

A person's silhouette is shown from the chest up, facing slightly to the right. From the top of their head, a thick, billowing plume of bright blue smoke or vapor rises into the dark background. The smoke has a wispy, ethereal quality. The overall lighting is very dark, with the blue smoke providing the primary source of light and color.

# Scary Monsters and Nice Sprites

A game of love and intimacy for  
monsters in a dive at night, designed by  
Pammu

# I bet you'd look good on the dance floor.

**Scary Monsters and Nice Sprites** is a narrative RPG about spending your night in one of the only clubs in your city that's safe for creatures of the night like yourself. All you want to do is have some fun just like the humans do. Play a supernatural creature of choice, put some sick EDM on the speakers and get your game on!

## What you need in order to play:

- ❖ An even number of players. 2-6 would be optimal.
- ❖ Tokens, or things that can be used as tokens
- ❖ Four-sided dice (d4), six-sided dice (d6), eight-sided dice (d8), ten-sided dice (d10), and twelve-sided dice (d12). You can share, but it'd be good if each player had their own set!
- ❖ Some paper and things to write with in order to keep track of stuff easier.

**No GM needed for this one!** This game is designed to make all of you storytellers with an equal stake in how the story of your night(s) together go.

The basic premise of this game involves all of your characters hanging around at the same, supernaturals only place after dark – a night club, a concert, a bar, a coffeeshop, wherever you fancy as players. For one reason or another, you're there to unwind, chill, and maybe – just maybe, find somebody to spend the night with. Each of you interact with each other by choosing the way you approach each other, rolling to see how successful you were, then narrating how scenes go based on the results. You'll show each other your character's approval for how well the flirting is going by giving each other tokens. You'll also be able to spend tokens to make sure conditions in the club are just right.

**This game is about hooking up at a club, but doing it within the frame of good fun, mutual intimacy, respect, and consent!** Player safety comes first. Discuss triggers and treat each other well. Make sure to have a safety tool at hand – we strongly suggest Script Change. Barring that, check out some good tools out over here:  
<https://www.bigbadcon.com/safety-mechanisms/>

# Make Your Monsters

- ❖ Decide what kind of supernatural creature you'll be. Werewolf? Vampire? Fairy? Banshee? Don't feel restricted to any one pantheon of creatures!
- ❖ Give yourself a name, a nickname, and – if you want – the name you go by when you're out on the prowl. ("I'm Amelia Escalona. Amy, for short. You can all call me 'Rocket' on the dance floor.")
- ❖ Specify your pronouns. Pick 3-4 adjectives or a make a catchphrase (or several) to describe who you are. ("She/they. Long hair dyed white, Goth eyeliner on point, Scorpio as heck.")
- ❖ Describe your signature look in human skin – then name a tell or feature that reveals your true nature ("I'm all about the leather and fishnet stockings. My eyes, though, glow with literal pink flames in the dark.")
- ❖ Tell the table your story tonight in a sentence or two. ("Broke up with my partner a few months ago. This is the first time I'm putting myself out there again.")
- ❖ Specify, as player, if your character's looking to flirt, hook up, sleep with somebody tonight, or just make a new friend. Each one of you must pledge to respect these boundaries. Consent is sexy!

## Set the Stage

Where are all of you tonight? Is it a night club in a teeming city that never sleeps? Is it a secret speakeasy with great jazz music from musicians that only other creatures of the night would remember? Is it a grungy joint that hosts live band formed by monsters like yourselves?

After you've decided on that, roll a d10 on the table below to determine your starting Bonds with each other. This is to provide some sort of story hook in addition to your individual reasons for being out tonight. We've designed the Bonds to apply collectively between two characters. You'll have multiple partnerships, each reflecting a unique Bond between you and each of your partners. For example: if Marjie, was playing with Ara, Kat, and Danica: Marjie's character and Ara's character will have a Bond, and have another Bond with Kat's character, and another Bond with Danica's character. Discuss additional aspects of your Bond as you like!

If you don't like the Bonds you've chosen, roll again! If you have pitches for each other outside of what we have here, though, feel free to use those hooks instead.

## BONDS

1: This will be our first time to meet.

2: We're regulars here and have seen each other around often enough.

3: We're friends from way back and play wing man for each other regularly.

4: We've gone home together once or twice. (For drinks or for more, you two decide!)

5: One of us helped the other out of a bad spot one night.

6: We had a bad run in with each other, but that was years ago.

7: We've been interested in each other a while, but it hasn't gone anywhere really intimate yet.

8: One of us the ex-lover of a friend of the other's.

9: One of us is really interested in the other, but nothing's happened yet.

10: We always end up rivals in this place, vying for the attentions of the same people without meaning to.

# We Won't Fade into Darkness

**Before starting, every player must decide how long their Intimacy Meters are for each other at the table.** We'd suggest a minimum of four points, and a maximum of 10. It all depends on how long you'd like your game to be. You can have all the same meters for the other characters, or ones of different lengths. Anything goes!

