

# Witchlight Carnival

The traveling carnival and its attractions

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# The Witchlight Carnival — Overview



## The Witchlight Carnival

**Type:** Traveling Carnival

**Visits:** Once every eight years on the Material Plane

### Description

The Witchlight Carnival is a magical traveling fair that appears on the Material Plane once every eight years. It is a gateway to the Feywild domain of Prismeer. The Carnival is filled with wondrous

attractions, peculiar performers, and an undercurrent of fey magic.

## Atmosphere

The Carnival operates at night, lit by floating fairy lights and glowing lanterns. Music drifts through the air, and the smell of exotic food mingles with the scent of wildflowers. However, this visit feels different — there's a melancholy to the place, a sense that something beautiful is slowly dying.

## Key Rules

- **Mood Tracker:** The Carnival's overall mood reflects its health. Happy visitors sustain it; unhappy ones drain it.
- **Ticket System:** Guests receive 8 tickets upon entry, which can be spent at attractions.
- **Time:** The Carnival opens at dusk and closes at midnight.

## Known Attractions

See individual pages for details on each attraction.

# The Big Top



# The Big Top

**Type:** Main Attraction — Performance Tent

# Description

The largest tent in the Carnival, the Big Top hosts spectacular performances throughout the night. Acrobats, fire-eaters, and magical acts take the stage under a canopy of enchanted stars.

## What the Party Knows

- The main attraction of the Carnival
- Performances happen on a schedule throughout the evening
- Mr. Light often serves as the ringmaster

# The Hall of Illusions



## The Hall of Illusions

**Type:** Attraction — Mirror Maze

### Description

A disorienting maze of enchanted mirrors that show reflections of the past, present, and possible futures. Some mirrors reveal truths the viewer might not want to see.

### What the Party Knows

- Costs 1 ticket to enter
- The mirrors are genuinely magical, not just carnival tricks
- Some visitors have reported seeing visions of things they'd lost

## DM Notes

*“This is one of the key locations where players can learn about the Lost Things mechanic and what was stolen from them as children.”*

# Snail Racing

## Snail Racing

**Type:** Attraction — Gambling Game

### Description

Giant snails race around a track while spectators place bets. The snails are colorful, surprisingly fast (for snails), and each has a distinct personality.

### What the Party Knows

- Costs 1 ticket to bet
- The snails have names and regular fans
- A fun, lighthearted attraction

# The Mystery Mine

## The Mystery Mine

**Type:** Attraction — Dark Ride

### Description

A mine-cart ride through a dark tunnel filled with spooky surprises. Harmless scares for most, but the fey magic makes it feel very real.

### What the Party Knows

- Costs 1 ticket to ride
- A fun haunted ride experience
- Sometimes the scares feel a little too real

# Pixie Kingdom

## Pixie Kingdom

**Type:** Attraction — Miniature Realm

### Description

A tiny kingdom populated by actual pixies who perform miniature jousts, hold court, and put on tiny plays for the amusement of carnival-goers.

### What the Party Knows

- Costs 1 ticket to visit
- The pixies are real fey creatures, not illusions
- They seem to enjoy the attention

# The Feasting Orchard

## The Feasting Orchard

**Type:** Attraction — Food & Drink Area

### Description

A grove of enchanted trees that produce exotic fruits. Carnival-goers can sample strange and wonderful foods prepared by fairy chefs.

### What the Party Knows

- Free to enter
- The food is strange but delicious
- Some items have mild magical effects