

The Free Captains' Regatta

Entry Fee 50 gp; Tessa Fairwind can cover the entry fee if the party is unable to pay it.

Race Mechanics

During the regatta, the party will have to track their Race score, which is used to measure their placement relative to the other competitors. A positive score means that they are head of the average contender, while a negative score means that they are trailing behind the pack.

The party begins with a score of 0. They are responsible for keeping track of their score so they always know how they're doing in the race. At the end of the race, their Race score determines whether they win the race, and how much experience they are to be awarded.

As they make their way through the race, they will have to make skill checks to successfully plot a course and maneuver around obstacles. Most checks can be made by any of the PCs on the ship. Failing these checks have negative consequences in regards to their Race score, as detailed in the specific encounter locations.

Bonus Points

The pilot of the ship has the opportunity to make Piloting checks, which is typically a Sailing Lore check but could be Intimidation or Diplomacy so long as the pilot is at least Trained in Sailing Lore and the DC increases by 2.

The DCs for such checks vary throughout the competition and are based on extreme weather and dangerous terrain, not on the level of the vehicle like during naval combat. When attempting each check, the pilot can be aided by up to three other characters attempting DC 20 Sailing Lore checks to aid, their bonuses stacking to help the pilot.

Critical Success The party's Race score increases by 3.

Success The party's Race score increases by 1.

Failure The party's Race score decreases by 1.

Critical Failure The party's Race score decreases by 3.

Hazards of the Eye

Extreme weather patterns and currents surrounding the Eye add an additional hazard to the race beyond those obstacles that are part of the course itself. Each time the party enters a new encounter location during the race, roll on the Stormbound Hazards table below to generate an additional hazard that the party must overcome.

Magic

Magic is permitted during the regatta, but it may not always be useful. While some spells may seem to benefit the party's vehicle, dependings on its area of effect, it could also prove beneficial to other vehicles within in its range. In addition, the Master of the Gales uses his own spells to negate any weather that unfairly aids a competitor or hinders other contestants.

Spells with limited durations, or that affect small or immobile areas, may add a bonus on a single appropriate check equal to half the spell's level (rounded down), at the GM's discretion. Examples include *control water*, *gust of wind*, *sea surge*, *unseasonable squall*, *wall of wind*, or spells cast to summon appropriate creatures (such as air elementals).

Stormbound Hazards

d100 Hazard Effect

01-20 No Hazard

Slippery Deck A rush of water over the deck makes it more slippery than usual for 1d4 rounds. Creatures using an action to move across the deck must make a DC 19 Acrobatics check to Balance.

Dragged Anchor The ship travels 100 feet in a random direction in 1 round and is no longer considered anchored. This only affects anchored ships; otherwise, treat as the Slippery Deck hazard.

Jammed Rudder Steering becomes extremely difficult. All Piloting checks are made with a -3 circumstance penalty until the rudder is unjammed, either via a successful DC 24 Crafting check or by casting *shape wood* or a similar spell.

Violent Swell A single violent wave strikes the vehicle. All creatures on deck must make a DC 24 Reflex save or fall prone.

Lashing Rigging A rope comes loose, whipping across deck, dealing 4d6 bludgeoning damage to creatures in a random 20-foot line on deck (DC 22 basic Reflex save).

Wind Against Tide The sea becomes a mass of steep waves, reducing the vehicle's movement speed by half for 1 hour.

Torn Sail Strong winds tear a sail in twain. If sails have been reefed or lowered already, treat this as Lashing Rigging.

Loose Cargo Poorly secured items on deck break free and creatures in a random 20-foot square take 6d6 bludgeoning damage (DC 24 basic Reflex save).

Crew Member Overboard Starting with the creature on deck closest to the stern, 1d3 creatures adjacent to the side must make DC 26 Reflex saves in turn. If one creature fails, it falls overboard and the others need not make further saves.

Sprung a Leak The vehicle springs a minor leak at a random location. The vehicle takes 1d4 damage, this damage ignores the vehicle's hardness.

Spoiled Stores Saltwater ruins 1d4 weeks of dry stores or plunder (50% chance of either).

