

Book of Mirrors



A SUPPLEMENT FOR **BLUEBEARD'S BRIDE** THE TABLETOP RPG

BOOK OF MIRRORS



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created by **WHITNEY "STRIX" BELTRÁN, MARISSA KELLY, and SARAH RICHARDSON.**



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WHAT IS THIS?

THE BOOK OF MIRRORS is a supplement for **BLUEBEARD'S BRIDE**, a tabletop roleplaying game of supernatural horror set in a familiar fairy tale. The game is a little different than the fairy tale, in that a group of players explore Bluebeard's home together as the newest Bride and create their own version of the dark fairy tale.

Yet the **BLUEBEARD'S BRIDE** game echoes throughout time and space, horror and beauty colliding in infinite combinations. Bluebeard takes on different faces, different domains...and different wives. And the Bride discovers new opportunities to prove her faithfulness to Bluebeard...or to fall into the shameful trap of curiosity, revealing her disloyalty for all to see.

THE BOOK OF MIRRORS allows players to take on the role of different kind of brides—some that may or may not have marriage on their minds—and gives you the keys to explore the grounds of new estates that range from a Dark Carnival of Wonders to the Granville Correctional Facility. Nothing is what it seems, and yet all are chilling and familiar.

HOW DO I USE THIS BOOK?

THE BOOK OF MIRRORS contains five new playsets for **BLUEBEARD'S BRIDE**—each featuring a letter framing the new version of the game, specific Groundskeeper advice, new Sisters, and custom move sheets and play materials.

In other words, each playset contains *everything* you might need to play an entirely different version of the original game.

We begin with a story that verges on the familiar, the Son of a runaway bride returns to explore the horrors of his father's mansion. After that we visit an English boarding school in the 1800s—a Teacher must decide what she is willing to do to keep the children safe from her feminine corruption. Thirdly, the Patient of an asylum struggles to find her role in a mental hospital of the 1910s.

Subsequently, a Showgirl looks for her true calling in Bluebeard's 1950s Dark Carnival and—finally—a Guard of a 1980s correctional facility must prove herself to the inmates, her fellow guards, and the blue-bearded warden.

THE BOOK OF MIRRORS relies on the rules, advice, and references already addressed in the core rulebook for **BLUEBEARD'S BRIDE**. Do not get ahead of yourself, lest you find yourself in over your head. You should first dirty your hands as the Groundskeeper of the original game *before* diving into the role for these new tales and stories.

Players and others may enjoy perusing the book to discover how the game changes with each playset, or to see what horrors Bluebeard has in store across the many tales contained within these pages. Each tale of woe drawn from **THE BOOK OF MIRRORS** will be different each time it is told; do not assume you know what lies in store for any who enter Bluebeard's web of suffering...





CHAPTER 1

Bluebeard's Legacy

Dearest Son of Mine,

Thank you for your letter, along with its kind and precious gifts. I can lay to rest all your concerns—yes, I am indeed your father, and you are indeed my heir.

I know you must have heard rumors of my illness. Allow me to speak to those concerns: my health wanes, but I remain capable. I hope my good humours last long enough that I might behold your face with my own eyes, but I fear the worst.

I hereby invite you to our manor, to inspect your inheritance and birthright. I fear that by the time you reach the estate I might no longer be among the living, but that changes little. You and I, we are connected, and you need to see this manor—and all that I have left for you—whether or not I still reside within it.

Your mother has certainly told you terrible stories of me, after all that nasty business so many years ago. She fled from the manor in the night, before we could truly speak; I believe something must have struck her ill and brought phantasms to her weakened mind, phantasms I was not given the chance to dispel with reason.

Since then, I understand that she holds me the greatest sort of monster, but not so horrible as to diminish her love for you, the blood of my blood. If even she must hold such a doubt in her heart, then you must acknowledge that her stories may be false. I implore you to believe me when I say they are naught but the slander of an ill mind.

Come to the manor. Claim your inheritance. Here you will find the deed to the property and enough money to provide for you and your life, although sadly, not enough for your sons. If you do not come to claim these funds, I fear that others with poor intent will attempt to take from us our family's right to the land and property.

I trust that you agree with me when I say that our family's domain should remain within our family. This house, and all its noble history, belongs to us. And only us.

I know that you will fall in love with the estate as soon as you spend some time in its halls, just as I did as a young boy. It will awaken in you a part of yourself you may only be dimly aware of, a part that is the truest part of you.

Please, come. Explore the estate, and find yourself.

I will be in my chambers, either lying in state or resting. The servants have orders to keep my body there, in the event that I do pass. Enclosed in this letter are the keys to the estate, but please do not enter into my chambers unless specifically invited. I do not wish for you to see my corpse the first time you behold my face.

The servants have been ordered to obey your commands in all regards. They will look for your mother's wedding band upon your finger as a symbol of authority—I believe you said you still have it in your last letter. Please wear it when you come here.

I hope to live long enough to hear your footsteps in our entrance hall. Come soon, my son.

Your loving father,

Bluebeard

P.S. I do miss your mother and her beauty. She haunts my heart, even now—the love that got away. Please, if you see her, tell her I never stopped loving her. And do be the good boy I know she has raised you to be. Stay out of my chambers.

GROUNDSKEEPER ADVICE

The Bluebeard's Legacy playset is an opportunity to explore the estate of your late father, Bluebeard.

How will the Son interpret the rooms of his father's house? Will he reject the tales his mother spun, claim his birthright, and remake the estate in his own image? Or will he reject his father's legacy, leaving the mansion to rot? Or perhaps—as noble as the Son's intentions may be—will he succumb to madness?

KEY DIFFERENCES

Bluebeard's Legacy inherits many of the tropes of the original **BLUEBEARD'S BRIDE** game. Below is advice on how to fit the dark fairy tale to a new shape and form.

The Son, Not the Father

Do not assume that this playset allows the players to take on the role of Bluebeard himself. They are but a boy, doomed to witness the horrors his father has brought to bear over the years, a grotesque legacy waiting in the shadows of the estate to ensnare them.

Yet...an estranged son is not destined to become his father's monster. The path laid out before this young man is most real when the Son feels the weight of a conscience. He is a boy who wishes to care for his mother, who may feel sympathy for a "misunderstood" father, but who may still grow to be a better man.

Bluebeard's Servants & Horrors

The horror of **BLUEBEARD'S BRIDE** is often rooted in the Bride's powerlessness, her need to rely on others to accomplish even basic tasks. The servants may respect her authority, but most despise her for her weakness. Some even feed on her fear, terror, and loneliness, finding in her what they cannot get from Bluebeard.

The same is true for the Son. Some members of the household will see him as a babe to be nurtured and protected, a son they never had. Others will mistake him for his father, their despair palpable as they relive the nightmares caused by the master of the house through the innocent young boy. Others will try to seduce or mislead him, hoping to become favorites once he takes his place as master of the estate.

Fill the haunted hallways of the house with those who have been affected by Bluebeard's reign. Give the staff and monsters desires that show they are aware of what the Son represents. Let them intimidate the Son, beg for his forgiveness, or prey upon his innocence.

He is a unique opportunity for their hungers, a child who may yet become a vessel for his father's cruelty, a boy who may be too weak-hearted to master the role his progenitor wishes to see him take on in the mansion.

The Continuity Of His Legacy

You may be concerned about where this story fits in to the history of the Bride's tale. How, you might ask, could the Bride have given birth to a child? When did they consummate the marriage? Where would she have kept the boy after fleeing the estate?

Bluebeard has many wives, some of whom were murdered, some who lost their minds, some who even managed to escape. The cycle, like Bluebeard, is endless and eternal. It repeats and repeats and...

Any of his disloyal Brides may have been fortunate enough to escape the mansion with a son in their womb. But Bluebeard is not likely to allow such a Bride to go unwatched; as he lies on his deathbed, dying of natural causes, the need to continue his legacy grips at his soul. Or perhaps he is not concerned for anything more than one more chance to rope his Bride—the one that got away—back into his clutches.

Whatever his reasoning, Bluebeard would not have left the fate of his estate in the hands of just one Son. Much like the Brides, the Son may believe he is unique, but he is one of many who the old man has invited to the mansion before now. Some find death awaiting, some lose their minds, some even become Bluebeard himself. This story has no happier ending.

HISTORICAL INSPIRATION

In many cultures and societies, male heirs come under undue pressure to take up and continue a legacy—for good or ill. Children are judged by the sins of their fathers; entire family lines wiped out by a damning rumor, or frightful crime committed by a progenitor.

Even without strict laws to enforce this dynamic, young men often find themselves at a loss when trying to confront the controversial truths of a parent's past. A son has a need to discover his roots, to learn the truth of his father's path, no matter what tales his mother had told him. He must see it himself.

And yet he runs the risk of becoming what he fears.

We walk our own paths. Even when we follow in the steps of others, the life we lead and the choices we make along the way are our own. So it is with the Son.

MEDIOGRAPHY

FRAILTY
THE NINTH GATE
AMERICAN HORROR STORY: MURDER HOUSE
THE OMEN
STAR WARS
THE SHINING



THE SON

"Father knows best...but now he's gone."



Do you arrive at the final room as a faithful Son
whose trust in his generous father is well placed?
Or are you a disloyal Son, who harbors unkind suspicions?

FAITHFULNESS



DISLOYALTY



THE FINAL ROOM

"You traveled these dark halls in search of a truth most divisive. Each room provided you with all the evidence you desired to make that one fateful choice. Now you stand before the forbidden final room and you must decide..."

FAITHFUL OUTCOME

When the Son collects enough evidence to exonerate his father as a Faithful Son, he faces a terrible choice.

Go around the table and ask the Brothers if the Son chooses to...

ENTER THE ROOM?

- ◆ What piece of Bluebeard's attire does the Son adopt for himself?
- ◆ How does the Son know his father would have approved of his first wealthy bride?
- ◆ How does the Son ensure she does not deny his request for her hand?
- ◆ How does the Son convince his mother to come live with him at Bluebeard's house?

THROW AWAY THE KEY?

- ◆ What excuse does the Son give the townsfolk for his refusal to take a wife, despite claiming his father's estate?
- ◆ What additions does the Son make to his father's house now that he is the lord of the manor?
- ◆ What does the Son squander the family money on?
- ◆ What does the Son do when his mother refuses to come live with him in his father's house?

DISLOYAL OUTCOME

When the Son collects enough evidence to condemn his inheritance and his father as a Disloyal Son, he faces a terrible choice.

Go around the table and ask the Brothers if the Son chooses to...

BURN THE ESTATE TO THE GROUND?

- ◆ What last words did the Son utter before cutting out his own tongue?
- ◆ Which of his father's rooms haunts the Son's dreams every night?
- ◆ What object from the house did the Son save from the fire?
- ◆ How does the Son's mother treat him cruelly upon his return?

RUN AWAY, ABANDONING HIS NAME?

- ◆ How does the Son stay hidden from the law, avoiding retribution for his family's crimes?
- ◆ What punishments befall his mother for her crimes and sins?
- ◆ How does the Son hide the truth of his Legacy from his first wife?
- ◆ What tragic circumstances lead to the death of his second wife?

SHATTERED OUTCOME

When the Son Shatters completely, his fragmented mind now craves things it did not before. He now faces a terrible choice.

Go around the table and ask the Brothers if the Son chooses to...

BECOME BLUEBEARD?

- ◆ How does the Son add new dangers to his father's house?
- ◆ What does the Son's final, forbidden room look like?
- ◆ What does the Son look for in his brides?
- ◆ What about the Son's newest bride makes him worried?

JOIN THE OTHER BRIDES AND SONS?

- ◆ What room does the Son take up permanent residence within?
- ◆ What hunger does the Son desperately need to fill?
- ◆ How does the Son know his half-brother is on his way to succeed when the Son had failed as a man?
- ◆ How does the Son prepare for his step-brother's arrival?

THE GROUNDSKEEPER

YOUR TALE OF BLUEBEARD'S SON

1. The letter is read aloud.
2. The Brothers are created.
3. The Son is left alone at Bluebeard's home.
4. One by one, the rooms are explored:
"The room beckons. You enter, and the door closes behind you."
5. Evidence is gathered.
6. The final room is exposed.

AGENDAS

- ◆ Make the Son and his experiences feel real.
- ◆ Fill the Brothers' lives with fear and horror.
- ◆ Play to find out what the Son chooses.

PRINCIPLES

- ◆ Breathe unnatural life into the house.
- ◆ Address yourself to the Brothers, not the players.
- ◆ Give each inhabitant of the house a drive.
- ◆ Ask about the Son's fears and build on the answers.
- ◆ Veil your moves with mystery.
- ◆ Fill the house with the echoes of violence.
- ◆ Blur the line between the ordinary and the monstrous.
- ◆ Center the story on women's experiences.
- ◆ Remind the Son of the monster he may still become.

GROUNDSKEEPER MOVES

- ◆ *Hint at off-screen horrors.*
- ◆ *Present evidence of previous brides' suffering.*
- ◆ *Invoke the house's memories and secrets.*
- ◆ *Undermine the Son's senses.*
- ◆ *Remind the Son of his limits, physical and social.*
- ◆ *Put the Son in danger, emotional or physical.*
- ◆ *Inflict trauma, as established.*
- ◆ *Introduce a servant or horror.*
- ◆ *Offer an opportunity at a cost.*
- ◆ *Turn their move back on them.*
- ◆ *Make a room move.*
- ◆ *After every move: "What do you do?"*

ROOM LIST

armory, artist's studio, attic, aviary, ballroom, bathroom, bedroom, butler's pantry, chapel, classroom, craft room, dance studio, den, dining room, drawing room, dressing room, family room, fencing room, furnace room, gallery, great hall, guest room, infirmary, kennel, kitchen, laboratory, laundry room, library, mausoleum, music room, nursery, observatory, pantry, parlor, servants' quarters, sex room, shrine, sitting room, smoking room, solarium, stables, staircase, storage room, study, torture chamber, toy room, utility room, vault, wine cellar

GIFTS

(THE SON'S SUBMISSION)

Animus:

Fatale:

Mother:

Virgin:

Heir:

LOOK

(THE SON'S INSECURITIES)

Hands:

Mouth:

Figure:

Eyes:

Hair:

WHAT WAS LEFT BEHIND

(THE SON'S FEARS)

Animus:

Fatale:

Mother:

Virgin:

Heir:

ROOM THREATS

FATHERHOOD

SUBSETS

- ◆ Abuse
- ◆ Estrangement
- ◆ Family
- ◆ Grief
- ◆ Sacrifice

ROOM MOVES

- ◆ Challenge his domestic abilities
- ◆ Tell him why he should be self-conscious of his body
- ◆ Pamper him so he knows he doesn't deserve it
- ◆ Use physical discipline to remind him it's his fault
- ◆ Tie him down with someone else's child or mother
- ◆ Show him what could have been through reflections
- ◆ Reveal physical evidence of an abortion or stillbirth
- ◆ Tempt him to spill blood to save another
- ◆ Smother him with the needs of others
- ◆ Repeat phrases and relive scenes until he gets it right

LINEAGE

SUBSETS

- ◆ Dishonor
- ◆ Identity
- ◆ Power
- ◆ Pretense
- ◆ Privilege

ROOM MOVES

- ◆ Mistake him for Bluebeard
- ◆ Tell him he is not worthy of his father's name
- ◆ Comment on the similarities between him and his mother
- ◆ Show him who has the real power here
- ◆ Claim his seed as your own
- ◆ Make him look like Bluebeard
- ◆ Give him rules of honor to follow
- ◆ Tempt him with validation
- ◆ Submit to his every desire
- ◆ Ask for responsibility and status

RELIGION

SUBSETS

- ◆ Instruction
- ◆ Possession
- ◆ Punishment
- ◆ Rituals
- ◆ Underworld

ROOM MOVES

- ◆ Haunt him with former figureheads, plagues, or fluids
- ◆ Force him to confess his sins
- ◆ Educate him on how to be a pious son
- ◆ Trigger a ritual, hunt, or initiation
- ◆ Possess an object in the room like a bed, or a dress
- ◆ Surface what is buried underfoot
- ◆ Tempt him with sinful acts: orgies, theft, or murder
- ◆ Use violence and love to teach him how to think
- ◆ Surround him with iconography that hurts or heals
- ◆ Celebrate his relationship to Bluebeard

VIRILITY

SUBSETS

- ◆ Aging
- ◆ Death
- ◆ Duty
- ◆ Image
- ◆ Sterility

ROOM MOVES

- ◆ Clutter the room with insurmountable responsibility
- ◆ Give him a child
- ◆ Take his independence
- ◆ Afflict him with sores, liver spots, and frail bones
- ◆ Give him the tools he needs to be handsome
- ◆ Seduce him and laugh at his childish efforts
- ◆ Mirror his youth with death and decay
- ◆ Demand he prove his manhood
- ◆ Trade his first-born for a boon
- ◆ Trap him in heavy fabrics, finery, and furs



THE MOVES



SCION MOVES

CARE FOR SOMEONE

When you **CARE FOR SOMEONE** (servant or horror), you ease their suffering and bridle their torment.

