



BLOODSTAINED FANGS

A solo urban fantasy horror RPG

A rules-light solo tabletop RPG of vampires, werewolves and witches stalking the night in the urban shadows

GEARED TOWARDS
LONER



Beta 6

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The City never sleeps, but it **dreams in nightmares**. Beneath the neon glow and the wail of sirens, **monsters walk among the living**. Vampires hunt in the velvet VIP rooms of exclusive nightclubs. Werewolves prowl the manicured parks under the pale moon. Witches work their forbidden craft in damp basement apartments. They hide in plain sight—your coworker, your neighbor, the stranger on the subway.

Maybe **you're one of them now**. Your old life is ash, scattered by the wind. You've crossed a line you can't uncross. The beast is inside you—the **hunger**, the **power**, the **curse**. You're a predator wearing a human face, and the people you used to be one of? They're prey.

Or maybe you're **still human**. Maybe you saw something you weren't supposed to see. Maybe someone you loved was taken by the shadows. Maybe you hunt the things that go bump in the night. Either way, you're in the **underworld** now. And there's no going back.

Bloodstained Fangs is a solo tabletop RPG that drags you kicking and screaming into the urban underworld—a shadow society of supernatural creatures clawing for survival in a modern metropolis. Vampires, werewolves, wizards, and worse have carved out territories, formed fragile alliances, and built empires on **blood and secrets**.

The balance is razor-thin. One wrong move and the whole thing collapses into chaos. You'll navigate the **brutal politics of the night**, face impossible choices, and fight to survive in a world that devours the weak—whether you're struggling to master the beast within or desperately trying to stay human in a city that wants to **bleed you dry**.

Introduction

Bloodstained Fangs follows the following design principles:

1. **Portable:** to play you will need a few common (six-sided) dice and writing materials. Anything else is optional and not essential.
2. **Rules-Light:** the game relies on a few rules and only one solving mechanic, easy to learn and eventually to memorize.
3. **Tag-based:** characters and situations are defined only by qualitative descriptors and no quantitative characteristics.

With a focus on quick resolutions, **Bloodstained Fangs** throws you headfirst into the heart of the action. Your character will be defined by thematic tags, such as “Nerdy Occult Enthusiast”, “Wiccan Acolyte”, “High Potential Neonate Vampire”, “Hardboiled Vampire Hunter”.

What is a Role Playing Game (RPG)?

A role-playing game (RPG) is a type of game in which players assume the roles of fictional characters and act out their actions and decisions within a narrative or imaginary setting. The outcome of these actions and decisions is often determined by a set of rules and game mechanics, such as dice rolls or statistical attributes of the characters. Players may also collaborate to create a shared story or narrative through their characters’ actions and interactions.

What is a Solo RPG?

In a solo RPG a single player takes on the roles of one or more characters, while also simultaneously managing some elements of the game world. These games typically involve the use of a rule system and game mechanics to determine the outcome of actions taken by the player-controlled characters. Unlike a gamebook (such as the Fighting Fantasy, Lone Wolf, and Tunnels & Trolls series) a solo RPG is not a form of interactive, forked narrative in which outcomes are pre-determined and limited by the author's choices.

Through the interaction of player, oracle, tools, and prompts, the character's actions will build an **emergent narrative** within whose boundaries anything can be attempted, without predetermined limits.

Safety Tools

You will play alone, but be sure to play in an environment that is comfortable for you, without overexerting yourself, and reserve the option to stop as soon as you feel uncomfortable for any reason, physical or emotional. Don't be afraid to tackle new themes, but do so in full awareness of your boundaries.

Minimum Requirements

To play *Bloodstained Fangs* you will need:

- **4 six sided dice** (also known as d6s): two pairs of different colors
- **Paper and writing tools:** at least a sheet of scrap paper and a pencil, but index cards or sticky notes are a fine addition
- **Character sheet:** you may use the provided sheet at the back or a simple index card.
- **Notebook:** *Bloodstained Fangs* is not a solo journaling game, you can easily play it in the “theater of mind”. But you can keep track of your game if you feel the need!





Setting Introduction

You've heard the stories whispered in the dark: Vampires. Lycanthropes. Witches. They're not just folklore—they're **real**. They've always been real. And they're **everywhere**. Standing behind you in line at the 24/7 corner store at 3 AM, eyes a little too reflective. Driving the trucks that deliver your food. Maintaining the invisible networks that run your life.

The underworld is a tangled web of **rival organizations**, each claiming dominion over their own kind. These factions wage **endless shadow wars**—over the right to feed on mortals, over ancient grudges that span centuries, over territory soaked in fresh blood. Hatred runs deep between the breeds. In this city, **trust is a luxury** no one can afford.

Playable Themes

- **Personal struggle** as your body, mind, and physiology are twisted beyond recognition by the curse.
- **Brutal faction politics** as you're dragged into the wars of night creatures vying for territory, power, and survival while keeping their existence hidden.
- **The duality of existence**, torn between your fading human life and the new unlife, desperately trying to shield your loved ones from the monster you've become.
- **Rebellion against the ancients**, fighting the suffocating control of organizations that have ruled the underworld for millennia.
- **Uncovering forbidden lore**, searching desperately for a cure or a way to break the curse before it consumes you entirely.
- **The vigilante's path**, protecting the innocent from the predators of the night, even as you become one of them and face persecution from both sides.

Timeline

It is the year **2025**. Smartphones with AI assistants are ubiquitous, and photographic evidence means nothing in a world drowning in **deepfakes and synthetic media**. After a brief decade of fear over cellphone cameras, the creatures of the night have grown bold again. They hide in the noise, expanding their hunting grounds with **impunity**.

Rampant disinformation and weaponized fake news make any attempt to expose them futile. If you post a video of a werewolf transformation, the comments will call it CGI before the first view count ticks over. The growing chasm between mortals who prowl questionable city districts for late-night thrills and those who cling to daylight safety means the prey are more isolated than ever. More vulnerable. **Easier to pick off**.

A police department drowning in missing persons cases, homicides, and assault reports can barely keep the lights on, let alone solve crimes. The **guilty walk free**. The predators grow bolder every night. And the bodies keep piling up in the morgue, labeled "John Doe" and forgotten.



Characters

In *Bloodstained Fangs*, you are **vampires, lycanthropes, witches**—creatures clinging to the last shreds of your humanity while living in the shadows. You might be a **neonate vampire** still learning to hunt. A **travelling vampire hunter** with blood on your hands. A **cursed werewolf** fighting the beast within. Perhaps you're a newly initiated member of a Vampire Hunter organization, thrust into a war you barely understand. Or a **secret agent** freshly transferred to the Paranormal Investigations Division, where the cases don't make it into official reports.

Every character bears **the weight of their condition—or their knowledge**. Powerful abilities. Deadly enemies. Some will find power, allies, fragile peace. Others will fall into darkness, lose their humanity, become the very monsters they feared. Even those who hunt the creatures of the night risk becoming what they hunt. **No one is safe from corruption.**

Your journey will be one of **mystery, horror, and blood**, where each step drags you **deeper into the underworld**. Will you claw your way to safety and freedom? Or will your story end in screams and silence?

Everything is a Character!

In *Bloodstained Fangs* Non-Playing Characters (NPCs), Foes, Organizations, Monsters, and even relevant objects like vehicles are characters too!

Your Protagonist is described by some fixed traits:

- **Name:** The name should be iconic and consistent with the tone and setting of the story.
- **Concept:** A concise description of the character's profession, background, and abilities. The best are adjective-name pairings, like "Venturous Smuggler" or "Child Prodigy".
- **Skills** (x2): Abilities not necessarily character-specific but not characteristics common to all. "Smart" is not a skill, "Engine Whisperer" is.
- **Frailty:** Something that could potentially get in the way of the character, either physically, mentally, or socially.
- **Gear** (x2): Particular equipment supplied to the character in coherence with the setting. Everyday items are taken for granted and do not fall under this trait.
- **Goal:** The long-term objective.
- **Motive:** What drives the pursuit of the goal.
- **Nemesis:** A person or organization that hinders the protagonist. It can emerge during the first game sessions, it may or may not be the direct antagonist of the story, ready to appear to make life even more difficult
- **Luck:** The measure of a character's ability to avoid ill fortune or an inauspicious outcome. It applies only in Conflicts and automatically recharges when they end. Luck starts and caps at 6.

These **traits** are described by **tags**, descriptive words or phrases that can identify anything in the game world. Even the **details** of the environment in which the action moves and **conditions** (physical or mental) of the characters are tags.

They are qualitative representations. They are not quantitative measures.

Character Traits

You can use these traits to create a character on the fly, mix them, or just use them as inspiration.

