

FEATS

Bargainer

prerequisite: At least one known bargain spell.

You've spent your life dealing with devils, making you exceptionally adept at making bargains. You gain the following benefits:

- Your Intelligence or Charisma score increases by 1.
- Once per day, you can use your reaction to ignore a Bargain from a spell.
- You have advantage on Intelligence (Investigation) checks on inspecting devilish contracts and Charisma (Persuasion) checks to negotiate contract terms.

Drunkard

You've spent your life intoxicated, getting used to strong drinks and mind-numbing headaches. You gain the following features:

- Your Constitution or Dexterity score increases by 1.
- You have advantage on saving throws against the poisoned or stunned conditions.
- While under the stunned conditions, you are not incapacitated. All the other drawbacks of the condition still apply.

Art by Warmtail