They may demand a demonstration of your sincerity.


INVESTIGATE A MYSTERIOUS OBJECT

When you **INVESTIGATE A MYSTERIOUS OBJECT** from a room, ask two:

- Whose item is this?
- What memories does this item hold?
- What about this item is odd or uncanny?
- Why did Bluebeard keep this item?

TAKE STOCK

When you **TAKE STOCK** of a tense situation, ask one:

- What stalks the Son from the shadows?
 - What traps have been laid for the Son?
 - What does this place demand of the Son?
 - What horror here is hidden from the Son?
- 



RING MOVES

SHIVER FROM FEAR

When you **SHIVER FROM FEAR**, name the thing you are most afraid will happen; the Groundskeeper will tell you how it's worse than you feared. Keep the ring and choose two, or pass the ring and choose one:

- It infects the Son with its perversion.
- It has the Son in its clutches right now.
- It speaks to you. Take one trauma... Just you, Brother.

CARESS A HORROR

When you **CARESS A HORROR**, roll +Blood. On a hit, the horror is swayed by your stroke; direct what was intended for you to another victim in the house.

On a 7-9, it will shift its attention, but only if you participate in some way.

DIRTY YOURSELF WITH VIOLENCE

When you **DIRTY YOURSELF WITH VIOLENCE**, roll +Carnality.

On a hit, you inflict trauma as established and choose one:

- Disable them
- Silence them
- Mutilate them

On a 7-9, choose one from below as well:

- Your vulnerability opens you up to trauma
- Your carelessness leaves you in a bad spot

CRY OUT FOR HELP

When you break down and **CRY OUT FOR HELP**, roll +Resilience.

On a hit, a house servant comes to address your concerns and calm your hysteria.

On a 7-9, they help you, but they first need proof of your loyalty to Bluebeard.

GIVE UP THE RING

When you voluntarily **GIVE UP THE RING**, pass the ring to the next Brother. You are immune to trauma until that Brother passes the ring.



EXIT MOVES

ESCAPE

When you attempt to **ESCAPE** *without* proposing a truth, the Groundskeeper will offer you a hard bargain or ugly choice. If you pay the price, you escape.

PROPOSE A TRUTH

When you **PROPOSE A TRUTH** about a room, detail what you think happened in the room, to whom, and why. Next describe the token you take that supports your interpretation of what happened here and mark it on the appropriate token track.

- If it is a **TOKEN OF FAITHFULNESS**, you are closer to proving that your trust in your father is well placed; heal one trauma.
- If it is a **TOKEN OF DISLOYALTY**, you are closer to proving that your unkind suspicions about your father are true; mark one trauma.



HEIR

Your body, your face, your eyes—all his.
Others cannot deny the resemblance...not
even your mother.



FUNERAL PREP

- ◆ What is the Son's hair like?
- ◆ How do others like you to wear it?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Son?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the funeral? Why did you choose this?
- ◆ Do you trust your generous father, Bluebeard, or do you hold unkind suspicions? Why is that?

BROTHERLY BONDS

Your brothers are not nearly as important as your father, but...

..._____ is a useful tool. Explain how they helped your pursuit of your heritage.

..._____ makes you look weak. Explain what you have done to make them stronger.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

LORD OF THE MANOR

.....
Scribe your name into the wall, the floor, or an object to make it yours. Mark one trauma and the groundskeeper will reveal its secrets to you, and tell you how it changes to honor your ownership.

THE HERO

.....
When a fellow Brother shatters, you take their strength. Add a +1 to whichever stat they most relied upon.

THE ARISTOCRAT

.....
When you **CARE FOR A SERVANT** by coldly ignoring their flaws, they will adopt a piece of your needs as their own.

TRAUMA TRACK





ANIMUS

You hold onto righteousness with both hands. Others admire your strength and bow to your will.

FUNERAL PREP

- What are the Son's hands like?
- What weakness do you give away when others hold your hand?
- What are you leaving behind from your provincial life to become Bluebeard's Son?
- When you first met, what loving gesture did Bluebeard make that won you over?
- What gift did you present to Bluebeard before the funeral? Why did you choose this?
- Do you trust your generous father, Bluebeard, or do you hold unkind suspicions? Why is that?

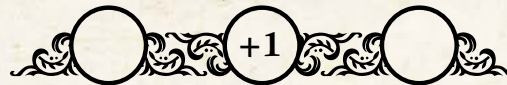
BROTHERLY BONDS

You hold yourself apart from your brothers, but:

..._____ is the only one who soothes you. Explain a time they calmed your rage.

...you are envious of _____. Explain why you can never compare to them.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE BRUTE

When you *INVESTIGATE A MYSTERIOUS OBJECT* by breaking it, ask a follow-up question about the object. Its essence still remains, but the item can no longer be investigated by any Brother.

THE ROOSTER

Mark one trauma to give a direct order to an NPC. They do it, but choose one: Your order...

... is carried out to the letter and then some.

... is overwhelming and carried out sloppily.

... is not something they can do, and a third party steps in to carry it out.

THE SHIELD

When one of your Brothers marks trauma, explain to him how the trauma he is experiencing is his fault, then ask if he believes you. If he believes you, he marks one less trauma. If he rejects your explanation, mark one trauma as you experience the shame of your own impotence.

TRAUMA TRACK





FATALE

You drip sensuality from your lips. Others watch your every move and crave for you to take control.



FUNERAL PREP

- ♦ What does the Son's mouth look like?
- ♦ How do others keep him quiet?
- ♦ What are you leaving behind from your provincial life to become Bluebeard's Son?
- ♦ When you first met, what loving gesture did Bluebeard make that won you over?
- ♦ What gift did you present to Bluebeard before the funeral? Why did you choose this?
- ♦ Do you trust your generous father, Bluebeard, or do you hold unkind suspicions? Why is that?

BROTHERLY BONDS

Your brothers are who they are, boring and predictable. But...

... _____ has no idea of a man's true power.

Explain why you wish to teach him.

... you try to draw in _____ with your seductive aura. Explain how you hide your insecurities from him.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE DANCER

Remove a piece of your clothing to **CARE FOR SOMEONE**. That item of clothing is lost to you forever, but it feeds the appetite of the horror or servant until the Son speaks again.

THE MASTER

You are the one really in control. Mark one trauma to take the ring from your Brother.

THE SPIDER

Your beauty and charm get you what you want. When you trap a servant or horror with your mastery of the seductive arts, they will tell you a secret about either the house or Bluebeard.

Mark a trauma to ask a follow-up question.

TRAUMA TRACK



MOTHER

*You walk with authority.
Others ache for your approval, and
long for you to soothe their wounds.*

FUNERAL PREP

- What is the Son's figure like?
- What do others wish was different about it?
- What are you leaving behind from your provincial life to become Bluebeard's Son?
- When you first met, what loving gesture did Bluebeard make that won you over?
- What gift did you present to Bluebeard before the funeral? Why did you choose this?
- Do you trust your generous father, Bluebeard, or do you hold unkind suspicions? Why is that?

BROTHERLY BONDS

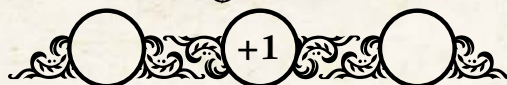
You know best, and try to guide your wayward brothers, but...

... _____ irritates you with their obstinance.

Explain a time they undermined your authority.

...you trust _____ to have your back. Explain a time they supported you in a time of need.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE BEAR

When a Brother provokes trauma, you can step in and punish the Brother who truly deserves it. Tell the guilty Brother to mark the trauma instead, and mark one trauma for yourself as well, as your failure to prevent this is self evident.

THE KINGMAKER

When you insist a male servant or horror deserves more power than they currently have and give them a gift, you have found your champion. Heal one trauma.

THE MARTYR

You will take your love to the ends of this world. When you offer forgiveness for a Brother's sins, mark trauma, one for two, to heal that Brother.

TRAUMA TRACK





VIRGIN

*You see beauty where there is none.
Others seek comfort in your warmth
and delight in your obedience.*

FUNERAL PREP

- ◆ What do the Son's eyes look like?
- ◆ How do others know you want them when they gaze into your eyes?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Son?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the funeral? Why did you choose this?
- ◆ Do you trust your generous father, Bluebeard, or do you hold unkind suspicions? Why is that?

BROTHERLY BONDS

You trust your brothers... for the most part, but...

..._____ blackens your innocence with his every word. Explain how he became your enemy.

..._____ often helps you play tricks on the others. Explain a time when he was your ally in mischief.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE LILY

.....
Your beauty is a candle in the darkness. When you **CARE FOR SOMEONE** by showing them something beautiful, you do not have to demonstrate your sincerity.

THE MOTH

.....
When you **INVESTIGATE A MYSTERIOUS OBJECT** by placing yourself in immediate danger, the Groundskeeper asks you a question off the list provided. Your answer is truth. Mark a trauma to earn a second question.

THE VICTIM

.....
When you **CARESS A HORROR** by inviting it to come closer, mark one trauma to take a 10+ instead of rolling.

TRAUMA TRACK



SHATTERED

When you shatter, read the following passage aloud.
When a new Brother shatters, read it along with him:

WE ARE NO LONGER WHOLE...
OUR CONNECTION IS SEVERED. OUR MIND IS FRAGMENTED.
OUR DEEPEST FEARS ARE EXPOSED. OUR BODY SERVES OUR FATHER.
AND I WELCOME HIS LEGACY.

When a Brother misses his roll, the Groundskeeper may look
to you to describe what happens to the Son.
Use the following prompts to help describe what happens to the Son:

- Answer with what you find frightening.
- Illuminate the horror in beauty as well as gore.
- Describe interesting details using all five senses.





CHAPTER 2

Boarding School

To Our Newest Teacher,

I regret to begin without preamble on such serious issues as these when writing to someone for whom I hold such high regard, but it seems I must. It is time for us to evaluate our newest faculty members, and you are a particularly troubling case.

You've been accused of provoking, harassing, and corrupting some of our students. We take such accusations seriously; our fine institution has been under threat from such feminine presence before, and ever since we have made sure to keep a firm watch on those of the softer sex we deem suited to enter our refined halls.

We favor expulsion and banning of such teachers, before they can ruin the innocent youths of our institution. The children should be our priority, after all.

In your case, however, I have decided to make an exception. I believe you can do well for yourself here, if you can somehow restrain your feminine wiles.

As such, I am summoning you to the school for this upcoming winter break. I imagine this may even be a kindness for you, considering your poverty and lack of family. You will remain here for the duration of the break, to oversee the grounds. There will only be a modest number of students remaining here. Most other teachers prefer to go home and visit their families during such a time, but you, of course, remain husbandless and have no other obligations.

Please take some time to think on your relationship to the faculty, the students, the school, and to me. I understand that you are a woman and therefore by nature a curious creature, and perhaps to defeat your own urges you must indulge them to some extent. So please, wander the grounds as if they were your own estate.

But consider how else you might restrain yourself—namely, through the kindness of a good husband. I do believe that all that stands between you and great success here at Wolfmoor might be your bare ring finger. And if I may be so bold, I am in a position to help you with this, after the passing of my poor wife in this yesteryear. If it would help someone as beautiful and full of potential as you, I would be happy to grant my assistance. But you must be sure you know your will.

You will find the keys to the school contained in this letter. My study is the only place that is off-limits; the rest of the school is yours to explore. Perhaps a thorough exploration of the grounds will clarify things for you.

I will be away when you are due to arrive at the school, but I hope to return to find you ready to overcome your personal defects, to conform to the high standards of our institution, and to accede to my kind offer.

Take place and guidance from our school motto: *Imperium in bestia et ceterorum domantur*. I have included a crest of our school, both to symbolize the authority and trust I have placed in you, and to allow you to easily look down at it and remind yourself of those words. Trust in the crest.

Yours respectfully,

"Bluebeard"

Headmaster of Wolfmoor

P.S. I deeply appreciate your gifts and gestures of kindness after the death of my last wife; they show to me a kind soul, one I would care to help. Sometimes, the feminine mind can be quite charming. But while my heart may be yours for the taking, again I reiterate, do not enter my private study.

GROUNDSKEEPER ADVICE

The Boarding School playset is an opportunity to explore a 19th century English boy's boarding school.

How will the Teacher submit to the demands of her superiors? Will she accept the Headmaster's generous offer of marriage? Or will she refuse his kindness, falling prey to the corrupting desire for independence? Or perhaps—as much as she loves her work—will she find herself cracking under the pressure?

KEY DIFFERENCES

The Boarding School inherits many of the tropes of the original **BLUEBEARD'S BRIDE** game. Below is advice on how to fit the dark fairy tale to a new shape and form.

Rooms & Keys

The Boarding School playset uses rooms and keys—the Teacher bears a crest of Wolfmoor Academy instead of a ring—but otherwise she moves through the school in a fashion similar to that of the original story.

Yet the school's nature and the time of year are different. The rooms should ultimately conform to what you might find at an actual school—but with their own nightmarish twists and students. Furthermore, the Teacher is here during the winter, and the school has been largely shuttered and closed down for the break. Emphasize the cold, and its lonely emptiness.

Students & Staff

The Boarding School has two primary kinds of denizens besides the horrors themselves: staff and students.

The staff members are the individuals who keep the Academy running—chefs, custodians, groundskeepers, ministers, and the like. They should not include other teachers—the Teacher is on her own in the Boarding School—although other teachers may show up at the school as horrors or nightmares.

A few students have stayed on at the Academy during the winter break, and they should be the primary human inhabitants the Teacher encounters while wandering the grounds. The students occupy a different position from other characters—they are the Teacher's wards, looking to her to fulfill their needs, from learning to care to protection.

Use the students to make demands of the Teacher from a position of inferiority. If the Teacher does not meet those demands, make them again, but as threats or dire warnings. The students of the Boarding School can be as dangerous as anyone, especially when they decide to assert their blossoming role as demanding and callous men. The Teacher may forget her role initially, but they are all too happy to remind her what place she is doomed to hold.

Isolation Breeds Desperation

The Teacher's dilemma in Boarding School centers on whether or not she should accept Bluebeard's offer of marriage to keep her job. It appears to be the only way she can retain her position, so she is investigating the fullness of Wolfmoor to determine if Bluebeard is the kind headmaster he pretends to be, or if he is something else.

That said, the Sisters will sometimes try to weasel out of this particular situation. "We don't need this job," they'll say, or "We'll just leave," or "We'll find another job."

These additional options don't exist. The Teacher was lucky to find this job in the first place; if Wolfmoor fires her, she will never find another job as a teacher, and will be sacrificing all she has worked for.

What's more, it is winter, and Wolfmoor is secluded—there is nowhere to run easily. Describe the cold howling winds outside. Use staff members to remind the Teacher how lucky she was to find this position, and what she is likely to become without it—poor and destitute, dying alone, or perhaps just the property of another man, one with far baser tastes than Bluebeard.

The Teacher has nowhere to run. She must make her decision and live with whatever consequences she has wrought through her difficult choices.

HISTORICAL INSPIRATION

19th century England was a world in which the plight of a woman like the Teacher was fairly severe. She could not vote or sue others in court. She could own property, but only that which she inherited, and those rights would dissipate as soon as she married. She was expected to be uneducated, and to limit her professional interests to small, specific spheres (childcare, for example).

An unmarried woman was already morally questionable, especially as she grew older. The slightest mark could besmirch her reputation, leaving her socially destroyed, fundamentally unhirable, and consigned to the care of her male family members...or to the burgeoning and harsh industrial areas of the country.

And yet a teacher is a preparer of future generations, essentially a servant to them, beholden to them, and not in a position of respect for herself.

MEDIOGRAPHY

THE ORPHANAGE

THE AWAKENING

THE DEVIL'S BACKBONE

THE BOY NEXT DOOR

SANDMAN: SEASON OF MISTS, ISSUE #25

THE TURN OF THE SCREW by Henry James



THE TEACHER

"His offer could save her from corrupting the youth..."



TOKEN TRACK

Do you arrive at the headmaster's study as a faithful Teacher
whose trust in her generous headmaster is well placed?
Or are you a disloyal Teacher, who harbors unkind suspicions?

