

Broken rigging: (d10: -) (d12: 11)

A rigging above the main deck snaps as the wind causes the sails to billow wildly. The loose rope lashes about unexpectedly. Once rolled, on each round thereafter, the rope snaps at one randomly determined creature on the main deck (area 2) with an attack modifier of +8. On a hit, the loose rope deals 1d4 points of slashing damage. On her turn a PC may grab the rope with a successful DC 18 Reflex save as a standard action from anywhere on the main deck (area 2).

Gust of wind: (d10: 3) (d12: 2)

The wind picks up for a moment, raising the wind speed to severe strength for 1d3 rounds. While the wind is gusting, any Small creature must make a DC 10 Strength check to move on the deck or a DC 20 Fly check if in the air, and Tiny or smaller creatures risk being blown away, as detailed in Table 13–10: Wind Effects on page 439 of the *Pathfinder RPG Core Rulebook*. If this effect is rolled randomly while the effects of a previous gust of wind are still in effect, the duration of the effect is increased by 1 round.

Lightning strike: (d10: -) (d12: 12)

A bolt of lightning strikes the fore deck (area 3), igniting a small fire. The fire initially occupies 1 square, but spreads to one additional square each round in a randomly determined direction. When the ship is under the effect of severe winds, any burning squares continue to burn but do not spread. A creature occupying or moving through a burning square takes 1d6 points of fire damage. A PC may extinguish a square from any adjacent square as a standard

action; doing so requires a DC 13 Reflex save to avoid taking 1d4 points of fire damage in the process.

Loose rudder: (d10: 6-8) (d12: 6-7)

The steering wheel spins out of control, lurching the ship to one side. Until the ship is brought under control all non-flying creatures must make a DC 15 Acrobatics check each round to avoid falling prone. Any PC who succeeds at a DC 14 Strength check while adjacent to the wheel on the aft deck (area 1) ends the effect.

Moment of calm: (d10: 1-2) (d12: 1)

No additional effects begin this round, though existing effects continue as normal.

Rogue wave: (d10: 9-10) (d12: 8-10)

A giant wave crashes over the rail, flooding the deck with cold, salty water. All creatures on the main deck (area 2) must succeed on a DC 15 Strength check or be knocked prone. Creatures that are already prone are pushed 1d4+1 squares toward the ship's edge, stopping at the rail if the movement would push them into the sea. Any creature knocked prone from the wave or moved across the deck takes 1d4 points of nonlethal damage.

Violent motion: (d10: 4-5) (d12: 3-5)

The turbulence of the jostling ship causes the entire crew to hold back a violent bout of nausea. Any creature failing a DC 14 Fortitude save gains the sickened condition for 1d4 rounds. Creatures who are already sickened must succeed at a DC 16 Fortitude save or become nauseated for 1d6 rounds.

d10 (Tier 1–2)	Squall Events d12 (Tier 4–5)	Result
1–2	1	moment of calm
3	2	gust of wind
4–5	3–5	violent motion
6–8	6–7	loose rudder
9–10	8–10	rogue wave
—	11	broken rigging
—	12	lightning strike

Beginning on the sixth round of initiative, roll on the Squall Events table to determine what effect the storm has each round on its initiative order. Each result is detailed below, including what actions PCs must take to deal with each, and the penalties for failure. After the storm begins, consider the entire deck as difficult terrain when calculating movement and making Acrobatics checks due to the violent movement of the ship and the increasingly wet surface. All spellcasters must make Concentration checks to cast spells as detailed on pages 206 and 207 of the *Pathfinder RPG Core Rulebook*. Unless otherwise noted, the wind during the storm is strong, checking Tiny or smaller creatures, and providing a –2 penalty on all Fly checks (*Pathfinder RPG Core Rulebook* 439).

When attempting to overcome any of the squall's effects, a PC with ranks in Profession (sailor) may use her Profession (sailor) modifier in place of any other required skill. Additionally, she may make one Profession (sailor) check each round to grant a +2 circumstance bonus to one ally within 30 feet on any check made to avoid or suppress an effect of the storm.

Development:

The *Throaty Mermaid* remains in the storm for well over an hour, but the most violent moments of the squall subside after only a few minutes. In Tier 1–2, stop making random rolls for additional storm effects after round 9 (4 rounds of checks), allowing existing conditions to expire as written. In Tier 4–5, the storm lasts longer, subsiding after 12 rounds (7 rounds of checks).