

HELLISH REBUKE

EVOCATION - DAMAGE

CASTING TIME



COMPONENTS

S, V

RANGE

60FT

SAVE

DEX []

PREPARED

[]

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 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 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.