

Locations (Witchlight)

The Witchlight Carnival, Prismeer, and the Feywild

- [Witchlight Carnival](#)
 - [The Witchlight Carnival — Overview](#)
 - [The Big Top](#)
 - [The Hall of Illusions](#)
 - [Snail Racing](#)
 - [The Mystery Mine](#)
 - [Pixie Kingdom](#)
 - [The Feasting Orchard](#)
- [Hither](#)
 - [Hither — Overview \(Not Yet Visited\)](#)
- [Thither](#)
- [Yon](#)
- [Palace of Heart's Desire](#)

Witchlight Carnival

The traveling carnival and its attractions

Witchlight Carnival

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.

Witchlight Carnival

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

Witchlight Carnival

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.

Witchlight Carnival

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

Witchlight Carnival

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

Witchlight Carnival

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

Witchlight Carnival

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

Hither

The flooded swampland of Prismeer

Hither

Hither — Overview (Not Yet Visited)

Hither

Type: Domain of Prismeer — Swampland

Ruler: Bavlorna Blightstraw

Description

Hither is the first of three splinter-realms that make up Prismeer, the Feywild domain once ruled by the archfey Zybilna. It is a vast, flooded swamp of rotting trees, stagnant pools, and perpetual fog. The land itself weeps — rain falls constantly, and the water never drains.

Status

“ The party has not yet entered Hither.

What Is Known

- Bavlorna Blightstraw controls this domain
- It was once beautiful before the hag's corruption spread
- The way into Hither passes through the Witchlight Carnival
- The inhabitants are downtrodden and afraid

Thither

The ancient forest of Prismeer

Yon

The mountainous realm of Prismeer

Palace of Heart's Desire

The seat of power in Prismeer