The Wild Beyond the Witchlight

Backgrounds

Once upon a time, several creatures went to a carnival. But this was not the first time for some - 8 years ago these people lost something at the carnival...

*As a young and curious goblin, **Borkle Moon** was very impressed by a clown named **Thaco** making balloon animals. **Borkle** snuck around to the clown's trailer and was shooed off for trespassing in the employee section. Only later did **Borkle** realize that he lost his precious marbles, the first items he ever imbued with magical properties. The goblin went on to develop a knack for twisting balloons, but he found himself unable to start fires. **Borkle** is back at the carnival ready to enjoy the delights and hopeful to recover his precious marbles.*

*A teenage human walked around the carnival, enthused with the environment, he and his mentor **Leo** joined a snail race, but used a salt shaker on the racetrack to distract competitors. For cheating, they were disqualified and kicked out of the carnival. Upon stepping foot outside, **Leo** transformed into a frog and the teenager turned into a bullywug. He began calling himself **Croak** and vowed to return to the carnival to restore his humanity.*

*As a fey creature, **Mercury Moonwing** forgot that he too needed a ticket to enter the carnival. The Witchlight Hands escorted him out after realizing his wings were natural and not the fake ones given out at the ticket booth. Ever since, he has been able to grow plants and any he nurtures dies instead - quite embarrassing for a druid. Additionally, **Mercury** has been unable to open a door without knocking first. He is back at the carnival looking to recover the abilities taken 8 years ago.*

***Spot** was at the carnival, enjoying himself, following a young, attractive harengon girl. She gave a little chase, and he caught up, taking them behind trailers they were not meant to be near. Whatever he saw, he was not supposed to see. His memory was wiped out and he was kicked out of the carnival. Ever since, he has been wandering lost and unable to discern a sense of direction. **Spot** wants to get back to the Feywild and believes the carnival is a way home. He also has never been able to tie a knot ever since he left the carnival.*

Session 1

The group arrives outside Baldur's Gate, waiting for the carnival to arrive. As the crowd gathers, **Borkle** entertains children with balloon animals, and imbues a bark into a dog shaped balloon. **Spot** sees a harengon lurking around and tries to speak with him, learning nothing from the conversation and learning later that he was robbed of his lute.

The sky opens up and a series of flying creatures and wagons fly down to the road east of Baldur's Gate. A gray skinned figure with a tophat holds out a pocket watch and a carnival magically springs into existence.





A goblin calls out from the ticketbooth, announcing 5 names to report to will call. Three approach the will call window to the side of the ticket booth. The goblin shutters the ticket booth window to talk to the characters. The goblin uses an ear horn and a telescoping monocle. After the characters announce themselves, the goblin flips around his ear horn to speak out through the small end (ignoring the obvious amber lump pressed to his lips), "Here you are, enjoy the carnival!" He tosses them an envelope containing a map of the carnival with 24 tickets. There is nothing inside and a capital letter "**B**" outside of the envelope.



Where to go first?

The three stranger were thrown together through some strange fate or magic, maybe dumb luck. Who knows? What was known was that It had been a long time since these individuals had been to the carnival, and the sights were overwhelming.

The first thing that caught their attention were children eating candy.(insert candy description) They watched as a child's head grew three times its normal size. **Croak** offered to buy the other two strangers candy; **Borkle** accepted, while **Spot** declined. As they ate it, their body's started to transform. **Croak's** usually moist skin started to harden, crack, and turn brown. Borkles head expanded. They found it to be great fun.

They continued to walk around the southern end of the carnival. They first ran across a Cyclops Staring contest. "One ticket per go, one ticket to challenge the great cyclops! See if you can out stear the Cyclops.

Croak went first, as he walked up he cast dancing lights behind him, in an attempt to distract the cyclops. After 13 intense seconds of staring the cyclops blinked and lost. **Borkle** then attempted to out stare the cyclops. He made a balloon version of a cyclops.

The group really started to enjoy the games and **Spot** wanted to give one a try. "Guess the number of feathers on a cockitrice." The carny pulled a sheet covering a cage, revealing an old, half feathered, skinny creature that looked like it was ready for the grave. **Spot** guessed 300, and walked away empty handed. There was a bathroom key attached to a rabbit's foot on the food stall wall, with a charge of 1gp to use the latrine. This made **Croak** want a roasted cockatrice leg, which the bullywug and **Borkle** enjoyed very much.

At a place called the Pixie Kingdom. a pixie named **Jeremy Plum** greeted them, gave each character a nickname, and sprinkled everyone in pixie dust. **Croak** put his frog on a hamster powered Ferris wheel and **Borkle** won a game of hide and seek with the pixies. **Jeremy Plum** told the group to help find a disguised kenku who has been sneaking around and shared the recent event of a mime who lost his voice and his love. He also says **Burly** the bugbear talks with one of the gondola swans and has brains as well as brawn.

They went for a ride on the Mystery Mine, for fun and faced each of their deepest fears. After the ride, **Spot** asked a fellow harengon how to get back to the Feywild, but learned nothing about the Feywild and was called racist for assuming the creature was from a different plane of existence. The group watched the stranger harengon ride through the mine with a couple orcs, and hear screams of terror.

Off to the races



They played more games, **Croak** told them of his past visit and cheating on snail races. How they shouldn't cheat, bad things happen to those who cheat. When the race started, **Croak** immediately tried to cheat… in any event **Spot** won the race, and a wooden pasta spoon with a hole in the middle.

After leaving the races, a parade came down the midway. In the middle was a giant walking tree, which was dropping seeds. Children were gathering around catching seeds. **Croak** jumped up above the children's heads and snatched a seed from the air.

In the tree was a squirrel handing out dandelion flowers, "make a wish and it will come true!" **Borkle** and **Spot** both pushed through the crowds to take a dandelion and both made a wish.

It dawned on the group just how large the carnival was as they approached the Hall of illusions. Croak was hesitant to enter and instead attempted the next carnival game. Catch a dragon by the toe. **Spot** went first, blindfolded he swiftly grabbed the dragon and yelled " My wish did come true!" **Borkle** went next and also won, winning a little wizard hand puppet.

Lost but not found

Borkle saw a sign saying lost and found, "I'd like to stop by there". Along the way, **Croak** was distracted by Goblin Wrestling, and handed over a ticket for the 2 on 1 contest. The goblins oiled and flexed muscles, but the goblins were no match for the strength and speed of the bullywug.

Across from the wrestling tent a displacer beast with butterfly wings affixed to its tentacles, was curled up on the ground in front of the lost and found cart. A young loxodon stood beside looking scared, sad, and lost. He said his name was **Babar** and, "I've lost my parents."



The displacer beast told them, “We have lost things. What are you looking for?”

Borkle said, “I’ve lost my marbles, and my friend here has lost his humanity. I mean he was literally a human and was turned into a frog.” A little girl at the side of the display beast runs into the wagon to look for some marbles. She returns a few minutes later, with no lost marbles. The displacer beast tells them she can’t help returning **Croak** into a human.

”Many things have gone lost at the carnival, including my daughter **Star** along with **Babar**'s parents.” A boy came out with a mirrored ball in his hand, which the displaced beast snatched, making the boy run away. After the party offers to help find **Star**, she gives the party the mirrored ball, calling it **Star**’s favorite toy.

Croak asked the displacer beast for something “lost”, and was given a small leather jacket. **Spot** says he lost an arrow that returns. A gag arrow was given, which **Spot** placed on his head.

Run in with a stranger

The new friends went off to find the kenku. **Borkle** saw a human who looked pretty sketchy darting in and out of the crowd. **Spot** chased after him in hopes to see what stranger was up to, only to have the stranger confront him. **Spot** didn’t know what to do, so he backed off. The stranger walked off, at which point **Borkle** stopped the stranger to ask some questions. **Croak**, reached out to touch the stranger's back and pulled out a long black feather. Confronted with no other choice, the disguised kenku suggested a trip on a Gondola Swan for a private discussion. The group argues about who will pay for their ride, and eventually **Spot** convinces **Croak** to

cough up the carnival tickets. The group climbs into the gondola and listens to the swan named **Feathereen** talk and talk and talk “How do I know you exist?” and other deep thoughts.

Spot humors the swan with a little conversation and the boat begins to slide smoother along the water. **Feathereen** shares that she saw **Candlefoot** attempt to propose to **Palasha**, only for his voice to fail him in an embarrassing way in front of everyone. **Feathereen** also says that **Burley**'s brother **Hurley** has gone missing,and no one knows where he went. **Spot** connects the dots between the recent loss of the ability to speak by **Candlefoot** with this kenku having a perfectly fluent talking voice

During the swan ride, **Croak** intimates the kenku into divulging information. They learn the kenku’s name is **Kettlesteam** and for a brief moment she reveals her natural form.



Kettlesteam tells the party that things in the carnival aren’t going well. Things are going missing, and **Mr. Witch** and **Mr. Light** won’t try to fix anything. She thinks the carnival owners know what is going on, but they won’t talk. She mimics what she recently overheard; **Mr. Light’**s voice says ”Someone is going to find out about this! They’ll shut us down!” followed by **Mr. Witch**’s calm yet firm reply ”We agreed to this pact. Our hands were forced but our eyes were open. We let the **Hourglass Coven** take what it wants, and in return, we stay in business. That is what you want, right?” **Kettlesteam** has been sabotaging rides and games in order to disrupt the carnival.

Kettlesteam thinks the characters have Fey curses and reveals she has a pact with **Zybilna**, from the Feywild domain of Prismeer. **Zybilna** is no longer communicating and due to the terms of her fey pact, **Kettlesteam** cannot enter Prismeer, so she implores the group to find out what has happened to **Zybilna**. After talking more, she proposes the group should steal the Witchlight Vane used by **Mr. Light** to crown the "Witchlight Monarch" (a prize given at the end of the carnival) as leverage to compel the carnival owners to share information.

Borkle leans into Feathereen to ask a couple of follow-up questions. **Feathereen** says, "**Burly** is a broad-shouldered bugbear that can look intimidating, but he is a philosopher at heart. He wears a jack-o-lantern helmet when in the Big Top, is often securing the Staff Area, and he avoids **Thaco**. He reads poetry in his free time and enjoys debating the meaning of life. As upset as he was about the disappearance of his brother, he stayed close to **Mr. Witch** and **Mr. Light**, and the bugbear remained level-headed. After all, in a world where anything is possible and nothing is ever truly known, why worry about anything?"