1		2		3	
1	Hardboiled Hunter	Neonate Vampire		Moon Witch	
2	Occult Bookworm	Concerned Historian		Determined Detective	
3	Coven Leader	Ancient Wizard		Nightlife Dweller	
4	Fearless Ghostbuster	Disillusioned Agent		Lost Tourist	
5	Ghost Medium	Exiled Scientist		Underworld Diplomat	
6	Talented Diviner	Haunted Fugitive		Elder Vampire	

4	5	6	
1	Reckless Lycantrope	Alpha Werewolf	Tough Biker
2	Undercover Fed	Nomad Wizard	Desperate Addict
3	Amateur Ghostbuster	Vatican Exorcist	Eccentric Hobbyst
4	Rebellious Vampire	Arcane Weaponsmith	Relic Hunter
5	Knucklehead Gangster	Cunning Gangster	Stealthy Smuggler
6	Werewolf Pup	Renowned Assassin	Powerful Politician

Skills

1	2	3
1 Ancient Lore	Street Fight	Guns
2 Electronics	Espionage	Biology
3 Intimidation	Chemistry	Stealth
4 Explosives	Alchemy	Blood Magic
5 Martial arts	Blood Charm	Telekinesis
6 First Aid	Safe cracking	Guerrilla Tactics

4	5	6
1 Moon Magic	Prescience	Hacking
2 Curses	Exorcism	Diplomacy
3 Safe cracking	Ghost Communion	Lockpicking
4 Bureaucracy	Law	Tracking
5 Archeology	Parkour	Seduction
6 Necromancy	Animal Speech	Climbing

Frailties

1	2	3
1 Strong Faith	Scared of violence	Guillible
2 Social Justice	Authoritarian	Hate Authorities
3 Terrified of fire	Childhood trauma	Terrified of drowning
4 Fear of darkness	Fear of hurting mortals	Mortal loved one
5 Anarch	Self sabotage	Self hate
6 Can't swim	Rage issues	Drug addict

4	5	6
1 Wife/Husband	Angered mentor	Fierce Ideology
2 Hunted	Ghoul	Cannot lie
3 Alcoholic	Debt ridden	Rich and famous
4 Pompous Attitude	Cursed limb	Death curse
5 Obsessed	Chronic insomnia	Wanted
6 Limp / Bad leg	Strong accent	Sickly

Gear

1		2		3	
1	Silenced Pistol	Silver Dagger	Faith Symbol		
2	Magic Detector	Enchanted Key	Invisibility Cloak		
3	Ancient Katana	Radio Jammer	Lockpicks		
4	Bone Wand	Moon Stone	Arcane Tome		
5	UV Flashlight	Ghost Detector	Tactical Vest		
6	Sketched Map	Magical Broom	Magic Shield		
4		5		6	
1	Telekinetic Ring	Haunted Pen	Vampire Blood Vial		
2	Shotgun	Fang Necklace	Ancestor's Locket		
3	Throwing Knives	Crossbow	Blood bag		
4	Cursed Tome	Police Badge	Holy Water		
5	Fake ID	Sun lamp	Motorcycle		
6	N.V. Goggles	Magic Screwdriver	Small Gun		

Names

Female Names

1		2		3	
1	Amber	Isabella		Selene	
2	Violet	Celeste		Delilah	
3	Luna	Iside		Ophelia	
4	Victoria	Zara		Rosemary	
5	Judith	Prudence		Sarah	
6	Isadora	Morgana		Tamara	
4		5		6	
1	Willow	Bianca		Lilith	
2	Ember	Chloe		Vanessa	
3	Thea	Theodora		Hannah	
4	Scarlet	Zoey		Rebecca	
5	Morgana	Jasmine		Aurora	
6	Jessica	Juliet		Meave	

Male Names

	1	2	3
1	Damien	Elliot	Mark
2	Silas	Zachary	Cassian
3	Diego	Edward	Dominique
4	Marcus	Vincent	Ezekiel
5	Asher	Alex	Felix
6	Luca	Paul	Liam

	4	5	6
1	Adrian	Xavier	Jacob
2	Nathan	Eric	Cole
3	Bob	Andrew	Samuel
4	Michael	Kieran	Lucian
5	Kael	Vito	Daniel
6	Dean	Dorian	Matt

Surnames

1		2		3	
1	Cross	Caine	Frost		
2	Christie	Kennedy	Sterling		
3	Mulder	Skully	Stark		
4	Bloodworth	Carmichael	Ravenscroft		
5	Mercer	Wolf	Ashworth		
6	Black	White	Reed		

4		5		6	
1	Blackwood	Night	Irons		
2	Lancaster	Darkmoon	Flint		
3	Moore	Cullen	Winchester		
4	Bishop	Evans	Crowley		
5	Winters	Graves	Cross		
6	Alliwell	Bell	Smith		

Nicknames

1	2	3
1 Shadow	Trinity	Winter
2 Needle	Thorn	Bullet
3 Shadow	Wraith	Hex
4 Nyx	Phoenix	Midnight
5 Slash	Raven	Hound
6 Stalker	Stray	Silence

4	5	6
1 Dusk	Sunrise	Sunset
2 Nightshade	Leech	Cannon
3 Reaper	The Hanged	Ripple
4 Twilight	Blade	Edge
5 Atom	Skull	Ghost
6 Master Mirror	Duke	Crimson





Rules

Bloodstained Fangs is a minimalist Solo Role Playing Game designed to be played with only one character (the Protagonist). You'll guide them through the story that will unravel during the game, asking closed questions to an Oracle which will help you overturn your expectations.

Every now and then you will be surprised with an unexpected twist!

Keep The Action In Motion

A game in **Bloodstained Fangs** is a succession of scenes. A scene is a unit of time in which a certain action takes place in pursuit of a certain short-term goal.

In **Bloodstained Fangs** at each scene:

1. **Identify what you expect from the scene.** Compared to traits, goal, and motivation determine the Protagonist's action. What might be the reaction of the game world?
2. **Test your expectations.** When you are uncertain (or overconfident) about the reaction to your actions, ask the Oracle a closed question (answer is Yes or No), considering the tags involved to determine if there is an Advantage or Disadvantage.
3. **Interpret the result.** Is the Oracle's answer in line with your expectations? If not, in the context in which the scene takes place, how should an answer that subverts them be considered?

This sequence will come to you naturally after some practice. Use it as a guideline the first few times.

Consulting the Oracle

When you need to test your expectations you'll ask the Oracle a closed question.

You'll need 2d6 in one color (**Chance Dice**), and 2d6 in another (**Risk Dice**).

To resolve a closed question, roll one **Chance Die** and one **Risk Die**:

- If the Chance Die is highest, the answer is **Yes**.
- If the Risk Die is highest, the answer is **No**.
- If both are low (3 or less), add a **but...**
- If both are high (4 or more), add an **and...**
- If both are equal, the answer is **Yes, but...** Add a point to the **Twist Counter**.

Dice Value	Chance Die > Risk Die	Risk Die > Chance Die
Both ≤ 3	Yes, but...	No, but...
Both ≥ 4	Yes, and...	No, and...
Mismatched	Yes	No
Equal	Yes, but... Add 1 to the Twist Counter	

Advantage and Disadvantage

If circumstances or positive tags grant an advantage, add a **Chance Die** to the roll. Otherwise, when hindrances or negative tag cause a disadvantage, add a **Risk Die**. In both cases keep only the higher die of the added type when you check the roll.

Consider tags **intuitively and not quantitatively**, using the context of the situation at play. It is important to keep the flow of play fast and not accounting for advantages and disadvantages numerically!

Twist Counter

The Twist Counter is a measure of the rising tension in the narrative. At the beginning is set to 0. Every time a double throw (dice are equal) happens, add 1 to the Counter. If the Counter is below three, consider the answer as **“Yes, but...”**. Otherwise a **Twist** happens and resets the Counter.

Roll 2d6 and consult the following Twist Table to determine what kind of twist happens.

D6	Subject	Action
1	A third party	Appears
2	The hero	Alters the location
3	An encounter	Helps the hero
4	A physical event	Hinders the hero
5	An emotional event	Changes the goal
6	An object	Ends the scene

Interpret the two-word sentence in the context of the current scene. Twists will keep the plot and events going in unexpected ways.

Humanity

Every supernatural being exists in constant war between their human soul and the beast clawing its way out. For Vampires, the beast is **the hunger**—an insatiable craving for blood. For Lycanthropes, it erupts with the full moon, tearing through flesh and reason alike. For Wizards, magic flows through them like poison, warping mind and soul with every spell.

When creating a character, set their Humanity to 6.

If appropriate for your character, feel free to begin your story with a different Humanity value in line with your character's background and history.

Either way, the maximum Humanity is 9. Even regular human characters should track humanity—you never know when a dark turn will come.

Levi is a renowned assassin for hire. One day, hunting a target in an abandoned warehouse, he gets shot in the chest and faints—then wakes up healed minutes later. Magical powers long asleep in his body awaken to save his life, but that's not what he tells himself. He believes it an act of God, and decides to turn his life around. Levi begins his story with a Humanity of 3, to reflect his past as an assassin, and the Magical Regeneration tag due to his new powers.

Being a Vampire

Vampires must drain the life force of mortals to survive (both Soul and Blood Vampires).

For every night that passes without feeding, lose 1 Humanity. The hunger gnaws at you, eroding what's left of your soul.

When you feed successfully, **gain 3 Humanity** (maximum 9). However, if you hurt your prey while feeding—or were interrupted mid-feast—**you gain only 1 Humanity**. The guilt lingers.

Being a Werewolf

Werewolves fight a losing battle against their beastly nature, shackled to the cycle of the Moon. At night, **when experiencing a tense situation or overwhelming emotion, you feel the Moon's call**. If there is a Full Moon, the transformation is inevitable—you **must** change and **lose 1 Humanity**. Otherwise, roll a d6 to see if you can hold on:

- If you roll a 1 or below your Humanity, you remain human. The Moon's call fades, at least for now.
- If you roll a 6 or equal to/above your Humanity, the Moon's power surges through you. You can either transform into the beast or resist the call. If you resist, **gain 1 Humanity** and stay human—envision the struggle, the memories and emotions that anchor you to your humanity. If you give in, **lose 1 Humanity** as fur and fangs take over.

You can also transform into a Wolf if the fiction demands it, such as during a ritual. When you do, **lose 1 Humanity**.

When rolling a d6 to see if you can hold on, if you roll a 1 then you always remain human. If you roll a 6 then you can always choose to transform into the beast.

When transformed into a Wolf, roll with advantage on all violent actions where you act aggressively. The beast is in control. However, roll with disadvantage when trying to avoid danger, violence, or calm down. You cannot tap into your supernatural powers in this state—you're already using them at full capacity.

When dawn breaks, you transform back into human form. You can also revert if the fiction demands it or if someone manages to calm the beast within you.

