Death of the Fairy Princess

What's Going On? Fairy-elf princess Sunlight-at-Dawns cursed amulet has created a time loop. When she is killed, everything inside the *1. Shimmering Bubble* resets to dawn. Everyone awakens with no memory of the previous cycle.

Those entering from outside, and their things, are **not effected** by the time loop. Creatures and objects starting inside can move outside, but vanish at the end of the cycle.

Beginning. Rumors spread of a twilight-cursed manor filled with fabulous treasures. An invitation to a nearby party, dated 250 years past, is delivered by raven. It vanishes after one hour.

Chance Encounters. 1-in-6 chance every 10 minutes

1. (3d4) Kobold burglars from outside the time loop.
2. Young kobold burglar, lost and panic-stricken.
3. (1d4) Angry-drunk giant badgers.
4. (1d4) Suspicious guards.
5. Drunk guest demands a duel beside *10. Heron Pond.*
6. Ill-tempered fairy-ogre, from outside the time loop, crashes the party.

1. Shimmering Bubble. Permeable 150ft wide sphere of perpetual twilight. The outside appears dark from within.

2. Courtyard. Tamped earth loop around an ancient, towering oak tree. White carriages and draft ponies. **Carriage Drivers (6).**

3. Entry Hall. Need an invitation to enter. **Guards (4)**. Regal armor. Archaic, formal speech.

4. Great Hall. Elegant dancing. Hushed conversation. Soft music from a self-playing, golden harp (1,500 coin). Grand fireplace (ashen). **Guests (12). Guards (2).**

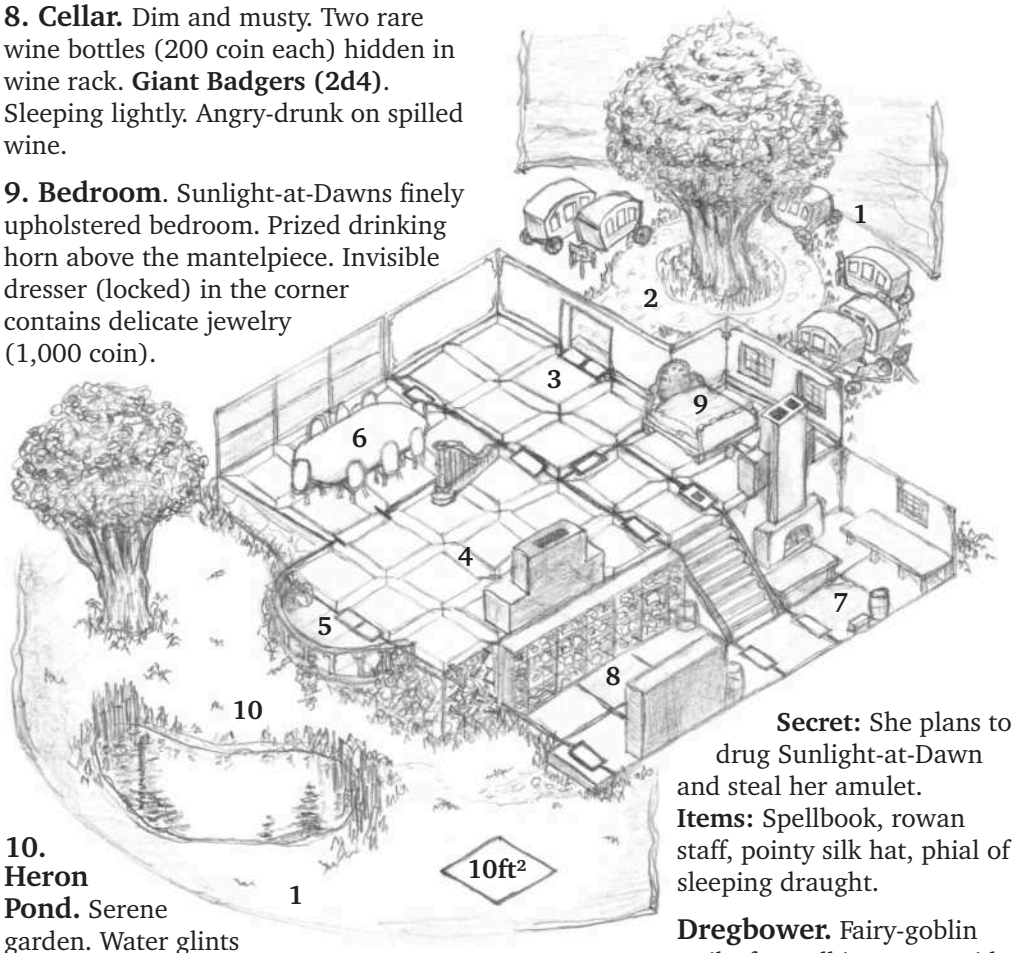
5. Balcony. Scrolled marble banister. View of the sunrise and *10. Heron Pond.* Talking there can be overheard here.