FAITHFULNESS



DISLOYALTY



THE HEADMASTER'S STUDY

"You traveled these dark halls in search of a truth most divisive. Each room provided you with all the evidence you desired to make that one fateful choice. Now you stand before the forbidden final room and you must decide..."

FAITHFUL OUTCOME

When the Teacher collects enough evidence to prove the Headmaster's good intentions as a Faithful Teacher she faces a terrible choice.

Go around the table and ask the Sisters if the Teacher chooses to...

ENTER THE HEADMASTER'S STUDY?

- ◆ What were the Teacher's last submissive words to the Headmaster before he killed her?
- ◆ What room does the Teacher's soul reside in?
- ◆ How does Bluebeard use the Teacher's corpse as a teaching aid?
- ◆ How does the Teacher force future teachers to keep themselves under control?

ACCEPT THE HEADMASTER'S OFFER?

- ◆ What does Bluebeard's ring look like upon the Teacher's finger?
- ◆ How do Bluebeard's rigid demands upon the Teacher's conduct excite her?
- ◆ How does the Teacher bind herself and hide her sinful flesh to please Bluebeard?
- ◆ How does the Teacher express her hatred for every new teacher Bluebeard brings to the school?

DISLOYAL OUTCOME

When the Teacher collects enough evidence to prove the Headmaster's malicious intentions as a Disloyal Teacher she faces a terrible choice.

Go around the table and ask the Sisters if the Teacher chooses to...

TRY TO SHUT THE SCHOOL DOWN?

- ◆ What reason did the authorities give for laughing off the Teacher's evidence and concerns?
- ◆ What gift does Bluebeard send the Teacher with his offer of continued employment?
- ◆ What room in the school haunts the Teacher's dreams every night?
- ◆ What part of herself does the Teacher leave behind in that room?

RUN FROM THE SCHOOL?

- ◆ How does Bluebeard blackball the Teacher from ever finding another teaching position?
- ◆ How do the Teacher's family and friends abandon her upon hearing of her corruption?
- ◆ What menial and unfulfilling work does the Teacher do for the rest of her days?
- ◆ How does Bluebeard remind the Teacher that she can always come back to the boarding school?

SHATTERED OUTCOME

When the Teacher Shatters completely, her fragmented mind craves things it did not before. She now faces a terrible choice.

Go around the table and ask the Sisters if the Teacher chooses to...

BECOME A HORROR OBSESSED WITH PROTECTING THE CHILDREN?

- ◆ What special privileges does the Teacher have as Bluebeard's new wife?
- ◆ What does the Teacher do to anyone who would corrupt the children?
- ◆ Why does the Teacher fail over and over to protect the children?
- ◆ How does the Teacher flagellate herself for her own failures?

BECOME A HORROR THAT FUELS THE CHILDREN'S DEVIANCE?

- ◆ Why didn't Bluebeard marry the Teacher?
- ◆ How do future teachers hear about or see the Teacher?
- ◆ How does the Teacher give the children what they crave?
- ◆ What does the Teacher take from the children to keep herself alive?

THE GROUNDSKEEPER

YOUR TALE OF BLUEBEARD'S TEACHER

1. The letter is read.
2. The Sisters are created.
3. The Teacher is left alone at the school.
4. One by one, the rooms are explored:
"The room beckons. You enter, and the door closes behind you."
5. Evidence is gathered.
6. The final room is exposed.

AGENDAS

- ◆ Make the Teacher and her experiences feel real.
- ◆ Fill the Sisters' lives with fear and horror.
- ◆ Play to find out what the Teacher chooses.

ROOMS:

anatomy classroom, art studio, atrium, auditorium, chemistry classroom, dormitory room, faculty break room, faculty office, gymnasium, history classroom, kitchen, library

GIFTS

(THE TEACHER'S SUBMISSION)

Animus:

Fatale:

Mother:

Pure:

Witch:

PRINCIPLES

- ◆ Breathe unnatural life into the school.
- ◆ Address yourself to the Sisters, not the players.
- ◆ Give each ward of the school a drive.
- ◆ Hold the Teacher to the school's rigorous moral standards.
- ◆ Veil your moves with mystery.
- ◆ Display the dangers of pubescence.
- ◆ Fill the school with the echoes of violence.
- ◆ Keep the Teacher moving through the halls.
- ◆ Blur the source of corruption and change.

OBJECTS:

anatomical skeleton, class pet, enormous globe, fountain pen, leather ball, leather-bound text, notebook, ornate tea set, painting easel, poisoned apple, school uniform, teacher's pointer, vial of acid

BOOK

(THE TEACHER'S INSECURITIES)

Hands:

Mouth:

Figure:

Eyes:

Hair:

GROUNDSKEEPER MOVES

- ◆ *Hint at off-screen horrors.*
- ◆ *Present evidence of other teacher's suffering.*
- ◆ *Bind the Teacher with the school's code.*
- ◆ *Teach her a lesson.*
- ◆ *Introduce a faculty member or student.*
- ◆ *Undermine the Teacher's knowledge.*
- ◆ *Remind the Teacher of her mature body.*
- ◆ *Inflict trauma, as established.*
- ◆ *Offer an opportunity at a cost.*
- ◆ *Turn their move back on them.*
- ◆ *Make a room move.*
- ◆ *After every move: "What do you do?"*

WARDS:

cook, counselor, driver, faculty coordinator, gardener, janitor, laundress, librarian, maid, mailperson, nurse, office staff, receptionist, resident assistant, secretary, student, teacher's aide

WHAT WAS LEFT BEHIND

(THE TEACHER'S FEARS)

Animus:

Fatale:

Mother:

Pure:

Witch:

ROOM THREATS

BODY

SUBSETS

- ◆ Beauty Standards
- ◆ Disability
- ◆ Eating Disorders
- ◆ Gender
- ◆ Illness

ROOM MOVES

- ◆ *Drug her*
- ◆ *Perform a medical procedure*
- ◆ *Shame her by introducing a perfect woman*
- ◆ *Paper the room with what society demands*
- ◆ *Showcase a flaw for all to see*
- ◆ *Exhibit consequences of a transgressive woman*
- ◆ *Give her the tools she needs to be beautiful*
- ◆ *Tempt her with gems, clothes, or delectable delights*
- ◆ *Bind her body in satin and silk*
- ◆ *Make her hair, teeth, or fingernails fall off*

PUBERTY

SUBSETS

- ◆ Deviance
- ◆ Experimentation
- ◆ Fear
- ◆ Insecurity
- ◆ Lust

ROOM MOVES

- ◆ *Hold her with an impotent grasp*
- ◆ *Start a vicious fight over her*
- ◆ *Violently demand her attention and interest*
- ◆ *Without warning, change demeanor and demands*
- ◆ *Tear her clothes and bare her flesh*
- ◆ *Show her how much she has to learn about sex*
- ◆ *Make her look at the passion she inspires*
- ◆ *Exhibit the many ways bodies can change*
- ◆ *Mirror her unspoken desires*
- ◆ *Demonstrate the consequences of rejection*

RELIGION

SUBSETS

- ◆ Instruction
- ◆ Possession
- ◆ Punishment
- ◆ Rituals
- ◆ Underworld

ROOM MOVES

- ◆ *Haunt her with former figureheads, plagues, or fluids*
- ◆ *Force her to confess her sins*
- ◆ *Educate her on how to be a pious woman*
- ◆ *Trigger a ritual, hunt, or initiation*
- ◆ *Possess an object in the room like a bed, or a dress*
- ◆ *Surface what is buried underfoot*
- ◆ *Tempt her with sinful acts: orgies, theft, or murder*
- ◆ *Use violence and love to teach her how to think*
- ◆ *Surround her with iconography that hurts or heals*
- ◆ *Celebrate her relationship with Bluebeard*

STUDENTS

SUBSETS

- ◆ Abuse
- ◆ Neediness
- ◆ Rebellion
- ◆ Responsibility
- ◆ Sacrifice

ROOM MOVES

- ◆ *Beg for kindness, love, and attention*
- ◆ *Swarm her with an endless barrage of chaos and demands*
- ◆ *Claw at her with a mass of small hands*
- ◆ *Obey her instructions to a fault*
- ◆ *Watch and mimic her*
- ◆ *Demand more than she can give*
- ◆ *Present a subject needing punishment*
- ◆ *Pry at the edges of her composure*
- ◆ *Put the weight of others' needs on her head*
- ◆ *Reveal how her kindness is actually cruelty*



THE MOVES



MAIDEN MOVES

CARE FOR SOMEONE

When you **CARE FOR SOMEONE** (ward or horror), you ease their suffering and bridle their torment.

They may demand a demonstration of your sincerity.


INVESTIGATE A MYSTERIOUS OBJECT

When you **INVESTIGATE A MYSTERIOUS OBJECT** from a room, ask two:

- Whose item is this?
- What memories does this item hold?
- What about this item is odd or uncanny?
- Why did Bluebeard keep this item?

TAKE STOCK

When you **TAKE STOCK** of a tense situation, ask one:

- What stalks the Teacher from the shadows?
 - What traps have been laid for the Teacher?
 - What does this place demand of the Teacher?
 - What horror here is hidden from the Teacher?
- 



CREST MOVES

SHIVER FROM FEAR

When you **SHIVER FROM FEAR**, name the thing you are most afraid will happen; the Groundskeeper will tell you how it's worse than you feared. Keep the crest and choose two, or pass the crest and choose one:

- It infects the Teacher with its perversion.
- It has the Teacher in its clutches right now.
- It speaks to you. Take one trauma... Just you, Sister.

CARESS A HORROR

When you **CARESS A HORROR**, roll +Blood. On a hit, the horror is swayed by your stroke; direct what was intended for you to another victim in the school.

On a 7-9, it will shift its attention, but only if you participate in some way.

DIRTY YOURSELF WITH VIOLENCE

When you **DIRTY YOURSELF WITH VIOLENCE**, roll +Carnality.

On a hit, you inflict trauma as established and choose one:

- Disable them
- Silence them
- Mutilate them

On a 7-9, choose one from below as well:

- Your vulnerability opens you up to trauma
- Your carelessness leaves you in a bad spot

CRY OUT FOR HELP

When you break down and **CRY OUT FOR HELP**, roll +Resilience.

On a hit, a school ward comes to address your concerns and calm your hysteria.

On a 7-9, they help you, but they first need proof of your loyalty to Bluebeard

GIVE UP THE CREST

When you voluntarily **GIVE UP THE CREST**, pass the crest to the next Sister. You are immune to trauma until that Sister passes the crest.



EXIT MOVES

ESCAPE

When you attempt to **ESCAPE** *without* proposing a truth, the Groundskeeper will offer you a hard bargain or ugly choice. If you pay the price, you escape.

PROPOSE A TRUTH

When you **PROPOSE A TRUTH** about a room, detail what you think happened in the room, to whom, and why. Next describe the token you take that supports your interpretation of what happened here and mark it on the appropriate token track.

- If it is a **TOKEN OF FAITHFULNESS**, you are closer to proving that your trust in your headmaster is well placed; heal one trauma.
- If it is a **TOKEN OF DISLOYALTY**, you are closer to proving that your unkind suspicions about your headmaster are true; mark one trauma.



PURE

Your cold and contained facade is your beauty. Others long to unwrap your shroud and feel the heat beneath.

WINTER BREAK PREP

- ◆ What do the Teacher's eyes look like?
- ◆ How do others know you want them when they gaze into your eyes?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Teacher?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the winter break? Why did you choose this?
- ◆ Do you trust your generous headmaster, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

You dismiss your sisters for the most part, but...

..._____ shows the world her heart, her mind, and her flesh. Explain how you came to loathe her unrestrained demeanor.

..._____ assists you in keeping the others under control and in check. Explain a time when she helped you shut down the corruption of the others.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE PEDAGOGIST

When you care for someone by telling them what to do to make it all better, you will not have to demonstrate your sincerity.

THE PROFESSOR

When you investigate a mysterious object by relying upon your book knowledge and expertise, the Groundskeeper asks you a question off the list provided. Your answer is truth, up to a point; the Groundskeeper will tell you how you realize that your answer is incomplete.

THE DOMME

When you caress a horror by giving it stern yet inviting instructions, mark 1 trauma to take a 10+ instead of rolling..

TRAUMA TRACK





ANIMUS

You hold onto righteousness with both hands. Others admire your strength and bow to your will.

WINTER BREAK PREP

- What are the Teacher's hands like?
- What weakness do you give away when others hold your hand?
- What are you leaving behind from your provincial life to become Bluebeard's Teacher?
- When you first met, what loving gesture did Bluebeard make that won you over?
- What gift did you present to Bluebeard before the winter break? Why did you choose this?
- Do you trust your generous headmaster, Bluebeard, or do you hold unkind suspicions? Why is that?

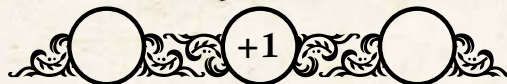
SISTERLY BONDS

You hold yourself apart from your sisters, but:

..._____ is the only one who soothes you. Explain a time they calmed your rage.

...you are envious of _____. Explain why you can never compare to them.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE BRUTE

When you *INVESTIGATE A MYSTERIOUS OBJECT* by breaking it, ask a follow-up question about the object. Its essence still remains, but the item can no longer be investigated by any Sister.

THE ROOSTER

Mark one trauma to give a direct order to an NPC. They do it, but choose one: Your order...

... is carried out to the letter and then some.

... is overwhelming and carried out sloppily.

... is not something they can do, and a third party steps in to carry it out.

THE SHIELD

When one of your Sisters marks trauma, explain to her how the trauma she is experiencing is her fault, then ask if she believes you. If she believes you, she marks one less trauma. If she rejects your explanation, mark one trauma as you experience the shame of your own impotence.

TRAUMA TRACK





FATALE

You drip sensuality from your lips. Others watch your every move and crave for you to take control.

WINTER BREAK PREP

- ◆ What does the Teacher's mouth look like?
- ◆ How do others keep her quiet?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Teacher?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the winter break? Why did you choose this?
- ◆ Do you trust your generous headmaster, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

Your sisters are who they are, boring and predictable. But...

... _____ has no idea of a woman's true power.

Explain why you wish to teach her.

... you try to draw in _____ with your seductive aura. Explain how you hide your insecurities from her.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE DANCER

Remove a piece of your clothing to **CARE FOR SOMEONE**. That item of clothing is lost to you forever, but it feeds the appetite of the horror or ward until the Teacher speaks again.

THE MISTRESS

You are the one really in control. Mark one trauma to take the crest from your Sister.

THE SPIDER

Your beauty and charm get you what you want. When you trap a ward or horror with your feminine wiles, they will tell you a secret about either the school or Bluebeard.

Mark a trauma to ask a follow-up question.

TRAUMA TRACK





MOTHER

*You walk with authority.
Others ache for your approval, and
long for you to soothe their wounds.*

WINTER BREAK PREP

- ♦ What is the Teacher's figure like?
- ♦ What do others wish was different about it?
- ♦ What are you leaving behind from your provincial life to become Bluebeard's Teacher?
- ♦ When you first met, what loving gesture did Bluebeard make that won you over?
- ♦ What gift did you present to Bluebeard before the winter break? Why did you choose this?
- ♦ Do you trust your generous headmaster, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

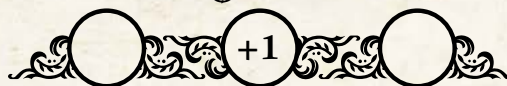
You know best, and try to guide your wayward sisters, but...

... _____ irritates you with their obstinance.

Explain a time they undermined your authority.

...you trust _____ to have your back. Explain a time they supported you in a time of need.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE BEAR

When a Sister provokes trauma, you can step in and punish the Sister who truly deserves it. Tell the guilty Sister to mark the trauma instead, and mark one trauma for yourself as well, as your failure to prevent this is self evident.

THE KINGMAKER

When you insist a male ward or horror deserves more power than they currently have and give them a gift, you have found your champion. Heal one trauma.

THE MARTYR

You will take your love to the ends of this world. When you offer forgiveness for a Sister's sins, mark trauma, one for two, to heal that Sister.

TRAUMA TRACK





WITCH

You braid magic from shadow and blood. Others desire a taste of your sin and pray for your undoing.

WINTER BREAK PREP

- ◆ What is the Teacher's hair like?
- ◆ How do others like you to wear it?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Teacher?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the winter break? Why did you choose this?
- ◆ Do you trust your generous headmaster, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

Your sisters are not nearly as important as power, but...

