



THE SHOWGIRL

"One man saw her for what she truly was... a star."



Do you arrive at the final tent as a faithful Showgirl
whose trust in her generous employer is well placed?
Or are you a disloyal Showgirl, who harbors unkind suspicions?

FAITHFULNESS

DISLOYALTY



THE RINGMASTER'S TENT

"You traveled these dark paths in search of a truth most divisive. Each tent provided you with all the evidence you desired to make that one fateful choice. Now you stand before the forbidden final tent and you must decide..."

FAITHFUL OUTCOME

When the Showgirl collects enough evidence to happily and willingly join the Carnival as a Faithful Showgirl, she must make a terrible choice.

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

ENTER BLUEBEARD'S TENT?

- ◆ How does the Showgirl transform her own image to reveal that she belongs?
- ◆ What role does the Showgirl make for herself among the other carnies?
- ◆ How does the Showgirl punish future showgirls for transgressions against Bluebeard and the carnival?
- ◆ How does the Showgirl disguise her true monstrous nature from the public?

RESIST ENTERING THE TENT?

- ◆ What new costume does Bluebeard have made for the Showgirl?
- ◆ What humiliating role does the Showgirl take on at the carnival?
- ◆ How is the Showgirl jealous of other showgirls?
- ◆ How does the Showgirl cope with the monstrosities that she's seen?

DISLOYAL OUTCOME

When the Showgirl collects enough evidence to break with the Carnival and refuse the offer as a Disloyal Showgirl, she must make a terrible choice.

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

GO TO THE AUTHORITIES TO SHUT BLUEBEARD'S CARNIVAL DOWN?

- ◆ How does the town justify arresting the Showgirl along with the rest of the carnies?
- ◆ How does Bluebeard escape any kind of retribution or punishment?
- ◆ With which carnie does the Showgirl share a cell?
- ◆ What gift does Bluebeard leave with the Showgirl in her prison cell?

RUN BACK HOME AND FORGET SHOWBIZ FOREVER?

- ◆ How does Bluebeard ruin the Showgirl's reputation?
- ◆ Why does the Showgirl keep the Tokens she has found?
- ◆ What mind-numbing and soul-draining job does the Showgirl beg for?
- ◆ What about the carnival still calls to the Showgirl in her dreams?

SHATTERED OUTCOME

When the Showgirl Shatters completely, her fragmented mind now craves things it did not before and she must make a terrible choice.

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

BECOME A HORROR?

- ◆ How does the Showgirl transform when she admits to her twisted inner desires?
- ◆ What does the Showgirl do to promote Bluebeard's carnival at each new town they visit?
- ◆ What do the rubes feel when the Showgirl performs her act?
- ◆ How does the Showgirl satiate her monstrous hungers?

FLEE FROM HER OWN DEVIANCE?

- ◆ How does the Showgirl bury her strangeness and conform?
- ◆ What lies does the Showgirl tell to win an ordinary husband?
- ◆ What aspect of her wifely duties does the Showgirl enjoy the most?
- ◆ How does the Showgirl force her own child to conform as well?

THE GROUNDSKEEPER

YOUR TALE OF BLUEBEARD'S SHOWGIRL

1. The letter is read.
2. The Sisters are created.
3. The Showgirl is given tickets and a ring.
4. One by one, the tents are explored:
"The tent beckons. You enter, and the flap closes behind you."
5. Evidence is gathered.
6. The final tent is exposed.

AGENDAS

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

TENTS:

carousel, dancing girls tent, food stall, fortune teller tent, funhouse, games stall, lion tamer tent, magic show tent, mermaid tent, serpent tent, sideshow tent, spider lady tent, strongman tent

GIFTS

(THE SHOWGIRL'S SUBMISSION)

Animus:

Diva:

Mother:

Virgin:

Witch:

PRINCIPLES

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

OBJECTS:

aerial silks, bed of nails, broken ride parts, cages, fancy costumes, food, hoops, juggling pins, lions, other animals, masks, mirrors, pickled punks, throwing knives, bladebox, cabinet of curiosities

LOOK

(THE SHOWGIRL'S INSECURITIES)

Hands:

Mouth:

Figure:

Eyes:

Hair:

GROUNDSKEEPER MOVES

- ◆ *Hint at off-screen horrors.*
- ◆ *Present evidence of other Showgirls' suffering.*
- ◆ *Invoke the Carnival's memories and secrets.*
- ◆ *Undermine the Showgirl's senses.*
- ◆ *Remind the Showgirl of her limits, physical and social.*
- ◆ *Put the Showgirl in danger, emotional or physical.*
- ◆ *Inflict trauma, as established.*
- ◆ *Introduce a carnie or horror.*
- ◆ *Offer an opportunity at a cost.*
- ◆ *Turn their move back on them.*
- ◆ *Make a tent move.*
- ◆ *After every move: "What do you do?"*

