



# 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:

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

## LOOK

(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.