



NO STRINGS ON ME

SURVIVE THE TWISTED DOMAIN OF A MURDEROUS PUPPET



No Strings on Me

A Domain of Dread adventure for adventurers of the 7th level.

NOTE

If you've had a chance to check on Domains of Dread, you know these are horrible demiplanes created to control and haunt their dreadlord. This is another one of said domains. It is similar to Strahd's Barovia, yet the type of horror is entirely different. This plane, colloquially known as Loveland, is not gothic horror but rather a psychological horror. It is heavily by We Happy Few. Here, happiness and love are A MUST. Everyone is indebted to idolizing and loving Vicio or else. Yet, despite being loved by everyone, his mother never loves him again. Due to the inner corruption of his soul, Vicio has turned the entire location into a twisted fantasy, where the once lovely toys have turned into ugly, distorted creations. This place is no longer the loving home of an expert wizard but a patch of land stuck in endless revelry and constant celebration, all to please a maddened ruler with a penchant for the dramatic.

BACKGROUND

As is often said about mothers, they love all their children equally. Yet sometimes, there just isn't enough to go around. Such was the case in the tragic story of High Arcanist Dathia Pwersun. A loving, yet forever-alone magician, she found her place in the world animating toys. As a conjuration expert, she managed to not only allow her creations to move and speak but even give them personalities. Every toy she designed was a lifelong friend. And so, to satisfy her desire for motherhood, she developed a child of her own. Thus, Vicio was born a puppet without strings, designed to love her above all else. Her clockwork son. And Vicio did indeed love her more than anything. And she loved him.

That is until a man came into her life. Out of nowhere, the High Arcanist was swept off her feet and deeply in love with the man. A few years later, they were married and had their first son, Caleb. That is when Vicio showed the first sign of jealousy. Of course, his mother assured him that she would never forget her first child, her clockwork blessing, her marionette baby. Despite that, Vicio could see the writing on the wall. There was not enough love to go around. And he needed his mother all for himself.

One night, the High Arcanist woke up to the sound of screaming. Poor, six-year-old Caleb lay lifeless on the ground, stabbed more than a hundred times. Next to

him was a smiling Vicio. "Now you can love me above all else, same as I do you." She was mortified. She begged her husband to kill her creation, but he stood no chance. Vicio's defense mechanisms, installed by her for his protection, killed her husband as she watched in horror. All her life - now torn apart by her very creation. Vicio committed an act of unthinkable and irredeemable cruelty, though he did not entirely understand it. The machine was sentient, had a soul, and how now doomed said soul. With his soul condemned, Vicio was slowly surrounded by mist, as were his surroundings. When he next woke up, he was in his hell. A domain of dread engineered just for him. A domain in which he would endlessly try to make his mother love him, only to be haunted by the ghost of the boy he had slaughtered.

PLOT HOOKS

In designing plot hooks, it is essential to consider how one might enter the Domain of Dread. There are plenty of ways to enter. Here are just a few suggestions:

- **Twisted Love.** One or multiple party members were part of knotty love, whether adultery or a dispute in love. Suddenly, they feel as if their heart has been stabbed, then they fall unconscious, leading to them waking up in Loveland.
- **Swept Up.** One or multiple party members found an invitation to a play at the Loveland Theatre. As they picked it up, they felt a trance take over. Then, they blacked out.
- **Give the Love Around.** The party was in a moment of pure love. A wedding, a birth, or another such joyous occasion. Suddenly, they feel their vision turn red. Have they all been poisoned?
- **The Unexpected.** The party sees a small toy in a toy shop: a charming little marionette. When they look at it (be it in the store or at their house), it begins to laugh maniacally before they eventually blank out.



1. WELCOME TO LOVELAND

In which the party wakes up in a strange world.

Chapter 1.1. Rude Awakening

GM NOTE: The way I interpret PCs making their way into a domain of dread is akin to how a person wakes up in a dream in *Inception*. This might just be my interpretation, so feel free to go for whatever suits you best. That being said, the start of this adventure reflects this type of “snap awake” experience.

Read this:

‘Laughter. What a great joke that was, wasn’t it? And what a show it is. This must be the second act, but it’s felt like a heartbeat. You take a deep breath and begin clapping alongside the rest of the crowd. They all seem enamored. All, but for a few of them, who look around filled with confusion. You don’t exactly remember walking into this theater, yet here you are. However, it doesn’t feel like you’ve just woken up. You’ve been here a while. You came here. You just don’t remember it. By the looks of it, no one is surprised to see you. They pay no mind. Except for a few other people looking around just as confused as you are.’