Session 2

Parting ways from **Kettlesteam**, the group sees a girl facing away from them. Hands reach up from the far side and sew something around her ear. A green creature with two bug eyes looks over her shoulder. When the group approaches, the creature runs away extraordinarily fast. The girl is unresponsive and eventually blinks back to life within the arms of **Croak**, and screams at the sight of the bullywug. She leaps up to run away and 2 witchlight hands who had apparently been looking for this girl escort her out of the carnival for having no ticket. Mulling this over, the group decides they saw the girl given a curse.

Staff Area
Creeping behind the big top tent, the group talks to **Burly** through a wall of thorns. He is guarding the staff area but lured into conversation by **Spot** talking about philosophy. He says bad things are happening and things are going missing, like his brother. He thinks leverage is needed to get **Mr. Witch** to talk and he recommends getting the witchlight watch to compel him to talk. The watch is chained to his coat. **Burly** says it's not stealing if you give it back. **Mr. Witch** uses the watch to create the carnival. **Croak** trades an ice helmet for a book called Bugbear Philosophy that is the handwritten thoughts of **Burly**. The security guard also warns the group that his counterpart **Thaco** the clown is angry and full of nasty thoughts.




Hall of Illusions

Inside a glass box is a statue of **Tasha** the wizard, which **Croak** recalls as a pseudonym of **Iggwilv**. Two halflings stand in front of the statue, one falls down laughing hysterically and the other runs into the tent without getting his ticket punched. **Candlefoot** takes tickets at the door.



The nonverbal interrogation does not reveal much, the mime does not know who took his voice, but the group manages to upset him at the thought of a competing lover of **Palasha**. He gives the group exact directions on the carnival map to find her at Silversong Lake.

Silversong Lake



At Silversong Lake **Palasha** sings to a crowd on the shore. Booing by **Kettlesteam** distracts her, but the group stops him. **Croak** jumps into the lake and shapes water in the form of **Candlefoot**. **Borkle** makes friends with a fellow goblin, who has been “helping” an ogre around the carnival. After her performance **Palasha** thanks **Croak** for getting rid of the heckler, and grants **Croak** a singing lesson. She tells the group that before he lost his voice, **Candlefoot** was a singer and he hasn’t been the same since going mute. She says **Mr. Witch** and **Mr. Light** are supportive and good businessmen, who would not have wanted **Candlefoot** to lose his voice.

Carousel, and progress



With a little time left before the Big Top Extravaganza, they visit a carousel run by a centaur. Her name is **Diana Cloppington** and when she tried explaining things about the **Hourglass Coven** tree sap and mouths came out of her mouth instead of words. However, she sells a ticket to **Borkle** to ride the carousel and invites him to touch up the paint on the wooden unicorns. While doing so, **Borkle** discovers that not only do the objects speak - they know his name and where his lost marbles are. He learns his marbles are in a part of the Feywild called The Prismeer and with a hag named **Bavlorna**. She and her two sisters make up the **Hourglass Coven**. Also, **Bavlorna** is allergic to widdershins and lives in a cottage that walks around.

While the goblin rides the carousel, **Croak** shares his own predicament with **Diana** and tries to encourage her that things will turn out better for her in the end. She thanks him and grants him a free ride. On his turn, **Croak** learns his body was taken to **Skabatha**, who lives in a hollow log and forgets whoever she sees first in the morning. He also learns **Diana** was looking for her warhorse and wronged a creature named **Granny Nightshade**, who fused her with her horse.

Hearing how great the carousel was, **Spot** pays for a ticket and touches up some more paint on the wooden unicorns. He learns his lost sense of direction is with **Endelyn** in her mountaintop lair. She has seen her own death, which occurs during an eclipse.

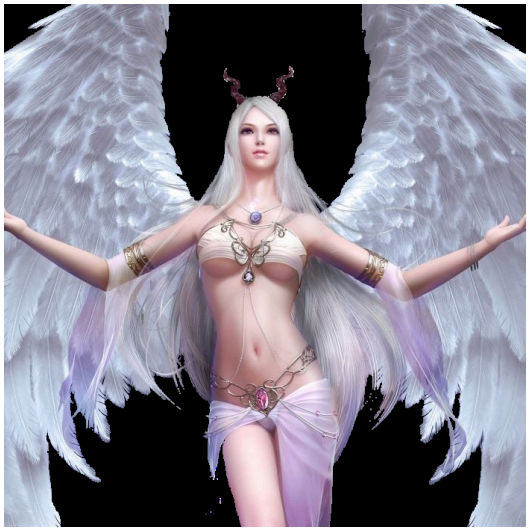
Big Top Extravaganza

The crowd funnels in and the group delays entering until nearly all the attendees are inside. A firebreather is entertaining the audience while mephits of multiple colors swirl around above. Then, a spotlight on a hatbox draws everyone's attention to a contortionist who crawls out. Music pipes up and the spotlight shows **Mr. Light** sitting in a silver ring high above, he says "Prepare to be delighted!" **Burly** the bugbear performs feats of strength, **Palasha** serenades from a clamshell bathing pool, and **Candlefoot** mimes with the audience.



A cannon is dragged inside, but a magical hand redirects the angle of the cannon so the clowns inside are shot straight up and fall down to injury themselves. **Croak** spots **Kettlesteam** and wets him with a drink from someone near the kenku. **Croak** and **Spot** chase **Kettlesteam**, but the warlock puts the harengon to sleep and manages to escape the tent and disguise himself before **Croak** can catch him. After aggravating multiple carnival goers, **Croak** attracts the attention of withlight hands - who are useless in their investigation skills. **Spot** wakes up and catches up, so the two head to the Feasting Orchard - which was the rendez-vous point previously set up with **Kettlesteam**. They touch and talk to many, but never locate any kenku. They meet a dragonborn named **Rhogar** eating chili, who is not the **Rhogar** they are looking for, a clown who has no eyelids and does not talk, and see a winged being named **Beatrix** resting at the performing stage while the majority of the crowd is at the Big Top.





Meanwhile, **Mr. Light** invites the crowd to join in the extravaganza and perform. **Borkle** calls out and a spotlight turns to him. **Candlefoot** ushers him into the center of the arena. The goblin artificer twists balloons until an exact replica of **Mr. Light** comes to life. He gives out other balloons to youth in the audience, and everyone loves his performance. He gets a standing ovation as **Burly** comes out to invite him backstage to meet **Mr. Witch** and **Mr. Light**. While

waiting, **Burly** reminds **Borkle** to not betray his confidence with the bugbear, who has to perform his duty as a security guard. While waiting, several performers greet **Borkle** and congratulate him on a masterful show.

Spot and **Croak** use the paper envelope with all of their names to prove they are with **Borkle** and **Thaco** takes them backstage to join him.

Session 3

Hello to Mr. Witch & Mr. Light



The wagon door swings open, and **Mr. Light** invites the group inside. **Burly** and **Thaco** go too. **Borkle** and **Spot** enter. **Croak** thinks he sees someone who might be **Kettlesteam** and runs off. **Borkle** talks to **Mr. Light** and **Mr. Witch**. **Spot** asks about the coven, and lunges at **Mr. Witch**, at which point **Burly** grabs him and escorts **Spot** out. **Borkle** does not learn much, but agrees to walk around in a horse costume with **Spot** for an hour and catch **Kettlesteam**. **Thaco** escorts **Borkle** out and gifts the party with twisted balloons.

Borkle on stilts and a balloon take the front, and **Spot** takes the rear of a dusty horse costume from the changing room inside Big Top. Walking around the carnival in the costume they hear the wishing of fabric as someone slipped into the Hall of Illusions. **Borkle** and **Spot** pay **Candlefoot** a ticket and enter and find an empty tent lined with fun house mirrors. There is very little of interest, other than one mirror with very fine scroll work on the frame, and an unusual footprint in front of it. After spending a few minutes investigating the mirror, they decide to set a trap around the mirror. **Spot** sets an alarm spell and **Borkle** sets a snare spell in hopes of capturing the individual using the mirror.

They continue to wander around the carnival entering the crowd while looking for **Kettlesteam**. They walk the midway, looking for suspicious activity, and don't find much of anything. At some point some boys climb on the horse costume, almost causing it to split in half. They continue to walk around until **Spot**'s alarm spell triggers. They race back to the tent, running past **Mr. Light**

who is waving at them from the Big Top, only to find no one in the Hall of Illusions. **Borkle** concludes his snare spell went off but caught nothing.

Walking around, down on their luck, they theorize that **Mr. Witch** and **Mr. Light** are not the source of the theft of things from the carnival, and that they are afraid of something taking away the carnival from them. **Spot** was able to discern they were gray skinned elves closer to shadar-kai than any other type of elf he knew. **Borkle** hypothesized that maybe they struck a deal to run the carnival with the magic items, and could not piece together how they could have been in a position to make a deal from the Shadowfell. Both of them see a teenager steal a bathroom key and throw it in Silversong Lake. **Spot** jumps in to retrieve the key and **Borkle** runs up to the human. Of course; **Kettlesteam**! During this conversation the kenku admits to stealing **Candlefoot**'s voice and shows a corn husk on a necklace, which the group advises him to keep.

The Plan to Never-Never Land

After returning the horse costume, the group hatches a plan. The three of them enter the Hall of Illusions - paying **Candlefoot** his tickets, and position **Kettlesteam** nearby the suspected mirror. He will take on the form of a young boy and sit inside an illusory mirror he makes. **Borkle** tells him to grab whoever tries to pass through the mirror and **Kettlesteam**'s last words were, "I'll make real good *friends* with them." **Spot** and **Borkle** sit with **Candlefoot**, exchanging mime acts that do not impress the professional performer. Shortly later, **Spot** hears some shuffling and enters in time to see wiry green legs as a creature enters into a portal at the mirror. **Kettlesteam** is frozen still in the place they left him, absolutely motionless. **Spot** bounds ahead through the portal and **Borkle** follows him. **Croak** finally returns from what he was doing and looks inside the Hall of Illusions just as the portal returns back to a mirror.