Lost Lifeboat A lifeboat or small vehicle stowed or in tow falls overboard or breaks free.

Lightning Strike Roll a d100. A bolt of lightning strikes the vehicle (01-60) or the character at the highest point on deck (61-100). If more than one character is at the same elevation, the bolt hits the one wearing the most metal. The bolt deals 6d6 electricity damage (DC 26 basic Reflex save).

Broken Mast One of the vehicle's masts snaps in the wind. The mast falls overboard and, unless cut free from all rigging and allowed to float away, it pierces the hull in 2d6 rounds, see *SErious Hull Breach* below.

D. Race Start

As the race starts, the wind shifts sharply and unnaturally from northerly to easterly, throwing the competitors into chaos. The party must pilot their way clear of the milling ships by making two successful DC 26 Piloting checks. If the party plotted their initial course with the *charts of the fair winds* in preparation for this race, they gain a +1 item bonus to this check. If they have *Jalazar's wheel* mounted as their ship's wheel, they decrease the DC for this check by 2.

Critical Success They clear the milling ships and no further checks are required.

Success The party makes progress clearing the other ships. They need two successes to clear the throng of ships.

Failure They fail to make progress in clearing the throng of ships. Roll a d100, on the result of 01-50, nothing happens. On a result of 51-75, the party rams another vehicle and the party's vehicle takes their collision damage. On a 76+, the party's vehicle is rammed and must attempt a DC 22 basic Reflex save (Piloting Check), taking 6d8 bludgeoning damage and the party decreases their Race score by 1.

Critical Failure The party decreases their Race score by 1. Roll a d100, on the result of 01-25, nothing happens. On a result of 26-50, the party rams another vehicle and the party's vehicle takes their collision damage. On 51-75, the party's vehicle is rammed and must attempt a DC 22 basic Reflex save (Piloting Check), taking 6d8 bludgeoning damage. On a 76+, the party's vehicle is rammed and must attempt a DC 24 basic Reflex save (Piloting Check), taking 8d10 bludgeoning damage and the party decreases their Race score by 2 instead of 1.

E. The Silted Shrouds

The party must make four successful DC 26 Survival checks to navigate their way through the shallow sandbars. Characters who are Trained in Eye of Abendego Lore, Ocean Lore, or a similar lore, gain a +1 circumstance bonus on the checks. Alternatively, the party can use aerial reconnaissance or underwater reconnaissance (provided the scout has a Fly or Swim speed to exceed their vehicle's speed, typically around 45 feet or more) to make Perception checks instead. Casting *show the way* eliminates the need for any checks. In addition, the party can avoid making any checks by sailing around the Shroud, but this subtracts 5 from their Race score.

Critical Success As a success, but this result counts as two successes.

Success The party makes progress. They need four success to clear the sandbars.

Failure The party decreases their Race score by 1.

Critical Failure The party's vehicle runs aground and they decrease their Race score by 2.

Bonus Points

The party can make three DC 26 Piloting checks to improve their Race score during this leg of the race.

| | |
|-------|--|
| 89-90 | Broached The vehicle is blown over, flat against the sea. The vehicle rights itself in 1d4 rounds, but creatures on deck must succeed at a simple DC 29 Reflex save each round or fall overboard. Unsecured cargo and equipment falls overboard. |
| | Submarined The ship plunges down by the bow under a huge oncoming wave. The wave attempts to Shove all creatures on deck and each creature must make a DC 26 Fortitude save or be swept overboard. They can use their reaction to Grab an Edge (DC 20 Reflex save). |
| 91-92 | |
| 93-94 | Pooped A massive wave engulfs the vehicle unexpectedly from the stern, surprising the crew onboard. The wave attempts to Shove all creatures on deck and each creature must make a DC 26 Fortitude save or be swept overboard. They can use their reaction to Grab an Edge (DC 20 Reflex save). |
| | Two Hazards Roll twice on this table with the same Piloting check included in this roll. Both of these hazards occur simultaneously. |
| 95-99 | |
| 100 | Serious Hull Breach The vehicle's hull is punctured and it immediately takes the vehicle's Collision damage, this damage ignores the vehicle's hardness. |
| | |

F. Raker Shoals

The party must quickly chart a course through the shoals with a successful DC 24 Nature check to Recall Knowledge of its geography. Using the *chart of the fair winds* grants a +1 item bonus on the check. The party can choose to avoid the dangers of the shoals (and all checks) by sailing wide around the shoals. They then decrease their Race score by 7.