GARNIES:

acrobats, aerialists, alligator man, armless wonder/human worm, bearded lady, clowns, conjoined twins, cooks, dancing girls, devil baby, dog faced boy, fetus in a jar, fire-breathers, fuji mermaid, human pin cushion, jugglers, lion-tamers

WHAT WAS LEFT BEHIND

(THE SHOWGIRL'S FEARS)

Animus:

Diva:

Mother:

Virgin:

Witch:

TENT THREATS

PUBLICITY

SUBSETS

- ◆ Downfall
- ◆ Expectation
- ◆ Fandom
- ◆ Obsession
- ◆ Scandal

TENT MOVES

- ◆ Tell her what you can do for her if you're happy
- ◆ Ignore and walk out on her when she is in need
- ◆ Put her on display and demand a show
- ◆ Mock her in front of others
- ◆ Fight over her
- ◆ Drug her
- ◆ Shame her by introducing a perfect woman
- ◆ Showcase a flaw for all to see
- ◆ Give her the tools she needs to be popular
- ◆ Tempt her with gems, clothes, or delectable delights

RELIGION

SUBSETS

- ◆ Instruction
- ◆ Possession
- ◆ Punishment
- ◆ Rituals
- ◆ Underworld

TENT MOVES

- ◆ Haunt her with former figureheads, plagues, or fluids
- ◆ Force her to confess
- ◆ Educate her on how to be a pious woman
- ◆ Trigger a ritual, hunt, or initiation
- ◆ Possess an object in the tent 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, and humility.

SEXUALITY

SUBSETS

- ◆ Abortion
- ◆ Humiliation
- ◆ Nymphomania
- ◆ Perversion
- ◆ Sexual Violence

TENT 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 employer
- ◆ 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

WORKPLACE

SUBSETS

- ◆ Embarrassment
- ◆ Enforcement
- ◆ Gossip
- ◆ Harassment
- ◆ Incompetency

TENT MOVES

- ◆ Challenge her abilities
- ◆ Touch her when she least expects it
- ◆ Isolate her
- ◆ Threaten her with rumors and lies
- ◆ Tell her what she should wear and why
- ◆ Pressure her with flattery
- ◆ Use physical affection and discipline in public
- ◆ Remind her that she is beyond saving
- ◆ Smother her with the needs of others
- ◆ Repeat phrases and relive scenes until she gives in



THE MOVES



MAIDEN MOVES

CARE FOR SOMEONE

When you **CARE FOR SOMEONE** (carnie 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 tent, 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 Showgirl from the shadows?
 - What traps have been laid for the Showgirl?
 - What does this place demand of the Showgirl?
 - What horror here is hidden from the Showgirl?
- 



SIGNET 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 signet and choose two, or pass the signet and choose one:

- It infects the Showgirl with its perversion.
- It has the Showgirl 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 Carnival.

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 carnie 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 SIGNET

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



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 tent, detail what you think happened in the tent, 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 employer is well placed; heal one trauma.
- If it is a **TOKEN OF DISLOYALTY**, you are closer to proving that your unkind suspicions about your employer are true; mark one trauma.



DIVA

*You provoke buried memories with your voice.
Others exchange their attention for a glimpse of
your famed act.*

AUDITION PREP

- ◆ What does the Showgirl's mouth look like?
- ◆ How do others keep her quiet?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Showgirl?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the audition? Why did you choose this?
- ◆ Do you trust your generous employer, Bluebeard, or do you hold unkind suspicions? Why is that?

SISTERLY BONDS

Your sisters are dull and lackluster. But...

... _____ has potential for showmanship. Explain why you wish to develop their talents.

... _____ has repeatedly sabotaged your chances at stardom. Explain why you continually allow this to happen.

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 SIREN

When you perform your song of secret carnal desire for a group of carnies or horrors, take one trauma and the group will fulfill one pointed favor of your choosing.

THE TWO-FACE

All the world's a stage, but there is a difference between a public and private face. Take 1 trauma in order to take the signet from your Sister.

THE BARKER

When you **CARE FOR A CROWD** by telling them what makes their monstrosity beautiful, take 1 trauma.

TRAUMA TRACK



ANIMUS

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

AUDITION PREP

- ◆ What are the Showgirl'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 Showgirl?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the audition? Why did you choose this?
- ◆ Do you trust your generous employer, 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



MOTHER

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

AUDITION PREP

- ♦ What is the Showgirl's figure like?
- ♦ What do others wish was different about it?
- ♦ What are you leaving behind from your provincial life to become Bluebeard's Showgirl?
- ♦ When you first met, what loving gesture did Bluebeard make that won you over?
- ♦ What gift did you present to Bluebeard before the audition? Why did you choose this?
- ♦ Do you trust your generous employer, 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 carnie 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.

