



# 106 TRICKY WARLOCK CONTRACTS

"Wait! How long do I have?! When will you return?!"

“Marzelfin Seagaze, abducted elf moments before being stranded on a foreign realm for nearly 3 centuries”



1. **[False Wishes]** The genie promised the warlock power, but they didn't tell them that all the power/relics/rihtes they receive are stolen from other warlocks who served the genie in years past. The genie tells these scattered individuals that you are to blame for their loss, and gives them a general idea of where they might possibly find you to enact their revenge or retrieve their stolen goods. By keeping all of their warlocks fighting each other, the genie hopes to prevent them from every wising up and banding together to defeat the genie. {by Kingu}\*
2. **[Fey's Pawn]** An ancient and hyper-competitive archfey is obsessed with collecting warlock minions which they wield like pieces on the Mortal Realm or "chessboard" as they like to see it. The archfey has no overarching goals, but rather cares only to use their warlocks to create dramatic conflicts as a form of cruel entertainment. The archfey is careful not to reveal exactly how many warlocks they have or who/where they are, as they often enjoy turning them against one another.
3. **[Hatched From The Dead]** The fated warlock's soul was trapped in a dracolich's phylactery for centuries. When the phylactery was damaged, the dracolich offered to let the warlock return to the Mortal Realm, but only under the condition that they return as an undead servant tasked with finding a suitable replacement or repairing their master's existing phylactery. Once this task is complete, the dracolich has assured the warlock that their soul will be "set free." {by Ezra Didier-Sober}\*
4. **[Mortal Years]** The warlock is offered tremendous power by a fiend in exchange for a set number of "mortal" years in service to it. The fiend does not make it clear {and goes out of their way to conceal} that the fine print specifies "mortal" years to mean "elven" years, which effectively binds the warlock to the fiend for an indefinite period of time.
5. **[Stranded Alien]** The warlock was abducted by an alien being from the furthest edges of the heavens where not even the gods' divine gaze cannot reach. The alien performed bizarre arcane experiments on their captive which blessed them with eldritch powers, before stranding them on an unfamiliar realm somewhere in the infinite heavens. Before leaving, the warlock was left with a list of tasks to complete before the alien's return. Should they succeed, the alien has promised to deliver them back home.
6. **[The Only Way]** A cruel, manipulative, and selfish celestial has convinced the warlock their servitude is a noble and necessary sacrifice that will one day prevent a hellish apocalypse. Attempts to learn more about this "apocalypse" are brushed off with excuses that it the details are beyond mortal comprehension, but really the celestial is simply taking advantage of the warlock's selfless tendencies. {by Babysarkbroj}\*





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