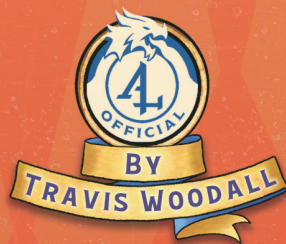


WELCOME TO THE WITCHLIGHT CARNIVAL





THE WILD BEYOND THE WITCLIGHT

AN ADAPTATION

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INTRODUCTION: INTO THE FEYWILD

ADVENTURE SUMMARY

With the exception of the guidance below, the adventure is played as it's portrayed in *The Wild Beyond the Witchlight*.

For Adventurers League play, this adventure is supported by two special products:

- **WBW-PR *Lost Things*.** This prelude adventure features the characters as children attending the Witchlight Carnival years before the events of this adventure. Here, the characters find that they've lost something special to them, setting them on their path to seek out the carnival as adults in order to find it.
- **WBW-EP *The Witchlight Carnival*.** Some events will be provided a special adaptation of the first chapter of *The Wild Beyond the Witchlight* that allows players to experience the Witchlight Carnival as a 3-hour multi-table Epic adventure.

CHARACTER ADVANCEMENT

Characters created for this campaign begin play at 1st level. Adventurers League characters don't advance using XP; instead, they gain levels at specific points in the adventure as outlined in its introduction. These points are identified in the guidance provided, below.

RUNNING THE ADVENTURE

USING THE STORY TRACKER

As a general rule, anytime the adventure instructs you to record an event in the Story Tracker, you should ensure that the character makes a note of their own on their character sheet. Due to the portability of Adventurers League play, players may find themselves playing with different DMs during the course of the adventure. This is especially true for players who participate in a multi-table session of WBW-EP *The Witchlight Carnival*.

This is less important for players who expect to play with the same DM throughout the course of the entire adventure, but should still be considered.

UNICORN HORN

Elidon's lost horn can be found in six different locations, identified below. If you're playing with a consistent group, you determine its location before starting the adventure and note it in your story tracker.

However, you may not have a consistent group; in which case you haven't determined the horn's

location and the characters haven't found it yet. In this case, if the characters arrive at a location where it can potentially be found, roll 1d8. Subtract 1 from the roll for each location on the bulleted list that the characters have visited before. If the modified roll results in a 1 or less, the missing horn is in the location that the characters are currently visiting.

- The darkling's shop in Downfall (area d10, chapter 2).
- Beneath Bavlorna's cauldron (area D18, chapter 2).
- The unicorn costume (Little Oak, chapter 3).
- In Sowpig's cupboard in Loomlurch (area L10, chapter 3).
- In Archillus' possession (Fey Beacons, chapter 4).
- In Skylla the warlock's possession (area M11, chapter 4).
- In Shon's possession (area P28, chapter 5).
- In a wooden chest (area P51, chapter 5).

Story Items

A story item is an item—whether mundane or magical—that is of particular importance to the adventure's story. Any character who is present when a story item is found should annotate its finding on their character sheet. A character that finds a story item can possess the item in future sessions of the same adventure, though only one character in a given group can possess the same story item during a given session. These characters should decide who possesses the item. If they can't agree, the character that possesses it should be determined randomly.

TIME FLIES WHEN YOU'RE HAVING FUN!

It's usually helpful for organizers of public events (such as conventions) to be able to plan on how to run this adventure in two- or four-hour time segments. This document will provide guidance that will make this easier.

Chapter 1 should take approximately four hours to play, while chapters 2, 3, 4, and 5, should each consist of about ten hours of game time. Each chapter is prefaced with guidance that breaks the adventure down into two-hour sessions. These are merely suggestions; you may have groups that take more or less time. Random encounters are a great way to tailor the adventure to accommodate deviations stemming from different playstyles.

Most importantly, keep in mind that none of these time suggestions are compulsory.

FEYWILD TRINKETS

Anytime a character might earn a trinket during sessions of this adventure, award trinkets from this table instead of the Trinkets table in the *Player's Handbook*. Trinkets can be particularly valuable in this adventure—the characters will no doubt find them useful for buying items or services, or for otherwise convincing creatures to help them.

As always, the characters divide the trinkets that they find between themselves, but can keep them beyond the session, unlike other mundane equipment.

BEGINNING THE ADVENTURE

Adventurers League characters use the *Lost Things* hook; the Warlock's Quest hook isn't used.

LOST THINGS

DETERMINING WHAT WAS LOST

At some point before beginning this adventure, each of the characters lost something important to them. This lost thing likely wasn't a material possession—such as a favorite toy or a piece of jewelry. Rather, it's likely something a bit more abstract—such as their ability to keep secret or their smile. A character can't gain inspiration without this lost thing, so finding it should be a priority for them!

This section contains a table used to determine each character's lost thing, but you can also work with them to develop other ideas; the more involved they are in telling their characters' stories, the better. Once you've settled on what they've lost, decide which of the listed magic items is the most appropriate to have been created from it. When the characters find that item later in the adventure, they recover their lost thing.

Characters that played WBW-PR *Lost Things* will have lost their thing during that adventure; you won't need to go through this step with them.

KEEPERS OF LOST THINGS

The characters discover who has their lost thing later—usually by solving the riddle of the carousel (see chapter 1, Carousel, below). However, if you have a new player join the game later in the adventure or a player who wasn't there when the unicorns' riddles were solved, you can determine who possesses their lost thing and reveal it later. Each chapter is preceded with guidance to that effect.

MINOR CURSES

Let your players decide if they'd like their lost thing to impose a minor curse as well. While they may sound trivial, the effects of these curses may challenge your players!

WBW-PR-LOST THINGS

This prelude adventure plays directly off of this adventure hook. In it, the players play their characters as children and experience the Witchlight Carnival for the first time and culminates with the theft of their lost thing.

This adventure will be available on www.dmsguld.com.

WARLOCK'S QUEST

This adventure hook isn't used.

CHAPTER 1:

WITCHLIGHT CARNIVAL

Estimated Duration: 4 hours

RUNNING THIS CHAPTER

This chapter can be run as presented here if you have a single group of players, but also as part of a larger event with multiple groups. For the rules that describe how to run this chapter as a multi-table event, refer to WBW-EP *The Witchlight Carnival*.

CARNIVAL MAP

TRACKING TIME

The majority of WBW-EP *The Witchlight Carnival* focuses on the exploring the carnival and culminates in the coronation of the Witchlight Monarch. This period is spent in single groups—first as the characters arrive at the carnival and later as they learn of their need to travel to Prismeer, find a means of getting there, and then leave the carnival.

CARNIVAL OWNERS

Neither Mister Witch nor Mister Light are ready to hang up their hats yet; characters don't have the ability to be picked as their successors...yet.

CARNIVAL LOCATIONS

TICKET BOOTH

BARTERING FOR A TICKET

While they needn't pay for their initial ticket, characters may barter for additional tickets if they want to participate in more of the carnival's offerings.

BUBBLE-POP TEAPOT

A character can obtain only one pouch of Scatterleaf Tea in this way; Treadlewise has other patrons, ya know?

CALLIOPE

Any character who gives Ernest a button earns the **Button Buddy** story award. So long as one character in the group has this story award, Ernest lends them a helping hand as detailed in this section of the adventure. Each character present removes this story award and can't gain Ernest's assistance in this way again.

CAROUSEL

RIDDLE OF THE CAROUSEL

Lost Things Secrets. Upon assisting the unicorns, roll on the table found in Keepers of Lost Things (see Introduction, Lost Things story hook, above). Each character should annotate the name of the hag that possesses their lost thing.

DRAGONFLY RIDES

Each character who succeeds on the Wisdom (Animal Handling) check made to pilot a giant dragonfly should annotate this success on their character sheet.

FEASTING ORCHARD

FAERIE CAKE EATING CONTEST

Any character who hasn't been reduced to 0 hit points after eating 20 cupcakes wins the contest (and its reward).

GONDOLA SWANS

Each character that impresses Featherreen should annotate this success on their character sheet.

HALL OF ILLUSIONS

CHASING RUBIN

If Rubin passed through the mirror, each character should annotate this on their character sheet.

DEVELOPMENT

Each character that realized that Tasha and Iggwilv are one and the same should annotate this success on their character sheet.

LOST PROPERTY

MISSING CHILD

The mirrored ball is a story item.

MYSTERY MINE

RIDING THE MYSTERY MINE

The character is haunted by nightmares for 1d8 long rests.

PIXIE KINGDOM

Each character that played hide-and-seek with the pixies should annotate this on their character sheet.

SILVERSONG LAKE

Each character that received a singing lesson from the mermaid should annotate this on their character sheet.

SNAIL RACING

Each character that participates in the snail race should annotate this on their character sheet.

CARNIVAL EVENTS

BURLY'S PLAN

THE HEIST

The Witchlight watch is a story item for this chapter.

CATCHING KETTLESTEAM

Development. Characters that get an acting lesson from Candlefoot should annotate this on their character sheet.

TIMED EVENTS

HOOR 1: WELCOME GIFTS

Dandelion Seeds. Characters that make wishes should annotate their wish on their character sheet.

HOOR 8: CROWNING THE WITCHLIGHT MONARCH

Selecting a Monarch. A character selected should annotate this on their character sheet.

THROUGH THE LOOKING GLASS

STEPPING THROUGH

Upon stepping through the mirror, read:

You stand at the edge of a raised and broken causeway under a hazy, twilight sky. The causeway, which is built from pale stones that glow faintly from within, towers over the surrounding landscape, but large sections of it have crumbled away. The parts that remain in place are separated by large gaps where portions have collapsed.

A fog-shrouded swamp spreads out below you in all directions, and up from its murk wafts the smell of rotting plants. Also rising from the swamp is the music of nature—a discordant symphony of croaking frogs and singing birds.

Each character that hasn't yet visited Hither gains a level (to a maximum of 2nd level) upon arriving. This is an opportune time to take a short break to ensure the players can adjust their characters and to ask any questions that they might have in so doing.

Lost Things. If the characters solved the riddle of the carousel, they should each know who stole their lost thing. If they didn't, determine this now by having its location revealed by Ellywick Tumblestrum, Mister Witch, Mister Light, or Candlefoot (provided the characters recovered his voice from Kettlesteam) as appropriate.

CHAPTER 2: HITHER

Estimated Duration: 10 hours

RUNNING THIS CHAPTER

Each character that hasn't yet visited Hither gains a level (to a maximum of 2nd level) upon starting this chapter. This is an opportune time to take a short break to ensure the players can adjust their characters and to ask any questions that they might have in so doing.

LOST THINGS IN HITHER

By now, the characters should each know who stole their lost thing. If they don't determine this now. If the item was taken by Bavlorna, the character should learn of its location at some point before finding Bavlorna's Hoard. Examples include dreaming about it being hidden away inside a toad's dark mouth, drifting flower petals landing in a nearby body of water spelling out the words "Bavlorna has it," or one of Bavlorna's lornlings revealing its location under questioning.

UNICORN HORN LOCATIONS

Elidon's lost horn can potentially be found in Hither. If the unicorn horn hasn't been found yet and its location hasn't been determined before the characters arrive in one of its potential hiding spots,

roll 1d8. Subtract 1 from the roll for each thing on the bulleted list that the characters encountered prior to encountering a potential hiding spot. If the modified roll results in a 1 or less, the character find Elidon's missing horn.

- The darkling's shop in Downfall (area d10, chapter 2).
- Beneath Bavlorna's cauldron (area D18, chapter 2).
- The unicorn costume (Little Oak, chapter 3).
- In Sowpig's cupboard in Loomlurch (area L10, chapter 3).
- In Archillus' possession (Fey Beacons, chapter 4).
- In Skylla the warlock's possession (area M11, chapter 4).
- In Shon's possession (area P28, chapter 5).
- In a wooden chest (area P51, chapter 5).

TIME FLIES WHEN YOU'RE HAVING FUN!

This portion of the adventure is open for the characters to explore. Random encounters can be used to reduce or increase the run-time of this chapter.

This chapter can be broken down into approximately five, two-hour sessions, described below. It can be further expanded by inserting random encounters. Each of these random encounters adds approximately thirty minutes to the run time of this chapter.

SESSION 1. ARRIVAL IN HITHER.

Here the characters arrive in Hither, witness Sir Talavar's dramatic balloon crash, and encounter the harengon brigands. From here, the characters head to Slanty Tower to investigate the crashed balloon. There, they meet Sir Talavar. Along the way, the characters participate in one random encounter one random encounter. If they don't visit the tower, run two random encounters, instead.

SESSION 2. THE QUEST FOR THE KEY

Having learned of Sir Talavar's plight, the characters venture to Telemy Hill and meet Jingle Jangle, who reveals her bullying by Agdon Longscarf and his brigands. After retrieving the key to Sir Talavar's cage, the characters are likely to return to Slanty Tower to free the faerie dragon. Once done, they may venture to Brigand's Tollway to confront Agdon. Along the way, the characters participate in a random encounter. If they don't visit Jingle Jangle, run two random encounters, instead.

SESSION 3. ARRIVAL AT DOWNFALL

Here, the characters arrive in Downfall and explore the bullywug village. The characters learn about the politics of King Gullop XIX's court as they explore locations in Downfall. Each location should take

approximately thirty minutes to complete, though it's recommended you set aside an hour for the character's first encounter with King Gullop XIX in D6; set aside at least 1 hour for this encounter. The session culminates in the characters plotting how to enter Bavlorna's Hut.

SESSION 4 AND 5. CONFRONTING BAVLORNA

The characters enter Bavlorna's Hut and navigate its spooky mysteries. In total, this area should take about four hours to complete.

First Floor. The characters should spend about one hour exploring the bottom floor of Bavlorna's hut.

Second Floor. The characters should spend about two hours exploring this area of Bavlorna's hut.