AUDITION PREP

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

AUDITION PREP

- ◆ What is the Showgirl's hair like?
- ◆ How do others like you to wear it?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Showgirl?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the audition? Why did you choose this?
- ◆ Do you trust your generous employer, 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 tent. 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

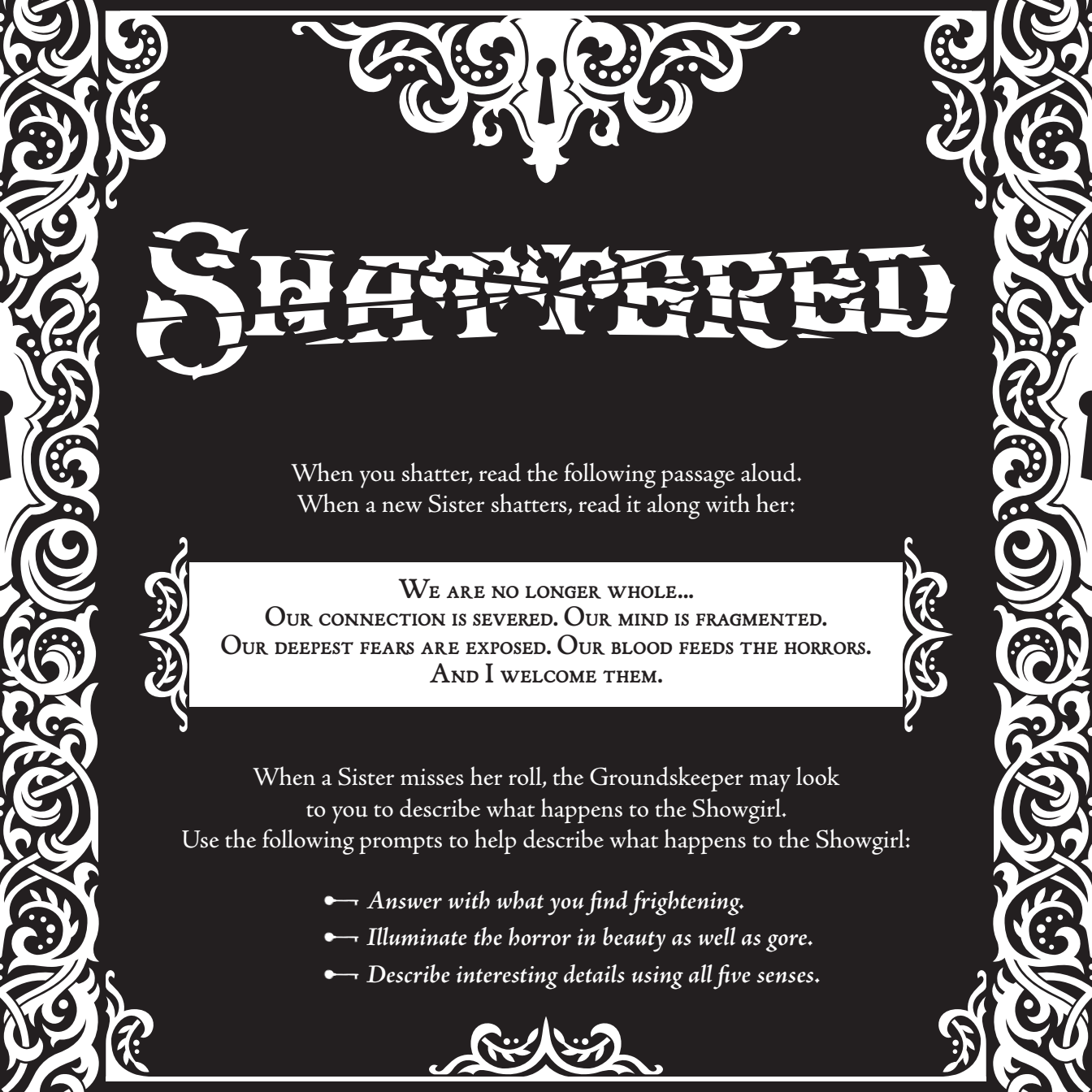
.....
When a fellow Sister shatters, you feed on a piece of the Showgirl's soul. Heal two trauma.

THE VIPER

.....
When you **CARE FOR A CARNIE** 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 Showgirl.
Use the following prompts to help describe what happens to the Showgirl:

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