

TABLE OF CONTENTS

INTRODUCTION	5	CHAPTER 3: EAST WING (CRAFT)	51
What Is This?	5	The Sewing Room	53
CHAPTER 1: NORTH WING (ENTERTAINMENT)	7	The Artist's Studio	55
The Music Room	9	The Laboratory	57
The Fencing Room	11	The Basement Study	59
The Gallery	13	The Classroom	61
The Tea Room	15	The Attic Nursery	63
The Game Room	17	The Library	65
The Dining Room	19	The Observatory	67
The Trophy Room	21	The Machine Shop	69
The Smoking Room	23	The Greenhouse	71
The Private Theatre	25	CHAPTER 4: SOUTH WING (INTIMATE)	73
The Ballroom	27	The Chapel	75
CHAPTER 2: WEST WING (SUPPORT)	29	The Powder Room	77
The Servants' Quarters	31	The Bathhouse	79
The Laundry Room	33	The Master Bedroom	81
The Kitchen	35	The Meditation Room	83
The Freezer	37	The Aviary Balcony	85
The Pantry	39	The Water Closet	87
The Wine Cellar	41	The Sex Room	89
The Crematorium	43	The Chambermaids' Quarters	91
The Infirmary	45	The South Tower	93
The Kennel	47	AFTERWORD	94
The Stables	49		



WHAT IS THIS?

THE BOOK OF ROOMS is a supplement for **BLUEBEARD'S BRIDE**, a tabletop roleplaying game of supernatural horror set in a familiar fairy tale. The game is a little different than the fairy tale, in that a group of players explore Bluebeard's home together as the newest Bride and create their own version of the dark fairy tale.

In the original tale, a young woman is married to an older man with the namesake beard, despite rumors of previous wives with unknown fates, and whisked off to his secluded home. Bluebeard then leaves on business, and the new bride is left to explore the house—except for one forbidden room. This room grabs her imagination, and the bride's curiosity festers within her until she finally succumbs and opens that door, sealing her fate.

During the game, the players spend their time in the rooms of Bluebeard's house. They learn about themselves, and about Bluebeard's former wives, and about the many terrible things that can be hidden behind a door with a lock. That last room, however, is where the game ends, and their story is concluded.

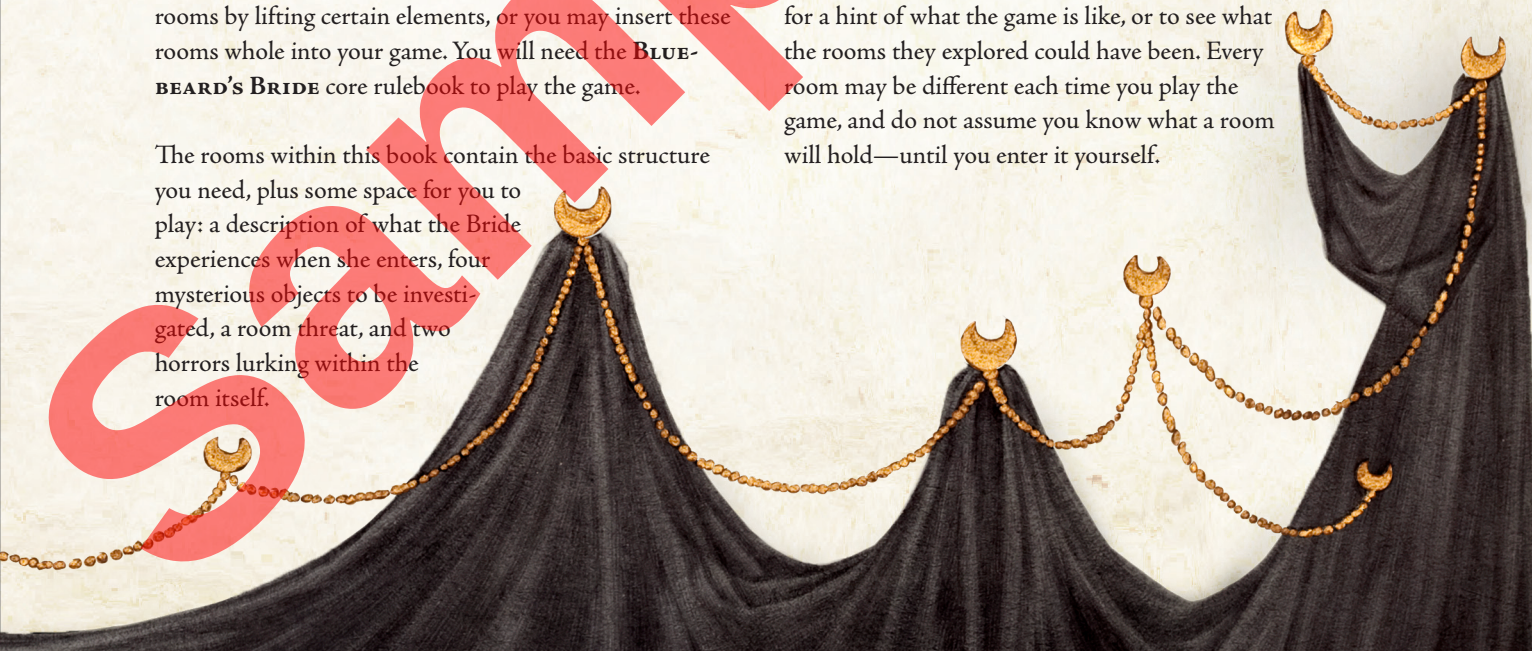
How Do I Use THIS BOOK?