Hither

They appear on a roadway high above a swamp. The green being climbs quickly down the stone columns and runs off faster than anything they have ever seen. **Spot** manages to hit the being with one arrow, but it escapes into the gloom beyond. Fog, flies, and water cover the land below. **Borkle** is struck with a deep sensation that his lost marbles are somewhere in this land. They see a balloon crash a ways away and see a cottage not far off. Deciding to head to the cottage, they carefully climb down using ropes and are immediately confronted by 6 harengon who declare a robbery and request the best memory of being gifted something. Both speak this memory into a gourd and lose the memory forever. The harengon take off, singing a song:

With sticks and stones, we'll break your nose;
We'll beat you blind and steal your clothes.
But none among us can compare
To one wily, swift, and stand-up hare—
Scarf that's glorious, thief notorious,
His deeds are truly meritorious!
With a wink and a grin, he'll show his cunning;
A flash of his scarf, he'll take off running.
Quick as a bolt, his long scarf trailing,
Gasping, grasping, you'll end up flailing.

You'll pout, you'll moan, you'll huff, you'll sneer;
*Thanks to **Agdon Longscarf**, brigand prince of Prismeer!*



They approach the cottage and see it stand up on many feet and move 30 feet before sitting back down to seem like an otherwise normal structure.



Reaching the cottage, they are invited inside by an eldery human woman named **Tsu Harabax**. She calls this place the Inn at the End of the Road and trades lodging and food for a corn that used to hold candy from **Borkle** and a book called Bugbear Philosophy that **Spot** received from **Burly**. At the mention of **Bavlorna**, she spits on the ground and says the entire area would be better off with her gone and **Zybilna** back in power. While resting and getting a full sleep in, the

cottage continues to move around - but **Tsu** says she no longer has control over where it goes, ever since **Bavlorna** took over. She has heard rumors that **Zybilna** is trapped in her palace, and says it would be nice if she returned to power. Outside the window, they see hobgoblins on stilts walking across the swamp, collecting eggs into baskets strapped to their backs.



They rise to breakfast and are nearby to Slanty Tower. The remains of a balloon and its basket are strewn across the side of the tower. A creature calls for help in hushed tones and begs the group to not wake the two huge snakes sleeping below. **Borkle** uses his newfangled rope of climbing to sneak up past the bramble and they see inside the basket is a cage containing a faerie dragon named **Sir Talavar**. He claims to be a noble emissary of **Titania the Summer Queen** on a mission to meet **Zybilna**, who was put in his predicament by **Bavlorna**, and he begs them to obtain the key to his cage from **Jingle Jangle** over in Telemy Hill. **Spot** picks up the cage and they soon find a goblin who collects keys and is very happy to share with them the key to the cage in trade for beer from **Borkle**'s alchemy jug. Once freed, **Sir Talavar** gifts his "sword" to **Spot** and immediately flies off thanking them for their services. He does share that **Bavlorna** lives in Downfall to the north, together with many bullywugs. **Jingle Jangle** says the best guide in Hither is a pincer-clawed scarecrow named **Clapperclaw.**





Heading further north, the group sees wooden planks over the bog surrounding a large tree stump. They set out to explore and inexplicably find a harrengon with a 15 foot long scarf standing beside them. He laughs and begins to run circles around them, while a harrengon plays bagpipes in a skiff nearby.



Spot begins to motion to cast a spell, so **Agdon** lunges forward and brands **Spot** with 3 rabbits connected nose to tail in a triangle, causing **Spot** to no longer be able to see **Agdon**. While repeatedly pilfering items from them, **Agdon** stabs **Spot** repeatedly. **Borkle** nicks away with his spells and weapons until finally **Agdon** falls. **Borkle** stabilizes the brigand, then **Spot** heals him. Interrogations do not yield more than hearing the brigands bully and rob for **Slack-jawed Lorna**, so **Spot** stabs him dead. A bubble springs into existence around the corpse, putting the body into a stasis. The group picks up their things and heads northwest towards Downfall.

Session 4

Enter Mercury

Mercury arrives at the carnival after the crowds have died down. He was handed an envelope with a ticket and a note telling him to go to the Hall of Illusions. As he approaches, he passes a bullywug arguing with a child, both being escorted away from the Hall of Illusions. The mime outside the tent asks for a ticket and lets him in. Upon entering, **Mercury** sees a large tent lined with mirrors. He happens to be there when a large eyed creature mutters a poem, and jumps through a mirror. **Mercury** follows through the magic portal and finds himself on a viaduct, crossing a swampy land. He loses track of the creature he followed, and comes across a heragorn and a goblin. After a short discussion, they share that they too have come from the carnival and are looking for some lost things.

The three commandeer a skiff from the harrengon brigands, and row through the swamp, towards Downfall. Coming across what could almost be considered a village anywhere else, seeming to be the center of civilization in this place. In the center of a swampy lowland filled with lily pads and giant toads, a tall cottage sits atop a 2 story stone well. Circling the cottage are numerous small islands, on each perch buildings; some small as huts or as large as mansions.



Downfall
The party navigates their skiff through the bog to a small dock on the western side of the village. Two bullywugs are repairing a hot air balloon. **Borkle** attempts to help them mend the balloon, but inadvertently finds his gesture of good will is actually an insult. Moving on quickly, they find a building recently burnt down and help a bullywug put out any remaining flames. He introduces himself as **Duke Ickrand** and as thanks provides a brass brooch in the shape of a fly that flutters when the middle is squeezed. He says to wear the brooch around the king.

Next, they encounter a bridge where a curious lobster-clawed figure is talking with the severed heads of multiple bullywugs on pikes beside a wooden bridge.



The monstrosity introduces himself as **Clapperclaw**, who **Borkle** remembers is a guide they were told to look for in Downfall. Despite having his head taken by **Slackjaw Lorna**, **Clapperclaw** is friendly and agrees to guide the group if they can locate his head. He tells them to search out his lobster head in her cottage, but he is too afraid to go there himself. The group also learns that **Sir Talaver** is responsible for the burnt building and recently attacked Downfall.

On the other side of the bridge is the **Soggy Court**, a collection of well-dressed bullywugs surrounding **King Gullop XIX**.



After properly introducing themselves, and giving the king **Sir Talaver**'s sword, **King Gullop** invites the group to become his allies. He offers to give them formal titles and dress them, and all they have to do is return **Bavlorna**'s Big Book of Bad Blood to her. He will not let the group read the book until they agree to the offer. He explains that he recently purchased the book and wants **Bavlorna** to know that he absolutely, definitely, did not steal the book. Upon acceptance:

- **Borkle** is dubbed **Lord Croaking Sage**
- **Spot** is dubbed **Sir Pondflower Knight**
- **Mercury** is dubbed **Sir Knight of the Pickled Fly**.

After being outfitted with the appropriate attire, the group requests and receives permission to rest inside the king's palace. They peruse the book, which reads to be mostly a log of complaints by **Bavlorna** about her sisters.



The group pays a visit to a rain cloud balloon docked nearby. A sign outside the wooden framework attached to the balloon that reads Wondrous Wares & Fair Fares and a list of items for sale:



- Very good thimble (fingertip not included)
- Mug of Bumble Beer (has a nice sting to it)
- Duskmallow pie (with decorative bite marks)
- Bundle of dry wood (great for starting fires)
- Ink portraits (if we have to look at you, so should you)
- Moonlight monocle (no more fumbling in the dark)

The group summons the merchant, a little dark fellow who demands payment of **Spot**'s eye color for the moonlight monocle and **Borkle**'s dance rhythm for the bundle of dry wood. He shares that his boss is named **Charm** and she is meeting with **Bavlorna**.

The group also encounters a prison with two cells. Inside one are two loxodon. **Borkle** wastes no time telling them that **Babar** is OK back at the carnival. The pair are upset and explain that every day they wake up forgetting what happened yesterday and they have no interest in adventuring around the Feywild. **Borkle** gives them a balloon animal that can say "I miss my parents" in their son's voice. In the other cell is a bullywug who claims she helped **Sir Talaver** attack Downfall. In the back of this cage is a sleeping tabaxi.

The group heads up the wooden stairs leading to **Bavlorna**'s cottage.



Bavlorna's Cottage

On the first level, **Spot** picks up a hat only for it to attack him and then steal his hat. The group hacks the thing down in a matter of seconds. Concerned for what this could mean, **Spot** leaves his hat in place as a gift for ruining the animated hat. **Borkle** rummages around and finds a teacup-sized ceramic cauldron, with a scrap of paper inside reading "spittlespew." He says this word at everything he sees for the remainder of the day, to no effect.

Disgusted by walls decorated with goblin heads, dead fairies, and rudimentary taxidermy, the group stumbles upon **Charm** talking with **Bavlorna**.





A human child is between them. **Bavlorna** says watch this, and pitches the girl, who shrieks. Then she swings with intent to really scratch the girl only for her to vanish immediately at the moment of impact. Then, the hag turns to the group and asks if **Charm** should leave or if they

will wait. Each of the adventurers realizes **Charm** has no shadow. They opt to wait and are offered fried snails, a crusty pretzel, and mushroom beer. **Mercury** eats some snails. The group attempts to speak with and intimidate a lornling in the room with them, but the creature registers no response to their threats and does not speak. After tiring with their wait, the group returns to see **Charm** has departed. **Borkle** says he has her book and when he produces it, she wrestles the book away from him to inspect it for damages. The group does not hesitate to blame **Charm** for the theft of the book. **Bavlorna** sends a lornling off to get into her balloon and she said something about how much she will look forward to getting her revenge.

Borkle butters **Bavlorna** up with a mouthful of mayonnaise from his alchemy jug, to get an offer for how to get his marbles back. During the conversation that follows, the group learns:

- **Bavlorna** wants someone to fix her pool (which the party does not do anything about)
- If they steal **Skabatha**'s portrait from Loomlurch in Thither, within the next 8 days, she will return **Borkle**'s marbles
- **Bavlorna** Bel nothing to offer for the lost things of other party members
- **Zybilna** was the old management, and the **Hourglass Coven** is the new management

Spot wanders upstairs and hears the last croak of a lornling dying. He notices a black shape on the surface of the floor that moves out for the room. He sees a helm that he likes and when he grabs it he is attacked by the mannequin that wore it. In short order the mannequin is dropped and **Spot** leaves his tinderbox in trade for taking the helm. The group reports the dead lornling to **Bavlorna**, who blows a booger bubble that forms up into a living replacement.

