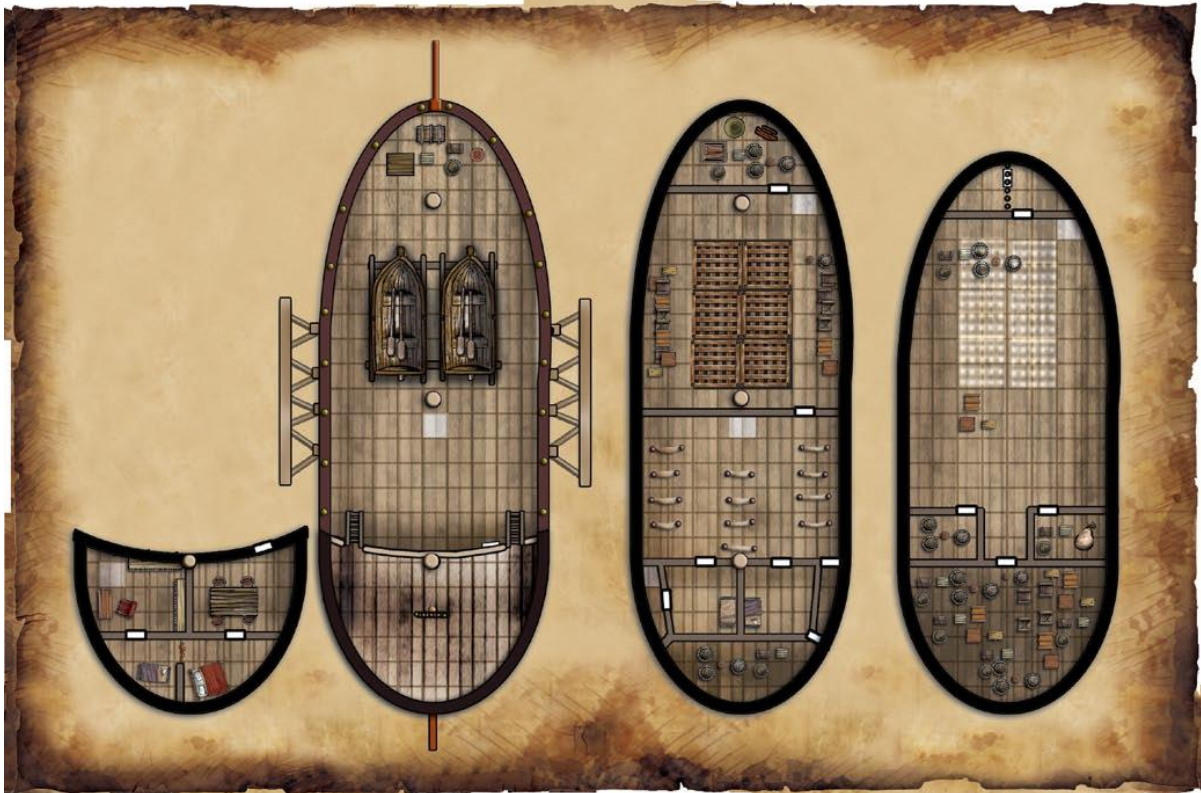


## THE TEETH OF ARASKA



2 squares = 5 ft.

*Tattered, triangular sails whip wildly above the deck of a formidable vessel, driving it on with fearsome intent. Its three masts proudly display the scars of storms and past battles, and its buxom masthead bucks upon the waves with ravenous hunger. A ragged black flag snaps above the mainmast, bearing the image of a scarred red skull.*

The *Teeth of Araska* is an Abendego tricorne, a broader variant of the caravel designed to handle the rough seas near the Eye of Abendego.

### *Teeth of Araska*

Length 60', Beam 25', Height 5', Draft 7', Rig height 60', 75 tons cargo

Hull: 12 sections (hardness 5, hp 60)

Masts: 3 (hardness 5, hp 50), mainmast lateen, foremast lateen

Decks: hold, lower deck, main deck, quarterdeck

Crew: 24/12/6

Speed: 8 knots

Maneuverability: +3

Seaworthiness: +4

Armaments: 8 12-pounders (7d10) (four on each side of the main deck), 1 9-pound chase gun (6d10), 8 swivel guns (2d10/4d6), 1 4-pound tail gun ()

Equipment: signal 'mirror' (reflective beetle carapace)

### 1. Main Deck

Three sturdy masts rise above the marred wood of this broad deck. Although well scrubbed, fiery scars and the gashes of boarding axes mar the dark wood. Above swings a webwork of rigging and ropes, connected to the yards and crow's nest. Two longboats hang above a hatch leading below, while nearby a smaller trapdoor also stands closed. To the ship's aft, twin pairs of stairs rise up to the stern castle, where the ship's wheel and a large iron bell stands.