Third Floor. The characters should spend about one hour exploring this area of the hut and confronting Bavlorna.

LOCATIONS IN HITHER

TELEMY HILL

Jingle Jangle's silver key and the awakened trees' iron key are both story items.

BRIGANDS

If Agdon escapes, any items stolen from the characters can be found among the booty piled around his throne.

DOWNFALL

DOWNFALL LOCATIONS

D10. TRINKET, BAUBLE, AND CHARM'S

If the characters steal the rain cloud balloon, it bumbles uncontrollably around Hither 50 feet off of the ground. Alternatively, a character can steer the craft with a successful DC 15 Intelligence check, but can't leave the splinter-realm with it. A character proficient with air vehicles adds their proficiency bonus to this check. If the balloon plummets to the ground, each character in the basket must make a DC 11 Dexterity saving throw, taking 17 (5d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Unicorn Horn. Elidon's horn might be found here.

D18. BAVLORNA'S CAULDRON

Unicorn Horn. Elidon's horn might be found here.

BAVLORNA'S COTTAGE

COTTAGE LOCATIONS

B1. PRESERVING POOL

If the darkmantle escapes, any items purloined by the darkmantle can be found in a random room in the cottage.

B2. TAXIDERMY WORKSHOP

Skabatha Nightshade's wooden eye is a story item.

B10. STUDY

Both of Bavlorna's iron keys are story items.

Each character that hasn't yet encountered Bavlorna Blightstraw gains a level (to a maximum of 3rd level)—provided they survive their encounter with her. This is an opportune time to take a short break to ensure the players can adjust their characters and to ask any questions that they might have in so doing.

B12. MEAT LOCKER

Octavian Meliamne's heart is a story item.

B14. CAGES

The stick enchanted by Vansel is a story item.

B18. BAVLORNA'S BEDROOM

The black-enameled iron key and the unpunched ticket to the Witchlight Carnival are both story items.

B19. BAVLORNA'S HOARD

The stag skull and the spool of thread are both story items.

A character can only keep a magic item found here if Bavlorna created it from their lost thing. If the characters created their own lost thing, instead of rolling on the table in the adventure's Introduction, the lost thing takes the form one of the magic items below; you can determine the item randomly or choose one that you feel is thematically related to the character's lost thing:

- *A wand of secrets*
- *A wand of smiles*
- *A pipe of smoke monsters*
- *A talking doll*
- *An instrument of scribing* (of a random type)
- *An orb of direction*
- *A cloak of many fashions*
- *A pole of collapsing*

FROM HITHER TO THITHER

Upon arriving in Thither, read:

The mists part to reveal a primeval forest. A fragrant breeze wafts between the enormous trees, sending motes of pollen dancing into the air. Patches of sunlight kiss the forest floor, and the sweet melody of bird-song echoes all around.

Each character that hasn't yet visited Thither gains a level (to a maximum of 4th level) upon arriving. This is an opportune time to take a short break to ensure the players can adjust their characters and to ask any questions that they might have in so doing.

CHAPTER 3: THITHER

Estimated Duration: 10 hours

RUNNING THIS CHAPTER

ADVANCEMENT

Each character that hasn't yet visited Thither gains a level (to a maximum of 4th level) upon starting this chapter. This is an opportune time to take a short break to ensure the players can adjust their characters and to ask any questions that they might have in so doing.

Content Warning: Childhood Hardship

This chapter of the adventure features a number of children as young as 8-years old imprisoned by a cruel hag. While most of them are in no actual danger, they're clearly suffering and unhappy. Discuss depictions such as these with your players and modify the adventure as is appropriate to address situations that might make your players feel uncomfortable..

LOST THINGS IN THITHER

By now, the characters should each know who stole their lost thing. If they don't determine this now. If the item is in Skabatha's possession, the character should learn of its location at some point before arriving in area L16. Granny Nightshade's Bedroom. Examples include dreaming about it being hidden away inside the attic of a decaying house, Lamorna the unicorn or Cradlefall the dragon revealing its location.

UNICORN HORN LOCATIONS

Elidon's lost horn can potentially be found in Thither. If the unicorn horn hasn't been found yet and its location hasn't been determined before the characters arrive in one of its potential hiding spots, roll 1d8. Subtract 1 from the roll for each thing on the bulleted list that the characters encountered

prior to encountering a potential hiding spot. If the modified roll results in a 1 or less, the character find Elidon's missing horn.

- The darkling's shop in Downfall (area d10, chapter 2).
- Beneath Bavlorna's cauldron (area D18, chapter 2).
- The unicorn costume (Little Oak, chapter 3).
- In Sowpig's cupboard in Loomlurch (area L10, chapter 3).
- In Archillus' possession (Fey Beacons, chapter 4).
- In Skylla the warlock's possession (area M11, chapter 4).
- In Shon's possession (area P28, chapter 5).
- In a wooden chest (area P51, chapter 5).

TIME FLIES WHEN YOU'RE HAVING FUN!

This portion of the adventure is open for the characters to explore. Random encounters can be used to reduce or increase the run-time of this chapter.

This chapter can be broken down into approximately five, two-hour sessions, described below. It can be further expanded by inserting random encounters. Each of these random encounters adds approximately thirty minutes to the run time of this chapter.

SESSION 1. ARRIVAL IN THITHER.

Here the characters arrive in Thither. Shortly afterwards, they find one of Granny Nightshade's wanted posters. Shortly afterwards, they find Nib's Cave. There, Nib provides directions to the Getaway Gang's hideout at Little Oak (presuming the characters ask about the miscreants). Arriving at Little Oak, the characters meet Will of the Feywild and his band of rebellious children, who, in turn, informs them about Lamorna and the Wayward Pool.

SESSION 2. THE WAYWARD POOL

The characters participate in a random encounter, and then arrive at the Wayward Pool. If they don't go to the pool, run three random encounters.

SESSION 3. ARRIVAL AT LOOMLURCH

The characters explore Loomlurch. This part of the adventure should occupy about four hours to complete. Allot thirty minutes for each area within the lair itself. However, the characters first encounter with Granny Nightshade should last about one-and-a-half hours.

SESSION 4 AND 5. CONFRONTING NIGHTSHADE

The characters explore Loomlurch. This part of the adventure should occupy about four hours

to complete. Allot thirty minutes for each area within the lair itself. However, the characters first encounter with Granny Nightshade should last about one-and-a-half hours.

FEATURES OF THITHER

FAIRY RINGS

UNINCORPORATED FAIRY RINGS

If more than one character is successful in teaching the camestris a new song, they bestow the charm of heroism on whichever character hasn't received a charm in this way before. If more than one character hasn't received a charm in this way, determine who receives the charm randomly.

Characters transported by a fairy ring wind up in a similar ring of toadstools in a dense forest someplace in Faerûn—days' travel away from any civilization.

WANTED POSTERS

The characters can each keep a wanted posted that the group finds.

Silver Ingot. If mason's tools aren't available, characters can use improvised tools—it just takes twice as long.

ARRIVAL IN THITHER

RANDOM ENCOUNTERS IN THITHER

DOOMED DRYAD

The seeds can be kept by the characters. Their magic fades 24 hours after being removed from Prismeer.

OWLBEAR AND CHARIOT

Juniper doesn't leave Thither.

LOCATIONS IN THITHER

NIB'S CAVE

Each character receives only one item from Nib and only the item that he made specifically for them. Nib can make magic items from the *Dungeon Master's Guide*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything* upon request.

LITTLE OAK

THE GETAWAY GANG

The unicorn costume is a story item.

Unicorn Horn. Elidon's horn might be found here.

LOOMLURCH

WHERE'S SKABATHA?

Upon encountering Skabatha, each character that hasn't yet encountered her gains a level (to a maximum of 5th level)—provided they survive the encounter. This is an opportune time to take a short break to ensure the players can adjust their characters and to ask any questions that they might have in so doing.

SKABATHA'S RING OF KEYS

The ring of keys is a story item.

LOOMLURCH LOCATIONS

L4. WORKSHOP

A key made using Naal's bar of soap is a story item.

L5. GRANNY NIGHTSHADE'S GARDEN

The fungi found here can be divided among the characters and kept. They lose their special properties 24 hours after leaving Prismeer.

L6. ROCKING HORSE

Each character loses the unicorn horn story item upon it being used to restore Elidon to his natural form.

L10. CUPBOARDS

Unicorn Horn. Elidon's horn might be found here.

L13. GRANNY NIGHTSHADE'S KITCHEN

Trapdoor and Cell. Rubin is in the cage if any of the characters have the Rubin Ran story award.

Cookbooks. The gnarled root is a story item.

Treasure. Elkhorn immediately recognizes his *+1 longsword* should he notice it in the characters' possession. If he's rescued, he begrudgingly offers it as a reward for his freedom, citing the Rule of Reciprocity (though he asks nicely for a "loaner" sword until he's able to get another of his own).

L14. STUDY

Treasure. The hag's eye is a story award. The other items found here can be kept. The toad loses its ability to poison creatures that lick it after leaving Prismeer.

L16. GRANNY NIGHTSHADE'S BEDROOM

Lost Thing. A character can only keep a magic item found here if Skabatha created it from their lost thing. If the characters created their own lost thing, instead of rolling on the table in the adventure's Introduction, the lost thing takes the form one of the magic items below; you can determine the item randomly or choose one that you feel is thematically related to the character's lost thing:

- *A wand of secrets*
- *A wand of smiles*
- *A pipe of smoke monsters*
- *A talking doll*
- *An instrument of scribing* (of a random type)
- *An orb of direction*
- *A cloak of many fashions*
- *A pole of collapsing*

FROM THITHER TO YON

Upon arriving in Yon, read:

You stand on a path that wends between rocky crags on a mountainside. The sky is dark and full of roiling thunderclouds. You are greeted by a howling wind. For a second, lightning splits the sky, striking nearby mountaintops and illuminating a distant pinnacle of rock that has a foreboding castle carved out of it.

Each character that hasn't yet visited Yon gains a level (to a maximum of 6th level) upon arriving. This is an opportune time to take a short break to ensure the players can adjust their characters and to ask any questions that they might have in so doing.

CHAPTER 4: YON.

Estimated Duration: 10 hours

RUNNING THIS CHAPTER

ADVANCEMENT

Each character that hasn't yet visited Yon gains a level (to a maximum of 6th level) upon starting this chapter. This is an opportune time to take a short break to ensure the players can adjust their characters and to ask any questions that they might have in so doing.

LOST THINGS IN YON

By now, the characters should each know who stole their lost thing. If they don't determine this now. If the item is in Endelyn's possession, the character should learn of its location at some point before arriving in area M22. Endelyn's Room. Examples include dreaming about it being watched over by a

jade-green eye beneath dozens of bodies hanging from strings, or seeing the words "it's in the glass wardrobe" carried on the winds of a tornado or spelled out in lightning streaking between lightning rods.

UNICORN HORN LOCATIONS

Elidon's lost horn can potentially be found in Yon. If the unicorn horn hasn't been found yet and its location hasn't been determined before the characters arrive in one of its potential hiding spots, roll 1d8. Subtract 1 from the roll for each thing on the bulleted list that the characters encountered prior to encountering a potential hiding spot. If the modified roll results in a 1 or less, the character find Elidon's missing horn.

- The darkling's shop in Downfall (area d10, chapter 2).
- Beneath Bavlorna's cauldron (area D18, chapter 2).
- The unicorn costume (Little Oak, chapter 3).
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TIME FLIES WHEN YOU'RE HAVING FUN!

This portion of the adventure is open for the characters to explore. Random encounters can be used to reduce or increase the run-time of this chapter.

This chapter can be broken down into approximately five, two-hour sessions, described below. It can be further expanded by inserting random encounters. Each of these random encounters adds approximately thirty minutes to the run time of this chapter.

SESSION 1. ARRIVAL IN YON.

The characters encounter a lightning rod and participate in a random encounter after arriving in Yon. Once done, they meet Amidor and Pollenella, who tells them about the trapped elf prince, and volunteers to show them the way to the Fey Beacons. Upon assisting Alagarthas' return home, Amidor speaks of the warring korred and brigganock miners—bravely offering to show them the way.

SESSION 2. KORREDS AND BRIGGANOCKS

The characters venture between Brigganock Mine and Lockbury Henge in an attempt to broker a peace between the two warring clans.

SESSION 3. ARRIVING AT MOTHERHORN

The characters quickly learn about Motherhorn's dangers upon arriving. Their entrance into Endelyn's lair should take about 15 minutes. The remainder of this session should consist of their exploring the Stage Level.

SESSION 4 AND 5. CONFRONTING ENDELYN

Anticipate about an hour-and-a-half for the characters' first encounter with Endelyn, and one hour for each stage production the characters participate in. Otherwise, this part of the adventure should take about four hours to complete: thirty minutes for each area within the lair.

RANDOM ENCOUNTERS IN YON

PAGEANT WAGON

The invitations are unique story items that each character receives. The normal limit on how many can be present during the session don't apply to them.

LOCATIONS IN YON

FEY BEACONS

PERFORMING PERYTONS

Unicorn Horn. Elidon's horn might be found here.

Lighting the Beacons. A character that lights the beacons and returns home can't return to Prismeer; this adventure is over for them. Before they enter, Amidor offers them a single warning that they may not be able to return to recover their lost thing.

MOTHERHORN

WHERE'S ENDELYN?

Upon encountering Endelyn, each character that hasn't yet encountered her gains a level (to a maximum of 7th level)—provided they survive the encounter. This is an opportune time to take a short break to ensure the players can adjust their characters and to ask any questions that they might have in so doing.

MOTHERHORN LOCATIONS

M4. PROP STORAGE

M4b. The key found in the gilded throne is a story item.

