

Magic Missile

Magic Missile: This is a conjured missile equivalent to a magic arrow, and it does full damage (2-7 points) to any creature it strikes. For every five levels the magic-user has attained he may add an additional two missiles when employing this spell, so a 6th level magic-user may cast three magic missiles at his target, an 11th level magic-user casts five, and so on. Range 15".

(Original D&D Greyhawk Rules Supplement 1976, p.22)

Magic Missile – Level 1; Range: 150 feet

A conjured missile equal to a magic arrow, and it does 1 die roll plus 1 point (2-7) to any creature it strikes. Roll the missile fire like a long bow arrow (Missile Fire Table). Higher level magic-users fire more than one missile.

(D&D Basic Rulebook 1979, p.15)

Magic Missile

Range: 150'

Duration: 1 turn

A magic missile is a glowing arrow, created and shot by magic, which does 2-7 (1d6+1) points of damage to any creature it strikes. It will automatically hit any visible target. For every 5 levels the caster has gained, he or she may shoot two more missiles when casting the spell. EXAMPLE: a 6th level magic-user may cast three missiles. These may be shot at one target, or the caster may choose to cast the missiles at different targets.

(D&D Basic Rulebook 1981, p.16)

Magic Missile

Range: 150'

Duration: 1 round

Effect: Creates 1 or more arrows

A magic missile is a glowing arrow, created and shot by magic, which does 2-7 (1d6+1) points of damage to any creature it strikes. After the spell is cast, the arrow appears next to the spellcaster and hovers there (moving with him) until the spellcaster causes it to shoot. When shot, the magic missile will automatically hit any one visible target the spellcaster specifies. The magic missile actually has no solid form, and cannot be touched. A magic missile never misses its target and the target is not allowed a saving throw.

For every 5 levels of experience of the caster, two more missiles are created by the same spell. Thus a 6th level spellcaster may create three missiles. The spellcaster may shoot the missiles all at one target or at different targets.

(D&D Rules Cyclopedia, 1991, p.45)

Magic Missile (Evocation)

Level: 1

Components: V, S

Range: 6" + 1"/level

Casting Time: 1 segment

Duration: Special

Saving Throw: None

Area of Effect: One or more creatures in a 10 square foot area

Explanation/Description: Use of the magic missile spell creates one or more magical missiles which dart forth from the magic-user's fingertip and unerringly strike their target. Each missile does 2 to 5 hit points (d4+1) of damage. If the magic-user has multiple missile capability, he or she can have them strike a single target creature or several creatures, as desired. For each level of experience of the magic-user, the range of his or her magic missile extends 1" beyond the 6" base range. For every 2 levels of experience, the magic-user gains an additional missile, i.e. 2 at 3rd level, 3 at 5th level, 4 at 7th level, etc.

(AD&D 1st ed. PHB, 1978 p.67)

Magic Missile

Range: 60 yds. + 10 yds./level

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: 1-5 targets [in a 10-ft. cube]

Saving Throw: None

Use of the *magic missile* spell creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target. This includes enemy creatures in a melee. The target creature must be seen or otherwise detected to be hit, however, so near-total concealment, such as that offered by arrow slits, can render the spell ineffective. Likewise, the caster must be able to identify the target. He cannot direct a magic missile to "Strike the commander of the legion," unless he can single out the commander from the rest of the soldiers. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell, and any attempt to do so wastes the missiles to no effect. Against creatures, each missile inflicts 1d4+1 points of damage.

For every two extra levels of experience, the wizard gains an additional missile – he has two at 3rd level, three at 5th level, four at 7th level, etc., up to a total of five missiles at 9th level. If the wizard has multiple missile capability, he can have them strike a single target creature or several creatures [within a 10-foot cube], as desired.

(AD&D 2nd ed. PHB, 1989, p.136)

[AD&D Wizard's Spell Compendium, 1997, p.535]

(Hackmaster PHB, 2001, p.182)

Magic Missile

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A missile of magical energy darts forth from the character's fingertip and unerringly strikes its target. The missile deals 1d4+1 points of damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell.

For every two levels of experience past 1st, the character gains an additional missile. The character has two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level or higher. If the character shoots multiple missiles, the character can have them strike a single creature or several creatures. A single missile can strike only one creature. The character must designate targets before the character rolls for SR or roll damage.

(D&D 3E/D20 PHB, 2000, p.224)

Magic Missile of Skewering

(Hackmaster PHB, 2001, p.193)