



THE GUARD

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

TOKEN TRACK

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

LOOK

(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

- ♦ *Shower 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.