The group leaves the cottage with plans to get **Clapperclaw** and leave. On the way, they break free the good bullywug and wake up the tabaxi. The bullywug swims away, the tabaxi introduces himself as **Juggalo** and also an accidental traveler from the Witchlight Carnival. **Clapperclaw** says they should take the bullywug's hot air balloon, which they do after a very easy deception. The guide takes the balloon safely away, and they drift through the mists to another land…



Thither

The air is fresh and this part of the Feywild is covered in lush green trees. **Clapperclaw** sets them down near a cave. Inside sits an old man wearing a blindfold, atop thousands of gold pieces. **Nib** says he has been cursed to convert his ill-gotten wealth into gifts for others. Behind him is an apparition of a child, one of the many he wronged in his lifetime. He offers to make things, and scoops up handfuls of coins to magically spin into thread and produce objects for the group. **Borkle** and **Juggalo** receive boots of elvenkind. **Spot** and **Clapperclaw** receive amulets of proof against detection and location. **Mercury** receives a cloak of protection. **Nib** also says that **Granny Nightshade** has a key sticking out of her back that spins in relation to her mood; fast is happy, slow is upset, and stops when she loses her temper. **Nib** says she has children that she forces to make toys that she delivers across the planes. He references a wanted poster outside for **Will**, who wants to free the children from her forced labor. The poster on a tree reads “This sorry wretch has stolen from me! Deliver him to me alive and unharmed, and I’ll give you back ten years of your youth.”

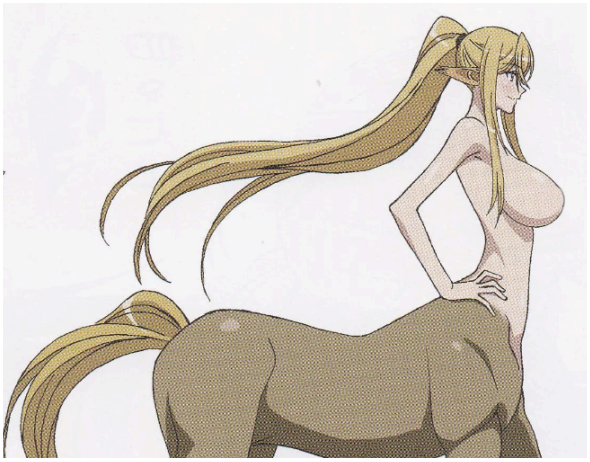
The group moves on to what both **Mercury** and **Spot** identify as a fairy ring. However, when they approach, the toadstools stand apart to break the circle and immediately insult the party. They sing a song about the party dying and repeatedly boo the group. Clearly corrupted.

Session 5

Walking away from the fairy ring, the party came across a chariot pulled by an owlbear. **Spot** asks the owl bear, “where is your passenger?” The owlbear moves away as **Spot** approaches. **Mercury** tries to give the beast a goodberry but it walks away. **Spot** and **Mercury** are unable to speak with this monstrosity. **Mercury** approaches and handles the animal, sensing that the owlbear is hungry. **Borkle** gave the owlbear a cockatrice leg. The owlbear was still hungry and eyeing **Spot** for his next meal. **Spot** calls all the local animals, and asks who would like to become lunch for the hungry owlbear. **Borkle** attacks and eventually slays a squirrel, which he feeds to the owlbear whom the party named **Hootie**.

Mercury forages and finds a brilliantly colored sunrise flower, which, when plucked, sheds light like a lantern for 8 hours (and also tastes like spicy honey).

The party finds a stone table in a clearing. On the table sits a wooden box, plate of cookies, and a mug. **Spot** cautions to never take something from the Fey. On the box is written in sylvan, “Property of **Warren**.” As the party begins to leave, **Warren** calls out, “Where are you going!” From the forest strides a female centaur, with a male minotaur riding her, with an owl on the minotaur's shoulder.





Warren offers some cookies. A clockwork dragon is put on the table. “Check this out,” **Warren** says, as the clockwork dragon blows illusory fire. The party enjoys hot chocolate and cookies. **Spot** asks about **Granny Nightshade. Warren** says **“**She has child slaves.” **Spot** asks about **Will** and **Warren** offers to take them to **Will** and then to Loomlurch, after learning the party is trying to eliminate **Skabatha**.

Little Oak Tree



Will lives in a treehouse that is in the branches of a treant. As the party approaches, children scurry up the tree and warn they will rain down terror. **Borkle** yells they want to talk about getting rid of **Granny Nightshade**. **Will** opens the shades and yells down, “That sounds like a plan”

Inside the house are barrels of apples, and other food.





Will is playing with a young displacer beast. **Borkle** pulls out her toy, and **Star** starts rolling around and playing with the goblin. The party talks **Will** into letting them take **Star** back to her mother - after they deal with **Skabatha**. He also says that the child slaves in Loomlurch make toys that given children nightmares and the tin soldiers protecting the area are easily distracted. **Will** says that if they are successful, **Squirt the Oilcan** will help get the group to Yon, “Only after you kill the witch.” **Will** says he is from Baldur's Gate and claims to have seen multiple portraits of the Hourglass Coven in Loomlurch.

Approaching the Lake

The children recommend asking a unicorn for help at the Wayward Pool. They think the unicorn can shoot rainbows out its behind and lightning bolts out its horn, which could help against **Skabatha**. However, only unicorns can get to the pool. Once there, they say to light a fire in the iron bowl on a small islet in the middle of the lake. The children point to a patchwork quilted

unicorn costume, and recommend the party approaches the lake in this costume. “Only a unicorn can approach the lake.” **Juggalo** and **Clapperclaw** at the treehouse.

The costume looks a bit awkward, and is missing a horn. **Spot** looks at **Borkle**, “I guess we’re doing this again.” The costume seems to be missing a horn, at which point **Mercury** pulls out a Yew wand which he believes will be a good unicorn horn.They get inside the unicorn costume, with **Spot** in the back, **Borkle** in the front, and **Mercury** riding in the head.

Mists around the lake part, to allow the party to approach the lake. In the center of the lake (250’ away) is a small islet with an iron bowl. The lake is 30’ deep. The party devises a way to cross the lake by filling the body of the costume with balloons, and shed any excess weight by leaving gear on the shore. **Spot** drops his armor and excess gear, maintaining his bow and arrows as well as his helm. **Borkle** does likewise and they are able to slowly float across. **Spot** poops the dry firewood out of the unicorn costume butthole into the iron pot, and **Mercury** casts druidcraft to light the wood on fire.





A unicorn appears on the lakeshore, and as the mist parts, a orc in a unicorn costume rushes up to the unicorn to attack. The unicorn teleports to the islet beside the party. They use arrows and spells to deter the assassin from swimming out. He chugs a potion, turns invisible, and disappears on the shore.

The unicorn telepathically communicates with **Mercury**, then speaks in sylvan after he affirms that the group wants to help **Elidon**. She introduces herself as **Lamorna** and shares valuable information. **Zybilna** used to rule Prismeer until overthrown by the **Hourglass Coven**. They used **Elidon**'s horn to imprison **Zybilna** in the Palace of Heart’s Desire. **Elidon**’s horn might be needed to free **Zybilna**, but Lamorna doesn’t know where **Elidon** nor his horn are. If **Elidon** had died, she would’ve sensed it. **Lamorna** begs the party to free **Zybilna**. She says in **Amidor the dandelion** can lead the group safely to the Palace of Heart’s Desire in Yon. She knows when **Zybilna** ruled Prismeer, no one could enter the palace without an invitation and she is unsure if the **Hourglass Coven** is capable of similar restrictions. A library on the second floor of the palace contains **Zybilna**’s most treasured tomes. A dangerous dragon-like creature called a

jabberwock lives in **Zybilna**'s palace and frequently prowls around outside. **Lamorna** recommends avoiding the jabberwock. She offers Wayward Pool as a place for the party to rest safely, at any time, for as long as they need.

After leaving, **Spot**'s helm senses the orc following nearby. The group eventually locates him and talks without any further battle. The orc says his name is **Zarak** and he works for **Kelek**, the so-called leader of the **League of Malevolence**. **Kelek** wants to get his magic staff back from someone frozen in the palace but they need some sort of unicorn horn to unfreeze the person who has it. The hags have a big cauldron that freezes people in place. Other members of his group include a human priest of **Orcus** named **Zargash**, a human warlock in a pact with **Baba Yaga** named **Skyla**, and a warrior with a flaming sword named **Warduke**. He says **Zargash** wants to usurp **Kelek**, but **Warduke** protects **Kelek**, and **Skyla** knows the most about the hags and the cauldron in the palace. The party lets **Zarak** leave, and does not even force him to return the alchemy jug he stole from the lakeshore.

On the journey back to the treehouse, the group observes a massive spider reading, in sylvan, a fairy tale called **Little Snow White** to a gathering of woodland creatures and fairies. They decide to move along rather than enjoying storytime with the big spider.





Loomlurch

Warren leads the party to Loomlurch and wishes them luck. The group approaches the log. Outside the log are merchant stalls operated by goblin merchants, offering candy, jelly worms (sugar coated worms), lollipops with insects in the center, and hard candy with ants inside.



The goblin in charge introduces himself as **Chucklehead**. He confides in **Borkle** that his head was replaced by the hag with a toffee apple and he hears voices that make him nicer to others. **Borkle** pays the price of a fraction of a fingernail and receives a fraction of a gummy worm, which makes his footsteps produce a pleasing musical sound. **Juggalo** pays the price of a full fingernail and his treat makes his hands leave stains on anything he touches.

Mercury flies up to peek in the windows above. He sees dorm rooms, machine rooms, and **Skabbatha** resting on her bed. The group approaches the front entrance and finds a tea set on a table with chairs around. In the corner by the door is a box with a handle on the side. **Spot**

puts his ear to the box and hears the sound of breathing. Using his helm of telepathy, **Spot** senses the thoughts of a creature thinking, “Just leave me alone.”