In human form, you can **leverage the supernatural** to roll the Oracle with advantage, drawing on your regenerative powers and enhanced strength and speed.

Leverage the Supernatural

You can **tap into your supernatural powers**—a skill, gear, magical powers or the darkness within—to roll the Oracle with advantage, assuming you have something that grants an advantage in this specific situation.

Supernatural abilities often come with a price—each time you tap into your powers, you could lose Humanity.

You don't always pay this price. Ask yourself:

1. Am I pushing beyond my limits, unleashing my full power?
2. Am I acting from desperation, crossing lines I'd normally avoid?
3. Is this a cursed, dark power fueled by my own soul?
4. Does this make me less human, more monster?

If yes to any—you pay the toll. **If not**—you're just using the skills and gear you have and you don't pay the price.

When leveraging the supernatural and paying the price:

1. **Envision** how the power gives you an advantage.
2. **Reduce your Humanity** by one as something inside you withers.
3. **Roll a d6.** If it's a 6 or higher than your Humanity, roll on the Mystic Backlash table—the power bites back. If it's a 1 or it's equal or lower than your Humanity, you maintain control—for now. Roll with advantage, riding the razor's edge between human and monster.

When rolling a 1, you keep control regardless of your Humanity. Similarly, when rolling a 6, you always lose control.

Mystic Backlash

	Mortal	Vampire	Lycantrope	Magic User
1	Your object or technique fails	Thirst overwhelms you, and you lose control	Your teeth turn into wolf fangs temporarily	It backfires
2	The object or technique is not what you expected	You get an unnatural, hideous bloodshot eye	You can't help but howl very loudly	It misses the target, damaging something
3	Your body is tainted or hurt	Your skin turns blueish due to strain	Your expanding chest rips your clothes	You suffer overwhelming pain due to strain
	Mortal	Vampire	Lycantrope	Magic User
4	Your mind is temporarily warped	You are plagued by visions of doom and overwhelming pain	You experience sensory overload and instinctively flee the scene	You faint due to strain
5	The effect is much weaker than you wanted	Thirst overwhelms you, and you are forced to run away	Your mind temporarily behaves like a wolf	The effect is much weaker than you wanted
6	The effect is much stronger than you wanted	The effect is much stronger than you wanted	The effect is much stronger than you wanted	The effect is much stronger than you wanted

Losing all your humanity

When your Humanity reaches zero, the beast wins. Envision how it takes over completely—destroying or grievously harming something or someone you love. The horror of what you've done snaps you back to reality. Set your Humanity to 2 as you reel from the devastation you've caused.

Recovering humanity

When you perform a significant act that contradicts or undermines your supernatural nature—defying your instincts, rejecting power, sacrificing status—you may recover 1 Humanity.

You may also recover Humanity through extraordinary means within the fiction, or by spending a long time abstaining from supernatural activities. Redemption is possible, but never easy.

Some people cling to **Faith**. They confess their sins in churches, pray for forgiveness, and recover 1 Humanity. The Lord loves and forgives all His children—even monsters—as long as they have even an ounce of Humanity left. If you choose this path, envision how your character's Faith becomes a lifeline against the darkness consuming them.

Conflicts

A **Conflict** is any situation in which opponents clash, attacking, defending, or wearing each other down in order to win. This applies both in a practical and metaphorical sense.

So, a Conflict is not only limited to combat (or fighting) in the strict sense but also to competitive situations (such as contests, duels, verbal confrontations, etc.) in which two or more characters (including vehicles, of course!) compete.

Conflicts can be resolved in different ways depending on preferences and context:

1. Ask a single closed question. The Oracle's answer determines the outcome of the conflict.
2. Ask a series of closed questions to resolve current single actions.
3. Use the rules of Harm & Luck below.

Note that the Twist Counter **does not apply** to Harm & Luck. Instead, it is used regularly if the Conflict is handled with closed questions.

If the conflict is resolved by applying damage to the Luck trait, roll the dice to determine whether the protagonist causes damage to the opponent or suffers damage due to counterattack or failed defense. The rolls are player facing only.

The damage reduces the Luck of the target, whether protagonist or NPC. When the Luck runs out, the character has lost the conflict.

The final outcome depends on the context. Do you get caught? Are you seriously injured? You may even die if that fits the narrative.

Answer	Do you get what you want?	Harm
Yes, and...	You get what you want, and something else.	Cause 3
Yes...	You get what you want.	Cause 2
Yes, but...	You get what you want, but at a cost.	Cause 1
No, but...	You don't get what you want, but it's not a total loss.	Take 1
No...	You don't get what you were after.	Take 2
No, and...	You don't get what you want, and things get worse.	Take 3

Determine the mood of the next scene

At the end of the current scene sometimes you will be clear about the direction to take, other times you may need to determine the general mood of the next one. In this case roll 1d6 and consult the following table:

D6	Next Scene
1-3	Dramatic scene
4-5	Quiet Scene
6	Meanwhile...

- A **dramatic scene** does not break the tension of the previous scene but carries it further forward, introducing further obstacles or difficulties.
- During a **quiet scene** there is time to take a breath, to heal, to make plans for the next steps and to deepen relationships.
- A **meanwhile scene** takes place somewhere else, other than where the hero is. It cuts to villains or other plot-important characters.

Open-Ended Question or Get Inspired

To answer an Open-Ended question, roll 1d6 once on each of the Inspiration Tables (roll at least a verb and a noun, adjectives are optional).

When the story ends

At the end of the adventure you may add another trait to the character. It is better that this is related to how the story just ended and can be either a Skill, Gear, a new Frailty, or even a new Nemesis! You can also modify an existing trait to better represent an enhanced expertise.

Also update the list of **NPCs**, **Locations**, and **Events** that may show up again in future adventures.

Playing as a Group

While *Bloodstained Fangs* is designed primarily for **solo play**, its mechanics can be adapted for **group sessions**. Since the game is derived from **Freeform Universal**, there's nothing stopping you from playing it with others—if you really want to. Just be prepared to adapt things as needed.

There are two main ways to play in a group:

Without a Game Master (GM-less Mode)

- Each player controls their own **Protagonist** and asks questions to the **Oracle**, just like in solo play.
- The **Oracle's answers and world reactions** are interpreted by the player who asked the question.
- A **Facilitator** (either a rotating or fixed role) helps **moderate, remind players of rules**, and **settle disputes** if needed.
- Questions affecting the **whole group** should be discussed collectively.

With a Game Master

- The **GM does not roll dice**—only the players consult the Oracle.
- The GM interprets Oracle responses and presents the **world's reactions**.
- The GM also acts as a **facilitator**, guiding the flow of the story and helping resolve questions.



Setting Information

The world of Bloodstained Fangs is built on stories—small, intimate tales and sprawling conspiracies alike—but they all unfold in the shadows, after dark. In back alleys where streetlights flicker and die. In basement rooms thick with cigarette smoke. In the shadowed corners of strip clubs, the back booths of all-night diners, or the wreckage of someone's forgotten apartment.

The City

The City sprawls somewhere along the North American coast—vast, filthy, and lethal. Sirens wail through the night like wounded animals. Newspaper pages tumble through mist-choked streets. Fog and smoke catch the sickly glow of street lamps, painting everything in shades of amber and ash. The City never sleeps. Neon signs bleed color into the sky, drowning the stars beneath a shroud of smog and storm clouds. Pawn shops deal in cursed relics and cold steel. Bars and diners serve as hunting grounds for things that wear human faces.

Districts

1. **The Docks:** The Hand's muscle moves shipments through rusted containers in the dead of night. Don't ask what's inside.
2. **The Beach:** Bonfires and bass lines. Late-night cocktails served on black sand. Music, pills, and willing prey. Soul Vampires thrive here.
3. **Downtown:** Glass towers and old money. Private security and cops who actually show up. The richest hunting grounds—whether you're after blood dolls or vault codes. Skyscrapers loom like tombstones, casting long shadows over the streets below.
4. **Slum:** Where junkies get rolled and dealers cut their product with rat poison. Dive bars glow red through grimy windows, casinos with velvet ropes and back-alley card games where the stakes are higher than money. Feral things stalk the alleys, looking for easy meals—drunks, vagrants, anyone who won't be missed.
5. **Misty Park Forest:** A nature preserve patrolled by rangers who know the woods too well. Home to wolves. Just wolves. Probably.
6. **Riverside:** The City's main artery. Trains disgorge commuters and cargo around the clock. Well-lit, well-patrolled. The underworld flows through but never lingers.

Important Points of Interest

- **The Cathedral:** Sanctuary for the Knights of the Cross and anyone desperate enough to seek shelter. Father Martin turns no one away. His faith is the real deal.
- **Jimmy's:** A pawn shop wedged under a bridge in the Slum. Jimmy keeps the good stuff under the counter—weapons for hunting things that don't die easy.
- **Shatter:** Downtown's most exclusive nightclub. If you're not on the list, you're not getting in. Inside, vampires of every stripe mingle freely. Blood dolls draped over velvet couches, necks already bruised.
- **Alder Medical Inc.:** Knock on the basement door in the back alley. A guy in scrubs will sell you blood bags, no questions asked. Bring cash. Lots of it.
- **Big House:** A sprawling wooden mansion deep in Misty Park Forest. Werewolf territory. Also home to runaways, outcasts, and anyone hiding from something worse than the law.
- **Police HQ:** Downtown. Where the City's hardest detectives work the cases that break minds. Some crack under the pressure. Some go rogue. Some disappear into the same darkness they were hunting.
- **La Bella Vista:** Historic restaurant with a killer view and impeccable service. In the back room, The Hand's upper echelon plays high-stakes poker with money that's never seen a bank.
- **The Public Library:** Ancient stone and older secrets. Rare tomes hidden in the restricted section. The head librarian runs an occult study group on Thursday nights.

