

Casting Time Variant Rule: Reflex

This variant rule is for spells of your choice that have a casting time of a Bonus Action and are cast in response to a trigger defined in the spell. With this variant rule, the casting time of these spells is instead listed as “Reflex” (this does not change the trigger the spell is cast in response to).

A spell with a “Reflex” casting time gains the following additional rules:

Casting Time. The spell is cast in response to a trigger defined in the spell’s Casting Time entry as part of the Action, Bonus Action, or Reaction that you take to trigger the spell.

Limited Casting. The spell cannot be cast as part of an Action, Bonus Action, or Reaction that you use to cast another spell, including cantrips and other Reflex spells.

On Your Turn Only. You can only cast a Reflex spell on your turn.

Example:

Divine Smite

Level 1 Evocation (Paladin)

Casting Time: Reflex, which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike

Range: Self

Components: V

Duration: Instantaneous

The target takes an extra 2d8 Radiant damage from the attack. The damage increases by 1d8 if the target is a Fiend or an Undead.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

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