

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)

players new residents just moved into town and everyone is adjective because they moved into the adjective building type on noun 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 number mythical creatures before the noun verbs and the final battle begins!

Gender: 1d4

1: male

2: female

3: agender

4: genderfluid

Height: 1d4

1: short

2: average

3: tall

4: adjustable

Appearance: 1d4

1: disheveled, but cleans up well

2: physique of the divine

3: average, boring, nothing special

4: can't tell under all that blood

The Newcomers

one key NPC
per player

tables may also
be used for
PC creation

Personality: 1d8

1: cold

2: angsty

3: dangerous

4: chaotic

5: kind

6: artistic

7: selfless

8: honest

Archetype: 1d8

1: escaped test subject

2: teenage werewolf

3: ancient vampire

4: disguised nobility

5: poor farmhand

6: possessed vessel

7: spacey genius

8: student of magic

*Nothing ever
happens here...*



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
- j) Old Farmhouse
- k) Old 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