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*A custom [Dread](#) scenario based loosely on the Netflix Original Series "Stranger Things"*

Version 1.72

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## Synopsis

July 12, 1984. In the town of Mt. Pleasant, Illinois, 12-year-old Cory Settler vanishes mysteriously from the county fair. Cory's older sister searches for him alongside her crush and her best friend, meanwhile Cory's young friends launch an investigation of their own. The two groups converge to reveal the truth while shadowy government agents seek to cover it up, and unspeakable horrors wait beyond the funhouse mirror.

## Player Characters

The player characters for *Stranger Dread* fall into two categories: the teens (16-17 years old) and the kids (12 years old).

### The Teens

- **The Jock (Male)** – Tough, popular, good-looking, excels at [sport]. Recently broke up with head cheerleader, Heather, now flirting with the Cheerleader. Wants to impress Cheerleader with bravery.
- **The Cheerleader (Female)** – Attractive, known as a goody two-shoes, good at [subject]. Attracted to the Jock. Older sister to Cory. Parents are out of town.
- **The Friend (Any)** – Secret crush on their BFF, the Cheerleader. Pragmatic. Has reasons to resent the Jock.

### The Kids

- **Twin 7A (Any)** – Secret telepathic link to twin. Secretly has psychokinetic powers, but using them takes pulls.
- **Twin 7B (Any)** – Secret telepathic link to twin. Secretly has pyrokinetic powers, but using them takes pulls.
- **The Goof (Male)** – Funny, uses humor to protect himself. Bullied due to [weight, lisp, lazy eye, over-the-top braces, whatever]. “Heart of the group.”

## Non-Player Characters (NPCs)

- **Cory Settler** – Twelve years old, a bit of a nerd. Best friend of the Goof. DM for the kids' ongoing AD&D game.
- **David & Cassandra Settler** – Cory and the Cheerleader's parents. SUPER parents, do everything, well off. But somewhat unapproachable as a result.
- **John Slayton** – Science Teacher. Loves the kids, supports their projects and dreams. Very knowledgeable.
- **Sandra Nesmith** – Twins' Overprotective Mom. Allowed childhood experiment. Did drugs when younger/pregnant. Husband left years ago.
- **Kenneth Drake** – Jock's father; probably an abusive drunk, based on questionnaire answers.

- **William “Bill” Drake** – Jock’s younger brother who died years ago. How he died is based on Jock’s questionnaire.
- **Officer Richard O’Malley** – Known drunk, but has a good heart. Not particularly helpful to the kids.
- **Special Agent Norman Simmons** – Boss of the G-Men
- **Chad Rowerdine** – 13-year-old bully, especially to the Goof

## Opposition

### The Creature

The Creature is an enormous spider-like entity (roughly 2m tall and 4.5m long) with 10 pincer-tipped legs and no clear mouth until its entire underbelly proves to be a toothy maw large enough to eat a man whole. Cluster of eyes on each leg joint but none on its torso. No apparent “head.” The carapace of the creature is a pale, translucent green, though some areas are covered with white and black markings.



Coloration-wise, this pic captures it well.

The Creature has close-range psychic abilities allowing it to project itself as any form to children whose minds it touches—often something based on their worst fears. Such projected hallucinations are often accompanied by a mild headache. Due to the rigidity of their minds, adults are generally immune to this effect, though their sanity may be snapped outright if it tries.

The creature uses humans for food, both for itself and to serve as “fertilizer” for its many larvae. It much prefers children for this purpose, as they make better fertilizer than adults.

The creature is native to the “Abyss,” a dark parallel dimension that runs alongside ours. Recent experiments by government scientists have enabled it to enter our world.

When the creature is present in the Abyssal equivalent of where the players are, electrical problems will ensue. If an actual portal opens, the electrical discharge will be accompanied by the smell of ozone.

## **G-Men**

Led by Special Agent Norman Simmons, the scientists and their security men from “the Department of Energy” seek a way to use the strange power sources of the “Abyss” to gain an advantage in the Cold War. The G-Men will kill anyone who learns too much and generally try to cover up what’s going on.

Additionally, Simmons was responsible for experiments on the Twins at a very young age, intended to give them psychic powers. He believes those experiments to have been a failure, thus the Twins were released back to their families with their memories wiped. Only their nightmares hint at the truth.

## **The Bully**

Chad Rowerdine. Has friends Jay and Todd, his minions. Generally a jerk to the kids, especially the Goof. Always carries a jack knife. Classic ‘80s bully.

## **Locations**

### **Phelps County Fair (Active)**

- Located on the edge of town
- Kids and teens everywhere, some adults.
- Food: Corn Dogs, Cotton Candy, Funnel Cakes, Slurpees
- [Rides](#): Carousel, Tilt-a-Whirl, The Scrambler, Teacups, Tunnel of Love, Ferris Wheel, The Zipper, (creepy) Fun House, Bumper Cars
- Games: Balloon Darts, Ring Toss, Test of Strength
- Port-a-Potties
- Nearest pay phone is down the street at the gas station, NOT on the fairgrounds
- Small forest across the highway from the fairgrounds
- Senses: Smell of the food (sometimes vomit), taste of cotton candy (sugar), lights in the night sky, screaming (happy) children and teens, mechanical whirring and clicking, light breeze.

