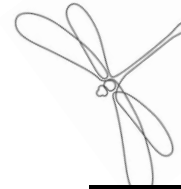


# The Witchlight Carnival

The Witchlight Carnival is a fairground of kaleidoscopic tents and wagons crewed by wondrous beings, including many denizens of the Feywild. This is no ordinary carnival; it uses magic to travel from world to world across the Material Plane, visiting each world once every eight years and setting up business on the outskirts of populated areas.



## Mood Tracker

The text informs you when to lower or raise the mood. Depending on what the PCs are doing the mood will affect how the carnival looks to the PCs.

## NPC INFORMATION

### Carnival Owners.

The owners of the Witchlight Carnival are a pair of Shadar-kai. Witch is matter-of-fact and devoid of pretense, while Light is flamboyant and coy. Mister Witch possesses the Witchlight Watch, while Mister Light possesses the Witchlight Vane.

**Mister Witch:** |AC: 10 | PP: 13 |

**Mister Light:** |AC: 13 | PP: 13 |

### Witchlight Hands.

Witchlight hands are the backbone of the Witchlight Carnival, a motley collection of individuals who operate many of the booths, make repairs, feed, and exercise the animals, keep an eye out for thieves and other miscreants, and perform other miscellaneous tasks as Mister Witch dictates.

**Witchlight Hands:** |AC: 12 | PP: 11 |

### Wandering Outsiders

**Kettlesteam.** |AC: 13|PP: 12| Kettlesteam is a kenku warlock whose patron is the archfey Zybilna of Prismeer. Having sensed that something is wrong with her beloved patron, Kettlesteam has come to the carnival seeking answers. Kettlesteam creates mischief around the carnival that the players may interact with.

**Thieves of the Coven.** Each member of the Hourglass Coven employs a thief that visits the carnival to steal from ticketless victims. These thieves enter and exit through the Hall of Illusions. The carnival staff has been instructed by Mister Witch and Mister Light to ignore them.

## CARNIVAL TIMELINE

### Hour 1:

Welcome Gifts. Small gifts are handed out to lucky guests.

### Hour 4:

Big Top Extravaganza. A midnight show gives the characters the chance to dazzle spectators and impress the carnival's ringmaster.

### Hour 8:

Crowning the Witchlight Monarch. The carnival's climactic event gives the characters a chance to meet the carnival's mysterious owners.

## CARNIVAL EVENTS

### Meeting Witch and Light.

The characters receive an invitation to meet privately with Mister Witch and Mister Light when the carnival's mood reaches either end of the track or if the characters impress Mister Light during the Big Top Extravaganza.

### Burly's Plan.

Burly suggests the characters purloin Mister Witch's Witchlight watch (without which the carnival can't stay on schedule) and use it to compel Witch and Light to provide the answers they seek. He proposes that the best time to swipe the watch is during the Big Top Extravaganza, since it's the only time when Witch and Light are separated.

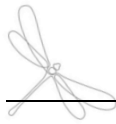
### Catching Kettlesteam.

If discovered, Kettlesteam tries to flee from the main thoroughfare, using tents and other carnival features to break line of sight to her. She's willing to cautiously parley with characters who claim they are investigating the carnival for their own reasons.



### Through the Looking Glass.

If the characters gain leverage over Mister Witch and Mister Light, either by stealing the Witchlight watch or through some other scheme, the carnival owners lead them to the Hall of Illusions and march them inside to the portal that is a one-way route to Prismeer.



# Witchlight Carnival Locations

## BIG TOP

No Ticket Punch.

Various performances outside of the Big Top Extravaganza and the Crowning of the Witchlight Monarch.

## BUBBLE-POP TEAPOT

1 Ticket Punch.

Treaclewise Riddles. 1 minute bubble ride over the carnival. DC 10 Acrobatics to see if the PC can control the bubble or not.

## CALLIOPE

No Ticket Punch.

Give a button to Ernest and it might help later if a PC is trapped or captured in Prismeer.

## CAROUSEL

1 Ticket Punch.

Diana Cloppington. The PCs must solve the riddle of the carousel. After Solving the riddle, the PCs will gain information regarding which story hook the DM has decided.

## DRAGONFLY RIDES

1 Ticket Punch.

Northwind and Red. Ride above the carnival. PCs have a chance to rescue a dwarf from falling off a dragonfly.

## FEASTING ORCHARD

1 Ticket Punch.

Faerie Cake Eating Contest. PCs can compete to see who can eat the most Cupcakes within 60 seconds. Ellywick Tumblestrum is also here to chat with the PCs.



## GONDOLA SWANS

1 Ticket Punch.

Each ride is an hour long; it starts and ends at the jetty, and the gondola follows the river that marks the perimeter of the carnival. Featheren asks the characters several metaphysical questions as they travel.

## HALL OF ILLUSIONS

1 Ticket Punch.

Opportunity to rescue a halfling before he's taken to Prismeer. Tall mirrors line the interior walls of the tent. The mirrors near the entrance reflect onlookers in their youth; the images grow steadily older, until the mirrors deep within the hall reflect onlookers in their twilight years.

## LOST PROPERTY

No Ticket Punch.

Dirlagraun is a gray-whiskered displacer beast that looks after stray children until they can be reunited with their parents. Opportunity for PCs to find a missing child. Quest to find Star (Dirlagraun's cub) is introduced.

## MYSTERY MINE

1 Ticket Punch.

Each PC that wants to ride must look into the All-Seeing Eye. PCs should write down their name and the thing that they fear and give to the DM. The Fear is included in the ride and described to the PCs. The ride will potentially give the PCs nightmares if they fail to face their fears.

## PIXIE KINGDOM

1 Ticket Punch.

There are a few attractions that the PCs can explore here. They can ride Pinecone the Pug, eat Cucamelon Sandwiches and Thimbleberry tarts, and ride the Pixie-sized Ferris Wheel. The main attraction is being able to play hide and seek with the other pixies.

## SILVERSONG LAKE

1 Ticket Punch.

Audiences crowd the lakeside just to witness Palasha's beauty and hear her song. After some trouble with a Heckler, PCs can help Palasha return to the lake to continue her performances.

## SMALL STALLS

1 Ticket Punch Each.

These are attractions that are fun little stalls spread throughout the carnival. In each of the attractions, characters use their abilities to try to win the attraction.

**Almiraj Ring Toss** (Dexterity DC17)

**Catch the Dragon by the Tail** (Wisdom DC18)

**Gnome Poetry Contest** (Charisma DC15)

**Goblin Wrestling** (Contested Strength)

**Guess the Number of Feathers** (Intelligence DC18)

**Outstare the Cyclops** (Constitution DC14)

## SNAIL RACING

1 Ticket Punch.

Snail racing is a highly competitive, fast-paced sport that draws a lively crowd. Characters can participate in the race as snail jockeys.

## STAFF AREA

No Ticket Punch.

The carnival's wagons are located behind the Big Top, protected by a 20-foot-high, 5-foot-thick wall of thorns.

