

The Warlock Major

Some adventurers gain power through intense study, physical training, or force of will. But Warlock students know the real path to power is through contract law. Here, you can learn the ins and outs of making literal deals with the devil, how to survive the experience, and filling in those little loopholes Dispatel always likes to throw in.

While students are required to make a pact with a powerful entity to enroll in this program, there is a convenient surrogate on staff for every major pact type. Want to make a deal with the Archfey but haven't found the fairy who meets your needs? Professor Ozma will be glad to seal a pact to help you out. Want to sell your soul to the Great Old One, but you can't get a meeting with Cthulhu? Professor Tharrack is here to serve as your training cosmic horror. By your junior year, you'll need to have found a proper patron, but we can help you with the training wheels.



Warlock Faculty

DEAN OF WARLOCKS

VESSERAS MORTHOS (human; he/him)

Dean Morthos is not a pleasant man. He is authoritarian and stern, he lacks even the barest sense of humor, and he speaks in dry, smug condescension. He has had enough of your nonsense, even before you've performed any nonsense, and while he is very good at what he does, he fails to garner even the barest hint of respect. He favors students who shamelessly obey and agree, and snaps harshly at anyone whose looks he doesn't like.

He enunciates clearly, pronounces words perfectly. And most importantly, he speaks very... very... slowly.

Morthos is six feet tall with very greasy black hair and a pointed goatee. His facial expression looks like he just drank a glass of spoiled milk, and no one has seen him change it.

CORE FACULTY

ABRAHAM HOSTLY (tiefling; he/him)

Professor Hostly is a strange and mysterious man with dull gray skin, hollow eyes and wickedly curved horns. He wears a long black robe over a collared shirt and western bow tie.

He addresses his class with "*Ah, I see you're back. Good evening.*" Every day. Regardless of what time of day it is. He primarily teaches Tome pact students, and his own *Book of Shadows* is full not just of spells, but thousands upon thousands of horror stories.

Frequently through the week, when not in class, he'll simply stop wherever he is, open his book, and read one of his tales out loud. Passersby are often captivated, and while there's no actual magic involved, his voice is so chilling and charismatic, it's hard not to listen.

DANIEL MORITZ (human; he/him)

Pity poor Professor Moritz. He is an excellent instructor, because he knows all the ins and outs of devil pacts and everything that comes with them. Except for his own contract. There is a great sense of worry hanging over him. He's been to Hell several times, but Fierna keeps sending him back, after toying with him for a decade or so. He curses the day he agreed to make that pact with that particular archfiend.

Moritz seems defeated. Because he is. But he makes a half-hearted effort with a half-hearted smile in front of his students. He sweats a lot.

He is one of the greatest chess players who ever lived. He has practiced and trained, beat masters on every world where chess is played. He made sure that contract had a chess-based escape clause. But whenever he challenges Fierna to a chess game to reclaim his soul, she plays until she's bored, jumps a pawn across several pieces like she's playing checkers, yells "Yahtzee!" and declares herself the winner.

ELSIA FATHON (shadar-kai; she/her)

Professor Fathon often seems lost in thought. Even in the middle of a lecture, she'll pause, think for a moment, then continue speaking as if nothing had happened. She'll tune out of a conversation, and suddenly snap to attention as if she's only just realized you're there. Her quasis familiar is always perches on her shoulder, and she occasionally feeds it something from her pocket, although it's not always clear that she knows she's doing it, or even that Scratchy is sitting there.

Her movements are slow and deliberate, creepy even when she's not staring into space. Some students are positive she's seeing things that are there, but the rest of us can't even comprehend, but less observe. Others just think she's weird.

Fathon is 5'7", with her black hair generally fixed up in a small beehive. Most of

her clothing consists of Victorian dresses complete with hoop skirt, often in very dull pastels. She carries a tiny parasol made of white lace.

FLORA THE KID (fairy; she/her)

Professor Flora's appearance is misleading in several ways. She's barely a foot and a half tall, and wears a blouse and skirt that looks like they're made of flower petals, along with cowboy boots, a purple cowboy hat, and a leather vest. You wouldn't guess "warlock" looking at her. In fact, you wouldn't really think "adventurer." She looks more like someone in the chorus of a Wild Flaeness musical.

But she's the primary instructor for Blade pact students. She has a gun belt on her hips that seem to hold pistols, but this is just an illusion. In fact, when she "slaps leather" (as the cowgirls say), instead of a revolver, she produces her pact weapon, which is usually a +3 longsword, but she's been known to pull anything from a mace to a greataxe out of those little toy holders.

