

# THE BRIDE

*"She promised to observe, very exactly, whatever he had ordered."*

—Perrault



Do you arrive at the final room as a faithful Bride whose trust in her generous husband is well placed?  
Or are you a disloyal Bride, 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 Bride collects enough evidence to prove her husband's loving intentions as a Faithful Bride, she must choose to either enter the room or look through the keyhole.

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

### **ENTER THE ROOM?**

- ◆ What were the Bride's last loving words to Bluebeard before he killed her?
- ◆ What room does the Bride's soul reside in?
- ◆ What about the way Bluebeard displays the Bride's dead body makes her happy?
- ◆ How does the Bride disguise the horror done to her body?
- ◆ How does the Bride punish future brides for transgressions against Bluebeard?

### **LOOK THROUGH THE KEYHOLE?**

- ◆ What did the Bride lose when she saw the horrors through the keyhole?
- ◆ What loving impulse kept the Bride from going into the room?
- ◆ How did Bluebeard reward you for remaining loyal and not ever going inside?
- ◆ What is the Bride's favorite room to spend her days in?
- ◆ How does the Bride cope with the horrors she spied through the keyhole?

## **DISLOYAL OUTCOME**

When the Bride collects enough evidence to prove her husband's malicious intentions as a Disloyal Bride, she must choose to either present her evidence to the town or run away and start anew.

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

### **PRESENT EVIDENCE TO THE TOWN?**

- ◆ What did the town do to rid themselves of the Bride's disloyal ravings?
- ◆ How did Bluebeard blackmail the Bride's family into silence?
- ◆ What loving gift does Bluebeard send the Bride for their wedding anniversary?
- ◆ What new room in Bluebeard's house haunts the Bride's dreams every night?
- ◆ How does the Bride make herself at home in that perfect new room?

### **RUN AWAY AND START ANEW?**

- ◆ How does Bluebeard make the Bride's family pay for her disloyalty?
- ◆ How does the Bride convince someone else to marry her?
- ◆ Why does the Bride keep the tokens she discovered?
- ◆ What memory of Bluebeard's house gives the Bride pleasure when it shouldn't?
- ◆ What loving gesture does Bluebeard make when he finds her?

## **SHATTERED OUTCOME**

When the Bride Shatters completely, her fragmented mind now craves things it didn't before, and she must choose to either become a horror obsessed with bettering herself or a horror that desires to make future brides better.

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

### **BECOME A HORROR OBSESSED WITH BETTERING HERSELF FOR BLUEBEARD?**

- ◆ What room does the Bride's soul reside in?
- ◆ What is the only thing the Bride can feel?
- ◆ How does the Bride display her pain?
- ◆ How does the Bride overtly attempt to better herself?
- ◆ Why do the Bride's efforts to better herself fail over and over?

### **BECOME A HORROR THAT FEEDS ON MAKING FUTURE BRIDES BETTER?**

- ◆ What room does the Bride's soul reside in?
- ◆ How do future brides of Bluebeard see the Bride?
- ◆ What is the only thing that feeds the Bride and makes her feel alive?
- ◆ What high hopes does the Bride have for future brides?
- ◆ How does the Bride force her vision on future brides?

# THE GROUNDSKEEPER

## YOUR TALE OF BLUEBEARD'S BRIDE

1. The fairy tale is told
2. The Sisters are created
3. The Bride is left alone at 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 Bride and her experiences feel real.
- ♦ Fill the Sisters' lives with fear and horror.
- ♦ Play to find out what the Bride chooses.

