

VACANT HOTEL

BOOK OF MIRRORS



# CREDITS

Published by **MAGPIE GAMES**

Lead Developers **BRENDAN CONWAY & MARISSA KELLY** Project Manager **MARISSA KELLY**

System Leads **BRENDAN CONWAY & MARISSA KELLY**

Writing by **BRENDAN CONWAY, MARISSA KELLY, & SARAH RICHARDSON**

Developmental and copy editing by **MARK DIAZ TRUMAN**

Proofreading by **KATHERINE FACKRELL** Art Direction by **MARISSA KELLY**

Interior art by **TAWNY FRITZ, MIRCO PAGANESSI, & JUAN OCHOA**

Graphic Design and Layout by **MIGUEL ÁNGEL ESPINOZA**

Staff Support by **J. DERRICK KAPCHINSKY, SARAH RICHARDSON, and MARK DIAZ TRUMAN**

Based on the tabletop roleplaying game **BLUEBEARD'S BRIDE**  
created by **WHITNEY "STRIX" BELTRÁN, MARISSA KELLY, and SARAH RICHARDSON.**



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## WHAT IS THIS?

This PDF expands **THE BOOK OF MIRRORS**—a supplement for **BLUEBEARD'S BRIDE**—with a new playset that explores the story of Bluebeard and his online Date meeting for the first time at his remote vacant hotel.

Like **THE BOOK OF MIRRORS**, this playset contains everything you might need to play an entirely different version of the original game of feminine horror.

**THE BOOK OF MIRRORS** and **THE VACANT HOTEL** both rely 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 these new stories of Bluebeard's cruelty.

Yet you ought not assume you know what is to follow within the hotel; this tale of woe is unique upon each telling, and you cannot predict what you will find...









# VACANT HOTEL



True Love Chat



[Invitation Sent 2.2.2010 10:06pm]

<Bluebeard Entered the Chatroom>

**Bluebeard:** you rang? ;)

**Date82:** Hello~

**Date82:** I took some time off from work for the long weekend. I was hoping we could finally meet in person?

**Bluebeard:** you think I might be the 1? 🌹 even after all those nasty rumors?

**Date82:** Depends. ;)

**Date82:** You going to put us up in your rich and mysterious hotel?

**Bluebeard:** depends

**Bluebeard:** are you a screamer?

**Date82:** ???

**Bluebeard:** some say my hotel is haunted because it was once the home of a great and terrible cult

**Bluebeard:** rituals, spirits, strange happenings and all that, you know...

**Bluebeard:** but don't worry we won't be impregnating you with any elder gods lol ;)

**Date82:** lol

**Date82:** I might have a thing for facial hair, but Cthulhu's not my type!

**Bluebeard:** I would love to have you as a guest in my hotel <3

**Date82:** really?!

**Date82:** I'm so excited to finally meet you in person!

**Bluebeard:** of course, my love~

**Bluebeard:** it is under construction that weekend, so there shouldn't be many other guests around to bother us during our get away

**Date82:** How will you know it's me?

**Bluebeard:** I want our meeting to be special too

**Bluebeard:** pin a blue rose to your chest, I'll do the same

**Bluebeard:** I wanna get this right

**Date82:** I'll message you when I'm off work and on my way.

**Bluebeard:** xoxo

<Bluebeard left the chatroom>

Send

## Rendezvous

**2.14.2010 7:15pm**

**Bluebeard:** I'm going to be late!

**Bluebeard:** so sorry!

**Bluebeard:** hope you get this before you lose service, please don't leave! I'll be there ASAP

**Bluebeard:** give your car keys to the valet and tell the front desk to give you all the room keys

**Bluebeard:** you can look around all you want while I am away but do not go into my suite without me!

**Bluebeard:** I want to carry you over the threshold myself

**Bluebeard:** xoxo

## Happy Valentine's Day

**2.14.2010 8:03pm**

**Bluebeard:** let's make your first time special and perfect. if I am held up much more, just slip into the skimpy number I bought you. <3



# GROUNDSKEEPER ADVICE

The Vacant Hotel playset is an opportunity to meet your online boyfriend, Bluebeard, for the first time and enjoy a romantic getaway at his remote hotel.

How will the Date interpret the rooms of her lover's hotel? Will she ignore the rumors that haunt him and discover that he is 'the one'? Or will she reject his advances and escape the lure of his seductive hotel? Or perhaps—consumed by passion and madness—will she become a permanent resident of his fallen resort?

## KEY DIFFERENCES

Vacant Hotel 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.

