

A King's Lockdown focuses on a 3-day event called "The Anniversary Festival", a yearly event that has been going on for 207 years, as Queen Gillian and King Maxus have been married for that long. Even though the King and Queen are Elves, the town is composed of many mixed races, and the titles of King and Queen are sorta false, as they are just the leaders of this decent sized town.

Either way, the whole town comes together to celebrate this unionship between the two, as they are both loved by the town. The general plot is that on the First night, the queen is assassinated and by the third, the king destroys the town in search of the person who did it. A crazy event that resets time brings the party back to when they entered.

The Loop Characteristics: The loop is a three day time loop, where it resets only one two conditions, a full party wipe, or the end of the three days being broken unsuccessfully. To be broken, the party has to stop on the King's Tyranny. The loop is caused by a catastrophic event that isn't supposed to be happening in history, generating a loop to stop the event over and over again.

Opening Sequence. The party rides together on a carriage, they have been hired to be extra guards for the Anniversary festival, in a high Noble Town called "Jewulees", which is known to be the vacation home, and proposal home of the "Reyhorn" family lineage, a family line that has been reigning for 1200 years. The festival is a yearly thing, where Queen Gillian Reyhorn and King Maxus Reyhorn come down to celebrate their marriage, the people in town adore it because the "Vacation Home" which is really a large palace is open for public access on the third day for the royal dance. The party has been hired to protect the dance at all costs, but until that day, they can enjoy themselves in the delights of the town, and the festival itself. They are traveling by horse and wagon. They are accompanied by a man named Samuel Tridon, who is an old adventurer. He is accompanying you because he is coming to visit his son and son in law. This gives the players time to introduce themselves to one another, once that is over they will arrive in town. Soon after the party arrives into the festival they will get off the carriage and immediately be bombarded by a young satry lady named "Sonya", she will begin her statement by saying "Hello! How are you fine young adventurers today! Please, check out my festival stand when you have the chance, business is booming with

the festival in season!” and She will run off. This creates the “Phantom point” The triggering and beginning of the Loop.

Morning 1: Nothing eventful happens besides the exploring of the festival, giving the party time to explore and prepare for each hit of the loop. This will be a perfect introductory period for the world around them during the first loop, and a time period to set up in future loops.

Day 1: The festival reaches its peak, as performances begin playing, shows performances and all the stands are being set up. Many things begin to occur including the arrival of Akrin Reyhorn, the son of Gillian and Maxus. Rumors about his arrival will be spreading immensely in the morning, as whispers come from person to person as the Prince is very charming, a man of high stature who is said to be handsome. But the reason it is seemingly so important is that this may be the anniversary festival where he proposes to his girlfriend. A priestess Tiefling, which causes a lot of drama in the Reyhorn family, as for the past 1200 years the Reyhorn family has been pureblood elves. But the family is seemingly still important. The Priestess lives in the town of Jewulees, as she is one of two leaders of the main Church in the town. Midway through the day, Akrin will arrive on his chariot. He will also be accompanied by his young sister Tisha Reyhorn, a young girl who is very gifted. A very smart young lady, who loves to play strategy based games, it is rumored that she will be the most tactical leader the Reyhorn family has ever had. The festivities will only grow as the family members arrive in time for the festival as large performances will begin to take stage. The main group being a group of three tiefling called The Solins, and with a history check it will be known that they are a famous band of tieflings and that it was very expensive to get them here.

Night 1: The festival will slowly end for the night, some minor performances will come on, but the bigger ones are supposed to be resuming in the morning and days after, saving some bigger performers for those days. Many things begin to wind down.

Overnight 1: Overnight, there will be an Assassination put onto the Queen. The first loop will succeed no matter what.

Morning 2: The festival will be ongoing, but soon as the party starts, guards will begin telling people to take things down, as it is not time for the matter. The king will

make an announcement later in the day, but the guards will be shutting down the festival as it goes. Many unwinding of the festival will occur creating a negative atmosphere.

Day 2: The king will collect townspeople to make an announcement. At his side are many guards, his son and daughter, and his son's fiancée. The king will begin his announcement, "My Beloved Subjects, Today was supposed to be a time of rejoicement, a time of celebration, a time of pure happiness. But once more, evil prevails to ruin those of good of heart, to taint the purity in the world. I come here to share some horrible news. My lovely wife has been executed at the hands of scum. We are searching for the one who snuck into our home, and killed our beloved queen. From this day, not a single soul is leaving this town, including myself, until the assassin has been revealed. Until that occurs, not one soul is leaving, not one soul is entering, and that is final" with that being said, it can be seen the crowd's reaction is very unsettling, nerve wracking and scary.

