

Cyclone Chariot

Conjuration, Air

Level: 7

Range: 0

Components: V, S

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Special

This spell calls forth a whirlwind-like force of great strength. The cyclone chariot forms beneath the feet of the wizard and up to eight other man-sized creatures, lifting them up to a height no greater than 20 feet.

From there, the wizard mentally controls the chariot, moving in any direction desired at a rate of 48 (MC: E), as long as the terrain is relatively flat and open. Across mountainous or rough terrain, movement is reduced to 18; in woodland terrain, movement slows to 12. The chariot can cross such obstacles as pits, chasms, ravines, bodies of water, and so forth, floating level with the last solid surface it touched until reaching solid ground again.

Any missile lighter than a boulder hurled at the chariot's occupants is blown aside by its cyclonic winds (spells such as magic missile are unaffected). Physical attacks against the occupants are possible only to flyers and those whose weapons are long enough to reach; such attacks are made at a -3 penalty. The chariot itself is immune to physical attack.

The chariot is an effective weapon. It can make a cyclonic attack if it moves at a rate of 6 or less. Any creature with 4 Hit Dice or less caught in its path must save vs. death magic or be swept away and killed. Any creature smaller than huge size (size H) must save vs. paralysis or be drawn into the cyclone and buffeted for 1d4 rounds, then thrown 10d10 feet in a random direction, taking 10%-100% of its total hit points in damage (1d10 x 10%). A creature surviving being thrown must again save vs. paralysis upon landing to avoid being stunned for 2d4 rounds.

Creatures of huge size or larger are attacked as if the chariot was a 16 Hit Die monster, with successful attacks inflicting 2d10 points of damage.

The spellcaster cannot attack with spells while mentally controlling the chariot, though magical device use is possible. Those with the caster can use missile weapons at a -3 penalty, and can make physical attacks without penalty upon any foe they can reach. Spellcasters other than the wizard controlling the cyclone chariot can cast spells as if on a stable platform.

Notes: Rare for Air mages, Storm mages, and Weather mages; otherwise very rare. (Updated from POLYHEDRON Newszine.)