..._____ is a useful tool. Explain how they helped your pursuit of blasphemous craft.

..._____ draws an evil to her. Explain what you have done to keep that evil at bay.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE MEDIUM

.....
Spill your blood to commune with the horrors of the room. Mark one trauma and the Groundskeeper will share whispers about what happened here, and might ask you a question or two; answer them.

THE REAPER

.....
When a fellow Sister shatters, you feed on a piece of the Teacher's soul. Heal two trauma.

THE VIPER

.....
When you **CARE FOR A WARD** by poisoning them with your lies, they choke on your words and die.

TRAUMA TRACK



SHATTERED

When you shatter, read the following passage aloud.
When a new Sister shatters, read it along with her:

WE ARE NO LONGER WHOLE...
OUR CONNECTION IS SEVERED. OUR MIND IS FRAGMENTED.
OUR DEEPEST FEARS ARE EXPOSED. OUR BLOOD FEEDS THE HORRORS.
AND I WELCOME THEM.

When a Sister misses her roll, the Groundskeeper may look to you to describe what happens to the Teacher.
Use the following prompts to help describe what happens to the Teacher:

- Answer with what you find frightening.
- Illuminate the horror in beauty as well as gore.
- Describe interesting details using all five senses.





CHAPTER 3

Condemned Asylum



WOLFBRIAR ASYLUM

5401 Lyssa Crescent, Ashbourne

My Dearest Patient,

I know the last few days have been confusing—perhaps even overwhelming—but I need you to remain calm. I don't know how much you remember of your outburst at home, but your hysteria has caused your loved ones to fear for your safety and place you into my care.

Your cooperation is essential in making sure your stay here is as productive as possible. As your doctor, I am fully committed to providing you the best of care. Even in the face of the imminent shutdown of our facilities, I will not waver in my passion for relieving the tortured minds of women such as yourself.

I have reviewed your file, and I harbor the dream that you might not only be cured of your mental malady, but might also allow me the pleasure of presenting your case to my colleagues at a national scale. It is a unique opportunity that I know you will find worthwhile.

Unfortunately, I have been called away to present at a medical conference. As part of your treatment, I wish you to be as comfortable as possible; please take the bracelet enclosed as your key to wander the halls of the hospital. There aren't many other patients remaining in the asylum, but you may find yourself interacting with them as you grow comfortable with what will be your home for the next few months.

Be cautious. You must trust me in this, my dear; these other women are not promising cases. They harbor delusions of a terrible variety.

You may hear some outrageous claims of abuse or neglect from the other patients, as well as some disturbing rumors about me personally—pay them no heed, my flower. I do not know the origins of such overwrought gossip, but I can assure you it carries no truth.

Furthermore, the impending closure of the institute is merely budgetary. It has nothing to do with my theoretical work that forms the basis of your treatment. This is the 1910s, after all—we are not trapped in the uncivil practices of yesteryears.

Since your own relationship with reality is tenuous at the moment, I am sure you can overlook the other patients' leaps of hyperbole. When I return, you shall be the model patient for the procedure of the century and your speedy recovery will be the making of my career.

Please make yourself at home while we are short-staffed. That comfort does not extend to my personal laboratory, however. This is strictly off-limits to everyone, my dear. Including you.

Take care while I am away. I truly believe fate led you to me. We will do great things together.

Many regards,

Bluebeard

Head Psychiatrist of Wolfbriar Asylum

GROUNDSKEEPER ADVICE

The Condemned Asylum playset is an opportunity to explore a women's insane asylum during the 1910s.

How will the Patient cope with her institutionalization? Will she accept Doctor Bluebeard's diagnosis and undergo his experimental procedures? Or will she reject his expertise and undermine his authority? Or perhaps—as sane as she may feel herself to be—will she grow to crave the comforts of the asylum?

KEY DIFFERENCES

The Condemned Asylum inherits many of the tropes of the original **BLUEBEARD'S BRIDE** game. Below is advice on how to fit the dark fairy tale to a new shape and form.

Rooms & Residents

Each hospital room at Wolfbriar Asylum gives you the opportunity to bring a Resident's horror to the forefront of the story. The other patients struggle with both the abuses they suffer at the hands of the staff *and* their own unstable relationship with reality.

Invoke dreamlike states when the Patient looks at a drawing pinned to a board or follows the smell of lotion to find herself standing on a beach. The Residents may or may not be present, but their psychic impact can be felt in what they have left behind for the Patient to discover and reexperience with them.

Gaslighting

Gaslighting occurs when one person undermines another's perception of reality by undercutting what the target believes to be true through lies or misdirection. A doctor might insist, for example, that no one has come to visit, even when the Patient clearly remembers a child or parent coming to the asylum.

The gaslighting trope is a time honored tool used in asylum horror; employ it to make the Patient doubt her own experiences, decisions, and sanity within the asylum. It creates the doubt that lies at the center of mental illness, the feeling that the Patient cannot trust her own experiences or senses, the very tools that are supposed to guide her in understanding reality.

Asylum horror lies at the intersection of our hope that there might exist a place that could cure what ails us... and our fear that we would certainly be abused the moment we turned such power over to the doctors and staff tasked with restoring us to health.

When gaslighting the Patient, rely on the stability of a sterile hospital setting to undermine what the residents and horrors tell her. A resident might claim that she was taken from her home, but the records clearly show that she signed herself into the facility. Who is to be believed? How would the Patient know for sure?

Body Horror & Explicit Violence

Medical horror often relies on body horror tropes. These are wonderful tools for you to use during the game, but can defuse the slow, creeping investigation that lies at the heart of **BLUEBEARD'S BRIDE**.

Obfuscate the physicality of what has occurred to keep the tension high. If the Patient walks into the room of a woman who has been ripped apart and sewn back together, hold off on immediately revealing her true form.

Instead cover the room in darkness and give the Patient a lantern to explore. Beneath her feet she can feel the gore, but when she looks it's only a mop. The resident, mumbling in a hushed tone, shies away from the light, just out of reach, hiding what has truly become of her body. But when pressed, all the Patient sees is an average looking young woman, who could use a bath... but just as you look away... what are those? Stitches? No... surely just a trick of the light.

Only when the Patient wants to leave will the resident expose what Bluebeard has made of her with his work.

Tell them what horrific experiments went on, through mysterious objects and terrible medical records, but save the true body horror for just before you expect the Sisters to use an Exit Move.

HISTORICAL INSPIRATION

Historically, many insane asylums were empowered and supported as a way to keep deviant, otherwise healthy women from becoming an "epidemic" of any kind.

Women could be declared insane as an alternative to divorce, or as a consequence for holding "dangerous" opinions or disobeying their husbands or fathers.

Many healthy women were committed against their will and subjected to harsh and unfair conditions so the rest of society could avoid confronting the issues they raised. And yet...many who worked at these institutions honestly believed they were curing these patients of the hysterical notions that made them unfit for their roles as sisters, mothers, and wives.

The asylum is a gruesome reminder of how much damage can be done by those wishing to do well.

MEDIOGRAPHY

AMERICAN HORROR STORY: ASYLUM

GIRL INTERRUPTED

SUCKER PUNCH

10 CLOVERFIELD LANE

THE TURN OF THE SCREW by Henry James

ONE FLEW OVER THE CUCKOO'S NEST



THE PATIENT

"His kindness could save her from herself."



TOKEN TRACK

Do you arrive at the doctor's laboratory as a faithful Patient
whose trust in her generous doctor is well placed?
Or are you a disloyal Patient, who harbors unkind suspicions?

FAITHFULNESS



DISLOYALTY



THE DOCTOR'S LABORATORY

"You traveled these dark halls in search of a truth most divisive. Each room provided you with all the evidence you desired to make that one fateful choice. Now you stand before the forbidden final room and you must decide..."

FAITHFUL OUTCOME

When the Patient collects enough evidence to prove her doctor's loving and noble intentions as a Faithful Patient, she faces a terrible choice.

Go around the table and ask the Sisters if the Patient chooses to...

ENTER THE LABORATORY?

- ◆ What were the Patient's last loving words to Bluebeard before he fixes her?
- ◆ What room does the Patient's soul now reside in?
- ◆ What about the way Bluebeard displays the Patient's mutilated body makes her happy?
- ◆ How does the Patient punish herself for not being perfect enough to be Bluebeard's career breakthrough?

LOOK THROUGH THE KEYHOLE?

- ◆ What about the horrors seen through the keyhole encourages the Patient?
- ◆ What is the last thing Bluebeard says to the Patient before he puts her under for the procedure?
- ◆ What upkeep does the Patient eagerly perform to tend to the aftereffects of Bluebeard's procedure?
- ◆ How does the Patient now help Bluebeard to fix other patients?

DISLOYAL OUTCOME

When the Patient collects enough evidence to prove her doctor's malicious and cruel intentions as a Disloyal Patient, she faces a terrible choice.

Go around the table and ask the Sisters if the Patient chooses to...

PRESENT EVIDENCE TO THE SCIENTIFIC COMMUNITY?

- ◆ What did Bluebeard's colleagues do to rid themselves of the Patient's disloyal ravings?
- ◆ What kind gesture does Bluebeard show to the Patient as he passes her begging in the street every morning?
- ◆ What new room in Bluebeard's hospital haunts the Patient's dreams every night?
- ◆ How does the Patient eventually make herself at home in that perfect new room under his care?

RUN AWAY AND START ANEW?

- ◆ How does Bluebeard make the Patient's family pay for her disloyalty?
- ◆ How does the Patient convince someone else to marry her?
- ◆ Why does the Patient keep the tokens she discovered?
- ◆ What memory of Bluebeard's care in the hospital gives the Patient pleasure when it should not?

SHATTERED OUTCOME

When the Patient Shatters completely, her fragmented mind now craves things it did not before. She faces a terrible choice.

Go around the table and ask the Sisters if the Patient chooses to...

BECOME A HORROR OBSESSED WITH BETTERING HERSELF FOR BLUEBEARD?

- ◆ What room does the Patient's soul reside in?
- ◆ How does the Patient overtly attempt to better herself?
- ◆ How does the Patient display her pain?
- ◆ Why do the Patient's efforts to better herself fail over and over?

BECOME A HORROR THAT FEEDS ON MAKING FUTURE PATIENTS BETTER?

- ◆ What room does the Patient's soul reside in?
- ◆ What is the only thing that makes the Patient feel alive?
- ◆ What high hopes does the Patient have for future patients?
- ◆ How does the Patient force her vision on future patients?

THE GROUNDSKEEPER

YOUR TALE OF BLUEBEARD'S PATIENT

1. The letter is read.
2. The Sisters are created.
3. The Patient is left alone at the hospital.
4. One by one, the rooms are explored:
"The room beckons. You enter, and the door closes behind you."
5. Evidence is gathered.
6. The final room is exposed.

AGENDAS

- ◆ Make the Patient and her experiences feel real.
- ◆ Fill the Sisters' lives with fear and horror.
- ◆ Play to find out what the Patient chooses.

ROOMS:

counseling room, day room, doctor's office, electroshock room, exercise room, janitor's closet, nurse's station, padded cell, patient room, sauna, smoking room, specimen room, water treatment room

GIFTS

(THE PATIENT'S SUBMISSION)

Animus:

Fatale:

Nurse:

Virgin:

Witch:

PRINCIPLES

- ◆ Breathe unnatural life into the hospital.
- ◆ Address yourself to Sisters, not the players.
- ◆ Give each resident of the hospital a drive.
- ◆ Ask about the Patient's fears and build on the answers.
- ◆ Shroud your moves with misdirection.
- ◆ Hold the Patient to her idea of sanity.
- ◆ Fill the hospital with the echoes of madness.
- ◆ Blur the line between reality and fantasy.
- ◆ Center the story on women's experiences.

OBJECTS:

bath tub full of ice, bed frame, electrodes, feeding tube, firehose, lobotomy set, mouth guard, neck restraint, padded restraints, rusty scalpels, skull, straightjacket, utica crib, vibrator, water tank

BOOK

(THE PATIENT'S INSECURITIES)

Hands:

Mouth:

Figure:

Eyes:

Hair:

GROUNDSKEEPER MOVES

- ◆ *Hint at past traumas.*
- ◆ *Present evidence of other patients' suffering.*
- ◆ *Invoke the hospital's memories and secrets.*
- ◆ *Undermine the Patient's senses.*
- ◆ *Put the Patient in danger, emotional or physical.*
- ◆ *Remind the Patient of her misdoings, past as well as ongoing.*
- ◆ *Inflict trauma, as established.*
- ◆ *Introduce a resident or horror.*
- ◆ *Offer an opportunity at a cost.*
- ◆ *Turn their move back on them.*
- ◆ *Make a room move.*
- ◆ *After every move: "What do you do?"*

RESIDENTS:

art therapist, attendant, baker, cleaner, commissary, counselor, doctor, druggist, elevator operator, laundress, matron, night attendant, nun, nurse, orderly, porter, priest, seamstress, secretary, technician

WHAT WAS LEFT BEHIND

(THE PATIENT'S FEARS)

Animus:

Fatale:

Nurse:

Virgin:

Witch:

ROOM THREATS

MANIA

SUBSETS

- ◆ Disability
- ◆ Institution
- ◆ Lunacy
- ◆ Obsession
- ◆ Rage

ROOM MOVES

- ◆ Marvel at her noncompliance
- ◆ Mark her skin with teeth and nails
- ◆ Repeat instructions and demonstrate actions until she gets it right
- ◆ Strip her and hose her down
- ◆ Laugh at her anger
- ◆ Afflict her with tics
- ◆ Echo words at her endlessly
- ◆ Restrain and sedate her
- ◆ Surround her with true madness
- ◆ Demand she take her medication

RELIGION

SUBSETS

- ◆ Instruction
- ◆ Possession
- ◆ Punishment
- ◆ Rituals
- ◆ Underworld

ROOM MOVES

- ◆ Haunt her with former figureheads, plagues, or fluids
- ◆ Force her to confess her sins
- ◆ Educate her on how to be a pious woman
- ◆ Trigger a ritual, hunt, or initiation
- ◆ Possess an object in the room like a bed, or a dress
- ◆ Surface what is buried underfoot
- ◆ Tempt her with sinful acts: orgies, theft, or murder
- ◆ Use violence and love to teach her how to think
- ◆ Surround her with iconography that hurts or heals
- ◆ Celebrate her modesty, chastity, or submission

SEXUALITY

SUBSETS

- ◆ Abortion
- ◆ Humiliation
- ◆ Nymphomania
- ◆ Perversion
- ◆ Sexual Violence

ROOM MOVES

- ◆ Advance on a woman with touch, words, or display
- ◆ Impregnate her with words, ritual, or a lie
- ◆ Break her sexuality with critiques or aggression
- ◆ Show the inherent perversity of objects
- ◆ Invite her to join a promiscuous act
- ◆ Educate her on how she should please her doctor
- ◆ Show what Bluebeard enjoys in art, books, and toys
- ◆ Infect someone with a sexual disease
- ◆ Condemn a partner or a child with violence or words
- ◆ Ask what she desires and parade it in public

TRUST

SUBSETS

- ◆ Authority
- ◆ Betrayal
- ◆ Dependence
- ◆ Healing
- ◆ Progress

ROOM MOVES

- ◆ Show her how alike you are
- ◆ Follow her misplaced scents
- ◆ Undermine her perceived of reality
- ◆ Tell her what you are doing to her is in her best interest
- ◆ Plunge her into darkness and ask her to follow
- ◆ Reveal that her trust is misplaced
- ◆ Make her body trust what her mind does not
- ◆ Reward how much progress she has made
- ◆ Give her a poisonous secret to keep
- ◆ Ask her for friendship



THE MOVES



MAIDEN MOVES

CARE FOR SOMEONE

When you **CARE FOR SOMEONE** (resident or horror), you ease their suffering and bridle their torment.

They may demand a demonstration of your sincerity.


INVESTIGATE A MYSTERIOUS OBJECT

When you **INVESTIGATE A MYSTERIOUS OBJECT** from a room, ask two:

- Whose item is this?
- What memories does this item hold?
- What about this item is odd or uncanny?
- Why did Bluebeard keep this item?

TAKE STOCK

When you **TAKE STOCK** of a tense situation, ask one:

- What stalks the Patient from the shadows?
 - What traps have been laid for the Patient?
 - What does this place demand of the Patient?
 - What horror here is hidden from the Patient?
- 



BRACELET MOVES

SHIVER FROM FEAR

When you **SHIVER FROM FEAR**, name the thing you are most afraid will happen; the Groundskeeper will tell you how it's worse than you feared. Keep the bracelet and choose two, or pass the bracelet and choose one:

- It infects the Patient with its perversion.
- It has the Patient in its clutches right now.
- It speaks to you. Take one trauma... Just you, Sister.