Night 2: The night will start off slow, people whispering, the topic of the dead queen is seemingly all that people want to talk about. Many people gather at the tavern to talk among themselves but the mood of music is unsettling, and people drinking are only drinking of sorrows. The town can be heard mourning, the Queen was very loved in these parts, by young, old, rich and poor. A universal love for this woman.

Overnight 2: Many of the guards will be preparing for what they can only assume to be war and sieging, a deadly combination.

Morning 3: The morning will begin with guards going from house and house, dragging out people of all sorts who could be possible suspects under their watch. The people begin to be frightened due to the outburst of the kingdom against its own people, it is a lack of trust. Many folks from the town will be brought to the dungeon as possible people who did the act. This can include party members depending on their actions leading to this moment in time during this loop

Day 3: The king will go to make another announcement: "We as a kingdom have discovered possible suspects for the murder of my wife, [Insert List]. Before, the Kingdom would do a trail, but we cannot afford that, as a nation swift justice may occur. Tonight we are hanging every person to suspect, and anyone previously in the dungeon before the cause of the incident, as they possibly had a hand to play in the matter. But this does not free you, not until after the deaths can we confirm if we have gotten the killer " A man will be in shackles standing next to him, he was free during the past two days, his name is Ethae, and he is known for soul speaking.

Night 3: The King discovers that the killer has not been found, and in a rage he sends house guards and army to search every home, killing anyone who is opposing them. In his anger he will kill his son, who is saying that this isn't what the queen would want. He releases a heavy casting spell that sucks the life out of anything in a 0.5 mile radius, in exchange for the life of his wife back, killing the town.

Places Of Notice:

- Church: The Religious staple of the town, the upstairs tends to be a hang out place of some of the towns guards. The Priestess is Aleysa The Divine, a Red Tiedfling priestess who follows Sune, the Goddess of love. And the pastor is Pastor St. Horus, who follows Chronos, The God of Times.
- Daycare: The daycare of Play-do a clay golem man who takes care of four children daily, and anyone left to babysit. Recently he has taken the care of "Fuvor's Kidnapped" who are four children Captured by a Man named Fuvor who did treacherous experiments on them. The Children's names are Princess, Gaea, Carter, and Lorthos.
- General Store "Nothing Weird Here": This store is run by 3 kobolds in a leather jacket, creating an 8 tall figure. Together they run around setting up basic things an adventurer may need, these kobolds are also really good at getting specific things, that aren't weapons or magic that you may need as an adventurer. The Kobolds call themselves To-Vo-Bo, separated they are To and Vo and Bo.
 - Menu:

- Oil: 1sp
 - Rope: 1 gp (50 feet)
 - Backpack: 2 gp
 - Ball bearings: 1 gp (Bag of 1000)
 - Bedroll: 1gp
 - Candles: 1 cp
 - Book: 25 gp
 - Chest: 5 gp
 - Healer's kit: 5 gp
 - Disguise kit: 25 gp
 - Thieves' Tools: 10 gp
 - Lock: 10 gp
 - Miner's Pickaxe: 2 gp
 - Spellbook: 50 gp
 - Whetstone: 1 cp
- Palace: The main center point of the town, how the Reyhorn family, and many of the high nobles in town live. There is a vast place of Servants and Maids that help out. The head made is named
- The Passage: The place where Ethae is set up in town, he speaks to souls and sends them on their ways. He is very friendly with Carter. The place itself is a small room with walls filled to the brim
- The Plaza/Festival: The Plaza is the main point of the festival, it is the large flat area, where the main portion of the festival is held. Maybe people come from all around to see their performances, taste the foods, and buy and sell things.
 - Festival Merchants:
 - Aquamarine Jewelry: 65 gp
 - Purple Jewelry: 65 gp:
 - Exotic Spices: 1 gp
 - Silk Clothing: 50 gp
 - Leopard hide: 10 gp
 - Auboonian War Drums: 15 gp (Made from Penguins)

