Delayed Magic Missile

Evocation

Level: 4
Range: 80 yds. + 10 yds./level
Components: V, S
Casting Time: 1
Duration: 1 rd./level
Area of Effect: 1 creature
Saving Throw: Special

Visually, this spell is nearly identical to the first-level magic missile spell; however, it has several differences: delayed magic missile deals more damage, staggered over a longer time; second and subsequent attacks do not automatically hit; a shield spell does not block the attack.

When cast, darts of magical energy shoot from all of the wizard's fingertips, collecting into one missile just before striking the target creature, which must must be at least partially in sight at the time of the casting. The missile causes ld6 points of damage for every three levels of the caster (for example a 12th-level caster deals a total of 4d6 points of damage).

The initial impact deals 1d6 points of damage to the target, and another 1d6 damage strikes each round thereafter until the duration is reached. On each round after the first, the target can attempt a saving throw vs. spell at -2 to dodge damage for that round. If successful, the creature can act normally; failure means the ld6 points of damage for the round are taken. The staggered attacks do prevent a targeted spellcaster from concentrating on a spell.

Regardless of previous saving throws, the magic remains potent until the duration runs out. For example, an opponent making 11 successful saving throws against this spell as thrown by a 12th-level wizard takes only the initial 1d6 points of damage.

While originally created a decade ago by Khelben "Blackstaff" Arunsun and his consort Laeral, this spell has become more widely used in more recent years. Made for the Lords of Waterdeep, the Harpers, and select allies, knowledge of this spell fell into the hands of the Zhentarim and the Knights of the Shield, who spread its use among their members as well. While still relatively rare, many wizards seek this spell for its uses against other wizards in spell battles.

Notes: Uncommon spell.