The Disappearing Wings

SNEAK PEEK

HARVEST MOON MYSTERIES

Story & Setting

It is April in the kingdom of Miravel, and the air should be alive with anticipation for the annual Spring Starlight Butterfly Festival.

Every year, the festival marks the kingdom's transition from winter to spring. The highlight of the celebration occurs at midnight, as the starlight butterflies migrate across the Elder River. Their glowing wings illuminate the water below, casting a spectacle of moonlit brilliance that draws awe from all who witness it. More importantly, their flight carries the magic that awakens the land from its icy slumber, signaling spring's arrival.

But this year, something is terribly wrong. The butterflies are nowhere to be seen. Their absence is catastrophic. Without their life-giving magic, Miravel remains locked in an unrelenting winter. The river ice thickens instead of melting, threatening the homes of the water-dwelling kinds. Crops remain dormant, and whispers of famine ripple through the kingdom. Tensions among the kinds are rising, and peace is stretched to its breaking point.

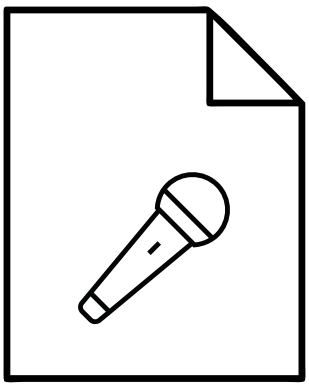
Adding to the unease, strange happenings have been reported across the realm. And last night, tragedy struck—a Gorgon was found murdered.

This year's festival, traditionally a time of joy and unity, is shaping up to be anything but. As the elite of the realm gather at the royal estate for the exclusive Spring Festival Gala, questions linger in the cold air. Where are the butterflies? Who is behind the murder? And can the fragile peace of Miravel endure the long winter ahead?

This will not be a festival of celebration—but of secrets, suspicion, and survival.

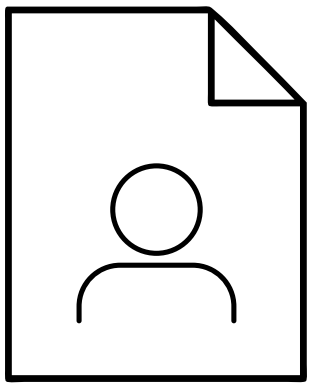
Kit Materials

Within minutes of your purchase, you will receive an email providing you with access to all the printable mystery game files. The included files are listed below.



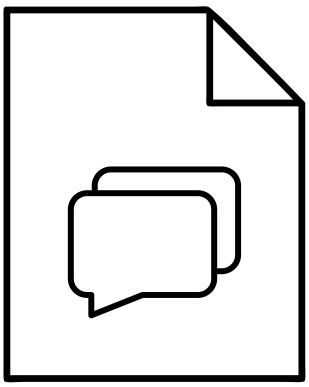
Host Guide

Instructions, schedule, and tips.



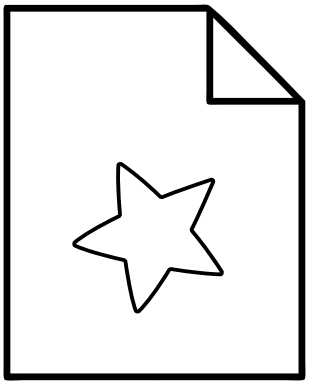
Character Packets

Descriptions, goals, secrets, and clues.



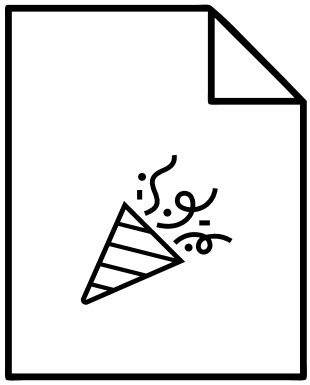
Scripts & Items

Announcements, prizes, and end-of-game reveal.



Posters

Maps, rules, and schedule.



Bonus Resources

Tools and suggestions.

Schedule

We document the start time as 7:00 pm, but you have the flexibility to commence your event at any time you prefer. You are also encouraged to modify the timing of the schedule if necessary.

7:00 **Guest Arrival**

We suggest a 30-minute arrival window to ensure everyone is present for the start of the game. Guests may mingle and review their character packets during this time.

7:30 **Game Start**

The host provides the game instructions, and Velya reads from a script to welcome everyone.

Mingling Round #1

Guests mingle, scheme, solve mysteries, and achieve goals. During this time the host interacts with and assists guests.

Ballroom Dance Competition

The host runs the ballroom dance competition. This is a great time for a group photo.

Mingling Round #2

Guests mingle, scheme, solve mysteries, and achieve goals. During this time the host interacts with and assists guests.