## PRINCIPLES

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

## GROUNDSKEEPER MOVES

- ♦ *Hint at off-screen horrors.*
- ♦ *Present evidence of other brides' suffering.*
- ♦ *Invoke the house's memories and secrets.*
- ♦ *Undermine the Bride's senses.*
- ♦ *Remind the Bride of her limits, physical and social.*
- ♦ *Put the Bride 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 BRIDE'S SUBMISSION)

Animus:

Fatale:

Mother:

Virgin:

Witch:

## LOOK

(THE BRIDE'S INSECURITIES)

Hands:

Mouth:

Figure:

Eyes:

Hair:

## WHAT WAS LEFT BEHIND

(THE BRIDE'S FEARS)

Animus:

Fatale:

Mother:

Virgin:

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*

## MOTHERHOOD

### SUBSETS

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

### ROOM MOVES

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

## 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 marriage to Bluebeard*

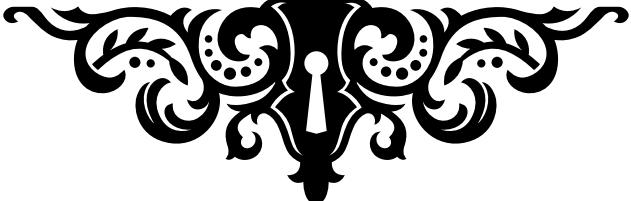
## SEXUALITY

### 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 husband*
- ◆ *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** (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 Bride from the shadows?
  - What traps have been laid for the Bride?
  - What does this place demand of the Bride?
  - What horror here is hidden from the Bride?
- 



## 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 Bride with its perversion.
- It has the Bride 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 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 Sister. You are immune to trauma until that Sister 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 husband is well placed; heal one trauma.
- If it is a **TOKEN OF DISLOYALTY**, you are closer to proving that your unkind suspicions about your husband are true; mark one trauma.



# ANIMUS

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

## WEDDING PREP

- ♦ What are the Bride'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 Bride?
- ♦ When you first met, what loving gesture did Bluebeard make that won you over?
- ♦ What gift did you present to Bluebeard before the wedding? Why did you choose this?
- ♦ Do you trust your generous husband, 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



# ANNALS

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 Bride.  
Use the following prompts to help describe what happens to the Bride:

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



# FATALE

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

## WEDDING PREP

- ◆ What does the Bride's mouth look like?
- ◆ How do others keep her quiet?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Bride?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the wedding? Why did you choose this?
- ◆ Do you trust your generous husband, 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 servant until the Bride speaks again.

### THE MISTRESS

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

### THE SPIDER

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

Mark a trauma to ask a follow-up question.

## TRAUMA TRACK





# Frightful

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

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AND I WELCOME THEM.

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

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



# MOTHER

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

## WEDDING PREP

- ♦ What is the Bride's figure like?
- ♦ What do others wish was different about it?
- ♦ What are you leaving behind from your provincial life to become Bluebeard's Bride?
- ♦ When you first met, what loving gesture did Bluebeard make that won you over?
- ♦ What gift did you present to Bluebeard before the wedding? Why did you choose this?
- ♦ Do you trust your generous husband, 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 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 Sister's sins, mark trauma, one for two, to heal that Sister.

## TRAUMA TRACK



# MOTHER

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

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AND I WELCOME THEM.

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

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



# VIRGIN

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

## WEDDING PREP

- ♦ What do the Bride'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 Bride?
- ♦ When you first met, what loving gesture did Bluebeard make that won you over?
- ♦ What gift did you present to Bluebeard before the wedding? Why did you choose this?
- ♦ Do you trust your generous husband, 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

