

THE SHORE OF DREAMS

You can read or paraphrase the following:

The Shore of Dreams is a two-story stone building filled with long tables and benches, a blazing fireplace and a well-stocked bar. A handful of villagers sit drinking sake and feasting on lavish seafood platters. In the back of the tavern is a decorated stage of carved bamboo. A beautifully made shamisen rests in the corner of the stage.

During the late afternoon and evening, locals, enjoying a strong rice liquor and the music, pack the tavern. Pisca plays the shamisen each evening, entralling and enchanting the locals with her performance. When she plays, the otherwise raucous inn goes silent to listen to her alluring ballads. Although her shamisen is on display, it should be clear that no one is to touch it but her.

The inn has a staff of four, **Pisca Ahlorsath** (NE female triton), **Breena “Scorch” Sizzlepock** (CE female rock-gnome), **Murasa Sepret** (LG female Shou **commoner**) and **Larissa “Temerity”** (NE female tiefling). Pisca is the owner of the inn, Scorch is the cook, and Murasa and Temerity are waiters.

The Pantry’s Secret. The pantry not only holds pickled food, rice and various alcoholic beverages, but some barrels and crates are filled with riches stolen from captive adventurers. They hold riches worth 250gp that come in gems, coins or other kind of treasure. Additionally, Breena stored her stolen goods from the Zhentarim, adding a further 300gp in various items.

PISCA AHLORSATH

Pisca is something of a femme fatale. She is highly charismatic and intelligent but also obsessed with power. She has enthralled the village, convincing the elders to allow her to capture visitors and set them to work unearthing an ancient temple that contains an artefact she desires. She does all this under the ruse of the [Treasure of Captain Jadescale](#). She created a tale of pirates and an old map to lure in adventurers. When they arrive, she drugs their food, steals their possessions and imprisons them.

She has bright blue skin and copper hair. She wears long, flowing clothing with sleeves that nearly brush the ground as she swoops through the tavern. Underneath her robe she wears a beautiful scale mail shirt that catches the firelight. At her waist is a wakizashi in an ornamented scabbard.

She spends most of her day catering to customers and running the inn, occasionally retiring to her room on the floor above, which is filled to the brim with various gifts from her devotees. They range from simple trinkets to lavishly designed objects and jewelry.

BRENA “SCORCH” SIZZLEPOCK

Grumpy, jumpy and paranoid, Scorch is quite the opposite of her boss. She’s the tavern’s chef, but takes no pleasure in cooking or the merriment of the inn. Her daily tasks include preparing meals and shopping for ingredients.

She fled to this island after breaking away from the Zhentarim, from whom she stole a serious amount of treasure. Despite getting away, she remains incredibly paranoid about operatives of the Black Network following and assassinating her. Because of this, she wears boring, generic clothes of brown and black, often pulling a cape around herself to mask her identity.

While she stores most of her riches within the inn’s pantry, she keeps two citrine gemstones, each worth 75gp, close to her in case something goes awry and she has to leave in a hurry.

Scorch takes a serious cut of any gold looted from adventurers since she is the one to drug their food (see [Curtain Call](#) on page 9).

THE GNOME’S PARANOIA

If you wish, you can have the party catch Scorch rummaging through their belongings one evening. She’s so paranoid about the Zhentarim that she suspects everyone she meets. If they apprehend her, she will say that someone pinched her secret seasoning, and she was just trying to get it back.

MURASA SEPRET

Young and naïve, with a small frame, Murasa has worked at the inn her whole life. Her parents used to own it before Pisca turned up, and while they were happy to sell it for a high price, Murasa stayed out of nostalgia. Murasa has always felt bad for the adventurers who Pisca kidnapped, and this came to a head recently after she fell in love with a visiting explorer named Rolen Moonbrook (CG male half-elf **scout**). When the two met, they fell for each other, and although Murasa tried to warn Rolen about Pisca, she couldn’t bring herself to ask him to leave, and she hid her romance from Pisca. Because of this Murasa is plotting against Pisca (see [Thugs and Waitresses](#) on page 9).

During the day Murasa mostly cleans up from the night before, under the watch of Temerity. Once late afternoon rolls around, and the inn begins to fill, she serves customers behind the bar and takes food to tables.