

WIZARD - DEVILOGIST

In the Evil West, knowledge isn't enough. You may be the smartest man alive, but intelligence will do you no good with a bullet between your eyes. As such, wizards have taken up infernal bargains, gaining power in exchange for parts of their humanity. These are called the devilogists, descendants of the Faustian myth.

Bargainer Savant

When you join this school at 2nd level, you've become an expert in spells of infernal nature. You may now also add warlock spells and bargain spells to your spellbook. The gold and time you must spend to copy warlock-exclusive spells or spells with the Bargain ability into your spellbook is halved.

Plea for Power

Also at 2nd level, you've begun bargaining with devils, gaining more power the more you take from them. Whenever you cast a spell with a Bargain, you gain advantage on the next attack roll or ability check you make until the end of your next turn.

Deflect Bargain

When you reach the 6th level, you've learned to pass on your failure to others so that you never get to feel the consequences of your actions. Whenever a Bargain from one of your spells activates, you may expend your reaction to pass it on to a different creature within 60 feet. The creature must make a Charisma saving throw against your spell save DC (it can choose to automatically fail). On a failure, it gains the drawbacks of the Bargain instead. On a success, you experience the drawbacks of the Bargain as you normally would.

You may use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain expended uses when you finish a long rest.

Devilish Charm

When you reach the 10th level, the repeated use of fiendish magic has, in turn, granted you fiendish charm. Whenever you make a Charisma check, you gain a bonus to the check equal to your Intelligence modifier (minimum of +1).

Fiendish Buyout

Starting at 14th level, the many fiendish powers you've dealt with have completely transformed you. You gain the following benefits:

- You ignore all the drawbacks of Bargain spells (but may still pass them on).
- Your creature type becomes fiend.
- You sprout fiendish wings, gaining a permanent flying speed of 60 feet.

