

Enchanted Items, Explanation of: Carpet, Guardian

Area of Effect: The size of this treasure item is: 10' x 10'.

Avoidance-roll: None.

Charges: Permanent item.

Command word(s): None.

Damage: None.

Duration: Permanent. This magical carpet will hold its victim until passing occurs.

Effect time: Instant.

Explanation: The Guardian Carpet is made to capture and retain trespassers. When any part of it is stepped on, it will spring to life, attempting to cocoon its victim tightly, paralyze its victim with a magic stimuli, and await its owner's appearance. With a single word, the owner of the Guardian Carpet can command it to release.

To be free of the Guardian Carpet's clutches a successful avoidance-roll Vs. "Paralysis" must be rolled to get out of its clutches successfully. Only two attempts can be made (once per turn). If the second attempt to be free fails, the victim of the Guardian Carpet will be helpless until rescued.

If a victim passes on, the carpet will release and lay back out perfectly on the surface as it was. This carpet senses life as the "Vampire" does. See: Vampire Abilities for details.

Once out of its grasp, a victim must get out of the room, or off its surface or chance being captured again; for it will attack relentlessly until its victim is captured or escapes.

If a victim can avoid the paralysis the Guardian Carpet causes, he or she must roll initiative with the carpet, win, and move out of the "Range of item" (off of it).

The Guardian Carpet can strike once per turn, and is considered as a hurled weapon with owners offence and defense. If it is damaged with over 120 points, it will be destroyed.

If a Reveal spell of any type is cast upon it, the Guardian Carpet will give up its loyalty to its old master, and align itself with the one who reveals it.

There will be a 30% chance (roll a 71+) that, when a Guardian Carpet is found, it will not be serving a master. If this is the case it will not attack.

G.M.: If this carpet is found, and is currently serving a master, you must decide who this master is, and if this master is present. Also, there may be corpses strewn about the carpet's surface.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: 91% Magic-Resistance when a spell is cast upon this carpet, the spell will not effect it in any way.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Guardian Carpet must be stepped on.

Range: Creature that steps on Guardian Carpet.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 17,000 White-gold.