

IF ONLY WE COULD WEAVE THE BANDS CONNECTING US

AN ADVENTURE MODULE FROM THE GM'S SECRET STASH

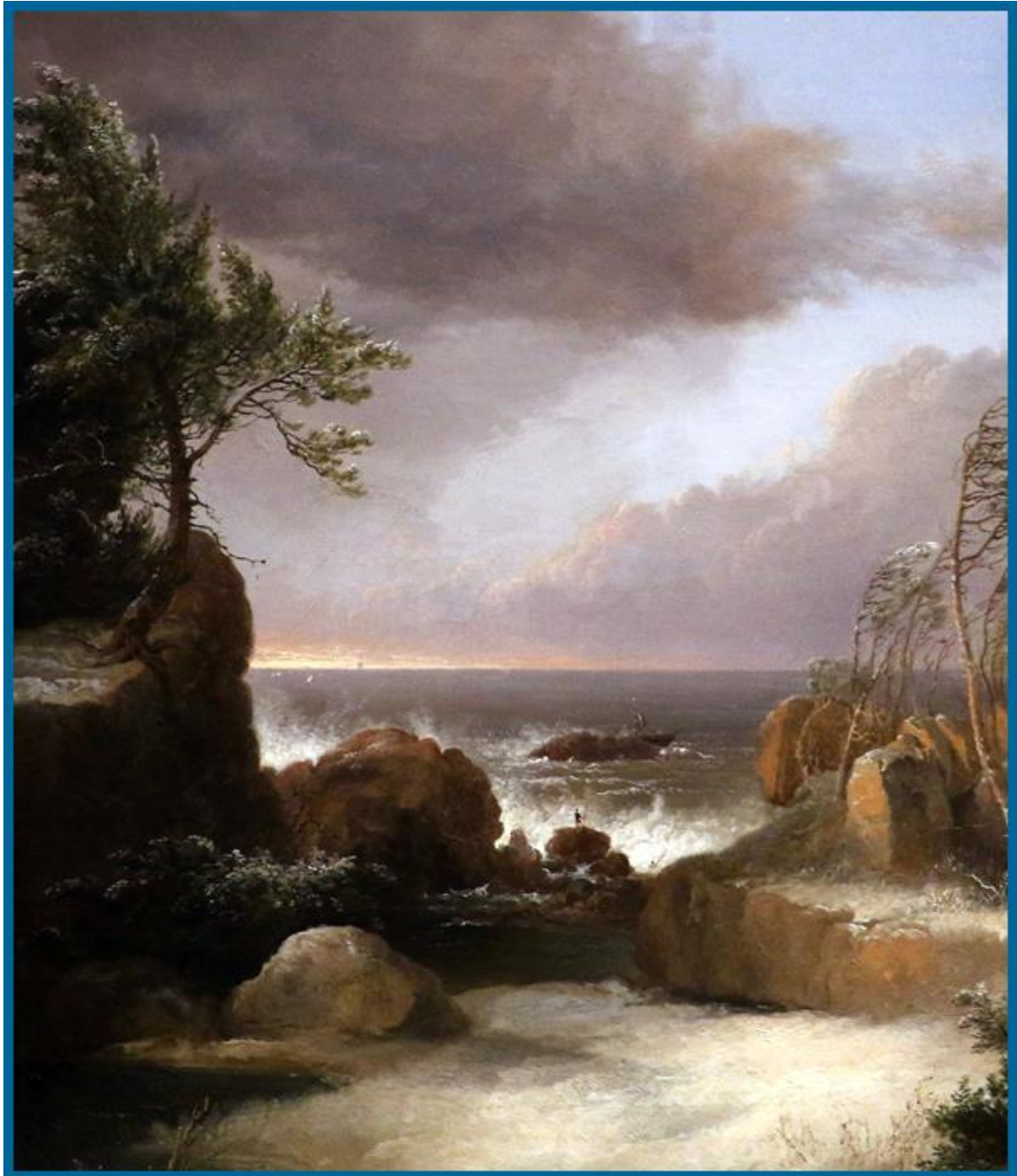
Quickphix Presents

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An Adventure Module from the GM's Secret Stash



Presented by Quickphix

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A 2 - 4 Hour Adventure for 2nd to 3rd Level Characters

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“If only we could weave the bands connecting us, binding us together, holding us as one forever. If we could only weave the bands from the places of our imagination, with them find the courage to return there at any time or location. If we could make fabrics from the spun realities of our dreams, under which everyone would like to settle down to observe the play of colours, to let all be carried away by them to where our soul is. While we are weaving, even the wind shall pass without sound, as not even it would dare to whisper as the whole world stood still and astound. If only we could weave such bands. “