### *Love & Ownership*

While Bluebeard's love and affection may be up for debate in the original **BLUEBEARD'S BRIDE**, there is no end to Bluebeard's love for his Date. She is *special*, she is *unique*, and yet...there will always be another.

Bluebeard's ownership of the Date is on display for all to see as an expression of his love and desire for her. If there is ever a question about how to show his devotion, filter it through a lens of possessive obsession. He believes he already owns her, and his every gift and kindness is riddled with his grasping emotions.

### *Call of the Occult*

The hotel is a living, breathing nightmare with hungers and desires all of its own. A twisted reflection of Bluebeard and his guests, the hotel seeks to awaken the Date's true destiny and trap her power here like it has done to so many others before her.

The Date is treated as magical and wondrous by everyone in the hotel. She has the mark of the rose on her chest, and the burning fire within her that means she can never hide. The Date is drawn to the occult, and the occult calls to her from every room of the resort.

The hotel *hungers* for the Date. It needs her light. Each room is an opportunity for the force that dwells inside it to persuade, lead, or force the Date into the arms of Bluebeard, the only true master it respects.

As the Date explores the hotel going room to room, a ritual is unfolding, leading her steadily towards her final destiny. And while each room is constructed like it is in **BLUEBEARD'S BRIDE**—filled with a unique threat and voice—a thread of continuity strings her along through the halls as she sews her own doom. The very walls of the hotel want her to find her place here. If she gives in, the hotel promises her rewards; if she resists, it whispers of fates worse than death. Is she a key? A sacrifice? A sorcerer? Yes. All of the above and more in Bluebeard's eyes.



## Technology & Isolation

The more modern 2010 setting of Vacant Hotel creates a unique temptation for the Date to use technology as a way to escape the horrors of the hotel. The introduction should remind the Date that she is out of the range of cell service, that her car has been handed over to the valet for safe keeping. But such limits may not be enough to deter players from attempting to make calls to the authorities or drive away.

To preserve the magical realism of the original **BLUEBEARD'S BRIDE** game, let players try to rely on such fragile tools. After all, there is no harm in the Date stealing a car, driving into the fog and endlessly passing the same vacant hotel sign. Or perhaps she desperately tries to make a call and instead is greeted only by the screams of Bluebeard's former lover.

Technology is just one more mysterious object, and an additional source of horrors and fears. If the Date goes to valet parking, she has chosen a room; don't let her escape until she has made an exit move and declared what she has found.

Nothing in the hotel is as it seems. All of it is part of the madness that lies at the end of the path the Date walks, past empty rooms and hotel staff alike.

## HISTORICAL INSPIRATION

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For many Americans in the early 2000s, online dating was new, exciting, and taboo. Society often frowned upon people who met strangers in chat rooms, started relationships, and engaged in intimate ways via instant messages. Often lovers who met online would make up fantastical lies about how they 'actually' met to avoid scrutiny.

Regardless of social ramifications, the desire for online companionship grew. Some souls did find true love online, but it had its share of dangers to navigate. The worst of online dating stories, catfishing, and identity theft are the perfect fodder for the horror genre.

Vacant Hotel opens its doors to the exploration of these days of online love and anonymity. Bluebeard's beard—and the insecurity that arises from his disturbing visage—is his excuse for refusing to meet the Date until now. But what else is he hiding?

## MEDIOGRAPHY

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666 PARK AVENUE  
AMERICAN HORROR STORY: HOTEL  
THE BATES HOTEL  
DARK FALLS (2002 VIDEO GAME)  
MOTHER!  
ROOM 1408



# THE DATE

*"He has had trouble finding love, but she is something special..."*



Do you arrive to the final room as a faithful Date whose trust in her generous boyfriend is well placed?  
Or are you a disloyal Date, who harbors unkind suspicions?

## FAITHFULNESS



## DISLOYALTY



# THE BOYFRIEND'S SUITE

*"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 Date finds enough evidence to determine that her boyfriend is the one, she faces a terrible choice.

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

### ENTER THE BOYFRIEND'S SUITE?

- ♦ What are the Date's final apologetic words to Bluebeard before he kills her?
- ♦ What room does the Date's soul reside in after her death?
- ♦ What about the way Bluebeard integrates the Date's corpse into the hotel brings her comfort and joy?
- ♦ How does the Date punish future dates for transgressions against Bluebeard?