6. Parlor. Drifts of pipe-smoke. Many cups of wine. Walnut furniture and paneling. **Guests (5)**.

7. Kitchen. Periodic clangs and thuds. Enticing aromas. **Servants (6).** Drowsy (awake before dawn).

8. Cellar. Dim and musty. Two rare wine bottles (200 coin each) hidden in wine rack. **Giant Badgers (2d4)**. Sleeping lightly. Angry-drunk on spilled wine.

9. Bedroom. Sunlight-at-Dawns finely upholstered bedroom. Prized drinking horn above the mantelpiece. Invisible dresser (locked) in the corner contains delicate jewelry (1,000 coin).



Secret: She plans to drug Sunlight-at-Dawn and steal her amulet.
Items: Spellbook, rowan staff, pointy silk hat, phial of sleeping draught.

10. Heron Pond. Serene garden. Water glints like pearls. Rustling ivy lattice can be climbed to reach *5. Balcony* or *11. Rooftop*. Talking on *5. Balcony* can be overheard here. Fairy-goblin corpse sunken in pond. Belt pouch contains stolen silverware (300 coin).

11. Rooftop (not on map). 30ft above the ground. Accessible by climbing up chimneys and ivy lattices. Steep and wood-shingled. When running or fighting, save or slip and fall off the roof.

Sunlight-at-Dawn. Beautiful fairy-elf princess. Golden-haired, kind, aloof.
Desire: To be adored and admired.
Secret: If she dies, the time loop resets.
Items: Delicate dress and jewelry (1,000 coin). Gold solar amulet (cursed).

Sir Gregoth. Humble human knight. Handsome, cunning, fatally wounded in duel with Sir Yetzel the Annoying.
Desire: To live as long as possible.
Secret: He plans to kill Sunlight-At-Dawn to preserve the time loop.
Items: Magic longsword, plate mail, spell scroll (remove curse), phial of deadly poison (crimson powder).

Lady Sprigmoor. Rugged human sorceress. Well-dressed, thoughtful, distraught.
Desire: Powerful magic.

Dregbower. Fairy-goblin manservant. Wily, fast-talking, paranoid.
Desire: Wealth or a promotion.
Secret: Murdered his brother. Body sunk in *10. Heron Pond*.
Items: Potion of Clairvoyance, keys to *9. Bedroom* and the invisible dresser.

At 6:00. Everyone rises from sleep. Guests in their carriages in *2. Courtyard* and Sunlight-at-Dawn in *9. bedroom*.

At 6:10. Sir Gregoth is fatally wounded in duel beside *10. Heron Pond*.

At 6:20. Sir Gregoth climbs an ivy lattice to *11. Rooftop*, and enters *9. Bedroom* through the chimney, where he poisons the princess' drinking horn.

At 6:30. On *5. Balcony*, Lady Sprigmoor bribes Dregbower to show her the rare wine bottles in *8. Cellar*.

At 6:40. Lady Sprigmoor covertly drugs both rare wine bottles in *8. Cellar* with sleeping draught.

At 6:50. Dregbower retrieves the poisoned drinking horn from *9. Bedroom* and drugged wine from *8. Cellar*. Serves wine to Sunlight-at-Dawn in *6. Parlor*.

At 7:00. Sunlight-at-Dawn is killed by poison in *4. Great Hall*. The time loop resets to 6:00.

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