They speak to the dragon wyrmling in the box. He tells the group he wants to be left alone. He brags that he has many boxes in Loomlurch.

The group enters the toy-making room and a girl runs away to alert tin soldiers. The constructs enter to point to the door, gesturing for the party to leave. **Borkle** assumes the form of a tin soldier. **Spot** and **Juggalo** head outside. **Mercury** flies up to the ceiling, safely out of reach. Battle ensues when one soldier steps outside, to be quickly brought down by swords. **Mercury** fills the room with magical thorns and flits around, causing the unintelligent constructs to bumble around taking enough damage to stop most of them. Outside the others kill off a couple tin soldiers who stumbled outside.



They find a room with multiple hag portraits on a wall covered in thorns. **Borkle** directs **Juggalo** to go pluck one, which he does. Moving into the kitchen, they find a girl chained to a table peeling potatoes and a dwarf in a cell below a locked grate in the floor. **Juggalo** picks both locks flawlessly. The dwarf introduces himself as **Elkhorn**. He says he is in a group called **Valor’s Cal**l that also includes **Strongheart** the paladin, **Mercion** the cleric, **Molliver** the rogue, and **Ringlerun** the wizard. **Valor’s Call** pursued the **League of Malevolence** to the Palace of Heart’s Desire, but during the battle **Elkhorn** was knocked out and he woke up in this cell. **Granny Nightshade** lost interest in him, so children tossed him food scraps to keep him alive. **Elkhorn** tries to give **Mercury** a hug after being given a goodberry. **Mercury** takes a high five instead. **Spot** takes **Elkhorn** into the storage rooms, and finds the dwarf’s gear. **Spot** also finds a unicorn horn on the shelf. In another room, **Spot** finds an undead creature, wearing a partial facemask, standing still awaiting directions.The boys then take a short rest to heal up and prepare to kill **Skabatha**.







Walking quietly up the stairs to her bedroom, **Skabatha** peeks over a book she is reading to ask if they have come to drink tea. **Borkle** yells out that they have come to drink her blood, and battle erupts. The green wyrmling springs from a box in the corner and breaks poisonous gas. **Elkhorn** and **Juggalo** rush up to swing at the hag, who deals a powerful claw attack before shrinking to doll size and hiding in her protective dollhouse. **Mercury** hurls magic at the dollhouse, and learns that is futile, so he heals the warriors up front over and over and over. **Spot** launches arrows and **Borkle** uses his arcane cannon for temporary healing. **Elkhorn** loses consciousness no fewer than three times. The wyrmling is dispatched and immediately turns to stone. Then a spray of acid hurled by **Borkle** leaves **Skabatha** very wounded; she slams her dollhouse door. **Spot** picks up the entire dollhouse and yells to throw her in the oven. He gets to the bottom of the stairs before she leans out and casts a spell that turns **Spot** into a moth. **Elkhorn** charges over to pick up the dollhouse and is again dropped by her claws. **Mercury** tosses a magic stone that delivers just enough damage to knock her out. The party feeds **Skabatha** to the oven. As she dies, she magically revives with one hit point, and burns to death as the fire elemental inside the oven devours her completely. **Spot** reads thoughts to confirm that the elemental is very happy.

Treasure located throughout **Skabatha**'s home:

- flying rocking horse, which **Skabatha** typically rode around on
- varnished human eyeball inside the lower half of a small hourglass that hangs like a pendant from a necklace made of woven hair

- black-feathered quill with a bone tip that magically produces its own ink (150 gp); the ink is the crimson color of fresh blood
- tiny clockwork toad with AC 5 and 1 hit point; can hop 5' in a random direction and can make a croaking noise that can be heard out to a range of 30'
- spell scroll of speak with plants tucked in a side table drawer
- set of four silver teaspoons engraved with pained facial expressions (5 gp per spoon)
- bronze candlestick shaped like a bird's leg (10 gp)
- jar of iridescent glass eyes (10 gp)
- silver hammer and chisel in a green leather tool belt (15 gp for the set)
- iron metalworking tongs shaped like the jaws of a snapping dragon (15 gp)
- silver bookmark shaped like a feather (5 gp)
- gold signet ring depicting a weeping willow (25 gp)
- cracked bloodstone (25 gp) stuffed inside a pillowcase
- spool of barbed, golden yarn (15 gp)
- three bolts of silk in shades of putrid green and cesspit brown (10 gp each)
- set of five painted thimbles depicting poisonous Feywild plants (25 gp for the set)
- gold bodkin (2 gp)
- pouch holding 35 sp (of unfamiliar mintage)
- small, leather-bound book containing delicate sketches and watercolor paintings of pixies, sprites, and other Fey (50 gp)
- six brass egg cups embossed with the faces of crying children (5 gp each)
- ornate eight-minute hourglass (75 gp)
- moldy wooden coffer labeled "Mushrooms" (in Elvish) that contains unusual mushrooms

Juggalo finds three letters in **Skabatha**'s bedroom:

Sister,
*I don't have **Elidon's** horn. If I did, I would use it to free **Bloodybeak** and send it after the jabberwock that lairs in the palace and hunts in your forest. No matter what **Endelyn** says, that burbling beast of a dragon is a threat to our coven and our three realms. How **Zybilna** managed to befriend it, I'll never know! Maybe we should ask her—ha ha.*
Much love,
Lorna

*Lovely **Skab**,*
*The last time I saw the unicorn horn, it was in your possession. Pity you lost it. But fret not! I have gazed into the Orrery of Tragedies, and it has revealed to me that **Elidon**'s horn will be found.*
*If worse comes to worst, recall that **Elidon**'s mate still dwells in your forest. You could kill **Lamorna** and take her horn—assuming, of course, you're not too busy making toys.*
Your darling sister,
End

Dear Sister,
*There's no use asking **Endelyn** if she has the horn. She doesn't tell us anything! But if we don't find it soon, I fear what the jabberwock will do after it gets tired of prowling the forest and turns its fiery gaze elsewhere. Gods' bodkins, that thing gives me nightmares! Must I remind you that we need a unicorn's horn to free creatures from the cauldron's time-freezing magic? It's not enough to know their true names, you know. Of course, my greater concern is that someone else finds the horn and uses it for exactly that purpose. What do you think **Zybilna** will do to us, we treacherous three, if she's no longer bound by her cauldron's magic?*
Your beloved sister,
Lorna

In **Skabatha**'s library, Borkle finds books of Feywild lore, all written in Elvish, each of which has a withered frog's body stitched into its spine. Kissing the frog or stroking it with a moistened finger causes the frog to croak the book's title in Elvish. Noteworthy works belong, but unfortunately anything removed from the library immediately turns to ash.

- All Things Sticky, Slippery, and Sweet, an illustrated book for children that describes substances such as boggle oil, troll spittle, and various flavors of tree sap
- Fantasma Demento's Codicil of Conundrums, a lavishly illustrated book of fey puzzles and riddles
- gobliN eht fo hguaL tsaL, a thin book describing nilbogs, written entirely backward
- Pity He's an Elf, a collection of illustrated short stories about an elf adventurer named **Aethyn Ourglas**, who befriends dangerous creatures in the Feywild in surprising ways
- The Queen's Gowns describes famous gowns worn by the **Summer Queen**, with asides written by the gowns' equally famous designers
- Tales from the Gloaming Court, a set of eleven hefty, green-covered, illustrated books filled with stories and illustrations of the Seelie and Unseelie courts
- Three Rules to Rule By, a dog-eared book that describes the rules of hospitality, ownership, and reciprocity in detail
- Twilight Tides, a fat, wrinkled book about navigating the oceans of the Feywild
- hundreds of scrolls that bear no magical wards and merely describe encounters with individuals who struck bargains with **Skabatha**, documenting her horrible curses

Mercury finds himself drawn to a pot of awakening. He smashes the pot and immediately recovers the green thumb he lost so many years ago. He also no longer feels the compulsion to knock on a door before he enters through.

Session 6

The group rests up at Loomlurch and then guides the child workers to **Will**'s treehouse. **Warren** is overjoyed to learn of **Skabatha**'s demise and gives **Borkle**, **Mercury**, and **Spot** each a small token of thanks. **Spot** hugs **Barb** the centaur, and fails in his attempt to make a move on her. **Juggalo** agrees to stay at the treehouse with all the children, **Clapperclaw**, and **Star**. **Squirt** guides the balloon with the party and **Elkhorn** from Thither to Yon.

Yon

Yon is a mountainous area with lightning crackling between the mountaintops. A bolt strikes the balloon, which softly descends to a ravine in the mountains. As they land, a walking dandelion holding a rapier approaches and introduces himself as **Amidor** and his company is a bee named **Pollenella** (baseball sized bee). Upon hearing the party wants to remove **Endelyn** from power, **Amidor** agrees to guide the group through Yon.



Amidor says to lookout for a cyclops beekeeper trying to get **Pollenella**. He says **Endelyn** is scared of eclipses, because she believes she can only be defeated during an eclipse.

Moving along, they see a throne carved out of a boulder with elvish runes written on the throne. **Spot** sits on the throne and falls into a trance. He has a vision of traveling across the multiverse and crashing into a planet, spinning back into reality with a newfound knack for deceiving others.

As they walk, a cyclops yells out in giant language. **Spot** talks with **Mudlump**, who wants his queen bee back, so he can make mead. **Spot** explains that **Pollenella** and **Amidor** are in love and maybe they can all help each other. **Mudlump** says he is lonely too, and he will agree to let them go if **Spot** will find him someone to love. **Spot** agrees to play matchmaker.



Lockbury Henge
Amidor recommends the group pay a visit to Lockbury Henge. There are 8 monoliths surrounding a game board. **Elkhorn** names the types of stones. **Borkle** studies the board and moves a piece to checkmate the game and korreds emerge from stones. One gives **Borkle** a luckstone for helping her win the game. They say **Bitter End** hunts the korreds for their hair and claim their enemies the brigganocks are mining nearby to help **Bitter End**. Before parting ways, the party joins the korreds in a dance. **Borkle**, **Mercury**, and **Spot** are unable to keep the right rhythm, but **Elkhorn** finds his feet following the cadence of the dance quite well.



