

The Rugmaker's Den

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Version 1.0

Common Knowledge

Bran the rugmaker is known throughout the nearby towns and villages as a purveyor of exquisite rugs for the nobility. Him, his wife, and two children live just a few miles outside of town.

Backstory

Bran the rugmaker is really the story of two individuals:

Human Bran is a middle aged craftsman who lives and works with his wife Dierdra, and their two young children, Alden and Caya. At some point several months before the dungeon begins, Bran is absorbed by a shapeshifter, who then absorbs Dierdra, and drowns the kids in the pond outside the house.

Shapeshifter Bran is several hundred years old. He used to be an assassin, his powers proving very useful in the execution of kings, and the devouring of lords. He's probably even spent some time on the throne, using the mind and memories of his victims.

These abilities do render him biologically immortal, however, one part of him has still managed to decay – his mind. Alzheimer's and the insanity from having thousands of minds screaming inside his head have eroded any sense of his true self. Now he consumes minds for the fresh memories. The emotion is like candy to his neurons, happiness is syrup on his dendrites, anger burns spicily on his synapses, and fear is his bacon bits.

He has taken up residence in the underground workshop of one of his latest victims, the rugmaker family, as he struggles to keep hold of the identity of Bran. His insanity is taking hold though, as rooms in his workshop become macabre versions of themselves.

Several search parties and individuals have gone missing over the last few months. The most recent victims were a colloidal silver salesman, and a four person party.

The salesman, Jorim, was killed by clown spiders in **#12 Spinning Room**, and the upper part of his body was consumed.

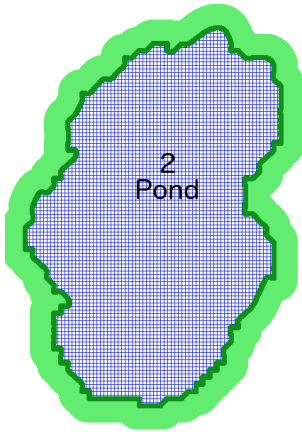
The search party consisted of four men: Aldernoch, Arringer, Garon, and Monoch. Aldernoch is the sole survivor, albeit minus an arm, is hiding in an armoire in #15 (The Library). Arringer was pulled into a trap in #18 (Flower cave), and was killed. Garon fell into the trap in #9 (Weaver Room), and reunited with the party, though with a doppelganger version of Arringer. He goes into a rage, killing the doppelganger and Monoch, accusing them of being flesh puppets. He cuts off Aldernoch's arm before the latter manages to escape. Garon locks himself into a cell in #21 (The Prison) where he is finished off. He is wearing a cursed ring of rage.

Motivations

Bran has only one motivation here: Eating brains. He really likes the taste of fearful or freaked out minds, so most of his tricks revolve around mindtricks.

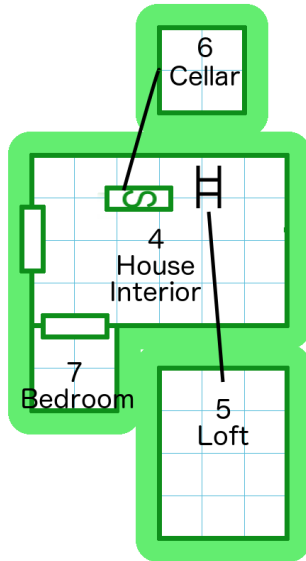
Plot Hooks

1. The rugmaker has disappeared, and hasn't delivered on an order of rugs.
2. Bran has been showing up to town with his rugs, but many of them are unfinished, and he keeps mumbling gibberish. A noble in town wants someone to check on him
3. A string of murders has taken place, the heads removed from the corpses, and at the site of each murder, lies a rug, with a recurring pattern.



