



Bargain of Unwinding Time

3rd-level conjuration (bard, sorcerer, warlock)

Casting Time: 1 Action

Range: Self

Components: V, S, M (a broken golden clock worth at least 50 gold, which the spell consumes)

Duration: Instantaneous

You attempt to turn back the time using your devilish powers. Roll a 2d10 and add your Spellcasting Modifier. If the roll is equal to or higher than 10 + the spell level of a spell you cast on your last turn, you cast that spell.

Bargain. If you fail the roll, your magic leaves you. For the next minute, you cannot cast spells of 4th level or higher.

Bargain of Hellfire

4th-level evocation (bard, sorcerer, warlock)

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a fiery rod)

Duration: Concentration, up to 1 minute

You summon dark, devilish flames to overwhelm a target within range. It must make a Dexterity saving throw. On a failed save, the creature catches fire for the next minute, taking 4d6 fire damage and expending a spell slot of its choice. A burning creature can repeat the saving throw at the end of each of its turns, ending the effect on a success or taking 4d6 fire damage and expending a spell slot of its choice on a failure.

Bargain. If the target succeeds the initial saving throw, you catch fire instead, taking 4d6 fire damage and expending a spell slot in the same way it would. You may repeat the saving throw at the end of each of your turns, ending the effect on a success or taking 4d6 fire damage and expending a spell slot on a failure.

Bargain of Deflection

abjuration cantrip (bard, sorcerer, warlock)

Casting Time: 1 Reaction (which you take when you are targeted by an attack, but before you know if the attack hits or misses)

Range: self

Components: V

Duration: Instantaneous

As a reaction to being targeted by an attack, you add +3 to your Armor Class, possibly turning the hit into a miss.

Bargain. If the attack is still hits, you gain vulnerability to the damage from the attack. If the attack misses you can't cast this cantrip again until the end of your next turn.

Bargain of Forbidden Knowledge

2nd-level enchantment (bard, sorcerer, warlock)

Casting Time: 1 Action

Range: Touch

Components: V, M (a gem-encrusted book worth at least 30 gold)

Duration: Concentration, up to 10 minutes

Choose an allied creature within range. Devilish knowledge is imparted upon it. It can choose one Intelligence, Wisdom or Charisma skill it is proficient in. For the duration of the spell, its proficiency bonus is doubled on all ability checks using that skill.

Bargain. If the creature fails an Intelligence, Wisdom or Charisma check while the spell is active (even if it uses a different skill), roll 1d6. On a 1-2, your Intelligence modifier is reduced by 5 for the next hour. On a 3-4, your Wisdom modifier is reduced by 5 for the next hour. On a 5-6, your Charisma modifier is reduced by 5 for the next hour.