Brigganock Mine
The sound of tiny pickaxes hitting cave walls. As the party gets close to the mine, all tapping noises stop. A spiraling tunnel leads down into the mine. Heading into the mine, the group comes across 8 tiny pig nosed miners, who when they see the party, they turn to run away. **Borkle** makes a balloon animal, but the balloon pops and scares them away. They scatter and all but one flees. It asks what they want and why the party is still awake. A wisp of light approaches **Borkle**, “That’s my Soul light.” **Borkle** asks what they are mining. “Wish stones.” Then the party falls asleep…

They awake, surrounded by brigganocks and a human rogue named **Molliver**. She said “Korreds have been giving the Hag hair to build a contraption to torture people.” She is a member of **Valor’s Call** and happy to see **Elkhorn**. She offers the party a test, that if they pass can get them a secret passage to Motherhorn. The group accepts the challenge, no questions asked. **Molliver** guides the group to a chasm with a long slender bridge spanning the gap, and says she and **Elkhorn** will meet up with the group at Motherhorn.

Spot runs out and when he reaches the middle of the bridge, three flaming skulls come up from under the bridge, and tell him to stop. **Spot** offers them hot chocolate and pours the liquid into the skull’s mouth. The skull was pleased and showed **Spot** across to the other side of the bridge. **Borkle** stepped forward and offered beer from his alchemy jug, and is shown across too. **Mercury** offers mulled cider from a flask, which a skull happily accepts and gains cold resistance for the next hour.



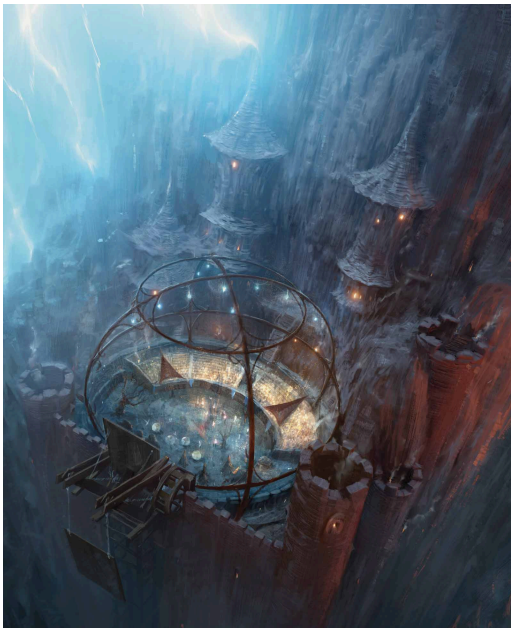
On the other side, a tiny creature named **Obud** inside of a hut strapped to the back of a pony named **Keg**. **Obud** is old and willing to provide the secret passage if the group offers him something to reciprocate. **Spot** offers him his magical cocoa mug, which **Obud** dives into as a hot tub before guiding the group along. Before parting ways, he also gives **Borkle** and **Spot** the stones that were born by the wishes each made back in the Witchlight Carnival.

Motherhorn

The underground passageways eventually end in an illusory wall taking the group into the basement of Motherhorn. Inside a room of crates and stage props, a wooden marionette named **Break-A-Leg** asks the group to help untangle his limbs and strings. In return for showing him how to escape from Motherhorn, he maps out the areas above for the group and shares that **Endelyn** wrote a secret about **Skabatha** on a piece of invisible parchment in the library. Like others have noted, he says Endelyn is afraid of eclipses. He adds that there are lightning rods that let **Endelyn** capture power used by her arcane contraptions.

The group finds a male and female goblin held in prison cells. Both are sleeping, one is snoring and the other's stomach is rumbling. After being freed, one of the nasty hungry goblins slips a key into **Borkle**'s pocket. They warn him that **Creeping Lyn** turns goblins who anger her into masks that she hangs on the wall.

The group is about to head upstairs, when a woman named **Charmay** bounds downstairs to prepare props for her one person act called *Lamentations of a Warlock*. She mentions that someone betrayed the **League of Malevolence** to the **Hourglass Coven**, and suggests that they unwittingly work for the hags now. She says Kelek was driven mad trying to steal a staff, came to Prismeer and somehow blackmailed **Zybilna**.



Going upstairs, the party enters a stage area where a goblin introduces them as the new actors for the play about to begin in 20 minutes and tosses them a bunch of stray lines to learn for a play about a couple married before a comet strikes. The group does a passable job getting through the performance. An audience of darklings looks above to the balcony before reacting, and claps after **Endelyn** claps. The hag calls down and invites the group to stay as long as they like and continue to perform for her again and again.

The group spends a considerable amount of time in a library. **Borkle** finds a secret stage room that has a group of shadows mulling around. **Borkle** and **Spot** find a green book with a mysterious vial inside that contains a powder, and three verses among all the books:

All I've wrought shall come undone
When the moon blots out the sun.

The sweet treachery we three have wrought—
Would Iggwilv forgive us? Ha! I think not.

Time was our ally, standing beside us,
Giving us that which Mummy denied us.
But now, I feel its hands turn cold
And see its second sight unfold:
The hourglass broken, the sisters three
Meeting our hellish destiny.
Bav and Skab will never know
That Time has always been our foe.

Mercury wanders down a hallway, where he spies a darkling using an electric device to transform a goblin into a mask. **Mercury** silently leaves the scene, where another goblin sits in a cage awaiting his fate.

The group heads towards the performers' quarters and runs into **Hurly**, the long lost brother of **Burly** from the Witchlight Carnival. **Hurly**'s reflection in a mirror shows a skeleton, while everyone else looks normal in the same mirror. He is afraid **Endelyn** will punish him for being a poor performer. The group passes by the other performers and huddles in a room to consider their options, plotting out whether violence or negotiation is the best path forward.

Session 7

War Plans

The group meets a dwarven actor named **Fiddlesticks**, who used to work at the Witchlight Carnival. Describes an eladrin named **Isolde** as the owner of the carnival. **Borkle** describes **Mr. Witch** and **Mr. Light** and **Fiddlesticks** is shocked to hear shadar-kai elves would run the carnival as they would not have been welcome, let alone working there.



The group heads upstairs in the tower and find the orrery spinning around being maintained by three goblins. In another room, is an imprisoned elf. He says he was punished for dressing up in a sun costume and then getting too close to a moon decoration. Nearby, they run into **Charm** and her two darkling employees. **Spot** gives them a fingernail clipping for a lollipop with a worm in the center. **Charm** offers a gar or glue for all of **Spot**'s hair, but he refuses. In another room they find a puppet theater with a box of puppets. **Spot** takes a bunny puppet.

Moving to the next level up, they find a balcony with a bookshelf and a desk. On the bookshelf are jars of lightning. On the desk is a stack of papers under a stone frog paperweight as well as a bird cage with 3 paper birds flying inside. **Spot** reached in and pulled out each of the bird, reading each message before returning them back to the bird cage:

> ***Lord Kelek**,*
> *I have written a new play titled The Agonies of Alagarthas. It's a tragic tale inspired by real-life misfortune that I think you might enjoy. You and the other members of the*

League of Malevolence *are invited to Motherhorn to watch a live performance. Your missing colleague,* ***Skylla****, has been my guest for some time, but I'm afraid she has worn out her welcome. In exchange for my generosity, I'm hoping you can take her off my hands.*
Until our next meeting,
Endelyn

Dearest ***Skab****,*
Mummy's little warlock spy was happy to betray her companions and reveal that ***Kelek****,* ***Zargash****, and the others are conspiring to betray us. But fear not. Their plots will not succeed. Even now, an outside force promises to rid us of the whole stinking lot. What's important is that the Cauldron remain safe. Let me know how you wish to proceed.*

Your beloved sister,
End

My darling ***Bav****,*
Skab *had the horn but either lost it or forgot where she hid it. Her head is so full of cobwebs. Imagine what she'll be like when she's senile.*

Your favorite sister,
End

Mercury noticed something about the ceiling of the balcony, and upon investigation, found wooden planks. Borrowing **Borkle**'s hammer, he pries an opening between the wooden planks. Above is a hidden belfry with a large silver bell hanging inside. Elven writing is engraved on the bell, **Spot** hands over a piece of paper to make a rubbing of the words, to bring to the imprisoned elf. **Borkle** casts detect magic, and several items light up including the Bell. They bring the rubbing to the elf, who agrees to translate the etching, if the group promises to kill the hag and then translates:

Toll the bell within this spire
To journey to your heart's desire.

The group deduces that the bell is a magic form of transportation to the Palace of Heart's Desire, where they know that **Zybilna** is frozen in time and using the unicorn horn they have together with a magical cauldron there can free her. After debating the merits of immediately going there, they decide to make an effort to attack the hag and deliberate ways to create a facsimile of an eclipse since they know she fears that for some reason. After a long rest in the actor's studio, a paper bird landed on **Spot**'s lap with the words:

I don't need my eyes to see
Your weapons approaching me
I foresee all afraid of me

Come visit for your property

After reading the note, **Spot** asked, "*Do we just want to ring the bell, and travel to the Palace?*" Again, the group resolved to kill the hag, before leaving for the palace. Intent on the first step of their plan, they walk upstairs with a wooden moon decoration they found in the understage storage rooms and a flaming sphere spell prepared. This time, the three goblins at the orrery greet them and direct them to the puppet theater, saying "she is waiting for you." **Spot** used his helm of telepathy to read a goblin's mind and see images of the goblin's friends and family being turned into decorative shields and hung on the walls. **Spot** again asks if they want to just go to the palace and release **Zybilna**, but the group remains steadfast in the plan to kill the hag with.

Fighting Endelyn

Before entering the room, **Mercury** grants a boon to the party to give them more resilience. The group enters the small theater to see two spindly thin arms above the curtain, with a goblin puppet on the small stage. She calls out, "Seekers of fate, come behold Unhappy Endings!" The goblin puppet leaves the stage, and a small fairy puppet comes out followed by a puppet that is a goblin and has "**Borkle**" written on his chest. The goblin takes out a jug and pours it into a cup for the fairy, who drinks and then falls to the floor. A grim reaper puppet comes out to drag away the fairy puppet, who **Mercury** notices bear a striking resemblance to himself. Next, a pair of harrengon puppets come out, one of which has a patch of black fur around his eye, and his eyes have no color. The two puppets embrace and seem to kiss. A boat is kicked out on the stage area and the two harrengon puppets get in and move to the edge of the stage. The boat tips over and both puppets fall. Again, a grim reaper puppet comes out to claim the two puppets from the floor. Finally, the **Borkle** puppet comes back to the stage with a ribbon tied to his hands that moves around like a balloon twister would. A hooded magician puppet comes to the stage and draws out a unicorn horn that it repeatedly punches **Borkle** in the chest with until the **Borkle** puppet drops. The grim reaper puppet makes its last appearance for another "dead" puppet. Two gray hands clap above the stage curtain.