CARESS A HORROR

When you **CARESS A HORROR**, roll +Blood. On a hit, the horror is swayed by your stroke; direct what was intended for you to another victim in the hospital. On a 7-9, it will shift its attention, but only if you participate in some way.

DIRTY YOURSELF WITH VIOLENCE

When you **DIRTY YOURSELF WITH VIOLENCE**, roll +Carnality. On a hit, you inflict trauma as established and choose one:

- Disable them
- Silence them
- Mutilate them

On a 7-9, choose one from below as well:

- Your vulnerability opens you up to trauma
- Your carelessness leaves you in a bad spot

CRY OUT FOR HELP

When you break down and **CRY OUT FOR HELP**, roll +Resilience. On a hit, a hospital resident comes to address your concerns and calm your hysteria. On a 7-9, they help you, but they first need proof of your loyalty to Bluebeard

GIVE UP THE BRACELET

When you voluntarily **GIVE UP THE BRACELET**, pass the bracelet to the next Sister. You are immune to trauma until that Sister passes the bracelet.



EXIT MOVES

ESCAPE

When you attempt to **ESCAPE** *without* proposing a truth, the Groundskeeper will offer you a hard bargain or ugly choice. If you pay the price, you escape.

PROPOSE A TRUTH

When you **PROPOSE A TRUTH** about a room, detail what you think happened in the room, to whom, and why. Next describe the token you take that supports your interpretation of what happened here and mark it on the appropriate token track.

- If it is a **TOKEN OF FAITHFULNESS**, you are closer to proving that your trust in your doctor is well placed; heal one trauma.
- If it is a **TOKEN OF DISLOYALTY**, you are closer to proving that your unkind suspicions about your doctor are true; mark one trauma.



NURSE

*Your touch closes wounds and heals hurt.
Others crave your attention and your
anesthetic kindness.*

EVALUATION PREP

- ◆ What is the Patient's figure like?
- ◆ What do others wish was different about it?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Patient?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the evaluation? Why did you choose this?
- ◆ Do you trust your generous doctor, Bluebeard, or do you hold unkind suspicions? Why is that?

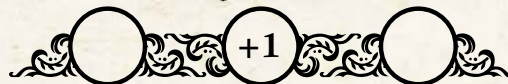
SISTERLY BONDS

You've prepared for every scenario, and try to care for your sensitive sisters, but...

... _____ frustrates you with their ignorance.
Explain a time their refusal to listen to you led to catastrophe.

...you trust _____ to assist your ministrations.
Explain a time they lent a crucial hand during a delicate operation.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE TRANSFUSIONIST

When a Sister incurs trauma, you can step in to support her with the health and life of another sister. Ask for a volunteer for the transfusion; if another sister volunteers, tell her to mark the trauma instead. If no other sister volunteers, mark 2 trauma yourself, as you give of yourself to save her.

THE ASSISTANT

When you lend your assistance or support to a male resident or horror acting upon another, you find peace in the act. The Groundskeeper will tell you what the resident or horror needs you to do; do it, and you heal 1 Trauma.

THE ANESTHETIST

You can take away another Sister's pain for a time. When you offer kind words, pleasant dreams, and simple distractions to a sister, mark trauma to allow her to ignore her own marked trauma until you enter the next room.

TRAUMA TRACK



ANIMUS

You hold onto righteousness with both hands. Others admire your strength and bow to your will.

EVALUATION PREP

- What are the Patient's hands like?
- What weakness do you give away when others hold your hand?
- What are you leaving behind from your provincial life to become Bluebeard's Patient?
- When you first met, what loving gesture did Bluebeard make that won you over?
- What gift did you present to Bluebeard before the evaluation? Why did you choose this?
- Do you trust your generous doctor, Bluebeard, or do you hold unkind suspicions? Why is that?

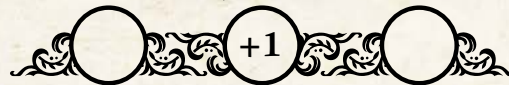
SISTERLY BONDS

You hold yourself apart from your sisters, but:

..._____ is the only one who soothes you. Explain a time they calmed your rage.

...you are envious of _____. Explain why you can never compare to them.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE BRUTE

When you *INVESTIGATE A MYSTERIOUS OBJECT* by breaking it, ask a follow-up question about the object. Its essence still remains, but the item can no longer be investigated by any Sister.

THE ROOSTER

Mark one trauma to give a direct order to an NPC. They do it, but choose one: Your order...

... is carried out to the letter and then some.

... is overwhelming and carried out sloppily.

... is not something they can do, and a third party steps in to carry it out.

THE SHIELD

When one of your Sisters marks trauma, explain to her how the trauma she is experiencing is her fault, then ask if she believes you. If she believes you, she marks one less trauma. If she rejects your explanation, mark one trauma as you experience the shame of your own impotence.

TRAUMA TRACK





FATALE

You drip sensuality from your lips. Others watch your every move and crave for you to take control.



EVALUATION PREP

- ♦ What does the Patient's mouth look like?
- ♦ How do others keep her quiet?
- ♦ What are you leaving behind from your provincial life to become Bluebeard's Patient?
- ♦ When you first met, what loving gesture did Bluebeard make that won you over?
- ♦ What gift did you present to Bluebeard before the evaluation? Why did you choose this?
- ♦ Do you trust your generous doctor, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

Your sisters are who they are, boring and predictable. But...
 ... _____ has no idea of a woman's true power.
 Explain why you wish to teach her.

... you try to draw in _____ with your seductive aura. Explain how you hide your insecurities from her.

STATS

BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE DANCER

Remove a piece of your clothing to **CARE FOR SOMEONE**. That item of clothing is lost to you forever, but it feeds the appetite of the horror or resident until the Patient speaks again.

THE MISTRESS

You are the one really in control. Mark one trauma to take the bracelet from your Sister.

THE SPIDER

Your beauty and charm get you what you want. When you trap a resident or horror with your feminine wiles, they will tell you a secret about either the hospital or Bluebeard.

Mark a trauma to ask a follow-up question.

TRAUMA TRACK



VIRGIN

*You see beauty where there is none.
Others seek comfort in your warmth
and delight in your obedience.*

EVALUATION PREP

- What do the Patient's eyes look like?
- How do others know you want them when they gaze into your eyes?
- What are you leaving behind from your provincial life to become Bluebeard's Patient?
- When you first met, what loving gesture did Bluebeard make that won you over?
- What gift did you present to Bluebeard before the evaluation? Why did you choose this?
- Do you trust your generous doctor, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

You trust your sisters... for the most part, but...

..._____ blackens your innocence with her every word. Explain how she became your enemy.

..._____ often helps you play tricks on the others. Explain a time when she was your ally in mischief.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE LILY

Your beauty is a candle in the darkness. When you **CARE FOR SOMEONE** by showing them something beautiful, you do not have to demonstrate your sincerity.

THE MOTH

When you **INVESTIGATE A MYSTERIOUS OBJECT** by placing yourself in immediate danger, the Groundskeeper asks you a question off the list provided. Your answer is truth. Mark a trauma to earn a second question.

THE VICTIM

When you **CARESS A HORROR** by inviting it to come closer, mark one trauma to take a 10+ instead of rolling.

TRAUMA TRACK





WITCH

You braid magic from shadow and blood. Others desire a taste of your sin and pray for your undoing.

EVALUATION PREP

- ◆ What is the Patient's hair like?
- ◆ How do others like you to wear it?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Patient?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the evaluation? Why did you choose this?
- ◆ Do you trust your generous doctor, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

Your sisters are not nearly as important as power, but...

..._____ is a useful tool. Explain how they helped your pursuit of blasphemous craft.

..._____ draws an evil to her. Explain what you have done to keep that evil at bay.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE MEDIUM

Spill your blood to commune with the horrors of the room. Mark one trauma and the Groundskeeper will share whispers about what happened here, and might ask you a question or two; answer them.

THE REAPER

When a fellow Sister shatters, you feed on a piece of the Patient's soul. Heal two trauma.

THE VIPER

When you **CARE FOR A RESIDENT** by poisoning them with your lies, they choke on your words and die.

TRAUMA TRACK



SHATTERED

When you shatter, read the following passage aloud.
When a new Sister shatters, read it along with her:

WE ARE NO LONGER WHOLE...
OUR CONNECTION IS SEVERED. OUR MIND IS FRAGMENTED.
OUR DEEPEST FEARS ARE EXPOSED. OUR BLOOD FEEDS THE HORRORS.
AND I WELCOME THEM.

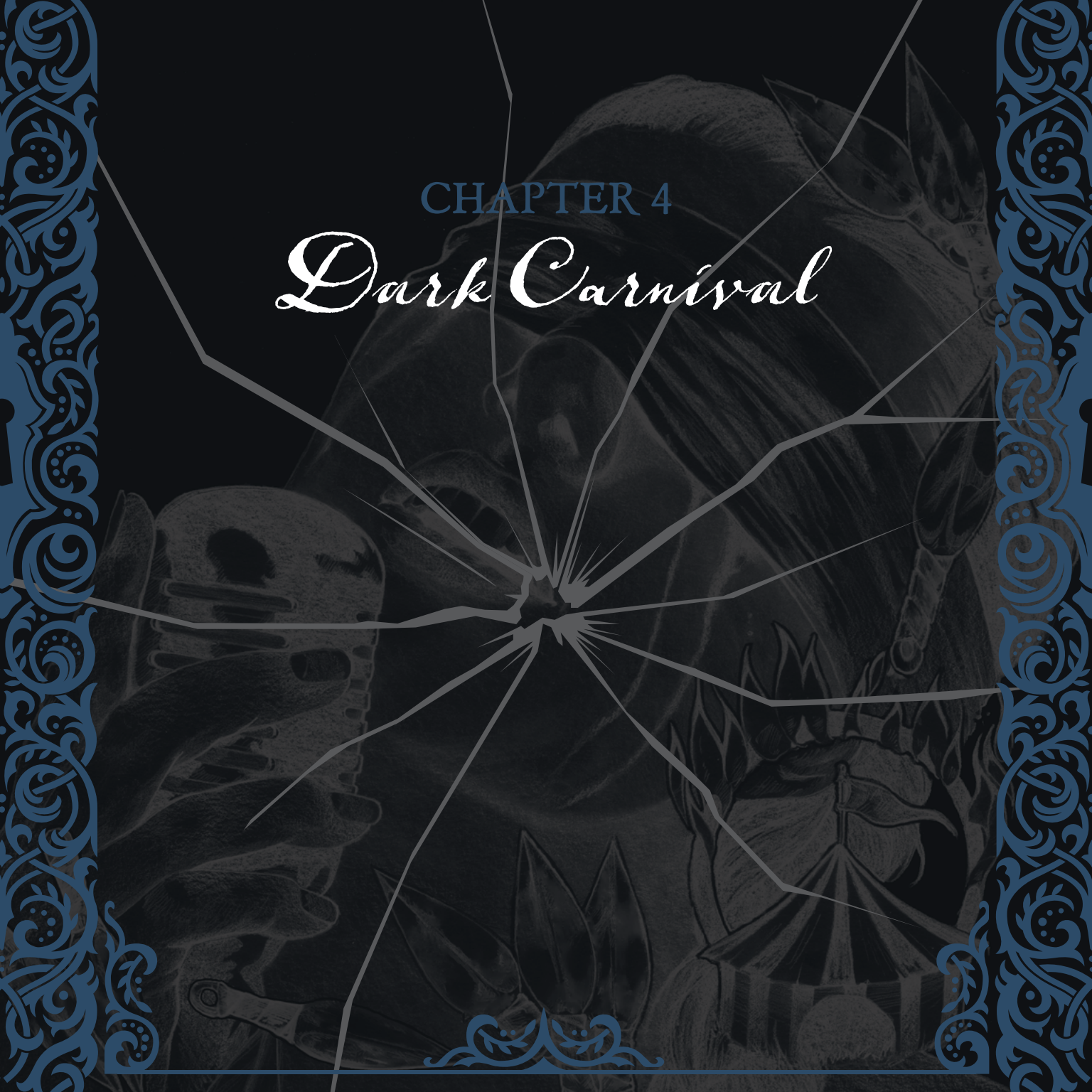
When a Sister misses her roll, the Groundskeeper may look to you to describe what happens to the Patient.
Use the following prompts to help describe what happens to the Patient:

- Answer with what you find frightening.
- Illuminate the horror in beauty as well as gore.
- Describe interesting details using all five senses.



CHAPTER 4

Dark Carnival





★★★ CARNIVAL OF ★★★
DARK WONDERS

Charlottesville, Virginia

September 17th

To my dearest showgirl,

It gives me great pleasure to inform you that your flawless audition on the 1st of September left me wanting more. To satiate myself, I must insist you accept my offer of employment and become a showgirl with my traveling carnival immediately.

I know by now you must have heard the disturbing rumors about the fates of my former showgirls. These allegations are slander and falsehood. The Carnival is a dying art form and there are those in this country who would see us shut down permanently.

I am told that it is distasteful for a show of the 1950s to have too many "real freaks". The public would prefer to have their entertainments be feats of comfortable showmanship or deft illusion, rather than confrontations with the monstrous, bizarre, or otherworldly. They do not understand as you and I do, my dear.

I have been watching you for some time now and the position of my top billed showgirl will no doubt call upon your many skills, talents, and gifts. It is not an easy position to hold, no doubt.

Beyond that, however, I need you to be my right hand. I need someone who can be a part of this beautiful display of monstrosity, who can embrace it wholeheartedly. Who sees it for the work of art that it is, and is not gripped by mere, simple, stupid fear.

You must see how I need someone I can trust. How much I need you...

Regrettably, I will be away in a neighboring county for your first day of work. Enclosed is my signet ring and a roll of tickets. The other carnies will recognize my authority through these items, grant you access wherever you choose to explore, and come if you should need to call upon them for assistance.

Take this time to investigate the carnival, to see it for its full beauty. I look forward to hearing that you are ready to become a part of this magnificent enterprise.

Yours respectfully,

Bluebeard

Ringmaster of the traveling Carnival of Dark Wonders

P.S. Thank you for the lovely gifts. To begin showing you my gratitude I have ordered you a proper showgirl's costume, but until it arrives please consider wearing that little red number you had on for your audition. And do remember as you explore my establishment that your inquiries should not encroach on my personal character. Do not enter my private tent.

GROUNDSKEEPER ADVICE

The Dark Carnival playset is an opportunity to explore a traveling show of dark wonders in the 1950s.

How will the Showgirl regard the sensual shows and fascinating freaks? Will she find a place for herself here as the leading act in Bluebeard's show? Or will she find herself unable to fit in among the freaks and carnies of the carnival? Or perhaps—despite her obvious normalcy—is she finally at home among the monsters?

KEY DIFFERENCE

The Dark Carnival inherits many of the tropes of the original **BLUEBEARD'S BRIDE** game. Below is advice on how to fit the dark fairy tale to a new shape and form.

Tickets & Tents

Much like the keys of Bluebeard's mansion, the tickets of the Dark Carnival are fantastical, elaborately etched, filthy and neglected...or perhaps not even made of paper. Let your imagination run free as the Showgirl uses each ticket to gain access to the appropriate tent.

The Showgirl enters each tent, and the flap closes tight behind her. Whether she visits a Spider Lady's lair or a private show with a sadistic knife thrower, she cannot escape a tent without using an exit move. The twisted alleyways of Bluebeard's Carnival of Dark Wonders are just as endless as the halls walked by his Bride.

Pacing Explicit Horror

When describing the fantastical and the freakish of Bluebeard's carnival, there is a great temptation to jump feet first into the horrific to elicit a reaction from the Sisters. This may lead to you building from a point of high tension to an even more violent or explicit horror, an altogether different feeling than the slow build that lies at the heart of **BLUEBEARD'S BRIDE**.

In order to maintain an appropriate pace, treat these tents as if they contain the normal and mundane. Were you to live among the residents of the Carnival, a cyclops baby stored in a jar of formaldehyde might seem like a natural fit for a tent that features many jarred oddities. Describe the jar as if it were mundane, perhaps even mildly boring or counterfeit, then shift toward the dramatic, dangerous, and otherworldly...

A jar that starts to plead and whine to be held and breast fed by the Showgirl is truly terrifying when it first appeared to be nothing more than a parlor trick.

