



THE SON

"Father knows best...but now he's gone."



Do you arrive at the final room as a faithful Son
whose trust in his generous father is well placed?
Or are you a disloyal Son, 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 Son collects enough evidence to exonerate his father as a Faithful Son, he faces a terrible choice.

Go around the table and ask the Brothers if the Son chooses to...

ENTER THE ROOM?

- ◆ What piece of Bluebeard's attire does the Son adopt for himself?
- ◆ How does the Son know his father would have approved of his first wealthy bride?
- ◆ How does the Son ensure she does not deny his request for her hand?
- ◆ How does the Son convince his mother to come live with him at Bluebeard's house?

THROW AWAY THE KEY?

- ◆ What excuse does the Son give the townsfolk for his refusal to take a wife, despite claiming his father's estate?
- ◆ What additions does the Son make to his father's house now that he is the lord of the manor?
- ◆ What does the Son squander the family money on?
- ◆ What does the Son do when his mother refuses to come live with him in his father's house?

DISLOYAL OUTCOME

When the Son collects enough evidence to condemn his inheritance and his father as a Disloyal Son, he faces a terrible choice.

Go around the table and ask the Brothers if the Son chooses to...

BURN THE ESTATE TO THE GROUND?

- ◆ What last words did the Son utter before cutting out his own tongue?
- ◆ Which of his father's rooms haunts the Son's dreams every night?
- ◆ What object from the house did the Son save from the fire?
- ◆ How does the Son's mother treat him cruelly upon his return?

RUN AWAY, ABANDONING HIS NAME?

- ◆ How does the Son stay hidden from the law, avoiding retribution for his family's crimes?
- ◆ What punishments befall his mother for her crimes and sins?
- ◆ How does the Son hide the truth of his Legacy from his first wife?
- ◆ What tragic circumstances lead to the death of his second wife?

SHATTERED OUTCOME

When the Son Shatters completely, his fragmented mind now craves things it did not before. He now faces a terrible choice.

Go around the table and ask the Brothers if the Son chooses to...

BECOME BLUEBEARD?

- ◆ How does the Son add new dangers to his father's house?
- ◆ What does the Son's final, forbidden room look like?
- ◆ What does the Son look for in his brides?
- ◆ What about the Son's newest bride makes him worried?

JOIN THE OTHER BRIDES AND SONS?

- ◆ What room does the Son take up permanent residence within?
- ◆ What hunger does the Son desperately need to fill?
- ◆ How does the Son know his half-brother is on his way to succeed when the Son had failed as a man?
- ◆ How does the Son prepare for his step-brother's arrival?

THE GROUNDSKEEPER

YOUR TALE OF BLUEBEARD'S SON

1. The letter is read aloud.
2. The Brothers are created.
3. The Son is left alone at Bluebeard's 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 Son and his experiences feel real.
- ♦ Fill the Brothers' lives with fear and horror.
- ♦ Play to find out what the Son chooses.

PRINCIPLES

- ♦ Breathe unnatural life into the house.
- ♦ Address yourself to the Brothers, not the players.
- ♦ Give each inhabitant of the house a drive.
- ♦ Ask about the Son's fears and build on the answers.
- ♦ Veil your moves with mystery.
- ♦ Fill the house with the echoes of violence.
- ♦ Blur the line between the ordinary and the monstrous.
- ♦ Center the story on women's experiences.
- ♦ Remind the Son of the monster he may still become.

GROUNDSKEEPER MOVES

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

Animus:

Fatale:

Mother:

Virgin:

Heir:

LOOK

(THE SON'S INSECURITIES)

Hands:

Mouth:

Figure:

Eyes:

Hair:

WHAT WAS LEFT BEHIND

(THE SON'S FEARS)

Animus:

Fatale:

Mother:

Virgin:

Heir:

ROOM THREATS

FATHERHOOD

SUBSETS

- ♦ Abuse
- ♦ Estrangement
- ♦ Family
- ♦ Grief
- ♦ Sacrifice

ROOM MOVES

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

LINEAGE

SUBSETS

- ♦ Dishonor
- ♦ Identity
- ♦ Power
- ♦ Pretense
- ♦ Privilege

ROOM MOVES

- ♦ Mistake him for Bluebeard
- ♦ Tell him he is not worthy of his father's name
- ♦ Comment on the similarities between him and his mother
- ♦ Show him who has the real power here
- ♦ Claim his seed as your own
- ♦ Make him look like Bluebeard
- ♦ Give him rules of honor to follow
- ♦ Tempt him with validation
- ♦ Submit to his every desire
- ♦ Ask for responsibility and status