M7. ORACULAR LIBRARY

Tales From the Gloaming Court, Vol. 3. A character that finds and removes the vial of mummy dust before opening the book it's hidden in, can keep the vial. Once, as an action, the vial can be thrown, duplicating the effects of the dust as if it had been dropped at a point within 30 feet of the

thrower. The dust loses its potency after leaving Prismeer. This book is a story item.

M11. STAGE WORKSHOP

Unicorn Horn. Elidon's horn might be found here.

M17. PRISON.

Tales from the Gloaming Court, Vol. 8. This book is a story item.

M20. PAPER BIRDS AND HIDDEN BELFRY

Bottled Lightning. The bottles found here can be divided among the characters and kept. They lose their special properties 24 hours after leaving Prismeer.

Hidden Belfry. If the characters mount the cranes, they leave Yon. Note that Amidor won't leave Yon until he's fulfilled his commitment to Gleam and Glister, so the characters may find themselves unable to return to Yon.

M22. ENDELYN'S ROOM

Lost Thing. A character can only keep a magic item found here if Endelyn created it from their lost thing. If the characters created their own lost thing, instead of rolling on the table in the adventure's Introduction, the lost thing takes the form one of the magic items below; you can determine the item randomly or choose one that you feel is thematically related to the character's lost thing:

- *A wand of secrets*
- *A wand of smiles*
- *A pipe of smoke monsters*
- *A talking doll*
- *An instrument of scribing* (of a random type)
- *An orb of direction*
- *A cloak of many fashions*
- *A pole of collapsing*

LEAVING YON

Upon leaving Yon, read:

A twilight palace emerges dreamlike from the clouds. A great marble tower ringed by delicate spires casts its shadow over the rooftops below. Another tower teeters nearby, torn from its foundation and held aloft by a coiled beanstalk. Monstrous vines cling to the palace walls and choke the promontory of rock on which it perches.

The characters don't gain a level upon arriving at the Palace of Heart's Desire, but if they ride the cranes here, they do gain the benefit of a long rest.

CHAPTER 5: PALACE OF HEART'S DESIRE

Estimated Duration: 10 hours

RUNNING THIS CHAPTER

ADVANCEMENT

The characters don't gain a level upon arriving at the Palace of Heart's Desire, but if they ride the cranes here, they do gain the benefit of a long rest.

UNICORN HORN LOCATIONS

Elidon's lost horn can potentially be found in Palace of Heart's Desire. If the unicorn horn hasn't been found yet and its location hasn't been determined before the characters arrive in one of its potential hiding spots, roll 1d8. Subtract 1 from the roll for each thing on the bulleted list that the characters encountered prior to encountering a potential hiding spot. If the modified roll results in a 1 or less, the character find Elidon's missing horn.

- The darkling's shop in Downfall (area d10, chapter 2).
- Beneath Bavlorna's cauldron (area D18, chapter 2).
- The unicorn costume (Little Oak, chapter 3).
- In Sowpig's cupboard in Loomlurch (area L10, chapter 3).
- In Archillus' possession (Fey Beacons, chapter 4).
- In Skylla the warlock's possession (area M11, chapter 4).
- In Shon's possession (area P28, chapter 5).
- In a wooden chest (area P51, chapter 5).

TIME FLIES WHEN YOU'RE HAVING FUN!

This portion of the adventure is open for the characters to explore. Random encounters can be used to reduce or increase the run-time of this chapter.

This chapter can be broken down into approximately five, two-hour sessions, described below. It can be further expanded by inserting random encounters. Each of these random encounters adds approximately thirty minutes to the run time of this chapter.

SESSION 1. THE PALACE GARDENS

The characters arrive at the palace; they explore the gardens and must solve a riddle in order to enter the palace.

SESSION 2 AND 3. THE LOWER PLACE

The characters explore the lower levels of the palace, learn more about the fate that befell its occupants, and encounter members of Valor's Call and the League of Malevolence. The characters should spend about four hours exploring this level of the palace.

SESSION 4 AND 5. FREEING PRISMEER

The characters ascend to the upper level of the palace and find Zybilna. They're confronted with the decision on whether to free her: siding with good, evil, or their own greed.

ARRIVAL AT THE PALACE

FRIENDS AND FOLLOWERS

Clapperclaw, Squirt, and Amidor refuse to enter the palace with the characters. If Eikhorn and Molliver are with the group, however, they happily accompany the characters.

EXPLORING THE PALACE

PALACE LOCATIONS

P8. MAIDEN'S POND

The crown of needles is a story item.

P9. ENVY'S TOWER

The crown of golden flowers is a story item, as are any leis that the characters create.

P10. WRATH'S TOWER

The crown of golden flowers is a story item, as are any baskets of berries that the characters gather.

P11. CARRIAGE HOUSE

The carriage and its glass pegasi shatter if the vehicle leaves Prismeer.

P15. SERVANT'S QUARTERS

Treasure. The ring is considered a trinket.

P16. PALACE KITCHEN

The cake is a story item.

P22. BALLBOOM

Treasure. *Iggwilv's cauldron*—and, if destroyed, the fragments thereof—are story items. Neither Iggwilv nor Mercion surrender their belongings willingly.

P23. ROUND TABLE

Treasure. Ringerun doesn't surrender his *staff of power* willingly.

P27. ARMORY

Each character can keep one weapon from the cabinets.

P28. LIBRARY

Unicorn Horn. Elidon's horn might be found here.

P30. SLUDGE-FILLED TOWER

Demonic Sludge. Characters transformed into manes in this way are removed from play until the transformation has been reversed.

P31. THRONE ROOM

As an alternative to the listed price, Warduke's loyalty can be bought for a magic item of rare or greater rarity, but only if the item is a martial weapon or suit of armor.

Treasure. Warduke doesn't surrender his *flame tongue longsword* willingly if his loyalty is bought.

P33. GLASS STATUES

Treasure. Ending the curse on a creature attuned to the *Ioun stone* breaks their attunement, but doesn't remove the curse from the magic item.

P37. DRETCH NURSERY

The characters should annotate how many dretches they destroyed on their character sheet.

P42. LABORATORY

The bean pods can be divided among the characters and kept, but lose their properties 24 hours after leaving Prismeer.

P43. MIRROR OF HEART'S DESIRE

Characters who learn the location of their lost thing here should annotate its location on their character sheet.

P47. DESTROYED STUDY

Treasure. Strongheart won't willingly surrender *Steel*.

P50. VAULT

Snicker-Snack is a story item.

P51. BEANSTALK TOWER

Unicorn Horn. Elidon's horn might be found here.

ENDING THE STORY

ZYBILNA'S GIFTS

TO BE YOUNG AGAIN!

Characters that are returned home as children are removed from play, but can recreate them as new 1st-level characters (just without any rewards they've accrued).

APPENDIX A: MAGIC ITEMS

PIXIE DUST

Pixie dust is considered a consumable magic item.



THE WITCFLIGHT CARNIVAL EPIC ADAPTATION



Your journey for the safe return of a treasured possession has led you back to the Witchlight Carnival: a spectacular event of games, music, food, and friendship. However, strange things are afoot, and it's up to you to find out what they are and who is behind them.

A 4-hour epic adaptation of Chapter 1 of *The Wild Beyond the Witchlight* campaign.

CONTENT WARNING: Fairytale abduction, magical charm.

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WBW-EP THE WITCHLIGHT CARNIVAL

ADVENTURE SUMMARY

This is an adaptation of Chapter 1 of *The Wild Beyond the Witchlight*. While part 1 of the adventure can be run without using this adaptation, this adaptation can be used if the adventure is being run as a multi-table Adventurers League event at a convention or other public venue.

This document provides guidance that supplements the adventure—it doesn't reproduce it; each DM and event administrators will need a copy of *The Wild Beyond the Witchlight* for the event.

Call to Action. The characters arrive at the carnival and form groups with other guests. The players each introduce themselves and their character. The players choose a messenger from among them.

Part 1. The characters explore the carnival and enjoy games, delicious food, and performances in the Big Top. Most importantly, they may learn about who has stolen their lost thing and where it can be found.

Part 2. Mister Witch and Mister Light crown the Witchlight Monarch from among the characters in attendance.

Part 3. The characters learn how to venture to the Fey domain of Prismeer in pursuit of their lost thing.

DUNGEON MASTER AND PLAYERS

This multi-table event consists of two groups of people: the Witchlight's employees and the Witchlight's guests.

WITCHLIGHT'S EMPLOYEES

The carnival's employees are charged with entertaining the guests who travel from far and wide to visit the Witchlight Carnival: The administrators and Dungeon Masters:

Administrators (Admins). While they're dungeon masters, these people oversee the logistics of the event-at-large. Some of them muster groups and assign tables, others might make announcements, while others still play one of the adventure's key NPCs:

- Mister Witch is responsible for making sure that it runs smoothly and is one of the first people to welcome guests. Mister Witch announces the beginning of the Call to Action.
- Mister Light is responsible for ensuring that guests are enjoying themselves and arranges



MISTER WITCH

entertainment. Mister Light announces the beginning of Part 1.

- Wandering NPCs are the various people that guests might meet during the carnival. Some are specific NPCs like Kettlesteam, while others are created by the admins that play them.

Dungeon Masters (DMs). These people are assigned a group of 3-6 players. They adjudicate the rules of the game and play the role of most of the NPCs that the characters meet during the course of the adventure. DMs are empowered to adjudicate the rules of the game.

- For the purposes of this event, DMs are referred to as Witchlight Hands. Hands ensure that the characters are engaged in the events, answer any questions they might have, and guide their experience. While Mister Witch is responsible for the event's timing, the hands makes sure the characters are progressing. And while Mister Light is responsible for ensuring that the

RUNNING THE ADVENTURE

This multi-table event consists of two groups of people: the Witchlight's employees and the Witchlight's guests.

USING THE STORY TRACKER

The story tracker allows the DM to annotate the occurrence of specific events that have an impact later in the adventure. However, if you're playing this in a large-scale event such as a convention, it's unlikely that the players you have for this part of the adventure will be playing with you when these events happen down the road.

If you don't anticipate playing with these players in the future, instruct the players to make a note of their own on their character sheet anytime the adventure instructs you to record an event on your Story Tracker.

UNICORN HORN

If you're not playing this part of the adventure with regular players, don't roll for the unicorn's location; this will be determined by their DM at a later time. Revealing that they should be looking for a unicorn horn would be a significant spoiler—let alone revealing its location.

STORY ITEMS

A story item is an item—whether mundane or magical—that is of particular importance to the adventure's story. Any character who is present when a story item is found should annotate its finding on their character sheet. A character that finds a story item can possess the item in future sessions of the same adventure, though only one character in a given group can possess the same story item during a given session. These characters should decide who possesses the item. If they can't agree, the character that possesses it should be determined randomly.

THE CARNIVAL'S MOOD

While the event organizers—with the assistance of the DMs—are charged with tracking the carnival's mood, its swings for better or for worse are in response to the characters' actions. Whichever character improves the carnival's mood the most during the event may be crowned the Witchlight monarch!

Witchlight Hands are each provided a score sheets (appendix C) with spots for: each characters' name, making a mark each time they adjust the mood, and their total contribution to the carnival's mood (whether positive or negative). Each time a character does something to raise or lower the carnival's mood, check an appropriate box beside that character's name, and notify the event



MISTER LIGHT

entertainment is available, the hands make sure that the characters are engaged. Without the hands, the carnival wouldn't work.

WITCHLIGHT'S GUESTS

The players playing the adventure—or rather their characters—play the role of the carnival's guests. All of the characters created for this campaign begin play at 1st level. They advance to 2nd level upon entering Hither at the end.

The Messenger. At this point, the players should choose among them a special representative—the messenger. The messenger is charged with passing messages from the group's Witchlight Hand to Mister Witch, Mister Light, or any of their representatives—usually adjustments to the carnival's mood. The messenger should make sure to deliver the message and return to their table quickly (though safely). As always, a volunteer is best!

organizers. This is done by means of the group's messenger—a volunteer player tasked with running messages to the event's organizers. Be kind to your messenger, though; they shouldn't be made to run back and forth every five minutes. If you anticipate more than one adjustment to the mood in a short amount of time, ask them to deliver them after they've earned a few.

Event Organizers, in turn, update the carnival's mood often and regularly. The mood tracker (appendix A) is divided into 9 steps. It is, however, designed for one group of characters; playing this adventure with more groups will fill or empty the tracker too quickly. As such, in order to determine the carnival's current mood when the time calls for it, add up all of the adjustments (whether positive or negative), divide the result by the number of tables present (rounding to the nearest integer), and adjust the mood.

For example, an event of ten groups starts the carnival with the mood tracker at step 5. After a particularly bad start, the groups' combined efforts adjust the score down by a total of 12 steps and up by a total of 3—for a net total of -9. When divided by the number of groups (10), and rounded to the nearest integer (-0.9), the result (-1) reduces the mood by 1 step.

Be sure to announce changes in the carnival's mood as soon as they occur so the Witchlight Hands can convey to sudden change in tone—whether good or bad. Encourage your guests to cheer when the carnival's mood improves, or boo when it worsens!

When to Change the Mood

As a general rule, the adventure will tell you when a character's actions alter the mood (for the better or for worse). While you can adjust it outside of these situations (see *Carnival Etiquette*), it should be done consistently. Characters that go above and beyond with their politeness should be rewarded for their actions, but any changes to the mood should be applied in the same manner as the event's other DMs

BIG TOP EXTRAVAGANZA

For the last ten minutes of each hour during part 1, Mister Witch and Mister Light host performances at the big top! For ten minutes, players can put on an act for everyone to enjoy—whether its singing, dancing puppet shows, or whatever else might put a smile on others' faces. At the end of each player's act, their character attempts a DC 14 Charisma (Performance) check. If successful, the carnival's mood improves by 1 step. If the act consisted of multiple characters, they make a group check instead, but raise the mood by 3 steps if successful.

The characters should report their successes or failures here to their DM.

