

Magic Missile



100'+10'/level



instantaneous



A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 damage. The missile strikes unerringly. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every three caster levels beyond 1st, an additional missile is fired up to a maximum of 5. If the caster fires multiple missiles, he or she can target a single creature or several creatures. A single missile can strike only one creature.



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