The Dark Carnival playset relies on these moments, the thrill that occurs when the Showgirl is sure that she has a grasp on what is really happening, only to discover that the monsters are what they appear to be, that the darkness is not an act or a lie or a trick. It is real, and it means to consume and corrupt her.

Carnies & Crowds

Carnivals are often known for their dense crowds and vibrant atmospheres. And while the Showgirl is taking in the grounds during off-hours, the carnies of Bluebeard's carnival are known to share meals, drinks, and games of chance or skill to pass the hours.

Keep some of your tents sparse and intimate and make others lively and chaotic. Don't be afraid to describe a larger tent full of people, mead, laughter, and drama. The feeling of many NPCs in one tent will sit differently than a typical **BLUEBEARD'S BRIDE** room, but that can be an excellent way to put the spotlight on the Showgirl and her new role. The Diva has Faces designed for addressing a crowd of carnies, so let that Sister shine when it is her time.

Above all else, always keep the Showgirl in the spotlight. Even when the NPCs are not paying attention to her, make sure the story is focused around her and what she does. Sometimes that means that most carnies go about their business while one or two of them focus their attention on the Showgirl.

When appropriate, also bring in crowds of rubes (customers) and witnesses, perhaps as part of a fever dream or for a freak—a psychic? a medium?—who would require a secret audience to perform at all.

HISTORICAL INSPIRATION

During the 1950s, public opinion on freak shows and traveling carnivals shifted dramatically. Many began to worry that the freak shows of the 1920s and '30s were abusive and wrong, and it soon became de rigueur to treat such carnivals as distasteful and exploitative.

Attendance waned and traveling shows failed and fall apart. Ironically, the shows were often the only place that "freaks" could earn a living, and the collapse of the traveling show circuit left many of them worse off than they were before the moralizing panic began.

Once a place of awe and wonder, many traveling carnivals that survived traveled under cover of darkness, avoiding contact with the authorities and looking for patrons who were willing to spend a few dollars to see the rare, exotic, and forbidden sights they had to offer.

MEDIOGRAPHY

AMERICAN HORROR STORY: FREAK SHOW
SOMETHING WICKED THIS WAY COMES
DAWN TO DUSK: RAY BRADBURY'S DARK

CARNIVAL SCREENPLAY: CAUTIONARY TRAVELS
THE BLACK CAROUSEL by Charles L. Grant
MIRRORMASK



THE SHOWGIRL

"One man saw her for what she truly was... a star."



TOKEN TRACK

Do you arrive at the final tent as a faithful Showgirl
whose trust in her generous employer is well placed?
Or are you a disloyal Showgirl, who harbors unkind suspicions?

FAITHFULNESS



DISLOYALTY



THE RINGMASTER'S TENT

"You traveled these dark paths in search of a truth most divisive. Each tent provided you with all the evidence you desired to make that one fateful choice. Now you stand before the forbidden final tent and you must decide..."

FAITHFUL OUTCOME

When the Showgirl collects enough evidence to happily and willingly join the Carnival as a Faithful Showgirl, she must make a terrible choice.

Go around the table and ask the Sisters if the Showgirl chooses to...

ENTER BLUEBEARD'S TENT?

- ◆ How does the Showgirl transform her own image to reveal that she belongs?
- ◆ What role does the Showgirl make for herself among the other carnies?
- ◆ How does the Showgirl punish future showgirls for transgressions against Bluebeard and the carnival?
- ◆ How does the Showgirl disguise her true monstrous nature from the public?

RESIST ENTERING THE TENT?

- ◆ What new costume does Bluebeard have made for the Showgirl?
- ◆ What humiliating role does the Showgirl take on at the carnival?
- ◆ How is the Showgirl jealous of other showgirls?
- ◆ How does the Showgirl cope with the monstrosities that she's seen?

DISLOYAL OUTCOME

When the Showgirl collects enough evidence to break with the Carnival and refuse the offer as a Disloyal Showgirl, she must make a terrible choice.

Go around the table and ask the Sisters if the Showgirl chooses to...

GO TO THE AUTHORITIES TO SHUT BLUEBEARD'S CARNIVAL DOWN?

- ◆ How does the town justify arresting the Showgirl along with the rest of the carnies?
- ◆ How does Bluebeard escape any kind of retribution or punishment?
- ◆ With which carnie does the Showgirl share a cell?
- ◆ What gift does Bluebeard leave with the Showgirl in her prison cell?

RUN BACK HOME AND FORGET SHOWBIZ FOREVER?

- ◆ How does Bluebeard ruin the Showgirl's reputation?
- ◆ Why does the Showgirl keep the Tokens she has found?
- ◆ What mind-numbing and soul-draining job does the Showgirl beg for?
- ◆ What about the carnival still calls to the Showgirl in her dreams?

SHATTERED OUTCOME

When the Showgirl Shatters completely, her fragmented mind now craves things it did not before and she must make a terrible choice.

Go around the table and ask the Sisters if the Showgirl chooses to...

BECOME A HORROR?

- ◆ How does the Showgirl transform when she admits to her twisted inner desires?
- ◆ What does the Showgirl do to promote Bluebeard's carnival at each new town they visit?
- ◆ What do the rubes feel when the Showgirl performs her act?
- ◆ How does the Showgirl satiate her monstrous hungers?

FLEE FROM HER OWN DEVIANCE?

- ◆ How does the Showgirl bury her strangeness and conform?
- ◆ What lies does the Showgirl tell to win an ordinary husband?
- ◆ What aspect of her wifely duties does the Showgirl enjoy the most?
- ◆ How does the Showgirl force her own child to conform as well?

THE GROUNDSKEEPER

YOUR TALE OF BLUEBEARD'S SHOWGIRL

1. The letter is read.
2. The Sisters are created.
3. The Showgirl is given tickets and a ring.
4. One by one, the tents are explored:
"The tent beckons. You enter, and the flap closes behind you."
5. Evidence is gathered.
6. The final tent is exposed.

AGENDAS

- ◆ Make the Showgirl and her experiences feel real.
- ◆ Fill the Sisters' lives with fear and horror.
- ◆ Play to find out what the Showgirl chooses.

TENTS:

carousel, dancing girls tent, food stall, fortune teller tent, funhouse, games stall, lion tamer tent, magic show tent, mermaid tent, serpent tent, sideshow tent, spider lady tent, strongman tent

GIFTS

(THE SHOWGIRL'S SUBMISSION)

Animus:

Diva:

Mother:

Virgin:

Witch:

PRINCIPLES

- ◆ Breathe unnatural life into the Carnival.
- ◆ Address yourself to the Sisters, not the players.
- ◆ Give each inhabitant of the Carnival a drive.
- ◆ Ask about the Showgirl's fears and build on the answers.
- ◆ Veil your moves with mystery.
- ◆ Hold the Showgirl to the promises of her audition.
- ◆ Fill the Carnival with the echoes of violence.
- ◆ Blur the line between the ordinary and the monstrous.
- ◆ Center the story on women's experiences.

OBJECTS:

aerial silks, bed of nails, broken ride parts, cages, fancy costumes, food, hoops, juggling pins, lions, other animals, masks, mirrors, pickled punks, throwing knives, bladebox, cabinet of curiosities

LOOK

(THE SHOWGIRL'S INSECURITIES)

Hands:

Mouth:

Figure:

Eyes:

Hair:

GROUNDSKEEPER MOVES

- ◆ *Hint at off-screen horrors.*
- ◆ *Present evidence of other Showgirls' suffering.*
- ◆ *Invoke the Carnival's memories and secrets.*
- ◆ *Undermine the Showgirl's senses.*
- ◆ *Remind the Showgirl of her limits, physical and social.*
- ◆ *Put the Showgirl in danger, emotional or physical.*
- ◆ *Inflict trauma, as established.*
- ◆ *Introduce a carnie or horror.*
- ◆ *Offer an opportunity at a cost.*
- ◆ *Turn their move back on them.*
- ◆ *Make a tent move.*
- ◆ *After every move: "What do you do?"*

GARNIES:

acrobats, aerialists, alligator man, armless wonder/human worm, bearded lady, clowns, conjoined twins, cooks, dancing girls, devil baby, dog faced boy, fetus in a jar, fire-breathers, fuji mermaid, human pincushion, jugglers, lion-tamers

WHAT WAS LEFT BEHIND

(THE SHOWGIRL'S FEARS)

Animus:

Diva:

Mother:

Virgin:

Witch:

TENT THREATS

PUBLICITY

SUBSETS

- ◆ Downfall
- ◆ Expectation
- ◆ Fandom
- ◆ Obsession
- ◆ Scandal

TENT MOVES

- ◆ Tell her what you can do for her if you're happy
- ◆ Ignore and walk out on her when she is in need
- ◆ Put her on display and demand a show
- ◆ Mock her in front of others
- ◆ Fight over her
- ◆ Drug her
- ◆ Shame her by introducing a perfect woman
- ◆ Showcase a flaw for all to see
- ◆ Give her the tools she needs to be popular
- ◆ Tempt her with gems, clothes, or delectable delights

RELIGION

SUBSETS

- ◆ Instruction
- ◆ Possession
- ◆ Punishment
- ◆ Rituals
- ◆ Underworld

TENT MOVES

- ◆ Haunt her with former figureheads, plagues, or fluids
- ◆ Force her to confess
- ◆ Educate her on how to be a pious woman
- ◆ Trigger a ritual, hunt, or initiation
- ◆ Possess an object in the tent like a bed, or a dress
- ◆ Surface what is buried underfoot
- ◆ Tempt her with sinful acts: orgies, theft, or murder
- ◆ Use violence and love to teach her how to think
- ◆ Surround her with iconography that hurts or heals
- ◆ Celebrate her modesty, chastity, and humility.

SEXUALITY

SUBSETS

- ◆ Abortion
- ◆ Humiliation
- ◆ Nymphomania
- ◆ Perversion
- ◆ Sexual Violence

TENT MOVES

- ◆ Advance on a woman with touch, words, or display
- ◆ Impregnate her with words, ritual, or a lie
- ◆ Break her sexuality with critiques or aggression
- ◆ Show the inherent perversity of objects
- ◆ Invite her to join a promiscuous act
- ◆ Educate her on how she should please her employer
- ◆ Show what Bluebeard enjoys in art, books, and toys
- ◆ Infect someone with a sexual disease
- ◆ Condemn a partner or a child with violence or words
- ◆ Ask what she desires and parade it in public

WORKPLACE

SUBSETS

- ◆ Embarrassment
- ◆ Enforcement
- ◆ Gossip
- ◆ Harassment
- ◆ Incompetency

TENT MOVES

- ◆ Challenge her abilities
- ◆ Touch her when she least expects it
- ◆ Isolate her
- ◆ Threaten her with rumors and lies
- ◆ Tell her what she should wear and why
- ◆ Pressure her with flattery
- ◆ Use physical affection and discipline in public
- ◆ Remind her that she is beyond saving
- ◆ Smother her with the needs of others
- ◆ Repeat phrases and relive scenes until she gives in



THE MOVES



MAIDEN MOVES

CARE FOR SOMEONE

When you **CARE FOR SOMEONE** (carnie or horror), you ease their suffering and bridle their torment.

They may demand a demonstration of your sincerity.


INVESTIGATE A MYSTERIOUS OBJECT

When you **INVESTIGATE A MYSTERIOUS OBJECT** from a tent, ask two:

- Whose item is this?
- What memories does this item hold?
- What about this item is odd or uncanny?
- Why did Bluebeard keep this item?

TAKE STOCK

When you **TAKE STOCK** of a tense situation, ask one:

- What stalks the Showgirl from the shadows?
 - What traps have been laid for the Showgirl?
 - What does this place demand of the Showgirl?
 - What horror here is hidden from the Showgirl?
- 



SIGNET MOVES

SHIVER FROM FEAR

When you **SHIVER FROM FEAR**, name the thing you are most afraid will happen; the Groundskeeper will tell you how it's worse than you feared. Keep the signet and choose two, or pass the signet and choose one:

- It infects the Showgirl with its perversion.
- It has the Showgirl in its clutches right now.
- It speaks to you. Take one trauma... Just you, Sister.

CARESS A HORROR

When you **CARESS A HORROR**, roll +Blood. On a hit, the horror is swayed by your stroke; direct what was intended for you to another victim in the Carnival.

On a 7-9, it will shift its attention, but only if you participate in some way.

DIRTY YOURSELF WITH VIOLENCE

When you **DIRTY YOURSELF WITH VIOLENCE**, roll +Carnality.

On a hit, you inflict trauma as established and choose one:

- Disable them
- Silence them
- Mutilate them

On a 7-9, choose one from below as well:

- Your vulnerability opens you up to trauma
- Your carelessness leaves you in a bad spot

CRY OUT FOR HELP

When you break down and **CRY OUT FOR HELP**, roll +Resilience.

On a hit, a carnie comes to address your concerns and calm your hysteria.

On a 7-9, they help you, but they first need proof of your loyalty to Bluebeard

GIVE UP THE SIGNET

When you voluntarily **GIVE UP THE SIGNET**, pass the signet to the next Sister. You are immune to trauma until that Sister passes the signet.



EXIT MOVES

ESCAPE

When you attempt to **ESCAPE** *without* proposing a truth, the Groundskeeper will offer you a hard bargain or ugly choice. If you pay the price, you escape.

PROPOSE A TRUTH

When you **PROPOSE A TRUTH** about a tent, detail what you think happened in the tent, to whom, and why. Next describe the token you take that supports your interpretation of what happened here and mark it on the appropriate token track.

→ If it is a **TOKEN OF FAITHFULNESS**, you are closer to proving that your trust in your employer is well placed; heal one trauma.

→ If it is a **TOKEN OF DISLOYALTY**, you are closer to proving that your unkind suspicions about your employer are true; mark one trauma.



DIVA

You provoke buried memories with your voice. Others exchange their attention for a glimpse of your famed act.



AUDITION PREP

- ♦ What does the Showgirl's mouth look like?
- ♦ How do others keep her quiet?
- ♦ What are you leaving behind from your provincial life to become Bluebeard's Showgirl?
- ♦ When you first met, what loving gesture did Bluebeard make that won you over?
- ♦ What gift did you present to Bluebeard before the audition? Why did you choose this?
- ♦ Do you trust your generous employer, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

Your sisters are dull and lackluster. But...

..._____ has potential for showmanship. Explain why you wish to develop their talents.

..._____ has repeatedly sabotaged your chances at stardom. Explain why you continually allow this to happen.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE SIREN

When you perform your song of secret carnal desire for a group of carnies or horrors, take one trauma and the group will fulfill one pointed favor of your choosing.

THE TWO-FACE

All the world's a stage, but there is a difference between a public and private face. Take 1 trauma in order to take the signet from your Sister.

THE BARKER

When you **CARE FOR A CROWD** by telling them what makes their monstrosity beautiful, take 1 trauma.

TRAUMA TRACK



ANIMUS

You hold onto righteousness with both hands. Others admire your strength and bow to your will.

AUDITION PREP

- What are the Showgirl's hands like?
- What weakness do you give away when others hold your hand?
- What are you leaving behind from your provincial life to become Bluebeard's Showgirl?
- When you first met, what loving gesture did Bluebeard make that won you over?
- What gift did you present to Bluebeard before the audition? Why did you choose this?
- Do you trust your generous employer, Bluebeard, or do you hold unkind suspicions? Why is that?

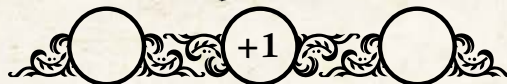
SISTERLY BONDS

You hold yourself apart from your sisters, but:

..._____ is the only one who soothes you. Explain a time they calmed your rage.

...you are envious of _____. Explain why you can never compare to them.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE BRUTE

When you *INVESTIGATE A MYSTERIOUS OBJECT* by breaking it, ask a follow-up question about the object. Its essence still remains, but the item can no longer be investigated by any Sister.

THE ROOSTER

Mark one trauma to give a direct order to an NPC. They do it, but choose one: Your order...

... is carried out to the letter and then some.

... is overwhelming and carried out sloppily.

... is not something they can do, and a third party steps in to carry it out.

THE SHIELD

When one of your Sisters marks trauma, explain to her how the trauma she is experiencing is her fault, then ask if she believes you. If she believes you, she marks one less trauma. If she rejects your explanation, mark one trauma as you experience the shame of your own impotence.

