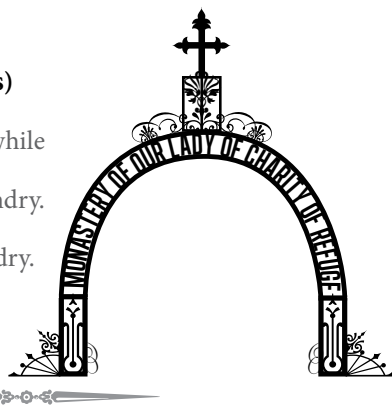


A DAY OF HARD WORK (EVERY DAY, EXCEPT SUNDAYS)

- 6:00 A.M. Waking.
- 6:30 A.M. Breakfast while someone reads the Bible.
- 7:00-12:00 Work at the laundry.
- 12:30 P.M. Lunch.
- 1:00-6:00 Work at the laundry.
- 6:30 P.M. Dinner.
- 7:00 P.M. Mass.
- 8:00 P.M. Bedtime.



LIFESTYLE

Inmates are not allowed to speak or sing. They must lean against the walls to let the nuns pass. They must obey their orders without any protest.

No education is provided to the inmates: they aren't allowed to read books. Once a week, on Sundays, some physical activities and games are performed (usually sack race and jump rope).

When an inmate arrives at the asylum, her belongings and clothing are confiscated. Inmates wear a single ugly garb and must hide any curves. They must sport short hair.

Meals are comprised of stew, potatoes, porridge, pot pie, and bread for the inmates. They lack meat and only receive one egg a year. On the other hand, the nuns eat well: for example their breakfast are comprised of bacon, sausages and pudding.

QUICK NAMES

- Harriet
- Bernadette
- Fionna
- Maureen
- Brianna
- Moirea

QUICK SURNAMES

- O'Higgins
- Reilly
- Carroll
- McKiernan
- Payne
- Brady

Do you still have some family outside the asylum?

REASONS TO BE AN INMATE

- Prostitute.
- Orphan.
- Is rumoured to have had unmarried sex.
- Had unmarried sex.
- Unmarried mother.
- Is too pretty. Men must be protected from this temptation.

HOW LONG HAVE YOU BEEN HERE?

- 1d6 days
- 1d6 weeks
- 1d6 months
- 1d6 years
- 1d6+10 years
- 2d6+10 years

- How old are you?
- Have you ever lived outside the convent?



SPARE THE ROD, SPOIL THE CHILD is a pamphlet adventure created by Khelren for the *Pamphlet Dungeon Jam* hosted in April-May 2019 on <https://itch.io/jam/pamphletjam>.

SPARE THE ROD, SPOIL THE CHILD

*Pretty as a picture I was, dragged
from our front gate, ma and da
praying for my soul, urging penitence
because the priest had called me dirty.*

The Wild Rose Asylum, Rachel Dilworth

Ireland, 1942. *SPARE THE ROD, SPOIL THE CHILD* takes place in a Magdalene Asylum, a home for "fallen women" maintained by the catholic order of the Sisters of Mercy. To repent for their sins, the penitents have to work in a laundry without being paid.

In truth, the reality is horrendous. These women are humiliated, harassed, and famished. They are not allowed to talk and they cannot keep any belonging. If they disobey, they are beaten up. They may stay forever in this dreadful place, be sent in a mental institution, become a nun, or die alone.

Most of the time, their families are ashamed because they had unmarried sex or are unmarried mothers. No one will come to free them.

The PCs will play these women. Will they be able to escape? Will they lose hope? Will they die of sickness or because of the beatings? Will they help each other or will they find it easier to act selfishly? Is there more to the asylum than meets the eye?

SPARE THE ROD, SPOIL THE CHILD is intended for any RPG but was created with *Monsterhearts* (by Avery Alder) and *Bluebeard's Bride* (by Beltrán, Kelly and Richardson) in mind.

INSPIRATIONS

Several works of art have served as inspiration for this pamphlet. I strongly recommend to check them out.