If your event is being hosted or streamed online, consider broadcasting the big top extravaganza sessions on your preferred streaming platform for others to enjoy!

THE WITCHLIGHT MONARCH

At the end of the carnival, Mister Witch and Mister Light crown the Witchlight Monarch. This is the character that improves the carnival's mood the most during the event.

Witchlight Hands complete the group's score sheet when the 15-minute warning is announced at the end of Part 1. Add the number of positive adjustments and subtracting the number of negative adjustments that each character obtained. Once you've annotated each character's total, put a star beside the name of the character that improved the score the most. Once complete, your group's messenger delivers the score sheet to the event administrators.

Witchlight Staff members quickly scan the score sheets and look for the character marked with a star and how much they improved the mood. Whichever character improved the mood the most among all of the groups is the Witchlight Monarch. The winner is determined randomly in the event of a tie (rolling a die, picking a name out of a hat, etc.).

STAFF AREA

This is the area where the administrators congregate to do paperwork, mustering, or calculating scores. The event administrators working there may be approached by characters. If so, the staff should immediately ask the trespassing character to make a DC 13 Dexterity (Stealth) check. If more than one player from a given group arrives, this check is made with disadvantage.

If the check is successful, the characters can eavesdrop on Witch's and Light's wagon; the administrator there says:

Two contrasting voices emerge from the wagon.

Mister Witch, in a low and gravelly voice: "You to find a way to calm down."

Mister Light, in a high-pitched, shrill voice: "I'll calm down when that kenku pest is gone."

"They know nothing," Mister Witch says. "They'll get frustrated soon enough and be on their way."

"I hope you're right," says Mister Light.

"Trust me," says Mister Witch.

TREASURE

If their check is successful, they find a potion hidden in the grass beside the wagon. Roll a die. If the result is even, it's a *potion of diminution*, otherwise it's a *potion of growth*.

CALL TO ACTION: WELCOMING GIFTS

Prescribed Duration: 20 minutes

RUNNING THE CALL TO ACTION

The call to action occurs during the Hour 1: Welcoming Gifts timed event, found in Chapter 1 of the adventure. It begins with an announcement from Mister Witch. From there, the DMs and the characters introduce themselves and amazing gifts are dispensed!

EVENT TIMING

Mister Witch announces the commencement of the event when it's ready to begin. Each part of this event is timed; administrators should use a stopwatch or timepiece to time the following announcements as prescribed below; don't worry about breaking character, though, Mister Witch has his own watch—the Witchlight watch!

Start Time: Introduction announcement

15 Minutes: 5-minute warning announcement

20 Minutes: Time's up! Proceed to part 1

INTRODUCTION (MR. WITCH)

Cue: Starting Time + 0 Minutes

Announce the following to the event:

The first stars of night twinkle above the apricot sunset. Giant dragonflies whirl overhead, trailing streamers, and a low mist curls over the ground. Through a floral archway, you glimpse wondrous and vibrant creatures—elf stilt walkers, dancing faeries, and painted performers. Everywhere there is laughter, pixie dust, bubbles, and the wistful tune of a whistling calliope.

As you pass through the archway, a stout elf in fine attire nods curtly and smiles respectfully as you join the assembled masses in passing through the archway.

“Welcome to the Witchlight Carnival! I am Mister Witch. Mister Light and I are honored to play the part of generous hosts on this fine evening—presuming, of course, that you purchase a ticket.”

“Running a carnival is busy work, so if you'll excuse me, please follow the Witchlight Hands to the nearest ticket booth where you will bear witness to our first feat of magic—turning three pieces of ordinary silver into an extraordinary evening!”

“Witchlight hands, see to our guests' every need!”

Mister Witch is dour in comparison to Mister Light, but is friendly enough. When he speaks, he is constantly checking his pocket watch and looks to be contemplating a dozen different trains of thought at the same time.

DEVELOPMENT

At this point, the Call to Action begins.

- Wanderers proceed with Gifts!
- Witchlight Hands proceed with Lost Things.

GIFTS! (WANDERERS)

Cue: Mister Witch's Announcement

For this part of the adventure, assume the persona of a creature of your choosing. Develop their name, their mannerisms, and their dress. If you can dress up as the character during the event, all the better!

Wander the event in the guise of your chosen persona, and visit each table in turn. The players will be introducing themselves and their characters to one another, so be unobtrusive. Cut the dandelions in appendix B into strips and give one to each player you visit. Once they're done introducing their characters, the DM will instruct the players to make their wish and determine their gift.

LOST THINGS (HANDS)

Cue: Mister Witch's Announcement

Read the following to the characters:



The Witchlight Carnival visits your world once every eight years. You have a dim memory of sneaking into the carnival as a child without paying for a ticket. That memory has faded over time, though it still conjures wonder and awe mixed with loss and regret. During this visit, you lost something. You tried to find it, but the carnival owners were decidedly unhelpful.

“Silly little screeching cricket,” said Witch poking a finger into your chest. “You forgot to buy a ticket.”

“The carnival goes round and round,” said Light. The multiverse is our playground. Nothing’s free and nothing’s lost. Every visit has its cost.”

As time passed, your heart became less heavy, and you gave less thought to your loss. Recently, however, the longing to retrieve what you lost has resurfaced, allowing you to feel the loss as sharply as if it happened yesterday.

The carnival has returned, and you find yourself standing near a ticket booth by the entrance at twilight. There you meet others who look as troubled as you. Without knowing how or why, you sense that each of them has lost something as well. Perhaps fate has brought you together.

A. INTRODUCTIONS

Allow each player (yourself included) a few moments to introduce themselves and their character. A little detail—even if it’s only basic appearance and a bit of backstory—goes a long way in creating an engaging play environment.

Welcome Gifts

During this portion of the adventure, your group may be visited by a wandering NPC gifting the characters with dandelions in the form of folded up pieces of paper. The admins handing out these gifts should do so unobtrusively.

The Adventurers League uses the Lost Things adventure hook this season; the Warlock’s Quest hook isn’t used. Each character has come to the carnival in pursuit of something they lost in their youth. Some will have already determined what their lost thing is in *WBW-PR Lost Things*. Determine the lost thing for the others when it’s their turn to introduce their characters, as described below:

LOST THINGS

The following guidance applies to determining lost things and the hags that possess them:

Lost Thing. If you have characters that haven’t determined their lost thing, do so now by rolling on the table in the Lost Things adventure hook and instruct the player to note what they’ve lost on their character sheet. Inform each player that until they recover this lost thing, their character can’t gain inspiration!

Keeper of Lost Things. Because some of your players may not be at your table in the future, don’t roll to determine the keeper of their lost thing. The only opportunity to learn this during this event is by solving the riddle of the unicorn (see Carousel, below). If they don’t visit the carousel or if they’re unable to solve the riddle, they won’t learn who has their lost thing until later!

Minor Curses. The characters don’t develop their minor curse until they hear the name of the hag that carries their lost thing for the first time.

B. TICKETS, PLEASE!

Once done, the characters get their tickets. Precisely why the characters’ tickets have been paid for by the mysterious planeswalking gnome Ellywick Tumblestrum has yet to be seen, but one thing is for sure; they’re about to set off on an amazing journey. This portion should proceed quickly.

CARNIVAL LOCATION: TICKET BOOTH

Upon arriving, Nikolas presents each character with a ticket (appendix D), a pair of false butterfly wings, and a map of the carnival (appendix E). Event organizers are encouraged to print out tickets (handout 1) and the map (handout 2), but aren't required to do so. If they aren't available, ensure that the characters are tracking the number of punches remaining on their ticket and that they have access to a map.

C. WAITING TO ENTER

With tickets in-hand, and butterfly wings on their back, it's time to have fun!

A twelve-foot-tall walking tree garlanded in golden ribbons marches down the thoroughfare. Emerald clouds swirl above the tree and rain down golden, spinning sycamore seeds knocked loose by a chatty squirrel scampering along the boughs. Fairgoers try to catch the seeds before they hit the ground. Meanwhile, brightly garbed Witchlight hands hand out dandelions to select passersby.

At some point, a wandering NPC should have visited your group and given your players dandelion seeds. If so, hand out the dandelions they gave you. If not, call for an administrator for dandelions (I promise you that they'll know what you're talking about).

- Once each player has a dandelion, they can make a wish by blowing the seeds (they can describe themselves doing this, for health concerns). Characters that make wishes should annotate what they wished for on their character sheet.
- Characters that managed to catch a sycamore seed roll on the following table to determine the gift they receive.

Welcome Gift

d8	Modifier
1-3	The creature gains the following personality trait until dawn: "I am easily amused." Any conflicting character trait is suppressed in the meantime.
4	The character gains a die, a d4, which it can add to one ability check it makes before the next dawn.
5-7	The seed turns into a gold piece.
8	The character gains a die, a d8, which it can add to one ability check it makes before the next dawn.

DEVELOPMENT

Proceed to Part 1, but don't begin until Mr. Light has instructed you to do so. If you find yourself

with a bit more time, you can roleplay interactions between the characters and various NPCs, such as other guests—excited to be visiting the carnival—or other Witchlight hands

PART 1: WITHLIGHT CARNIVAL

Prescribed Duration: 3 hours

RUNNING THIS PART

During this part of the adventure, the characters explore the carnival, play games, and have an enchantingly fun time.

EVENT TIMING

Mister Light announces the beginning of this part of the adventure when it's time to begin. The part has a hard time limit, but once the characters are set loose in the carnival, they can explore it until Part 1 is over.

Start Time: Introduction announcement

2 Hours, 35 Minutes: Part 1 is over! Complete score sheets

2 Hours, 40 Minutes: Turn in score sheets

2 Hours, 50 Minutes: Coronation ceremony

3 Hours: Begin part 2

GNOME POETRY CONTEST



BIG TOP EXTRAVAGANZA

The carnival also features a splendid big top. Mister Witch and Mister Light will occasionally announce a special show.

Players wanting to witness the spectacle are cordially invited to leave their table to go watch.

At the end of every hour of part 1, the event organizers can allow for special acts.

Events are encouraged to develop their own special acts—singing, dancing, puppet shows, or whatever else might bring a smile to others' faces. Events are similarly encouraged to stream their acts online for others to enjoy.

TIME FOR FUN! (MR. LIGHT)

Cue: 20 Minutes

Read the following to the event:

Colorful fireworks fill the sky as you pass through the entry to the carnival, where you're greeted by an elf in colorful motley.

"Welcome friends, old and new;
Have we got a treat for you!

I'm Mister Light and as you can see;
There is no other elf like me.

Follow the rules and we'll be just fine;
So, let's all make an orderly line.

Neither fights nor theft nor grumpy frowns;
Do we permit upon these grounds.

Now go inside, it's time for fun;
Witchlight Hands, begin Part 1!"

Mister Light is loud and extravagant in comparison with Mister Witch. He cartwheels and leaps about and excitedly points out the various attractions.

WANDERING NPCs (WANDERERS)

Cue: Mister Light's Announcement

During this part of the adventure, the characters may encounter Kettlesteam, a kenku warlock who has sensed something amiss with Zybilna and come to visit the carnival for answers. Unfortunately, Mister Witch and Mister Light aren't giving them any answers. As a result, they plan on causing trouble until Mister Witch and Mister Light change their mind.



Kettlesteam has the ability to cast disguise self at-will. As such, it may be pretty difficult to find them. Whichever Wanderer that is portraying Kettlesteam will carry with them a small bauble that can be easily handed off and concealed. When a Wanderer gives the bauble to another, this signifies that Kettlesteam has cast disguise self to appear as this Wandering NPC.

CATCHING KETTLESTEAM

The players will be wandering the carnival in search of the elusive kenku.

Translating to Online Play

In an online environment, wandering NPCs need to be run a little differently. Instead of the players seeking them out, they can determine if a visiting NPC is, in fact, Kettlesteam with a successful DC 13 Intelligence (Investigation) group check. If successful (and the administrator portraying the wandering NPC is Kettlesteam, the mischievous kenku reveals the password to the group.

Witchlight Wanderers will be approached by a player if they suspect that you are actually Kettlesteam. If you're carrying the bauble that identifies you as Kettlesteam, ask the character for a DC 13 Intelligence (Investigation) check. If the check is successful, reveal yourself as Kettlesteam and whisper the password "Zybilna" to the character so only they can hear it. They return to their table, triumphant.

Once done, politely inform any other players waiting to accuse you that Kettlesteam has been caught, but can be found later. Immediately return to the staff area, and surrender the bauble that identifies you as Kettlesteam.

Witchlight Staff then Hand out the bauble to a different Wanderer and announce that Kettlesteam is once again causing trouble.

ATTRACTIONS (HANDS)

Cue: Mister Witch's Announcement

Ensure that the characters have access to the carnival map to reference. They now need to decide where to go first!

In the interest of maximizing the number of locations that the characters can visit during this part of the adventure; each location should occupy about 15-20 minutes of real time. This will allow the characters to visit eight-to-ten different locations.

Wandering the Carnival

If feasible for your event, you can set up the carnival locations so the characters can walk around and visit them. This has the added benefit of being able to interact with other guests attending the carnival. This is also, however, accompanied with the need of additional administrators and DMs to portray the NPCs at the various locations that the characters might visit.

CARNIVAL LOCATIONS

During the course of this part of the adventure, the characters can visit the following locations. Many of them will have an impact on the rest of the adventure, but none so much as Carousel—which the characters should be strongly encouraged to visit at some point.

The characters have their first opportunity to learn important clues about what's going on at the carousel. Don't encourage them directly; rather, more than one NPC they meet might tell them about how impressive the carousel is, how they'd be remiss not to experience it, etc.

BIG TOP

The unicorn costume is a story item.

BUBBLE-POP TEAPOT

A character can obtain only one pouch of Scatterleaf Tea in this way; Treaclewise has other patrons, ya know?