If you are playing this adventure as a one-shot or if this is the first time the party has met, this is the perfect time for them to introduce themselves. Have each party member describe their appearance. Once that’s happened, you can proceed.

Each party member finds themselves in a seat within the theater (map 1). Other people surround them. Any party member with a **passive Perception above 16** or who makes a **DC 16 Intelligence (Investigation) check** will quickly notice that all the other spectators are not humans but toy-like creations that perfectly fit within the uncanny valley. They are puppets pretending to be humans.

Also, all party members may make a **DC 13 Wisdom (Perception) check** to identify their surroundings and check out the show. A success will show that the show is an interpretation of Goreo and Harriet, an old play of love and betrayal. All the lanky and humanesque puppets enjoy the performance, but it feels strangely forced. If they watch the show for more than a few seconds, party members can make a **DC 17 Wisdom (Insight) check** to find out that all actors

look in the same direction repeatedly, that being towards a seat up in the private areas (area 1). Also, all party members may make a **DC 13 Wisdom (Perception) check** to identify their surroundings and check out the show.

When a party member notices the others and tries to get up, their neighbors (**animated armor**) will look at them angrily and question why they are leaving mid-performance and not enjoying it. If the party gets up and leaves, the crowd will collectively turn around to look at them for a brief second, then let them go.

Once they’ve gathered, the party can move to the foyer and discuss themselves. Give them some time to talk and come to terms with the fact they are no longer home but in a weird, alternate plane. While chatting, any party member may make a **DC 18 Wisdom (Perception) check** or a **DC 15 Intelligence (Arcana) check** to realize someone is watching them. Also, during this discussion, a successful **DC 20 Intelligence (Religion) check** will reveal to the party they are in a Domain of Dread and must find their way out of it.

After a few minutes of the party talking amongst themselves, a puppet-like spectator (**animated armor**) will rush out and menacingly ask the party to step back in, lest they miss “the *coup de grace*”. The party can make a **DC 18 Wisdom (Insight) check** to realize this creature has bad intentions, but if they wish to leave, they’ll suddenly find themselves surrounded by 20 more **animated armors**, all leading them inside.

GM NOTE: It might feel railroaded, but since this is a one-shot, things like this are excused, if only to bring the party closer and up to speed with what they are facing.

Once all party members are back within the theater, proceed to the next chapter.

Chapter 1.2. Tonight’s Performance

GM NOTE: If you feel particularly artistic, I encourage you to write a monologue for **Vicio**, as it might help immerse your players within the world.

Read this:

‘You step in just in time to watch the ending monologue. A porcelain-faced man, looking like the cross between a puppet and a human, delivers a passionate speech on the nature of love, humankind, and faith. He speaks loud and true, his construct gaze looking up at the private seats. Ultimately, he finishes his monologue with a



flourish, falling to the ground in a theatrical death. Then, he stands up to roaring applause. Everyone is delighted. He smiles and waves his hand, asking for silence. "Thank you, thank you! All this love... Thank you! I would die to live this very moment again, but then again, I can't!" As he says that, you see laughter erupt in the chamber. Each one of these puppets loves this lead actor. Then, his gaze moves towards you. It is cold as ice. "You," he says. "Why aren't you laughing, guests?" It seems you have been put on the spot.'

The party now finally meets Vicio.

VICIO

Information: Vicio is at the core of this entire Domain of Dread. He is vain, quick to anger, and profoundly hurt. Think of him like the spoiled child who never got enough love. He is dangerous, psychotic, and immature. He is obsessed with adulation and hurt by indifference. More than anything, he strives for the love of his mother, which he can never get, unfortunately.

As the party talks with Vicio, he'll alter between looking at them and looking up at the private seats. During their discussion, the party can try to convince Vicio they enjoyed his performance by making successful **DC 19 Charisma (Deception) or Charisma (Persuasion) checks**. If they successfully calm him down, he will seemingly calm down. If not, he'll get progressively angrier.

Regardless of what the party does, at one point, Vicio will begin speaking with a hidden figure in the private area, which he'll call "Her". He'll ask her if she liked the performance and if she laughed, but she will not respond. Seeing his mother indifferent, Vicio will get visibly angrier until he finally turns back to the party.