### RESIST ENTERING THE SUITE?

- ♦ Where does Bluebeard display the intimate photos the Date sent him before coming to the hotel?
- ♦ How does Bluebeard reward the Date for remaining loyal to him?
- ♦ What humiliating role does the Date take up in the hotel to be close to Bluebeard?
- ♦ How does the Date participate when Bluebeard brings other women to the hotel to satisfy his needs?

## DISLOYAL OUTCOME

When the Date finds enough evidence to prove her boyfriend's malicious intentions, she faces a terrible choice.

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

### RUN AWAY AND REPORT HIS CRIMES?

- ♦ What disgraceful or shameful act does the Date perform to secure her keys from the valet?
- ♦ How do the authorities punish the Date for her misconduct during the encounter at the hotel?
- ♦ What restitution must the Date pay to Bluebeard to "apologize" for ruining his name and reputation?
- ♦ What dark fantasy from the hotel ruins each new intimate relationship the Date attempts to form?

### RUN AWAY TO FIND LOVE ELSEWHERE?

- ♦ What inviolable mark from the hotel does the Date bear on her body?
- ♦ What troubling characteristic of Bluebeard's does the Date look for in prospective suitors?
- ♦ What token of Bluebeard's does the Date keep by her bedside?
- ♦ What drives the Date to read Bluebeard's affectionate emails every anniversary of her escape?

## SHATTERED OUTCOME

When the Date 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 Date chooses to...

### DO EVERYTHING IN HER POWER TO MAKE HERSELF MORE DESIRABLE?

- ♦ Which room of the hotel traps the Date's soul for eternity?
- ♦ How does the Date flaunt her relationship with Bluebeard to others?
- ♦ Why is the Date never truly worthy of Bluebeard's love?
- ♦ How does the Date's body change to meet Bluebeard's perverse needs?

### HELP BLUEBEARD FIND TRUE LOVE?

- ♦ Where does the Date go to find new women to bring to the hotel for Bluebeard?
- ♦ What wisdom does the Date impart to the women in the hopes they make Bluebeard truly happy?
- ♦ What does the Date do to those women who prove unworthy?
- ♦ What is the only thing that feeds the Date and makes her feel alive?



# THE GROUNDSKEEPER

## YOUR TALE OF BLUEBEARD'S VAGANT HOTEL

1. The Sisters are created.
2. The Date is left alone at the hotel.
3. One by one, the rooms are explored:  
*"The room beckons. You enter, and  
the door closes behind you."*
4. Evidence is gathered.
5. The boyfriend's suite is exposed.

## AGENDAS

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

## ROOMS

bar, basement, business center, dining room, executive suite, exercise room, housekeeper's closet, kitchen, laundry, lounge, penthouse, pool, reception, suite, supply closet, utility room, vending room

## GIFTS

(THE DATE'S SUBMISSION)

Animus:

Fatale:

Mother:

Sibyl:

Virgin:

## PRINCIPLES

- ♦ Breathe unnatural life into the hotel.
- ♦ Address yourself to the Sisters, not the players.
- ♦ Give each inhabitant of the hotel a drive.
- ♦ Ask about the Date's fears and build on the answers.
- ♦ Veil your moves with mystery.
- ♦ Fill the hotel with the echoes of violence.
- ♦ Blur the line between the ordinary and the monstrous.
- ♦ Lay claim to the Date's body, history, dreams, and future
- ♦ Center the story on women's experiences.
- ♦ Remind the Date of the promise of love.

## OBJECTS

bedside Bible, bloody sheets, book of indecipherable script, bottle of salt, decanter, dirty hand towel, goat skull, hidden porn mag, ice bucket and pick, incense, pentacle, robe, small bottles of alcohol, used condom

## BOOK

(THE DATE'S INSECURITIES)

Hands:

Mouth:

Figure:

Hair:

Eyes:

## GROUNDSKEEPER MOVES

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

## ATTENDANTS

bartender, bellhop, chef, concierge, cook, elevator operator, gardener, general manager, housekeeper, maid, maintenance worker, night clerk, pool cleaner, porter, receptionist, valet, waiter

## WHAT WAS LEFT BEHIND

(THE DATE'S FEARS)

Animus:

Fatale:

Mother:

Sibyl:

Virgin:

# 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
- ♦ Reflect the beauty of guests past and future

## OGGULT

### SUBSETS

- ♦ Ascension
- ♦ Ceremony
- ♦ Preparation
- ♦ Radicalization
- ♦ Sacrifice

### ROOM MOVES

- ♦ Give her power she can't control
- ♦ Use her in a ritual or rite
- ♦ Whisper and scream her name
- ♦ Raise her above others
- ♦ Curse her
- ♦ Demand more than she can give
- ♦ Fill her cup with the blood of those who failed before
- ♦ Destroy her normality
- ♦ Shackle her with responsibility
- ♦ Infect her with the poisonous future
- ♦ Show her things once locked away and covered up