Your City

Name your city or roll on the tables below. You can also set your game in a real city you know well. Decide which districts house which locations, create your own districts and landmarks, or scrap the whole setup and build something new. Make it yours.

D6	City Name Format
1	First Part + Second Part
2	Prefix + First Part + Second Part
3	Prefix + First Part + Second Part
4	First Part + Second Part + Suffix
5	First Part + Second Part + Suffix
6	First Part + Suffix

D6	Prefix	First Part	Second Part	Suffix
1	Upper	Black	river	Canyon
2	Lower	Red	falls	City
3	New	Silver	town	Port
4	Old	Dusk	ridge	Port
5	Port	Night	moor	D.C.
6	Cape	Moon	ville	Valley

Supernatural Entities

The City crawls with supernatural predators—some lone hunters, others bound by ancient hierarchies:

- **Blood Vampires:** The classic nightmare. They feed on blood, draining it from puncture wounds in the neck. Sunlight burns them to ash, so they nest in darkness during the day. The old ones have walked the earth for centuries, wielding blood magic and bending mortal minds like clay. The young ones are feral—reckless, ravenous, and stupid with hunger. All of them are corpses wearing human skin: no pulse, pallid flesh, eyes like dirty glass. Hard to spot in the dark unless you know what to look for. Even then, they might just look strung out. They're supernaturally strong, and they only get stronger—and less human—with age. The eldest are living myths, so warped by time that mortals collapse at the sight of them. When a blood vampire feeds, it injects venom into the wound—a narcotic rush stronger than heroin. The punctures seal fast. The victim remembers nothing but the high, and they'll do anything to feel it again. That's how you get blood dolls: addicts who'll crawl through broken glass for another bite.
- **Ghouls:** What happens when a vampire makes a mortal drink their blood. Ghouls gain a shadow of their master's power—strength, speed, resilience—but only as long as they keep drinking. Most are fanatically loyal. Some are just desperate.
- **Soul Vampires:** They own every room they enter. Charismatic, magnetic, impossible to ignore. They feed on souls without meaning to, draining the life from everyone around them. Some try to stay on the move, never feeding from the same crowd long enough to leave them hollow.

Others embrace it—becoming celebrities, politicians, cult leaders—surrounded by devotees who slowly lose their minds. It's a curse of isolation. Everyone they love goes mad. They don't fear the sun. Magic runs in their veins; some say their skin glimmers in direct sunlight if you have the sight to see it. The condition is hereditary, and they live for centuries. Purebloods are rare and terrifyingly powerful. The oldest bloodlines pull the strings of the global entertainment industry from the shadows.

- **Werewolves:** A species parallel to humanity, touched by primal magic. They're in tune with nature and can transform into massive wolves. Mature werewolves retain their minds when the full moon calls, even control the change. Young ones lose themselves completely—mindless, savage, unstoppable. Purebloods can shift at will. Most have only a trace of wolf blood and need a ritual under the full moon to transform.
- **Wizards and Witches:** Humans born with magic in their blood, inherited from their parents. It manifests differently in everyone—some get parlor tricks, others get apocalyptic power. Training can sharpen the gift, but magic is a double-edged blade. It warps the body, twists the mind, scars the soul.
- **Faith:** True faith is a weapon. Blessed relics in the hands of true believers can burn through supernatural flesh like acid. It's one of the purest—and deadliest—forms of magic.
- **Artifacts:** Power doesn't just live in flesh and bone. Objects can hold it too—sanctified by faith or forged by arcane hands. Some are locked away in vaults. Others are buried, waiting for someone foolish enough to dig them up.

Mortals

Mortal. That's what the underworld calls humans without magic or supernatural blood. They're the background noise—until they're not. Until someone they love vanishes. Until a hungry vampire catches them in the wrong alley at the wrong time. Until something impossible happens in broad daylight, sirens screaming, witnesses shrieking into the wet night air. Somewhere across town, a phone buzzes. An FSB agent reads the message and starts moving.

Most people deny the supernatural even when it's staring them in the face. They'll call it fake, CGI, deepfakes. When camera phones first appeared, the underworld panicked. Now? Photographic evidence means nothing. Everyone assumes it's doctored.

Money and Jobs

The night economy is vast: security work, armed escorts, bartending, sex work, contract killing. Mortals who brush against the underworld usually start with one of these gigs. So do the creatures who can pass for human.

Magic

Magic takes many forms, but most traditions are studied and codified by the Wizardry Union. Magic is innate—you're born with it or you're not. Some awaken early. Others bloom late, their power surfacing at any age and in wildly different strengths. Affinity can be trained and honed, but those who start strong have the highest ceiling—for glory and for ruin.

Magic always has a price. Energy is drawn from the caster's soul, the environment, enchanted artifacts, or natural forces—the Moon, Fire, Water, Earth, Wind. Darker arts like Blood Magic exact a heavier toll, warping the practitioner as much as the spell itself.

Folklore and Mythology

Everyone knows monsters aren't real. Those videos online? Fake. CGI. Deepfakes. The vampire forums? Roleplay. The rituals in those old books? Fiction. Unexplained phenomena? Just gaps in our understanding. Parlor tricks and mass hysteria.

The initiated know better. Monsters and magic are real. But convincing a “normal” mortal? Nearly impossible. Ask yourself: would you believe it? What would it take to make you believe?



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Factions & Organizations

The City's underworld is a web of competing organizations—each pulling strings, stepping on throats, and settling scores in the dark. Will you lead one of these factions, or just try to survive the crossfire?

FSB

- **Concept:** Fringe Science Bureau
- **Skills:** Investigation, Guns
- **Frailty:** Bureaucracy, Funding
- **Gear:** Federal Database, Fringe Science Lab
- **Goal:** Expose Underworld
- **Motive:** The World Must Know
- **Nemesis:** The Order

On paper, the Fringe Science Bureau is a federal agency studying anomalies and unexplained phenomena—weird chemicals, strange readings, fringe cases. What most don't know is that buried within the bureaucracy is an Investigations division staffed by disillusioned, hard-bitten detectives who hunt supernatural creatures.

These agents know the truth. They've waded into the underworld and seen things that would shatter a normal person's mind. They're tough, relentless, and hungry to bring down the monsters. But more than anything, they want to prove they're not crazy. They want the world to see what they've seen.

The Order

- **Concept:** Ancient Secret Society
- **Skills:** Ancient Lore, Subterfuge
- **Frailty:** Few Members
- **Gear:** Caine's Stake, All-knowing Orb
- **Goal:** Preserve World Order
- **Motive:** Habit
- **Nemesis:** Knights of the Cross

The Order has few members. No one knows where they meet. They are antediluvian Blood Vampires and things that predate names. They remember Salem. The Crusades. Events that never made it into mortal history books. Some whisper that one of them is Caine himself—the first Blood Vampire, progenitor of all the rest.

Their roots stretch back to prehistory. They don't meddle in the City's petty squabbles unless the established order is threatened—unless mortals are on the verge of learning the truth.

The Red Hood

- **Concept:** Secret Hacker Group
- **Skills:** Espionage, Hacking
- **Frailty:** Vampirism (Blood Vampire)
- **Gear:** Automated Security System, Surveillance Network
- **Goal:** Secrecy, Financial Independence
- **Motive:** Fear
- **Nemesis:** FSB

No one's heard of The Red Hood. That's the point. One of the world's most powerful hacking collectives, hidden in plain sight. Their base is somewhere in the City, buried inside a downtown skyscraper crawling with tech startups. Some of those startups are fronts. Behind the server racks and standing desks are nests of Blood Vampires who never see the sun—who live their entire unlives online. They feed on blood bags stolen through corrupt hospital staff and their own black-market blood banks.

They've built a scamming empire that controls the majority of online fraud worldwide. With that expertise and capital, they run a surveillance network that taps into hacked cameras and phones across the City. They monitor everything—tracking threats to their operations and keeping tabs on the people they depend on to stay fed and hidden.

With near-unlimited funds, The Red Hood employs desperate mercenaries for untraceable wet work, ensuring secrecy and severe consequences for failure. Their intel is priceless. Escaping their surveillance? Nearly impossible. Making contact with them? Even harder.

The Knights of the Cross

- **Concept:** Religious Sect
- **Skills:** Ancient Lore, Faith Magic
- **Frailty:** Indoctrination
- **Gear:** Excalibur, The Godstaff
- **Goal:** Destroy Night Monsters
- **Motive:** Faith
- **Nemesis:** Night Monsters

Centuries ago, the Knights of the Cross waged holy war on the night, slaughtering thousands of supernatural creatures in purges that burned across Europe. Now, the Knights are few. The underworld is growing. Vampirism festers in the guts of every major city, and technology shields the monsters instead of exposing them. The Vatican still funds the order, funneling resources to fight the Church's ancient enemies.

Deepfakes and AI-generated images have made photographic evidence worthless. Mortals don't believe what they see anymore. It's the perfect breeding ground for monsters, and the Knights are stretched dangerously thin.

The Knights maintain a loose network of independent hunters—mostly vampire killers who don't share the faith but share the hatred. They don't kneel to God, but they'll take the Knights' weapons and intel when it suits them.

The Hand

- **Concept:** United Mob
- **Skills:** Intimidation, Extortion
- **Frailty:** Hotheads
- **Gear:** Automatic guns, Corrupt officials
- **Goal:** Control Businesses
- **Motive:** Greed
- **Nemesis:** District Attorney

If you run in the City's nightlife, you'll cross paths with The Hand. They own the strip clubs, the pill-soaked dance floors, the spiked drinks, the high-stakes poker games in basement rooms. They offer vice. They take your money. Sometimes they take your life. You don't need fangs or claws to be a predator.