- Suspiria* (movies, 1977 and 2018)
- Sex In A Cold Climate* (documentary, 1998)
- The Magdalene Sisters* (movie, 2002)
- The Forgotten Maggies* (documentary, 2009)
- Cécile Corbel – *Petit fantôme* (song, 2019)



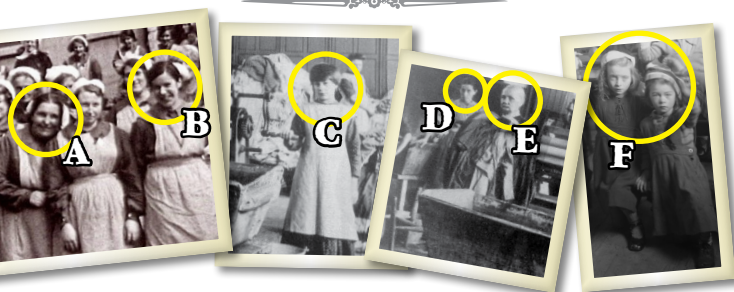
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BY **KHELREN**

RUNNING THE ADVENTURE

Here are actions that the GM can initiate when it's their turn to talk.

- Abduct a victim for a ritual or a sacrifice.
- Allow a relative or a child to see them from afar.
- Collect their blood or personal belongings.
- Exhaust them, make them work constantly.
- Give them a chance to escape, with or without obstacles.
- Hex them, make them blind or deaf, make them bleed.
- Hinder friendships and bonding.
- Humiliate them, belittle them, strip them naked.
- Make another penitent commit a fault and make them pay.
- Punish their misdemeanour with a good beating.
- Reveal a cadaver or a mass grave.
- Send them disturbing visions and nightmares.
- Shave them as a punishment and harvest their hair.
- Start a fire and trap them.



INMATES (NPCs)

Here are some inmates to populate the asylum:

- | | |
|---|---|
| A. Kathleen. Kind-hearted. | D. Susan. Blindly loyal to the nuns, she serves as a spy. |
| B. Rose. The prettiest girl in the convent. Wants her baby back. | E. Philomena. Bitter and nasty. |
| C. Nora. Steals everything, just to mess with you. | F. Elizabeth & Dorothy. Sisters. Think the nuns are witches. |

THE NUNS (NPCs)

The nuns are witches, embroiled in internal struggles and quarrels. They want to protect their secret and to perform wicked rituals.



Sister Patricia. Wants to become the High Mother. Always looking for gifted witches among inmates.



Mother Helena. Concerned about finding a younger body for her soul. Pitiless.



Sister Frances. Supports Patricia as High Mother. Hedonistic. Has a cackling laughter.



Sister Mary. Needlessly cruel with the inmates. She is on Helena's side.



Sister Ann. Reserved, aloof and bookish. Unhappy since she disapproves evil sorcery.



Mother Helena's office. This is where she works most of the time, doing administrative tasks and counting money.



Sanctuary. Located under the chapel, a secret passage leads to the witches' sanctuary. A long staircase, engraved with esoteric formulas in Latin, goes deep below. Sister Patricia spends almost all her available time in the Sanctuary.



Library. Sister Ann doesn't provide any education for the inmates but she likes to study ancient books by herself. She has recently developed a fascination for all things related to Death.



Refectory. Sister Frances manages the refectory and the kitchen. She nibbles all day long or takes a nap when drunk.



Garden. Sister Mary usually works in the garden during the day. At night, she takes care of burying corpses in a septic tank located on the edge of the convent.

DORMITORIES

Located right under the roof, the dormitories are cold in winter and suffocating in summer. Each dormitory is comprised of two dozens of uncomfortable and squeaking beds. There are toilets and a lavatory in an adjacent room. At night, the dormitories are padlocked.

THE TOWN

The town is located nearby. However, the inhabitants would probably not welcome an inmate coming from a Magdalene asylum. They are fallen women, after all.

THE PERIMETER

The asylum is surrounded by high walls. Barbed wire and brambles prevent any climbing. Furthermore, the gates are locked. The key is often in Sister Mary's possession.

NUNS' ROOM

The nuns sleep in individual rooms, near the dormitories. They can usually hear loud noises coming from the dormitories.

CHAPEL

The chapel holds the Mass. A priest (**Father O'Hara**) comes on Sundays, to hear the inmates' confessions.

BELL

The bell rings for the mass and when an inmate tries to escape. It can be heard from the town.

SHED

The shed stores all the tools for the garden.

MAIN ENTRANCE

The door can only be opened with a key cautiously stored in Mother Helena's office.

LAUNDRY

The basement is occupied by the laundry. The work is exhausting: the washing is done by hand without any machine.

SERVICE ENTRANCE

Although the second door is less scrutinised, it is also closed with a key that can be found in Mother Helena's office. Delivery drivers come here to pick up the laundry. They either don't want to talk to fallen women or will try to abuse them.

THE NEARBY ORPHANAGE

An orphanage is situated within sight of the asylum. If an inmate had a baby, they are probably here until being adopted by rich American parents.

