★ More Combat at the Carnival! The Witchlight Deck of Cards : r/wildbeyondwitchlight

Quest: Stopping The Carnival Vendor

If the energy of the carnival is low for a prolonged period of time, a new stall appears at the carnival called The Carnival Vendor. This booth is run by Valkir Habrett, an ally of the hourglass coven who is more than happy to reign chaos over the carnival and support the carnival go-ers in increasing the chaos and misery (minimum 2.5 hours of sustained sadness OR 1 hour of continuous mood decreasing)

Booth Description: Wild Wares and Wards



- ★ All maps suddenly include an indicator of this location that is magically added on
  - It appears directly in the middle of the main walkway between the Big Top and the Calliopee
  - Indicated on the map by a yellow star
- ★ When the map changes it also briefly acquires a different tactile quality or weight
- ★ As the booth appears in the carnival read the following:

> The sounds of the carnival dampen into a low murmur as the sound of a clocktower chimes out ominous around you. The noise appears to come from every direction and the air suddenly becomes thick. The carnival which was once filled with magically induced freshness (a feature that had been noticeably waning since you arrived) suddenly smells of the bodies of hundreds of different fair go-ers. As sour cheesy smell fills your nose a sudden cold wind cuts through below stifling humidity before returning to an uncomfortable heat. The ground beneath you becomes noticeably more uneven as the chiming stops, and the carnival -- after some hesitation -- returns to its regular activity

Outside the Booth

- As players approach the booth:

  As you return towards the entrance of the carnival you notice the crowd slow, and you need to push your way past many people to continue forward [Roll a DC10 STR (athletics) CHK]. Eventually over the heads // through the legs -- of the crowd you are able to see a new "attraction". A black obelisk-like structure has appeared in the middle of the entry way blocking peoples paths two and from the different areas of the carnival. The structure appears to be swallowing the light around and the reflective surfaces show distorted visions of the crowd stretched and squeezed in unnatural ways. While looking at the reflections you swear you see the mirrored version of yourself smile at you.
- Getting through the crowd requires a check of some kind
- Looking at the obelisk for a prolonged period of time requires passing a DC10 CHA SVT or charmed by the shop keeper Valkir Hobrette
- A WIS (perception) CHK can determine that the reflection is in fact slightly off
- A INT (history) CHK will cause players to remember the carnivals history of being in the mists and hearing about how it used to travel to planes like Ravenloft --- we can provide extra info for players who don't know CoS

Inside the Booth

- The booth only allows one group at a time and only unlocks for those who have a piece of it OR if the booth can sense that the player is likely to make a deal or buy a cursed item
- Mr. Witch and Mr. Light have a key that they got as part of a deal they made with Valkir Hobrette shortly after taking over the carnival
- As players enter the booth:

  A soft chiming of the door dissipates into the surprisingly spacious store room. Items are placed on 12 individual pedestals around the room away from the dark purple walls to allow for easy maneuvering within the space. In the back of the room perched behind a velvet covered table is a hooded figure following your every movement with sharp jerks of their head.

Items in the Shop

1	The Attraction Deck
2	A custom made attraction card for whoever the PC's ask for (Dominate person)
3	**Cloak of Billowing** cloak that always billows majestically
4	**Hat of many trades** Hat that can transform at the users will [but it doesn't quite sit right]

5	Personal Attraction Tent
6	Ask him to alter someone else's attraction in some way
7	**Cup of everflowing water** Endless water that inflicts the poisoned condition DC 14 con check for 1 min
8	**Armor of Gleaming:** Your armor can never be dirtied or stained.
9	The Carnival History Picture Book
10	Can go back in time and make one change to any action taken at the carnival (that does not involve outside carnival influences/magic)
11	**Staff of Flowers:** A wooden staff that causes a handful of real, non-magical flowers to sprout from a patch of dirt.
12	**Wand of Smiles / Wand of Scowls:** Forcing a target to make a Charisma save either makes them smile broadly or scowl deeply for a minute.

Deals

In addition to adding curses later to the carnival, the PCs can make deals for these items that will give themselves a unique curse that will impact them until they can find a way to remove them. For magic items that have mechanical effects (not just aesthetic ones) See "Random" Events in the Carnival:

1	Their reflection will always look like it's trying to fight them
2	Their clothing will always be a little bit off, shoes on wrong feet, or shirt untucked, regardless of how hard they try, they will always seem a little off to others
3	Their gold coins will periodically try to escape themselves
4	The character is compelled follow up anything negative they say with a compliment
5	Every time they land a spell they are compelled to do jazz hands
6	Whenever they roll a 1, they must loudly sneeze a small cloud of glitter within the next few seconds.

