

NPCs (Witchlight)

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Allies

Friendly fey and carnival folk

Allies

Witch & Light (Mr. Witch and Mr. Light)

Mr. Witch & Mr. Light

Role: Co-owners of the Witchlight Carnival

Race: Human (Mr. Witch), Human (Mr. Light)

Description

Mr. Witch is a tall, thin man who dresses in dark clothing and carries a cane. He speaks softly and moves with deliberate grace. Mr. Light is his opposite — colorful, boisterous, and always smiling. Together they run the Witchlight Carnival, a traveling extravaganza that visits the Material Plane once every eight years.

What the Party Knows

- They are the public faces of the Carnival
- The Carnival has been visiting for decades, always under their management
- Something seems off about the Carnival this time around — the mood is darker, the attractions more sinister
- They appear to answer to someone (or something) else

DM Notes

“The pair made a bargain with Zybilna long ago. They owe their longevity and the Carnival itself to her patronage. With Zybilna frozen by the Hourglass Coven, the Carnival has begun to decay.”

Allies

Dirlagraun

Dirlagraun

Role: Carnival Staff — Displacer Beast

Type: Displacer Beast (tamed)

Description

A large displacer beast that serves as a sort of carnival mascot and unofficial guardian. She prowls the carnival grounds at night and is surprisingly gentle with carnival staff, though she remains wary of outsiders.

What the Party Knows

- She's been with the Carnival for as long as anyone can remember
- Carnival staff treat her with respect and affection
- She can sometimes be found near the Big Top

Allies

Burly the Bugbear

Burly

Role: Carnival Staff — Ticket Taker & Bouncer

Race: Bugbear

Description

A surprisingly friendly bugbear who stands at the entrance of the Witchlight Carnival, collecting tickets and greeting guests. Despite his imposing size, he's gentle and welcoming.

What the Party Knows

- Takes tickets at the entrance gate
- Jovial and good-natured
- Fiercely loyal to Mr. Witch and Mr. Light

Enemies

Hags, villains, and tricksters

Enemies

Bavlorna Blightstraw



Bavlorna Blightstraw

Role: Hag of the Hourglass Coven — Ruler of Hither

Type: Green Hag

Description

Bavlorna is a grotesque green hag who rules the swampy domain of Hither from her cottage on stilts. She is obsessed with collecting things that others have lost or discarded. Her lair is a foul, waterlogged dwelling filled with jars of preserved specimens and stolen trinkets.

Personality

- Paranoid and suspicious of everyone
- Hoards lost objects compulsively
- Speaks in a slow, gurgling voice
- Considers herself an artist and collector

Domain: Hither

A vast, flooded swampland that was once beautiful before Bavlorna's influence corrupted it. The waters are stagnant, the trees are rotting, and the inhabitants live in fear.

DM Notes

“*Bavlorna is the youngest of the three hags. She holds one-third of the power stolen from Zybilna. She can be bargained with, but her deals always favor herself.*”

Enemies

Skabatha Nightshade



Skabatha Nightshade

Role: Hag of the Hourglass Coven — Ruler of Thither

Type: Green Hag

Description

Skabatha is an ancient-looking hag who rules the dark forest of Thither. She uses children as her workforce, luring them away from their homes with promises of fun and games. Her domain is a twisted woodland where time moves strangely.

Personality

- Cruel but hides it behind a grandmotherly facade
- Obsessed with youth and lost childhood
- Runs a workshop staffed by enchanted children
- The middle sister of the coven

DM Notes

“ The party will encounter her domain after Hither. She holds the second third of Zybilna's stolen power.

Enemies

Endelyn Moongrave



Endelyn Moongrave

Role: Hag of the Hourglass Coven — Ruler of Yon

Type: Green Hag

Description

Endelyn is the eldest and most theatrical of the three hags. She rules Yon, a mountainous realm of storms and lightning. She runs a macabre theater called the Yon Stage, where she forces her captives to perform in plays that predict the future.

Personality

- Dramatic and obsessed with fate and destiny
- Believes she can see the future through her performances
- The eldest and most powerful of the three sisters
- Coldly calculating

DM Notes

“Endelyn holds the final third of Zybilna's power. She is the most dangerous of the three hags in direct confrontation.

Neutral

Curious fey creatures and bystanders

Neutral

Ellywick Tumblestrum

Ellywick Tumblestrum

Role: Wandering Bard

Race: Gnome

Description

A cheerful gnome bard who can sometimes be found at the Witchlight Carnival. She plays a magical instrument and seems to know more about the Feywild than she lets on. She may offer cryptic advice to the party.

What the Party Knows

- A friendly gnome musician at the Carnival
- Seems oddly knowledgeable about the Feywild
- Her music has an otherworldly quality

Neutral

Nikolas Midnight

Nikolas Midnight

Role: Carnival Barker

Race: Human

Description

A flamboyant carnival barker who guides visitors through the attractions. He's enthusiastic about the Carnival but seems nervous about something behind his showman's smile.

What the Party Knows

- Works at the Carnival as a barker and guide
- Knows the layout of the Carnival well
- Seems worried about the state of things lately