

Enchanted Items, Explanation of: Carpet, Flying (Living)

Area of Effect: Magic Carpet only.

Avoidance-roll: None.

Charges: Permanent item.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: Always in effect.

Explanation: With one exception, the Living Flying Carpet is the same as Common Flying Carpet, in that it is alive, just as you and I are alive.

When commanded, this carpet will fly just as the normal flying carpet, or carry its rider. When controlled by the foremost rider, it will match his or her coordination, dexterity vs. defensive and offensive maneuvers (you will always add ½ of the carpet's dexterity or coordination to the defensive and offensive maneuver rolls (as it will aid the rider in all aspects of movement).

Roll each of the following characteristics twice, keeping the higher of the two rolls, in the "Creating the Characters Book": Awareness, Constitution, Coordination, Dexterity, Intelligence, Mental-Strength, Strength and Wisdom.

Movement: Controlled by a rider: x3 the movement of the one who controls it, or the carpet's movement (which ever is greater).

Not controlled by a rider: $(\text{Coordination} \div 5, \text{round down} + 6) \times 3$

Weight carried: x5 the carpet's strength.

Hand movement: None.

Healing: None.

History: See the Legend of the "Carpet, Flying (Common)". Apparently, the child enchantress, mentioned in the legend of the common flying carpet improved this item as her power grew.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: The movement of the person controlling this item will be increased by the coordination of the flying carpet itself.

Preparation: One must get on the Flying Carpet.

Range: Not applicable.

Resting time: None.

Special: This item can fly independantly.

Susceptibilities: None.

Value: 100,000 White-gold.