

More Custom Spells by Artemis Tavor

Magic Missile Burst

Evocation [Force]
Level: Sor/Wiz 4
Components: V,S
Casting Time: 1 action
Range: Medium (100ft + 10ft/level)
Area: 20-ft radius spread
Duration: Instantaneous
Save: None
Spell Resistance: Yes

A single large energy missile springs forth from your hand and streaks toward the target square, then explodes into individual *magic missiles* that unerringly strike every creature in a 20-foot radius, doing 1d6 of force damage per caster level (limit 10d6). There is no saving throw, but any protections that are effective against *magic missile* are also effective against *magic missile burst*.

Haste, Greater

Transmutation
Level: Sor/Wiz 6
Components: V,S
Casting Time: 1 action
Range: Close (25ft + 5ft/2 levels)
Target: 1 willing creature per 5 caster levels
Duration: 1 round/level
Save: none
Spell Resistance: Yes (harmless)

For the duration of the spell, creatures affected by *greater haste* gain an additional standard action or move action each round. Each target decides each round which type of action to take, and the additional actions can be taken in any sequence. For instance, a character under *greater haste* may choose to take two standard actions followed by a move action, a standard action between two move actions, three move actions, etc.

This spell does not affect spellcasting in any way. A character who has cast a spell with a casting time of one standard action may not cast another such spell in the same round, but he/she may use the additional standard action to activate a magic item, make a single attack, etc. The additional action can be readied and reserved as a normal action would be. A character who takes a full round action (full attack, cast a spell with casting time of 1 round, etc.) loses the additional action for that round.

Tavor's Magnetic Column

Conjuration

Level: Sor/Wiz 6

Components: V,S,M

Casting Time: 1 action

Range: Medium (100ft + 10ft/level)

Area: 20ft radius

Duration: 1 round/level

Save: special

Spell Resistance: No

A column of iron 5 feet in diameter and up to 10 feet high per caster level comes into being in the targeted square. This column has a powerful magnetic pull that affects every metal object in a 20-foot radius, drawing the object to the column and holding it fast. The column has an effective strength of 30.

Any creature in the area wearing metal armor must succeed at an opposed Strength check or be pulled into the nearest square adjacent to the column. Such a creature is effectively grappled until he/she succeeds at an opposed Strength check to break free and then moves out of the area (a full round action). A creature in armor that is only partly metal, such as studded leather or ring mail, gains a +2 on the Strength check.

In addition, creatures attempting to wield metal weapons in the area of affect suffer a -4 penalty to attack rolls because of the column's pull on their weapon. Light metal weapons incur only a -2 penalty, as do weapons that are only partially metal (ie, an axe with a wooden handle). Two-handed weapons likewise suffer only a -2. Ranged projectiles that contain metal may be deflected by the column and miss their target if they pass through the area of affect; the likelihood of deflection is 50 percent if passing within 10 feet of the column, 20 percent within 20 feet. Projectiles fired at someone held against the column are not penalized.

The column is a permanent structure, but its magnetic properties vanish when the spell duration expires. A *permanency* spell cast before this point will make the magnetic affect permanent. *Dispel magic* can negate the magnetic properties on a successful caster level check. The column can be physically destroyed (hardness 20, 100hp) but the remnants will continue to act magnetically until the duration expires or a *dispel magic* suppresses them. If not anchored floor and ceiling the column automatically embeds itself in the floor by 1 foot per 10 feet of height to prevent toppling.

Wandbreak

Transmutation

Level: Sor/Wiz 3

Components: V,S

Casting Time: 1 immediate action

Range: Medium (100ft + 10ft/level)

Target: 1 wand

Duration: Instantaneous

Save: Will negates; Reflex half

Spell Resistance: No

This spell attacks a wand at the time when an opponent tries to activate it. The wand must make a Will save as a character of its effective caster level and class (ie, a wand of *magic missile* made at ECL7 saves as a 7th level wizard) with no ability score bonuses. On a failed save the wand explodes, doing damage to the wand wielder in the amount of 1hp per remaining charge (Reflex save for half damage). Only wands and items that function as wands (spell trigger, limited charges, 4th level or lower) are affected by this spell.

Spell Shield

Abjuration

Level: Sor/Wiz 4, Cleric 4

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Save: none

Spell Resistance: Yes (harmless)

A shimmering, translucent force barrier the shape and size of a tower shield appears in front of you. The shield automatically moves to block any ranged spell or spell-like ability that targets you regardless of its source. Any spell that requires a ranged or ranged touch attack is blocked. Area spells, physical attacks from ranged weapons, melee attacks and melee touch attacks are not affected. The shield moves with you at all times but never interferes with your actions or spells.

Force effects (including *magic missile*, *orb of force*) are blocked by the shield but the shield sustains damage from these spells. The shield has 10hp per caster level and cannot be repaired. If it absorbs its limit in damage the shield dissipates.