

# Nice Monsters

A one-page roleplaying game by Paul Abrams, 2020  
Inspired by Nice Marines by Grant Howitt



**YOU ARE A MONSTER:** an immortal minion of darkness spawned to plague mankind. You and your fellow monsters have been made famous in legends and tales; generations of mortals fear you.

However: the mortals have short memories and again seem intent on trying to wipe you out. In fact they are at this very moment marching with pitchforks and torches on your castle!

You serve **THE MASTER**, who is working on an important ritual in the castle basement, which must finish at midnight. **THE MASTER** has given you strict orders not to allow any disturbance of the ritual, which will finish tonight.

However: **THE MASTER** has given you strict orders to keep things quiet, and avoid killing too many mortals, since that will attract monster-hunters and witch-hunters.

You have famous monster heritage. Mortals have many fearful stories and tales about you and your kin. You have many strengths but also weaknesses that mortals can exploit.

- Vampire** - can change to bat, destroyed by sunlight
- Werewolf** - moves fast, regenerates, burned by silver
- Frankenstein Monster** - superhuman, depressed
- Mummy** - can summon weather, claustrophobic
- Warlock/Witch** - can hex/curse, must gather souls
- Fishman** - can breathe water, always cold
- Mad Scientist** - egotistical, has a lab & henchman, wants to improve the world
- Cultist** - can hear **THE MASTER** but misinterprets what is wanted, will destroy the world

## WHAT DO YOU WANT?

You are immortal and have many gifts, but want one thing more with burning intensity. This may be something you can never have.

Destroy the World | Forgiveness | Love | Mortality |  
Redemption | Summon the Eldar Being

## WHAT DON'T YOU UNDERSTAND?

You have never been able to understand one element of mortal life, and it fascinates and perplexes you. Choose one item from the list below; roll an extra 1D10 and pick the highest dice when you interact with it.

Animals | Cuisine | Love | Fashion | Food | Humor | Lying |  
Art | Music | Sadness

**YOU AUTOMATICALLY SUCCEED AT ALL VIOLENT ACTIONS.** You are a spawn of darkness, with superhuman strength, celerity, and can kill a mortal without effort.

## APPROACHES

You have six Approaches to problems. Assign 1 x D20, 1 x D12, 1 x D10, 1 x d8, 1 x d6, and 1 x D4 to your approaches to represent your confidence in using that approach.

APPROACH	CONFIDENCE
Scaring mortals away	1D___
Hiding from mortals	1D___
Talking with mortals	1D___
Using secret passages	1D___
Building and repairing things	1D___
Avoiding <b>THE MASTER</b>	1D___

When you attempt to resolve a situation without resorting to violence, roll the dice for your Approach and consult the table below:

- 1: Terrible failure
- 2-4: Mostly failure, some success
- 5-6: Success
- 7-10: Success with minor collateral
- 11-19: Success with dire collateral
- 20: Success with catastrophic collateral

The Villagers are revolting, attacking in waves, dying in droves. Various waves are armed with (roll 1 dice):

- 1: Pitchforks & Torches
- 2: Axes and spears
- 3: Crosses, Wooden Stakes, & Holy Water
- 4: Crossbows / Silver Bullets
- 5: Molotov Cocktails / Greek fire
- 6+: roll twice

**THE MASTER** is a powerful being from ancient times, to be feared and appeased, but who is seldom happy with your work, and counts your every mistake. You have learned to detect signs of being watched:

Brimstone Smell | Cries for Help | Elongated Shadows | Eyes  
on Walls | Fingernails on Chalkboard | Melodramatic Organ  
Music | Statues are Watching