Read this:

'The lead man begins to shake with anger, obviously disturbed by the silent treatment this figure is giving him. Seeing this, the crowd throws roses and candies his way, but he turns to them with a furious gaze. "STOP! IT DOESN'T MATTER IF YOU LIKE IT! SHE NEEDS TO LIKE IT! SHE needs to be moved! NOT YOU! FINE! The only thing that moves her is brutality...." He shifts his eyes to you and gives a nod of sadness. "This deeply saddens me. It's not my fault, though. It's hers. She doesn't love anything but this. A villain, she is. Kill them." He smiles warmly. Then, a few of the spectators look towards you.'

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Show the party map 1. They must now defend themselves against **5 animated armors**. If the party managed to calm down **Vicio** previously, then he'll leave without joining the fight. If they didn't, he'll attack them for the first round, then go.

GM NOTE: Don't have **Vicio** reveal too many of his abilities. He should be a somewhat hidden villain. His speech is partly also a red herring, leading the party to think he might just be the tool of a larger evil. His involvement should only make the fight a little more complicated, not unwinnable. Despite that, the party should try to leave the battle. Make sure to get across that they are overwhelmed, but the puppets are playing with their food. This should urge them to leave.



MAP 1



1

After the party has defeated the **5 animated armors**, give them a moment to catch their breath. Then, describe how a few more spectators are readying themselves for a fight. Then, proceed to the next chapter.

Chapter 1.3. An Unexpected Savior

Read this:

'You take a few steps back, eyeing the crowd of machines around you. Their lifeless eyes inspect you like predators stalking their prey. And you know pain is sure to follow. They will soon assault you, wave after wave, just like the first did. But then, a strong pulse of blue magic erupts. You turn to avert your eyes, but it doesn't hurt you as it did them. A force unlike any other pushes the crowd away. You hear the sound of unlocking doors and look behind you, where you find a clear path outside the theater. You just need to get through the hallway, a little to the left, and through the main door. If there was ever a sign of a good escape, this one's it.'

The party should now follow the context clues and attempt to run away. On their way out, all party members with a **passive Perception of 16 or higher** will notice the blue outline of a child in a corner, pulsing with the same light that defeated the puppets.

As they rush out, each party member will have to make a **DC 15 Dexterity saving throw** as the large main door is starting to close. On a success, they take no damage. On a failure, they take 3d8 bludgeoning damage but just make it through in time.

The reason for the door closing is that on the other side of it, there is a **pinfingers**, who will greet the party with a broad and creepy smile. He'll introduce himself as Othello.

OTHELLO (pinfingers)

Information: An animated creation with a knack for the dramatic, Othello was removed from the theater group after another incident with newcomers. Since then, he's been less keen on working directly for Vicio. Instead, he has chosen to take care of his interests.

Othello will tell the party they don't have much time and should follow him, as he's their best chance at escape. With Othello at their side, the party can all make a **DC 16 Dexterity (Stealth) check** to sneak into the night and avoid detection. If there are more failures than successes, they encounter an additional **3 animated armors**, which they can take care of before moving forward.

GM NOTE: Do not try to make Othello appear a good character. He isn't. He's an antagonist whose goals just happen to align with the party. Present him honestly and make sure the party is aware he is using them to further his plans but in a surprisingly thoughtful way.

After about 10 minutes or so, the party and Othello have escaped. They can catch their breath in an alley before making their next move. You may proceed to the next chapter.

2. THE ODDITIES

In which the party has some tea with some oddities.

Chapter 2.1. The Actor

GM NOTE: This chapter should serve as a cooling-down period. It's short and sweet and mostly only just discussion, something the party might need after such an *ex abrupto* start to the adventure. Regardless, if you want to change the course of the adventure and turn it from a one-shot into something a bit longer, this is the perfect point. Just have Othello tell the party he'll meet them another time, then retreat into the night, leaving them to find everything themselves.

The party now finds themselves in an alley, away from the armors and other troubles. Thus, Othello will tell them his story. He'll explain how he sometimes likes to mess around with Vicio and considers this an unpassable opportunity. He can't just let him kill the party. He wants to have his fun too. During this discussion, the party can make **DC 16 Wisdom (Insight) checks**, and **DC 17 Intelligence (Arcana) checks** against him. Success on the **Wisdom (Insight) checks** will reveal that Othello isn't dishonest but hides some elements of his story. Success on the **Intelligence (Arcana) check** will show that he is also a magical being.