- Mammoth Tusk: 10 gp
 - Winter Wolf Pelt: 10 gp
 - Panther Pelt: 10 gp
- Potion Shop “Juicey Juice”: A potion shop that is run by a Satyr named Sonya, and an intelligent owner named Faevi. The owl watches closely for possible thieves, as Sonya is too kindhearted for that.
 - Menu:
 - Health Potion: 25 gp
 - Greater Health Potion: 45 gp
 - Stamina Potion: 25 gp
 - Greater Stamina Potion: 45 gp
 - Growth Potion: 75 gp
 - Water Breathing potion: 75 gp
 - Night Vision Potion: 45 gp
 - Potion of Invisibility: 105 gp
- Tavern
- “The Drunken Mermaid”: A tavern set in the middle of town, the Barkeeper is named Suzanne Corey, a human woman who is very flirtatious and kind to those around her, to get tips of course. The waiter is Marchez Tridon, a “human” who is secretly a Kalashtar in disguise, but he does his job decently enough, and is very helpful to those around him. Jett, The Tale Teller is the Taverns Musician for the festival, he is supposed to perform on Day 3 in front of the whole town, and he is quite nervous about it. The Tavern is dead in the day, but very packed during the nights.
 - Menu:
 - Elvin Wine: 5 sp
 - Ale: 2 sp
 - Pork Chops: 5 cp
 - Farmer’s Skiller: 8 Cp
 - Owlbear Burger: 8 Cp
 - Third-Eye Pig Ribs: 10 Cp

- Mushroom Stew: 5 Cp
 - Corrupter Chicken Fingers: 8 Cp
 - Spider Legs: 7 cp
- Workshop: The Workshop is a place in town that specializes in fixing, creating and designing weapons. It is run by a dragonborn named Basilisk, who is very friendly to those around him. He is faithful to the Dragon God of Justice Bahamut. He has a warforged named Poncho who helps him with his making of items, an apprentice of sorts. Poncho loves frogs, and has a water elemental dog pet named Bongo.
 - Sold:
 - Basic Weapons: Varied
 - Martial Weapons: Varied
 - Ranged Weapons: Varied
 - Custom Weapons: Varied

People:

- Aleysha, The Divine: A Priestess of the Goddess Sune, she is a very lovely and attractive Red Tiefling who is the girlfriend of Akrin Reyhorn. Secretly she is the one behind the whole plot of the murder of the king, casting a charming spell onto a man named Gotiri, who is the “Weapon” who murdered the king. Secretly she continues the lovely side of her, helping the family with the mourning process, but once again she is behind the increasing anger against the town. It is revealed that her motive is that as a child the Reyhorn family was behind the raiding of her village to expand themselves and their company.
- Chronos, The Keeper: A Priest of the God Chronos, he realizes that the loop has started, and he is the only one who knows about it. However he has no idea on why, but he can offer help by storing valuables that the party may lose during the timeskip in the Keeper’s vault. He will explain that Chronos most likely chose you guys to be aware of the loop because you may be the only ones about to stop it
- Ethae, The Soul Speaker: A soul speaker, a Kenku who writes down the stories of souls that he meets, and then he passes them to their next life. He spends his day

in The Passage, a place where Ethae writes down the stories of souls, to figure learn from their lives.

- Play-Do: A Clay Golem who takes care of Children who Survived from Fuvor's Experiments. He is a very kind hearted soul, who can take the attacks from those around him.
- Princess: A Hot headed brash young girl with powerful Flame powers from Fuvor's experiments
- Gaea: A strong-willed young boy with powerful Earth powers from Fuvor's Experiments.
- Lorthos: A mentally disabled boy with powerful Time based powers. He has a big hint on who did the murder, as he saw it. But it is hard to get out of him due to his mental disability.
- Carter: A cool headed and intellectual young boy with spirit based powers. He moves with a ring following him connected to his spirit.
- Fuvor: A mad scientist who is currently locked in the basement of the palace, he may know how to be able to talk to Lorthos, and understand how he works.
- Jett, The Tale Teller: A bard who is performing during the 3rd day of the festival, in the meantime he practices his songs and performance in the Tavern. He is very nervous about his upcoming Performance. One of the town guards named Dan has a good relationship with him.
- Sonya: A female Satyr who runs Juicy Juice potion shop, she is very cheerful and kind to everyone she meets.
- Faevi: A owl who runs Juicy Juice potion shop, she is untrusting and very observation
- Gillian Reyhorn: The current Queen of the region, she has come here with her husband to celebrate their anniversary, but on the First night she is assassinated by Gotiri, a homeless man in town who snuck past the palace guards at night. This throws the town into a large turmoil.
- Maxus Reyhorn: The Current King of the region, he has come here with his wife to celebrate their anniversary, but on the first night when she is assassinated by a man named Gotiri, he lashes out in turmoil. Not letting anyone leave the town

until they find out who did this, he begins to throw out the ideals of justice and the people's interests in search for who killed his wife. By the end of the 3rd day he will release a dragon to destroy the town.

