

# Lost Things

## Character Creation

- Choose Age.
  - Younger: Ability Score Array: 12, 11, 10, 10, 9, 8. Lucky Feat, Size small, 4hp.
  - Older: Ability Score Array: 13, 12, 11, 10, 10, 8. Size matches race/lineage, 6hp.
- Choose Race/Lineage.
- Choose 1 skill to be proficient in.
- Equipment.
  - Two items worth 1 GP or less (no ammunition for a weapon).
  - A snack and a small waterskin.
  - A few coins (1d6). Younger kids have copper, older kids have silver.
  - A trinket.
- Choose one Personality trait.

## Flow



## Thieves of the Coven

- Lorning** – Bavlorna Blightstraw (Hither)
- Sowpig the Ghoul** – Skabatha Nightshade (Thither)
- Gleam's Shadow** – Endelyn Moongrave (Yon)

**No Ticket.** PC needs to succeed a DC Wis saving throw.  
**Sticky Fingers.** If failed, thief steals one item from PC.

## Connection to Juniper

The kids would've found a Owlbear Cublet over the summer before the carnival comes. Make sure each PC has a connection with Juniper.

**Juniper is what draws them to the Carnival without a ticket.**

## Area Information

**Dimensions and Terrain.** Brightly colored stalls are mounted to a raised boardwalk. Crowds mill about.

**Sounds.** Children's Laughter, Tinkling Bells, and Drifting Music of a Calliope.

**Light.** Torchlight. Many areas for Shadows or other lurking things.

**Weather.** Clear Cool Night with a blanket of night stars above.



### 1. Bash a Beholder.

PC must do 3 successful DC 11 Strength checks in 5+ attempts. Each fail is targeted by Eye Rays. PC needs to succeed a DC 13 Dex Saving Throw or suffer the effect.

### 2. Cuddle the Catoblepas

PC must succeed DC 11 Con check to cuddle the Catoblepas. If failed, PC is poisoned and runs out of the tent.

### 3. Fold-Up Friend

PC makes three DC 11 Int Checks to draw a friend with a floating quill. Everyone wins a prize.

### 4. Name the Unnamable

PCs must guess the name of the creature on the stool. Its name is Huggabumplekin.

First	Second	Third	Fourth
Hug	Ga	Bumple	Pede
Tum	Ra	Funko	Plod
Bog	La	Stortz	Kin

### 5. What Time Is It, Mister Witch?

PCs try to sneak (DC 11) up to a fake Mr. Witch to steal his pocket watch. If a PC is closer than 10 feet and fails, Mr. Witch calls them out.

### 6. Wheel of Magic

PCs are trying to guess which section the wheel will stop on. They must make a DC 11 Wis Check. If succeed, it lands where they say. If fail, roll 1d8 and consult wheel of magic table.

### 7. Widdershin's Rhymes

Rhyming contest between PCs. Each says a line that rhymes with the line before them. PCs are kicked if they hesitate or use a word that has been used already.

### 8. Candlefoot's Story Hour.

Long ago, there lived a nasty old woman named Baba Yaga. She made her home in the swamps, inside a hut that trotted about on chicken's legs. When she needed to travel far, she took to the air in a giant stone mortar, which she steered with a giant stone pestle. She was horrid and cruel. Her magic was so powerful that the morning, the day, and the night all answered to her call.

Baba Yaga had three wicked daughters, each crueller than the last. She gave her eldest daughter the power over the past, so she could sow regret in the hearts of mortals. To her youngest, she gave the power of the future, so she could foretell tragedy. To her middle daughter, she gave the present, so she could trick people who were too caught up in themselves.

But Baba Yaga also had a fourth daughter, born not of her blood, and as beautiful as the night. The other daughters hated her, but Baba Yaga showered her with gifts and taught her wicked secrets. In time, she ran away from the hut and took all those secrets with her. It's said that Baba Yaga and her daughters still hunt her across the sky. When you go to bed, you might hear their voices, whistling on the wind.

## Farewell to Childhood

Carnival Owners, Mister Witch and Mister Light, show up and kick the kids out of the carnival.

**The Kids level up to level 1 and are ready to start the Witchlight Carnival.**

## Additional Notes