**Each tick on an intimacy meter represents a character's growing approval, affection, or warmth for another character.** Once the meter is full, they've been won over, whether in a friendship sense, a lover sense, or something else depending on the Bonds between you or the relationship you'd like to build. The players can then decide how the night ends for their characters!

**Characters try to fill Intimacy Meters by Connecting.** Describe what you'll say or do according to one of these Approaches.

- ❖ **Sexy:** Using raw sex appeal, your physicality, or your looks. Flirting, getting a little physical and risqué.
- ❖ **Silly:** Using humor, pranks, and similar shenanigans. You might, for example, "accidentally" spill a drink on the character you want to strike up a conversation with.
- ❖ **Smooth:** Using charm/the force of your personality or suave gestures to get you by. Buying a goblet of blood for a vampire might get them to come around.
- ❖ **Spooky:** Using your powers to influence something in your environment, give yourself a little push, or – with the other player's consent – give a supernatural nudge to the one you're interested in. Get creative; don't go for powers or actions that threaten player and character agency!

Take a d6, d8, d10, and d12. **Each one of you will have to assign one dice as your "defense" against each of the Approaches for the night.** This is meant to reflect what your character's into, and what might not always work with them.

**Take turns Connecting, working your way around the table.** One character chooses their Approach; the other rolls their defense. The character who's Approaching needs to roll high enough to get past the other's defenses. Rolls that match or are below the character's defense don't succeed.

**Whenever you do an Approach for the very first time, always start by rolling the d12.** If you use the same Approach on the same character in the next "round", downgrade to the d10. Keep downgrading each time you use the same Approach in a row, working your way to the d8, then the d6, then the d4 – then back to the d12! Note, though, that if you decide to change things up – like using the Sexy Approach, then the Spooky one – your dice counter "resets" immediately.

## There's Something About Us

**After the results are in, plot what happened between your characters and play it out based on the roll. Everyone else gets to decide whether they saw what happened or not, and if they'll do anything about it during their "turn".** You may want to consider, as a table, throwing in other details and suggestions, building a fun story together.

**Players can tick off part of the Intimacy Meters of their characters to reflect how things are going after the scene in question.** Things, of course, didn't have to have gone exactly as planned for your characters to develop feelings for one another. Your vampire might have picked up on how your friend's demigod deliberately spilled a drink on her skirt, but he IS kind of cute, so...

**Other players at the table have the option to fill in their own character's Intimacy Meters as a result of things, even if their characters weren't directly involved!** Attraction is a thing that happens, whether you're in the situation itself or technically on the outside looking in. Maybe your werewolf found the way that fairy was flirting with the kitsune really hot, for example.

# Don't You Worry, Child

**Tokens in Scary Monsters and Nice Sprites represent how much fun you're having with the developments of the night for your characters. They can be spent in order to shift things in a character's favor.** At the end of every scene between characters, players can choose to give each other tokens based on what took place. It doesn't matter if your character was involved in the scene or not. If you enjoyed how that went down as players, give those tokens over!

Players can spend the tokens they've collected to make things interesting for their characters. Here are the options you can choose from:

- ❖ Bump your Approach dice up to the next higher level just for this scene. If you were supposed to roll at a d6, you can roll at a d8, and so forth.
- ❖ Downgrade the Approach dice of a character to the next lowest level just for this scene. If they were supposed to roll at a d12, they now roll at a d10, and so forth.
- ❖ Downgrade the defense dice of the character you're Approaching.
- ❖ Upgrade your defense dice against the Approach of the character who's trying to Connect with you.
- ❖ Increase or decrease intimacy meters of choice by a point.

If you, as a group, come up with a new option that you'd like to add to this list for your game, feel free!

**The token moves MUST have an in-game explanation for them.** Maybe you're paying the DJ off to play the other character's favorite song at the right moment, or perhaps the character you're Connecting with likes you enough to give you more attention or patience. Consider using the Bonds you all established as jump off points!

Everyone in the table must approve your use of a token for the purpose you've chosen. That way, you can all keep building a fun story of a night out together.

## So Are You Gonna Stay the Night?

**The in-game period of your game doesn't have to be just one night.** You can make it several nights and intersperse other scenes – like outtakes of things that happened during the day – as you like. There are no hard or fast rules beyond have fun.

**Play out whatever you like, as long as the table agrees that it's cool.** Some of you, for example, might want to extend play to include more intimate scenes after intimacy pools have been filled up if your entire table approves – or, if somebody's not too comfortable with that, you can opt to do a lovely build up, then gracefully fade to black.

**Keep playing until you've reached satisfying conclusions for each of your characters.** Play out those moments of friendship old or new, of intimacy, of reconnecting, or of delicious drama. Be open, communicate, and plot together. Be quick and easy with allowing things like rerolls too and be generous with giving each other tokens. **Always choose the story above dice results!**

**Have fun, and remember that fun is grounded in consent because consent is sexy.**

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