## ROMANCE

### SUBSETS

- ♦ Deception
- ♦ Destiny
- ♦ Exhibition
- ♦ Loneliness
- ♦ Submission

### ROOM MOVES

- ♦ Flatter her with lies
- ♦ Line her path with rose petals
- ♦ Shower her with gifts she does not need
- ♦ Tell her she is "the one"
- ♦ Smother her till she can't breathe
- ♦ Stalk her from the shadows
- ♦ Ask her to give herself completely
- ♦ Show her what she does not wish to see then soothe her
- ♦ Touch her in ways she has never been touched
- ♦ Show her she is nothing without Bluebeard's love

## 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 boyfriend
- ♦ 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** (attendant 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 Date from the shadows?
  - What traps have been laid for the Date?
  - What does this place demand of the Date?
  - What horror here is hidden from the Date?
- 





## ROSE 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 rose and choose two, or pass the rose and choose one:

- It infects the Date with its perversion.
- It has the Date 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 hotel.

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, an attendant 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 ROSE

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



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



# SIBYL

*Your aura promises obsession and narcotic futures. Others wish to be the subject of your ravings, the muse for your madness.*



## RENDEZVOUS PREP

- ♦ What is the Date's hair like?
- ♦ How do others like you to wear it?
- ♦ What are you leaving behind from your boring life to become Bluebeard's Date?
- ♦ When you first met online, what loving gesture did Bluebeard make that won you over?
- ♦ What gift did you send to Bluebeard before the rendezvous? Why did you choose this?
- ♦ Do you trust your generous boyfriend, Bluebeard, or do you hold unkind suspicions? Why is that?

## SISTERLY BONDS

Your sisters do not see the wisdom of your ravings, but...

...\_\_\_\_\_ is perfect bait. Explain how you have used them to fulfill your deviant desires

...\_\_\_\_\_ attracts the wrong kind of obsession. Explain how you have suffered to keep the unwanted affection of others 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 LOVER

When you **CRY OUT FOR HELP** by appealing to the hotel itself, roll +Blood instead of +Resilience. On a hit, the hotel reshapes itself instead of sending an attendant; on a 7-9, the hotel still needs proof of your loyalty. On a miss, the Date is drawn further into the hotel's occult madness.

### THE PHAGE

When a fellow Sister shatters, you take on some of their essence; take a face move from their sheet for yourself, even one they did not personally possess.

### THE PROPHETESS

You can see what will be. When you **TAKE STOCK OF A TENSE SITUATION** mark one trauma to answer a question from the list, your choice. The Groundskeeper is bound by the answer you give, as if it was their own.

## TRAUMA TRACK



# ANIMUS

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

## RENDEZVOUS PREP

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

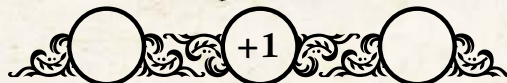
## SISTERLY BONDS

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.*



## RENDEZVOUS PREP

- ♦ What does the Date's mouth look like?
- ♦ How do others keep her quiet?
- ♦ What are you leaving behind from your boring life to become Bluebeard's Date?
- ♦ When you first met, what loving gesture did Bluebeard make that won you over?
- ♦ What gift did you send to Bluebeard before the rendezvous? Why did you choose this?
- ♦ Do you trust your generous boyfriend, 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 attendant until the Date speaks again.

### THE MISTRESS

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

### THE SPIDER

Your beauty and charm get you what you want. When you trap an attendant or horror with your feminine wiles, they will tell you a secret about either the hotel 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.*

## RENDEZVOUS PREP

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

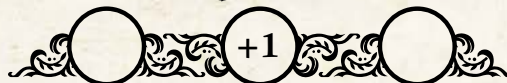
## SISTERLY BONDS

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 attendant 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.*



## RENDEZVOUS PREP

- ♦ What do the Date's eyes look like?
- ♦ How do others know you want them when they gaze into your eyes?
- ♦ What are you leaving behind from your boring life to become Bluebeard's Date?
- ♦ When you first met, what loving gesture did Bluebeard make that won you over?
- ♦ What gift did you send to Bluebeard before the rendezvous? Why did you choose this?
- ♦ Do you trust your generous boyfriend, 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





# 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 Date.  
Use the following prompts to help describe what happens to the Date:

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