– Song of the Saruu

Summary

Hidden by the wayside's thicket, not appearing on any map, lies the improvised hiding place of a lonely weaver. He claims to have been expelled from his hometown of Shalba because his services as a municipal weaver were no longer wanted. A nomadic group consisting of women and children from the Saruu tribe had settled on the seashore near the town. He knew that they far surpassed his weaving skills - only because they had stolen his enchanted loom shortly after their arrival. A fate that the little weaver lamented to anyone who would listen. Even in the city, the Saruu were not welcome; the Shalbanians had been sceptical since their sudden arrival and had instructed their children to keep as much distance as possible from the nomad camp. Rumour has it, that the Saruu women were witches who enchanted their cloth and cast wicked spells on everyone around them. The story goes, that the feudal lord was amongst their first victims. He, who rules Shalba and its lush surrounding countryside, had suspiciously and immediately placed the Saruu in his service. Since then, he has protected them from his own subjects as well as the harsh laws of the highwaymen. The weaver had tried many times to get his loom back, but never succeeded. Most of his attempts ended with him waking up a whole day later a few metres outside the Saruu camp. No memory of what happened and nothing to show for his efforts. He had tried to rally the citizens of Shalba, but they were too afraid of the violence their lord could inflict on them as punishment.

So, they all wait, for someone to arrive and drive the Saruu out from Shalba for good.

In this 2 - 4-hour adventure, a party of 2nd to 3rd level characters are hired by the exiled weaver to retrieve his loom. Will the players succeed in helping the weaver without incurring the wrath of the feudal lord? Who are the Saruu and what have they done to the feudal lord? It seems that they won't be able to live peacefully together in Shalba - or as the Saruu song laments: "If only we could weave the bands connecting us".

The Weaver in the Woods

On the way to their next destination, the party gets lost in the woods surrounding Shalba. According to their map, the town should be located half a day's journey away. Yet, the forest is stretching in all directions around them and there are no settlements or huts in sight. Just as a feeling of being lost creeps up on them, they notice a hut hidden behind in the thicket. Not a real hut, but rather a kind of wooden tent - made of obviously scavenged materials: boards nailed randomly on top of each other with the gaps between wood and ground sealed with heavy stones. A wide patchwork carpet, occasionally reinforced with branches, is stretched over the curious contraption - probably intended some sort of roof. The care with which its builder had tried to protect the hut from the weather suggests that it was hardly just a play camp created by

In your campaign:

This adventure is mainly focused on roleplay and social problem-solving. For parties with combat-oriented players it is recommended to add some random encounters (e.g. on the way to the city) or battles with the city guard into it.

children. If there was an inhabitant of this place, he probably had not intended to stay longer at first. Judging by the worn-out ground around the hut, fate had probably intended otherwise.

From behind the hut the player can hear the soft, recurring sound of iron striking stone. There had to be someone close by. Only a few steps away from the camp and deeper into the forest the players notice a small gnome among the deep green fir trees. Continuously and unceasingly he maltreats a rock with a small pointed hoe. A closer look reveals that he is not hitting the stone but trying to crack a glass object into a round shape.

Tamshy Taal (male Gnome)

Tamshy the waver is a tough gnome with quick hands and short, straight, reddish brown hair. His grey eyes flash with an almost manic drive, which is also reflected in his quick and breathless manner of speaking.

Ability Scores

AC: 12 / HP: 15 / Speed 25

STR: 12 (+1) / DEX: 12 (+1) / CON: 14 (+2)

INT: 10 (+0) / WIS: 10 (+0) / CHA: 14 (+2)

Traits

Swift Hands: Tamshy has advantage on all Dexterity checks relating to his hands.

Fiery Temper: Tamshy is not a trained spell-caster, but he can cast the spell Fireball twice a day. He is not sure why - but he has the feeling that he once dreamt of a big fire, which rages within him to this day.

Actions

Carpet knife: (+4 to hit), melee attack, reach 5ft., on target. 1D4+1 piercing damage.