2
Pond

1
Clearing



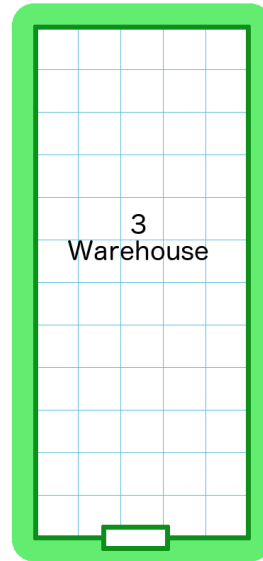
6
Cellar

4
House
Interior

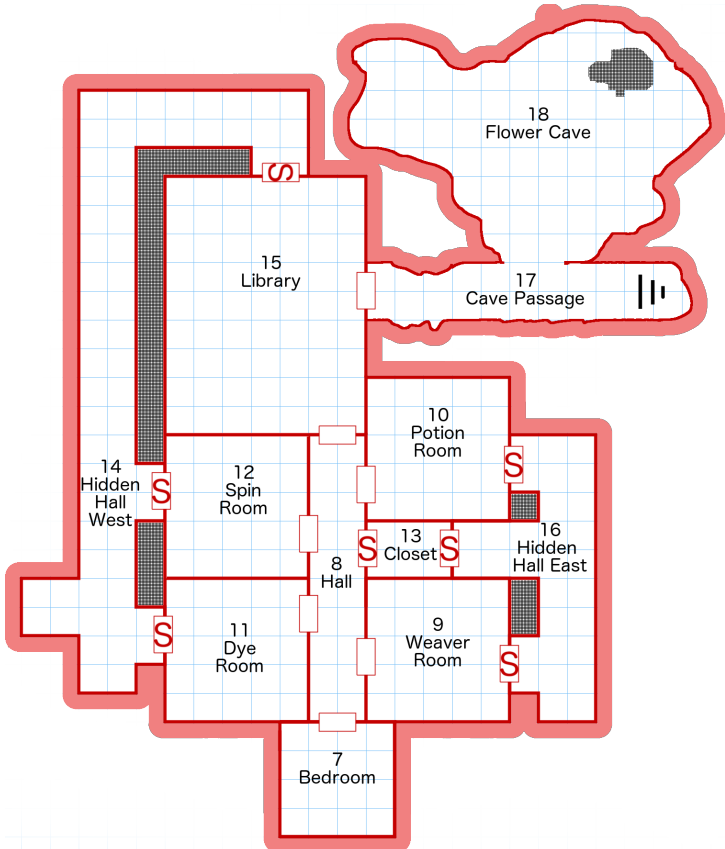
5
Loft

7
Bedroom

To #25
Escape
Ladder



3
Warehouse



18
Flower Cave

15
Library

17
Cave Passage

10
Potion
Room

14
Hidden
Hall
West

12
Spin
Room

11
Dye
Room

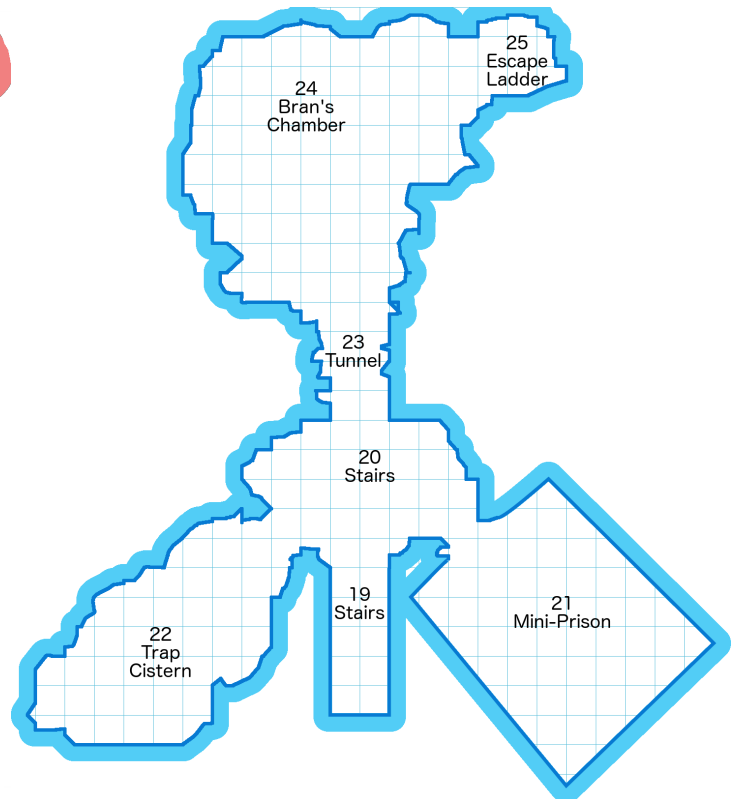
7
Bedroom

8
Hall

13
Closet

9
Weaver
Room

16
Hidden
Hall East



24
Bran's
Chamber

25
Escape
Ladder

23
Tunnel

20
Stairs

19
Stairs

22
Trap
Cistern

21
Mini-Prison

Special DM Notes:

1. Everything living in this dungeon, with the exception of **Aldernoch** or the PCs is either directly part of, or is a flesh-puppet of Bran the shapeshifter. Killing him will kill all of the fleshpuppets. Additionally, they all suffer from his silver weakness as well. That said, mobs in this dungeon are not necessarily connected to his body, and can be immune from status ailments that affect him.
2. Monsters in the dungeon itself don't leave corpses as a result, unless Bran specifically wants a corpse left. Otherwise, they dissolve into a grey goop that seeps through the floor.
3. Bran does have minor ESP abilities, which are mechanically useless in combat, but useful for creating ambience. He can try to talk to the PCs and address them by name from any point in the dungeon that he can fit part of his body into.
4. The monsters in the dungeon can reset themselves quickly if the party leaves for even a short period of time, as they're all fleshpuppets.

1. Clearing

The clearing is a roughly 400-foot diameter clearing centered around the house and warehouse (#3). Behind the warehouse is a mound of dirt, containing 2d6 pieces of silverware (each worth 5s each). To the north is a small pond (#2). The house itself is a small, one-story tudor style house approximately 20x30 feet in size. A small square room juts off the south side of the house, approximately 10 x 10 feet. Windows adorn the outside, and it looks like there's a loft upstairs. Some of the windows appear to be broken. If observed overnight, a