RELIGION

SUBSETS

- ♦ Instruction
- ♦ Possession
- ♦ Punishment
- ♦ Rituals
- ♦ Underworld

ROOM MOVES

- ♦ Haunt him with former figureheads, plagues, or fluids
- ♦ Force him to confess his sins
- ♦ Educate him on how to be a pious son
- ♦ Trigger a ritual, hunt, or initiation
- ♦ Possess an object in the room like a bed, or a dress
- ♦ Surface what is buried underfoot
- ♦ Tempt him with sinful acts: orgies, theft, or murder
- ♦ Use violence and love to teach him how to think
- ♦ Surround him with iconography that hurts or heals
- ♦ Celebrate his relationship to Bluebeard

VIRILITY

SUBSETS

- ♦ Aging
- ♦ Death
- ♦ Duty
- ♦ Image
- ♦ Sterility

ROOM MOVES

- ♦ Clutter the room with insurmountable responsibility
- ♦ Give him a child
- ♦ Take his independence
- ♦ Afflict him with sores, liver spots, and frail bones
- ♦ Give him the tools he needs to be handsome
- ♦ Seduce him and laugh at his childish efforts
- ♦ Mirror his youth with death and decay
- ♦ Demand he prove his manhood
- ♦ Trade his first-born for a boon
- ♦ Trap him in heavy fabrics, finery, and furs



THE MOVES



SCION 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 Son from the shadows?
 - What traps have been laid for the Son?
 - What does this place demand of the Son?
 - What horror here is hidden from the Son?
- 



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 Son with its perversion.
- It has the Son in its clutches right now.
- It speaks to you. Take one trauma... Just you, Brother.

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 Brother. You are immune to trauma until that Brother 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 father is well placed; heal one trauma.
- If it is a **TOKEN OF DISLOYALTY**, you are closer to proving that your unkind suspicions about your father are true; mark one trauma.



HAIR

*Your body, your face, your eyes—all his.
Others cannot deny the resemblance...not
even your mother.*



FUNERAL PREP

- ◆ What is the Son's hair like?
- ◆ How do others like you to wear it?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Son?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the funeral? Why did you choose this?
- ◆ Do you trust your generous father, Bluebeard, or do you hold unkind suspicions? Why is that?

BROTHERLY BONDS

Your brothers are not nearly as important as your father, but...

..._____ is a useful tool. Explain how they helped you pursue of your heritage.

..._____ makes you look weak. Explain what you have done to make them stronger.

STATS



BLOOD CARNALITY RESILIENCE

One stat is filled out for you. Fill the other two with a 0 and a -1.

CHOOSE A FACE

LORD OF THE MANOR

.....
Scribe your name into the wall, the floor, or an object to make it yours. Mark one trauma and the groundskeeper will reveal its secrets to you, and tell you how it changes to honor your ownership.

THE HERO

.....
When a fellow Brother shatters, you take their strength. Add a +1 to whichever stat they most relied upon.

THE ARISTOCRAT

.....
When you **CARE FOR A SERVANT** by coldly ignoring their flaws, they will adopt a piece of your needs as their own.

TRAUMA TRACK





ANIMUS

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



FUNERAL PREP

- ◆ What are the Son'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 Son?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the funeral? Why did you choose this?
- ◆ Do you trust your generous father, Bluebeard, or do you hold unkind suspicions? Why is that?

BROTHERLY BONDS

You hold yourself apart from your brothers, 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 Brother.

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 Brothers marks trauma, explain to him how the trauma he is experiencing is his fault, then ask if he believes you. If he believes you, he marks one less trauma. If he 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.*



FUNERAL PREP

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

BROTHERLY BONDS

Your brothers are who they are, boring and predictable. But...

... _____ has no idea of a man's true power.

Explain why you wish to teach him.

... you try to draw in _____ with your seductive aura. Explain how you hide your insecurities from him.

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 Son speaks again.

THE MASTER

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

THE SPIDER

Your beauty and charm get you what you want. When you trap a servant or horror with your mastery of the seductive arts, they will tell you a secret about either the house 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.*



FUNERAL PREP

- ◆ What is the Son's figure like?
- ◆ What do others wish was different about it?
- ◆ What are you leaving behind from your provincial life to become Bluebeard's Son?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the funeral? Why did you choose this?
- ◆ Do you trust your generous father, Bluebeard, or do you hold unkind suspicions? Why is that?

BROTHERLY BONDS

You know best, and try to guide your wayward brothers, 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 Brother provokes trauma, you can step in and punish the Brother who truly deserves it. Tell the guilty Brother 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 Brother's sins, mark trauma, one for two, to heal that Brother.

TRAUMA TRACK





VIRGIN

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



FUNERAL PREP

- ◆ What do the Son'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 Son?
- ◆ When you first met, what loving gesture did Bluebeard make that won you over?
- ◆ What gift did you present to Bluebeard before the funeral? Why did you choose this?
- ◆ Do you trust your generous father, Bluebeard, or do you hold unkind suspicions? Why is that?