- Akrin Reyhorn: Eldest son of the Reyhorn family, next in line to be king. He is set to propose to his very lovely fiancée Aleysa, The Divine. But with the death of his mother the opportunity lacks luster, and he must attempt to put a stop to his father's tyranny when matters grow far out of their hands.
- Tisha Reyhorn: The young daughter of the Reyhorn family, a mastermind tactician for such a young age. She is an incredibly gifted girl who enjoys strategy based ideas, concepts and games.
- Ruby Rose: A Red Female Tiefling who is the leader of the band Solins. She is very famous, and very attractive. She smokes and enjoys late night conversations.
- Seas Skies: A light blue female Tiefling who is part of the and Solins. She may seem like a superstar up on stage, but in reality she is very nervous being around people and having confrontational conversations.
- Claw: A purple Tiefling who is part of the band Solins. She is a hard-ass and way too tough on everyone around her. She is an abuser of substances, and hates people who waste her time.
- Diddle Dip: A front guard of the palace, very silly and idiotic
- Diddle Do: A front guard of the palace, very silly and idiotic
- Samuel Tridon: Father to Marchez Tridon, and your guide to the town. He works for the guild in transporting people from quest to quest. He is especially excited about this one due to his ability to see his son on this trip.
- Marchez Tridon: Son of Samuel Tridon, the Waiter at the "Drunken Mermaid" and loves his job, even if he is not the best at it. His girlfriend Suzanna Corey works behind the bar, and they have a very loving relationship
- Suzanne Corey: The bartender at the "Drunken Mermaid " is very flirtatious, but she simultaneously keeps her distance due to her dating Marchez Tridon. She loves him very much, but also needs to get a good tip.
- Timid: A Red Tiefling who stays at the bar most days. He smokes a lot, and drinks a lot. And that's really all he does

- To-Vo-Bo: A group of three Kobolds who dress up in a large trenchcoat to conceal their identity, but they aren't very good at it.
- *Gotiri: A homeless man who lives outside of the church. He does not have enough money to get back on his feet, so sometimes the church will house him when it's cold out, or feed him when he is hungry. He is the murderer of the queen, but not by his own doing as he is charmed by Aleysha the Divine, leaving him memoryless of the event occurring.
- Basalik: A Dragonborn blacksmith who is very faithful to his god, he is very passionate about his line of work
- Poncho: A small warforged blacksmith apprentice who loves frogs, and his pet water elemental dog, Bongo.
- Dan: A town guard who at first follows the orders of the king, but gets reluctant towards the end as it seems it is going too far. Before the assassination, he is talking to Jett the Tale Teller a lot when he is off duty, and when is on duty he is hanging out with his buddies on the wall or inside the church

Character Charts:

Characters:	Morning 1:	Day 1:	Night 1:
Aleysha, The Divine:	Praying at the Altar in the Church in the morning.	Has her sermon mid day, in front of those who show up for it.	Takes in Gotiri for the night, charming him upstairs in the church, instructing him on what he has to do.
Chronos, The Keeper:	Has his sermon in the morning, in front of those who show up for it	Praying at the altar in the Church after his sermon.	Inside the church, cleaning up and then he leaves for home as the night grows on.

Ethae, The Soul Speaker:	Is working at the Passage	Is working at the Passage	Is working at the Passage
Play-Do:	Helping the kids in the early morning prepare for their day, packing their bags, feeding them breakfast, and keeping them in check.	Brings the kids out to see the festival in the daytime, to explore the festivities occurring	Is putting the kids to bed after a long night, reading them bedtime stories.
Princess:	With Play-Do	With Play-Do	With Play-Do
Gaea:	With Play-Do	With Play-Do	With Play-Do
Lorthos:	With Play-Do	With Play-Do	With Play-Do, massive seizures during the night
Carter:	With Play-Do	Spends time in the Passage, as he is not a fan of the festival	With Play-Do
Fuvor:	In the Dungeon	In the Dungeon	In the Dungeon
Jett, The Tale Teller:	Sleeping in at the upstairs in of the tavern	Setting up and practicing for his performance at the show tonight in the tavern	Playing in the Tavern
Sonya:	Gathering Supplies and spreading awareness of her business	In the shop working and selling	Closing shop, and spending the night at the tavern before going home to bed
Faevi	In the shop watching	In the shop watching	In the shop watching
Gillian Reyhorn:	Preparing for the weeks festivities in the palace, helping her maids set up for the 3 day event	Meeting and catching up with her son and daughter, talking to townsfolk during the festival	Going home back to her palace then going to sleep early
Maxus Reyhorn:	Catching up with Palace and Towns	Meeting and catching up with his son and	Going home back to his palace, but in bed

