

# Bendal's Swoop



## Alteration, Air

Level: 2

Range: 0

Components: V, S

Casting Time: 1

Duration: 1 rd.

Area of Effect: The caster

Saving Throw: Special

This spell instantly turns any fall by the caster, accidental or deliberate, into a horizontal swoop. The horizontal movement of up to 30 feet can occur at any point in the fall after the caster has descended at least 10 feet. The horizontal movement can be in any direction the caster desires.

A caster can elect to end the spell at this point (usually because the horizontal movement has taken him to a ledge, balcony, or other desired location), and his landing is then protected as if by featherfall. If the spell is not ended at completion of the horizontal flight, the caster's movement becomes an involuntary, head-first power dive.

A power-diving caster can aim the swooping descent at a target below, receiving a +4 bonus on the attack roll. If the attack roll fails, the caster misses and suffers 5d6 points of impact damage upon striking any hard surface (less for softer surfaces, for example, 3d6 points if hitting water).

If the attack roll succeeds, the swooping caster smashes into the target with magically augmented speed, causing 8d4 points of damage and forcing a Strength check on the target creature (save vs. paralysis if no Strength score is given). If the check fails, the creature is knocked off its feet and must make a successful saving throw vs. spell to avoid being stunned (unable to think or act coherently) for one round. All exposed fragile items worn or carried by a creature crashed into must make a successful saving throw vs. crushing blow or be destroyed.

At the same time, the caster strikes the target, suffering 2d6 points of impact damage plus any damage the target can deal with an in-hand weapon. The diving caster suffers an Armor Class penalty of 2, and is subject to triple damage if the target has set a spear or similar piercing pole arm against the swoop. If not killed in the attack, the caster rebounds to his feet and can automatically hit a stunned target creature on the following round if desired.

Notes: Uncommon or rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.