An unexpected assignment

Tamshy looks up and waves the players over as soon as they approach. He introduces himself brusquely and offers the players to sit down in the shade with him. Between the blows on the glass-object he has the following information for them:

- He is working on a new, better telescope to observe what is happening in the nearby town of Shalba (true).
- He needs the telescope to observe the Saruu witches on Shalba beach (true).
- The Saruu kidnap and bewitch children and then have them weave fabrics on their looms (wrong). Recently a child from Shalba was in their camp and was completely apathetic and only returned after a whole night (true).
- Tamshy was responsible for all weaving and tailoring work of Shalba before the women of the Saruu suddenly appeared in town (lie - he has been following the Saruu for a while to take revenge on them). One of the looms (which Tamshy claims as his own) has the special ability to weave a fabric that is so noble and so beautiful that it can be sold for extraordinary sums of money (half true - it is not just the loom). The loom has been bewitched by a magician whom he once assisted in a quest (lie - the loom was created by the Saruu).
- He has been spying on the witches to find proof of their misdeeds for the feudal lord of the city (half-true - he wants to take revenge). He wants the witches to disappear, but for the city to make him a weaver again, he needs his loom back (lie - he was never a weaver in Shalba).

"Bring me my loom and I will weave you a whole robe of my cloth!" The little weaver pulls out a small rag of his breast pocket. Even though it is barely more than a scrap, it shines brilliantly, with its golden colour interwoven with ruby red threads. On its backside, the gold turns a dark green and at first glance you could almost

think it was a real emerald. "I only have one last piece of my work. If you want to confront the witches, you will need all the help you can get. I am ready to give you this last piece of cloth. I gave the rest of the cloth to some good-for-nothings and foolish youths I hired, but fear gripped every one of them. No one has ever made it to my loom. Some of them I never heard from again. This is my last piece of cloth - if you don't make it in the next three days, I will have to give up the loom. Then no one should have it! Help the children and help me! Perhaps then I can return to my homeland."

The Cloth Dreams are made off

The scrap feels pleasantly cool on the players' skin but is barely long enough to wrap around a finger once. But just this short, gentle contact is enough to soothe the wearer's mind. While a player is wearing this enchanting fabric on their naked skin, he can gain advantage once a day on an intimidation saving throw.

A Heroe's Courage

With Tamshy's guidance, the players reach Shalba in just under half a day's journey. In the streets everything and everyone seems to be in a bright turmoil: Peddlers and peasants hurriedly walk across the marketplace, whispering to themselves or meeting up in small groups near the market stalls. Three women are at the city's fountain: one is sitting on the wall; the others are shielding her from curious ears and conspiratorially bowing their heads to her. Suddenly, the door of a nearby house bursts open. The women are startled, and the marketplace seems to have suddenly fallen silent. All hustle and bustle and all conversation are stopped as commanding voices can be heard from the entrance of the house, forcefully issuing orders. As five soldiers step out onto the street and into the warm light of the sun, everyone close by turns their head away. The men's uniforms brilliantly catch the sunlight - glittering golden overcoats interspersed with blood-red stripes and covered with emerald threads at the edges. They have two other people with them, who are bound and

protest loudly against the guards with partially incomprehensible protests. "They have bewitched our child ... evil ... thieves ... kidnappers". Unimpressed by their loud protests, the men drag her out of the house, across the square and into the next street, where another patrol steps out of the shadows of the alley as if on a silent command. In lockstep they escort the two prisoners up the street towards a stately home.

Two of the guards stay behind and block the entrance to the alley where their comrades had just disappeared into.

Shalba Guardsmen (Human)

The magnificently dressed guards of the feudal lord of Shalba leave no doubt that their word is law in the streets. Aloof, disciplined and armed to the teeth, they are not enemies which should be taken lightly.

Ability Scores

AC: 15 / HP: 42 / Speed 30

STR: 16 (+3) / DEX: 15 (+2) / CON: 14 (+2)

INT: 10 (+0) / WIS: 13 (+1) / CHA: 10 (+0)

Traits

Trained Unit: All members of the City Guard have advantage on attack rolls against any target if there is at least one other guard within 5ft. of the enemy and the other guard is not incapacitated.

Dream Cloth: The gorgeous fabric from which the guard's uniform was made gives them an unnatural aura of authority and calm. They have advantage against all social manipulation checks and are immune against intimidation attempts.

Actions

Multitattack: The Guardsmen make two melee attacks or two ranged attacks

Hellebarde: (+5 to hit), melee attack, reach 10ft., one target. 1D6+3 piercing damage.



Light Crossbow (6 bolts): (+5 to hit), ranged attack 30/120ft., one target. 1D6+3 piercing damage.

How to run this encounter

The guardsmen do not pose a threat to the players, but they will not tolerate open threats against the city or the Saruu women. Should they learn of the players' quest, they will forcibly evict the players from Shalba if necessary.

