



TRAPPED INSIDE THE LAMP IS A...

1. {Air Genie} Whose majestic gown is made from the sails of all the airships they've brought down in their skies and whose hat collection is taken entirely from the airship's slain captains.
2. {Water Genie} Who is a backstabbing coward that keeps 2 lesser genies with a passing resemblance to them at their side at all times because they're paranoid of assassins.
3. {Fire Genie} Whose inner flame was stolen long ago which caused their flesh to turn into brittle, smoldering embers. The angrier they get, the hotter these embers become.
4. {Earth Genie} Whose physical strength is unmatched by any mortal. Their infamous knuckle busters are decorated with gemstones stolen from everyone they've beaten to death.
5. {Time Genie} Who knows the exact details of every event that has ever happened, but they are forbidden from sharing more than 1 historical fact with any mortal they speak to.
6. {War Genie} Who's mastered every form of martial combat and wears armor from various points in planar history. They granted wishes that ended wars in exchange for the armies themselves.

THEY WERE TRAPPED BY A...

1. {Rival} That was paid off by a merchant's guild who'd grown tired of the genie interfering with their business ventures.
2. {Assassin} Who knew capturing the genie would be far easier than killing them. Surprisingly, the assassin wasn't paid to do this job but did it anyways.
3. {Dragon} Who needed the genie's wealth and power to begin raising an army strong enough to conquer their home plane.
4. {Thieves Guild} Who imprisoned the genie after they refused to act as the guild's muscle/intimidation tactic.
5. {Sibling} Who feared their sibling knew too much about the evil scheme they were planning but couldn't bring themselves to kill their own flesh and blood.
6. {God} Who warned the genie against meddling in their divine domain. They trapped them in the lamp as a last result and intend to release them in 1,000 years.

FREE THEM AND THEY'LL...

1. {Airship} Reward you with your own airship capable of traversing the planes. They don't mention the ship's previous captain is still alive and looking for it.
2. {Betray} Stab you in the back and try to imprison you in the lamp so their captor doesn't learn they've escaped.
3. {Heist} Help you raid a dragon's hoard containing enough treasure to make each of the party members as rich as 10 kings.
4. {Kill} Help you kill 1 person, creature, or entity of your choosing. No questions asked, but they insist they get to keep any gemstones found on the victim's corpse.
5. {Teleport} Use a forbidden form of genie magic to send you back to a specific point in time. This cannot be undone.
6. {Enchant} Teleport you and a foe of your choosing to a demiplanar battlefield of your own design. Escape is only possible when 1 side of combatants is slain.