Some of the bosses know about the supernatural. Others think it's bullshit. Either way, none of them tolerate anything that disrupts business.

Wizardry Union

- **Concept:** Wizardry Organization
- **Skills:** Magic, Ancient Lore
- **Frailty:** Inertia
- **Gear:** Magical Artifacts, Magic Sensing Talismans
- **Goal:** Develop Magic
- **Motive:** Power
- **Nemesis:** Rebel Mages

Sometimes a kid's magic awakens spontaneously. When it does, a nearby mage will sense it and offer them a new life in the hidden world. Some of these children grow into centuries-old archmages wielding apocalyptic power. Others never develop their gift. It just fades.

Some awaken with so much raw power they can't control it. They become dangerous. Unstable. That's when the Union shows its teeth. They eliminate the threat. The Union tolerates no risk, and their laws are draconian—medieval, even by medieval standards.

The Union involves itself in underworld affairs to secure powerful artifacts, advance magical research, and occasionally put down rogue monsters who've gone too far. They maintain a sprawling network of contacts: nomadic hunters, minor magical creatures, informants in every shadow.

Not all mages bend the knee. Some reject the Union's bureaucracy, its control, its archaic laws. These rebels live as nomads, always on the run, or hidden so deep the Union can't find them. Sometimes they band together. When those groups get too big, the Union crushes them.





Creatures & Foes

Soul Vampire

- **Concept:** Flamboyant Party Animal
- **Skills:** Superhuman Speed, Seduction
- **Frailty:** Fire
- **Gear:** Pocket Knife, Fake ID
- **Goal:** Feed Safely
- **Motive:** Hunger
- **Nemesis:** Vampire Hunters

Hand Henchman

- **Concept:** Hardened Gangster
- **Skills:** Intimidation, Guns
- **Frailty:** Mortal
- **Gear:** Revolver, Brass Knuckles
- **Goal:** Climb the ranks of the Hand
- **Motive:** Greed
- **Nemesis:** Cops

Blood Vampire

- **Concept:** Persuasive Predator
- **Skills:** Seduction, Superhuman Strength
- **Frailty:** UV Light
- **Gear:** Blood Bag Kit, Napkin
- **Goal:** Acquire blood dolls
- **Motive:** Thirst
- **Nemesis:** Vampire Hunters

Nomad Witch

- **Concept:** Rebel Mage
- **Skills:** Moon Magic, Alchemy
- **Frailty:** Weary
- **Gear:** Invisibility Potion, Wand
- **Goal:** Stay Hidden
- **Motive:** Fear
- **Nemesis:** Wizardry Union

Werewolf

- **Concept:** Aggressive Monster
- **Skills:** Superhuman Agility, Superhuman Strength
- **Frailty:** Silver
- **Gear:** -
- **Goal:** Kill and destroy
- **Motive:** Rage
- **Nemesis:** Wizardry Union, Hunters, Knights of the Cross

Specter

- **Concept:** Deceiving Ghost
- **Skills:** Illusion, Telekinesis
- **Frailty:** UV Light
- **Gear:** Spectral gear of their past life
- **Goal:** Revenge
- **Motive:** Rage
- **Nemesis:** Ghost hunters

Amateur Occultist

- **Concept:** Cunning Bookworm
- **Skills:** Ritual Magic, Ancient Lore
- **Frailty:** Physically Weak
- **Gear:** Ancestral Tome, Protective Talisman
- **Goal:** Learn Powerful Magic
- **Motive:** Curiosity
- **Nemesis:** Night Monsters

FSB Detective

- **Concept:** Hardboiled Ex-military Detective
- **Skills:** Guns, Investigation
- **Frailty:** No one believes them
- **Gear:** 9mm Pistol, Federal Badge
- **Goal:** Expose Night Monsters
- **Motive:** Duty
- **Nemesis:** The Order

Police Detective

- **Concept:** Overworked Officer
- **Skills:** Guns, Investigation
- **Frailty:** Scared and unmotivated
- **Gear:** 9mm Pistol, Police Badge
- **Goal:** Avoid getting hurt
- **Motive:** Burnout
- **Nemesis:** The Hand

Trickster Spirit

- **Concept:** Chaotic Prankster
- **Skills:** Illusion, Glamour
- **Frailty:** Cursed Tears
- **Gear:** Enchanted Flute, Strange Dust
- **Goal:** Cause Chaos
- **Motive:** Boredom
- **Nemesis:** The Order

Ghoul Dog

- **Concept:** Rabid Dog
- **Skills:** Stealth, Claws
- **Frailty:** Sunlight
- **Gear:** -
- **Goal:** Feast on Blood
- **Motive:** Hunger
- **Nemesis:** Hunters

Corporate Warlock

- **Concept:** Ruthless Executive
- **Skills:** Mind Control, Finance
- **Frailty:** Contractual Loopholes
- **Gear:** Designer Suit, Cursed Pen
- **Goal:** Acquire Power
- **Motive:** Ambition
- **Nemesis:** Wizardry Union

Horrors

Use these tables to generate unique and terrifying horrors by combining their Nature, Form, and Behavior.

D6	Nature	Form	Behavior
1	Undead	Humanoid	Stalking
2	Fungal	Amorphous	Frenzied
3	Construct	Bestial	Deceptive
4	Infernal	Swarm	Parasitic
5	Cursed	Arachnid	Hive-minded
6	Spectral	Winged	Puppeted

Specter Generator

Use these tables to generate haunting specters by combining their Tether, Trigger, and Behavior.

D6	Tether	Trigger	Behavior
1	Cursed Object	Trespassing	Wailing
2	Unfinished Business	Speaking Name	Poltergeist
3	Specific Location	Touching Tether	Possession
4	Living Relative	Reflection	Illusion
5	Corpse	Specific Sound	Life Drain
6	Dark Ritual	Fear	Freezing



Adventure Tables

Every city bleeds its own stories. Roll on the table below when you need a hook sharp enough to draw blood. These seeds are starting points, not scripts. Twist them. Make them yours. Let them fester.

D66 Adventure Seed

- 11 They dredged up a sarcophagus from the harbor—stone older than the City itself. The university's taking delivery tonight. Blood vampires are crawling out of the woodwork, desperate to stop it. What's sealed inside? And why does it scare things that don't scare easy?
- 12 The full moon bleeds red tonight. Howls echo through the streets—not wolf howls, something older. Robed figures gather in the alleys, chanting in a language that makes your teeth ache. The werewolves are locked inside, terrified. What ritual is this? And what happens when it's complete?
- 13 FSB raided a Red Hood nest—top floor of a waterfront warehouse. When they kicked the door in, the place was gutted. Empty. Blood still wet on the walls. One agent won't let it go. She's asking questions. Dangerous questions. What did the vampires leave behind? And why is she so sure they're coming back?

- 14 The Hand's got a mole in the precinct. Now their cover's blown and they're at your door, bleeding and desperate. They don't know what you really are. Why do they trust you? And what secret are you keeping that could get you both killed?
- 15 You're leading a coven of renegade witches, running for your lives. The City's your last refuge—a place to disappear into the cracks. Who's hunting you? What did you do to earn a death sentence? And how long before they find you here?
- 16 The mayor's corpse is slumped over his desk, neck torn open, blood pooled on imported mahogany. Fang marks. No question what did this. Someone's already working to bury the story—scrubbing the scene, buying silence. Who's covering it up? And are you helping them, or burning it all down?
- 21 Your brother drags you from motel to motel, chasing work he won't explain. "Hunting," he says. You patch him up when he stumbles back days later, bleeding, half-dead. Then he leaves again. It's been a month this time. No calls. No texts. You can't go to the cops. Why not? What do you find when you search his things? And why did he have to take you along?
- 22 You're drunk, stumbling through alleys with your crew. You find your buddy pressed against a dumpster, some girl on top of him. Except she's not kissing him—she's feeding. Fangs deep in his throat. Blood everywhere. He's still twitching. What do you do?

- 23 Tonight's the night. The pack's finally letting you in. You've waited years for this—to know what happens under the full moon, to understand what your family really is. The ritual's starting. The moon's rising. And you're about to find out if you're strong enough to survive it.
- 24 You work the night shift at the morgue. Quiet. Cold. Then you hear metal scraping—a drawer sliding open. One of the corpses sits up, swings its legs over the edge, and points a gun at your chest. "I need your help," it says. What the hell is it? And what does it want badly enough to crawl out of a body bag?
- 25 You run a back-alley clinic. Cash only. No questions. Tonight you're prepping the usual order—blood bags, refrigerated, ready for pickup. You open the door expecting the regular contact. Instead, there's a man in a suit. FSB badge. He starts asking questions. What do you tell him?
- 26 Your friend's been obsessed with this girl. Talks about her constantly. Won't shut up. But he looks like shit—hollow-eyed, pale, like she's draining him dry. He's about to lose his job. His apartment's a wreck. What finally makes you confront him? And do you know what kind of vampire has its hooks in him—or are you about to find out the hard way?

- 31 You go to church like you always do. Father Martin's not at the altar. You find him in the back room with a man holding an assault rifle and a sword—an actual medieval longsword. They need your help hunting something. They say they have no choice but to ask you. What are they hunting? And why you?
- 32 You're doing time when the lights cut out. Screaming. Gunfire. Something tears through the cell block like a wrecking ball, heading straight for one prisoner. You see it happen—something no rational person would believe. Who's the prisoner? What broke them out? And what's your play?
- 33 The doctors give you weeks. Maybe days. It happened so fast. You're saying goodbye to someone you love when you black out. You wake in darkness, throat burning with a thirst so fierce it's agony. They're there with you. "You won't die," they whisper. But you're not alive anymore either. Why did they turn you? And how do you live with what you've become?
- 34 You've been hunting it for months. Years, maybe. Now you've finally tracked it to the City. But you're running out of time. If you don't catch it soon, something catastrophic happens. What is it? What's the clock ticking down to? And what happens if you fail?