CALLIOPE

Any character who gives Ernest a button earns the **Button Buddy** story award. So long as one character in the group has this story award, Ernest lends them a helping hand as detailed in this section of the adventure. Each character present removes this story award and can't gain Ernest's assistance in this way again.

CAROUSEL

Upon assisting the unicorns, roll on the table found in *Keepers of Lost Things* (see Introduction, *Lost Things* story hook, above). Each character should annotate the name of the hag that possesses their lost thing.

DRAGONFLY RIDES

Each character who succeeds on the Wisdom (Animal Handling) check made to pilot a giant dragonfly should annotate this success on their character sheet.

FEASTING ORCHARD

Any character who hasn't been reduced to 0 hit points after eating 20 cupcakes wins the contest (and its reward).

GONDOLA SWANS

Each character that impresses Featherreen should annotate this success on their character sheet.

HALL OF ILLUSIONS

If Rubin passed through the mirror, each character should annotate this on their character sheet.

DEVELOPMENT

Each character that realized that Tasha and Iggwilf are one and the same should annotate this success on their character sheet.

LOST PROPERTY

The mirrored ball is a story item.

MYSTERY MINE

The character is haunted by nightmares for 1d8 long rests.

PIXIE KINGDOM

Each character that played hide-and-seek with the pixies should annotate this on their character sheet.

SILVERSONG LAKE

Each character that received a singing lesson from the mermaid should annotate this on their character sheet.

SNAIL RACING

Each character that participates in the snail race should annotate this on their character sheet.

STAFF AREA

The group can send their messenger to visit this area once during the event.

Do Not Disturb!

The administrators may be busy coordinating wandering NPCs or tracking the mood when the players arrive. Players should wait patiently before approaching the administrators to ensure that disruptions are kept to a minimum.

Some events may wish to have the DMs fill the role of Mister Witch and Mister Light in lieu of the players potentially disrupting their work. If so, they will inform you accordingly.

CARNIVAL EVENTS

MEETING WITCH AND LIGHT

Proceed to event once the tracker reaches either end of the carnival's mood tracker.

BURLY'S PLAN

Proceed to this event after the characters meet Witch and Light. The Witchlight watch is a story item for this chapter.

CATCHING KETTLESTEAM

Once the characters discover that Kettlesteam is causing problems, they can try and find them, though determining who the kenku warlock actually is can be difficult. Instruct them to look for the kenku among the Wandering NPCs and return once with the password if they're successful.

Don't tell the characters, but the password is "Zybilna." If they return with the password, run this encounter as described in *The Wild Beyond the Witchlight*.

Characters that get an acting lesson from Candlefoot should annotate this on their character sheet.

THE FUN IS ENDED! (LIGHT)

Cue: 2 hours, 35 minutes

Read the following to the event:

"Friends and guests; guests and friends;
I regret to say our night nears its end.

Witchlight Hands, before we say good-bye once more;
Please determine each character's score.

It's basic math, no need to fear;
So once you're done, bring your sheets up here!"

COMPLETING SCORE SHEETS (HANDS)

Cue: Mister Light's announcement

Let your players know that they have a few moments to use the restroom or stretch their legs, and to venture to the Big Top in ten minutes for the coronation!

You have five minutes to complete your group's score sheet; adding up each character's contribution to the carnival's mood, and placing a star beside the one who contributed the most. Once you're done, deliver the group's score sheet to the event administrators.

CALCULATING (ADMINS)

Cue: Mister Light's announcement + 5 minutes

Determine the Witchlight Monarch by scanning the submitted score sheets for characters with a star beside their name, and identify the character that had the highest score. In the event of a tie, determine the winner randomly. Using the table number, Mister Light visits the group's Hand who points out the player of the winning character.

PART 2: CROWNING THE MONARCH!

Prescribed Duration: 10 minutes

RUNNING THIS PART

During this part of the adventure, the Witchlight Monarch is crowned.

EVENT TIMING

Mister Light announces the beginning of this part of the adventure when it's time to begin. The part has a hard time limit, but once the characters are set loose in the carnival, they can explore it until Part 1 is over.

Start Time: Introduction announcement

10 Minutes: Players return to their tables

CROWNING THE MONARCH (LIGHT)

Cue: Start time

Read the following to the players assembled at the Big Top.

Listen one and listen all;
You look like you've all had a ball!

One among you, you have to thank;
For without them, the night would've stank!

Clap and shout and raise a cheer;
Toast them with water, milk, wine, or beer!

Without further ado;
I announce your Witchlight Monarch!

Mister Light's Witchlight vane pulls the elf among the gathered crowd, dipping and weaving dramatically before finally stopping at the character identified as the winner and announcing their name loudly for everyone to hear.

If you have a crown or tiara for the winning character, all the better! The winning character receives handout 1.

DEVELOPMENT (WITCH)

Cue: Mister Witch's announcement

Read the following to the assembled players:

"According to my watch, the night is through;
But your hands might have a task for you.

Return to your tables, and you will see;
Once your there, begin Part three!

PART 3: THROUGH THE LOOKING GLASS

Estimated Duration: 30 minutes

RUNNING THIS PART

The characters learn how to get to Hither during this part of the adventure.

EVENT TIMING

This part of the adventure begins as soon as the players return to their table.

Start Time: Players arrive.

20 Minutes: 10 minute warning

30 Minutes: Event concludes



THROUGH THE LOOKING GLASS

STEPPING THROUGH

Upon stepping through the mirror, read:

"You stand at the edge of a raised and broken causeway under a hazy, twilight sky. The causeway, which is built from pale stones that glow faintly from within, towers over the surrounding landscape, but large sections of it have crumbled away. The parts that remain in place are separated by large gaps where portions have collapsed.

A fog-shrouded swamp spreads out below you in all directions, and up from its murk wafts the smell of rotting plants. Also rising from the swamp is the music of nature—a discordant symphony of croaking frogs and singing birds.

Each character that hasn't yet visited Hither gains a level (to a maximum of 2nd level) upon arriving. This is an opportune time to take a short break to ensure the players can adjust their characters and to ask any questions that they might have in so doing.

Lost Things. If the characters solved the riddle of the carousel, they should each know who stole their lost thing.

If they didn't, determine this now by having its location revealed by Ellywick Tumblestrum, Mister Witch, Mister Light, or Candlefoot (provided the characters recovered his voice from Kettlesteam) as appropriate.

HANDOUT 1: WITCLIGHT MONARCH

THE WITCLIGHT MONARCH










Congratulations! Without, you, the carnival surely would have been a dour affair. In recognition for your contributions, you gain the following charm (see Supernatural Gifts in the *Dungeon Master's Guide*):

Charm of the Monarch. You can sprout a pair of beautiful butterfly wings. As long as you have the wings, you gain a flying speed equal to your walking speed, and you gain a +5 bonus on all Charisma-based ability checks. These effects last for 1 hour. After you use this charm three times, it vanishes from you.

Make sure that you inform your DM that you were crowned the Witchlight Monarch during future sessions of *The Wild Beyond the Witchlight*; you're sure to run into folks that recognize you!



APPENDIX A: CARNIVAL MOOD TRACKER

STEP 1	STEP 2	STEP 3	STEP 4	STEP 5	STEP 6	STEP 7	STEP 8	STEP 9
								

APPENDIX B: DANDELIONS



APPENDIX D: WITCFLIGHT CARNIVAL TICKETS



APPENDIX E: WITCHLIGHT CARNIVAL MAP



LOST THINGS. A PRELUDE ADVENTURE



4
OFFICIAL
BY
TRAVIS WOODALL



LOST THINGS

A PRELUDE ADVENTURE TO THE WILD BEYOND THE WITCHLIGHT



Like a half-forgotten dream, the Witchlight Carnival drifts into our world once every eight years, drawing folk of all ages to delight in its fey wonders. Entry without a ticket is strictly forbidden, and the consequences for trespass echo through time.

A two-hour prelude adventure for players *The Wild Beyond the Witchlight* campaign.

Characters created as a part of the adventure.

CONTENT WARNING: Fairytale abduction, magical charm

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ADVENTURE PRIMER

“Keys that jingle in your pocket, words that jangle in your head / Why did summer go so quickly, was it something that you said?”

—A & M Bergman, “The Windmills of Your Mind”

This “session zero” adventure develops the Lost Things story hook for *The Wild Beyond the Witchlight* campaign. The characters visit the Witchlight Carnival as kids and each have something stolen from them. After playing through this adventure, the players receive guidance on which class to adopt for their characters when they grow up.

Lost Things occurs on the edge of town in a campaign world of your choosing in the Forgotten Realms

BACKGROUND

The **WITCHLIGHT CARNIVAL** drifts through the **MATERIAL PLANE** like a butterfly, visiting each world every eight years to bring wonder to the denizens of a single town. The fairground is a place of magic and whimsy, crewed by fantastical fey beings. When it departs, its guests are left wondering whether its presence was real or imagined.

The enigmatic owners of the carnival—a pair of shadar-kai elves named **MISTER WITCH** and **MISTER LIGHT**—received the carnival from its previous owners as part of a **FEY PACT**. For their side of the bargain, they gave up their own dark carnival, which still prowls the borders of the **SHADOWFELL**. If the two carnivals should ever meet again, the terms of their deal would come to an end and the owners would be forced to reclaim their original properties. Having fallen in love with their new carnival, Mister Witch and Mister Light dread the arrival of this day.

The Witchlight Carnival contains a hidden fey crossing, allowing travel to and from the **FEYWILD** domain of **PRISMEER**. The carnival owners keep this crossing a secret, for they know that the fey ruler of Prismeer, **ZYBILNA**, has been overthrown by the **HAGS** of the **HOURGLASS COVEN**. The hags know of the crossing’s existence and use it to steal from anyone who enters the carnival without a ticket.

Should Mister Witch and Mister Light ever stand in their way, the hags have vowed to orchestrate the reunion of the two carnivals—ending the fey pact between their owners. Too scared to defy them, Mister Witch and Mister Light instead try to prevent as many thefts as possible by scrupulously checking tickets and ensuring trespassers are turfed out of the carnival grounds. Alas, a few interlopers always slip through, and become victims for the hags’ thieves...

OVERVIEW

The adventure begins with a short **setup** phase, and then plays out over **two parts**. In total, the adventure should take two hours to play

Setup. The players create their characters as kids, and work with the DM to determine what the hags steal from them during play. Together, the players create connections to tie them to a shared plot device—Juniper, the orphaned owlbear cublet.

Part 1: Carnival Games. The kids break into the Witchlight Carnival to rescue their wayward pet. They are lured into the fairground festivities and each has something stolen from them by the hags’ thieves.

Part 2: Farewell to Childhood. Mister Witch and Mister Light arrive to expel the kids from their carnival. The players discuss what happens to their characters in the intervening years, then advance them to 1st level.

STORY AWARDS

At certain points in the adventure, you may see this glyph along with an entry that describes how the specified story award is earned or impacted by the story. Ignore the entry if it refers to a story award none of the characters have. If it refers to a story award the characters have just earned, the entry instead provides information for you and the players.

The Wheel of Time

The Wild Beyond the Witchlight is a story about time: through past, present, and future, some things change while others remain very much the same. This adventure highlights some of these changes by showing players how things in the Witchlight Carnival once were, long before the real adventure begins:

- Dirlagraun the displacer beast hasn’t yet lost its kitten, Star.
- The players get to meet Hurly, the missing brother of the Witchlight hand, Burly.
- Candlefoot the mim hasn’t yet lost his voice, and even tells the kids a story.

When the kids visit the carnival as grown-ups, the significance of these changes should be even more meaningful.

SETUP

Estimated Duration: 30 minutes

The players create their characters as kids and work with the DM to determine what the hags steal from them during the adventure. Together, the players create connections to tie them to a shared plot device: Juniper, the orphaned owlbear cub.

CREATING A KID CHARACTER

As the DM, you will need to guide character creation for the kid characters. This process is straightforward and simple. Once the adventure is complete, players advance their characters to level 1. Present the steps below to the players to guide them in creating their new kid character.

There may be many unfilled portions of a character sheet after the players have created their kid character. That's okay; you want to get the players into the adventure as soon as possible.

STEP 1. CHOOSE AGE

Your character is either a younger kid or an older kid. For the purposes of this adventure, a younger kid is approximately human age equivalent of about 8 to 11 years old, while an older kid is about 12 to 15 years old.

Younger Kids. Your ability score array is 12, 11, 10, 10, 9, 8. You begin play with the Lucky feat (see the *Player's Handbook*.) You are size Small regardless of your race/lineage. You have 4 hit points.

Older Kids. Your ability score array is 13, 12, 11, 10, 10, 8. Your size conforms to the size listed for your race/lineage. You have 6 hit points.

STEP 2. CHOOSE RACE/LINEAGE

Choose your character's race and/or lineage. Remember that if you choose a longer-lived race such as an elf, you'll need to adjust your age accordingly. Apply any features from your choice to your character, including ability score bonuses. You may select a race from any of the approved sources listed in the **D&D Adventurers League Forgotten Realms Player's Guide**. Note there are also new races presented in *The Wild Beyond the Witchlight* approved for play.

Custom Lineages. You can use the custom lineage rules as presented in *Tasha's Cauldron of Everything* to create a character that is uniquely yours!

STEP 3. CHOOSE A SKILL

Choose any one skill. You gain proficiency in that skill.

STEP 4. CHOOSE YOUR STUFF

Your character has a few items they've brought with them to the carnival. All of these things are stored in a backpack or bag the character carries with them. Your character chooses the following items to bring along:

- Two items worth 1 gp or less from the Adventuring Gear table in the *Player's Handbook*. These items must fit in the character's pack

(nothing too large) and can't be something that could be ammunition for a weapon.