SPECIALIZED FACULTY

DEVLIN FOSSE (incubus; he/him)

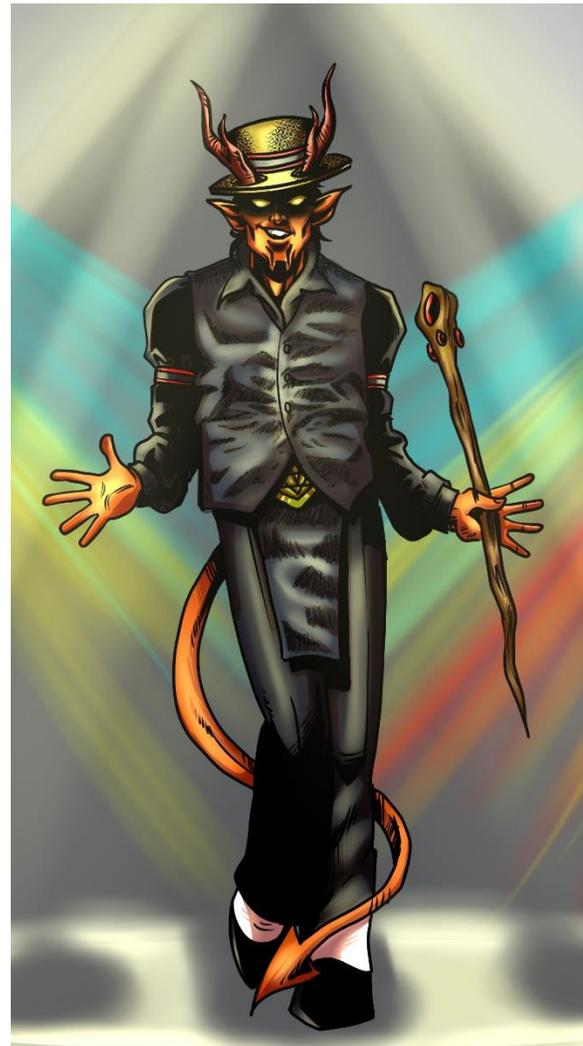
The Fiend program coordinator

Devlin gave up the day-to-day corruption of his incubus nature years ago, in favor of going into the theatre. He is a dramatic and hammy fiend, always seeking to be the center of attention. His every gesture is a performance, his every word, a delivery with weight and gravitas. He moves with grace and flamboyance, and his natural sense of showmanship injects itself into his teaching style. He teaches cantrips and *fireballs* like he's choreographing a dance, and some of his students wonder if they wandered into the bard department.

Indeed, Devlin insists on directing at least one musical per year, and during the summer, he's 100% on tour through the lower planes in a production of *Pippin* or *Damn Yankees*, although damned if he actually knows what a baseball is.

He is 6'2", with ruddy red skin and black hair. He dresses like he's trying to impress a casting director for *Chicago*, and occasionally, he has a pair of succubi dancing back-up for him. During class.

Devlin is available for freshmen warlock students who need a stop-gap Fiend patron until they can contact a patron to their liking. Although, he can't imagine why you wouldn't stay with him. Can Mammon do a triple time step? I ask you!



OZMA PASTORIA (half-fey human; she/her)

The Archfey program coordinator

Once the ruler of a faraway world, Professor Ozma ruled kindly and fairly, until recent years

when the world was overrun by the so-called Conqueror of Oz. She fled with her childhood friend and current wife, Dorothy, and both have found their way to New Sigil and the faculty of Sigil Prep, Dorothy serving on the Fighter faculty while Ozma teaches here among the warlocks.

The war in her homeland has jaded her a bit, but in honesty, even in her heyday, she was somewhat elitist, where only Dorothy was allowed in her private residence and she saw the public only in her throne room.

Ozma is a petite woman with black hair and eyes that sparkle like diamonds, the book says. She appears to be no more than 30 although she is much older. She wears dresses exclusively, and is always just a bit more formal than the moment calls for.

Ozma will serve as a temporary patron for warlock students in the Archfey program who haven't yet made a permanent pact.

THARRACK (mind flayer; any pronouns)

The Great Old One program coordinator

Professor Tharrack is very eager to teach students to embroil themselves with cosmic horrors. May they suggest the Elder Brain? They have a direct line.

Tharrack is eerily calm, even when discussing horrible things. They seem to understand the things they're teaching on a level human minds are incapable of. Indeed, it's better for your sanity if you just nod along and don't think about it too much. They are sworn not to eat the brains of their students, but they're definitely thinking about it.

Tharrack can serve as a temporary patron for warlock students who haven't yet contacted a Great Old One to make a pact with. There's always a sense of disappointment when one of their students comes in with that signed contract with Shub-Niggurath.