TRAUMA TRACK





MOTHER

*You walk with authority.
Others ache for your approval, and
long for you to soothe their wounds.*

AUDITION PREP

- ♦ What is the Showgirl's figure like?
- ♦ What do others wish was different about it?
- ♦ What are you leaving behind from your provincial life to become Bluebeard's Showgirl?
- ♦ When you first met, what loving gesture did Bluebeard make that won you over?
- ♦ What gift did you present to Bluebeard before the audition? Why did you choose this?
- ♦ Do you trust your generous employer, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

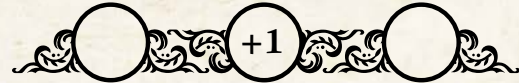
You know best, and try to guide your wayward sisters, but...

... _____ irritates you with their obstinance.

Explain a time they undermined your authority.

...you trust _____ to have your back. Explain a time they supported you in a time of need.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE BEAR

When a Sister provokes trauma, you can step in and punish the Sister who truly deserves it. Tell the guilty Sister to mark the trauma instead, and mark one trauma for yourself as well, as your failure to prevent this is self evident.

THE KINGMAKER

When you insist a male carnie or horror deserves more power than they currently have and give them a gift, you have found your champion. Heal one trauma.

THE MARTYR

You will take your love to the ends of this world. When you offer forgiveness for a Sister's sins, mark trauma, one for two, to heal that Sister.

TRAUMA TRACK



VIRGIN

You see beauty where there is none.
Others seek comfort in your warmth
and delight in your obedience.

AUDITION PREP

- What do the Showgirl's eyes look like?
- How do others know you want them when they gaze into your eyes?
- What are you leaving behind from your provincial life to become Bluebeard's Showgirl?
- When you first met, what loving gesture did Bluebeard make that won you over?
- What gift did you present to Bluebeard before the audition? Why did you choose this?
- Do you trust your generous employer, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

You trust your sisters... for the most part, but...

..._____ blackens your innocence with her every word. Explain how she became your enemy.

..._____ often helps you play tricks on the others. Explain a time when she was your ally in mischief.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE LILY

Your beauty is a candle in the darkness. When you **CARE FOR SOMEONE** by showing them something beautiful, you do not have to demonstrate your sincerity.

THE MOTH

When you **INVESTIGATE A MYSTERIOUS OBJECT** by placing yourself in immediate danger, the Groundskeeper asks you a question off the list provided. Your answer is truth. Mark a trauma to earn a second question.

THE VICTIM

When you **CARESS A HORROR** by inviting it to come closer, mark one trauma to take a 10+ instead of rolling.

TRAUMA TRACK





WITCH

You braid magic from shadow and blood. Others desire a taste of your sin and pray for your undoing.



AUDITION PREP

- ◆ What is the Showgirl's hair like?
- ◆ How do others like you to wear it?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Showgirl?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the audition? Why did you choose this?
- ◆ Do you trust your generous employer, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

Your sisters are not nearly as important as power, but...

..._____ is a useful tool. Explain how they helped your pursuit of blasphemous craft.

..._____ draws an evil to her. Explain what you have done to keep that evil at bay.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE MEDIUM

.....
Spill your blood to commune with the horrors of the tent. Mark one trauma and the Groundskeeper will share whispers about what happened here, and might ask you a question or two; answer them.

THE REAPER

.....
When a fellow Sister shatters, you feed on a piece of the Showgirl's soul. Heal two trauma.

THE VIPER

.....
When you **CARE FOR A CARNIE** by poisoning them with your lies, they choke on your words and die.

TRAUMA TRACK



SHATTERED

When you shatter, read the following passage aloud.
When a new Sister shatters, read it along with her:

WE ARE NO LONGER WHOLE...
OUR CONNECTION IS SEVERED. OUR MIND IS FRAGMENTED.
OUR DEEPEST FEARS ARE EXPOSED. OUR BLOOD FEEDS THE HORRORS.
AND I WELCOME THEM.

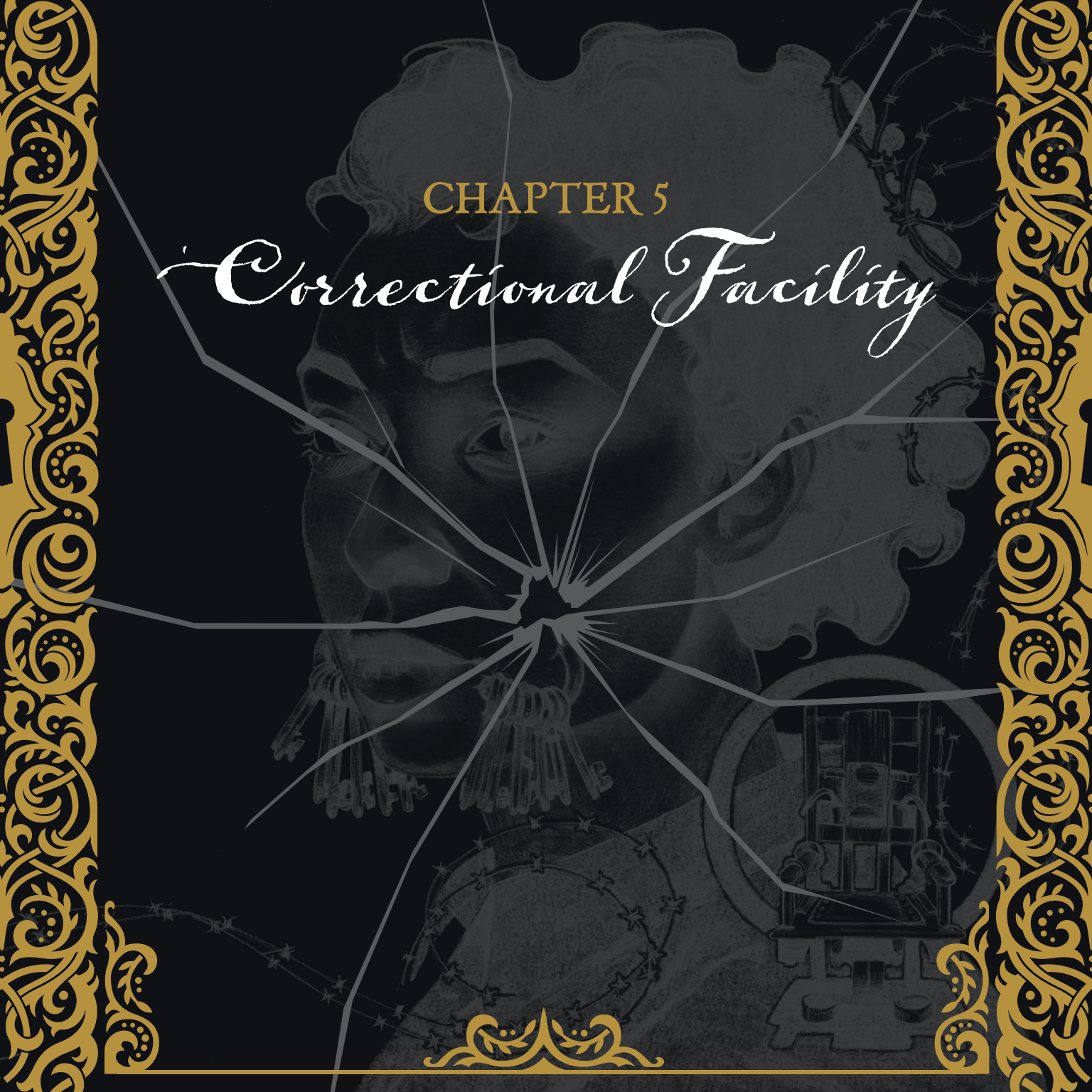
When a Sister misses her roll, the Groundskeeper may look to you to describe what happens to the Showgirl.
Use the following prompts to help describe what happens to the Showgirl:

- Answer with what you find frightening.
- Illuminate the horror in beauty as well as gore.
- Describe interesting details using all five senses.



CHAPTER 5

Correctional Facility



GRANVILLE CORRECTIONAL FACILITY

1697 Fitcher Way, Cooperstown

To our newest Guard,

Welcome to the staff of the Granville Correctional Facility. That's correct—I have decided to offer you a position as a guard here at Granville. I hope that this comes as uplifting news in your time of mourning. The death of your father must have been particularly trying, and I hope that this helps alleviate the burden.

I took it upon myself to intervene in your situation and ensure that this position went to you. You are underqualified, yes, but there is room for you to grow at Granville, personally and professionally.

To be honest, I would think myself ungrateful if I did not honor your father's hard work by giving you a position here. He was a perfect fit for this institution—the prisoners here always liked having someone they could relate to as one of their supervisors—and he will be missed dearly by everyone in the Granville family.

But now you have a chance to make your own mark. When you begin your first day of employment at Granville, you will become the first female guard to ever work at our institution—a strange but welcome development now that the 1980s are upon us. Not only must you uphold your father's fine legacy, but now I expect you feel the weight of your entire gender upon your shoulders. It is my hope that this responsibility spurs you to do great work here at our facility.

I do have some concerns, however. We have a specific way of doing things here at Granville. Methods that have worked year in and year out for decades, and I do not wish to see those patterns disrupted. You may have heard rumors of extreme cases, tales of torture or wanton violence, and you may have it in your head that you can make a difference, that you can stand against such acts. Rest assured, not only are these stories lies, but any such insubordination is unacceptable, and may have dire repercussions.

Understand that I am rooting for you. Your father was an elite member of our facility, an individual I considered as part of my "inner guard," as it were. I would like to be able to call you a similar ally. I am willing to give you your father's badge as a sign of my trust and authority, a symbol of how much I believe in your potential here. But you must be willing to work with us as necessary.

On your first day, come in and familiarize yourself with the facility. Explore it, learn its corridors, learn its cells, learn its procedures. This is an old prison, replete with more than its fair share of incongruous additions, walled-off spaces and cells, and broken-down wings. She's been through a lot, this old girl, and she's mostly been kept alive by the will and care of those serving her.

I hope to find that you are willing to become a part of our family, that you are capable of meeting the needs of our institutional culture. The other guards have been ordered to answer your requests on this day, to facilitate your acclimation to the facility. I will, unfortunately, not be able to facilitate your introduction to Granville myself; I've been called to City Hall on short notice.

My one rule in my absence: do not enter my office. It is off-limits.

You can find your keys to the cells in this envelope, along with your father's badge. I am sure he would have wanted you to have it.

Do me proud. I look forward to talking when I return from City Hall.

Sincerely,

The Warden "Bluebeard"

P.S. I appreciated your kind words and gifts sent to me during the application process. While normally it would be improper to receive such gifts from a prospective employee, I accepted them as a family friend, and was truly grateful for them. Do not mistake my soft spot for you as weakness. Do not enter my office.

GROUNDSKEEPER ADVICE

The Correctional Facility playset is an opportunity to explore a women's prison as a guard during the 1980s.

How will the Guard perform as the first woman officer of the prison? Will she join the Warden's trusted staff? Or will she resist his offers and expose the corruption in his inner circle? Or perhaps—despite her steadfast nature—will she find herself craving the violence and degradation required to keep order in Granville?

KEY DIFFERENCES

The Correctional Facility inherits many of the tropes of the original **BLUEBEARD'S BRIDE** game. Below is advice on how to fit the dark fairy tale to a new shape and form.

Cells & Convicts

The keys of Granville prison are perhaps the most similar to the the keys of Bluebeard's mansion: each leads to a story of sorrow, a prisoner's tale told either by the survivors of whatever gruesome story unfolded...or the ghosts of long-passed victims.

Cells are often the most convenient rooms for the Guard to explore. Whispers echo throughout the prison, and a curious Guard would be drawn to the cellblocks that pulse and quiver with dark secrets. But don't ignore the libraries, cafeterias, work rooms, and other areas of Granville. They too have stories to tell.

Punishing Deviance

The role of a women's prison is often to punish deviance and disobedience, strangling compliance from the bodies of women who have trespassed against society's norms. Sometimes this punishment might be a function of crimes that shock or appall—murdering your own children, torturing elderly parents who rely upon you for their care—but it is just as often a way of enforcing the inequality of patriarchal systems; a woman who killed an abusive lover is surely guilty of a crime, but that does not mean she was sentenced fairly.

The impulse to drive out deviance—to make women conform to the expectations of their surroundings—underlies much of the violence and abuse within such an institution. If women cannot be mothers or sisters or wives while incarcerated...what are we to do? How are we to remember that they are still women?

Guards (and other inmates) often find answers.

But give your prisoners their deviance when you can, show that they still rebel within the walls of Granville, find solidarity or even sexual satisfaction with other inmates despite the watchful eyes of the warden and his guards. These women retain their humanity in the face of unending reminders of their own failures.

Race in Women's Prisons

Issues of wealth, class, and gender run throughout **BLUEBEARD'S BRIDE** (and the other playsets found in this book), but no frame captures issues of race quite like the Correctional Facility. The story of prisons is often the story of the way that race determines economic and legal access. In other words, women of color find themselves without legal recourse, and they end up serving the prison time white women avoid.

Fill Granville with a diversity of ethnicities, reminding the Guard constantly that no woman finds herself in the prison simply because she committed a crime. The system punishes deviance, my dear, and no one is more deviant than a woman of color, judged once for her gender and again for the crime of not being white.

There is no need to trade in sloppy stereotypes or atrocious accents when presenting characters that defy the default of white presentation. Such women (and men) are people first, racial symbols second; let them speak and think as people speak and think, without artifice or a strange need to prove their own racial consistency.

Be cautious with horrors that focus on race, as well. A guard who brands victims with racist slurs is terrifying, but a monster in blackface is still a minstrel show that reflects poorly on the story you are trying to tell.

HISTORICAL INSPIRATION

Women have always served in important roles in the criminal justice system, often acting as charitable or religious emissaries to incarcerated inmates. Yet the role of correctional officer has often been limited to men, even as the drug war placed increasing numbers of women in prison for nonviolent offenses.

In some places, women have served as guards, support staff, and even wardens for decades. But in other places, men have managed to hold on to power through the late 20th century, segregating the workforce to secure better wages and answer fewer questions about what happens within the prison.

Remember that issues of race also play a critical role in these interactions: the drug war creates a sharp division between white and nonwhite communities' experiences when dealing with law enforcement.

MEDIOGRAPHY

OZ
CHICAGO
STRANGER INSIDE
THE WIRE
ORANGE IS THE NEW BLACK
BITCH PLANET



THE GUARD

"His faith in her breeding could make or break her career."



Do you arrive at the warden's office as a faithful Guard whose trust in her generous warden is well placed?
Or are you a disloyal Guard, who harbors unkind suspicions?

FAITHFULNESS



DISLOYALTY



THE FINAL CELL

"You traveled these dark halls in search of a truth most divisive. Each cell provided you with all the evidence you desired to make that one fateful choice. Now you stand before the forbidden final cell and you must decide..."

FAITHFUL OUTCOME

When the Guard collects enough evidence to prove Bluebeard's good intent and serve under him as a Faithful Guard, she now faces a terrible choice.

Go around the table and ask the Sisters if the Guard chooses to...

ENTER THE WARDEN'S OFFICE?

- ◆ What were the Guard's last words to Bluebeard before he killed her?
- ◆ Where did Bluebeard hide the Guard's body in the prison?
- ◆ What about the story surrounding the Guard's death brings her joy?
- ◆ How does the Guard henceforth punish the guilty inmates of the prison?

RESIST ENTERING THE WARDEN'S OFFICE AND JOIN HIS INNER CIRCLE?

- ◆ How does the Guard mark her body as a sign of her loyalty to Bluebeard?
- ◆ What inmate does the Guard kill to protect Bluebeard?
- ◆ When the Guard is punished by the state, how does Bluebeard reward her loyalty and secrecy?
- ◆ What is the Guard's favorite way to while away her time in prison?

DISLOYAL OUTCOME

When the Guard collects enough evidence to prove Bluebeard's wrongdoing and crimes as a Disloyal Guard, she now faces a terrible choice.

Go around the table and ask the Sisters if the Guard chooses to...

GO TO THE AUTHORITIES?

- ◆ How do the authorities discredit the Guard and her evidence?
- ◆ How does Bluebeard ensure she will never find another guard position?
- ◆ What token of her father's does Bluebeard send the Guard on the anniversary of his death?
- ◆ What cell haunts the Guard's dreams every night?

RUN AWAY AND START ANEW?

- ◆ What shameful story does Bluebeard tell the press about the Guard's disloyalty?
- ◆ What menial and unimportant work does the Guard do for the rest of her life?
- ◆ When the Guard is discovered with her tokens, how do they ultimately implicate her in a crime?
- ◆ What does Bluebeard give to the Guard when she becomes an inmate at his prison?

SHATTERED OUTCOME

When the Guard Shatters completely, her fragmented mind now craves things it did not before. She now faces a terrible choice.

Go around the table and ask the Sisters if the Guard chooses to...