	guards, making sure the defenses are ok for the festival	daughter, talking to townsfolk during the festival	very late due to a late night issue with the town's guards.
Akrin Reyhorn:	---	Arriving to town, catching up with the townsfolk, then attending Aleysa's Sermon	Going back to the palace, helping the cooks in the palace for overnight stews.
Tisha Reyhorn:	----	Arriving to town, catching up with the townsfolk, then going to the palace's library	Staying up late reading palace books.
Ruby Rose:	Preparing vocally for the show in the plaza	Performing in the festival	Goes back to the tavern to drink and celebrate the night
Seas Skies:	Preparing vocally for the show in the plaza	Performing in the festival	Goes upstairs in the inn, tired from the exhausting day
Claw:	Smoking out back of the tavern	Performing in the festival	Goes back to the tavern to drink and celebrate the night
Diddle Dip:	Guarding the Palace	Guarding the Palace	Guarding the Palace
Diddle Do:	Guarding the Palace	Guarding the Palace	Guarding the Palace
Samuel Tridon:	Arriving in town with the party	In the Festival with his son.	At the Tavern enjoying dinner while his son is working, and catching up with Suzzane
Marchez Tridon:	Sleeping in	In the festival	Working at the tavern
Suzanne Corey:	Sleeping in	In the festival	Working at the tavern
Timid:	At the Church for the Sermon	In the festival	At the tavern
To-Vo-Bo:	Opening up shop	Working at Shop	Closing Shop

Gotiri:	Sleeping outside the Church	At Aleysha's Sermon	Upstairs of the Church, then to the palace for the plan
Basilik:	Setting up his shop for the day	Working at the shop	Closing shop
Poncho:	Helping set up shop:	Festival	Helping close shop
Dan:	Sleeping in the town guard quarters in the church	Guarding the festival	At the Tavern

Characters:	Morning 2:	Day 2:	Night 2:
Aleysha, The Divine:	Preparing the Church, praying	Plaza, on stage	In the Palace, helping with what she can
Chronos, The Keeper:	Morning Sermon about time and life	In the Church	Closing the church up, then going to bed at his house
Ethae, The Soul Speaker:	At the Passage	At the Passage	At the Passage
Play-Do:	Preparing the day for the kids	Plaze, In Crowd	Tucking the kids to bed, worried tonight
Princess:	Playing in The Daycare	Plaze, In Crowd	Going to bed
Gaea:	Playing in The Daycare	Plaze, In Crowd	Going to bed
Lorthos:	Playing in The Daycare	Plaze, In Crowd	Going to bed
Carter:	Playing in The Daycare	Plaze, In Crowd	Going to bed
Fuvor:	In the Dungeon	In the Dungeon	In the Dungeon
Jett, The Tale Teller:	Sleeping in	Preparing for the tavern night	Performing at the tavern

Sonya:	Opening Shop	Plaze, In Crowd	Closing Shop
Faevi	In the shop watching	In the shop watching	In the shop watching
Gillian Reyhorn:	Dead	Dead	Dead
Maxus Reyhorn:	Mourning	Plaza, On Stage	Plotting what to do next
Akrin Reyhorn:	Mourning	Plaza, On Stage	Helping his sister and father grieve
Tisha Reyhorn:	Mourning	Plaza, On Stage	Sitting alone in her room, separate from the world
Ruby Rose:	Sleeping in	Plaza, In Crowd	Staying up in the inn room
Seas Skies:	Sleeping in	Plaza, In Crowd	Staying up in the inn room
Claw:	Smoking outside the tavern	Plaze, In Crowd	At the tavern
Diddle Dip:	Guarding the Palace	Plaza, On Stage	Guarding the Palace
Diddle Do:	Guarding the Palace	Plaza, On Stage	Guarding the Palace
Samuel Tridon:	Waking up helping for the festival	Plaze, In Crowd	Helping take down the festival
Marchez Tridon:	Sleeping in	Working Day Shift	Working Night
Suzanne Corey:	Sleeping In	Working Day Shift	Working Night
Timid:	Morning drinks	Day Drinks	Night Drinks
To-Vo-Bo:	Opening Shop	Working Shop	Closing shop
Gotiri:	If not captured: He is back sleeping outside the church	Plaza, In Crowd	Sleeping outside the church, got kicked out by Aleysha
Basilik:	Setting up for the	Plaza, In Crowd	Closing shop

	day		
Poncho:	Setting up for the day	Plaza, In Crowd	Closing shop
Dan:	Investigating the scene	Plaza, On Stage	Locking down the town