- A snack and a small waterskin. Choose some food that your character would like to eat as a snack.
- A few coins. Roll 1d6 to determine how many coins you have. If you're a younger kid, your coins are copper pieces. If you're an older kid, your coins are silver pieces.
- A trinket. This can be anything that is special or beloved to your character, or a trinket can be determined or rolled from the Trinkets table in the *Player's Handbook*. If you have access to *The Wild Beyond the Witchlight*, you can select a trinket from the Feywild Trinkets table in that book.

STEP 5. ADDITIONAL DETAILS

Don't select a class or background for your character. Fill in additional information on your character sheet, such as initiative, armor class, and saving throws (your character isn't proficient in any saving throws).

Select one personality trait for your character; you can use the ones listed in the backgrounds as inspiration. Your character's bond is expressed as your connection to Juniper (see below). You don't need to select an ideal or flaw.

Your character is now ready to begin play!

OH, WHAT A SUMMER!

When everyone is ready to begin, read the following aloud:

This summer feels like a long, uninterrupted dream. Together, you've slid down haystacks, ran barefoot through dewy meadows, leapt from ropes into rivers, fished with jars, and undertaken dangerous escapades. You're kids united by a single, thrilling secret—Juniper, the orphaned owlbear cublet.

You found her one morning, lost and shivering, with nothing but a wooden tag around her neck to identify her. You looked for her owner (though not for too long!), then adopted her into your gang. You've kept her secret and promised to care for her. Juniper is the tie that binds you together and you'll never, ever let her come to harm...

Give each player a Character Checklist (handout 1) and then give the players *handout 2: Juniper*. When you're done, work through the steps listed below.

1. MANAGE EXPECTATIONS

Explain the following points about this adventure:

- In this introductory adventure, the players create their characters as kids. Kid characters don't have classes: if a player is unsure which class to adopt

later, playing this adventure might help with that decision.

- This adventure features no combat, and no harm can come to the kid characters. Grown-ups might be inclined to grab characters by the scruffs of their necks if they're caught doing naughty things, but dice aren't used to resolve this sorts of conflict and the kids always lose (though they never come to any harm).

SESSION ZERO DISCUSSION (OPTIONAL)

If you're planning to play *The Wild Beyond the Witchlight* following this adventure, discuss the following:

- *The Wild Beyond the Witchlight* offers non-combat solutions to nearly all its challenges. The players needn't optimize their characters for combat and can focus more on creating compelling characters. How do the players feel about this? If they're keen for more combat, you may need to prepare additional combat encounters for the adventure.
- The campaign is full of whimsy but does take some dark turns. Encourage the players to set hard and soft limits to define what they're comfortable with: a hard limit being a threshold that should never be crossed, and a soft limit being one that should only be crossed with care, in case it causes anxiety, fear, and discomfort. Players can discuss their limits in open, write them down on index cards, or discuss them privately with you.
- Review the rules of play presented in **D&D Adventurers League Forgotten Realms Player's Guide** (available [here](#)).

2. EXPLAIN CHARACTER CHECKLISTS

Each player receives a Character Checklist (handout 1) in addition to their character sheet. These handouts serve as a sort of progress sheet for the kid characters. On their Character Checklist, each player just needs to record their character's name.

The checklist shows achievements that can be earned during this adventure. Players don't have to perform all of these; they serve as a springboard for coming up with plans during the adventure. Each time a player ticks off an achievement, they gain inspiration if they don't have it already. Characters can't gain inspiration after they've had their lost thing stolen.

Each achievement on the checklist is grouped under a different category. At the end of the adventure, these categories can inform the player's decision about which class to adopt for their character (see "Wrap Up" in part 2).

3. CREATE GROUP CONNECTIONS

Juniper is the hook that draws the players into the adventure. Each player must create a connection that ties somebody else's character to Juniper and the group before beginning part 1. The players record these connections on handout 2: Juniper. If they need help, the players can use the following table for inspiration:

Group Connections

d8	Connection
1	I helped hide Juniper in my parent's hay loft when the sheriff's dogs were after her.
2	I helped when Juniper got a thorn stuck in her paw.
3	Juniper was chasing squirrels when she fell from a branch and landed right in my arms.
4	Juniper ate a freshly baked pie from the windowsill my home, and I took the blame for her misdeed.
5	Juniper likes to race through the woods with my dog.
6	When a pair of hungry wolves wanted to eat Juniper, I helped fend them off.
7	When Juniper got lost, I helped track her through the forest; I found her asleep inside a hollow log.
8	Juniper chased a rabbit down a hole and got stuck. I was passing by and helped pull her out.

Award inspiration (explaining what inspiration is and how it works) once everyone has described a connection to Juniper.

Inspiration

You can award inspiration for roleplaying, clever thinking, contributing to the fun, or for any other reason you want. A player with inspiration can use it **before** rolling an attack roll, a saving throw, or an ability check to get advantage on that roll. Advantage means that you roll two d20s and use the higher roll.

A character with inspiration can't earn it again until they've used it or given it away to another player who doesn't have inspiration. What does this mean? The more you award inspiration, the more players will try to earn it!

4. DETERMINE LOST THINGS

Explain that each character must lose something precious during the adventure. This could be a physical thing, such as a cherished toy, a trinket, or something incorporeal, such as their ability to count. This loss is inevitable in the adventure, but of course, the characters don't know that!

For each character in the adventuring party, roll a d8 and consult the Lost Things table below, to

THE WITCHLIGHT CARNIVAL VISITS
A WORLD ONCE EVERY EIGHT YEARS,
BRINGING WONDER AND WHIMSY TO
THE MATERIAL PLANE.



determine what was stolen from that character. If a player doesn't like the result, let them choose an option they prefer or ask them to create their own!

Lost Things

d8 Thing

- | | |
|---|----------------------------------|
| 1 | Ability to keep secrets |
| 2 | Ability to smile |
| 3 | Artistic creativity |
| 4 | Cherished doll or stuffed animal |
| 5 | Handwriting |
| 6 | Sense of direction |
| 7 | Sense of fashion |
| 8 | Three inches of height |

Defining the lost thing before it is stolen gives players opportunities to roleplay *why* it was so important to them; a character who loses their sense of fashion is probably a snappy dresser, while a character losing their handwriting could be top of the script class. Players should note down their lost things in the box provided on the Character Checklist (handout 1).

During part 1, the players' actions determine which hag steals their character's lost thing. *The Wild Beyond the Witchlight* adventure details what

form these things take when they are hidden in the hags' lairs.

THE CARNIVAL ARRIVES

When everyone is ready, read the following aloud:

Weeks wheel by, days turn shorter, and rain forces many of your games indoors. Just when the leaves begin to turn, the Witchlight Carnival visits your town to offer a final breath of summer. Colorful wagons soar down from the sky, pulled by horses wearing butterfly wings. The carnival sets up in a meadow near your homes.

As news of the carnival spreads, so too does a warning: entry without a ticket is strictly forbidden. Before you can ask your parents to purchase tickets for you, something terrible happens. Juniper runs away, scrambling excitedly through the fields in the direction of the carnival! You give chase at once, and before you know it, you've darted through the bushes and trespassed into the carnival site...without a ticket!

Juniper must be somewhere nearby, and you must rescue her before the carnival whisks her away on its magical journey!

PART 1:

CARNIVAL GAMES

Estimated Duration: 75 minutes

The kids break into the Witchlight Carnival to rescue their wayward friend. They're lured into the fairground festivities and each has something stolen from them by the hags' thieves.

Themes: Childhood wonder, something new around every corner, mysterious disappearances

EXPLORING THE CARNIVAL

When this part begins, give the players *handout 3: A Corner of the Carnival*, and read the following aloud:



Sticking to the shadows, you sneak as close to the carnival as you dare. Colorful stalls line a thoroughfare of trampled grass. Carnival guests mill around, laughing, while stallholders cry out their games. The music of a calliope drifts from afar.

You spot that all of the carnival guests wear cloth butterfly wings on their backs and clutch printed tickets in their hands. Fantastical beasts prowl through the crowd: a giant, six-legged feline with barbed tentacles sprouting from its shoulders, pixies riding giant snails, and more. A bugbear wearing a belt of matted hair grumpily patrols the area, keeping an eye out for troublemakers.

Then you spot Juniper! She dashes over to a caravan on the far side of the thoroughfare and hops onto its windowsill. Before you can stop her, she jumps into the arms of a clown wearing a black-and-white suit. He grins with delight and lifts her inside, drawing the shutters behind him.

A sign hanging from the window of the caravan reads: Knock for Candlefoot's story hour. Cost: 3 Carnival Prizes.

Whether by stealth, deception, guile, honesty, or charm, the characters must find a way to enter Candlefoot's caravan and rescue Juniper. Players should look to their Character Checklists for ideas, and mark off any achievements they make along the way. There is no "right" way for the characters to accomplish this portion of the adventure; the carnival is theirs to explore—tickets be damned!

The Carnival Locations section below, yields information on Candlefoot's caravan and the stalls surrounding it. As the characters explore the area, find opportunities to steal lost things from them (see "Thieves of the Coven").

Saying "Yes" or "Yes, But..."

The players are encouraged to devise their own plans for getting to Juniper. This requires the ability to think on your feet or call for ability checks not listed in the adventure text. In general, allow the players plenty of rope to pull off their schemes. If a player devises a plan to steal a ticket from a carnival goer, just ask for appropriate ability check (for this adventure, use DC 7 for **easy**, DC 10 for **challenging**, or DC 14 for **hard**). If a player has a great plan or describes their action in an entertaining way, consider granting advantage or an automatic success. Alternatively, let the action happen as intended, but add a complication that requires more thought on behalf of the players.

AREA INFORMATION

This area of the carnival has the following features.

Dimensions and Terrain. The brightly colored carnival stalls are made from cloth and timber, and are mounted onto 2-foot-high raised boardwalks. Dozens of patrons mill between the stalls.

Sounds. The air is filled with the happy sounds of children's laughter, tinkling bells, and the drifting music of a calliope.

Light. Warm torchlight spills from the stalls and glistening bubbles drift through the air, but there are many shadows for ne'er-do-wells to hide in.

Weather. A clear, cool night with a sky draped in stars.

BRINGING THE CARNIVAL TO LIFE

Roll on the Carnival Scenes table to bring the carnival to life as the players explore.

Carnival Scenes

d8	Occurrence
1	An iridescent peacock struts past and spreads its tail feathers.
2	A group of kids point out shooting stars in the sky. One turns to you and asks if you'll make a wish?
3	A Witchlight hand rides by on a large, flying angelfish, leaving a stream of golden bubbles in its wake.
4	A carnival-goer gulps down a fizzy drink which gives her the hiccups. With each hiccup, her skin color changes to a different, vibrant hue.
5	A fox chases an almiraj (a rabbit bearing a horn on its forehead) through the carnival thoroughfare.
6	An elf wrapped in a woven grass cloak tells tales by a campfire.
7	A goblin wearing a paint-pot hat daubs a mural onto a tent. The artwork swirls to life on the canvas.
8	Clouds morph into myriad shapes in the sky. A passing stilt-walker asks you what you see in their movements.

CARNIVAL STALLS

The stalls offer enchanting games and contests. As the characters explore, use the stallholders' cries in Carnival Locations to entice them to the stalls.

Guests who've paid for their tickets wear colorful cloth butterfly wings on their backs, while those who've been invited inside by the carnival staff wear dandelion heads in their buttonholes to show they're special guests. If the characters aren't wearing either of these markers when they approach a stall,

the stall holder summons Dirlagraun to deal with them (see Trespassing, below).

A ticket to the Witchlight Carnival is good for eight rides or attractions, and each stall offers a challenge that costs 1 ticket punch. If the characters acquire tickets, they must keep track of how many punches they've received.

CAUSING TROUBLE

The carnival doesn't exactly have rules, but theft and violence aren't tolerated at all. If a character causes trouble, they're quickly cornered by Hurly, one of the Witchlight hands. This grumpy **bugbear** joined the carnival with his brother Burly when they were children. Hurly's short temper and blustery nature has earned him few friends among the staff, but he's loyal to Mister Witch and Mister Light. That said, he's a good bloke—and might turn a blind eye to patrons (ticketed or otherwise) that he feels sympathy towards.

Hurly wears a belt of coiled manticore hair and carries a sling bag of puffball mushrooms. Whenever someone causes trouble in the fair, he hurls a puffball at them, releasing a cloud of sleep-inducing spores which expand into a 5-foot sphere that lasts until the end of his next turn before dispersing harmlessly. Any creature that enters the area for the first time or starts their turn there must make a DC 13 Constitution saving throw against poison. On a failure, they fall unconscious until someone uses their action to wake them up.

Hurly uses the hair from his belt to tie unconscious troublemakers to the nearest tree, then goes to fetch Mister Witch and Mister Light (see part 2). Restrained characters are easily freed by their friends, but not before one of the hags' thieves take the opportunity to steal from them! Hurly is easily distracted and not particularly bright; smart players should be able to talk rings around him. If the characters explain to Hurly why they're here, he fetches Dirlagraun to deal with them (see "Trespassing," below).

TRESPASSING

Characters who interact with the carnival staff without wearing a pair of butterfly wings or a dandelion head are identified as trespassers. With some ingenuity, they may be able to barter or steal a pair of wings from another patron.

If the players are caught trespassing or try to leave the area, they're approached by Dirlagraun, one of the carnival's monstrous guardians. This friendly **displacer beast** speaks Common and Sylvan, and looks after stray children until they can be reunited with their parents. She wears a large pair of cloth butterfly wings and carries a keg of apple juice fastened to her collar. Her **displacer beast kitten**,

Star, skips along behind, playing with their favorite toy—a small, mirrored ball.