Outside the Shop

★ As the players explore the carnival:

> After the distribution of the tolling bell you've noticed periodically on the outskirts of the carnival crowds of fair go-ers. Upon further inspection you notice a dark reflective stone adorned by a single gleaming [item]

The patrons around it appear to be unaware of the tables true contents but are walking away with a variety of magical cosmetic enhancements and sweet treats

★ The other NPCs and fair-goers cannot see Lockland from the stands that he operates. Instead they see stands that offer free refreshments and the occasional aesthetic gift like those in Items in the Shop
  - Players who have only contributed positively to the mood of the carnival also experience this
  - They can have an aesthetic magic item but are cursed with one of the ticket pact type things

Items Outside

★ Once players leave the carnival the shotty construction of the items causes them to fall apart in 1d4 days

1	**Armor of Vulnerability:** Grants resistance to one type of damage (bludgeoning, piercing, or slashing), but makes you vulnerable to two other types
2	**Berserker Axe:** A rare +1 axe that increases your max hit points, but curses you to be unwilling to part with it, forces disadvantage on other weapon attacks, and makes you attack the nearest creature when you take damage.
3	**Demon Armor:** Plate armor that grants +1 AC, the ability to speak Abyssal, and slashing damage on unarmed strikes, but imposes disadvantage on attack rolls and saves against demons and prevents removal without a remove curse spell.
4	**Shield of Missile Attraction:** Grants resistance to ranged weapon attacks, but magically draws all ranged attacks within range toward you instead.
5	**Sword of Vengeance:** A sentient +1 longsword that forces you to retaliate against anyone who damages you until they are dead or out of reach.
6	**Backbiter Spear:** A +2 spear that, when used in melee in anger, curves around to strike its wielder in the back.
7	**Flask of Curses:** A throwable container that shatters to unleash a -2 penalty area-of-effect curse.
8	**Dust of Sneezing and Choking:** Often mistaken for useful dust, it inflicts severe Constitution damage and stuns targets
9	**Ring of Clumsiness:** Grants the benefits of a Ring of Feather Falling, but slaps a -4 penalty on all Dexterity checks.
10	**Potion of Poison:** Looks, smells, and tastes like a useful potion, but inflicts poison damage and the poisoned condition

11	**Amulet of Beholder Eyes.** Eye of tricks. When investigated, whether by identity or some kind of check, this amulet will appear to have the effect of a beholder's eye. Specifically the eye that can paralyze people. However instead it is simply a mental illusion and the target is actually completely fine. When used, to the wearer, the target will have all the symptoms of being paralyzed. Only a DC 20 investigation check can make the wearer catch onto the trickery.
12	**Amour of Silence.** While wearing this armor you make no sound, regardless of what you are holding, the surface you are moving across, or how loud you shout. This armor is cursed, a fact that is revealed only when an identify spell is cast on the armor, or you attune to it. Attuning to the armor curses you until you are targeted by a remove curse spell or similar magic; removing the armor fails to end the curse. While cursed, you are deafened from anything further than 10 feet away from you

NPC Description

Valkir Hobrette

- ★ Valkir Hobrette is Lawful Evil (but loves creating chaos)
- ★ He will regularly offer deals to anyone that will often contain a catch
- ★ He enjoys his job as a punisher and used to work for the previous owner of the Carnival before it was taken over by Witch and Light
    - He really does not want them to crown a witchlight monarch since that will open the portal to the feywild and send in a possible saviour to the kingdoms

Valkir Hobrette is an erratic half-faerie half-goblin. This mixed breeding has left his body as a patchwork of different features. Portions of his skin are the soft silken flesh of the faerie, and has a light purple colouring, the other half appears tough and scarred in comparison and is the green hide of a goblin. Normally mixed-race individuals do not appear this way. *Talking to Valkir about it will reveal that his mother's pregnancy was cursed after she broke the hospitality rules of the feywild.*

While talking to the players he movements appear studded and disjointed. Moments of stillness are interrupted by short rigid movements as Valkir Hobrette's entire body twitches at each word. The odd individual wears a large cloak over his head that falls off revealing that one of his ears is the large floppy ear of a goblin and the other the small pointed ear of a fey.

When players speak to him, If it is on the right side he has a hard time hearing since his goblin ear is internally malformed making in deaf in the one ear. His

speech is similarly offkilter with emphasis on random words and inconsistent volume.

