

# Game Rulebook: Bloodlines of Fate: The Sacred Succession

Please read this booklet carefully at the beginning of the game.

## Introduction

Welcome to **Bloodlines of Fate: The Sacred Succession**, a tabletop role-playing game set in a world of noble bloodlines, intrigue, rebellion, and power struggles. You and your fellow players will assume the roles of five key characters, each with unique motivations and secrets. Your decisions will determine the fate of a continent divided among three nations, as well as your character's ultimate destiny.

In this game, each player's choices will influence relationships, alliances, and ultimately decide who will rule the continent—or whether the concept of rulership itself will be shattered. Prepare to explore the mysteries of noble blood, confront hidden truths, and determine the fate of three warring nations.

## 1. World Setting Overview

The game takes place on a continent comprised of three major nations:

**The Caldean Kingdom:** A powerful monarchy where noble blood is said to have divine qualities. The current king, Edwin III, prepares to pass the throne to his son, Alfred, during the upcoming **Sacred Lion Succession Ceremony**.

**The Falor Theocracy:** Founded centuries ago by those who rejected the authoritarian rule of Caldean, Falor is a religious nation dedicated to the principle of equality for all. However, within Falor, there is growing internal tension between those who believe in peaceful equality and those with more radical ideologies.

**The Nagari Tribe:** A nomadic tribe formed by former slaves who rebelled against Caldean rule. The Nagari struggle for freedom and survival while attempting to evade recapture by the powerful Caldean forces.

Each of these nations has its own goals, struggles, and secrets. Players will find themselves deeply involved in the politics and ambitions of all three.

## 2. Game Objective

The objective of **Bloodlines of Fate: The Sacred Succession** is for players to navigate their character's personal journey while collectively determining the future of the continent. Each character has unique motivations, secrets, and objectives, and their

interactions will drive the overarching storyline. The game focuses on themes of **self-discovery, cooperation and betrayal**, and **major decisions** that lead to different endings.

### 3. Game Setup

To set up the game, follow these steps:

**Distribute Character Booklets:** Each player receives a character booklet that contains the following:

**World Situation Summary:** A brief overview of the current state of the three nations.

**Character Background:** The character's personal history, motivations, and relationships with other characters.

**Secrets to Conceal:** Key information that the character must keep hidden from others.

**Character Goals:** The public and secret goals that drive each character's decisions throughout the game.

**Introduce Characters:** Players take turns introducing their characters. During this introduction, players may choose how much or how little information to share with the group, based on their own objectives.

**Game Map and Location Cards:** Place the **Game Map** in the center of the play area, and distribute **Location Cards** that represent different areas players can explore during the game.

### 4. How to Play

The game unfolds over multiple **stages**, each consisting of **Exploration** and **Major Decision-Making** phases. Below is a detailed breakdown of each phase:

#### Phase 1: Exploration

**Choose Locations to Explore:** At the beginning of each stage, players choose a location to explore. Locations include:

**Royal Archives:** Discover secrets about the royal bloodline and the truth behind the power of the monarchy.

**Priests' Quarters in Falor:** Uncover the hidden workings and political secrets within the Falor Theocracy.

**Nagari Tribe Encampment:** Learn about the tribe's struggle for freedom and the key figures within the tribe.

**The Chosen Council's Hideout:** Find clues about the hidden organization known as the "Chosen Council."

**Marketplace in Yalma:** Gather information about the people's sentiments, trade, and potential allies.

**Draw Clue Cards:** Players draw **Clue Cards** from each location they visit. Each clue card contains important information—some cards reveal truths, while others contain half-truths or misinformation. Players decide whether to share or withhold this information.

**Public and Private Discussions:** After exploring, players can engage in **public discussions** or **private conversations** to share or conceal the information they have obtained. These discussions will impact relationships and help players determine their next course of action.

## **Phase 2: Major Decision-Making**

**Read Character Updates:** Each player reads the next section of their character booklet, providing updates on their current situation and new objectives.

**Group Discussions and Persuasion:** Players discuss and persuade one another about the next major decision. Each player must weigh their personal goals against the group's objectives.

**Vote and Make a Major Decision:** Players vote on the next course of action. Each vote has the potential to significantly impact the storyline and determine the outcome of the game.

## **5. Major Decisions and Determining the Ending**

Throughout the game, players will face several **major decisions** that shape the story. These decisions are pivotal moments that lead to different endings. Here are some examples of major decisions players will face:

### **Who Should Be the Next King?**

**Option A: Alfred Caldean:** Support Alfred's ascension to the throne and maintain the current narrative of the divine bloodline.

**Option B: Elias Caldean:** Reveal that Elias is the true heir and challenge Alfred's legitimacy.

**Option C: Expose the Truth:** Reveal that the "Blood of the King" is a fabrication and dismantle the idea of the divine right of kings.

#### **Alliance with Falor or Nagari**

Players must decide whether to ally with the **Falor Theocracy** or the **Nagari Tribe**, or to refuse both alliances in favor of maintaining the monarchy's power.

#### **Handling the Chosen Council**

Decide whether to support the **Chosen Council**, expose their secrets, or eliminate them entirely.

#### **Dealing with the Nobles**

Decide whether to appease the noble class or strip them of their power, risking unrest and instability.

## **6. How to Determine the Ending**

At the end of the game, players will determine the final outcome based on the **Major Decisions** they made. Each decision influences the ending, and different combinations of choices lead to different story branches. Here's how to determine the ending:

**Review All Major Decisions:** Players revisit the major decisions they made throughout the game. Each decision has a specific consequence that shapes the narrative.

**Use the Ending Chart:** Consult the **Ending Chart** provided in the game materials. The chart will help you cross-reference your decisions to determine which ending you have reached.

**Reveal the Ending:** Read aloud the corresponding ending description. The ending will detail the fate of each of the three nations and the characters involved. Depending on the players' decisions, the ending may include outcomes such as a united continent under a new ruler, civil war, the establishment of a new government, or the collapse of all ruling powers.

## **7. Game Tips**

**Roleplay Your Character:** Embrace the personality, motivations, and goals of your character. This will make the game more immersive and enjoyable for everyone.

**Share Information Strategically:** Decide whether sharing information will benefit you or put your goals at risk. Sometimes withholding key details is the best way to secure your objectives.

**Expect Betrayal:** This game encourages both cooperation and betrayal. Be prepared for alliances to shift as players' objectives change.

**Consider the Bigger Picture:** While each character has personal goals, remember that the fate of the entire continent is at stake. Major decisions will affect the outcome of the game, so think carefully about each vote.

## **8. Winning the Game**

In **Bloodlines of Fate: The Sacred Succession**, the goal isn't necessarily to "win" in the traditional sense. Instead, the aim is to collaboratively create a compelling and dramatic story. Players should focus on staying true to their character's motivations, making meaningful decisions, and enjoying the journey as the story unfolds.

## **9. Ending the Game**

The game ends once the players reach the final **Major Decision** and reveal their ending. After the ending is revealed, players are encouraged to reflect on the journey and discuss how their decisions shaped the story. The game master (or the players collectively) may also discuss potential follow-up campaigns or explore the consequences of the ending in a future story.

*Now please open your own character booklet and read it.*