

Muraso Seirei

A DC 14 Wisdom (Insight) check reveals he's feeling uneasy. If pressed further after this revelation, he claims he forged some specific blades in an attempt to reach his father's mastery; those are stored in the back room. They're still not good enough, and he would rather not show his failures off and doesn't want to talk about the subject anymore.

In reality, the back room is filled with old weapons from previous adventurers who Pisca enslaved. Jiang melts the weapons down and reuses the metal, but the blade on display in particular is of such good quality that he cannot bring himself to melt it.

To enter the back room, characters must either pick the lock with a successful DC 16 Dexterity check using thieves' tools or lift the key from the leather thong around Jiang's neck with a successful DC 20 Dexterity (Sleight of Hand) check. Inside are crates filled with old weapons, some of which are damaged or rusted. Among them is a *+1 longsword*. If the PCs came to the village searching for the *Lost Explorers*, they can make a DC 12 Intelligence (Investigation) check to notice the weapon reveals that it bears the family insignia of one of the missing adventurers.

GUARD TOWER

You can read or paraphrase the following:

In the center of the village, overlooking the houses and pontoons, is a bamboo-built tower. From below you don't see any guards manning the tower.

A rope-ladder leads up to the top, where there are four guards (NG male & female Shou **veterans**). They all have one level of exhaustion since they have worked too long, pulling night shifts at the temple and guarding the slaves (see *Captured!* on page 11).

If characters ascend the rope-ladder, they get almost to the top before the guards notice, at which point they jolt upright and demand that the characters descend. It's clear they're all half-asleep. If the characters say they're investigating the *Lost Explorers*, then the guards allow them to come up to ask a few questions.

The guards mostly deflect questions, saying that any adventurers who arrive talk to Pisca, receive a sailing boat or the map to the location of the *Treasure of Captain Jadescale* and pointed in the right direction. Pisca might know more. After that it's their own problem whether they return and has nothing to do with the village. If the characters ask about procuring a ship or the map for themselves, they point the party to the Shore of Dreams.