The Local Rumour Mill

As the way to the Saruu camp is not obvious, the players have to look around in Shalba. However, the subject of the Saruu seems to be taboo by order of the feudal lord. So, finesse is required. By talking to the Shalbanians, the following information can be gathered:

- The Saruu arrived here a few years ago as nomads. Since then, the feudal lord has tolerated and protected them here - even against the explicit wishes of the residents (true).
- Usually, the feudal lord is very strict towards nomads or non-citizens setting up camp near Shalba. But not with the Saruu (true). It is not a matter of funding, town can afford it, because the feudal lord has recently gained a lot of influence (true).
- About seven orphans live with the Saruu women, four of whom were taken in after their arrival (true). Where the other children came from, nobody knows exactly (true).
- They let the small children spin threads and yarn and the bigger ones have to work on the loom until their hands are bloody (wrong). Their fine fingers can weave much finer patterns into the fabric, which is why the Saruu fabric is so special (wrong).
- Many inhabitants have been dreaming vividly every night since the Saruu arrived (true). The dreaming gets worse and worse during the night. In order to get some restful sleep at all,

the lights in the city are turned off early in the evening. It is said that the women set evil spirits on the town at night (half true – it is a by-product of their spell).

- The inhabitants can't remember anything concrete from the time before the women arrived. They don't even remember their arrival - one day they were suddenly there, had set up camp and a little later they were already in the service of the feudal lord.
- The camp of the Saruu is hidden directly on the seashore, about half an hour from Shalba (true). It is said that at night they grow fins and go into the water to invoke the powers of the seas (false).
- Nobody in Shalba has ever heard of a weaver named Tamshy (true).

A Second Offer

One of the citizens, who introduced himself by the name of Kirk Oital, seems to have observed the players during their investigation. The nervous man can barely keep his legs still, looks around constantly and can't stop checking the position of the two remaining guards on the market square. After talking to the residents for a while, he suggests continuing the conversation at the local inn. He explains conspiratorially that the owner is a good friend of his, which will allow them all to speak freely. "If we talk about the Saruu women here in the marketplace, they will come for us next. "

At the inn, Kirk orders cider for everyone and looks for one of the loneliest tables for the group. The wood of the table and the benches is greasy and scarred. Dust remains have compressed in the room's edges to a thick fluff and the bar makes a very rustic and not well-maintained impression. Kirk hardly seems to notice; he obviously feels comfortable and unobserved.

"Perhaps you are less blinded than our Lord and can free us and our children from the witches' clutches - we all long for just one night of deep sleep without these ghosts haunting us. Yet, I'm sure you have seen what

happens to those whose attempts fail. If you help us chase away the Saruu witches, I will see that the local guilds will reward you richly. Otherwise, get me physical evidence of the Saruu's evil practices and I might be able to convince our Lord!"

A City Divided

After the players have listened to the concerns of the residents, they still know next to nothing about the feudal lord, who against all expectations supports the Saruu. Should the players continue to snoop around the city, they can find out the following information through extensive research or a conversation with the feudal lord's guards who guard the road to the manor:

- The Saruu women are nothing more than vulnerable widows. In return for the protection of the feudal lord, they take the orphans of the city into their care. In order to provide for themselves and the children, they are allowed to sell their cloth within the city. (true)
- The feudal lord has conquered new territories in recent years and built himself a small empire. However, the lord's soldiers rarely had to fight at all (true) - at least that's what they tell themselves in the city. It is unclear why.
- To demonstrate his great power and wealth, the lord adorns all his warriors with the fine linen of the Saruu women (half-true: the fabric gives his army special power). The finest of their cloth is reserved for him and his army. (true)
- Almost every day the feudal lord sends a messenger to Saruu camp and has the newly produced cloth brought to the manor house (true).
- His soldiers are known for their courage and the strong bond between them (true). They themselves report an almost telepathic communication between them on the battlefield.

- Shalba's citizens are becoming increasingly distrustful and want the Saruu gone for fear of their life. However, they do not seem to bother anyone (directly) and help the orphans. They are certainly not responsible for the one traumatized child (true) or the wild dreams (wrong).

Visiting the Saruu

Four steep and creaking stairs - so steep that they are almost ladders - lead down to the hidden beach. Even from a distance, a small nomadic camp with colourful tents and a fireplace in the middle can be seen. One does not even want to imagine the effort it takes to transport the fabrics to the city for sale.

