

# Magic Missile



You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

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## Magic Missile



**Casting Time:** 1 action  
**Range:** 120 feet  
**Components:** V, S  
**Duration:** Instantaneous

*Evocation*