- 35 Your magic woke up wrong. Someone you love is in the hospital—or worse. A witch saw what you did. They pull you aside, warn you about the Wizardry Union. “They’ll find you,” they say. “Let me help you disappear.” Do you trust them? And what did your power do?
- 36 You’re FSB. Your partner pulls you into a stairwell, whispers something about a mole inside the Bureau. Then they vanish. No calls. No trace. What did they tell you? And what are you going to do about it?
- 41 You’re a Union wizard sent to mentor a kid whose power just surfaced. Now you’re on a rooftop at 3 AM, trying to talk them off the ledge. Literally. They want to jump. Why? What did their magic do to them? And can you say anything that’ll make them step back?
- 42 Someone called you about a haunting. You show up. The people who called you are dead. Fresh. Still warm. The ghost is still here. And it knows you’re coming.

- 43 You're dancing, high as hell, lost in the music and the heat of someone's body against yours. You don't remember taking anything. The bass drops. Time slows. You catch a glint of silver in their eyes—their skin shimmering, too perfect. You fall into them. Hours later, you wake up in a strange bed. They're next to you. Dead. Knife in their heart. Someone's pulling it out, telling you to stay calm. What the fuck happened? And who's holding the knife?
- 44 High-profile targets are dying. Politicians. CEOs. Their bodies explode from the inside, leaving nothing but gore and a single intact heart on the floor. Still beating. Until someone looks at it. Then it stops. You're the one they call for this kind of thing. What are you walking into?
- 45 You watched your partner get torn apart by a vampire. You told the captain. He thinks you're losing it, wants you on psych leave. You know what you saw. You've got a lead. So you throw your badge and gun on his desk and walk. Outside, someone's waiting. They offer to help. Who are they? And what do they want in return?
- 46 Rumor says there's a witch who can make monsters mortal again. Cure vampirism. Lift the wolf's curse. Turn back the clock. How did you hear about it? And why are you desperate enough to believe it?

- 51 The National Guard's locked down the City. Checkpoints. Curfew. No one in or out. Choppers overhead. They're not saying why. Were you already inside when it happened? Or were you sent in to deal with whatever's loose?
- 52 An explosion in the sewers brought down half a city block. The cops are suiting up to go in. You know what's down there. Or you think you do. What are they about to find? And why does it terrify you?
- 53 Your master sent you to retrieve an ancient artifact. It's here, in the City, in someone's hands. Who has it? How are you going to take it from them? And what happens if you fail?
- 54 People are flocking to the cathedral. They say the Virgin Mary appeared in the nave, weeping blood. You know better. It's a specter—and a dangerous one. What does it want? And how do you stop it before someone gets killed?
- 55 Unconnected people—different ages, backgrounds, lives—are walking into the same warehouse and ending it. Hanging. Overdose. Bullet. The cops think it's a suicide cult. You know it's something worse. What's compelling them? How are they linked? And why do you care?
- 56 Locusts swarm the streets, blotting out the sky. People are screaming about the apocalypse. But this isn't the end of the world. It's a warning. An omen. Something's coming. What? How do you know? And what can you do to stop it?

- 61 The public library burned to the ground. Except for one section—untouched, pristine, surrounded by ash. Someone's going there. Someone else is trying to stop them. Where do you stand? And what's in that section worth killing for?
- 62 They're calling it the Second Coming. The Knights of the Cross know better. It's not Christ. What is it? What does it want? And how do you stop it?
- 63 You came to the City to return a relic to its resting place. You were ambushed the moment you arrived. Left bleeding in an alley, the relic gone. Who knew you were coming? And how are you going to finish the job?
- 64 They trusted you to protect someone very important, but you got distracted for a second and they are gone. Who where they? Why did they need protection? And how do you find them?
- 65 The sun sets. The moon rises red. The entire sky bleeds crimson: The Blood Moon. How does it warp the City? What does it do to you?
- 66 A woman finds you. Desperate. Shaking. Her husband—missing for two weeks. The cops won't help. Why does she come to you? And what makes you say yes?

Inspiration Tables

When the shadows offer no clear path, let fate guide you—roll on the **Verbs + Adjectives + Nouns** tables to conjure inspiration or pose questions to the Oracle.

Verbs

1	2	3
1 Burn	Oppose	Stop
2 Undo	Sacrifice	Swap
3 Cleanse	Gift	Borrow
4 Expose	Seize	Resume
5 Move	Transform	Resurrect
6 Infiltrate	Recover	Undo

4	5	6
1 Kill	Embrace	Destroy
2 Trust	Love	Hate
3 Lend	Restore	Discover
4 Subvert	Rebel	Hide
5 Pull	Push	Endorse
6 Intensify	Protect	Avoid

Adjectives

1	2	3
1	Mortal	Supernatural
2	Exposed	Natural
3	Changed	Evolved
4	Unholy	Deluded
5	Safe	Dangerous
6	Manufactured	Stolen
		Fragile

4	5	6
1	Terrifying	Concealed
2	Hopeful	Optimal
3	Presumed	Clouded
4	Rotten	Malformed
5	Ghostly	Spectral
6	Shattered	Unwanted
		Desired

Nouns

1	2	3
1	Blood	Moon
		Night
2	Newbie	Humanity
		Beast
3	Bloodbag	Clue
		Evidence
4	Ghost	City
		Neighbourhood
5	Vice	Loan
		Debt
6	Puppet	Mole
		Doll

4	5	6
1	Enemy	Ally
		Master
2	Magic	Web
		Whisper
3	Hindrance	Resource
		Soul
4	Network	Technology
		Virtue
5	Wish	Mirror
		Boss
6	Knowledge	Servant
		Beast

Character Tables

First Look

First impressions matter in the night—what catches your eye when this character enters the scene?

	1	2	3
1	Uncanny	Slight	Adorned
2	Wiry	Athletic	Attractive
3	Eccentric	Energetic	Flashy
4	Wounded	Imposing	Large
5	Scarred	Scruffy	Shifty
6	Alluring	Large	Athletic

	4	5	6
1	Aged	Alluring	Swaggering
2	Weathered	Concealed	Youthful
3	Graceful	Dreadful	Haggard
4	Majestic	Plain	Poised
5	Sickly	Fearful	Eccentric
6	Confident	Rickety	Tall

Character Goal

Every soul in the darkness pursues something, whether they know it or not.

1	2	3
1	Avenge a wrong	Find a home
		Build a relationship
2	Cure an ill	Defeat a rival
		Defend a person
3	Escape a captor	Fight injustice
		Find a person
4	Maintain order	Make an agreement
		Obtain an object
5	Prove worthiness	Rebel against power
		Refute a falsehood
6	Undermine a relationship	Secure a resource
		Seek redemption

4	5	6
1	Claim a resource	Collect a debt
		Craft an object
2	Defend a place	Discover a truth
		End a conflict
3	Forge an alliance	Gain knowledge
		Gain riches
4	Pay a debt	Protect a mortal
		Protect a secret
5	Silence a mortal	Resolve a dispute
		Restore a relationship
6	Seize power	Solve a mystery
		Spread faith

Initial Disposition

How does this character react when first encountering the unknown?

On this table, roll 2D6 and sum the results.

2D6	Disposition
2	Friendly
3-4	Curious
5-7	Suspicious
8-9	Wanting
10-11	Desperate
12	Demanding

Expertise

Survival in the shadows demands skills—what has this character achieved to survive?

1	2	3
1	Streetwise	Firearms
2	Tech savvy	Persuasion
3	Social etiquette	Law
4	Lockpicking	Forgery
5	Self-defense	Hacking basics
6	Negotiation	Animal handling
7	Hacking basics	Tracking
8	Medical basics	Parkour
9	Martial arts	

4	5	6
1	Disguise	Nightlife info
2	Stealth	Self-defense
3	Negotiation	Medical basics
4	Hunting	Tracking
5	Performing	Forgery
6	Investigation	Intimidation
7	Streetfighting	Alchemy
8		Contacts network

Mortal Occupation

By day, they wear a mask of normalcy—what role do they play in the mortal world?

D66	Occupation
11	Bartender
12	Police Officer
13	Private Investigator
14	Journalist
15	Doctor
16	Nurse
21	Teacher
22	Lawyer
23	Social Worker
24	Real Estate Agent
25	Waitstaff
26	Musician
31	Artist
32	Graphic Designer
33	Web Developer
34	Barista
35	Accountant

- | | |
|----|---------------------|
| 36 | Financial Analyst |
| 41 | Research Scientist |
| 42 | Security Guard |
| 43 | Chef |
| 44 | Makeup Artist |
| 45 | Fashion Designer |
| 46 | Photographer |
| 51 | Historian |
| 52 | Librarian |
| 53 | Tattoo Artist |
| 54 | Plumber |
| 55 | Electrician |
| 56 | Carpenter |
| 61 | Mechanic |
| 62 | Event Planner |
| 63 | Nonprofit Organizer |
| 64 | Fitness Trainer |
| 65 | Hair Stylist |
| 66 | Voice Coach |

Revealed Characteristic

Beneath the surface lies a deeper truth—what defines this character when the façade falls away?

D66	Characteristic
11	Addicted
12	Cruel
13	Infamous
14	Resourceful
15	Adventurous
16	Cunning
21	Influential
22	Secretive
23	Afflicted
24	Dangerous
25	Insensitive
26	Selfish
31	Aggressive
32	Deceitful
33	Insightful
34	Sociable
35	Ambitious

36 Defiant

41 Intelligent

42 Wise

43 Angry

44 Determined

45 Anxious

46 Bold

51 Clever

52 Disabled

53 Experienced

54 Remorseful

55 Stingy

56 Apathetic

61 Brave

62 Doomed

63 Kind

64 Stoic

65 Bitter

66 Driven

Ambience Tables

Busy Street

The city never sleeps—what small moments of life unfold on the streets tonight?