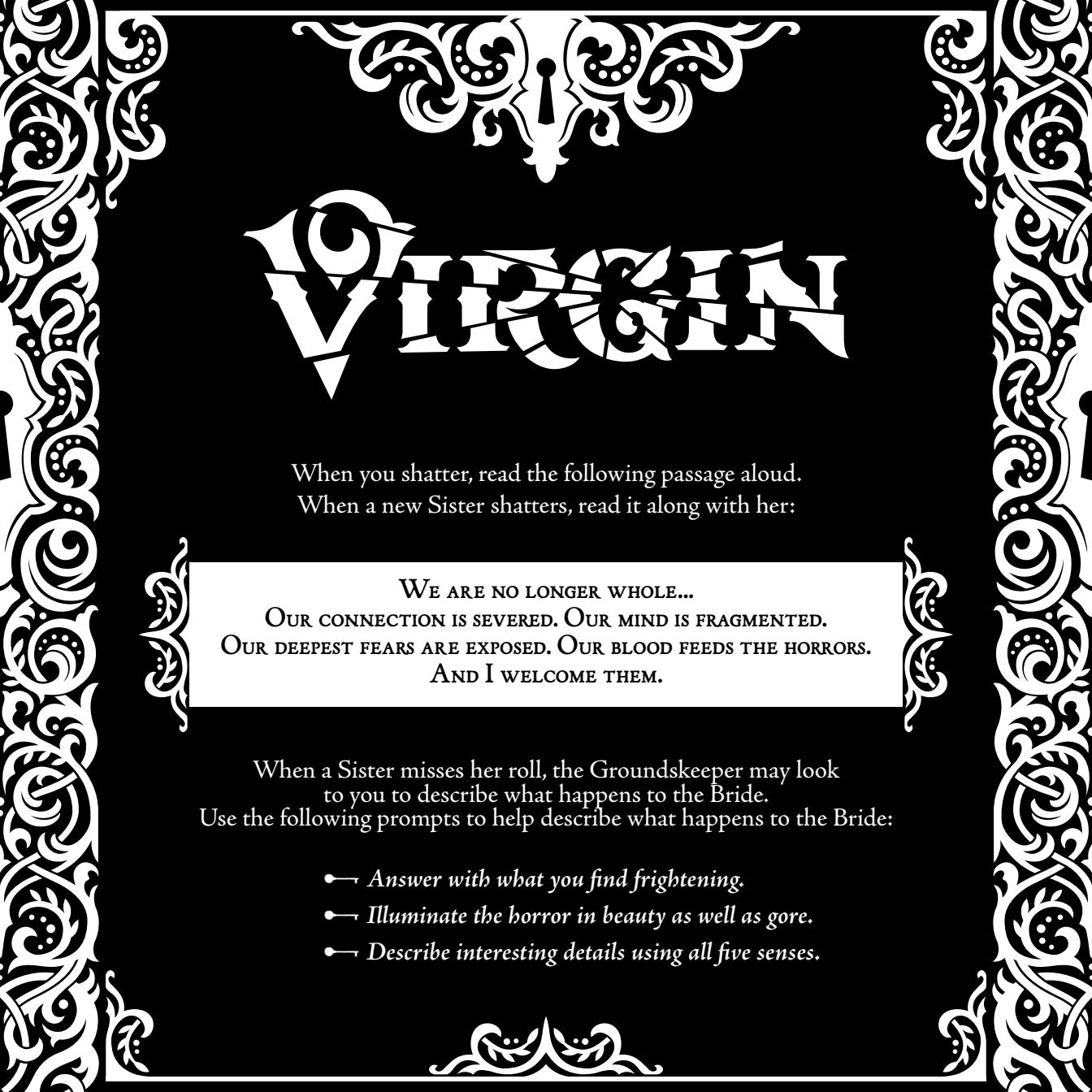
When you **INVESTIGATE A MYSTERIOUS OBJECT** by placing yourself in immediate danger, the Groundskeeper asks you a question off the list provided. Your answer is truth. Mark a trauma to earn a second question.

### 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





# VIRGIN

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

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

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



# WITCH

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



## WEDDING PREP

- ◆ What is the Bride's hair like?
- ◆ How do others like you to wear it?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Bride?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the wedding? Why did you choose this?
- ◆ Do you trust your generous husband, 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 whisperings about what happened here, and might ask you a question or two; answer them.

