



# 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

## LOOK

(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

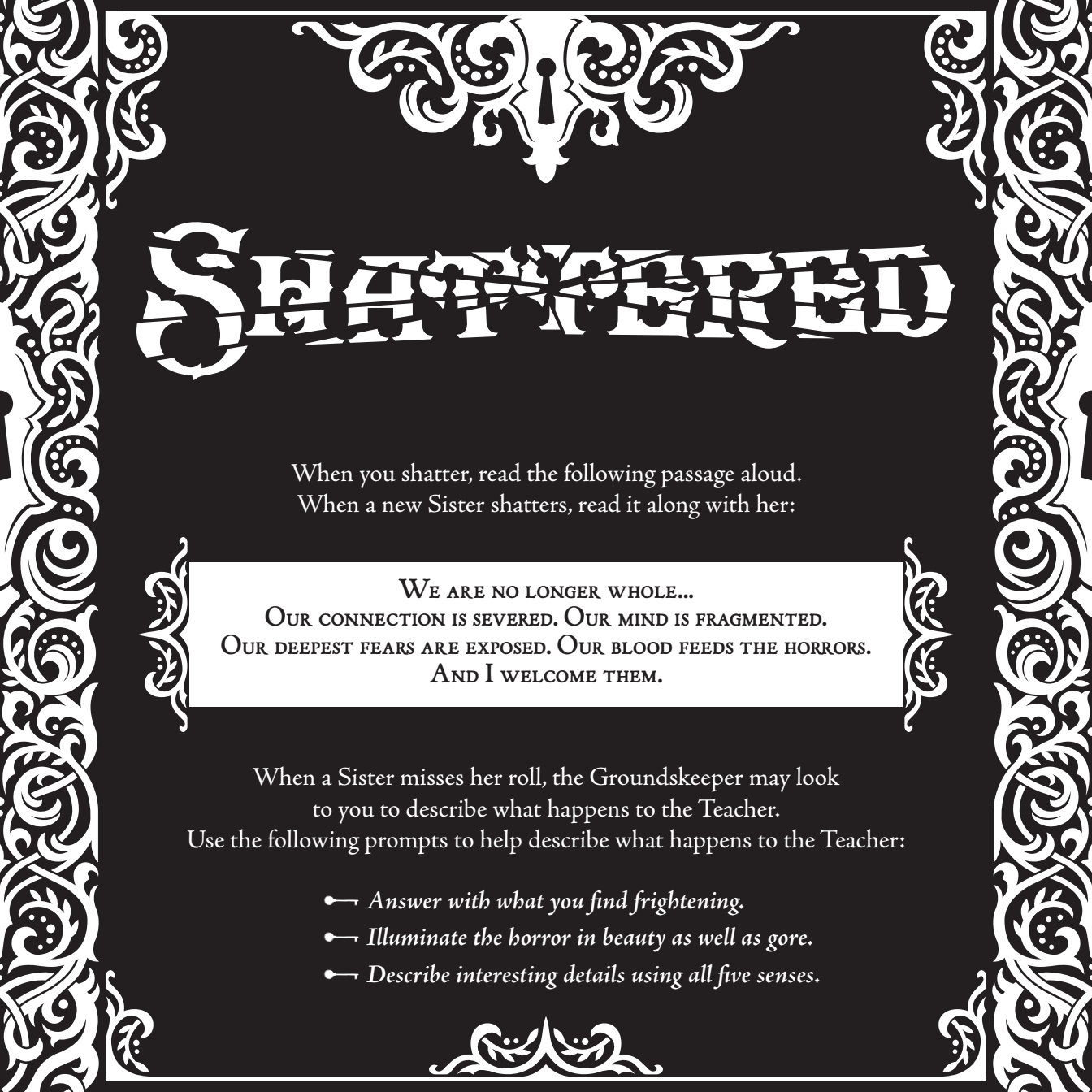
When a fellow Sister shatters, you feed on a piece of the Teacher's soul. Heal two trauma.

### 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.
- 