

FEAT:

UPCASTING

Prerequisite: Spellcasting Slots

You've learned how to exert your will on your spells in order to increase their power. You gain two upcasting dice for your upcasting dice pool. Each upcasting die is a d6. You can spend one or both upcasting dice when you cast a spell using a spell slot. For each die spent, modify the spell according to the **At Higher Levels** section of the spell's description.

1. Chose how many upcasting dice you want to invest in your spell, and remove them from your upcasting dice pool.
2. Cast your spell using a spell slot and roll the invested dice.
3. Dice that show a result of 4-6 are immediately returned to your upcasting pool. Otherwise, they are returned after a long rest.
4. If you spend two upcasting dice at once you risk a mishap.
5. If you roll doubles on your upcasting dice, you must immediately roll on the *Magical Mishaps* table.

MAGICAL MISHAPS

d6 Mishap

- 1 You suffer one level of **exhaustion**.
- 2 Your maximum hit points are reduced by 1d6. They return to normal after a long rest.
- 3 You are **blinded** for 1d6 turns.

You suffer a magical mutation for 1d6 turns, then make a DC 10 Constitution saving throw at the beginning of your next turn. On a failed save, the mutation lasts for 1d6 days. Determine your mutation by rolling on the *Magical Mutations* table.
- 5 You cannot cast spells for 1d6 turns.
- 6 You are frightened of all creatures for 1d6 turns.

MAGICAL MUTATIONS

d6 Mutation

- 1 You grow a second head. That extra set of eyes and ears come in handy and you have advantage on perception checks. However, you have disadvantage on deception checks — your second head has a lousy poker face.

You grow webbed feet and gills. You gain a swimming speed of 30 feet and you can breath under water. However, you must be submerged in water to benefit from a long rest.
- 2 Your blood turns to acid. As a side effect, poison is rendered inert when it reaches your bloodstream. You are **resistant** to poison damage. Also, your blood vessels are immune to acid damage. Sadly, the rest of you is not. When you take slashing or piercing damage, you take an additional 1d6 acid damage.
- 3 Your hair transforms into leaves and your skin toughens to tree bark. You have **resistance** to bludgeoning damage. Unfortunately, you also gain **vulnerability** to fire damage.
- 4 Your body shrinks. If you are a medium creature you become small, if you are small you become a tiny creature. Your smaller size gives you advantage on Dexterity saving throws. However, you lose 5 feet of movement.

Your body adapts to the dark. You grow antennae and your skin becomes translucent. You gain 15 feet of blindsight. Also, at the start of each minute that you are exposed to daylight, you take 1d6 radiant damage.
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