

LOST THINGS. A PRELUDE ADVENTURE





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 **HOURLASS 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 Witchlights 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 sort 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 and choose a race, recording any racial traits in the box provided.

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 manticores 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 Glean, 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 GLEAN'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	Giggle Gas. The contestant giggles for 1 hour.
2	Custard Spray. The contestant is covered in sticky custard. Their speed is halved until it is washed off.
3	Sleep Gas. The contestant falls asleep for 1 hour or until another creature uses an action to wake them.
4	Enlarge Ray. The contestant's nose, ears, or eyes enlarge to twice their normal size for 1 hour.
5	Stink Gas. 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	Sneeze Ray. 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	Glitter Spray. The contestant is covered head to toe in glitter.
8	Sticks to Snakes. 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 | Abjuration. For 1 hour, the contestant can cast the resistance cantrip at-will. |
| 2 | Conjuration. For 1 hour, the contestant can cast the mage hand cantrip at-will. |
| 3 | Divination. For 1 hour, the contestant can cast the guidance cantrip at-will. |
| 4 | Enchantment. For 1 hour, the contestant can cast the friends cantrip at-will. |
| 5 | Evocation. For 1 hour, the contestant can cast the dancing lights cantrip at-will. |
| 6 | Illusion. For 1 hour, the contestant can cast the minor illusion cantrip at-will. |
| 7 | Transmutation. For 1 hour, the contestant can cast the druidcraft cantrip at-will. |
| 8 | Necromancy. 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.



WITCHLIGHT 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



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 Agility: Choose **Rogue** or **Monk**
Mostly Deception: Choose **Rogue**

Mostly Craft: Choose **Artificer**
Mostly Social: Choose **Bard**
Mostly Nature: Choose **Druid** or **Ranger**

Mostly Honor: Choose **Cleric**, **Monk**, or **Paladin**
Mostly Magic: Choose **Artificer**, **Sorcerer**, **Warlock**, or **Wizard**

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 drank, 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.