

Melf's Minute Meteors



You create six tiny meteors in your space. They float in the air and orbit you for the spell's duration. When you cast the spell — and as a bonus action on each of your turns thereafter — you can expend one or two of the meteors, sending them streaking toward a point or points you choose within 120 feet of you. Once a meteor reaches its destination or impacts against a solid surface, the meteor explodes. Each creature within 5 feet of the point where the meteor explodes must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of meteors created increases by two for each slot level above 3rd.

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Casting Time: 1 action

Range: Self

Components: V, S, M (niter, sulfur, and pine tar formed into a bead)

Duration: Concentration, up to 10 minutes

Evocation