10:00 **Game End**

The host leads the reveal of the murder plot, crimes, and secrets.

Character List

This game accommodates a party of 15 to 20 characters. Because we love the five supplementary characters, we recommend having a full party of 20 guests.

The Dryads

Mireth	Board Member
Orlif	Board Member

The Elves

Ciel	Elf Nobel
Irid	Elf Nobel
Rhiandor	Elf Nobel

The Encantados

Aquar	Celebrity
Belmaro	Encantado Nobel
Lurim	Weaponsmith

The Fae

Daze	Prince
Neridon	Prince
Velya	Ruler of Miravel

The Gorgons

Kazat	Gorgon Guard
Meraxa	Gorgon Nobel

The Harpies

Flor	Harpy Nobel
Saveris	Royal Guard
Tariq	High Royal Guard
Zerase	King of the Harpies

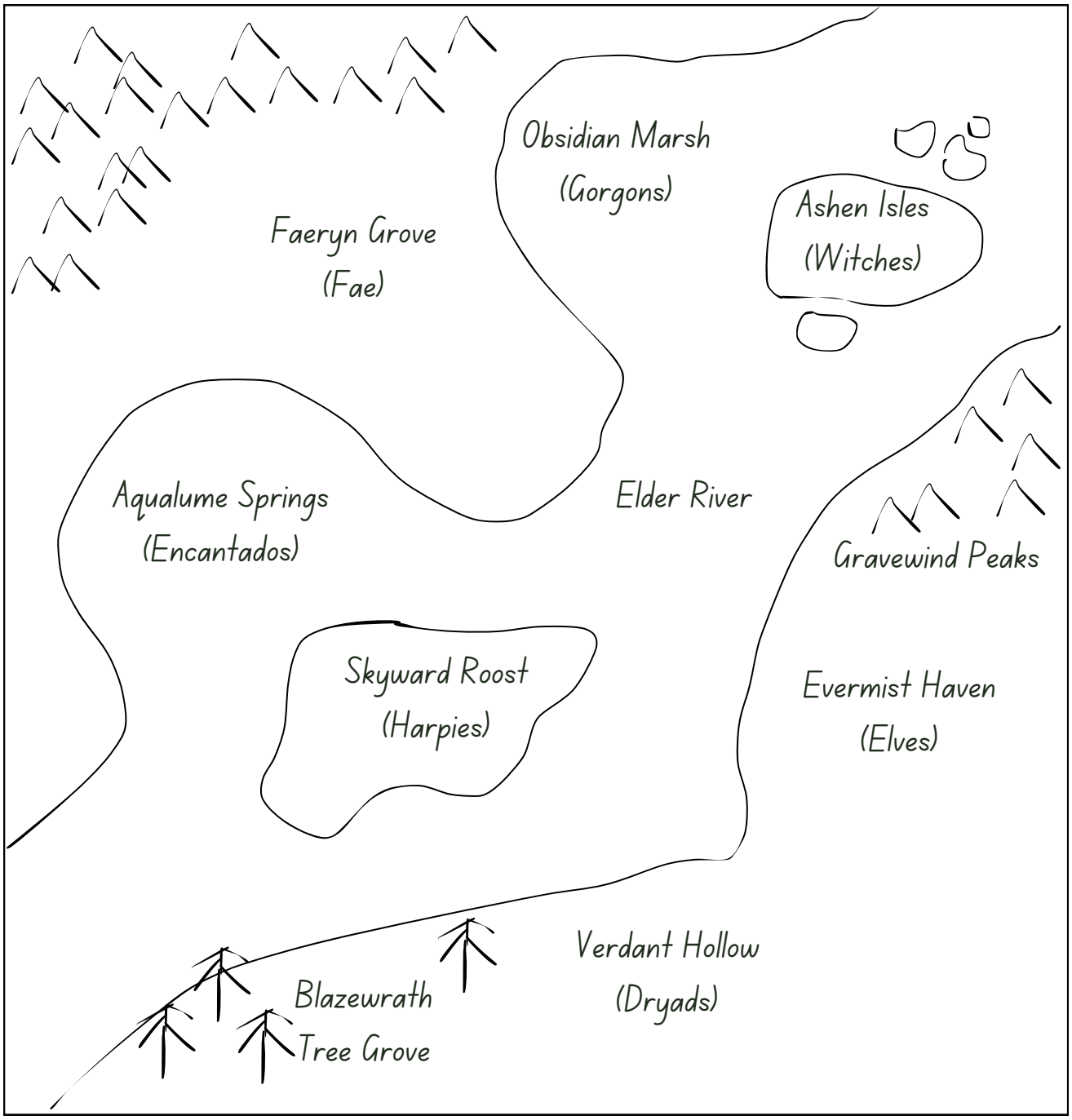
The Witches

Lydia	Witch Council
Selara	Witch Council
Vivian	Witch Council

The Gods

Auren (HOST)	God of Nature

Map of Miravel



Character Sneak Peek

Below is an abridged version of the character packet for Queen Velya. In order to maintain the integrity of Velya's secrets and clues, it was necessary to blackout parts of the text. Purchase the entire kit to discover all that Velya is hiding.