D66	Detail	D66	Detail
11	A siren echoes from another street.	41	Heels click on the sidewalk, leaving trails of perfume.
12	Lamppost light brings recent graffiti alive.	42	Woman and friend gather scattered papers.
13	Posters announce different parties on a brick wall.	43	Two people holding beer kiss intensely—and fall.
14	Artistic sticker signed with unintelligible handle.	44	Young man meets friends. Drunk girl yells with joy.
15	Dogs bark at a delivery motorcycle.	45	Crying woman leaves club, followed by man.
16	Someone in business attire gets into an Uber.	46	Someone in costume poses, says goodbye, moves on.
21	Apartment window puffs thick smoke as it opens.	51	Bottle shatters, shards scatter on the asphalt.
22	Long line outside nightclub, cigarette smoke rising.	52	Two guys share clumsy handshake, something passes.

23	Dog sniffs an overflowing trash bin and runs away.	53	Someone in disheveled formal wear sighs at bus stop.
24	Loud teenagers go quiet passing older girls.	54	Blocks away, two nearly fight, third intervenes.
25	Young clerk locks gate, hops on bike, rides away.	55	Small group in religious garments walks silently.
26	Someone in bathrobe waits for their dog to poop.	56	Friends circle outside bar. Breeze smells green.
31	Girl in party clothes types alone under an awning.	61	Someone talks to themselves, feet staggering.
32	Plastic bag floats along the sidewalk.	62	Skater passes. Manga page on back of shirt.
33	Drunk person stumbles at curb but doesn't fall.	63	Yowling of cat in heat echoes between buildings.
34	Car beeps, locks click, key slips into pocket.	64	Security guard sighs and lights a cigarette.
35	Rat emerges from container, vanishes into shadows.	65	Sickly woman buys something at the 24/7 pharmacy window.
36	Three girls pass around thin joint. One coughs.	66	Puddles reflect the moon, footsteps distort images.

Clubs and Bars

The night pulses with life and excess—what scenes play out in the darkness and neon?

D66	Detail	D66	Detail
11	Camera flash lights up smiles in group hug.	41	Girl's cheeks and chest sparkle with glitter.
12	Muffled sound of throwing up from behind wall.	42	Friends cheer in perfect sync, return to regular tone.
13	Strangers applaud someone in drag showing dance steps.	43	Cult TV show poster hangs among others on wall.
14	Long fluorescent lamps form geometric ceiling shapes.	44	Couple breaks kiss so one can lick third person's fingertip.
15	This night is amazing, says someone to their lover.	45	Security interrupts horny couple making out on couch.
16	This night sucks, says drunk girl with bloodied knees.	46	Someone takes puff while playing chess on phone.
21	Pierced nipples bounce under black see-through shirt.	51	Sweaty girl waits for drink, eyes almost completely black.
22	Almost empty cups grouped on table, laughter around.	52	Girl dances alone, eyes closed, lost in rhythm.
23	Phosphorescent painting stands out behind silhouettes.	53	Couple kisses slowly against wall, lost in their world.

24	Pressed against each other, hips move in sync.	54	Friends cheer as man takes shot, salt and lemon ready.
25	Friend grabs dancing girl's hand, takes her somewhere.	55	Changing lights color scissors tattoo on shoulder.
26	Cool video game plushie watches from DJ booth.	56	Bartender firmly cuts off chatty drunk man.
31	Someone sticks out tongue, friends place something on it.	61	Muscular legs cast curvy, dancing shadow.
32	Girls fix hair in mirror outside restroom.	62	Couple stares in silence, his arms around her back.
33	Moving lights paint darkness with colorful smiles.	63	Herbal-scented smoke drifts in from somewhere.
34	Two people bump, both spill beer, both apologize.	64	Ew, it's full of old people, teenager says.
35	Makeup runs down sobbing girl's face. Friends gather.	65	Girl turns from bar, smiles, welcomes stranger's kiss.
36	Credit card machine powers on, queue applauds.	66	Man rambles at woman whose eyes refuse to meet his.

Abandoned Places

Time has claimed these spaces—what remnants of life remain in the decay?

D66	Detail	D66	Detail
11	Books and magazines in boxes, untouched by time.	41	Dark water forms shallow puddle.
12	Dog collar lies discarded and stained—once pink.	42	Collapsed ceiling lies under hole of same size.
13	Old poster of flopped blockbuster rolled against wall.	43	Time has peeled paint from most of every wall.
14	Empty pizza box leans upright against wall.	44	Spiderwebs and dust cover outdated socket.
15	Pile of dusty wood debris in corner.	45	Old newspapers with nonsensical writings hang on wall.
16	Green, brown, white stains spread across carpet.	46	Sad, tortured confession written on wall.
21	Mannequin head, scribbled in marker, lies face-up.	51	Shoebox filled with floppy disks and expired medicine.
22	Headless plus-size mannequin slumps, one arm raised.	52	Half-smoked joint in wall crack, almost fossilized.
23	Old gossip magazine announces now-broken-up couple.	53	Old black-and-white photo of child, face faded.

24	Dew-like droplets cling to spiderweb spiral threads.	54	Empty peanut butter jar next to luxury condom packet.
25	Medicine boxes spill from soil-streaked plastic bag.	55	Uncommon pop culture take sprayed on wall.
26	Red flashlight with leaking batteries lies forgotten.	56	Rusty stop sign beside PS2 game case.
31	Pieces of cartoon character cup rest broken.	61	Artistic graffiti of anime character adorns wall.
32	Something small scuttles across floor, vanishes.	62	Rusty, dusty ladder rests, paint withering away.
33	Rust gathers thick around every lock.	63	Dusty porcelain cat poses, one ear broken.
34	Centipede disappears into crack in wall.	64	Bent, wheel-less bicycle covered in dusty spiderwebs.
35	Dried frog carcass clings to base of wall.	65	Whole beer pack forgotten, cans expired decade ago.
36	Vinyl cover lies under rock, disc nowhere seen.	66	Red warning sprayed: unstable floor be safe 1/1/2011.

Ordinary Homes

Behind closed doors, the mundane details of mortal life persist—what do you notice?

D66	Detail	D66	Detail
11	Folded socks rest on folded t-shirt on chair.	41	Car light passes through window, tracing wall.
12	Household appliances hum softly through air and walls.	42	Aroma of coffee rises from used ceramic cup.
13	Glass ashtray holds only single burnt match.	43	Vertical vacuum cleaner hides behind cabinet.
14	Sticky note clings to corner of cupboard.	44	Paper bag of trash waits to be taken outside.
15	From street, two dogs bark briefly at each other.	45	Water bottle with hourly markers two hours behind.
16	Turned-off floor fan sits alone in corner.	46	Shiny black router points antennas, green eyes blinking.
21	Pair of shoes sits right next to door.	51	Bathrobe hangs from top of open door.
22	Analog clock ticks from somewhere.	52	Stray necklace left on counter.
23	Shoelace trails out from under couch.	53	Old photo on wall captures moment from simpler time.
24	One light switch plate missing its cover.	54	Portraits on table, subjects generations apart.

25	Books pile up under folded socks.	55	Faint trace of lavender around misplaced aerosol can.
26	Large artwork piece put on wall.	56	Half-empty painkillers next to water bottle.
31	Stray nail clipper shines on surface.	61	Puzzle magazine cover faces ceiling, pages parted.
32	Keys dangle from lock of unlocked door.	62	Neighbors laugh aloud, muffled but barely audible.
33	Small flask of perfume stands within reach.	63	Neighbor turns on music loudly, lowers it instantly.
34	Coat covers back of chair.	64	Strange embroidery by local artist hangs on hoop.
35	Unplugged charger dangles from table edge.	65	Postcards from same artist, different places worldwide.
36	Kitchen sink holds one soapy spoon.	66	Postcards from all over world organized on wall.

Sumptuous Places

Wealth and taste manifest in every detail—what opulence surrounds you?

D66	Detail	D66	Detail
11	Small glass cabinet holds glasses with initials.	41	Arabesques cover armchair seat and small cushions.
12	Painting in heavy frame hangs by long cord.	42	Ceiling covered by sinuous wooden shapes, polished.
13	Outside, well-kept trees surround building.	43	Gigantic glass chandelier hangs by thick metal pole.
14	Enormous windows offer privileged view of city.	44	High-end security camera watches from vantage point.
15	Oddly shaped chairs surround small round table.	45	Enormous stone pillars hold ceiling above gleaming floor.
16	Elegant magazine rack near tall plant, travel magazines.	46	Bas-relief artwork in stone covers entire wall.
21	Minimalistic wall light casts cones of shadow.	51	All windows have same complex, asymmetrical frame.
22	Flowers with citric smell in brass jar.	52	Curves of statuette shine under warm table lamp.

23	Light reflects on doorframes, accentuating curved relief.	53	Thick, square photography book beside metal statuette.
24	Purple flowers rest in geometric glass vase.	54	Large round mirror hangs, smaller one covers part.
25	One wall covered with bright, irregular bricks.	55	Golden geometric patterns on walls reflect every light.
26	Lights shine on flawless marble floor.	56	Minimalistic wooden statuette of exotic animal on shelf.
31	Dried twigs sprout from ceramic vase on short table.	61	Shards of fading vibrant light shine inside tall geode.
32	Every door handle sinuous, spotless, and golden.	62	Large-scale floral patterns cover enormous carpet.
33	Wooden chair shaped like human hand in corner.	63	Two symmetrical marble slabs form colossal wall square.
34	Geometric chandelier looks like modern sculpture.	64	Shiny black suitcase rests against chair.
35	Rustic wooden bench near wall, bell on rough seat.	65	Original Renaissance painting in glass frame.
36	Enormous curtains held by stone columns, palace-like.	66	Tiny vivid-colored flowers cover massive bonsai crown.

