

COURT OF THE MONARCH

LIFE IS JUST A PARTY,
AND PARTIES WEREN'T
MEANT TO LAST - PRINCE

THREE

RULES FOR RESTARTING



Anyone dies or
leaves the setting



You touch
the queen



The clock strikes
midnight (1hr timer)

EACH
TIME
THE
SCENE
STARTS
AGAIN



ROLL A
BUTTERFLY SHIFT
FOR EACH PC,
THEY GAIN
THAT ABILITY

THE GM ADDS AN
ALTERATION
TO THE NEXT SCENE
AND SECRETLY TIES
IT TO A PLAYER'S
MUNDANE ACTION
MADE IN THE
LAST SCENE

REESTABLISH THE NEW
SCENE EXPOSITION
WITH THE ACTIVE
ALTERATIONS
AND SHIFTED PC'S

SET A TIMER FOR
60 MINUTES

BASIC CONCEPT

Cyclical temporal distortion (a la Groundhog Day) with a masquerade setting, PCs figuring out which of their actions will let them escape the repetition of the last hour of a lavish celebration. Each time the scene restarts, PCs shift into butterflies with applicable powers.

SCENE EXPOSITION

Donning your finest fineries, you enter the ballroom of the Court of the Monarch. The Queen's parties are world renowned and your presence feels like a dream. The party is full of fascinating characters and spectacles to witness. Your only task tonight is to make it one to remember. (Feel free to embellish to taste)

BUTTERFLY SHIFTS (roll D6 at each restart for each PC, reroll on repeat)

- 1 You taste everything that you touch with your feet
- 2 You can sense a new spectrum of light
- 3 Your saliva is poisonous
- 4 You grow translucent wings that don't work if cold
- 5 You cannot eat solid foods
- 6 You can now lift 50x your own weight

If all shifts are acquired, Player is now ^{JUST} a butterfly

ALTERATION SUGGESTIONS (but not limited to)

- 1 The Ballroom is covered in bright and beautiful flowers
- 2 The community punch is poisoned
- 3 All the revelers are human-sized insects
- 4 One of the guests is now an assassin
- 5 The queen is overcome by lust for one of the PC's
- 6 An unhung pinata sits in the corner of the ballroom, forgotten

TIPS

Remember to tie the **alteration** to an action by a PC last scene. Next scenes won't include **alterations** if the PC didn't do the action.

Alterations may get out of hand quickly, so use index cards to maintain Actions and their tied **Alterations** to keep track.



Figure out what stops the party from repeating. This can be assessed by the GM at the beginning or throughout the game, but the players will not know from the beginning.

Message from the Author!

Need something like this for a different setting or theme?

Strip it down and change it to suit your needs!

Just keep the setting bounds small!



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