pair of local teenagers will come along to throw stones at the remaining windows.

2. Pond

The pond to the north is a roughly 20 x 40 foot oval body of cold, clear water. The water is approximately 15 feet deep at the lowest point. If examined closely, the corpses of two children can be seen, with markings from what appears to be rope around their legs, arms, and neck. (DM note, these are Bran's children).

3. Warehouse

The warehouse is a 40 x 20 foot building directly to the east of the house. The door is locked, and blocks access to a large number of finished floor rugs, the majority of which are molded or incomplete. Only 1d6 usable rugs are present, each worth 20s.

4. House Living Area

The living area of the house is a small room, about 20x30 feet in size, containing a small kitchen, a dining table with service for four, a door to the bedroom (#7), and a ladder up to a small loft (#5).

The dining table has four plates on it, each coated with a thin coating of dust, as if unused for a couple of months. There are voids in the dust in the shape of silverware. Order forms dated over the last couple of months sit on the north side, completely scribbled in gibberish.

The kitchen contains a empty cauldron (also dusty) and a preparation counter with three drawers. Two of the drawers are closed, and contain meat and hardtack, enough for two rations. The silverware drawer appears to have been torn out, and lies empty to the side of the counter. The floor of the kitchen is covered with a well-worn rug, which covers a trapdoor to the **#6 Cellar**.

5. Loft

The loft is mostly empty, a few children's toys scattered about: a jack in the box, 1d6 dolls, and an intact dollhouse, an exact replica of the one that the PCs are currently in, including the cellar, but not the underground portions. It and the dolls are quite ordinary. A small loom also sits up here, a rug only half woven resting in its warp fibers. The shuttle appears to have been used more recently, and doesn't have the thin coating of dust the rest of the house has.

