| **1e DC** | **2e Lv7 DC** | **2e Lv8 DC** | **1e Bonus** | **2e Bonus** |
| --- | --- | --- | --- | --- |
| 10 | 19 | 19 | +2 | +1 |
| 15 | 21 | 22 | +4/+5 | +2 |
| 18 | 23 | 23 |  |  |
| 20 | 23 | 24 |  |  |
| 25 | 26 | 26 |  |  |
| 30 | 29 | 29 |  |  |

**Test 1**

A character must climb to the top of a nearby ship’s foremast and complete the yard without assistance before one of Tsadok’s crew does the same. Magical flying and summoning other creatures to do it is illegal.

* Competitors must climb 60 feet up the mast’s rigging to the top spar. Climbing the mast requires a DC 19 Athletics check to Climb for the first 45 feet and DC 21 Athletics check to Climb for the upper 15 feet.
* Competitors then move along the yard, which extends 30 feet out from both sides of the mast, untying sail as they go. Moving along the yard requires a DC 19 Athletics check to Climb or a DC 21 Acrobatics check to Balance. The competitor must repeat this check as they move across the yard.
* The sail is tied to the yard at four locations, 15 feet from the mast and 30 feet from the mast on both sides. To correctly unfurl each of the four areas of sail without it snagging or tangling requires a DC 21 Sailing Lore check and takes 2Actions.
* A contestant who succeeds at a DC 23 Sailing Lore check realizes that untying all of the sail on one side of the yard will cause the loose sailcloth to flap about, making the other two checks harder, increasing the DC to 23.

**Competitor**

Haines Boyne

*Elite Bosun (Lv4, GMG p.243);* Perception +10, Acrobatics +11, Athletics +11, Sailing Lore +13

**Shenanigans**

“Bilgerat” Jacobi

*Weak Gang Leader* (Lv6, GMG p.249)

* To spot Bilgerat before he ‘accidentally’ unties (or cuts) the line securing the forestay boom requires a DC 24 Perception check to notice the sailor and a DC 23 Perception check to to notice him acting suspiciously.
* If the party fails the first attempt, they get another chance just as Bilgerat strikes, but with a -2 circumstance penalty due to the crowd.
* If Bilgerat succeeds in his mission, the boom swings and crashes into the foremast rigging. The competing character must succeed at a DC 23 Acrobatics check to Balance. Failure, the character slips and must attempt a DC 23 Reflex save to Grab an Edge.
  + On a failure and at the end of the yard, fall into the harbor’s water.
  + On a failure and closer to the mast, fall to the deck 60 feet below.
  + On a success, all Sailing Lore checks to set the sail increases by +1.

**Test 2**

Stake: 100 gp; Minimum Bet: 1 gp

* A gambler can make one of the following checks each hand (DC 21): Deception, Games Lore, or Perception.

**Critical Success** As success, but they add +3.

**Success** Add +1 to the gambler’s score (even if it pushes their score over 20)

**Failure** Reduces the gambler’s score by -1.

**Critical Failure** As failure, but they subtract -3.

* DC 23 Thievery check to cheat and increase your score by 4 points. Failure means that Tsadok notices the attempt. The first failure costs the party their stake for that hand. If they are caught a second time, the game ends and they fail the entire test.
* Every time the party wins a hand, they must drink a shot of rum. Each drink after the first requires a DC 19 Fortitude save and the DC increases by +1 for each additional drink.

**Failure** You take an item penalty on all skill checks, the value is equal to the  
 number of failed saving throws.

* Once the character consumes a number of drinks equal to 1 + double their Constitution modifier, they are Sickened with a value equal to the number of drinks they’ve had. While sickened in this way, they can still continue to drink a shot of rum when required.

**Stacking the Deck**

* The gambling player can make a DC 26 Perception check and a DC 23 Games lore check to notice the dealer is subtly manipulating the deck.