Before going any further, he'll stop and ask the party to answer one of his riddles "just for fun". Choose a riddle from the **pinfingers Riddle Table**. If the party answers correctly, he'll say that "perhaps he was right in aiding them". If they answer incorrectly, he'll laugh it off and say that these things only aid in "whetting his appetite for chaos". Remember whether the party answered correctly or not. It will influence the way Othello treats them in the future.



Once that's done, he'll begin walking into the woods while explaining to the party where they are. Surprisingly, Othello knows a lot about this place and its creation. He'll tell the party it's a domain of its own that is unescapable without the help of a "kind sorceress". If pressed on this information, he'll say he acquired it in his long lifespan, though a **DC 18 Wisdom (Insight) check** will reveal this is, at least partially, a lie.

To wrap this discussion up, Othello will offer to lead the party to this sorceress, free of charge. Once the party agrees, Othello will hand them each a **potion of healing** as a sign of "good faith". In his own words, "Vicio's anguish is more than enough payment for all of this".

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MAP 2



Read this:

'Moving his lanky legs across the moonlit woods, Othello leads you on for a good few hours or so until finally, you can spot a light at the top of a hill. The inhuman creation smirks and declares victoriously: "Aye, there it is! The home of the sorceress. Unfortunately, I do recall her not opening the door to anyone who hasn't figured out how to power up all 5 stones. Good luck with that!" He gives you two disproportionate thumbs up, then lets you go forward, dragging behind you. Best of luck.'

Chapter 2.2. The Sorceress

The party is now on map 2. They must first light up every one of the 4 stones on the map to have the sorceress speak with them. While doing this, the fireflies swarming around the house constantly watch them. A **DC 18 Wisdom (Survival) check** will reveal that these are not normal fireflies, but rather watchful little arcane creatures, who will punish the party if they don't go about things the right way.

The party may now explore map 2.

Area 1 is the door.

Read this:

'As you approach the door, you notice four magical locks, all of which have runes on them.'

A **DC 15 Intelligence (Investigation) check** will reveal that each lock has a rune that matches a rune on a stone.

To unlock the door, the party must retrieve all 4 keys. If they try to touch the door before having all 4 keys, the fireflies will cast a *shocking grasp* cantrip on them.

Once all 4 keys have been put inside the locks and the door is opened, the Sorceress will come out.

Each area marked 2-7 has a stone, yet only the stones marked 2-5 correspond with the runes on the door.

Each stone has a hole in the middle of it. A **DC 17 Intelligence (Investigation) check** will reveal some blood inside that hole. When a party member puts their hand through the hole, it will deal 4d6 necrotic damage to them as blood slowly drains from their veins and forms into a key.

If the party member who puts his hand into the hole has already gotten one key with their blood, they instead take 6d6 damage and become poisoned for 1 minute. Before they try doing this, if they answered Othello's riddle correctly, he will warn them against it.

Though runes 5 and 6 will also yield a key, these keys don't work on the door itself.

Once the party has collected the 4 correct keys, they can go to the door and open it. As they open it, a beautiful woman will reveal herself from the inside. She'll introduce herself as Marsellia (**godmother hag**) and welcome the party inside.

GM NOTE: Though Othello should seem shifty, try to make Marsellia look like the kindest possible woman alive. She should be even more deceitful than he is. She lures people in thinking she'll fulfill their wishes, when in truth she only plans to kill them and steal their essence, like the hag that she is.

Once the party has come inside, Marsellia will have them sit down and tell them a story about an evil monarch, a woman who Vicio is serving with an iron fist. She'll call Vicio "a tyrant" and say she'll be happy to fulfill any wishes the party might have in the morning, but for now they should sleep. The party can have a short rest.

After the party briefly discusses Marsellia and Othello, proceed to the next chapter.

Chapter 2.3. Deceived

GM NOTE: At this point, the story can go in two directions, both of which will keep the main one-shot as is, but they influence the larger world that this event takes place in. If you want this adventure to be the start of a full-on campaign or develop it past a simple one-shot, I encourage you to let the party have a long rest, then have Marsellia offer to grant them a wish. She is a **godmother hag**, and, as such, their wish might have repercussions further down the line. This is the "peaceful scheming" route, in which Marsellia will not attack the party but might come back to haunt them later. Another way of doing things is adding her to this chapter's combat and having her try and aid Othello in killing the party. This makes for a more difficult fight but simplifies the RP. The choice is entirely yours.