Between these steps hangs a heavy door adorned with a bronze nameplate bearing the word "Captain" followed by a second scratched-over name.

This is the main deck of the Teeth of Araska, where the pirates spend much of their time. Between the foremast and mainmast, a wide hatch accesses the lower deck, though in rough weather the crew seals it with planks. A pair of longboats hang from runners above the hatch. Behind the mainmast, near the deck's center, a trapdoor leads down a 10-foot ladder to the lower deck. Three cannon are set along each side of the main deck.

**Crow's Nest:** The crow's nest perches 60 feet above the center of area 1. It provides cover for its occupant. One can climb to the crow's nest using the rigging.

**Mast:** Hardness 5, 120 hp. A destroyed mast usually brings down rigging, dealing 1d6 damage to every creature in area 1 (Reflex DC 15 negates). Creatures who fail their saves are entangled until they spend a move action to get free.

**Rigging:** Hardness 0, 10 hp per 5-ft. area. Moving through the rigging requires a DC 10 Climb check.

**Yard:** Hardness 5, 50 hp. Sails hang from these horizontal beams. Destroying a yard drops a sail upon area 1. Creatures here are undamaged, but are entangled until they spend a move action to get free.

**Weapons and Hazards:** PCs might use ropes or hammocks as nets or turn any of a dozen tools into a makeshift club, like a belaying pin or loading hook. In areas 1, 6, 12, and 13, there is a 40% chance that an item capable of being used as an improvised weapon lies within reach.

## 2. Wardroom

A large mahogany table surrounded by sturdy bar chairs dominates this shadowy lounge. Dented and worn cabinetry displays a variety of mismatched dishes and dull cutlery, rolls of maps and sea charts, and a few grizzly trophies—scalps, bloody eye patches, and even a leathery severed hand. A large nautical chart, covered in scratches and crisscrossing marks, hangs upon the starboard wall. A hint of perfume lingers here, and as the ship rocks, mugs and plates clink softly.

The chart on the wall depicts the coast of Avistan and northern Garund, from the Varisian Gulf to the Eye of Abendego. A DC 14 Knowledge (geography) or Profession (sailor) check allows a PC to track over a year's worth of the Teeth of Araska's travels, mostly centered around Ilizmagorti.

## 3. Mate's Quarters

Thick, seductive scents fill the air, ribbons of colored smoke winding their way up from an incense holder sitting on a simple writing desk. Red and black curtains cover the walls, embroidered in stylized roses. An inviting bed fills much of the room's remaining space, piled high with the spotted and striped pelts of exotic animals.

Those who investigate the rest of the room and make a DC 12 Search check discover a part in the curtains that leads into another room (area 4). Disturbing or attempting to pass through these curtains springs the room's trap. A DC 16 Search check also reveals numerous spatters of dried blood amid the skins on the bed, and a small black chest beneath the bed.

**Trap:** The curtain that leads to the captain's room hides a trio of spring-loaded blades. If the curtain is disturbed, the blades swing at the intruder's face and legs. Switches hidden behind the curtains on either side of the door can activate or deactivate the trap, but they require a DC 25 Search check to locate.

### Three-Blade Trap CR 3

Type mechanical; Bypass hidden switch (Search DC 25)

Search DC 22; Disable Device DC 20

Effects

Trigger location; Reset automatic

Effect three spring-loaded blades (atk +8 melee, 1d8 damage); single target to pass through curtained door

## 4. Captain's Quarters

A stiff bed lies in the corner of this dingy room, along with a battered reading table, an antique dresser, and a lantern covered in green glass. What looks like a gnome's skull adorns a door on the wall facing the ship's stern.

Simple and bare, there's little of interest here. Within the unlocked dresser are three similar explorer's outfits, a cold weather outfit, two pairs of well-oiled boots, and two wide-brimmed captain's hats.

## 5. Captain's Study

Bookshelves line the sternward wall, while on the port wall hang aged treasure maps covered in scribbles. Several books lie open on a desk flush

with the port wall, and trophies proclaim dozens of violent victories: a breastplate with a puncture hole over the heart mounted in the corner, a flask full of gold teeth acting as a bookend, a grisly marionette made of finger bones, and several other grim mementos.

#### 6. Middle Hold

Dim light filters through the planks above, illuminating a sizable chamber cluttered with a collection of cargos and ship's supplies. A heavy wooden grate in the floor leads below, as does a trap door near the stern. Squat, rickety doors head toward both the aft and stern.

#### 7. Crew Commons

A dozen hammocks swing between narrow beams throughout this room, swaying amid the stink of sweat and spilled rum. A splintered ladder leads up to the deck, while three doors head to the ship's aft and another, smaller door heads to the stern. Several empty bottles clink together, rolling across the floor with the ship's swaying.