6. Cellar

Damp and musty, the cellar is around 8 feet underground, below the kitchen. Inside are three barrels, one full of water, the other two containing crumbs of hardtack, a scroll of *Summon Soup*, and 1d6 vials of colloidal silver, with a note from Bran's Aunt Adera about how she heard about his illness, and how this material can help.

7. Bedroom

The bedroom itself is a small 10 x 10 room, containing a large bed, large enough for four people to sleep on, a wardrobe, and a chest.

Under the bed is a lever. Pulling the lever causes the entire floor of the bedroom, and whatever PCs are inside to descend 50' underground, to an almost identical set of walls.

8. Hallway

A long hallway of about 5 feet wide, facing north/south extends from **#7 Bedroom**. The north end has a single door (To **#15 The Library**). The east wall has two doors, one near the south end (**#9 Weaving Room**), and another next to the library (**#10 Potion Room**). The wall has three sconces, the middle one has an unlit torch in it. Pushing or investigating the wall next to the sconce reveals a door to **#13 Hidden Closet**. The west side of the hallway has two doors more closely spaced together, leading to **#11 Dye Room** and the spinner room (**#12 Spin Room**).

9. Weaving Room

This room contains 4 massive weaving looms, each operated by a small, Halfling-sized creature, naked except for a loin-cloth. The faces of the rugweavers are nothing but a large maw filled with concentric rings of teeth. The rugmaker creatures will attempt to flee if they notice a PC in the room, toward the three large baskets at the back of the room. Opening the baskets will be empty, but reveal small, arm-sized holes too small for the rugweavers to crawl through. Attacking a rugweaver or capturing it will cause it and the remaining weavers to attack.

Rugweaver **HD 1 AC 12 MV** halfling

Bite 1d6 **Int** 7 **Mor** 4

*Flashbang – Rugweavers are more interested in escaping rather than fighting. They will often rather throw a small pack of flash powder at the party. All within 10' of the rugmaker must save or be blinded/deaf for 1d4 rounds. The rugweaver will attempt to flee afterward.

Attempting to interrogate a rugweaver will result in it speaking in gurgles while pointing at a scone on the east wall, by the baskets. Pulling this scone will open a wooden trapdoor underneath the puller, leading on a slide down to #22 Trap Cistern. The trapdoor will close behind this person, locking for 1d6 rounds.

Manipulating any of the looms opens up a door right under the trap scone, leading to **#16 Eastern Hidden Hallway**.

Additionally, there are 4 baskets of various colors of yarn present in the room, containing 2d6 skeins (5s each).

An additional basket contains 1d6 skeins of white **Mindweaver Yarn**, which will surprise attack if investigated.

Mindweaver Yarn **HD 1 AC 13** (unattached), Unarmored (attached) **MV** halfling

Brain Drain 1d6 Wis, Int, or Cha (DM choice) **Int** 1 **Mor** 7

10. Potion Room

Inside this room are 5 Clowns stirring a blue substance inside a cauldron. Additional clowns are adding blue **Morning Glory Flowers**, and bottling the result. There's enough liquid for 100 doses of hallucinogen if it can be carried. The back of the room has a table with 3 bottles of **Bloodwine**, dice, and character sheets. The clowns appear to be playing an RPG with characters similar to the PCs. The characters (on the character sheets) seem to be losing. One of them is already dead.

The room is filled with a thick mist. Upon entering the room, all party members must save or hallucinate. Hallucination continues until the clowns are dead. Every action a PC takes has a 50% chance of showing some sort of hallucinogenic outcome, such as wrong noun, wrong verb, odd physics, or something else. (DM note: Describe the hallucinated scene first, then the actual scene later. Hallucinations fall apart quickly once the party knows they're in play, and is only good for the first time it's used).

