

Time Loop Castle

For weeks now, the castle's magic bell rings out every thirty minutes. At the sound, everything within the castle walls goes back to how it was thirty minutes before and the time loop begins again. The castle residents are trapped and need your help, will you figure out how to stop the dreaded time loops?

Time Loop Events

0 to 10 minutes: The **King** goes down stairs and sits at his throne.

10 to 20 minutes: The **Condemned** is brought from the Jail Cell, asked for his last words, and then executed.

20 to 30 minutes: The **Captain** enters the bar. The additional **Guards** disperse and begin patrolling the castle.

At the end of the 30th minute: The bell rings, except for the players, all items and characters return to their original locations and the events of the previous loop are forgotten.

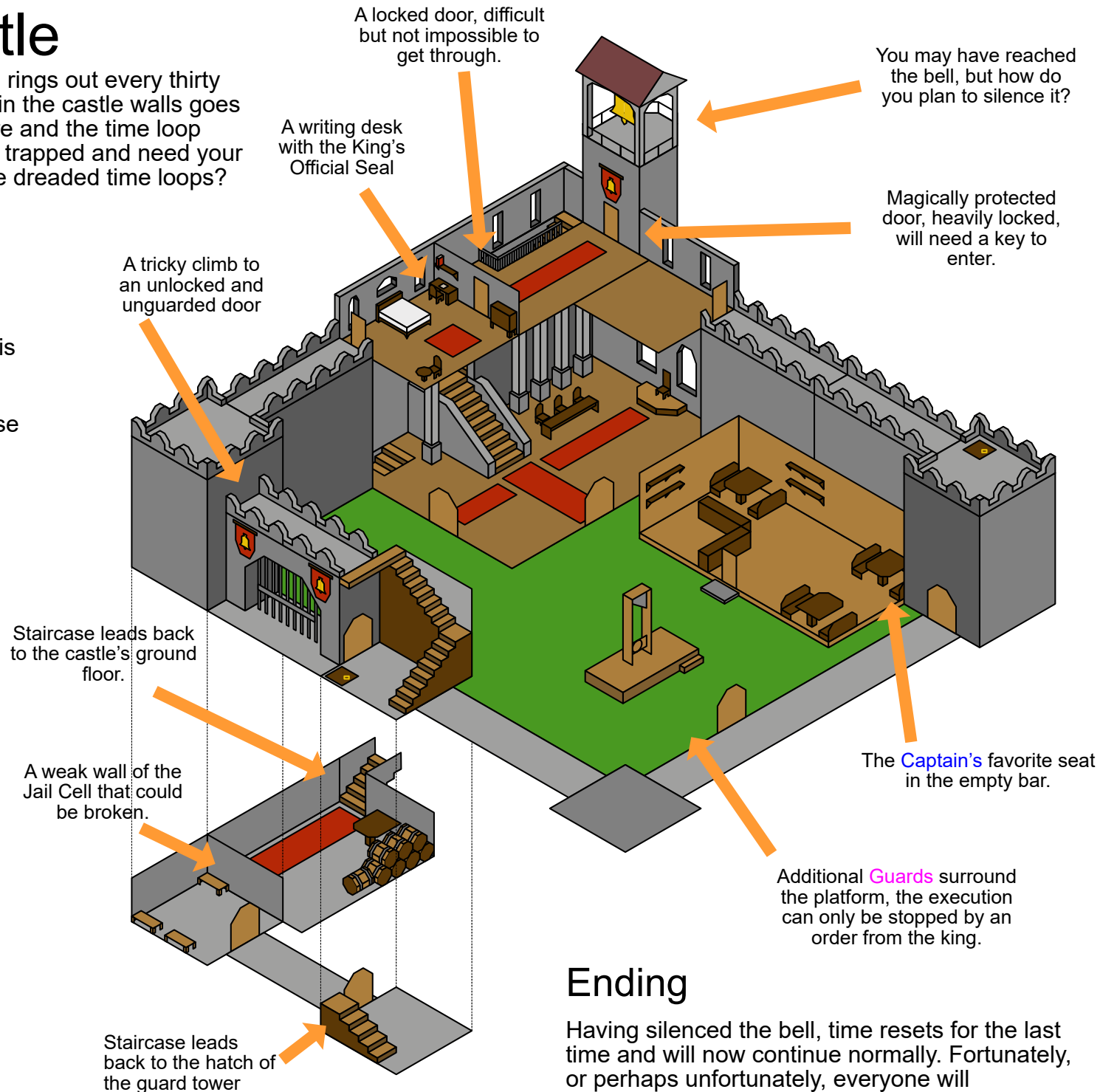
The Characters

The **Guards**: Posted at every door on the ground floor, including the gate, and will refuse the players entry. If players are caught in the second floor of the castle, or in the guard towers or walls, the **Guards** will attempt to arrest them.

The **Condemned**: Last words are about the time loop. If saved, tells that the bell must be silenced and that the **Captain** has the key to the tower.

The **King**: Refuses to stop the execution, and doesn't believe in the Time Loop.

The **Captain**: Loyal to the **King**, won't stop the execution or give the players the key to the tower. Could be persuaded with threats or gold.



Ending

Having silenced the bell, time resets for the last time and will now continue normally. Fortunately, or perhaps unfortunately, everyone will remember the events of every previous time loop.