Rumors

Whispers and secrets flow through the night—what tales are being told in the shadows?

Who Is Involved?

D66	Subject
11	Dangerous or powerful mortal
12	Well-known or infamous mortal
13	Unknown or unremarkable mortal
14	Wealthy mortal patron
15	Mortal crime boss
16	Mortal occult investigator
21	Elder or powerful vampire
22	Young or obscure vampire
23	Infamous or enemy vampire
24	Influential or authority vampire
25	Rogue vampire outcast
26	Newly turned vampire
31	A vampire you know
32	Prominent vampire's lackey
33	Someone's lackey

- 34 A lackey
- 35 A mortal you know
- 36 Your sire or childe
- 41 Werewolf pack leader
- 42 Solitary werewolf
- 43 Witch/wizard coven member
- 44 Rogue witch/wizard
- 45 Ancient supernatural being
- 46 Mysterious faction leader
- 51 Mortal hunter
- 52 Corrupt official
- 53 Desperate debtor
- 54 Ambitious upstart
- 55 Betrayed ally
- 56 Former lover
- 61 Rival from your past
- 62 Unknown benefactor
- 63 Shadowy manipulator
- 64 Two mortals (roll twice)
- 65 Two supernatural beings (roll twice)
- 66 Mortal and supernatural being (roll twice)

What's Going On?

D66	Event
11	Was killed
12	Went missing
13	Was seriously wounded/weakened
14	Is in debt
15	Is being manipulated
16	Is manipulating someone
21	Is someone's puppet
22	Is using someone as a puppet
23	Is being accused of treason
24	Was a victim of treason
25	Is working on a secret side project
26	Is being accused of murder/abduction
31	Was accused of stealing/leaking secrets
32	Is accused of stealing something valuable
33	Is accused of ruining something valuable
34	Has access to an otherwise inaccessible place
35	Knows where a valuable object/resource is hidden
36	Knows the location of a secret place

- 41 Secretly holds a valuable object/resource
- 42 Seeks a valuable object/resource
- 43 Has valuable secret/forgotten knowledge
- 44 Is seeking secret/forgotten knowledge
- 45 Might be hiding a wanted/needed object/resource
- 46 Might be hiding a wanted/missing person
- 51 Is looking for someone missing/on the run
- 52 Is using a project as a front for something
- 53 Plots to undermine an alliance/relationship
- 54 Had a fierce disagreement with someone
- 55 Turned a mortal/was turned
- 56 Plans to turn a mortal/seek to be turned into a vampire
- 61 Had secrets stolen/exposed
- 62 Had something valuable stolen, damaged, or destroyed
- 63 Was sighted after going missing/fleeing
- 64 Was sighted after being presumed dead
- 65 Broke a sacred oath or bond
- 66 Discovered something they shouldn't know

Story

The narrative unfolds in unexpected ways—what twists and turns await?

Clue

D66	Discovery
11	Leads to a strange or unfamiliar place
12	Leads to obscure, abandoned, or hidden place
13	Leads to a nearby or familiar place
14	Leads to a notable or central place
15	Leads to an underground location
16	Leads to a place from your past
21	Affirms a previously understood fact or clue
22	Contradicts previously understood fact or clue
23	Suggests a history of similar incidents
24	Suggests a looming event or deadline
25	Suggests an imposter or secret plot
26	Suggests multiple conspirators
31	Connects to a known rumor or incident
32	Connects to previously unrelated thread
33	Connects to your own expertise or interests

- 34 Connects to recent supernatural events
- 35 Evokes a personal memory
- 36 Evokes a remarkable supernatural phenomenon
- 41 Evokes a vision or prophecy
- 42 Evokes feelings of dread or warning
- 43 Involves a hidden or mysterious Faction
- 44 Involves a hidden or mysterious vampire
- 45 Involves a hidden or mysterious mortal
- 46 Involves a notable Faction
- 51 Involves a notable vampire
- 52 Involves a notable mortal
- 53 Involves a non-human supernatural being
- 54 Involves someone from your background
- 55 Involves a personal item
- 56 Involves an enemy or rival
- 61 Involves an unusual ability or power
- 62 Involves someone you trust
- 63 Involves something rare, expensive, or precious
- 64 Involves ancient vampire lore
- 65 Involves forbidden knowledge
- 66 Involves a blood ritual or ceremony

Combat Action

D66	Action
11	Block a path or cut off an objective
12	Corner, trap, or entangle
13	Counter or reflect an attack
14	Create a distraction
15	Destroy something/render it useless
16	Destroy the environment
21	Hide or sneak
22	Intimidate, taunt, or frighten
23	Lure into a vulnerable position
24	Lure toward hazard or trap
25	Make a cautious or probing attack
26	Make a ferocious or powerful attack
31	Make a precise or careful attack
32	Make a sacrificial attack
33	Make a ranged attack
34	Make a supernatural attack
35	Move in close or grapple
36	Perform a feint or trick

- 41 Ready a decisive action
- 42 Ready a counterattack
- 43 Shift the fight to a new area
- 44 Summon aid or reinforcements
- 45 Take cover or bolster defenses
- 46 Use unexpected ability/resource
- 51 Use supernatural power
- 52 Use the environment as weapon
- 53 Attempt to disarm
- 54 Attempt to blind or disorient
- 55 Call for parley or surrender
- 56 Exploit a weakness
- 61 Focus on defense
- 62 Go berserk with rage
- 63 Retreat strategically
- 64 Split the party
- 65 Target the weakest opponent
- 66 Unleash desperate final strike

Locations

Every corner of the City hides something—a deal going down, a body cooling, or worse.

D6	District	D6	District
1	The Docks	2	The Beach
3	Downtown	4	Slum
5	Misty Park Forest	6	Riverside

The Docks		The Beach	Downtown
1	Warehouse	Beach Club	Skyscraper Office
2	Shipping Yard	Bonfire Gathering	Luxury Hotel
3	Luxury Yacht	Beachside Bar	Fancy Restaurant
4	Cargo Ship	Surf Shop	Corporate HQ
5	Abandoned Pier	Seaside Motel	Security Firm
6	Smuggler's Den	Lighthouse	Penthouse

Slum		Riverside	Misty Park Forest
1	Shatter	Train Station	The Big House
2	Wrecked Building	Promenade	Ranger Station
3	Drug Den	Bridge Underpass	Hiking Trail
4	Pawn Shop	Cargo Terminal	Hidden Grove
5	Sketchy Casino	Romantic Cafe	Abandoned Cabin
6	Back Alley Bar	Ferry Dock	Stone Circle

Other Places

Not every scene happens in the obvious spots—sometimes you need somewhere off the beaten path.

D66	Place	D66	Place
11	Abandoned Building	41	Occult Bookshop
12	Back Alley	42	Psychic Parlor
13	Dive Bar	43	Antique Shop
14	Parking Garage	44	Shooting Range
15	Rooftop	45	Boxing Gym
16	Basement	46	Abandoned Factory
21	Condemned Apartment	51	Storage Unit
22	Pawn Shop	52	Parking Lot
23	All-Night Diner	53	Bridge Underpass
24	Strip Club	54	Sewer Access
25	Tattoo Parlor	55	Theater
26	Laundromat	56	Shuttered Casino
31	Convenience Store	61	Homeless Encampment
32	Gas Station	62	Drug Den
33	Motel Room	63	Chop Shop
34	Subway Platform	64	Illegal Fight Club
35	Cemetery	65	Black Market
36	Funeral Home	66	Illegal Clinic

Place Quirk

Every location has its own atmosphere—something that sets the mood before the blood starts flowing.

D66	Quirk	D66	Quirk
11	Gloomy	41	Claustrophobic
12	Bustling	42	Spacious
13	Shadowy	43	Inviting
14	Serene	44	Dark
15	Dilapidated	45	Colorful
16	Vibrant	46	Damp
21	Haunting	51	Clean
22	Cozy	52	Sinister
23	Foreboding	53	Ordinary
24	Tranquil	54	Rotting
25	Desolate	55	Sleek
26	Lively	56	Isolated
31	Ancient	61	Welcoming
32	Bright	62	Blighted
33	Crumbling	63	Busy
34	Peaceful	64	Stark
35	Eerie	65	Safe
36	Modern	66	Familiar

Secret Location Inside

Behind locked doors and hidden passages, the City’s true horrors wait in the dark.

D66	Secret Room
11	Vault
12	Vault
13	Hideout
14	Hideout
15	Library
16	Library
21	Art Room
22	Art Room
23	Relic Room
24	Relic Room
25	Shrine
26	Shrine
31	Conference Room
32	Conference Room
33	Passage to elsewhere
34	Passage to elsewhere
35	Tomb

- 36 Tomb
- 41 Ritual Chamber
- 42 Ritual Chamber
- 43 Torture Chamber
- 44 Torture Chamber
- 45 Lab
- 46 Lab
- 51 Observatory
- 52 Observatory
- 53 Crypt
- 54 Crypt
- 55 Temple
- 56 Temple
- 61 Prison
- 62 Prison
- 63 Secret Armory
- 64 Hidden Sanctuary
- 65 Forbidden Archive
- 66 Blood Chamber

Appendix

Credits

This game contains elements from:

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Inspirational Media

- Other Geared Towards Loner Games by Zotique Games
- Vampire The Masquerade (TTRPG) by White Wolf
- Vampire The Masquerade: Bloodlines (PC Game) by Troika Games
- Supernatural (TV Show) by Eric Kripke
- The Dresden Files (Book Series) by Jim Butcher

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