Spot pulls out his bunny puppet and yells, "you're going to die!" **Mercury** casts a flaming sphere into the corner of the ceiling. **Spot** shoots **Endelyn**. **Borkle** takes the moon out of his pocket and places it in front of the flame sphere. **Endelyn** hisses. She lashes out strings from her hands that tear into flesh. **Mercury** bashes her with the flaming sphere, **Spot** fires arrows, and

Borkle shoots his cannon. After taking more damage than she cared to, **Endelyn** polymorphs into a black bear and runs out of the room. Mercury stops concentrating on the flaming sphere and fills the floor of the room with a thorny bramble damaging to walk through. Spot shoots the bear, which transitions back into **Endelyn** for a moment before transforming into a black mist. Borkle leans out and casts a booming wave of thunder at the mist, but the energy seems to pass right through the mist. A moment later the mist dissipates, leaving the party alone with the ringing sound of thunder echoing throughout the entire tower. Hearing yells from the dozens of darklings below, the group rushes up to the second tower level knowing they are outnumbered by more than ten to one.

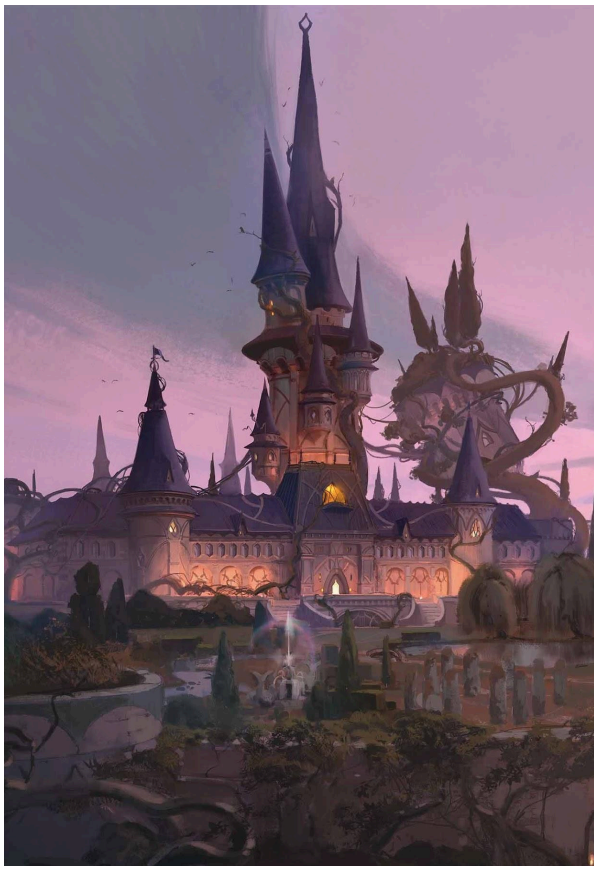
Parting is Such Sweet Sorrow

Mercury waits for the first cluster of darklings to appear and releases a tidal wave into the room, damaging both them and parts of the orrery. Rather than going to the belfry, **Spot** approaches the one room the group had not yet entered, behind a door **Borkle** said was enchanted with abjuration magic. Upon touching the door, a spectral hand larger than **Spot** appeared and tried to shove him off the balcony to the level below. **Spot** manages to lean in and shove the hand back, allowing him an opportunity to attack the hand. **Borkle** is near the stairs, with his force cannon, as darklings rush up the stairs. **Borkle** kills one with his force cannon, which explodes in a flash of light in the stairs, and then covers the stairs in grease. **Spot** continues to hack at the hand, but stumbles and the second push of the hand pushes the harrengon into the chamber full of darklings below. **Spot** drops one with his sword and is immediately blinded by the flash of light caused by the darkling's demise. **Mercury** throws faerie fire into the room, coating many darklings in shimmer, and then watches as the darklings gang up and hack into **Spot**. Even after the daggers cause his heart to stop beating, the darklings stomp and kick and blood splatters his fur. The magic of the Prismeer takes hold and all of **Spot**'s flesh evaporates to dust, leaving behind only bones and gear.

Recalling that **Spot** held the unicorn's horn, which the group needed to use in the palace, **Borkle** jumps down off the balcony, grabs **Spot**'s backpack and misty steps back up the balcony. **Mercury** uses the hammer to draw back more boards leading to the belfry, and flies up - ready to toll the bell once all surviving members of the group are there. **Borkle** uses a rope of climbing to shimmy up and **Amidor** the dandelion guide follows. **Polinella** flies into **Amidor**'s face petals. While the darklings continue to close in, **Mercury** rings the bell and a flock of giant cranes swoops in the illusory ceiling. Each bird bows down to let characters ride, then the flock sets off towards the Palace of Heart's Desire.

Session 8

Entering the Palace of Heart's Desire



The party traverses through sky on the backs of cranes that take them towards a palace. The palace has one regal tower, and a second tower held up by a beanstalk.They watch a green dragon swoop in behind the castle walls.The cranes land in a lush garden outside of the palace, where nearly all life is frozen. Standing outside of a fairy circle is a centaur holding a piece of paper. Nearby is a group of frozen creatures having tea while badger minstrels are frozen around them. A blue jay hops out of a tree next to the centaur, and tweets and twitters. **Mercury** understands the blue jay is asking if they are going to unfreeze creatures with a unicorn horn.

The group discusses the situation and tries first on a frozen bee, scared of what will happen. Nothing happened. The blue jay tweets again, "*Did you say their name?*" Seeing the centaur has a letter in his hand, they read his name off the letter while touching him, and he springs to life. **Hagret** introduces himself as someone looking to make up for something to **Zybilna**, and quickly decides his interests align with **Borkle** and **Mercury**'s plan to unfreeze **Zybilna**.

On the table between the teetotalers are two boxes; one is a hat box addressed to **Spot**, and the other is a box addressed to **Borkle**, both signed as from **Sir Talaver**. **Borkle** receives chimes of opening. **Mercury** opens the hat box to find a black top hat with holes cut out for a rabbit's ears. **Mercury** places the hat on **Hagret**.

Noticing some of the fruit in the garden is silver and gold, **Hagret** eats a silver apple and gains 10 temporary hit points. **Borkle** eats a gold apple and feels extra wise. **Mercury** eats a gold apple, and feels exceptionally wise, then eats a silver apple, and now feels extra tough but less wise, then eats a golden apple.



Near the palace gate are two towers. Each contains an iron lion that guards the palace, one named **Envy** and the other **Wrath**. **Envy** tells them that he is here to guard the castle and that **Wrath** is more violent. **Envy** tells them that he will let them in if they provide him with a crown. The crown acts as a key to the castle. **Wrath** says the same thing, only reversing the names. One needs the crown to be silver, the other gold, neither knows how to change the crown, but both know if done wrong the crown and the lion will planeshift away.

Willow trees surround a pond. Giant dragonflies zoom around eating frozen fireflies. **Borkle** sends his homunculus into the water. A hand raises from the water holding a crown. **Borkle** starts to make plans to go into the water, but as Borkle is talking, **Hagret** walks across the water and grabs the crown. Whenever holding the crown they hear a voice whispering:

The beginning of Whenever
The end of Ever After
The start of an Age
The finale of every Moment
The first in History

Mercury points out the answer to this riddle is "**Wrath**" and the crown currently being silver suggests it should go to **Wrath**. After a while, **Borkle** places the silver crown on **Wrath**. The crown turns gold and several loud noises of unlocking doors are heard from the palace. Repeating the same with the golden crown with **Envy** will unlock alternating doors.

Walk around into a few rooms. Open a carriage house, and found a glass carriage with no door handles. **Borkle** uses his chime of opening and takes a key on the seat inside. North from the carriage house, enter a long room with a rug. Each follows the direction on the way and takes a white flower from a vase by the door. In the next room are 5 cages with pixies and a man standing frozen in the western side of the room, with 5 switches behind the frozen man.



Briefly enter into a library and are asked repeatedly to leave by the eerie librarian. She says she is researching how to unfreeze time and will only let the group in with permission from **Zybilna**. Moving along the group sees a wall destroyed by something large, which the group surmises was done by the dragon. The group finds a murky pool with tiny bones on the bottom. Around the next corner are several creatures frozen in time around a black cauldron. Hagret recognizes Zybilna, and the group misidentifies a figure holding a staff next to her as **Ringlerun** - rather than **Mercion** from **Valor's Call**. Wrapped around the cauldron snoozes a greenish dragon, seemingly the only unfrozen one in the room. Unsure what to do, and drained of resources, the group decides to leave and explore elsewhere.

Heading inside a turret to the main tower above, the group comes into direct contact with **Warduke**, **Kelek**, and three cockatrice. **Kelek** offers to help the party get what they want if they will help him get what he wants, meaning the unicorn horn. **Mercury** attempts to say they have no unicorn horn, but stumbles over his words and is unconvincing. **Hagret**, torn between options he does not understand, talks the party into initiating combat. Before he could do so, **Borkle**, **Mercury**, **Amidor** and **Pollenella** all flee from the scene. Unwavering, **Hagret** casts a fireball from his ring, which destroys all three cockatrice. **Warduke** lights up his flaming sword and cuts into the centaur repeatedly. **Kelek** advances, only to be caught within a wave of energy cast by **Borkle**, and **Kelek** drops. While **Mercury** heals the party, a gas seems into the hallway from the room of levers and forms into the body of the man seen by the levers. He winks as the fairy and casts a silence spell into the midst of the battle and begins tossing necrotic rays into the fray. Between advancing and retreating, the party attacks **Warduke** and heals each other. **Mercury** drops for a few seconds before being brought back to health. **Hagret** takes the most damage, but takes healing after healing to stay barely upright. Eventually **Warduke** drops, and the unfriendly cleric of **Orcus** seizes the opportunity to raise his bones from his flesh to fight the party. After the group drops the zombie, they close a hall door, grab **Warduke**'s sword, and run. After some healing, they return towards **Kelek**'s corpse and hear footsteps above. They run back to the carriage and make a camp inside to rest until they get back their full resources.