Critical Success The party reduces the number of uncharted reef encounters by two.

Failure The party decreases their Race score by 1.

Uncharted Reef

The party must navigate five reef encounters. They must decide the speed that they are traveling through the shoals, this doesn't require the normal Piloting check to take the Drive action - they choose if the vehicle is moving at a 1A, 2A, or 3Action speed.

All characters must make a Perception check to spot a reef before encountering it. The base DC of this check is 14, modified by +1 for every 10 feet of distance. The result of this check determines the distance of the reef from the party's vehicle when it is spotted. A chart is provided.

| Check Result | Distance Spotted | Check Result | Distance Spotted |
|--------------|------------------|--------------|------------------|
| 10 | 0 feet | 20 | 100 feet |
| 11 | 10 feet | 25 | 150 feet |
| 12 | 20 feet | 30 | 200 feet |
| 13 | 30 feet | 35 | 250 feet |
| 14 | 40 feet | 40 | 300 feet |
| 15 | 50 feet | | |

Once a reef is spotted, the ship must take the Sudden Turn action. The vehicle's speed is critical to resolve this check. If the reef is spotted at a distance of four times the vehicle's speed, no check is required to steer the ship to avoid the reef. If a reef is spotted at a distance of twice the vehicle's speed, the pilot must make a DC 14 Piloting check. If a reef is spotted at a distance of the vehicle's speed, the pilot must make a DC 24 Piloting check. The pilot takes the usual -5 circumstance penalty to their check to maintain control over their vehicle.

| Vehicle Speed | x4 Distance / Perception DC | x2 Distance / Perception DC | x1 Distance / Perception DC |
|---------------|-----------------------------|-----------------------------|-----------------------------|
| 40 ft | 160 ft / 26 | 80 ft / 18 | 40 ft / 14 |
| 50 ft | 200 ft / 30 | 100 ft / 20 | 50 ft / 15 |
| 60 ft | 240 ft / 34 | 120 ft / 22 | 60 ft / 16 |
| 70 ft | 280 ft / 38 | 140 ft / 24 | 70 ft / 17 |
| 80 ft | 320 ft / 42 | 160 ft / 26 | 80 ft / 18 |

Success The party successfully navigates a reef.

Failure The vehicle rams the reef with its bow and takes half its Collision damage.

Critical Failure The vehicle rams the reef with its bow and takes its Collision damage. In addition, it runs aground and the party decreases their Race score by 1d4+1.

Bonus Points

To determine how many bonus points the party receives in this encounter, average their speed through each of the reef encounters and divide it by 30, then subtract 2. This determines the change in their Race score after this leg. For example, if their vehicle traveled at an average speed of 90 feet through the shoals, their Race score would increase by 1.

G. Gozreh's Flow

The party must make three successful DC 26 Nature or DC 29 Survival checks during this leg to avoid the strong easterly currents dragging them back. Casting *show the path* eliminates the need for any checks.

Success They make progress. They need three success to clear the currents.

Failure The party decreases their Race score by 1.

Bonus Points

The party can make three DC 24 Piloting checks to improve their Race score during this leg of the race.

H. Iris's Splinters

The party must "thread the Iris" and sail between splinters of jagged rock.

Hirgenzosc

Creature 10

Hirgenzosc appears as a massive turtlelike behemoth and is an Elite Dragon Turtle (Pathfinder Bestiary 128).

Perception +20 **Stealth** +15

The party must succeed on three DC 26 Piloting checks to outmaneuver Hirgenzosc and dart through the Iris. On a failed check, the Hirgenzosc catches up and the party must hold off the dragon turtle for three rounds while their ship threads the splinters.

No Ship Statistics?

If the party has a ship, but haven't really done anything with it, like if they prefer to avoid ship-to-ship combat and go straight to boarding, they might not have the appropriate ship statistics they need to run this race. You can use the Sailing Ship presented in the Gamemastery Guide on page 179 for the statistics of their vehicle.

