



# THE WYCH ELM



Welcome to The Wych Elm! 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](mailto:foulplaycompany@gmail.com) or on Twitter and Instagram with #foulplaygames and #thewychelm

## Your Story Starts Here

In 1943 in Worcestershire, England, four children found a human skeleton in the hollow of a wych elm while playing in Hagley Wood. Several years later, graffiti started appearing near the site asking "Who put Bella in the Wych Elm?" To this day, no one knows the identity of Bella, what happened, or why. Since this gruesome discovery, Worcestershire has never been the same and the four have remained haunted by what they saw, in more ways than one. Fifteen years later, they return to the Hagley Estate on Halloween night to put the past behind them.



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# CONSTABLE ROBIN HART

**Age: Adult**

**Role: Constable of Worcestershire**

**Personality Traits: Determined, Focused, Practical**



You are Robin Hart, one of the four children who found “Bella’s” skeleton buried in a wych elm. While the story became legendary in your quiet hometown--especially around this time during Halloween--only a few know the truth as to what really happened. It started as an afternoon hunting for bird’s nests in Hagley Wood, but Quinn decided it would be more fun to play a prank on Jamie. It was foolish, and to this day you are sorry you went along with it, but you idolized Quinn. As a joke, Quinn tied them to the wych elm you found. You left them there for a laugh, but as the sun set, Harper made you turn around and go back to free them.

When you reached into the tree to untie them, you found the skeleton. Jamie was eerily calm, but you were terrified. Jamie claimed they saw a ghost and Quinn made Jamie swear to keep it all a secret. Upon returning home, Jamie told their parents everything.

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

Department, you have been assigned to the investigation, which is a bit of a stretch for you. The investigation, Quinn has been killer all over the place. You were fascinated by the week, her remains in the Wych Elm. The investigation, Quinn has been killer all over the place. You were fascinated by the week, her remains in the Wych Elm. The investigation, Quinn has been killer all over the place. You were fascinated by the week, her remains in the Wych Elm.

While “Bella” had long been a cold case, you haven’t told the others you have reopened it for investigation. It’s a small town and word travels fast, so best keep it to yourself for now. Tonight will be eventful, to say the least. With the death of Richard Gable, Quinn and Harper have returned to town to settle his affairs. Quinn’s spouse, Lane Cobham-Gable, insisted on inviting everyone to the estate to discuss the anonymous messages and to say goodbye before they finalize the estate sale to local buyer Blair Evans. You know Jamie and Quinn never really made up, so the night will be awkward at best. Still, it’s a good opportunity to inquire more about the strange events that have been going on. Whether they turn out to be merely Halloween pranks, it’s your job to ask questions and find out!



## When You Arrive:

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

- Apologize to Liege Cobham for the frequent patrols of their estate and reassure them it will soon be unnecessary.
- Inquire if anyone has received an anonymous message or seen anything odd as of late.
- Catch up with Harper and Quinn. What have they been up to since they moved away?
- You’ve seen Jamie Payne once or twice at Hagley Estate. Ask them what business they have on the grounds.