Clown **HD 2 AC 13 MV** human

Clown Knives 1d6 **Int** human **Mor** 10

*Evil Laugh – The clown can produce circus music and evil laughter in a 25' cone. Targets must save or flee in fear for 1d6 rounds.

11. Dyeing Room

A small, 10' x 10' room. In the center of the room is a pair of poles over a basin, with two holes in the floor, roughly 6" in diameter. The back of the room contains 3 cauldrons, filled with blue dye, red dye, and illusory purple dye (Bran is both

insane, and a shitty illusionist, he's placed a few nonsensical illusions in the dungeon).

Possible Encounters (d3):

1. Two **Tentacles** are resting outside the holes in the floor, and ropes from the two poles above the basin suspend a man. Entering the room triggers the tentacles to tear the man in half, then rest on the floor. Sneaking carefully can avoid alerting them.
2. 1d4 **Clowns** are sifting through the viscerae of a torn-apart man, muttering "Goddammit, do they come in any other colors than red?!"
3. A filled basin of blood sits in the center of the room, and 1d6 **Murderous Rugs** are either (d2) bathing in it or unraveling the flesh of a dead man each (and are undyed).

The middle of the western wall has several sconces. Knocking on the wall under the middle sconce reveals a hollow area, a door to **#14 Western Hidden Hallway**, that can be opened by pressing on a hidden brick button slightly to the north of the door.

12. Spinning Room

Inside this room are 1d4 **Small Clown Spiders** and 1 **Medium Clown Spider**. Each of them are operating a spindle machine, spinning their spider silk into yarn. Additionally, there is a basket containing 1d6 finished **spider silk spindles** (50s each).

Additionally, there is the lower torso and legs of a dead man, a massive blood spatter on the wall behind it. The waistband of the man is adorned with a silver belt. He carries 1d4 vials of **colloidal silver**, and 2d6 silver coins.

Additionally, he has a note from Aunt Adera encouraging him to sell Bran on some colloidal silver, promising to pay him double the price they sell for.

13. Hidden Closet

A small closet with a dead body, decapitated inside. On the body are 1d6 healing herbs (heals for 1d4 HP), 1d6 torches, and 1d6 silver arrows. A broken bow lies nearby.

14. Western Hidden Hallway

A secret hallway on the west side of rooms **#11 Dye Room**, **#12 Spin Room** and **#15 Library**, connecting each of them through secret doors. Can be accessed by pulling the middle sconce in rooms 11 and 12, on the west wall. Opens one-way into the **#15 Library** into the armoire where **Aldernoch** is found. The secret doors are made of wood. Between the doors for **#11 Dye Room** and **#12 Spin Room** on the west side is a small alcove containing a treasure chest. Inside the chest is 1d4 rations, 1d4 vials of hallucinogen, and 1d6 skeins of yarn. Optionally, the DM can place a doppelganger inside the chest to accompany the party (possibly imitating one of the slain adventurers).

15. Library

A 40'x 40' room containing bookshelves on its northern side, an armoire on the west side, a doorway leading to **#17 Cavernous Passage** and a small fireplace with a silver mirror smashed, the pieces on the floor covered with a small rug on the eastern side. In the middle of the room sits a 30' x 30' exquisite rug, with a

couple of leather lounge chairs facing the fireplace. Under the rug is a **Scroll of Levitate Rug**.

The bookshelves contain 1d6 random books, a book on medically active herbs (contains information on the Morning Glory flower), and Bran's diary.

Bran's diary is mostly talk of the rugmaking business from a day-to-day point of view. At some point though, the tone changes to fear over losing his mind, an almost supernatural obsession about rugs, before flipping to pages filled top to bottom with scribbles, screaming with the thoughts of thousands of minds. If the DM desires, the final page can describe how he wants to kill the PCs – i.e. tearing them apart and using their organs for dye, or unraveling their flesh to make his rugs.