- ★ Other NPCs that work at the carnival immediately know when he is around and try to stay out of his way
- ★ Most NPCs have a horror story of something they bought from Valkir or something that happened to them because of Valkir's antics
- ★ They know the cards let the players controls them via *Suggestion* and want to keep that secret DC 15 WIS (insite) can discern that they are not providing all the information on the happenings

Lockland Leaflicker

- ★ Lawful Neutral
- ★ Has been trapped by Valkir Hobrette and is suck helping him sell his wares
  - Secretly hates his boss
- ★ Very smooth and musical sounding
- ★ Is able to be in multiple locations as once because spirit
- ★ He is dead

Lockland Leaflicker is an excitable pixie who is always happy to see a friendly (or not so friendly) face. He is about the size of most PCs hands and flits about in smooth circles around the outside items. Although he has been dead for thousands of years Lockland still appears to be full of life, using his impermanent nature to be able to phase through people and objects alike.

Since nothing he wears seems to keep its colour -- there were shops with specially ghosts' clothes when he used to live in the mists -- he sports an angular suit that creates a sharp triangular silhouette by his right shoulders. It appears his legs have a pair of tight straight pants so as to not distract from his audacious hairstyle gelled into several spikes.

- ★ Will warn the player that stealing is bad
- ★ Still kinda feels like they should take the item though (egging them on)

Changes to the Carnival

The various "wares" sold and won at this booth are actually all cursed items. For every 1d12 interval 5 min the mood of the carnival moves down 1 as carnival go-ers become unwittingly cursed, or curse others.

As soon as the Carnival Vendor appears, any time the mood decreases a random outcome occurs. Some of the effects of the carnival are seen in the table below (roll 1d4) for the order. Only if the players interact with the obelisk and make selfish decisions:

"Random" Events in the Carnival:

1	The butterfly wings on all the carnival go-ers suddenly become sapped of their bright colours. Greys, blacks and whites now make up the majority of wing colours, with an occasional splattering of bright red. Once this change occurs many of the younger children at the carnival become alarmed and cry as the wings that were once their preferred colour becomes bland and interesting. One child screams as their care-er's wings are covered in red splatter believing that they are bleeding to death (they are fine)
2	Everyone rolls a DC15 CHA SVT. A random object disappears from every individual who failed the check. NPCs also (generally) fail the check and chaos ensues as they begin searching for their lost good. All of the missing items are found in a large pile in the middle of the Big Top stage
3	The previously dry Carnival suddenly has tons of booze. All drinks are transformed into alcoholic beverages. Initially this is not obvious to the players. Eventually they notice: Many of the children begin stumbling around and have a noticeable lack of coordination. You watch as one child who was previously dominating many of the small stall games throws a ball way off the target before stumbling onto the ground. Another child pukes in the bushes nearby. Any player who performs a WIS (perception) CHK DC13 notices that the scent of alcohol appears to be all around them
4	A heavy mist comes over the carnival limiting vision to 10ft in front of the players. WIS (perception) CHK DCs are all +5 in difficulty due to the heavy obstruction in vision. As the mist appears the players hear cursing as two carnival go-ers crash into each other spilling their drinks and getting covered in sugary syrup
5	The animals that are on the carousel suddenly break free and begin running around the carnival grounds, knocking over unsuspecting patrons. The wooden beasts charge blindly through the mist-shrouded walkways toward the Big Top, trampling nearby stalls. Player must perform a DC10 DEX SVT or take 1d6 burgeoning damage from the stampeding animals as they run through people and objects alike
6	A loud wooden crack sounds as the beams that support the Big Top split apart causing the heavy canopy to come crashing down

What is the Attraction Deck?

- ★ The Deck was created by one of the hags (TBD) in order to exercise control

History

- ★ The Deck was created by one of the hags (TBD) in order to exercise control over the various carnival staff.
- ★ Eventually this hag got bored with the carnival

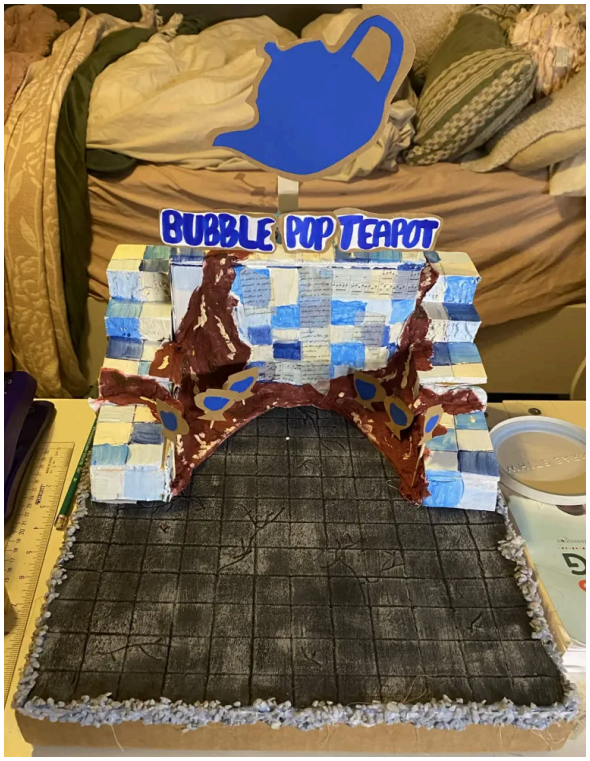
Combats

- ★ Entering into the combat world:

Treaklewise and Bubble-Pop Teapot Extravaganza
- Set Up
- Layer Actions (Kinda)
- Stat Blocks
- Descriptions and Role Play Elements

Treaklewise and Bubble-Pop Teapot Extravaganza

Set Up



- ★ Combat field is on default grass plane with custom set seen on the right
- ★ Tea cups indicate interactable objects that can be destroyed to move the difficulty of the riddles by 1 level
    - Handout: Riddles
        - Hard
        - Hard + Definition, Indicators (no meaning explanation), and Fodder
        - Hard + All Hints
        - Medium
        - Medium + broken apart definitions
        - Easy
    - Players who have + INT modifier will get additional help solving the riddles by being 1 level simpler then the rest of the team
    - Players who have - INT are one level harder then the rest of the team
- ★ The "Bubble Pop Teapot" Sign works as ¾ cover for the creatures that are behind it
- ★ NPCs start at the following locations:
    - 1 on bottom L stair; 1 on bottom R stair
    - 2 on top L stair; 2 on top R stair
    - 4 in middle
    - Treaklewise at the top (He is the one making the bubbles. He can jump over the signs to do this)

Layer Actions (Kinda)

- ★ At the end of each players turn they roll a DC10 INT SVT
    - Failed: give intended level based on modifier
    - Passed: give +1 additional hint for every 5 about the DC
- ★ A bubble traps the player and moves them back 15ft per round. The bubble is popped if the player can solve their riddle successfully by the time they reach their next turn
- ★ If not they move back another 15ft and can use their action to pop the bubble instead

Stat Blocks

Goblin Boss

Small Fey (Goblinoid), Chaotic Neutral

AC 17 **Initiative** +2 (12)
HP 21 (6d6)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**INT**	10	+0	+0
DEX	15	+2	+2	**WIS**	8	−1	−1
CON	10	+0	+0	**CHA**	10	+0	+0

Skills Stealth +6
Gear Chain Shirt, Scimitar, Shield, Shortbow
Senses Darkvision 60 ft.; Passive Perception 9
Languages Common, Goblin
CR 1 (XP 200; PB +2)

Actions

Multiattack. The goblin makes two attacks, using Scimitar or Shortbow in any combination.

Scimitar. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. *Ranged Attack Roll:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Reactions

Redirect Attack. *Trigger:* A creature the goblin can see makes an attack roll against it. *Response:* The goblin chooses a Small or Medium ally within 5 feet of itself. The goblin and that ally swap places, and the ally becomes the target of the attack instead.

Goblin

Small Humanoid (Goblinoid), Neutral Evil

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6
Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Goblin

Traits

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Descriptions and Role Play Elements

Personal Attraction Tent

General Item Features

- ★ This item can be deployed anywhere and allows players to return to the carnival with their very own attraction
    - The front entrance does not cause anyone to teleport
    - Attraction must have a secondary entrance where planes can be traversed
- ★ While deployed the owner(s) of the attraction can travel to and from the carnival per the deal brokered with Valkir
- ★ The attraction must be manned everyday (even when the player are not present) or the tent begins to slowly degrade
    - Paying a Carnival Hand to man the booth costs 1 GP per tenday
- ★ The attraction takes up a space of 60ft by 80ft (ie: the size of my standard game boards)
- ★ The tent can be folded into a 2ftx2½ft cube to be carried around

Downtime Activities and Events

The Carnival History Picture Book

- ★ This item exists to be able to provide lore dumps in a way that is more organic then just throwing a bunch of information at the player all at once. The book contains details about not just the Carnival but its current and previous owners.
- ★ The book can only be opened once every 1d20 days and immediately teleports all individuals in a 20ft radius who have attuned to the book at any point in time into a pocket dimension where the historic events of the carnival play out
- ★ Players are always put into the shoes of a person whose contributions are large but their success or failure does not change the outcome of the carnivals history in any meaningful way
    - If not possible the memories of the players will rewrite themselves as they leave to reflect the correct sequence of events

Links to Stories/Events