Characters:	Morning 3	Day 3:	Night 3:
Aleysha, The Divine:	In the Palace	Plaza, On Stage	In the Palace, encouraging the magic spell to resurrect the queen
Chronos, The Keeper:	Taken in as a Suspect, In the Church	Plaza, In Gallows	Dead, If not, he is going to help the party
Ethae, The Soul Speaker:	In the Passage	Plaza, On Stage	In the Passage
Play-Do:	Helping the kids with their Day	Keeping the Kids away from the Plaza	Putting kids to sleep
Princess:	DayCare	DayCare	DayCare
Gaea:	DayCare	DayCare	DayCare
Lorthos:	Daycare, Massive seizures today	Daycare, Massive seizures today	Daycare, Massive seizures today
Carter:	DayCare	DayCare	DayCare
Fuvor:	In The Dungeon	Plaza, In Gallows	
Jett, The Tale Teller:	Preparing the day in the tavern	Plaza, in Crowd	Sitting in the church
Sonya:	Opening shop	Plaza, in Crowd	Tavern
Faevi	Shop Watching	Shop Watching	Shop Watching
Gillian Reyhorn:	Dead	Dead	Being resurrected

Maxus Reyhorn:	Ordering the guards around on who may be of suspect	Plaza, On Stage	Creating and casting the resurrection spell
Akrin Reyhorn:	Attempting to calm his father down from doing things rash	Plaza, On Stage	Attempts to stop his father from casting the spells, dies in the process
Tisha Reyhorn:	Crying in the Library	Plaza, On Stage	Crying in her room
Ruby Rose:	Sleeping in, awaken up abruptly to Claw's Capture	Plaza, in Crowd	Drinking and smoking if Claw died, if not captured in the dungeon
Seas Skies:	Sleeping in, awaken up abruptly to Claw's Capture	Plaza, in Crowd	Crying in her room if Claw died, if not captured in the dungeon
Claw:	Taken in as a Suspect, In the Inn room	Plaza, In Gallows	Dead, if not in hiding
Diddle Dip:	Gathering People	Plaza, On Stage	Guarding the Palace
Diddle Do:	Gathering People	Plaza, On Stage	Guarding the Palace
Samuel Tridon:	Taken in as a Suspect, eating at tavern	Plaza, In Gallows	Dead, if not in hiding
Marchez Tridon:	Sleeping in	Plaza, in Crowd; Will lash out at the executions and such, but will be thwarted and capture by townsguards; then put on the gallows	If captured, Dead; if not, in hiding
Suzanne Corey:	Working in Tavern	Plaza, in Crowd	Held in the dungeon of the Palace for having connections
Timid:	Taken in as a Suspect, In tavern	Plaza, In Gallows	Dead, if not in hiding

To-Vo-Bo:	Opening Sop	Closing shop	sleeping
Gotiri:	Taken in as a Suspect, Outside church	Plaza, In Gallows	Dead, if not in hiding
Basilik:	Taken in as a Suspect, at his shop	Plaza, In Gallows	Dead, if not in hiding
Poncho:	Opening up shop	Plaza, in Crowd	Crying the night away, trying to understand what happened
Dan:	Helping Take in Suspects	Plaza, On Stage	In the palace, begins to disagree with the kings doings, but it is too late

Location Charts:

Locations:	Morning 1:	Day 1:	Night 1:
Church:	Aleysha Chronos Timid Dan (Quarters) Gotiri (outside)	Aleysha Chronos Gotiri Akrin (later)	Aleysha Chronos (Early) Gotiri (Early) Akrin Reyhorn (Late)
Daycare:	Play-Do Princess Lorthos Gaea Carter	--	Play-Do Princess Lorthos *** Gaea Carter

General Store:	To-Bo-Vo	To-Bo-Vo	To-Bo-Vo
The Palace:	Maxus Reyhorn Gillian Reyhorn Diddle Dee (Guarding) Diddle Do (Guarding) Fuvor (Dungeon)	Diddle Dee (Guarding) Diddle Do (Guarding) Fuvor (Dungeon)	Gotiri (Late) Diddle Dee (Guarding) Diddle Do (Guarding) Gillain Reyhorn (Bedroom) Maxus Reyhorn (Guard Room) Tisha Reyhorn (Library) Akrin Reyhorn (Early, Kitchen) Fuvor (Dungeon)
The Passage:	Ethae	Ethae Carter	Ethae
The Plaza/Festival:	Ruby Rose Seas Skies	Dan (Guarding) Play-Do Princess Lorthos Gaea Marchez Tridon Samuel Tridon Suzanne Corey Maxus Reyhorn Gillain Reyhorn Akrin Reyhorn (Early) Tisha Reyhorn Ruby Rose (Performing) Seas Skies (Performing) Claw (Performing)	--
Potion Shop:	Faevi	Sonya Faevi	Faevi
Tavern / Inn:	Claw (Outside)		Suzanna Corey (Working) Marchez Tridon (Working) Ruby Rose (Bar)

