

AH, YOU'RE FINALLY AWAKE!

You didn't ask to become a magical monster wrangler, but here you are, leashing legendary beasts for a high acolyte with a god complex and an aesthetic mask. Your mission? Leash three monsters to help him overthrow his dragonborn nemesis.

Sounds easy? It's not. Each hunt is its own flavor of unhinged side quest:

- Survive a game of Werewolf Tag with the Alpha who flirts like a red flag but runs like a supercar. You've got 20 minutes to outwit him. Hope you didn't skip your PE lessons.
- Get into a crypt that only opens if you offer it a nightmare. Fun twist: you'll have to eat it later. Hope you like your trauma medium rare.
- Descend into a living hive filled with bugs, guts, and "are those teeth in the wall?" energy. Find the guard. Don't wake the hive. Try not to cry.
- Charm three emotionally unstable elemental beasts: one wants to date you, one wants to die, and one just forgot why you're here.
- Restore a broken automation who's threatening vaporization, and asking if you'd like a beverage - at once.
- Fail a mission? No problem! You just lose your autonomy and become a magical chew toy in a leash-based power struggle between two unstable men and a wyvern who's mostly there for the drama.

Catch the monsters. Choose your master. Try not to become the next dramatic backstory.

WHY YOU'RE IN THIS MESS

So how did you end up chasing monsters and accidentally getting soul-leashed? Let's investigate:

- **La Casa De Failed Heist:** You got a very mysterious, very high-paying loot contract. Turns out the "rare item" was a wyrmling, and its angry owners knocked you out cold. Congrats! Now you're in a cart, headed toward a monastery with a random dude who saved your life.
- **Assassin's Cringe:** You were hired by a rich lady to assassinate a "weird monk". He was way too chill for someone being hunted, knocked you unconscious mid-fight, and now wants to hire you. Classic job switch.
- **Bifrost Hangover Edition:** You ended your last adventure crossing a magical bridge. Next thing you know? You're waking up in a cart with an acolyte telling you it's destiny.

No matter how it started, one thing's for sure: you're on a cart, you're not free, and someone thinks you're "useful." Hate that for you.



STARRING:

- **Lochlan Skarlovar** (*"Not to be dramatic, but I was literally betrayed by a wyvern."*): Undead. Unbothered. Over-invested. Wears a mask like it's a personality trait and talks about balance while soul-leashing you into monster-fetching.
- **Saraia Veilthorn** (*"Loyalty's cute. Expensive, though."*): Noble-born assassin who could kill you, seduce you, or charge you for both. Laughs in trauma, stabs in heels.
- **Carcer** (*"Let's bring balance to the world. By putting me in charge."*): Ex-dragon killer turned protector with main character complex. Claims he's doing the right thing - conveniently benefits him every time.
- **Thulnirvoth** (*"Mortals do amuse me. Briefly."*): Powerful and deeply bored wyvern. Mostly here to vibe, watch mortals struggle, and choose favorites.



THE BREAKUP DRAMA

Long ago, Lochlan was Thulnirvoth's #1 worshipper. Then came Carcer, a dragonslayer turned protector, who somehow won Thulnirvoth's attention. Now? Lochlan wants Carcer dead. Carcer wants balance (or so he says). The wyvern? Totally unbothered.

You start off helping Lochlan by leashing a bunch of dangerous monsters to build his army. Cool job, except... surprise! You're secretly leashed too.

Then along comes Saraia, assassin-turned-messy-ex, offering a deal: corrupt the leashes using Carcer's blood so they'll betray Lochlan during the final fight.

- Loyal to Lochlan? You win the battle and grab extra loot. He may be kind enough to tell you how to get rid of the leashes.
- Switched to Carcer? Lochlan dies, Carcer pays you (yay!), then casually mentions the leashes are permanent. But like, in a chill way.

- Tried to betray Lochlan and failed? He knocks you out, uses you like a marionette, and wins. You wake up in a dungeon. Bad ending, honey.

LEASHES OF DOMINION

An Instant Adventure for DnD.

Want the whole module? Click here to download the entire pdf, including extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

INTRODUCTION

Welcome to Leashes of Dominion, the monster-hunting drama where you've been voluntold to catch creepy creatures for a draconic acolyte but oops, now you're the one on a magical leash!

Capture monsters, survive undead brunch and werewolf chase, fix automation using brains (oh no!), avoid being emotionally roasted by elemental weirdos, and try not to become a pawn in a centuries-old "who gets custody of the god-tier wyvern" debate.

One leash to rule them all. Zero chance of staying normal. Good luck, beastie!

OK, BUT I WANT TO BE FREE

You survived the monster hunts, the betrayal, and the boss fight. Now there's just one problem: You're still magically leashed. The only way out? A sad little guy in a cage - a wyrmling.

Option 1: Pay Up or Shut Up

Artifact dealer Sandrim will free you... for a truly offensive price. She uses the wyrmling's claw like magical scissors. You get freedom, but the baby looks at you like you just canceled friendship.

Option 2: Pull the Heist

Sneak into the camp, unlock the cage... But what then?

- Free the Baby - If you're feeling heroic (or just can't handle those sad wyrmling eyes), you can break the cage and set the baby free. Possible ally unlocked!
- Kill the Baby - ...You monster. You get what you want - a claw, total freedom - but the baby lets out a mournful cry as it dies. Future consequences are guaranteed.