#### 8. Quartermaster's Quarters

The simple wooden door to this room is locked. It can be unlocked using a DC 22 Open Lock check or the key. A single dagger lies embedded in the floorboards, surrounded by hundreds of similar puncture holes.

#### 9. Rum Stores

This cramped room stores the Teeth of Araska's mostly empty supply of rum and cheap wine. An obvious trap door in the ceiling leads up to area 5.

#### 10. Bosun's Quarters

The room's simple wooden door is locked. It can be unlocked using a DC 22 Open Lock check or the key. Dozens of eerie, hand-drawn portraits decorate the walls of this sparse bedroom, and an empty birdcage hangs in one corner. Low on the starboard wall juts a strange series of levers.

A mechanism in the starboard wall causes the doors of area 11 to slam shut while simultaneously opening a small grate near the floor between the two rooms.

#### 11. Murder Hall

A short, narrow hall leads to a battered door bearing the sign "Food Stores." Anyone who makes a DC 18 Search check on either of the good wooden doors here notices that

it bears a lock and spring mechanism that connects with the adjacent room.

A DC 20 Search check of the wall also detects the slots that connect this room with area 10. Should the mechanism in area 10 be used to trap someone in this room, either door can be unlocked with a DC 20 Open Lock check.

#### 12. Ship Stores

These areas are simply food stores and supply rooms. The storerooms at the ship's aft are connected by a steep, rickety stairway and also contain the ship's powder stores.

#### 13. Main Hold (EL 4)

Stacked crates and barrels, most of them labeled with the names of prominent merchant or military navies, turn the hold into a small maze. Captured flags hang along the walls.

#### 14. Brig (EL 3)

Stout iron bars divide this room, creating a sizable cell. Evidence of past prisoners is obvious from the desperate scratches, broken bits of glass and dishware, and the unsettling stains that mar the floors and walls. A heavy iron door with a sturdy lock offers the only break in the wall of bars.

This single cell serves as the ship's brig. The iron bars and doors are rusted but sturdy. The cell can be opened using either the key or by making an Open Lock check. While a DC 25 Open Lock check opens the cell door, it also springs the room's trap. A DC 30 check opens the door and bypasses the lock. Failing at either of these checks also springs the trap.

Trap: If the key is not used to open the door to the brig, when the door is opened, the room's trap is triggered.

#### Grudge Trap CR 3

Type mechanical

Search DC 16; Disable Device DC 27

Effects

Trigger location; Reset repair

Effect atk +15 (1d12+8/x3; all Small or larger targets within the cell)

## New Equipment

- Mantlets - Protects from missile fire. Designed to be dropped into place along the upper deck's rail. Usually stowed below deck.
- Axes - several barrels containing a variety of Ulfen axes. They are kept near egress points to the deck.
- Ship's special equipment locker: +1 Banded Mail (Azlanti with prehistoric fish), Azlanti Orrery Lens.
- Corpse barrels: the pirates have started keeping the heads, sometimes the corpses, of foes for later conversation via *Speak With Dead*. Bodies collected: Bojask's head.
- Ship's library: *Idionestra's Histories* (a guide to Nal-Kashel), *The 7th Column* (history of an Azlanti rebel group), and *Sigil and Glyph* (a list of Azlanti experiments), "Rethinking the Distillance of Radiance by the Order of the Sixth Circle" by Jacquar, and books from a poisoner's lair.
- Items obtained from the Andoran Sun Colony: the Azlanti Ghost Materializer (4000gp, a three foot urn looking device), extra batteries (4) for Azlanti weapons, the secret to recharging those batteries, plus refrigerator equipment enough to make a 10'x10' cold locker. And each pirate gets a personal weapon silver plated.
- Hull Wood Collection - for each piece we also have the ship's name, captain, and some amount of additional information:
  - elf skimmer (not sank)
  - six vessels docked at Port Promise (Hermea)
  - Talvin vessel, Riptide, captained by Rex Rivengob (hair-lipped Frenchmen).