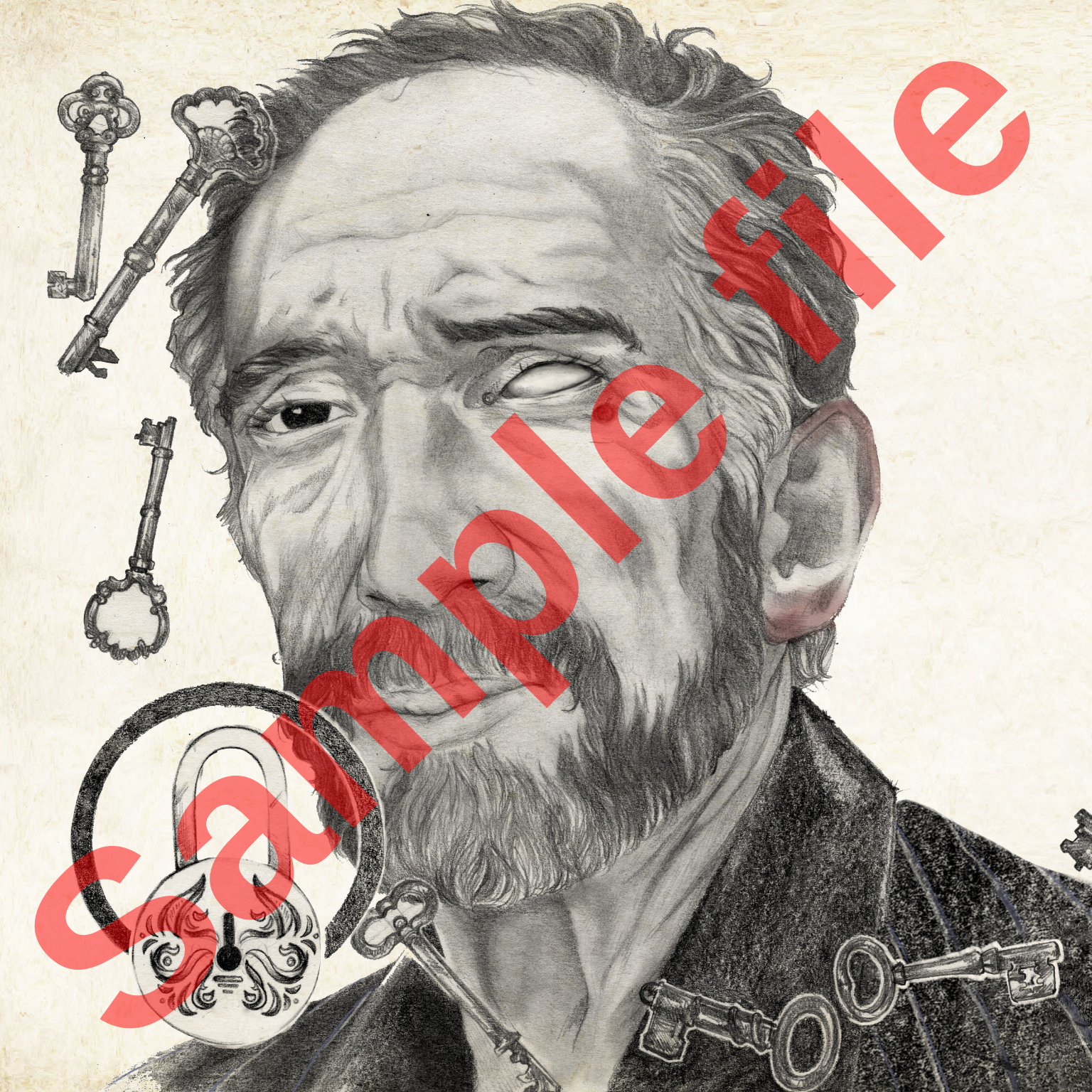
If you are running **BLUEBEARD'S BRIDE**, you will create rooms for your players to explore based on the information they gave you at character creation and the keys they describe. You can use this book as inspiration for your own rooms by lifting certain elements, or you may insert these rooms whole into your game. You will need the **BLUEBEARD'S BRIDE** core rulebook to play the game.