Once the party has had a short rest, have Marsellia and Othello suggest they have some sleep, as they look too hurt to "change this world". Then, once the party has been lured into a false sense of security, whether someone is on watch or not, Othello will

reveal his true intentions. He'll show his true **pinfingers** form and tell the party that the reason he's saved them is that he likes to play with his food rather than follow the orders of a "pragmatic tyrant" such as Vicio. Then, he'll attack the party.

Based on your decision on Marsellia's involvement in the fight, you can have her join the fight or have her run away and hide. If she hides, **5 swarms of insects** will come and help Othello (**pinfingers**) in his battle against the party to balance the odds.

GM NOTE: Also, consider having Othello retreat as he is dying. He is a trickster, after all, and he does not intend to die stupidly.

GM NOTE 2: Also worth noting, if the party does not have a long rest before the next chapter, there is a very high chance they just die, so try and guide them towards the correct decision.

Once the party has rid themselves of their attackers, they can observe their surroundings and take a complete long rest, as there shouldn't be anyone to harm them anymore. They're safe here, for now. Tomorrow is a new day.

Proceed to the next chapter.



3. THE SHOW MUST GO ON

In which the party frees themselves.

Chapter 3.1. A Vision

As the party sleeps, they'll see a blue-tinted shadow on the wall. Then, in their dreams, they'll be greeted by the High Arcanists' son and husband, now ghostly presences locked away in this realm. For what seems like an eternity, the two have watched Vicio try to get his mother's love, sometimes at the expense of travelers who are sucked into his "utopia" by accident. They'll tell the party that their magic saved them from all the constructs back at the theater but that they're not safe forever. To escape Loveland, they must go and fight Vicio, which they can find tomorrow at his outdoor festival grounds.

Any **Wisdom (Insight) check** or **Intelligence (Religion) check** the party makes during their discussion with the ghosts gives off positive results. The spirits should serve as final pointers in the right direction, but since the party has already been tricked a few times, they might not want to believe them.

GM NOTE: If the **godmother hag** is still alive, she'll play down the ghosts' impact and tell the party that she hears them sometimes, but they've been driven mad. However, she will confirm the festival grounds as an excellent location to find Vicio.

In the morning, the party should be inclined to head out and face Vicio head-on at the festival grounds. To get there, the party must choose a party member to make a **DC 17 Wisdom (Survival) check**. On a success, they get to the festival grounds and are not spotted. On a failure, they are spotted on the road and will have a more challenging time getting to Vicio.

After a brief trip, bring the party to map 3. They currently find themselves at area 1.

Read this:

'Hidden amongst the trees, you can identify the festival grounds by the sounds of music and bellowing laughter. And you're just steps away from it. If you didn't know better, you'd think this is a festival unlike any other, filled with drunkenness and merriment. The truth, however, is much more somber.

The party may now investigate map 3.

Areas of the Festival Grounds

1 - Arrival Area

The party starts here.

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MAP 3



2 - Parading Lanternhead

Area 2 marks the location of Vicio's most prominent defender, a massive **lanternhead** looking around. If the party got here without being spotted, they can roll a **DC 15 Dexterity (Stealth) check** at advantage to get past him. If the constructs spotted them on the road, they do so without advantage. If there are more failures than successes, the **lanternhead** sees them and engages in combat. **Vicio** will join from area 4. Once **Vicio** has been defeated, proceed to the next chapter.

3 - Magic Ooze

Read this:

'Atop two wooden tables, you see what can only be described as gigantic jello cubes, made to look like oozes but unmoving. Stranger still, both cubes smell like fruit.'

If any party member eats from the cubes, they'll gain 2d6 temporary hit points and gain resistance against poison damage for the next 24 hours.

4 - Vicio

Vicio sits atop a stool, clapping and cheering for the invisible band playing music. The surrounding crowd is joyously watching him and only him, paying no mind to anything else. If the party gets here without being spotted by the **lanternhead**, then they can attack **Vicio** head-on, and the **lanternhead** will only join after 2 rounds.

GM NOTE: If you'd like to, give the party the chance to speak to Vicio, perhaps even give him a good ol' villain monologue. As everyone's roleplay and interpretation of this monster might differ, I've not written anything specific, but something along the lines of "I needed all the love for myself, is that a crime?" ought to do it.