### THE REAPER

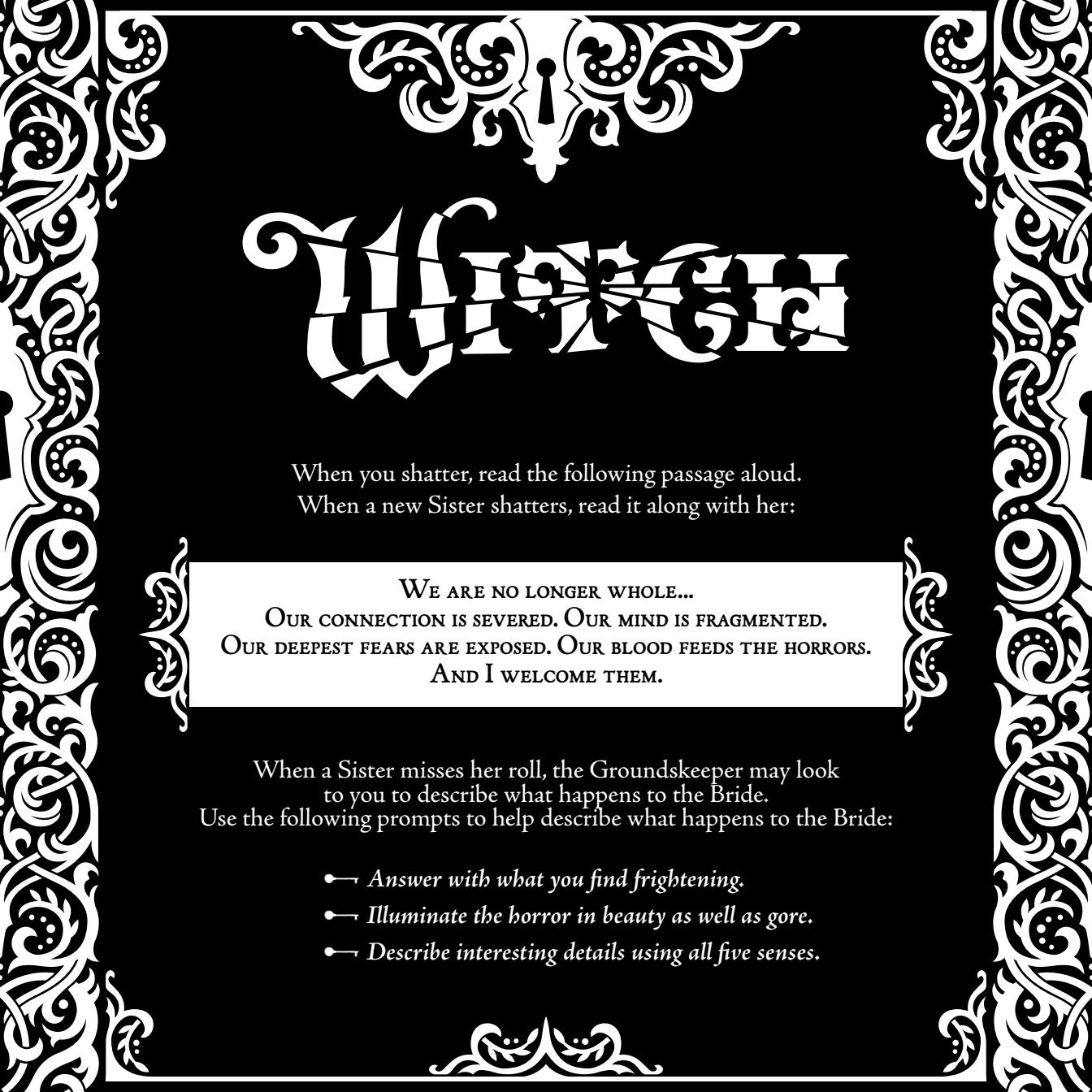
When a fellow Sister shatters, you feed on a piece of the Bride's soul. Heal two trauma.

### THE VIPER

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

## TRAUMA TRACK





# Shatter

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

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

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