



Welcome to The Blade of Fate! Whether you have played a Foulplay game before or this is your first time, we are excited to have you onboard! Our games are written by geeks for geeks. Get ready to be transported to a new world, immerse yourself as a new character, make some new friends (or enemies!), and solve a murder—all in a couple of hours!

Before you get started, here is a quick rundown of what to expect, as well as a few tips and tricks to keep in mind to make your experience even more enjoyable!

- The first part of the game occurs before the murder. Your character profile below covers who you are, your most important relationships and goals, and a few tasks to try to complete before the murder takes place.
- After the murder, you will receive your goals and objectives for the rest of the game. Make sure to read these carefully, as some of your goals may have changed! You'll then have the rest of the game to solve the murder and accomplish your goals!
- There is no required acting or roleplaying experience, nor a specific way you must play your character. Play to the level you are comfortable with and make the character your own!
- You are allowed to bribe, blackmail, lie, omit, make deals, form relationships, and share information as you feel your character would.
- Your character profile and objectives are a starting point! Your character won't know everything or everyone at the party—it's up to you to talk to other characters, ask questions, look at the evidence, and figure out whodunnit!
- Remember, the main goal of the night is for everyone to have fun in a safe and inclusive space. While you might be on opposing sides, be respectful, a good sport, and remember to include more introverted players.
- If you have a question about what you can and can't do, ask your host!

This game can be played entirely online or in-person with your friends, family, or coworkers! We hope you have a great time playing and would love to see pictures of your party!

You can share these photos with us at foulplaycompany@gmail.com or on Twitter and Instagram with #foulplaygames and #TheBladeofFate

Your Story Starts Here

In the land of Allaron, seven adventurers return from a quest to vanquish a corrupt evil and return the Sword of Stormguard to its home. When the sword goes missing and one of the party members ends up dead, the group will discover how intertwined their fates are as they figure out who among them is the killer.



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Blade

Age: Adult

Role: Warlock

Personality Traits: Selfish, Shrewd, Evasive

You are Blade, also known as "The Shadow of Allaron". You are here for one reason, and one reason only—to betray this party, steal the Sword of Stormguard, and bring it to Lord Geroldin.

Your childhood was a rough one. You lived on the streets your whole life, struggling and fighting every day for scraps. One day you made contact with Taaldin, the God of Deception. They liked your cleverness and deft hands, so you made a bargain with them. You were granted magical powers that enabled you to sneak in and out of places easily and liberate certain items. You do this by moving through the Shadow World, which Taaldin has domain over. You made this your business and made a comfortable living this way. Now a seasoned mercenary for hire, there is not much that you haven't done for coin. In fact, many years ago, you were paid to retrieve the sword of Stormguard from the Emerald Wood.

This is an example of a Character Profile that your guests will receive before they arrive to the party. This gives them information on their backstory, their closest relationships, and what to do when they first arrive

Your quest was to retrieve the Sword of Stormguard that was taken deep to The Emerald Wood to the east by a Thornblood, a powerful, dark creature of nature. The power of the sword combined with its dark magic was corrupting the forest, threatening to destroy it and move to Stormguard and beyond. You managed to defeat the Thornblood and recover the sword.

Now the party is waiting at The Two-Tailed Dragon tavern in Stormguard for Lord Geroldin to collect the sword and bring the promised reward. Some of them might recognize you from previous jobs, but no matter--you've made a lot of enemies over the years. You couldn't hope to remember the specifics.

Your plan is to sneak out tonight during the celebration and take the reward for yourself. Once you return the sword to Lord Geroldin, you will be rich beyond imagination!

When You Arrive:



At the start of the evening, try to accomplish as many of these tasks as you can.

- Talk to Shank. They seem familiar, but you can't place where you know them from.
- Thank Sage for letting you join the party. Well, you were ordered to join the party, but you relish taking wizards down a peg each chance you get
- Talk to Forest. Now that their lands are saved, do they need any hired help? You've done some land cleansing before after evil corrupted an area, maybe they would allow you to help—for a price, of course. You aren't about charity!