

## **HAND OF VECNA Soul-binding Agreement**

This contract, dated the 17 of Uktar, Era of Rotting (the “Agreement”) is between the devil commonly known as Abraxis (“Contractor”) and the adventuring party known as Freedom Band (“Party”), establishing an agreement between Contractor and Party in which Party agrees to perform a service for Contractor (the “Quest”) in exchange for Contractor sparing their lives. In consideration of the mutual covenants and conditions set forth herein, Contractor and Party agree to the following:

1. **TERM:** The term of the soul-binding agreement will extend indefinitely until (A) Contractor deems Quest to be either successfully or unsuccessfully completed, or (B) the Party is killed (the “Term”).
2. **EXCLUSIVITY:** During the Term, Party will not enter into any other soul-binding agreement with any other devil, god, fiend, or entity of any kind unless such agreement directly facilitates Quest completion.
3. **THE QUEST:** Party shall find, obtain, and return to Contractor the Hand of Vecna (the “Artifact”). Party agrees to return Artifact and will not substitute, forge, or in any way falsify Artifact in an attempt to deceive Contractor. Party will not attempt to keep Artifact for themselves. Party will not attempt to use Artifact against Contractor in any way. Party will not allow artifact to be used against Contractor by any entity, including by its current owner. Party will not hide Artifact from Contractor, nor will Party seek to destroy Artifact. Party will not seek to harm Contractor in any way.
4. **DEMONIC SERVICE:** Should Party break any conditions outlined in 3, Party’s soul is forfeit, and upon death (either through mortal wounds, magic, old age, or any other means), Party’s soul becomes the property of Contractor. Party will be reborn and emerge from the River Styx as a Lemure in thrall of Contractor (“Demonic Service”).
  - a. Demonic Service shall last for eternity or until such time that Party ascends to an infernal rank higher than that of Contractor.
  - b. Should Party fail to complete Quest for any reason (death, dismemberment, etc.) Party’s soul will enter into Demonic Service to Contractor.
5. **QUEST COMPLETION:** Contractor will deem Quest complete when Party presents Contractor with Artifact. If Quest is completed successfully, Party will not enter Demonic Service. If Contractor comes to possess Artifact from any other means, Quest is deemed a failure.
6. **CONTRACTOR RESPONSIBILITIES:** Contractor agrees to the following:
  - a. Contractor will spare the lives of Party for the duration of Term, and Contractor and Contractor’s associates will not harm Party in any way unless it facilitates Party’s completion of Quest.
  - b. Contractor will provide Party with safe, one-way passage to Avernus.
  - c. Contractor will provide Party one scroll of teleportation that will return Party to Skyreach Castle.
  - d. Contractor will provide party with a map of Avernus.

7. CONFIDENTIALITY: Party shall not divulge the existence of this agreement to any other entity for any reason. Doing so will result in Quest failure and the Party entering into Demonic Service to Contractor.

In WITNESS WHEREOF, the parties hereto have executed this Agreement as of 17 of Uktar, Era of Rotting.

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Abraxis, Contractor

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Freedom Band, Party

FINE PRINT: One soul selected from Party is required as collateral for entering into this agreement. Selected soul will share a telepathic bond with Contractor (while on same plane) and will assume an evil alignment.