Bonus Points

The party can make two DC 26 Piloting checks to improve their Race score during this leg of the race.

Into the Storm

Navigating through the hurricane requires a successful DC 26 Piloting or Survival check. Characters who are Trained in Eye of Abendego Lore, Ocean Lore, or a similar lore, gain a +1 circumstance bonus on the checks. Failing this check decreases the party's Race score by 3.

Once inside the hurricane, the party encounters additional hazards. Roll three times on the Stormbound Hazards table to generate the dangers the party must face. In addition, the following encounter takes place.

Lightning

A sheet of lightning strikes the foremast of the party's vehicle, dealing 8d6 electricity damage first to the sails and then any remaining damage is dealt to the mast. There are typically 10 sections of sails on each mast, with a Hardness 10, Hit Points 40 (Broken Threshold 20); broken sails allow too much wind through and the vehicle moves at half speed. A mast typically has Hardness 10, Hit Points 40 (Broken Threshold 20); a broken mast imposes a -5 speed penalty. A character can attempt a DC 22 Crafting check to jury-rig the mast and sails, suppressing the broken condition until the mast or sails take more damage. Failing to repair the mast or sails subtracts 5 from the party's Race score.

Skirting around the outside of the storm's edge eliminates the need for the navigation check and the party only encounters one hazard, but the party decreases their Race score by 10.

Bonus Points

The party can make five DC 29 Piloting checks to improve their Race score during this leg of the race. If the party skirts around the storm, the DC is reduced to 24.

Critical Failure The wind bashes and tears at the sails and mast, deal 4d6 bludgeoning damage to the sails first and then the mast.

J. Sharkskin Reef-Pinnacle Atoll

The party must sail through two concentric rings of Sharkskin Reef and the rock spire of Pinnacle Atoll. This requires four successful DC 29 Piloting checks. The party can choose to pass through only the outer rings, which requires only two checks but they decrease their Race score by 2. Sailing wide around the outer ring to avoid all reefs and checks decreases their Race score by 6.

Failure The vehicle is bashed by waves and smashes into reefs, deal 6d6 bludgeoning damage to the vehicle.

Bonus Points

The party can make two DC 26 Piloting checks to improve their Race score during this leg of the race.

K. Lightning Storm

An unnatural electrical squall strikes and a corona of baleful green lightning lines their vehicle's mainmast. A successful DC 26 Arcana or Nature check to Recall Knowledge identifies the dangerous nature of the glowing nimbus.

Lightning Elemental

Creature 9

The party has three rounds to act before the energy coalesces into a Storm Lord (Pathfinder Bestiary 145).

Perception +18

L. The Home Stretch

Captain Harrigan attempts a last-ditch effort to slow down the party.

Invisible Stalkers

Peppery Longfarthing summons two Invisible Stalkers (Pathfinder Bestiary 144) to attack the pilot of the party's vehicle. It takes them three rounds to reach the party's vehicle. The party can notice their approach by making a DC 28 Perception check.

So long as the pilot spends at least 1 Action each round to take the Drive action, their vehicle does not lose any ground. If the pilot does not take this action each round, the ship becomes uncontrolled. Each round that the party's vehicle is uncontrolled, the party decreases their Race score by 1. The invisible stalkers disappear after 1 minute or when they are destroyed.

Bonus Points

The party can make two DC 24 Piloting checks to improve their Race score during this leg of the race.

M. Finish Line

The winner of the race between Harrigan and the party is determined by the party's Race score.

0 or less The Wormwood reaches the finish line first. 1 Point of Disrepute and Infamy, 10 XP.

1-10 The party and Wormwood are neck-and-neck but the party noses ahead and they finish first. 2 Points of Disrepute and Infamy, 30 XP.

11 or more The party wins by a considerable margin. 4 Points of Disrepute and Infamy, 80 XP.

Concluding the Adventure

Purse The party wins 500 gp, a seat on the Pirate Council of the Shackles, and they are given a deed granting them lordship over a small island in the north of the Shackles.