Once **Vicio** has been defeated, proceed to the next chapter.

GM NOTE: Once again, if you'd like for this adventure to turn into a campaign, you can have Vicio survive and retreat, letting the party chase him around the domain, same as Strahd.

Chapter 3.2. The End

If you've let the party defeat Vicio, he will drop his knees, his marionette body slowly breaking at the joints. For a brief moment, his eyes will offer up an expression of sadness, and he'll mutter out, "I just wanted love", before finally passing.

Then, because Vicio's torment is eternal, there will only be time for a brief celebration before the party is engulfed by mists and transported back to their home plane. They all find themselves inside a toy shop, next to a marionette that resembles Vicio. Perhaps this is the key to entering his world once more.

The End.



APPENDIX: MONSTERS



All monsters belong to the questuary patreon. This adventure was written in collaboration with them.

PINFINGERS

Medium Monstrosity, Lawful Evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	16 (+3)	10 (+0)	8 (-1)

Skills Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Proficiency +2

ACTIONS

Multiattack. The pinfingers uses Riddle Me This, then makes two Unarmed Strike attacks. It can replace one of these attacks with its Tickle.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature pinfingers is tickling. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a Small or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the pinfingers. Swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 10 (3d6) acid damage at the start of

each of the pinfingers's turns. The pinfingers can have only one target swallowed at a time.

If the pinfingers dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Riddle Me This. The pinfingers asks a creature within 10 feet of it that can hear it. If the creature answers the riddle incorrectly, pinfingers has advantage on melee attack rolls against it for 1 minute. If it answers the riddle correctly, pinfingers can't ask it another riddle for 24 hours. When asked the riddle, a creature can use its reaction to make a DC 10 Intelligence check to gain one hint on a successful save. If the creature succeeds by 5 or more, it gains one additional hint.

Tickle. The pinfingers tickles one creature within 5 feet of it that answered its riddle incorrectly. That creature must make a DC 10 Strength or Dexterity saving throw, taking 11 (2d6 + 4) piercing damage and be grappled (escape DC 14) on a failed save, or half as much damage and isn't grappled. Until this grapple ends, the target is restrained and takes 11 (2d6 + 4) at the start of each of pinfingers's turns, and the pinfingers can't tickle another target.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

PINFINGERS

Pinfingers appear vaguely humanoid, their spindly, scabbed, and monstrous forms concealed by large, drooping hats and oversized suits or similar finery. The creatures delight in confusing and unnerving their prey before they eat them. Pinfingers can speak and understand any language, which they use to ask their prey a single riddle. If the target answers the riddle successfully in one minute or less, the pinfingers giggles, bows deeply and tips its hat to momentarily reveal its rotting scalp beneath, and then lumbers away. If the target fails to answer the riddle within the allotted time period, the pinfingers attacks. A pinfingers can unhinge its jaw to swallow prey such as small children in a single gulp. For larger targets, a pinfingers will use its claws to shred prey into pieces small enough to swallow. The Pinfingers Riddles table provides examples of the sort of riddles that pinfingers might ask their potential prey.

D6	RIDDLE	ANSWER
1	I'm tall when I'm young, and short when I'm old. What am I?	A candle.
2	I shave every day, but my beard stays the same. What am I?	A barber.
3	What can't talk, but replies when spoken to?	An echo.
4	What can you keep after giving to someone?	Your word.
5	What is always in front of you, but can't be seen?	Your future.
6	What question can you never answer yes to?	Are you asleep yet?

GODMOTHER HAG

In their true forms, godmother hags resemble withering fairy godmothers with bloodstained dresses, broken crowns, rotting flesh, and long fangs. Godmother hags don't make deals; they grant wishes. Of course, wishes granted by godmother hags are interpreted in foul ways, their intended effects perverted into twisted consequences in which the hags take great glee. Those who seek the help of a godmother hag are either ignorant of its nature or foolish enough to believe that they can craft a wish so precise and exact that it cannot be villainously misinterpreted. Godmother hags typically take on the false appearance of motherly sorceresses or supposedly divine emissaries, promising to help those in need out of the goodness of their hearts.



