

# Magic daggers

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

With a flourish, you conjure a throwing dagger of magical force out of thin air and flick it from your wrist at a target you can see. Make a ranged spell attack roll against a creature within range. On a hit, the target takes 1d6 magical piercing damage. The dagger vanishes after the attack.

At higher levels, you conjure more daggers out of force and make additional attacks: two daggers at 5th level, three daggers at 11th level, and four daggers at 17th level. You can use the daggers to attack the same target or different ones. Make a separate attack roll for each dagger.

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