Inside the armoire is a panicked man, clearly soiled, missing an arm, and unable to speak complete, clear sentences unless calmed somehow (**Bloodwine** or taking him to the surface work well for this). His name is **Aldernoch** and he is the sole survivor of one of the last expeditions down here. If calmed, he can talk about the events of that expedition.

16. Eastern Hidden Hallway

Pulling on the sconces in the middle of the northern wall will open the secret passage on the east side of rooms **#9 Weaving Room**, and **#10 Potion Room**. Between the two rooms is a small hallway to **#13 Hidden Closet** (one-way), and is partially blocked by a small treasure chest (actually a **Mimic fleshpuppet**). Opening the chest reveals a set of sharp teeth and a large, fleshy tongue. Killing the mimic yields 1d6 arrows, and a bottle of bloodwine.

17. Cavernous Passage

A dark passage, apparently carved out of solid rock. Leads to **#18 Flower Cave**, and **#19 Stairs**.

18. Flower Cave

A large cavern, 50' high lit by sunlight streaming in through a hole in the ceiling. In the center of the cave is a patch of 40 plants, of which, 2d6 are flowering. These plants are **Morning Glory flowers**, and contain a hallucinogen similar to LSD. A character with minimal Alchemy skill can turn these into either a draught of hallucinogen, or into a throwable powder pack.

The northwest corner of the cavern has a small waterfall, the water diverted to water the flowerbeds, before flowing down a hole in the northeast corner. The hole is 4' in diameter, and drops 30' down into **#22 Trap Cistern**.

Additionally two **Tentacles** lie in wait, depending on the encounter chosen. They will attempt to drag a PC down into the hole leading to #22.

Possible encounters:

1. A known NPC or PC (Living or dead, though dead might be better for the theme) is lying in the middle of the sunlight, clearly tripping out. Warns PCs: "Shhhh... Don't wake them." "Them" refers to a pair of **Tentacles**.
2. A flesh-puppet version of a known-to-be-alive NPC / PC is being attacked by the tentacles, and is calling out for help. They will try to convince the PCs that they fell through the hole in the ceiling, and that their legs are broken.
3. An apparently dead flesh-puppet doppelganger of a known NPC / PC lies

peacefully among the flowers.
Approaching triggers an ambush attack from the doppelganger and tentacles.

4. The cavern is empty except for the tentacles. Sneaking around and making minimal noise will prevent them from noticing the PCs.
- 5.

19. Stairs

Stairs connecting the work floor with the lower level. Connects **#17 Cavernous Hallway** with **#20 Atrium**.

20. Atrium

A small cavern which connects **#21 Prison** to the southeast, **#22 Trap Cistern** to the southwest, and **#23/#24 Tunnel / Bran's Chamber** to the north.

21. Prison

Six small prison cells, three on each side line this room. Of them, the locks and bars of five of the doors are in various states of decay, and are non-functional. All of the cells are empty except for the southeastern most cell, containing the lower torso of a man, also wearing a silver belt (20s). On his toe is a gold ring (**Cursed Ring**) worth 500s. Numerous skins of hallucinogen lie empty, except for 1d4 unused ones. 1d4 bottles of **Bloodwine** are also present.

The walls of this cell contain messages written in blood and feces such as "IT ATE THEM AND REPLACED THEM WITH PUPPETS!!"

Across the aisle, in a cell is a dead body, stabbed repeatedly with a silver dagger (also present). This body is Monoch.

22. Trap Cistern

A 20'x 40' cavern, with a slide opening at the south-east end, a small waterfall coming from **#18 Flower Cave** on the south west side, and an opening to **#20 Atrium** on the north end. Inside are two **Tentacles** that will attempt to drown or suffocate the PC, then replace them with a doppelganger. (DM note: Describe the sensation from the PC point of view – like "going black", then have a doppelganger version of the PC to appear nearby the rest of the party).

23. Tunnel

A 60' long tunnel between **#20 the atrium** and **#24 Bran's Chamber**.