BROTHERLY BONDS

You trust your brothers... for the most part, but...

... _____ blackens your innocence with his every word. Explain how he became your enemy.

... _____ often helps you play tricks on the others. Explain a time when he 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

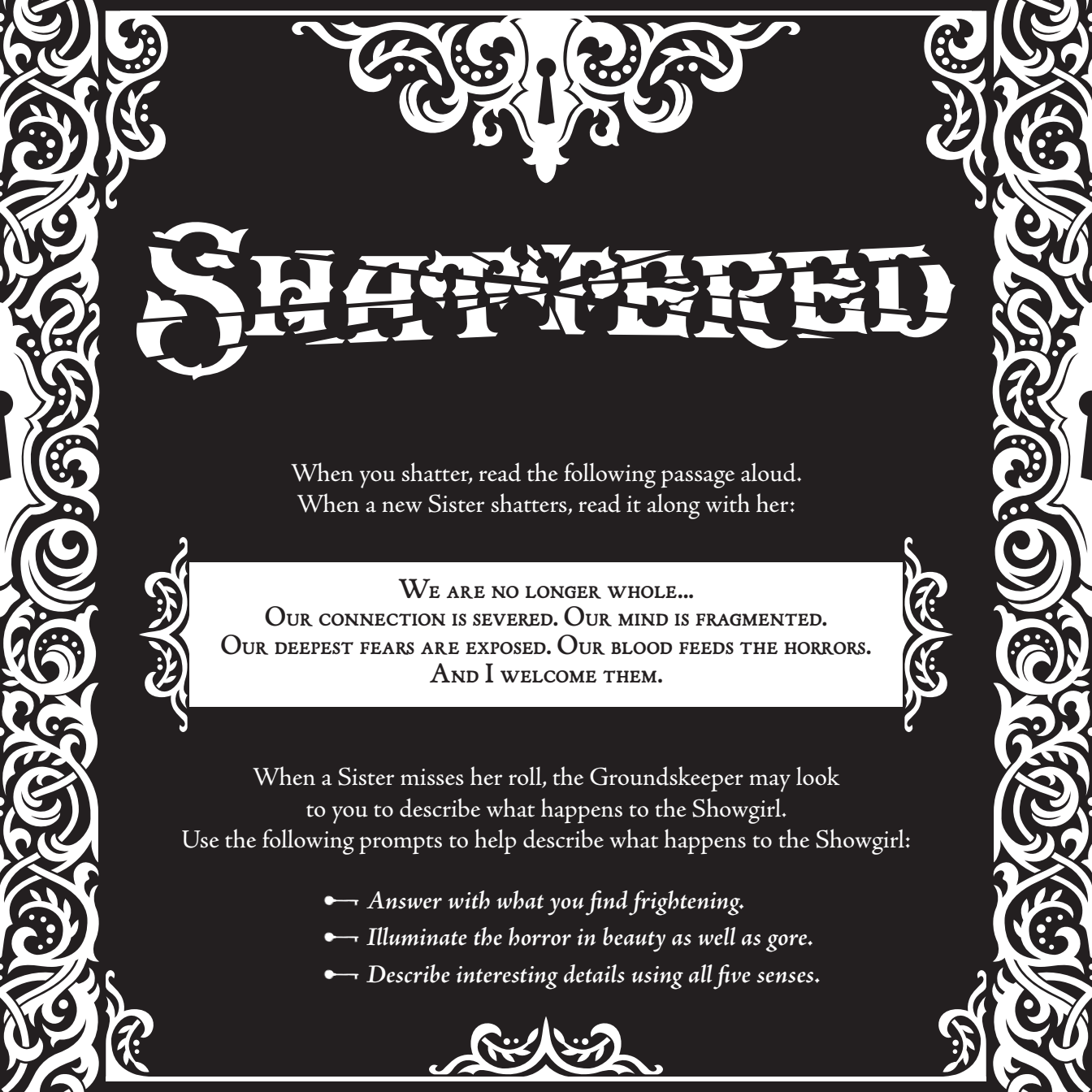
When you **INVESTIGATE A MYSTERIOUS OBJECT** by placing yourself in immediate danger, the Groundskeeper asks you a question off the list provided. Your answer is truth. Mark a trauma to earn a second question.

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





SHATTERED

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

WE ARE NO LONGER WHOLE...
OUR CONNECTION IS SEVERED. OUR MIND IS FRAGMENTED.
OUR DEEPEST FEARS ARE EXPOSED. OUR BODY SERVES OUR FATHER.
AND I WELCOME HIS LEGACY.

When a Brother misses his roll, the Groundskeeper may look
to you to describe what happens to the Son.
Use the following prompts to help describe what happens to the Son:

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