GODMOTHER HAG

Medium Fey, Lawful Evil

Armor Class 17 (natural armor)

Hit Points 93 (17d8 + 17)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	17 (+3)	16 (+3)	18 (+4)

Saving Throws Cha +7

Skills Deception +7, Insight +6, Perception +6

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Proficiency +3

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like a fairy godmother from a children's book. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion

and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Dispel Wishes. When the hag dies, streams of magical light burst out of her body in the direction of each creature she granted a wish to in the last year. When the light hits the creature, the wish granted by the hag ends. If the wish was distorted, it ends in a positive way for the creature.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) acid damage

Spellcasting. The hag casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

- At Will: *detect magic, minor illusion, vicious mockery*
- 3/day each: *calm emotion, compulsion*
- 1/day each: *irresistible dance, polymorph (rat or riding horse), scrying*

Grant Wish (3/day). The hag grants the wish of a creature as if by the *wish* spell. Once used, the hag can't grant a wish for that creature for 1 year.

Distort Wish. The hag corrupts and twists a wish she has granted in the last 24 hours. A creature that wished for gold may learn it was stolen, or a creature that wished to be younger, might turn into a baby.

LANTERNHEAD

A lanternhead is a lanky construct of iron and wood approximately ten feet in height, with a large lantern lit with a single candle for a head. These dark sentries are bound to protect an environment, plot of land, building, or other property. Some believe that the candle in its lantern can never be extinguished, while others say that a lanternhead must continually feed its candle with the wax gathered from rotting corpses. While a lanternhead patrols, its creaking joints produce a sound that resembles anguished moaning. If a lanternhead has identified an intruder and picks up its speed to quickly pursue, the sound of its joints escalates to resemble frantic screaming. Because of its long legs, a lanternhead can run at great speeds to reach its targets, ripping them limb from limb should it catch up to them.



LANTERNHEAD

Large Construct, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Skills Perception +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious

Senses Passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Proficiency +3

Black Blood. Oil courses through the lanternhead's body. When the lanternhead takes slashing or piercing damage, oil spews from its body in a 15-foot cone in the direction of the attacker. The oil covers

the terrain and each creature and object in the area. If a creature or object takes any fire damage before the oil dries (after 1 minute) or before it uses an action to wipe away the oil, the target takes an 5 fire damage from the burning oil.

If the terrain is lit, the oil burns for 1 round and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

ACTIONS

Multiattack. The lanternhead makes two Claw attacks. It can replace one of these attacks with Spark.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage

Spark. The lanternhead snaps its fingers creating a spark that ignites deals 1 fire damage to a target, or lights oil covered terrain on fire.

BONUS ACTIONS

Illuminate. The lanternhead sheds bright light in a 30-foot radius and dim light in an additional 30 feet until it dies, or uses this bonus action again.



VICIO, THE MINISTER OF MURDER

Small Construct, Chaotic Evil

Armor Class 15

Hit Points 117 (18d6 + 54)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	16 (+3)	16 (+3)	14 (+2)	15 (+2)

Skills Acrobatics +9, Deception +6, Intimidation +6, Stealth +9

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 12

Languages Common

Challenge 10 (5,900 XP)

Proficiency +4

ACTIONS

Multiattack. Vicio can use his Murderous Intent. He then makes three kunai attacks.

Kunai. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage

Murderous Intent. Each creature of Vicio's choice that is within 60 feet of Vicio and aware of him must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Vicio's Murderous Intent for the next 24 hours.

Fan of Knives (Recharge 5-6). Vicio releases a spray of knives in a 15-foot radius around him. Each creature in that area must make a DC 17 Dexterity saving throw, taking 20 (8d4) piercing damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Nimble Escape. Vicio takes the Disengage or Hide action.

LEGENDARY ACTIONS

Vicio can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Vicio regains spent legendary actions at the start of its turn.

Attack. Vicio makes one Kunai attack.

Crippling Poison. Vicio applies a crippling poison to his kunai. A creature hit by the poisoned kunai must make a DC 15 Constitution saving throw or be poisoned and have its movement speed reduced by half for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once applied, the poison retains its potency for 1 minute, or until Vicio hits a creature with a kunai.

Pin. Vicio throws a kunai at a creature. That creature must succeed on a DC 17 Dexterity saving throw or have its movement speed reduced to 0 until it or another creature uses an action to remove the kunai

Homicidal Whistling (Costs 2 Actions). Choose one creature within 60 feet of Vicio that can hear him. That creature must succeed on a DC 14 Wisdom saving throw or fall under an illusion until the end of Vicio's next turn. While under the illusion, Vicio is invisible to that creature.

THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

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TAKE CARE!