It has not been a good day, and it all started with that [redacted] At first, you considered it a blessing. Yet, there it [redacted] What's more, it left you a gift: [redacted]

This unexpected encounter lifted your spirits, but alas, the day has been in steady decline ever since. It seems to reflect a broader trend—after decades of peace and prosperity, the kingdom of Miravel is facing troubling times. You had hoped to go down in history as the most peaceful ruler the kingdom has seen in a millennium. And it would be well-deserved: you are kind, you speak thoughtfully, and you prioritize the well-being of all. But how can you preserve that legacy now?

The first sign of trouble began a month ago. Each year, the Spring Starlight Butterfly Festival marks the kingdom's transition from winter to spring. The highlight of the festival occurs at midnight when the butterflies migrate across the Elder River, carrying the magic that awakens the land from its icy slumber. This year, however, they are nowhere to be seen. They should have appeared weeks ago in the northwest region of the kingdom.

Starlight butterflies are [redacted] But isn't this supposed to be a peaceful era? Without their magic, Miravel remains locked in a relentless winter. Crops lie dormant, and whispers of famine ripple through the kingdom. The immediate danger is the thickening ice on the river, which threatens the homes of water-dwelling kinds like the Gorgons and Encantados.

Despite sending Fae with fire magic to melt the ice, it continues to thicken, leaving the Fae exhausted. You've lent your own light magic, but it is much slower than fire. The water-dwellers grow desperate, and desperation could lead to violence.

To make matters worse, a Gorgon guard named Lyri was murdered last night. All you know is [redacted]

This incident could be a breaking point for the Gorgons. Though the Gorgons in your kingdom are relatively peaceful thanks to an ancient agreement allowing them to oversee trade in exchange for maintaining harmony, they are notoriously volatile. Without swift resolution, tensions could explode.

Your own [redacted] during the last election [redacted] to the Witches. While the Witches [redacted] unyielding about keeping those unoccupied mountains.

Now, the kingdom faces its next election. Tonight, a new ruler will be chosen, as happens every 50 years. You know of a few candidates already: Tariq the Harpy, Mireth the Dryad, Belmaro the Encantado, and Rhiandor the Elf. However, nominations remain open, and the field could shift at any moment.

What else do you have to worry about tonight? Ah, yes—your grandson Neridon has [redacted] This cannot happen. [redacted] tragically, with the death of [redacted] Because of this, both you and Zerase, the Harpy king, are [redacted] Fortunately, Miravel's laws require [redacted]

Your other grandson, Daze, presents another concern. All Fae royalty are blessed with a [redacted] You worry for his future and what his apparent lack of [redacted]

Despite the turmoil, tradition persists. Tonight, you will host the annual Spring Festival Gala, an event historically filled with joy and celebration. This year, however, the mood will be somber. With the butterflies missing, a murder unsolved, and unrest simmering, your responsibilities as queen weigh heavily on you.

Your heart aches for the kingdom of Miravel. As your reign comes to an end, you yearn to leave behind a legacy of gratitude and honor. But to do so, you must solve the present mysteries and above all, maintain peace in your beloved kingdom.

Character Goals

1. **Unlock the mystery of the starlight butterflies.** Bringing the butterflies back will end the long winter, thaw the ice, and relieve the stress plaguing Miravel.

2. **murder.** [redacted]

3. **Keep the peace.** Your legacy as Miravel's most peaceful ruler in a millennium is important to you. Despite the kingdom's struggles, you will do everything you can to ensure the success of this gala.

Getting Started

1. Investigate further into [redacted]

2. There is a [redacted] See if she will share any insights with you.

Secret & Clue

Your secret is information that you know and would prefer that others do not know. Your clue is information that you know and could hurt the goals of other characters.

SECRET

A [redacted]

CLUE

At the site of [redacted]

Abilities

The following abilities can only be used by you. Follow the instructions, and check off a circle each time you use the ability.

SHED LIGHT

After talking to someone for at least 1 minute, show them this card. They must show you their secret.

Uses: ▫ ▫ ▫

ROYAL CHARM

After talking to someone for at least 1 minute, show them this card. They must show you their clue.

Uses: ▫ ▫