

# Lost Things

## Lost Things

**Type:** Core Story Mechanic

### Description

Each player character lost something precious as a child, taken by the Witchlight Carnival. This lost thing — a memory, a quality, a possession — is the personal hook that draws the characters into the adventure.

### How It Works

- Each character chose (or rolled) a Lost Thing during character creation
- These items were stolen by agents of the Hourglass Coven during a past visit to the Carnival
- The Lost Things are scattered across Prismeer
- Recovering them is a personal quest woven into the main adventure

## Party's Lost Things

“ Fill in each character's Lost Thing here as they are revealed during play.

Character	Lost Thing	Status
		Not recovered
		Not recovered
		Not recovered
		Not recovered

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