BECOME OBSESSED WITH SERVING BLUEBEARD?

- ◆ What kind of inmates does the Guard spend most of her time with?
- ◆ How does the Guard change herself to better suit Bluebeard's needs?
- ◆ How does the Guard take her drive to serve too far on a daily basis?
- ◆ Why will the Guard never meet with Bluebeard's approval?

DEDICATE HER LIFE TO BETTERING THE INMATES THEMSELVES?

- ◆ What kind of inmates does the Guard spend most of her time with?
- ◆ What grotesque vision does the Guard hold for the perfect inmate?
- ◆ What terrible thing does the Guard do to inmates who don't improve?
- ◆ Why will the inmates never trust the Guard's motives?

THE GROUNDSKEEPER

YOUR TALE OF BLUEBEARD'S GUARD

1. The letter is read.
2. The Sisters are created
3. The Guard is left alone in Granville.
4. One by one, the cells are explored:
"The cell beckons. You enter, and the door closes behind you."
5. Evidence is gathered.
6. The warden's office is exposed.

AGENDAS

- ◆ Make the Guard and her experiences feel real.
- ◆ Fill the Sisters' lives with fear and horror.
- ◆ Play to find out what the Guard chooses.

ROOMS:

auditorium, boiler room, cafeteria, canteen, chapel, counselor's office, greenhouse, high-security cell, infirmary, intake cell, kitchen, laundry room, library, packed cell, rec room, showers, solitary cell

GIFTS

(THE GUARD'S SUBMISSION)

Judge:

Fatale:

Mother:

Virgin:

Witch:

PRINCIPLES

- ◆ Breathe unnatural life into the prison.
- ◆ Address yourself to the Sisters, not the players.
- ◆ Give each inmate a justification for their crime.
- ◆ Ask about the Guard's fears and build on the answers.
- ◆ Hold the Guard to the prison's code of conduct.
- ◆ Layer guilt and innocence upon each other.
- ◆ Keep the Guard moving through the halls.
- ◆ Remind the Guard of her betrayal.
- ◆ Center the story on women's experiences.

OBJECTS:

bedsheets, can of mace, comb, flashlight, handcuffs, jumpsuit, manacles, marked calendar, nail file, pack of gum, police baton, shiv, tampons, taser, tattered paperback, walkie-talkie

BOOK

(THE GUARD'S INSECURITIES)

Hands:

Mouth:

Figure:

Eyes:

Hair:

GROUNDSKEEPER MOVES

- ◆ *Hint at off-screen horrors.*
- ◆ *Show them the evidence of guilt, innocence, or repentance.*
- ◆ *Undermine the Guard's beliefs.*
- ◆ *Introduce a new inmate or guard.*
- ◆ *Display the prison's crimes.*
- ◆ *Inflict trauma, as established.*
- ◆ *Turn their move back on them.*
- ◆ *Remind the Guard of the power of those around her.*
- ◆ *Suggest redemption is possible.*
- ◆ *Offer an opportunity at a cost.*
- ◆ *Make a room move.*
- ◆ *After every move: "What do you do?"*

DENIZENS:

captain, chaplain, cook, gardener, guard, handyman, kitchen staff, laundryman, librarian, mailman, nurse, offender supervisor, personnel officer, prisoner advocate, psychiatrist, shopkeep, therapist, volunteer

WHAT WAS LEFT BEHIND

(THE GUARD'S FEARS)

Judge:

Fatale:

Mother:

Virgin:

Witch:

CELL THREATS

BODY

SUBSETS

- ◆ Beauty Standards
- ◆ Disability
- ◆ Eating Disorders
- ◆ Gender
- ◆ Illness

CELL MOVES

- ◆ *Drug her*
- ◆ *Perform a medical procedure*
- ◆ *Shame her by introducing a perfect woman*
- ◆ *Paper the cell with what society demands*
- ◆ *Showcase a flaw for all to see*
- ◆ *Exhibit consequences of a transgressive woman*
- ◆ *Give her the tools she needs to be beautiful*
- ◆ *Tempt her with gems, clothes, or delectable delights*
- ◆ *Bind her body in satin and silk*
- ◆ *Make her hair, teeth, or fingernails fall off*

BRUTALITY

SUBSETS

- ◆ Cruelty
- ◆ Discipline
- ◆ Inhumanity
- ◆ Injury
- ◆ Passion

CELL MOVES

- ◆ *Show her in violence*
- ◆ *Drown her in the aftermath*
- ◆ *Demand she treat someone like meat*
- ◆ *Fill her with burning rage*
- ◆ *Showcase the deprived and broken*
- ◆ *Corrupt her healing intent*
- ◆ *Give her permission to hurt someone*
- ◆ *Reflect her violence back on her own body*
- ◆ *Grant an audience who will not help*
- ◆ *Complement her sadism*

GUILT

SUBSETS

- ◆ Absolution
- ◆ Condemnation
- ◆ Judgement
- ◆ Retribution
- ◆ Scapegoat

CELL MOVES

- ◆ *Pin the blame for a crime on her*
- ◆ *Beg her for salvation*
- ◆ *Proclaim an inmate's innocence*
- ◆ *Ask her to enact a punishment*
- ◆ *Require her to pass judgment*
- ◆ *Display the truly guilty*
- ◆ *Provoke mob rule*
- ◆ *Catch her in the act*
- ◆ *Mistake her for an inmate*
- ◆ *Cage her like a dog*

SEXUALITY

SUBSETS

- ◆ Abortion
- ◆ Humiliation
- ◆ Nymphomania
- ◆ Perversion
- ◆ Sexual Violence

CELL MOVES

- ◆ *Advance on a woman with touch, words, or display*
- ◆ *Impregnate her with words, ritual, or a lie*
- ◆ *Break her sexuality with critiques or aggression*
- ◆ *Show the inherent perversity of objects*
- ◆ *Invite her to join a promiscuous act*
- ◆ *Educate her on how she should please her warden*
- ◆ *Show what Bluebeard enjoys in art, books, and toys*
- ◆ *Infect someone with a sexual disease*
- ◆ *Condemn a partner or a child with violence or words*
- ◆ *Ask what she desires and parade it in public*



THE MOVES



MAIDEN MOVES

CARE FOR SOMEONE

When you **CARE FOR SOMEONE** (denizen or horror), you ease their suffering and bridle their torment.

They may demand a demonstration of your sincerity.


INVESTIGATE A MYSTERIOUS OBJECT

When you **INVESTIGATE A MYSTERIOUS OBJECT** from a cell, ask two:

- Whose item is this?
- What memories does this item hold?
- What about this item is odd or uncanny?
- Why did Bluebeard keep this item?

TAKE STOCK

When you **TAKE STOCK** of a tense situation, ask one:

- What stalks the Guard from the shadows?
 - What traps have been laid for the Guard?
 - What does this place demand of the Guard?
 - What horror here is hidden from the Guard?
- 



BADGE MOVES

SHIVER FROM FEAR

When you **SHIVER FROM FEAR**, name the thing you are most afraid will happen; the Groundskeeper will tell you how it's worse than you feared. Keep the badge and choose two, or pass the badge and choose one:

- It infects the Guard with its perversion.
- It has the Guard in its clutches right now.
- It speaks to you. Take one trauma... Just you, Sister.

CARESS A HORROR

When you **CARESS A HORROR**, roll +Blood. On a hit, the horror is swayed by your stroke; direct what was intended for you to another victim in the facility.

On a 7-9, it will shift its attention, but only if you participate in some way.

DIRTY YOURSELF WITH VIOLENCE

When you **DIRTY YOURSELF WITH VIOLENCE**, roll +Carnality.

On a hit, you inflict trauma as established and choose one:

- Disable them
- Silence them
- Mutilate them

On a 7-9, choose one from below as well:

- Your vulnerability opens you up to trauma
- Your carelessness leaves you in a bad spot

CRY OUT FOR HELP

When you break down and **CRY OUT FOR HELP**, roll +Resilience.

On a hit, a fellow denizen comes to address your concerns and calm your hysteria.

On a 7-9, they help you, but they first need proof of your loyalty to Granville.

GIVE UP THE BADGE

When you voluntarily **GIVE UP THE BADGE**, pass the badge to the next Sister. You are immune to trauma until that Sister passes the badge.



EXIT MOVES

ESCAPE

When you attempt to **ESCAPE** *without* proposing a truth, the Groundskeeper will offer you a hard bargain or ugly choice. If you pay the price, you escape.

PROPOSE A TRUTH

When you **PROPOSE A TRUTH** about a cell, detail what you think happened in the cell, to whom, and why.

Next describe the token you take that supports your interpretation of what happened here and mark it on the appropriate token track.

- If it is a **TOKEN OF FAITHFULNESS**, you are closer to proving that your trust in your warden is well placed; heal one trauma.
- If it is a **TOKEN OF DISLOYALTY**, you are closer to proving that your unkind suspicions about your warden are true; mark one trauma.



JUDGE

*Your calluses scream hardship and rigidity.
Others hope to feel the touch of your steel will.*

EMPLOYMENT PREP

- What are the Guard's hands like?
- What weakness do you give away when others hold your hand?
- What are you leaving behind from your ordinary life to become Bluebeard's Guard?
- When you first met, what respectful gesture did Bluebeard make that won you over?
- What gift did you present to Bluebeard before you began your employment? Why did you choose this?
- Do you trust your generous warden, Bluebeard, or do you hold unkind suspicions? Why is that?

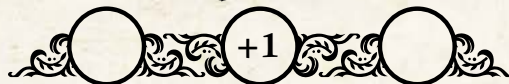
SISTERLY BONDS

You hold yourself above your sisters, but...

..._____ is the only one who can get you to stay your hand. Explain a time they convinced you to hold back.

...you are afraid of _____. Explain why you seek to control them most of all.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE ARBITER

When *INVESTIGATING A MYSTERIOUS OBJECT*, you can always ask:

- Whose guilt is associated with this object?

THE ENFORCER

Mark a trauma to command an NPC with a dire threat. They respond to the threat with fear and obedience, but choose one:

- ...You must harm them to convince them.
- ...They are too afraid to follow your command perfectly.
- ...They lash out in fear at something else in the room.

THE EXECUTIONER

When one of your sisters marks trauma, ask her if she takes on the guilt for her own suffering or if another is to blame. If she takes on the guilt, mark the trauma in her stead. If she blames someone else, heal 1 trauma if you punish them for their crimes.

TRAUMA TRACK



FATALE

You drip sensuality from your lips.
Others watch your every move and crave
for you to take control.

EMPLOYMENT PREP

- ♦ What does the Guard's mouth look like?
- ♦ How do others keep her quiet?
- ♦ What are you leaving behind from your ordinary life to become Bluebeard's Guard?
- ♦ When you first met, what respectful gesture did Bluebeard make that won you over?
- ♦ What gift did you present to Bluebeard before you began your employment? Why did you choose this?
- ♦ Do you trust your generous warden, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

Your sisters are who they are, boring and predictable. But...

... _____ has no idea of a woman's true power.
Explain why you wish to teach her.

... you try to draw in _____ with your seductive
aura. Explain how you hide your insecurities from her.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE DANCER

Remove a piece of your clothing to **CARE FOR SOMEONE**. That item of clothing is lost to you forever, but it feeds the appetite of the horror or denizen until the Guard speaks again.

THE MISTRESS

You are the one really in control. Mark one trauma to take the badge from your Sister.

THE SPIDER

Your beauty and charm get you what you want. When you trap a denizen or horror with your feminine wiles, they will tell you a secret about either the facility or Bluebeard.

Mark a trauma to ask a follow-up question.

TRAUMA TRACK





MOTHER

*You walk with authority.
Others ache for your approval, and
long for you to soothe their wounds.*



EMPLOYMENT PREP

- ♦ What is the Guard's figure like?
- ♦ What do others wish was different about it?
- ♦ What are you leaving behind from your ordinary life to become Bluebeard's Guard?
- ♦ When you first met, what respectful gesture did Bluebeard make that won you over?
- ♦ What gift did you present to Bluebeard before you began your employment? Why did you choose this?
- ♦ Do you trust your generous warden, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

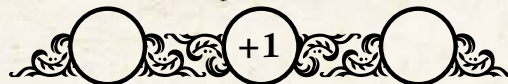
You know best, and try to guide your wayward sisters, but...

... _____ irritates you with their obstinance.

Explain a time they undermined your authority.

...you trust _____ to have your back. Explain a time they supported you in a time of need.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE BEAR

When a Sister provokes trauma, you can step in and punish the Sister who truly deserves it. Tell the guilty Sister to mark the trauma instead, and mark one trauma for yourself as well, as your failure to prevent this is self evident.

THE KINGMAKER

When you insist a male denizen or horror deserves more power than they currently have and give them a gift, you have found your champion. Heal one trauma.

THE MARTYR

You will take your love to the ends of this world. When you offer forgiveness for a Sister's sins, mark trauma, one for two, to heal that Sister.

TRAUMA TRACK



VIRGIN

You see beauty where there is none.
Others seek comfort in your warmth
and delight in your obedience.

EMPLOYMENT PREP

- What do the Guard's eyes look like?
- How do others know you want them when they gaze into your eyes?
- What are you leaving behind from your ordinary life to become Bluebeard's Guard?
- When you first met, what respectful gesture did Bluebeard make that won you over?
- What gift did you present to Bluebeard before you began your employment? Why did you choose this?
- Do you trust your generous warden, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

You trust your sisters... for the most part, but...

..._____ blackens your innocence with her every word. Explain how she became your enemy.

..._____ often helps you play tricks on the others. Explain a time when she was your ally in mischief.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE LILY

Your beauty is a candle in the darkness. When you **CARE FOR SOMEONE** by showing them something beautiful, you do not have to demonstrate your sincerity.

THE MOTH

When you **INVESTIGATE A MYSTERIOUS OBJECT** by placing yourself in immediate danger, the Groundskeeper asks you a question off the list provided. Your answer is truth. Mark a trauma to earn a second question.

THE VICTIM

When you **CARESS A HORROR** by inviting it to come closer, mark one trauma to take a 10+ instead of rolling.

TRAUMA TRACK





WITCH

You braid magic from shadow and blood. Others desire a taste of your sin and pray for your undoing.



EMPLOYMENT PREP

- ◆ What is the Guard's hair like?
- ◆ How do others like you to wear it?
- ◆ What are you leaving behind from your ordinary life to become Bluebeard's Guard?
- ◆ When you first met, what respectful gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before you began your employment? Why did you choose this?
- ◆ Do you trust your generous warden, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

Your sisters are not nearly as important as power, but...

..._____ is a useful tool. Explain how they helped your pursuit of blasphemous craft.

..._____ draws an evil to her. Explain what you have done to keep that evil at bay.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

THE MEDIUM

Spill your blood to commune with the horrors of the cell. Mark one trauma and the Groundskeeper will share whisperings about what happened here, and might ask you a question or two; answer them.

THE REAPER

When a fellow Sister shatters, you feed on a piece of the Guard's soul. Heal two trauma.

THE VIPER

When you **CARE FOR A DENIZEN** by poisoning them with your lies, they choke on your words and die.

TRAUMA TRACK



SHATTERED

When you shatter, read the following passage aloud.
When a new Sister shatters, read it along with her:

WE ARE NO LONGER WHOLE...
OUR CONNECTION IS SEVERED. OUR MIND IS FRAGMENTED.
OUR DEEPEST FEARS ARE EXPOSED. OUR BLOOD FEEDS THE HORRORS.
AND I WELCOME THEM.

When a Sister misses her roll, the Groundskeeper may look to you to describe what happens to the Guard.
Use the following prompts to help describe what happens to the Guard:

- Answer with what you find frightening.
- Illuminate the horror in beauty as well as gore.
- Describe interesting details using all five senses.



WHAT KIND OF BRIDE WILL YOU BE?

The bride's nightmare is an endless hall of mirrors, twisting and changing...

The **BOOK OF MIRRORS** sends players into new versions of **BLUEBEARD'S BRIDE**, scattered throughout history and horror.

Gaze into the bloodied echoes of this tome, each one playing out the tale of Bluebeard and his bride in a familiar but different form. Dive into the minds of Bluebeard's son, a boarding school governess, a patient in a condemned asylum, a showgirl new to a dark carnival, or the first female guard at Granville Correctional Facility.

The **BOOK OF MIRRORS** is a supplement for **BLUEBEARD'S BRIDE**, an investigatory horror tabletop roleplaying game for 3-5 people, based on the Bluebeard fairy tale.



POWERED BY THE
APOCALYPSE

Players 3-5	Time 2-4 hrs	Rating Adults Only
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