24. Bran's Chamber

A 40' x 40' x 30' high cavern. Mostly empty, with the exception of 1d6 **Murderous Rugs** lying in wait on the floor, 2 **Tentacles** waiting in the shadows, a single 10' x 10' loom, and Bran in some form. The actual encounter can take one of several forms, depending on the events of the dungeon's exploration.

Possible Encounters:

1. Bran is working his loom, singing songs about rug-weaving. He will attempt to converse with the PCs if he notices them (and they have not attempted hostilities yet). Otherwise, he can be surprised.

2. If a party member has been captured: the real PC will be talking to Bran, who has shapeshifted into one of the dead search-party members. If the doppelganger PC is present, they will attempt to stab one of the PCs in the back.
3. Bran surprises the party by shooting out a bladed tentacle, bisecting either a doppelganger NPC in the party, or Aldernoch if he's present, and quickly absorbing the head.
4. Bran surprises the party by attempting to grapple one of the party members. He may try to bio bomb one of them.
5. Bran is tied to a chair, blindfolded, while a monstrous figure (HD 0 flesh puppet, AC 10) tortures him with metallic instruments. Bran hopes to surprise attack the person that freed him. Alternatively, he can simply break free and merge with the puppet.

The battle consists of Bran, 1d6 **Murderous Rugs** and 2 **Tentacles**. Killing Bran ends the battle, as the rest of his puppets and tentacle limbs die when he does. After the battle, one can recover Bran's wedding ring (100s), a simple gold ring, as well as a **Quicksand Rug** hidden in the shadows.

25. Escape Ladder

An 80' ladder leading to a hatch door on the surface, hidden under either a stump or a rock near the house. A party member attempting to climb down the ladder before Bran dies will face a tentacle that will try to slam them to the bottom of the shaft (Save or die).

Appendix A. Beastiary

Bran **HD 6 AC 15 MV** human

Tentacle Strike 1d6 + Grapple **Bio Bomb** 1d6 + Biobomb Mass **Slash** 1d6 **Int** 15 **Str** 16

*Tentacle Strike - Bran is quite fond of morphing his arms into tentacles and using them as weapons.

*Bio Bomb – On a successful attack roll, Bran can implant a small mass of himself into the target. This mass will feed off of the target for two rounds, before exploding outward as a number of sharp, high speed tentacles. All within 30' must make a dex save or take 1d8 damage. The target automatically fails this save.

*Impersonate – A doppelganger can take on the shape of any person it wants, though usually, it prefers to go for either a previously captured/killed PC, or an NPC assumed dead.

*Thousand-Mind – Bran's mind cannot be read, as it's an amalgamation of thousands of minds. Any attempt to do overwhelms the reader with a tsunami of pure mental chaos. A mind reader must make a save or be rendered insane, and stunned for 1d6 rounds.

*Silver weakness – Silver weapons do 2x damage. Weapons merely coated with colloidal silver deal +1d6 damage, once. Drinking colloidal silver causes instant death.

Clown **HD 2 AC 13 MV** human

Clown Knives 1d6 **Int** human **Mor** 10

*Evil Laugh – The clown can produce circus music and evil laughter in a 25' cone. Targets must save or flee in fear for 1d6 rounds.

Clown Spider, Small **HD 1 AC 12 MV** human

Bite 1d4 + poison **Int 5, Mor 7**

*Evil Laugh – The clown spider can produce circus music and evil laughter in a 25' cone. Targets must save or flee in fear for 1d6 rounds.

Clown Spider, Medium **HD 2 AC 13 MV** human

Bite 1d6 + poison **Int 5, Mor 7**

*Evil Laugh – The clown spider can produce circus music and evil laughter in a 25' cone. Targets must save or flee in fear for 1d6 rounds.

Doppelganger **HD 3 AC 13 MV** human

Arm Stab 1d6 **Arm Blade** 1d6 **Int 9 Mor 7**

*Tool Shape – A doppelganger's arm can easily morph into a small shape, such as a small tentacle, spike, or blade.

