

WILD BEYOND THE WITCHLIGHT

Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye!

The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven.

The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1–8.

NOTE FROM THE DM

For people that haven't played with me before. I tend to keep my rolls private to not draw away from the natural flow of the roleplaying. I'm always down for creative twists and turns. I want to make sure that every player has time to be included in the group. I will utilize maps and visuals for the groups.

MY EXPECTATIONS:

As a DM, I'm going to be putting a lot of time into prepping this adventure for everyone. This will be a commitment. I just have a few expectations for players that will be joining the campaign:

1. Be present during the sessions. (If you're having trouble with this, let me know if there's anything that I can do to help)
2. Not missing more than one session every three months. Sessions will be every other Tuesday starting at 6:00 pm. If you're going to miss a session, please let me know at least a week in advance.
3. Everyone is inclusive to everyone. I haven't had a problem with this in the past, but just putting it here just in case.
4. No one tells another player what their PC should be doing. I'm not going to be running a MINMAX game. Everyone is here to play their characters as they want to play them. Work as a team where everyone has a choice.
5. Have Fun! The Feywild is a whimsy and wacky place. I'm excited to dive into some of the domains of delight with everyone.

If you feel like you can't commit to the expectations above, then this might not be the right group for you. Reach out to me if you have any questions or concerns.

SESSION ZERO

For session zero, I will need you to come prepared with:

- Name
- Race/Lineage

You will not have to prep a character until session zero. I will provide all character sheets and other things for character creation. After Session Zero, All characters should be put into Dnd Beyond. Session Zero will be different than you expect.

The Session will be played over Discord with use of the EncounterPlus Webclient (link will be posted in pinned messages on the channel)

IMPORTANT INFORMATION TO CONSIDER

Feywild Campaign. The adventure takes place mostly in the feywild. There will be a lot of wilderness exploration.

Level 1-8. The Adventure starts at 1st and ends as the characters reach 8th level. It will be a good idea to plan on playing characters that are fun at lower levels, instead of ones that aren't as fun until higher levels.

Darkly Whimsical. The adventure draws from *Alice in Wonderland* and *Brothers Grimm's Fairy Tales*.

Roleplay Emphasis.

All encounters within the adventure can be avoided or resolved without resorting to combat.



THE FEYWILD

The Feywild is a parallel plane to the Material Plane. Unlike the Material Plane, the Feywild is fueled by wild, magical energy drawn from the emotions of its inhabitants. Because of its connection to the Material Plane, the Feywild has similar topography and geography to the mortal world, though exact locations are constantly shifting and are therefore impossible to plot.

Although the general geography of the Feywild and the Material Plane is similar, the Feywild has a much more primal landscape. Nature rules in the lands of fey. Where you would find sprawling cities in the Material Plane, you might discover only hunting outposts or desolate ruins in the Plane of Faeries. Similarly, locations with patches of wilderness in the mortal realm could be vast, impassable forests in the Feywild.

This raw, primal magic makes the Feywild an extremely dangerous place, even for those who call it home. Adventurers, or those unlucky enough to unwittingly stumble into this land from the Material Plane, must ensure they are not lulled into a sense of complacency by the Feywild's beauty. The sporadic, magical nature of this land can kill mortals as quickly as any of its dangerous inhabitants.

HISTORY OF THE FEYWILD

The Feywild's history might be difficult to chart across editions, but it is known to have the following traits:

- It is a reflection or echo of the Material Plane
- It is readily accessible through ancient or untamed places
- The plane is brimming with powerful, wild magic
- It is neither inherently good or evil, rather it is chaotic neutral
- Time flows strangely when compared to the Material Plane

GETTING TO THE FEYWILD

Due to the Feywild's close relationship with the Material Plane, crossing between the two is considered so easy that it is sometimes done by accident.

Fey crossings — areas where the two planes converge — can be found in ruins and old forests, often changing locations based on the weather, alignment of the planets, or time of year. These portals are random enough that unwitting travelers can stumble across the barrier between the realms by being in the wrong place at the wrong time. By the time the hapless traveler realizes that something is amiss, the portal might disappear, not to return for an hour, a day, or a century.

While the random convergences of the planes are dangerous and chaotic, there are areas that act as permanent fey crossings for the purpose of intentional travel between the Material Plane and the Feywild. These crossings are usually well-guarded secrets, as the fey don't want just anybody to be given carte blanche access to the powerful magics that reside in the land of faeries.



TRAVELING THROUGHOUT THE FEYWILD

Whether travelers arrive intentionally or by accident, the chaotic Plane of Faeries does not show favor or mercy. The Feywild is deadly, there are no two ways around it. Because the Feywild has few civilized areas and the roads between them are unpredictable, traveling from one part of the Feywild to another is dangerous. Adventurers looking to move between cities in the Feywild might have to cross through swamps full of poisonous gas or forests that attempt to trap travelers in a never-ending maze.

Even if visitors from the Material Plane manage to survive the untamed wilderness, innumerable deadly creatures call the Plane of Faeries home. Because the magic that shapes the Feywild is more chaotic and powerful than the Material Plane, even its most common creatures can be infused with power that can rival hardened adventurers.

Thus, those who journey to the Feywild — whether on purpose or by chance — must tread carefully, for even the most innocuous-looking clearing or creature could lead to their end.

FEATURES OF THE FEYWILD

- **Everlasting Twilight.** The sun is ever setting, but never truly sets or rises.
- **Wild and Primal.** Nature in its primordial form; more vibrant, more alive, more primal.
- **Parallel Plane.** An echo of the Material Plane, with parallel versions of landmarks and terrain features.

RULES OF CONDUCT

While the fey are focused on the individual self and freedom, they still hold boundaries and promises. Fey that make pacts and bargains become magically bound to their promises and breaking an oath places them under the power of another creature. To swear an oath or promise favors to another is reserved for times of desperation or maybe for a desire of extreme fun.

Furthermore, fey respect traditional laws like how cold iron can stop them from entering, these boundaries act as walls and are as binding as shackles. When a fey makes a promise, they must deliver or face the wrath of those they have wronged. Likewise, visitors are placed under the same expectations when it comes to making pacts, even if the visitor has no idea of the consequences.

- **Rule of Hospitality.** Guests should be treated well until they prove undeserving.
- **Rule of Ownership.** You must not take anything without permission.
- **Rule of Reciprocity.** When you receive a gift, you must accept it and give something equal in value in return (although not immediately).