The Nomad Camp

There are five tents (see Appendix I), offset and open in a semicircle towards the sea. The white and grey linen has been patched in many places with colourful fabric and is anchored to the ground with rusty poles and wooden stakes. Some embers are still blazing in the fireplace, with two women sitting around it. Some children are sitting on the beach, building something that looks like water lanes. Each wave wipes part of their construction back into the sea and they start digging deep furrows again. Several things immediately catch the players' eyes:

- The children do not have bloody hands, they seem to be fine – happy in fact. A short talk with them seems to confirm as much.
- All the Saruu seem to live mainly in two large sleeping tents and sleep on mats and bunks.
- The largest tent serves as storage, containing pots, spinning wheels, food and other utensils.
- Farthest away stand two work tents. Both a bit sturdier than the rest and closed.



The Saruu Women (Human)

Two women are sitting around the embers from the morning's fire, near their sleeping tents. They are wearing long dresses of grey linen, no jewellery except for a patch of their shiny fabric in the middle of their collars.

Ability Scores

AC: 10 / HP: 17 / Speed 25

STR: 10 (+0) / DEX: 12 (+1) / CON: 10 (+0)

INT: 15 (+2) / WIS: 15 (+2) / CHA: 14 (+2)

Traits

Swift Hands: The Saruu Women have advantage on all Dexterity checks relating to their hands.

Dream Cloth: The dreamlike fabric under the women's collars gives them an unnatural aura of wisdom and tranquillity. They have an advantage against all social manipulation checks and are immune to intimidation attempts.

Magical Weaver: The Saruu share a magical bond with their looms. If someone touches or destroys one of their looms, the women know instinctively.

Somnomancer: The Saruu women secretly use dream magic to weave their fabrics. Accordingly, they can cast the spell Sleep at will. If the spell is cast by several of the women at the same time, it cannot be neutralised and puts all targets to sleep, regardless of their remaining HP.

How to run the encounter

The women are peaceful and would like to live here accordingly. However, they are painfully aware that they are a thorn in the side of the Shalbanians. They will not hesitate to use their sleeping magic to protect themselves, their children or their secrets. They will only chase the players away if they try to break into tents or threaten them.

Stories Around The Camp Fire

When the players talk to the women or children, they can learn the following things:

- The Saruu protect the orphans in exchange for being tolerated here (true).
- They supply the city with cloth. The guards and the lord receive their nicest fabrics (true). The Saruu women don't mention the dream cloth's magical properties.
- When asked about the fabric or shown the scrap the players received from Tamshy: They call it dream cloth, as nobody could dream it more beautifully than the women weave it.
- To the question where their husbands are: They died in battle, their town was destroyed, then they wandered around as travelling saleswomen until the feudal lord let them stay in Shalba. They built their looms themselves, the way they learned it from their mothers (true). It is an old tradition of their clan.
- When asked if the players can buy one of the looms, the women deny. They also deny knowing Tamshy (lie - the name sounds familiar to them).
- They may have noticed that the Shalbanians are accusing them of cursing them, but they are used to it. They were condemned everywhere before as well, because their fabrics are so beautiful that some people naturally get suspicious (true).

They kindly ask the players to stay out of their matters and to tell whoever sent them, that the Saruu are here with the blessing of the feudal lord. They also warn that they would inform the feudal lord should the players reappear in the camp with "bad intentions".

It seems that the players can't find anything unusual except a glimpse into the world of the Saruu and some information about their life in the service of the feudal lord. The evening has already begun, and the women politely ask the players to leave the camp for the night, so as not to disturb the children. Should the players



repeatedly refuse, they'll receive an honestly meant warning from the women. After that the players suddenly fall unconscious. Several hours later they will wake up at the edge of the city. It seems that the Saruu women are hiding something after all.

Ritual at Midnight

Kirk Oital welcomes the players back on the outskirts of the city after their meeting with the Saruu. It seems, that there is no other way for the players to get to the loom (or to chase the women away) than to sneak into the camp. Preferably at night, as Kirk Oital suggests.

As soon as dusk falls, the city lies still, the streets have emptied, and the last citizens have left the tavern. A rough breeze blows from the sea and whistles through the narrow streets. Only the two guards standing in front of the entrance to the manor remain awake. With the moon only showing a narrow crescent, the night is pitch black. The stars hang in the sky like sparkling water drops. The later the night, the quieter it gets. A short moment before the last chime of the day, even the warm sea wind seems to stop. Thin wafts of mist coil from under the doors of the houses and weave their way through the deserted alleys like floating snakes. Soon the city streets are hardly visible. Grey and white wafts of mist condense and make their way towards the sea. Again, and again - timidly and barely visible - thin, colourful fog stripes scurry through the otherwise thick white wafts. The mist moves leisurely but with purpose, as if guided by ghostly hands into the camp of the Saruu.