## Crew

### PCs and Command Crew

1. Captain **Sindawe** H'kilata Narr, the fist-punchin' Mwangi monk (Chris).
2. Quartermaster Ref "**Serpent**" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
3. Master Gunner **Wogan**, the pistol-packin' celibate cleric of Gozreh (Patrick).
4. Bosun **Tommy Blacktoes**, the staff-slingin' sneaky halfling rogue (was Kevin, now an NPC).
5. **Samaritha**, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf; Serpent's pregnant wife.
6. **Hatshepsut**, monk and high priestess of a lost civilization and her cobra Naja.
7. **Lavender Lil**, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
8. First Mate **Mace Venjum**, Ari2/War3, former Chelish Navy captain, cloak resistance +1, leather +1
9. Navigator **Sempronia** – former captain

### Araska Pirates (all have gunnery and a clw potion)

10. Gunner's Mate **Stoke**, Ftr3, gunner's mate, married to Tegan, breastplate +1, potion alter self
11. Carpenter **Tanned Hank** – Ftr3, really, really tanned. Swim skill. Ship's masterwork spear.
12. Second Mate **Little Mike**, Ftr3, former Chelish navy, resentful of Big Mike, studded leather +1
13. Third Mate **Big Mike**, Ftr3, from Sargava, part owner of the *Vile Fish*, studded leather +1
14. Coxswain **Gareb** – Ftr3, Andoren, swim skill, ship's long bow, ring of swimming, cloak of resistance +1, horn of fog
15. **Orgon** – Ftr3, short, bald, battleaxe +1
16. **Slasher Jim** – Ftr3, knife expert. Azlanti amulet of natural armor +1, trident +1
17. **Dum-dum** – Ftr3, simpleton + masterwork wooden shield, shock net

### Freedmen (Ex-slaves) – leather and longspear if not otherwise noted

18. **Bel, ex-eunuch slave** – War3, masterwork chain
19. **Pirro, porter** – Com3, charged spear, mwk heavy shield, potion darkvision
20. **Ori, cook** – Com3, ring of protection +1

21. **Sevgi, ex-harem slave** – War3, studded leather, cloak resistance +1
22. **Kahina, ex-household slave** – Rog2, amulet natural armor +1
23. **Karomander, fine craftsman** – Exp3

Azlant Voyage recruits

24. **Delmer** – Exp2, kinda slow, knows his knots, cloak of resistance +1
25. **Olgvik** – Bar2/Rog1, Ulfen low-level barbarian with a greataxe, captured at sea, potion expeditious retreat
26. **JJ** - seamunculus of a wizard refugee from the Sun Temple Colony
27. **Narbus “Lefty” Smeet** – Exp2/War1, lad from the Sun Temple Colony
28. **Claxton**, Exp3 from the Sun Temple Colony

Bunyip Crew (gunners have 1 less rank in Stealth; all have 1d6 SA, 2d6 if flanking with each other)

29. **Billy Breadbasket** - Rog1/War2, cook, gay
30. **Valentine** - Rog1/War2
31. **Feissian Hareskinner** - Rog1/War2
32. **Dario** - Rog1/War2
33. **Zita** - Rog1/War2
34. **Gaestel** - Rog1/War2
35. **Samuel** – Rog1/War2
36. **Taunya** - Rog1/War2, gunner
37. **Clubbreaker Cordell** - Rog1/War2
38. **Nimborn** – Rog1/War2, gunner
39. **“Sexy Beast” Sapier** – Rog1/War2, gunner
40. **Tiberiu** - Rog1/War2
41. **Hovax Littlehands** - Rog1/War2
42. **Prand** - Rog1/War2

New Recruits

43. **Cannonball Jack** - Gunner
44. **Nemo** – Shipmate
45. **Kent The Rusty Butter Cutter** – Shipmate
46. **"Ragged" Pete Morgan** – Shipmate
47. **George Peters** – Shipmate, storyteller
48. **Bonifacio “Long” Copper** - Gunner
49. **Kitty The Cantankerous**
50. **Melella** - half-elf druid

## Deceased Crew

- **“Seven”**, best of the original Teeth of Araska survivors, slain by a wererat on Slave Island.
- **Spee**, lost a foot to a bunyip, slain by giant tentacles at Blackcove.
- **Del**, recruited right out of prison in Riddleport, slain by a plant-creature on Monster Island.
- **Goat** the tiefling, killed in a fight with fish-men and villagers on Monster Island.
- **Rolf** - Killed an owlbear in Zincher’s arena, slain by the devil guardians of the Chelish town of Hollobrae.
- **Bojask**, ranger shanghaied from the Gold Goblin, murdered by Tommy for slaving.
- **Mano**, from the Teeth of Araska, an older Garundi man, killed by wandering monsters on the Sun Temple Colony island.
- **Nariel**, elf slave kept in the brig by Bojask, killed by Saeng Ki the “vampire stripper.”
- **Jaren the Jinx**, son of Black Dog the pirate, rescued from Blackcove, murdered by Sindawe but allegedly killed by a giant squid.
- **Olhas, household slave** – Com2, swim skill, appraise skill, killed by giant squid.
- **Gwyllt**, from the Black Bunyip, slain by the giant squid and by friendly fire.
- **Vendui**, from the Black Bunyip, taken by the Fishwife to be her groom.
- **Josper Foxkiller**, from the Black Bunyip, killed by a Mordant Spire elf skimmer captain.