The rooms within this book contain the basic structure you need, plus some space for you to play: a description of what the Bride experiences when she enters, four mysterious objects to be investigated, a room threat, and two horrors lurking within the room itself.

We've left the remaining two objects open so you can use them as a base for custom horrors.

Players and others may enjoy perusing the book for a hint of what the game is like, or to see what the rooms they explored could have been. Every room may be different each time you play the game, and do not assume you know what a room will hold—until you enter it yourself.







CHAPTER 1

NORTH WING



*“A home as old as **this** demands its own penance,” he says
sorrowfully. **His milky glass** eye is unrelenting as the Bride
glides **through the elegant halls** of the entertainment wing.*





THE MUSIC ROOM

ROOM THREAT: Religion -> Underworld

The dark wooden doors have two handles shaped like the keys of a piano, which gleam in the light of the hallway. Pressing down on the keys prompts a soft plinking that echoes through the doors as they open.

The room beckons. You enter, and the door closes behind you.

This giant circular room has a domed ceiling and is filled with finely made musical instruments—pianos, cellos, flutes, violas, drums, guitars, harmonicas, bells. Any instrument you can imagine can be found here, including a strange metal box with a series of knobs and a long antenna protruding from one end. A circle of high backed chairs, each with a singular sapphire blue candle placed on the seat, surrounds the metal box as if silently waiting for the show to begin. Frescoes depicting a parade of musicians adorn the walls and the marbled floor is decorated in a concentric circular pattern of musical notes.

MYSTERIOUS OBJECTS

- ❖ Patterns of musical notes on floor
- ❖ Theremin
- ❖ Fresco of parading musicians
- ❖ High backed chairs with sapphire candles

HORRORS OF THE MUSIC ROOM

Theremin

When you run your hand over the strange box, it emits a soft wail. The closer your hand wanders to the antenna, the higher the pitch.

As the instrument's wail grows louder, crying out like a woman in pain, it contorts into the shape of a woman's torso. Her breasts are mutilated, intestines strung up and tied around her neck, and crimson blood pours onto the floor and mats her flaming red hair. The musical notes laid into the marble floor take on an eerie glow. The screams intensify and a dark power surges through your veins. Insects fly from the instruments with a cacophony of sound, forming a swirling mass around you—the eye of the storm.

Fresco of parading musicians

Men, women, and merry-makers are depicted in an endless parade. They play instruments, fly kites, and joyfully run from men dressed as devils in some sort of celebration.

Each time you look at a different section of the painting, a bride appears in the scene. She has long flowing red hair and is dressed in a nightgown. Her gown is open and her guts are strung up around her throat like the neck of a cello.



THE FENCING ROOM

ROOM THREAT: Motherhood -> Grief

As you enter the room, your soft cheek presses against the cold silver of two swords carved into the polished door, one crossed over the other.

The room beckons. You enter, and the door closes behind you.

Moonlight creeps through the dirty glass ceiling of the fencing room. The scent of rotting fabrics wafts across the room as your steps echo off the stone walls. Across from the door is a row of heavy wooden chairs upholstered with faded crimson velvet and shackled with chain. The central chair is decorated with delicate carvings of wolves hunting deer. To one side of the room, a row of rapiers glints in the moonlight. On another wall hangs a portrait of Bluebeard with a woman and a young boy, flanked by battered training dummies.

MYSTERIOUS OBJECTS

- ❖ Rapiers
- ❖ Heavy wooden chairs
- ❖ Painting of the family
- ❖ Training dummies

HORRORS OF THE FENCING ROOM

Rapiers

Each rapier has a unique hilt, with some common elements to match the rest. They are decorated with lovely women's faces, each expression sorrowful with metal tears on their cheeks.

If you touch a rapier, you prick your finger on the impossibly sharp edges of the swords. A small, ruby drop of blood forms atop the wound; each time it is wiped away, a new one appears. This small wound is ever present and unhealing.