			Claw (Bar) Timid (Bar) Samuel Tridon (Bar) Seas Skies (Inn) Dan (Table) Jett, The Tale Teller (Performing) Sonya (table)
Workshop:	Basilik Poncho	Basilik	Basilik Poncho

Locations:	Morning 2:	Day 2:	Night 2:
Church:	Aleysha, The Divine Chronos Gotiri (If Not Capture/ Outside)	Chronos	Chronos (Early) Gotiri (Outside)
Daycare:	Play-Do Princess Gaea Lorthos Carter	--	Play-Do Princess Gaea Lorthos Carter
General Store:	To-Vo-Bo	To-Vo-Bo	To-Vo-Bo
The Palace:	Maxus Reyhorn (Bedroom) Akrin Reyhorn (Bedroom) Tisha Reyhorn (Her Room) Fuvor (Dungeon) Diddle Dip (Guarding) Diddle Do (Guarding)	Fuvor (Dungeon)	Aleysha, The Divine (Library, Bedroom) Fuvor (Dungeon) Maxus Reyhorn (Bedroom) Akrin Reyhorn (library,T-room) Tisha Reyhorn (Library, T-room) Diddle Dip (Guarding) Diddle Do (Guarding)
The Passage:	Ethae, The Soul	Ethae, The Soul	Ethae, The Soul

	Speaker	Speaker	Speaker
The Plaza / Festival:	Samuel Tridon	Play-Do (Crowd) Princess (Crowd) Gaea (Crowd) Lorthos (Crowd) Carter (Crowd) Aleysha, The Divine (On Stage) Sonya (Crowd) Maxus Reyhorn (On Stage) Akrin Reyhorn (On Stage) Tisha Reyhorn (On Stage) Ruby Rose (Crowd) Seas Skies (Crowd) Claw (Crowd) Diddle Dip (On Stage) Diddle Do (On Stage) Gotiri (Crowd) Basilik (Crowd) Poncho (Crowd) Dan (On stage)	Dan (Locking Down Town) Samuel Tridon (taking down festival)
Potion Shop:	Sonya Faevi	Faevi	Sonya Faevi
Tavern / Inn:	Ruby Rose (Inn) Seas Skies (Inn) Claw (Outside) Timid (Bar)	Jett, Tale Teller Timid (Bar) Marchez Tridon (Working) Suzanne Corey (Working)	Jett, Tale Teller (Performing) Timid (Bar) Marchez Tridon (Working) Suzanne Corey (Working)
Workshop:	Basilik Poncho	---	Basilik Poncho

Locations:	Morning 3	Day 3	Night 3
Church:	Chronos, The Keeper (Early)		Jett, The Tale Teller

	Gotiri (Outside, Early)		
Daycare:	Play-Do Princess Gaea Lorthos * Carter	Play-Do Princess Gaea Lorthos * Carter	Play-Do Princess Gaea Lorthos * Carter
General Store:	To-Vo-Bo	To-Vo-Bo	-----
The Palace:	Aleysha, The Divine (Library) Chrones, The Keeper (Dungeons, Late) Fuvor (Dungeon) Maxus Reyhorn (Guards Room) Akrin Reyhorn (Guards Room) Tisha Reyhorn (Library) Claw (Dungeon, Late) Timid (Dungeon, Late) Samuel Tridon (Dungeon, Late) Gotiri (Dungeon, Late) Basilik (Dungeon, Late)		Aleysha, The Divine (Bedroom) Maxus Reyhorn (Bedroom) Akrin Reyhorn (Bedroom) Tisha Reyhorn (Library) Suzanne Corey (Dungeon) Dan (Guard Room)
The Passage:	Ethae, The Soul Speaker	-----	Ethae, The Soul Speaker
The Plaza / Festival:	Diddle Dip (Gathering) Diddle Do (Gathering) Dan (Gathering)	Aleysha, The Divine (On Stage) Ethae, The Soul Speaker (On Stage) Chronos, The Keeper (Gallows) Fuvor (Gallows) Jett, The Tale Teller (Crowd) Sonya (Crowd) Maxus Reyhorn (On Stage) Akrin Reyhorn (On	Bodies Hanging

		Stage) Tisha Reyhorn (On Stage) Claw (Gallows) Ruby Rose (Crowd) Seas Skies (Crowd) Samuel Tridon (Gallows) Marchez Tridon (Crowd) Suzanne Corey (Crowd) Poncho (Crowd) Basilik (Gallows)	
Potion Shop:	Sonya Faevi	Faevi	-----
Tavern / Inn:	Jett, The Tale Teller Ruby Rose (Inn) Seas Skies (Inn) Claw (Inn, early) Marchez Tridon (Inn) Suzanne Corey (Working) Timid (Early) Samuel Tridon (Early)	-----	Sonya Ruby Rose Seas Skies (Inn)
Workshop:	Basilik (Early) Poncho		

Events:

Morning 1:

The Party Arrives to town, initiating the original loop. From this point the party will consistently restart at this point when they fail.