*Impersonate – A doppelganger can take on the shape of any person it wants, though usually, it prefers to go for either a previously captured/killed PC, or an NPC assumed dead.

*Silver weakness – Silver weapons do 2x damage. Weapons merely coated with colloidal silver deal +1d6 damage, once. Drinking colloidal silver causes instant death.

Mimic Fleshpuppet **HD 3 AC 12 MV** ½ human

Bite 1d6 + Grapple **Crush** 1d8 nonlethal **Int 2**

Murderous Rug **HD 2 AC 12 MV** human

Body Slam 1d4 + Unravelling **Int 7 Mor 6 Str 14**

*Unravelling – The rug binds to and wraps its target, unraveling its soft flesh like a gory string, dealing 1d4 damage per round. Targets killed by the rug have their image completely incorporated into the rug pattern. Injured targets appear only partially in the weave.

Rugweaver **HD 1 AC 12 MV** halfling

Bite 1d6 **Int 7 Mor 4**

*Flashbang – Rugweavers are more interested in escaping rather than fighting. They will often rather throw a small pack of flash powder at the party. All within 10' of the rugmaker must save or be blinded/deaf for 1d4 rounds. The rugweaver will attempt to flee afterward.

Tentacle **HD 3 AC 14 MV** human

Smack 1d6 + grapple **Slam** 1d6 **Int 10, Str 16**

*Constrict– On a successful opposed strength check, the tentacle will constrict the victim for 1d8 non-lethal damage per round, breakable by an opposed strength check.

Mindweaver Yarn **HD 1 AC 13** (unattached),
Unarmored (attached) **MV** halfling

Brain Drain 1d6 Wis, Int, or Cha (DM choice) +
attach **Int 1 Mor 7**

*Latch – If not removed within one round, the
yarn deals 1d4 damage to Wis, Int, or Cha, and
will begin to turn the color of the target's
thoughts or strongest memories.

Appendix B. New Weapons and Items

Colloidal Silver – A clear solution containing
silver nanoparticles suspended in water. Gives a
+4 bonus to checks against disease. Has a 20%
chance of turning a character's skin blue. Deals
extra 1d4 damage if used in conjunction with a
successful attack against doppelgangers. Acts as
a mortal poison if drunk or consumed by
doppelgangers.

Cursed Ring– A gold ring that appears to be
worth 500s. Wearing the ring sends the wearer
into a rage. +3 to hit, +3 damage, if no enemies
around, attacks the worst person. Cannot
remove ring by physical force unless dead.

Hallucinogen Skin – A skin containing a
powdered form of Morning Glory extract. Can be
thrown, causes all targets within 5' of impact to
save or hallucinate.

Bloodwine – An orange beverage concocted
from the blood of a shapeshifter. Induces feelings

of calmness and euphoria in the drinker. Can be
used to reverse states of fear.

Morning Glory Flower – Blue flowers
approximately 3" in diameter grow wild near the
dungeon, and are cultivated within. Flowers
contain a hallucinogen similar to LSD, whereas
immature plants do not. With minimal alchemy
or potion making skill, a PC can convert these
into either hallucinogenic draughts or into
powder skins that can be thrown. Thrown
powder has a range of 5' from impact. Save or
hallucinate for 1d6 hours.

Quicksand Rug – A 5' x 3' rug enchanted so that
its surface has the appearance of a rug, yet the
consistency of sand. Stepping on it causes the
target to sink as if in a patch of quicksand, 10'
deep.

Scroll of Summon Soup – Creates a volume of
hot stew, enough to feed four people for a single
meal.

Scroll of Levitate Carpet – Levitates a rug 3' off
the ground level at which it was summoned for
1d6 hours. Cannot climb up stairs or change
elevation, but can be pushed. Acts similar to floor
during levitation.

Spider Silk Yarn – Yarn made from the silk of
spiders, has the feel and weight of normal yarn,
yet the strength of steel. Can be used to make silk
ropes or lightweight chain-equivalent armor.