What's In A Name?



The group decides to check out the other side of the palace and in a servants' quarters finds a creature named **Thinnings** that claims to be the butler. He is afraid of the **League of Malevolence** and the **Hourglass Coven**, and claims to have been away on an errand when things were frozen. The group persuades him they have good intentions and plan to free **Zybilna**. He shares the following information:

- The green dragon is called a jabberwock and was trained by **Zylbilna** to drink from her cauldron, which it continues to do in her absence.
- In total, there have been five different members of the **League of Malevolence** seen, but he has not seen two in a while. He describes the other two as a haughty woman and a hefty goblin (who the party fought when they met the unicorn).
- Touching a frozen creature with a unicorn horn and saying their name unfreezes them, only if the name spoken is their true name.
- If the party swears to never speak it again, he says **Zybilna'**s real name is **Iggwilv**.
- In the beanstalk tower is a creature that sometimes takes the form of a bat, sometimes takes the form of a toad, but **Thinnings** believes its true form is something else.

In the next room, a massive vine sprouting from the group below the palace holds up above a tower that **Mercury** flies alone up into. Inside the crumbled remains a toad wearing a cape sitting on top of a treasure chest introduces itself as **Iggrik**. It claims to have been in the library when things were frozen. It says it made the beanstalk appear to create a safe haven for itself, as far from the hags as possible. It flies around to keep an eye on things and knows the **Hourglass Coven** and **League of Malevolence** work together, and it is afraid of both - especially **Warduke**'s flaming sword. **Mercury** reassures the creature that the group just killed **Warduke**. Before offering up more information, the toad briefly refers to **Zybilna** as its love and asks **Mercury** a riddle; "*Yesterday comes after tomorrow, But where's my proof?"* The fairy calls down and receives an answer from **Borkle**, "In the dictionary!" The toad smiles and transforms into a quasit and claims to be **Zybilna**'s familiar. Assured the party means to free its master, **Iggrik** gives a pair of winged boots and shares:

- The best chance of killing the jabberwock would be to use a tower kept safe in the top of the central tower in a vault.
- The only creature in the palace that could defeat the jabberwock is **Zybilna**'s pet owl, named **Bloodybeak**, which resides in an aviary upstairs. The password needed to free the owl is "*canzus*." The owl is a beast built to devour flesh.
- The party can bypass the door locking security system by writing their names into **Zybilna**'s black book, also inside of the central tower.
- A flaming sword could destroy the cauldron and free everyone at the same time, but **Zybilna** might not appreciate seeing her cauldron harmed.
- After getting **Mercury** to swear to never repeat her true name after using it to free her, **Iggrik** tells him that **Zybilna'**s true name is **Natasha**.

The Tipping Point



The party snuck back around towards where the cauldron and **Zybilna** stood frozen. Seeing the dragon lapping up from the cauldron, they waited until the beast rested in place again. **Mercury** cast a pass without trace spell, **Hagret** cast a guidance spell, and **Borkle** cast a sanctuary spell, all for **Mercury** to sneak across the room to **Zybilna**. Flitting over to her, with unicorn in hand, **Mercury** said "***Natasha***" and she sprung to life. "*Damn, too late. Have we met?*" She asks, and the party stumbles through explaining the chain of events leading them to then. She is clearly troubled to hear the state of the Prismeer and appalled at the idea of children being taken from the carnival. She shares that the prior Witchlight Carnival proprietor, **Isolde**, made a deal with **Mr. Witch** and **Mr. Light** to exchange places between their carnivals. She presumes the hags abused their knowledge of this arrangement to blackmail them into letting them do whatever they wanted to within the carnival. Isolde currently is in the Domain of Dread, by someone called **Strahd**. The group explains that they killed **Skabatha**, and is afraid for a moment when **Zybilna** refers to her as her sister. She says the other two hags will pay in time and the party is free to kill them, now or later, and she expects them to free to a plane called Gehenna where they have a home.

She tells **Borkle** that to retrieve his marbles, all he needs to do is go to the attic of **Bavlorna**'s cottage and locate a frog statue, then place his hand inside and say "**Borkle**'s marbles" to retrieve his lost item. Pleased for the moment, **Zybilna** says to the party, "*As a reward, I offer you one wish, what is your hearts' desire?*" **Mercury** says that he wishes **Spot** were back. She

waves her hand and immediately **Spot** appears in the room, confused, but alive. She offers for **Spot** to have never lost anything in the first place eight years ago and be spared from his recent history. **Spot** accepts the offer and disappears. **Hagret** wished to be part of **Zylbina**'s guards and teleports to stand beside **Zybilna**. After being reassured that the carnival will no longer be a source of theft of children and other things, **Borkle** wishes to become a headline performer at the carnival. **Zybilna** snaps her fingers and he teleports away to the carnival.

As she turns to leave, **Mercury** whispers in her ear a question about if he had called her **Iggwilv** instead of **Natasha**. **Zybilna** angers, and her hair darkens blacker. She demands what he knows of her past. He stammers something unimpressive, so she waves a hand to remove the memory of either name. **Mercury** only knows her as **Zybilna** forevermore. This leaves only **Borkle** and **Hagret** aware of **Natasha's** true name, but both situated in positions dependent upon her will and unlikely to ever have cause to use against her.

Ever After
Hagret escorts **Mercury** out of the Palace of Heart's Desire. The two shake hands. **Hagret** turns back inside, returning to the side of **Zybilna** as her bodyguard whenever she is in the **Prismeer** and chief of security at the Palace of Heart's Desire whenever she is away. He will often ride with her in the flying pegasus carriage and will learn to become friends with most of the staff, including both iron lions outside the palace walls. In time, she will entrust him with the vorpal sword **Snicker-Snack**. **Valor's Call** will offer **Hagret** an honorary membership, though they will not return to the Prismeer again.

The remaining members of the **League of Malevolence** reform the organization far from the Feywild. **Zargash** reanimates **Kelek**'s corpse as a zombie, as proof for any doubters of his newfound leadership role. After a long while, he will resurrect **Warduke** and then determine to find a way to get **Warduke** another flaming sword, without returning to the Prismeer. **Valor's Call** continues to follow them, opposing their evil plans for gaining power.

Mercury stands alone in the garden outside of the palace. One by one the trees begin to unfreeze, the birds begin to chirp again, and music starts as the minstrels resume playing. **Amidor** and **Pollenella** approach the fairy, and offer to take him away. A female fomorian with a twinkle in her eye barges past them, storming off to find love from a cyclops beekeeper she was told about by **Amidor**. **Amidor** takes **Mercury** back to Hither to collect **Borkle**'s marbles.**Pollenella** offers to use a now functional fairy circle to transport the marbles and **Amidor** offers to take **Mercury** wherever he would like to go in the Feywild. Once settled again, after watching the dandelion depart, **Mercury** smiles. He drifts off into a nap and when he wakes, he wonders how much of the past was real or a dream, and struggles to connect holes in his recollections. Remembering the hags, he quickly darts off to find safety.

After playing an extended cat and mouse game with **Kettlesteam** in the carnival, **Croak** sits down with a tall glass of lemonade for the final performances of the day inside the Big Top. The bullywug notes the crowd is standing room only. Many more children came to watch than he ever saw in the carnival. A pair of loxodon parents sit on either side of **Babar**, holding his hands. The displacer beast from the lost property booth sits in the corner with her pup **Star** in her lap. A

child taps **Croak** on the shoulder, then hands him a piece of paper that reads. "*Truce, things are right again – **K**.*" **Candlefoot** the mime strides out into the spotlight and launches into a song, with a silky voice, intoning his love for **Palasha** the mermaid. From the other side of the tent, Witchlighthands roll in a bowl containing the mermaid. She joins into the song, first with a verse of her own love, then the two begin a passionate duet together. An angelic creature, **Beatrix,** pops up from below the floor with a book in her hand. She performs a ritual to wed the two, and the tent erupts in merriment as audience and staff alike celebrate the couple. Streamers fly from every angle, as musicians play a happy tune. A drum solo picks up into a fast pace, then the lights all dim. As the drummer rattles his snare, a spotlight shines on **Mr. Light** inside a silver ring drifting in the rafters. His beaming smile matched by a sweeping arm gesture towards the crowd, he calls out, "*Thank you for joining us at the most special carnival night we have ever had! So many happy faces, look at you all! Loves united and reunited, like never before!"* The spotlight swirls around the tent, briefly lighting smiling face after smiling face. "*Tonight, we have a first! Today's Witchlight Monarch will not only perform here tonight, he will stay on as a permanent performer of the carnival!*" The spotlight passes from **Mr. Light** to a tightrope circling the tent above the audience. **Burly** slowly pedals out on a bicycle fitted to the tightrope. On the handlebars is a basket containing **Borkle**. The goblin furiously twists balloons, dropping them to adoring fans below. The bicycle stops after one full loop of the tent. **Borkle** pulls two long balloons and fills them to twenty feet long. He ties them off on the bicycle handlebars and slides slowly down the balloons to the center of the tent. He dumps out a bag of balloons and goes to work creating a massive structure of balloons in the shape of a palace. He designs a green dragon and a woman that stand in front of the palace and wave at the audience. The thunderous applause rings for many minutes after the performance is done. As the lights turn back on again, **Croak** is amazed to see his form returned back to being human again. **Leo** is also a human again and hugs **Croak**. Others around him seem touched by other changes in their lives too. Never before has an audience seemed so happy to leave the Witchlight carnival. Backstage, **Pollenella** returns to Borkle his long lost marbles.

… eight years back in time, a younger **Spot** skips towards the carnival, when a tug at his elbow catches his attention. A black furred harengon with a white circle around her eye smiles at him. After they make each other's acquaintances, they lose all track of time chasing each other around the woods, and neither ever make it to the carnival. He never loses anything, instead he gains the love of his life and the two harengon go on to live happily ever after – without ever considering attending the carnival that day, nor any other.