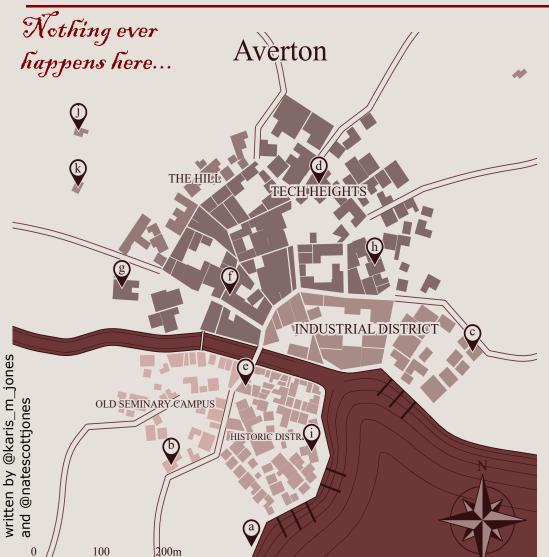
Stranger Games & the Twilight of the Slayers

It was another average day at Averton High until the new students showed up. They seem unusual. They also seem... very eligible. Befriend these newcomers to save the world - and find your one true love! (Fill out the following Mad Lib to get started! Or play again with a twist using the Next Time roll)

adjective $rac{\# \ \mathsf{players}}{\mathsf{players}}$ new residents just moved into town and everyone is _ they moved into the <u>adjective building type</u> on <u>noun</u> street. It's rumored that famous name verb-ed there. However, you'll have to work with these newcomers if you want to save your town from the invading <u>number</u> mythical creatures before the ____noun verbs and the final battle begins!

The Newcomers Gender: 1d4 Height: 1d4 Appearance: 1d4 1: disheveled, but cleans up well 1: male one key NPC 1: short per player 2: female 2: physique of the divine 2: average 3: agender 3: tall 3: average, boring, nothing special tables may also 4: genderfluid 4: adjustable 4: can't tell under all that blood be used for PC creation Personality: 1d8 Archetype: 1d8 1: cold 5: kind

1: escaped test subject 5: poor farmhand 2: angsty 6: artistic 2: teenage werewolf 6: possessed vessel 3: dangerous 7: selfless 3: ancient vampire 7: spacey genius 4: chaotic 4: disguised nobility 8: honest 8: student of magic



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Locations: choose 1/day

a) Public Beach

b) Creepy Old Church

c) Abandoned Factory

d) Genetics Lab

e) Town Hall

f) High School

g) Movie Theater

h) Martial Arts Gym

i) Old Bookstore

i) Old Farmhouse

k) 01d Slaughterhouse

Events: 1d8 (daily)

1: Beach Episode

2: Invasion at Prom

3: Training Montage

4: Trials of the Hero

5: Battle of the Bands

6: Sorting into Factions

7: A Mysterious Death

8: The Final Battle (end)

Next time: 1d6

1: Genderbend

2: Age up/down

3: Good-Evil swap

4: In Spaaaaaace

5: Gritty/chibi reboot

6: Everyone is a mermaid