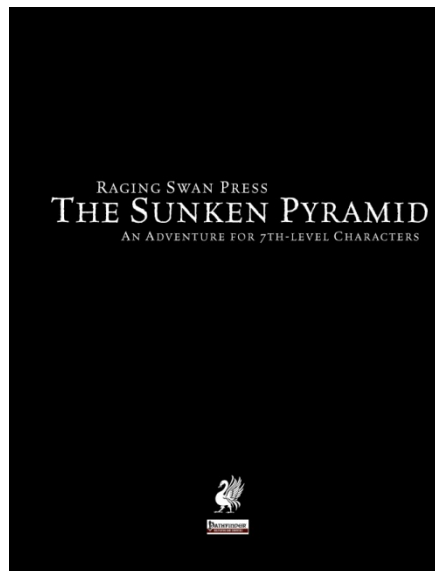


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Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking deep beneath the Sunken Pyramid.



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