When Dirlagraun encounters trespassers, she enquires why they're here. If the characters tell the truth, she takes them to Candlefoot (location 8 in "Carnival Locations"). Characters who tell a convincing lie are asked to remain in the area and enjoy the fair while Dirlagraun fetches Mister Witch and Mister Light, the carnival owners (see part 2). In the meantime, Dirlagraun gives these kids dandelion heads to wear in their buttonholes, which identify them as special guests and let them to play at the stalls for a short while (see "Carnival Stalls"). Star tags along with the group until Dirlagraun returns.

If characters cause trouble or hide from Dirlagraun, she summons Hurly to deal with them (see "Causing Trouble").

Dandelion Heads

Characters with a dandelion head must blow on it to participate in an attraction. The player rolls a d8. If they get a result they've rolled before with the same dandelion head, it puffs away for good and can't be used again. At this point, they'll need another dandelion or a ticket if they want to participate in an attraction.

THIEVES OF THE COVEN

Thieves sent by the hags of the Hourglass Coven lurk in the carnival's shadows, waiting to steal from ticketless victims. They magically detect which of the carnival's guests are trespassers, and target them for their heists. As the characters explore, they might catch glimpses of these creepy figures peering out from under the boardwalks or as shadows flitting between stalls, but if they investigate, they're nowhere to be found. The carnival staff has been instructed by Mister Witch and Mister Light to ignore them.

They are as follows:

- Bavlorna Blightstraw's thief is one of her lornlings—miniature versions of herself. Use the **quickling** stat block to represent this toadlike creature.
- Skabatha Nightshade's thief is Sowpig, a small **ghoul** with 17 (5d6) hit points. She appears as a little, grey-skinned girl wearing a pig mask and holding an oversized lollipop.
- Endelyn Moongrave's thief is the detached shadow of Gleam, a high elf acrobat who wears a crescent moon mask. The **shadow** is a fey instead of an undead.

MEET THE HOURGLASS COVEN'S THIEVES: A LORNLING, SOWPIG THE GHOUL, AND GLEAM'S SHADOW.



The thieves never resort to combat during this adventure. Each thief has the following additional action options, which they use to achieve their goals:

No Ticket. The thief targets one carnival guest it can see within 5 feet of it. If the target doesn't have a ticket, it must succeed on a DC 13 Wisdom saving throw or be stunned for 1 minute. It retains no memory of events that occur while it is stunned in this way. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that successfully saves against this effect is immune to this particular thief's No Ticket ability for the next 24 hours.

Sticky Fingers. The thief targets one stunned creature it can see within 5 feet of it and steals one item weighing 10 pounds or less from that creature. Whatever it steals disappears, reappearing in the space of the hag to which the thief is beholden.

STEALING THE LOST THINGS

Create opportunities to steal from the characters as often as possible, until everyone has had their lost thing stolen. Mix up the thieves to ensure that the players must visit as many hags as possible within *The Wild Beyond the Witchlight* to recover their lost things. Remember that the thieves can always attempt a Dexterity (Sleight of Hand) check to steal from characters who've saved against the No Ticket action.

Let the players hatch a good plan to catch one of the thieves. Each thief is fiercely loyal to their hag mistress and doesn't willingly reveal anything if caught. When Mister Witch and Mister Light appear in part 2, they urge the characters to release the thieves if they're ever to stand any chance of retrieving their lost things.

A character might not immediately notice that they've lost something, but they quickly learn that they're unable to gain inspiration until it is retrieved.

Snatched Away

Catching a coven thief shouldn't be too easy! If a player is willing, a poorly conceived plan is likely to backfire and have a character abducted by the hag's spies. This character is out of the game for now, but escapes the Feywild years later, and gains the Feylost background detailed in *The Wild Beyond the Witchlight*

CARNIVAL LOCATIONS

These stalls are depicted in handout 3: A Corner of the Carnival.

1: BASH-A-BEHOLDER

"Win a prize! Pulverize the beholder's eyes before you're mesmerized!"

Armed with a cushioned wooden mallet, the contestant must bash the eyes of a dummy beholder as they emerge on stalks from the holes in its body. Doing so requires three successful DC 11 Strength checks in five or fewer attempts. Each time the contestant fails a check, the beholder targets them with a different effect from the Eye Rays table, below. The contestant must succeed on a DC 13 Dexterity saving throw or suffer the effect listed.

Eye Rays

d8	Effect
1	<i>Giggle Gas.</i> The contestant giggles for 1 hour.
2	<i>Custard Spray.</i> The contestant is covered in sticky custard. Their speed is halved until it is washed off.
3	<i>Sleep Gas.</i> The contestant falls asleep for 1 hour or until another creature uses an action to wake them.
4	<i>Enlarge Ray.</i> The contestant's nose, ears, or eyes enlarge to twice their normal size for 1 hour.
5	<i>Stink Gas.</i> For the rest of the game, the contestant must make a DC 8 Constitution saving throw before making each Strength check. On a failure, they have disadvantage on the check.
6	<i>Sneeze Ray.</i> If the contestant sneezes for 1 hour. Roll an additional d6 whenever they make an ability check, subtracting odd numbers from the check result, and adding even ones.
7	<i>Glitter Spray.</i> The contestant is covered head to toe in glitter.
8	<i>Sticks to Snakes.</i> The contestant's hammer turns into a harmless grass snake, which slithers away. They must spend another ticket punch to continue the game!

Treasure. The prize for winning this game is a pair of *giant's gloves* (handout 5).

2: CUDDLE THE CATOBLEPAS

"It's hairy, it's scary, it's troublesome, but is it... cuddlesome? Can the fetid be petted? Step right up and find out!"

While blindfolded, the contestant must enter a curtained booth and hug the hairy catoblepas, a foul-smelling chimeric creature that is part buffalo, dinosaur, warthog, and hippopotamus. To win the prize, the contestant must succeed on a DC 11 Constitution check to endure a minute-long cuddle. Contestants who fail the check are poisoned and retreat from the tent in disgust.

Before they make the check, ask the player to describe their experience to the rest of the group—nobody really knows what a catoblepas looks like, so they can't go wrong. If they deliver a suitably grotesque description, grant advantage on the Constitution check.

Treasure. The prize for winning this game is a *potion of bubble breath* (handout 5).

3: FOLD-UP FRIEND

“Test your skills with ink and pen and make yourself a pocket friend! Everyone’s a winner!”

This game involves concentrating on a hovering quill pen and using the power of the mind to make it draw a humanoid creature on parchment. To complete the exercise, a participant must make three consecutive DC 11 Intelligence checks: one for the creature’s head, one for its torso and arms, and one for its legs. A successful check renders part of the creature as the participant desires but draws something whimsical of its own choosing on a failure. At the end of the exercise, the parchment creature is magically imbued with life and awarded to the participant as a prize.

When playing this game, ask the participating player to fold up a blank piece of paper into three even sections. For each successful Intelligence check they make, they get to draw a section themselves. If they fail a check, they must pass the folded paper to the DM or another player to draw that section for them.

Treasure. Everyone who participates in this game wins a *fold-up friend* (handout 5). Characters can keep the drawing as a reminder of what their friend looks like.

4: NAME THE UNNAMABLE

“It came from the unknowable, its desires are unpredictable, but what’s its name? Do *you* know?”

Participants must guess the name of the silent, bizarre creature sat on a cushion. Little signs surrounding the creature display fragments of its

name, as shown on Name the Unnamable (handout 4). The participant deduces its full name by combining the fragments together. For each ticket punch or puff on a dandelion head, a participant can make three guesses. The creature’s name is a “Huggabumplekin.”

After each guess, the creature nods once for every correct name fragment used. If a participant guesses its full name, it congratulates them in a rich, eloquent voice.

Treasure. The prize for winning this game is a *pearl of elocution* (handout 5).

5: WHAT TIME IS IT, MISTER WITCH?

Tick-tock, tick-tock goes Mister Witch’s pocket watch! Only the fleet of foot can swipe this precious time-piece from our illustrious benefactor!”

Up to five contestants try to sneak up on a life-sized dummy of Mister Witch, which is mounted on a revolving platform. The dummy clutches a pocket watch in its hand.

Before creeping forward, the contestants must call out the phrase “What Time Is It, Mister Witch?” in unison. The dummy then croaks a number between one and eight o’clock (roll a d8) and its pocket watch starts loudly ticking down that many seconds. During this time, the contestants must creep forward without being heard by the dummy.

Track how far each participant is from the dummy. The contestants start 15 feet away. On their turn, each contestant makes a DC 11 Dexterity check—sneaking a number of feet equal to the result toward the dummy. If a contestant within 5 feet of the dummy has a result of 10 or less, the dummy croaks “It’s dinner time!” and spins around. When this occurs, all contestants within 5 feet of the dummy are eliminated from the game. To win the game, a contestant must sneak up to the dummy and grab its pocket watch, ending the game for all players.

Treasure. The prize for winning this game is a *pocket watch* (handout 5).

6: WHEEL OF MAGIC

“Roll up, roll up, and spin the wheel of magic! Your journey to the strange and arcane starts right here!”

A contestant must spin a wooden wheel divided into eight colored segments (each labeled with a different school of magic) which spins with a satisfying clickety-clack sound. As the wheel spins, the contestant must choose a segment and pull a

lever to try and stop the wheel on that segment. This requires success on a DC 11 Wisdom check. If they succeed, they win the prize. Regardless of success or failure, the contestant is subjected to the magical effect of the segment that the wheel lands on. If they fail the check, roll a d8 on the Wheel of Magic table to determine where it ends up.

Wheel of Magic

d8	Magical Effect
1	<i>Abjuration.</i> For 1 hour, the contestant can cast the resistance cantrip at-will.
2	<i>Conjuration.</i> For 1 hour, the contestant can cast the mage hand cantrip at-will.
3	<i>Divination.</i> For 1 hour, the contestant can cast the guidance cantrip at-will.
4	<i>Enchantment.</i> For 1 hour, the contestant can cast the friends cantrip at-will.
5	<i>Evocation.</i> For 1 hour, the contestant can cast the dancing lights cantrip at-will.
6	<i>Illusion.</i> For 1 hour, the contestant can cast the minor illusion cantrip at-will.
7	<i>Transmutation.</i> For 1 hour, the contestant can cast the druidcraft cantrip at-will.
8	<i>Necromancy.</i> Once in the next hour, the contestant can use their action to bestow a curse on one creature. Choose one ability score. For 1 minute, the target has disadvantage on ability checks and saving throws made with that ability score.

Treasure. The prize for winning this game is a *wand of whimsy* (handout 5).

7: WIDDERSHINS RHYMES

“If you rhyme from time to time, then step right up and get in line! Prizes wait for every rhymer, whether youngster or old timer!”

Three or more participants try to best each other in a rhyming contest. The participants stand in a circle, and the oldest participant begins the contest by speaking aloud the first line of a rhyming couplet (for example, “I wandered happy as a bee.”) The participant to their right must respond with a line that makes sense and rhymes (“Until I bumped into a tree.”). A participant is eliminated if a) they hesitate for too long when responding, or b) they choose a rhyming word that has already been used in the contest. If a responding participant is eliminated, the participant who started the couplet must finish it themselves (being eliminated too if they can’t). If a participant successfully completes the couplet, they must start a new one for the

participant to their right to answer. Play continues until only one participant remains.

You can play this game using real rhymes or resolve the contest by moving widdershins (counterclockwise) and having each character make a DC 11 Charisma check—eliminating players who fail.

Treasure. The prize for winning this game is a *bookmark of memory* (handout 5).

8: CANDLEFOOT’S STORY HOUR

Candlefoot, a **Witchlight hand**, resides inside this caravan, feeding mice (or mouse-shaped marshmallows) to Juniper. Juniper’s owner, an elf of Prismeer, entrusted Candlefoot with looking after her while he was summoned elsewhere on business. Juniper escaped Candlefoot’s care while the carnival was on the move, and he’s been trying to find her all summer.

Candlefoot’s caravan has shuttered windows facing out over the boardwalk, and an unlocked door at its front. Characters who listen at the door hear Candlefoot whispering to Juniper “There’s a good girl! You came back to Uncle Candlefoot! Don’t worry, Daddy will be here soon to take you home!”

If a character knocks on the shuttered window, Candlefoot opens it and offers to tell one of his stories for the cost of 3 carnival prizes. Once satisfied, he tells the following tale.

“Long ago, there lived a nasty old woman named Baba Yaga. She made her home in the swamps, inside a hut that trotted about on chicken’s legs. When she needed to travel far, she took to the air in a giant stone mortar, which she steered with a giant stone pestle. She was horrid and cruel. Her magic was so powerful that the morning, the day, and the night all answered to her call.

“Baba Yaga had three wicked daughters, each crueler than the last. She gave her eldest daughter the power over the past, so she could sow regret in the hearts of mortals. To her youngest, she gave the power of the future, so she could foretell tragedy. To her middle daughter, she gave the present, so she could trick people who were too caught up in themselves.

“But Baba Yaga also had a fourth daughter, born not of her blood, and as beautiful as the night. The other daughters hated her, but Baba Yaga showered her with gifts and taught her wicked secrets. In time, she ran away from the hut and took all those secrets with her. It’s said that Baba Yaga and her daughters still hunt her across the sky. When you go to bed, you might hear their voices, whistling on the wind.”

While Candlefoot is telling his story, Juniper remains inside the caravan, nibbling on mouse bones (or beak-deep in the bag of marshmallows). Characters could use this opportunity to break into the caravan through the door. Unfortunately, Juniper proves unwilling to leave and soon makes a racket that attracts Candlefoot's attention!

If the characters tell Candlefoot the truth about Juniper, he reveals how she came to be in his care. He says he's already rung the bell to summon her owner, so sadly it's time for the kids to say goodbye to their little friend. Candlefoot gives each kid a dandelion head (if they haven't got one already) and tells them to enjoy the fair with Juniper until her owner turns up. If the characters traded him any carnival prizes to hear his story, he sympathetically returns them to the characters.