Upon sneaking to the camp, a different picture presents itself. All around, the sand is covered in wafts of mist, preventing any clear view. The night air is filled with a colourful veil and thick fog and smoothly surrounds the entire tent city. Smoky bands in different colours wave through the camp emanating from one of the sleeping tents. Colourful, happily twitching swaths run from the tent into one of the loom tents. In front of the first tent, one of the women has stood up - old and hunchbacked, she is barely able to hold herself upright on her walking stick. Yet, with her free hand she elegantly directs the

air. She seems to separate the white and grey from the colourful swaths coming from the tent. She shows the colourful ones the way to the loom, the others she gives a sign to the sea - and they obey. They seek their place above the waters and pause, while the coloured ones shine so brightly that the whole settlement is bathed in the light of sparkling bands.

A constant knocking and hissing can be heard coming from the loom tents - the sound of several people weaving. The old woman suddenly looks up at the players' hiding place. Suddenly, the players' surroundings become black and quiet.

The Saruu's Vision

Confused, the players find themselves on a trampled and dark meadow. The caustic smoke of a forest fire extinguished by rain hangs in the air and burns their lungs. The players' view does not exceed 30ft. Suddenly, a muscular man in a golden robe jumps out of the darkness. He is a magnificent sight, despite the gaping wound in his side. In addition to his gloriously shiny robe, the man is wearing leather sandals and carrying a long spear. As he turns around, as if with the intention of telling the players something, a massive black spear pierces him from behind. The last thing the players see of him is his surprised face before his gaze freezes. Afterwards, his whole body evaporates into thin air like a waft of mist. A massive creature emerges from the remaining smoke, the spear still in his claws.

The Horned Soldier (Large Abomination)

The creature is almost 7ft. tall and appears to be wearing iron armour and a horned helmet. The face is hidden behind an unnatural shiny black scarf.

Ability Scores

AC: 15 / HP: 64 / Speed 40 / CR 3

STR: 18 (+4) / DEX: 12 (+1) / CON: 16 (+3)

INT: 6 (-2) / WIS: 15 (+2) / CHA: 10 (+0)

Traits

Trample. If the Horned Soldier runs at least 15ft. straight towards a target and then hits it with a spear attack in the same turn, the target suffers an additional 9 (2d8) piercing damage. If the target is a creature, it must be succeeding in a DC 12 Strength saving throw or be pushed up to 15ft. away.

Unnatural Aura. If a creature is hit twice in one turn by the spear of the Horned Soldier, it must pass a DC 14 Wisdom saving throw or be frightened for the next turn.

Actions

Multiattack: The Horned Soldiers makes two spear attacks.

Spear: (+5 to hit), melee attack, reach 10ft., one target. 2D12+4 piercing damage.

How to run this Encounter

The Horned Soldier is a dream vision from the history of the Saruu and serves as a warning for intruders. He cannot really kill the players. In battle, the Horned Soldier chooses a target and hits it until it drops to 0HP. The fight lasts either until the players defeat the Horned Soldier or until all players are defeated. Afterwards, the players wake up. Players receive 1 level of exhaustion for each time they passed out during the fight.

Finishing All Quests

Again, the players wake up near Shalba, their bones stiff from a night on hard ground, their skulls aching from the vision of the Saruu.

At this point the players have several options on how to fulfil their quest. The GM should explicitly allow for players to come up with a creative solution which suits their characters' alignment. In the following are some rules and reactions listed, the GM can use to more easily bring this adventure to a close.

- If one of the players touches a loom of the Saruu, he will fall asleep immediately and cannot be woken up for 3 rounds long. The

player in question seems to have triggered a protection spell and is dreaming wildly of the vision of the Saruu (fighting the Horned Soldier, see above).

- At any attempt to steal one of the looms, the players are seen by one of the children. The child immediately tries to flee towards the city. There is a risk that the child will inform the feudal lord's guards and they will be instructed to arrest the players.
- If the players are seen doing something forbidden (theft or fighting against the women, kidnapping a child), the lord of the manor is informed immediately. He sends his guards (1.5 times the number of players) to arrest the players.
- Should the Shalbanians or Kirk feel that the players are looking to betray them (e.g. making plans with the Saruu), they will attack them and try to chase them away from Shalba.
- If the players have not finished the job of Tamshy or Kirk within three days, Tamshy himself will intervene and set fire to the whole camp from a distance. If the players do not help in putting out the fire, all looms will be destroyed and the Saruu will be driven away.