Heavy wooden chairs

A heavy layer of dust covers the chairs, save the one in the center. It sits, perfectly clean, as if waiting for you to sit in it.

Sitting in the chair causes the manacles to close around your wrists and ankles. Two ghostly figures rise from the ground in wisps of blue smoke—a shadowy terror of bones and a young boy who looks lovingly toward you. The two begin their duel with practice rapiers, sharp points made safe with dull points. By sheer luck the boy scores a hit on the boney creature's shoulder and the sounds of clashing metal cease. Silence gathers around the two figures. The creature breaks its rapier against its thigh, grabs the boy by the neck, and plunges the now-sharp end into his heart. Utter sorrow ignites through your body, clawing up your throat, screaming out of your mouth.



THE GALLERY

ROOM THREAT: Body -> Illness

The double door, made of cold, greenish metal, is exquisitely decorated but has been neglected for a long time. Its upper section is decorated with metallic flowers that emerge from its center. In its lowest section, two rampant lions face against one another.

The room beckons. You enter, and the door closes behind you.

This abandoned art gallery has numerous canvases hung on both sides of the room, barely illuminated by the dying sun. Even from afar you can see a thick layer of dust over the pictures, muting their bright colors. The room still smells of the beeswax candles that sit unlit in cold sconces, with a candle on the floor drawing your attention. As you walk, you are surprised by lively sculptures of the same greenish metal as the door depicting women in various stages of life. They are all so life-like that you fear to touch them; you study them from the corner of your eye as you pass them by. In the center of the gallery there is an unfinished sculpture of a skeletal hand and a stand holding a picture covered by a stained blanket.

MYSTERIOUS OBJECTS

- » Numerous canvases
- » Candle on the floor
- » Unfinished sculpture of a skeletal hand
- » Picture covered by a stained blanket

HORRORS OF THE GALLERY

Unfinished sculpture of a skeletal hand

As soon as you touch the unfinished hand, it crumbles to dust. In the dim light of twilight you can see something white beneath the dust.

If you search the dust, you discover fragile bones splintered apart. It takes you only a moment to recognize them as not only human, but as the thin, delicate bones belonging to a young woman, probably one around your age.

Picture covered by a stained blanket

When you touch the blanket your fingers feel greasy. The blanket is heavy and well positioned. It won't come off easily.

If you make the effort to pull the blanket away, it reveals a vivid painting of an elderly, drawn woman whose eyes and other facial features look uncannily realistic. If you get closer, you realize that the skin and eyes are in fact real and wonderfully well preserved. They adorn the rough sketch of an old, emaciated lady beneath them.



THE TEA ROOM

ROOM THREAT: Sexuality -> Sexual Violence

A double door with a white oak frame and glass interiors is decorated by straight and sinuous lines in a seductive composition. The handles are made of glass and must be handled gently.

The room beckons. You enter, and the door closes behind you.

You are standing inside a minuscule tea room. It is cramped on all sides by cabinets full of the most delicate china hand-painted with butterflies, kittens, foxes, and chicks. A very feminine, blue floral damask wallpaper covers all the walls and the floor. The air is close, suffocating, and you have trouble breathing. You fear that even the slightest movement on your part will cause a disaster, breaking all the invaluable china that surrounds you, burying you beneath its thousand sharp pieces. As if this were not enough, a massive blue silk sofa with a back that curves like butterfly wings occupies the rest of available space. Beside it on a small wooden table is a teapot with a gleaming gilt lid and a golden teacup.

MYSTERIOUS OBJECTS

- » Cabinets full of delicate, hand-painted china
- » Massive blue silk sofa
- » Teapot with a gleaming gilt lid
- » Golden teacup

HORRORS OF THE TEA ROOM

Massive blue silk sofa

This iridescent blue sofa invites anyone who lays eyes on it to try its comfortable shape.

The sofa's back closes in, trapping you in its embrace. The blue fabric ripples, caressing the Bride's body even as the sofa tightens its grip until you can't breathe. The silk forces its way past your lips, pushing into your throat in a rush. The silk takes on warmth until it feels like skin, and the part inside of you pulses as if alive.

Teapot with a gleaming gilt lid

The lid holds fast to the kettle and resists any involuntary movement that could open it.

Dark fluid overruns the spout and top of the teapot, forming a pool on the floor. A woman rises from it and tells the Bride she should just relax and stop pretending to be such a tease. If you resist the woman's advances, she throws you around the room into the cabinets of china.