“Hello! How are you fine young adventurers today! Please, check out my festival stand when you have the chance, business is booming with the festival in season!”

Day 1:

The arrival of Akrin Reyhorn and Tisha Reyhorn, It is a day earlier than everyone expected

Night 1:

Aleysha casts a spell on Gotiri, charming him to use him as a weapon to assassinate the queen. The Gotiri (Charmed) sneaks into the palace, and attempts to assassinate the queen. Usually successful in the assassination and the get away he goes back to sleeping outside the church.

Lorthos has massive seizures tonight

Morning 2:

The Reyhorn family discovers the body of the Queen, leading to the events of King's Lockdown. The King orders a lock down of the entire town, not letting anyone leave or enter. He also orders the dismantling of the festival, and a reward of 100,000 Gp if anyone has information on what occurred last night.

Day 2:

King Maxus has his speech in front of the people of Jewulees, stating "My Beloved Subjects, Today was supposed to be a time of rejoicement, a time of celebration, a time of pure happiness. But once more, evil prevails to ruin those of good of heart, to taint the purity in the world. I come here to share some horrible news. My lovely wife has been executed at the hands of scum. We are searching for the one who snuck into our home, and killed our beloved queen. From this day, not a single soul is leaving this town, including myself, until the assassin has been revealed. Until that occurs, not one soul is leaving, not one soul is entering, and that is final". After that the crowd has an unsettling reaction to the feeling of lack of freedom.

Night 2:

The town will be mourning, in the tavern many went to drink and talk about their queen. The royal family went back to the palace to mourn and figure out what to do next about their loss of life. Many of the Guards will be beginning to prepare for what is going to occur, gathering rumors and evidence. They are also watching the walls of the place to make sure no one gets away.

Morning 3:

The Guards will begin to take people in:

Chronos, The Keeper: He is taken in from the Church, he goes willingly not fighting against the Guards.

Claw: Taken in as suspect while sleeping in the Inn. The guards break down her door, and rough her up unnecessarily. Scaring Ruby Rose and Seas Skies.

Samuel Tridon: Taken Suspect while eating in the Tavern. Doesn't put up a fight against the Guards

Timid: Taken suspect while drinking at the Tavern. Goes to fight the guards but is told not to by Samuel Tridon, offering mild resistance to the guards.

Gotiri: Taken suspect while sleeping outside of the Church, will attempt to run from the guards.

Basilik: Taken suspect while setting up his shop, will try to fight off the guards, and does so successfully until they hold Poncho hostage.

During the time everyone is being captured as suspect, Lorthos will be having many seizures, indicating things are about to get worse. Lorthos knows who did it because he can see through time, but cannot communicate directly due to his disability.

Day 3:

Everyone who was captured is put onto the Gallows, the Gallows are placed in front of the stage, having 7 ropes as long as no player characters are placed upon the gallows.

Gallows:

- Chronos, The Keeper
- Claw
- Samuel Tridon
- Timid
- Gotiri
- Basilik

- Fuvor

Crowd:

- Jett, The Tale Teller
- Sonya
- Ruby Rose
- Seas Skies
- Marchez Tridon
- Suzanne Corey
- Poncho
- Large Crowd

Stage:

- Maxus Reyhorn
- Akrin Reyhorn
- Tisha Reyhorm
- Aleysha, The Divine
- Diddle Dee
- Diddle Dip
- Dan
- Ethae, The Soul Speaker

King Maxus' Speech: "We as a kingdom have discovered possible suspects for the murder of my wife, [Insert List]. Before, the Kingdom would do a trail, but we cannot afford that, as a nation swift justice may occur. We are hanging every person to suspect, and anyone previously in the dungeon before the cause of the incident, as they possibly had a hand to play in the matter. But this does not free you, not until after the deaths can we confirm if we have gotten the killer"

After his speech, Marchez Tridon, Samuel Tridon's son, will lash out. Charging forward to attempt to save his father. As he is running he will pull out a sword and start fighting off the guards to attempt to save his father