A Difficult Decision

Players now have three basic options: They can support the feudal lord and ensure the safety of the women by handing over Tamshy and Kirk to the guardsmen. Alternatively, they could stand behind the Shalbanians and help them drive the Saruu women out - which, depending on the solution, could incur the wrath of the feudal lord. The third option would be to bring the tailor one of the looms of the Saruu (he would recognise a fake). A combination of the three is also possible.



Background information for the GM

In order to give the players as much leeway as possible in resolving this conflict, the GM should have a good grasp of the history of the Saruu as well as the current situation in order to be able to assess the reactions of all factions involved. Below is some additional information about the ritual, the production of cloth and the history of the Saruu. This information can be leaked to the players at the GM's discretion.

The Cloth Made of Dreams

- The Saruu's ritual of weaving causes most surrounding people to have strong dreams and makes it possible to extract these dreams as ghostly threads. These threads cannot be stored but must be processed immediately.
- Since the children (and in former times the heroes of the Saruu) have the most beautiful and wildest dreams, their dreams are best suited to produce the cloth. Empty, hopeless and boring dreams produce only white and grey threads.
- The women are faced with increasing pressure, as the feudal lord wants to equip more and more of his soldiers and servants with the dreamlike fabric. Therefore, they even "borrowed" a child of Shalba the other day. It is still disturbed by the vivid dreams it had.
- The children they have already brought with them are orphans they took in during their journey. They have gotten used to the dream ritual and the vivid dreams. They very much enjoy living with the Saruu.
- The fabric instills a feeling of heroism to everyone who wears it and allows for greater kinship between the wearers in battle.
- The fact that the Shalbanians also dream is an unintended side effect. The energies of the ritual radiate into the city, but most of the dreams of its citizens are useless, because

they only produce white / grey dream material, which covers the city like a fog every night.

The History of the Saruu

The Saruu women have inherited the ritual from their clan. Originally, it was thought to be a friendly and powerful spell that held the clan together and instilled its warriors with their characteristic heroism. In fact, the clan has produced several heroic warriors. From the dreams of these heroes the women could create new cloth and so the cycle was given to equip the clan always new and to keep the heroic stories going.

But a cruel and domineering king found out their secret and did not want them in his lands any longer, as he feared the heroes would become too powerful and would endanger his reign. So, he had all men of the clan imprisoned - he ambushed them and after a bloody battle of seven days, all the heroes were defeated.

He forced the women to weave their cloth for him. Yet, the women's dreams had turned fearful and cruel. Hence, there was little material left to create any cloth and what was produced was largely unusable: its colours ranging from dirty white to desolate black, its effect sparse. The king was dissatisfied with the product and accused the women of trying to trick him, so he chased them out of his realm and forced them into exile.

Rewards

Depending on how the players decide to solve the situation, they'll receive the following rewards.

- If they bring one of the looms to Tamshy, he will burn it immediately without producing any further cloth. He was never able to perform the ritual, but he was once one of the orphans who grew up with the women. In the camp he dreamed so much that he grew too afraid to go to sleep. On some days he lost to

see the ability to see the difference between his dreams and reality. He set fire to obstacles, jumped from high trees and fought guards - because he thought he was dreaming. The women left him at one of their stops in a village. No sooner had he spent a few weeks there and got away from his dreams than he went after them with the intention of destroying all their looms. He laughs over the blazing fire of the loom - a little crazy and a little relieved. Inside the house the players can find more of the leftover fabric. Just enough for the front of a robe.