Characters who are reunited with Juniper gain the **With a Hoot and a Growl!** story award.

WITH A HOOT AND A GROWL!

If the characters meet Juniper in chapter 3 of *The Wild Beyond the Witchlight* adventure, she remembers them on sight and immediately bonds with them. Juniper won't eat characters with this award, no matter how hungry she might be.

DEVELOPMENT

After one hour of play time has passed (or if the characters try to leave the carnival), the characters are cornered by Mister Witch and Mister Light. By this point, everyone should have had something stolen from them. If they haven't, the theft occurs automatically while they're talking to the carnival owners.

PART 2: FAREWELL TO CHILDHOOD

Estimated Duration: 15 minutes

Mister Witch and Mister Light arrive and expel the kids from their carnival. The players discuss what happens to their characters in the intervening years, and advance their characters to 1st level.

Themes: Sadness, summer's over, fear of growing up.





THE WITCHLIGHT OWNERS

When the carnival owners arrive, read the following aloud:

“Here, now. What’s this?” says a voice like golden syrup. A tall, thin elf in glittery harlequin’s attire stalks towards you, accompanied by a portly elf wearing a thick coat and hat.

“Naughty trespassers” says the stout fellow.

Mister Witch and Mister Light corner the kids wherever they’re hiding in the carnival. Once they have their attention, the elves introduce themselves and demand to know what the kids are doing inside the grounds without a ticket. If told about Juniper, the carnival owners explain that the owlbear belongs to a guest of theirs (see “Candlefoot’s Story Hour”) and must be returned.

The owners warn that it’s unsafe to trespass inside the carnival, as things have a habit of going missing. They remain tight-lipped about the hags and their thieves; they say only that it’s unsafe for uninvited guests to come here after dark. They insist the kids leave at once, lest they bring even more trouble down on them.

“Silly little screeching cricket,” says Witch. “You forgot to buy a ticket.”

“The carnival goes round and round,” says Light.

“The multiverse is our playground. Nothing’s free and nothing’s lost. Every visit has its cost.”

Mister Witch and Mister Light escort the kids from the fairground and they return to their families.

WRAP-UP

After leaving the Witchlight Carnival, the players use Character Checklists to create 1st level characters. It provides suggestions for which classes to play, based on achievements earned during this adventure. Each player can choose one of the common magic items the group won as carnival prizes to keep on the new character sheets.

Before ending the adventure, go around the table and ask each player to describe what’s happened to the character in the intervening years. Did they stay in touch with their old friends? Did they return to the carnival? Do they cherish their memories of that night? Or did they try to put that strange place behind them?

GROWING UP IS NO FUN!

The players now may build a grown-up version of their characters, starting at level 1. The characters don’t retain any skill or feat selections from Step 2 of the kid character creation process, but can keep any other rewards earned through play. They’re now ready to begin *The Wild Beyond the Witchlight!* If they’re playing their characters as a part of the D&D Adventurers League program, they should build their 1st level characters according to the guidance presented in the *D&D Adventurers League Forgotten Realms Player’s Guide*.

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure.



CANDLEFOOT

Tonal jester

Candlefoot's appearance is strangely monochromatic, due to the chaotic magic of a reckless sorcerer to whom he was apprenticed in his youth. After fleeing his master, Candlefoot found a home in the Witchlight Carnival.

What They Want: Candlefoot wants to find Juniper and keep her safe until her master returns from the Feywild.



MISTER WITCH

Mindful logistician

Mister Witch is businesslike and humorless as he deals with staff and keeps the carnival running on schedule. A smile on his visage is a rare event, and it fades quickly.

Mister Witch dresses with panache, though in muted tones, and always carries his magic pocket watch.

What They Want: Mister Witch deals with any staffing issues and ensures the carnival keeps to schedule



MISTER LIGHT

Consummate entertainer

Mister Light is the face of the Witchlight Carnival. He's a loud, flamboyant ringleader who'll do anything to maintain the carnival's happy atmosphere.

Mister Light wears a harlequin suit and a jaunty hat. When he presides over the carnival's Big Top, he sparkles like a disco ball.

What They Want: Mister Light is keen to keep guests happy and ensure trespassers are promptly dealt with.



DIRLAGRAUN THE DISPLACER BEAST

Mindful displacer beast

Dirlagraun was raised by a noble high elf family of the Summer Court and blessed with the ability to speak and understand Common and Sylvan. The displacer beast adores the company of children and served as a nanny to the family's children.

Dirlagraun's offspring, a kitten named Star, follows the displacer beast wherever she goes.

What They Want: Dirlagraun looks after children who've been separated from their parents in the carnival.

HURLY THE BUGBEAR

Mindful brute

Hurly and his brother, Burly, joined the carnival as youngster. Where Burly is thoughtful and caring, Hurly is brash, short-tempered, and careless. He recognizes his flaws and is committed to becoming a better bugbear, but fate just seems to conspire against him.

What They Want: Hurly has orders to ensure no trouble disturbs the festivities of the Witchlight Carnival.

CREATURE STATISTICS

BUGBEAR

Medium humanoid (goblinoid)

Armor Class 16 (Hide Armor, Shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Proficiency Bonus +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.



DISPLACER BEAST

Large monstrosity

Armor Class 13 (Natural Armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages –

Challenge 3 (700 XP)

Proficiency Bonus +2

Avoidance. If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.



DISPLACER BEAST KITTEN

Small monstrosity

Armor Class 12 (Natural Armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	4 (-3)	10 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages –

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

ACTIONS

Tentacles. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 bludgeoning damage plus 2 piercing damage.

GHOUL

Medium undead

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities Poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus +2

ACTIONS

Bite. Melee Weapon Attack +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





QUICKLING

Tiny fey

Armor Class 16
Hit Points 10 (3d4 + 3)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +8, Perception +5, Sleight of Hand +8, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Proficiency Bonus +2

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Bite. *Melee Weapon Attack* +2 to hit, reach 5 ft., one creature. **Hit:** 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. **Hit:** 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SHADOW

Medium undead

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages --

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack* +4 to hit, reach 5 ft., one creature. **Hit:** 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.



WITCLIGHT HAND

Medium or Small Humanoid

Hit Points 9 (2d8) if Medium, 7 (2d6) if Small

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	12 (+1)	13 (+1)	12 (+1)

Skills Sleight of Hand +6; see also Secret Expertise below

Senses passive Perception 11

Languages Common plus any one language

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Secret Expertise. The hand has one of these additional

skills: Acrobatics +6, Animal Handling +5, Arcana

+5, Athletics +4, Medicine +5, or Performance +5.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Pixie Dust (1/Day). The hand sprinkles a pinch of *pixie dust* on itself or another creature it can see within 5 feet of it. The recipient gains a flying speed of 30 feet for one minute. If the creature is airborne when this effect ends, it falls safely to the ground, taking no damage and landing on its feet.

Spellcasting. The hand casts one of the following spells, using Charisma as the spellcasting ability:

At will: *dancing lights*, *message*, *prestidigitation*



HANDOUT 1: CHARACTER CHECKLIST

 **DUNGEONS & DRAGONS®**

CHARACTER NAME _____

PLAYER NAME _____

LOST THING _____

ACHIEVEMENTS

STRENGTH

- Play Bash-A-Beholder
- Climb a tree
- Perform a feat of strength

AGILITY

- Run away from somebody
- Perform a feat of dexterity

DECEPTION

- Perform a sleight of hand trick
- Hide under the boardwalks
- Steal a ticket or wings
- Play What Time Is It, Mister Witch?

CRAFT

- Play Fold-Up Friend
- Craft a counterfeit ticket or wings

SOCIAL

- Persuade someone to loan you a ticket or wings
- Play Widdershins Rhymes
- Make up a song

NATURE

- Care for an animal or beast
- Play Name the Unnamable
- Play Cuddle the Catoblepas

HONOR

- Tell the truth to an adult
- Ask somebody for help
- Take the blame to help somebody else
- Help someone in trouble
- Say a prayer when you're in need

MAGIC

- Play the Wheel of Magic
- Cast a spell to help somebody
- Be subjected to a magical effect
- Make a magical promise

At the end of the adventure, work with your Dungeon Master to turn your child character into a 1st level character. Use your achievements to guide your choice of class.

Mostly Strength: Choose Barbarian or Monk	Mostly Craft: Choose Artificer	Mostly Honor: Choose Cleric, Monk, or Paladin
Mostly Agility: Choose Rogue or Monk	Mostly Social: Choose Bard	Mostly Magic: Choose Artificer, Sorcerer, Warlock, or Wizard
Mostly Deception: Choose Rogue	Mostly Nature: Choose Druid or Ranger	

HANDOUT 2: JUNIPER



CHARACTER CONNECTIONS

Character Name

Connection to Juniper

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HANDOUT 3: A CORNER OF THE CARNIVAL



LEGEND

- | | |
|--------------------------|-----------------------------------|
| 1. Bash-a-Beholder | 5. What Time Is It, Mister Witch? |
| 2. Cuddle the Catoblepas | 6. Wheel of Magic |
| 3. Fold-Up Friend | 7. Widdershins Rhymes |
| 4. Name the Unnameable | 8. Candlefoot's Story Hour |

HANDOUT 4: NAME THE UNNAMABLE



LITTLE SIGNS

First Column	Second Column	Third Column	Fourth Column
Hug	Ga	Bumple	Pede
Tum	Ra	Funko	Plod
Bog	La	Stortz	Kin

HANDOUT 5: NEW MAGIC ITEMS

BOOKMARK OF MEMORY

Wondrous Item, common

When you open a book bearing this bookmark, you immediately recall every word you've previously read from it, with perfect clarity.

FOLD-UP FRIEND

Wondrous Item, common

While this cut-out parchment character is within 5 feet of you, you can command it to walk, play, dance, or follow you. The *fold-up friend* cannot take actions and cannot manipulate objects. It has AC 12 and 1 hit point.

GIANT'S GLOVES

Wondrous Item, common

While wearing these oversized gloves, your hands magically expand to fill their volume. You gain no benefit from this.

PEARL OF ELOCUTION

Wondrous Item, common

When you place this pearl underneath your tongue, you perfectly pronounce the words of any language that you can speak.

POCKET WATCH

Wondrous Item, common

This lidded brass container holds a tiny sand timer suspended behind glass. No matter how the container is orientated, the sand always falls from one side of the timer to the other, taking exactly 24 hours to deplete. Once depleted, the sand timer spins around to reset itself.

WAND OF WHIMSY

Wondrous Item, common

This wand has 8 charges. While holding it, you can use an action to expend 1 of its charges and create one of the following effects:

- Change the hair color or hair style of a creature you can see within 50 feet
- Cause a small cloud of butterflies to flutter from the tip of the wand
- Conjure a brief, tinkling melody from the wand

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a cloud of butterflies, which flutter away.

POTION OF BUBBLE BREATH

Potion, common

When drunk, the user can exhale colorful bubbles for the next hour

APPENDIX A:

DUNGEON MASTER

TIPS

To run an adventure as a DM, you can have no more than five players, each with their own character within the adventure's level range (see the "Adventure Primer" section at the start of the adventure).

NEW TO D&D ADVENTURERS LEAGUE?

Information about the Adventurers League, including finding places to play, organizing events, and a list of supporting resources and documents, can be found here:

<http://dnd.wizards.com/playevents/organized-play>

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running it, such as a way you'd like to portray an NPC or a tactic you'd like to use during a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running the adventure, such as notecards, a DM screen, miniatures, and battle maps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception) score; and anything the adventure specifies as notable (backgrounds, traits, and flaws, etc.).

A player can play an adventure they previously played as a player or Dungeon Master, but they can do so only once with a specific character. Ensure that each player has their character's adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold, and downtime days. These values are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the character completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they can't, feel free to restrict

item use or ask them to use a standard ability score array.

Point players to the *D&D Adventurers League Players Guide* for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days immediately, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure unless the adventure specifies otherwise. Feel free to reread the adventure description to help give the players hints about what they might face.

New Players? No Problem!

With starter adventures like this one, it's possible that you might have players who are new to D&D, or new to fifth edition D&D. It's up to you as the DM to ensure that these players have fun with the game, and that they learn the basics of how to play. At this level, having fun is more important than learning every rule exactly right. Be gentle with new players who make mistakes.

Make sure to keep your players smiling and rolling dice. Be positive and enthusiastic when describing the action, and you'll notice that they'll quickly follow suit.

If you are a new DM, then welcome—and thank you! New DMs are the lifeblood of the D&D community. To help you run your game, some adventures include sidebars like this one that provide an explanation of the game's rules as they're used in the adventure..

ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, assess the **party strength** by consulting the table below.

Determining Party Strength

Party Composition	Party Strength
Fewer than four characters	Weak
Four characters	Average
More than four characters	Strong

Safety Tools

Safety tools help to ensure that players aren't pushed beyond their comfort levels. These tools let your players know that you want them to have a positive experience. Some common safety tools are provided below, each with a summary of how they work. An [article about one such safety kit](#) is provided to help with further information. Ensure that you discuss these tools with your players before the game:

- **Code of Conduct.** This is a group agreement for play. It outlines desired and prohibited behaviors, confidential reporting, and possible consequences.
- **Pre- and Post-game Discussions.** Use time before the game to explain content warnings, set boundaries, and collaborate on a safety plan. Then decompress and discuss improvements at the end of the game.
- **Be Welcoming.** Welcome and encourage respectful and open conversations about issues as they arise. Show that you are listening by avoiding defensive responses.
- **Confidentiality.** Provide contact information for private and confidential conversations between players and DM. Only disclose another player's name if that player gave unpressured permission for you to do so.
- **Safety Tools.** Learn about the safety tools that TTRPG community members have created and compiled. A broad range of such safety tools are available for you and your players online, or you can get more information by reaching out to your event organizer or community@dndadventurersleague.org.