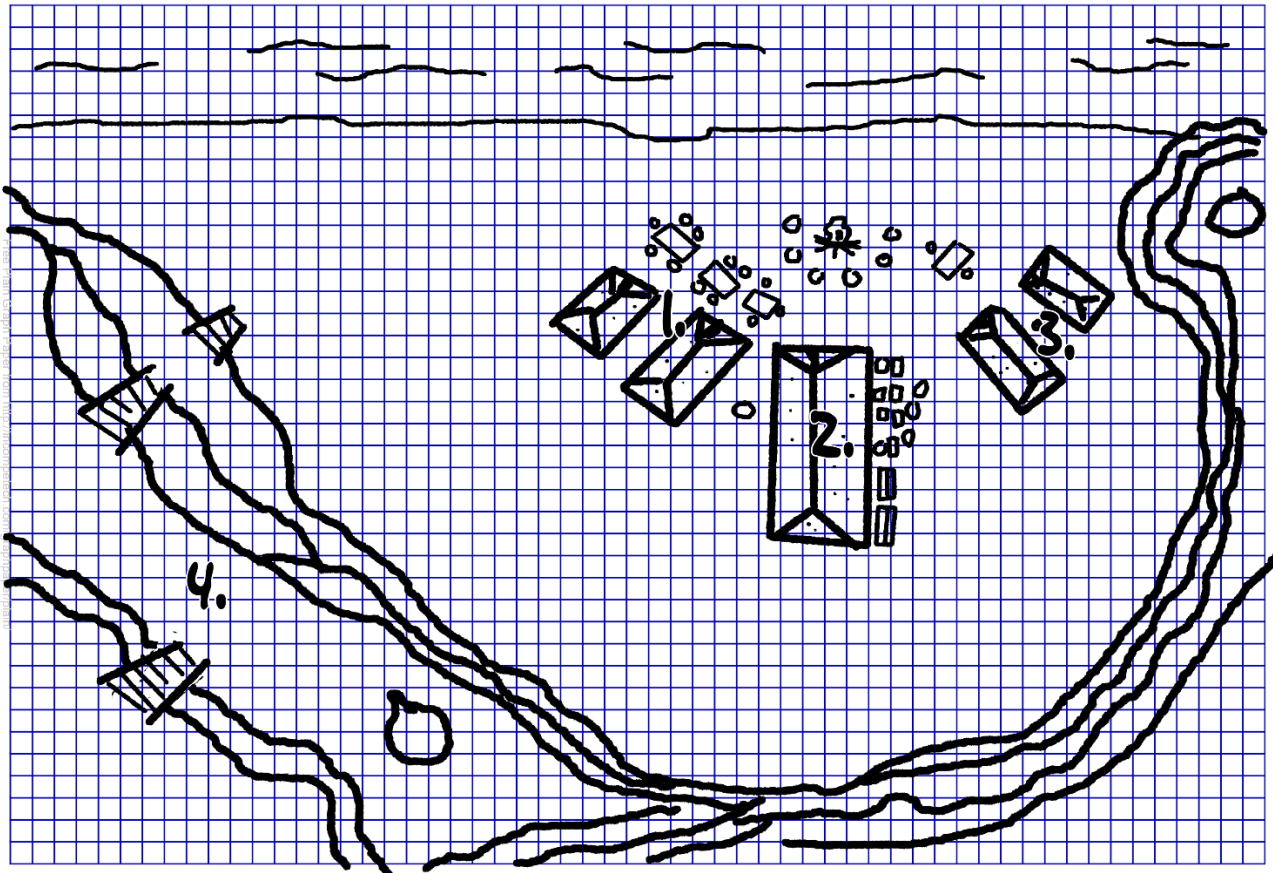
- If the players help the inhabitants by chasing the women away or by making sure that they don't let their dream spell reach Shalba, the inhabitants are initially grateful, but will continue to dream vividly for a while. The residues of the many dream rituals only gradually diminished. Therefore, there is no proof of the powers of the "Saruu witches" or of the success of the players. After a while the Shalbanians will grow to resent the players for deceiving them and will try to chase them away. The feudal lord drafts all the boys of Shalba into the army, for fear of not being able to maintain his influence and his empire without the constant supply of dream cloth.
- If they have rescued the Saruu women from the fire or have allowed the women to escape safely, they are invited to the feudal lord. He offers them a place in his army with the special task of supervising the production of cloth and continuing to supply the feudal lord from afar.

domain are increasing. It appears, the feudal lord in his greed has stretched his forces to thin. Only rarely does one encounter guards in the city and the city limits become increasingly unsecured. One day a handful of black-clad riders take over the manor house. Over their thick armour wave their capes of deep dark black, interrupted again and again by a few delicate golden strands of dream cloth. A sad greeting from afar.

What's next?

No matter what the outcome of the story is, the energy of the dream ritual continues to work for several weeks until the inhabitants' dreams subside. While they are still joyfully celebrating their regained peace of mind, the looting campaigns of the bandits roaming the lord's

Appendix I – Saruu Campsite



Legend:

1. Sleeping tents of the Saruu, containing beds, fabrics, toys and cooking utensils
2. Storage tent, containing tools, drinks, pickled food, beds, tables, hand-drawn scales and wood.
3. Work tents: contain the looms and are always closed with a green cord with bells on it.
4. Way back to Shalba. The cliffs around the hidden beach are very steep, at the highest point over 20 metres high - very difficult to climb, even with the creaking steps. The sea is deep, cold and the currents strong.