## The Funhouse

- Outside
  - Giant metal trailer, 2 stories tall
  - Giant creepy clown face entrance on one end, less interesting exit on the other side. Small emergency exit door on the back side near the middle
  - Exterior control panel sites near the clown face entrance
- Inside
  - Dark in general, with strobe lights in some rooms
  - Human-sized hamster wheel you run through with hypno swirl on one side
  - Room that's entirely slanted. Floor, walls, everything. A child-sized wood-and-rope swing hangs in the middle of the room.
  - Dark hallways with Emergency Exit, small red light over it
  - Upside down room, furniture nailed on the ceiling
  - More dark hallways
    - Pressure-sensitive grates on the floor that make loud noise and blow smoke when you step on them
    - Glass window on one wall displayed a taxidermied goat lit with pale yellow light
    - Glass window a bit further down on the opposite wall displays an animatronic clown in an electric chair, shocking and screaming periodically
  - Hall of Mirrors: A maze-like room full of various standing mirrors, many of which distort reflections in various ways. At least one of the mirrors here can serve as a membranous portal to the Abyss when circumstances are right.
  - Another short, dark hallway.
  - Fake Exit Room - 3 identical doors marked "Exit" on the wall. They're all fake; none can be opened. A narrow corridor to the right is the actual way to proceed.
  - Fake Gift Shop – A small unmanned "gift shop" of various creepy things to purchase (nothing actually for sale—it's all just a display) is the final room before the exit back outside.

## The Forest

- Small forest located across the highway from the fairgrounds.
- A natural bowl-like depression in the center of the forest holds only rocks and an unusually large number of spiders and bagworms in the real world. In the Abyss counterpart, however, it's the nest of the Creature.

## Settler House (Cory & Cheerleader)

- 2 story house + basement. Wood paneling. Atari 2600 in basement playroom. Many photos of the overly-successful-and-attractive parents.

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### **Fireworks Sale Tent**

- Big circus tent on side of the road
- Massive post-4<sup>th</sup>-of-July sale, everything must go
- Spotty selection of what remains
- Edgar runs the place. Skinny old guy with overalls, an International Harvesters hat, liver spots, and a scraggly white beard.
- Will sell to teens but not the kids.

### **Army-Navy Surplus Store**

- Knives, Machetes, Hatchets
- Bear Traps
- Canteens
- Trenching Tools, Shovels, Hammers
- Bullets
- Military Clothes, Vests, Belts, Pouches, Packs
- Tents, Sleeping Bags, Compasses
- Fire Starting Kits
- MREs

### **Phelps County Fair (Abandoned)**

- Same as before, but dark, rides shut down
- ...until the lights and rides suddenly start turning back on willy-nilly, particularly the Funhouse

### **The Facility**

- “Department of Energy” signs, no trespassing
- Large government facility
- Chain fence with barbed wire
- Armed guards on patrol
- Scientists in labs
- Prisoner cells below ground, rooms where children have been kept
- Giant sensory deprivation tank at the bottom level

### **The “Abyss”**

- Dim, desaturated reflection of the natural world. Everything is rotten, decomposing, rusted, *wrong*. No people anywhere.
- Motes of dust or spores float through the air, and a pale gray light suffuses everything, with no clear light source (neither sun nor moon visible, just heavy clouds).
- Heavy layer of dust on the ground in interior spaces, making tracking easy
- Sound is always strangely muffled.

- Most things picked up will rapidly rot and falls apart
- If anything in the real world particularly scared the players, having a twisted and hostile version of it here works great.
- A natural bowl-like depression in the center of the forest (across the highway from the fairgrounds) holds the nest of the Creature. Around a dozen corpses (mostly children) and the unconscious-but-still-breathing Cory lie upon the ground in the center of the basin, tied down with oozing fleshy “vines.” Having vines run into their mouths works great.

## Story Structure

### Inciting Event

*This is for the Host’s eyes only; not to be shared with the players.*

- Government scientists inadvertently open portal to another dimension. Nasty creature gets through and starts gathering “incubators” (live human children) to host its babies until they hatch. Now the G-men are trying to hunt the creature down and hide its existence.

### Recent Back Story

*Share these bits with players before starting play (after the questionnaires is fine)*

- It’s summer vacation time.
- Kids just got back from Science Camp with Mr. Slayton, their favorite teacher. Mr. Slayton also runs the middle school AV Club, of which the four Kids are the only members.
- Cheerleader babysits Cory while her parents are out of town for 10 days, skiing in the Alps and generally inaccessible.
- The kids regularly play AD&D; Cory is DM. Yesterday they finished defeating the **Spider Queen Lolth** in [Queen of the Demonweb Pits](#). They’re still geeking out about it.
- Cheerleader promised to take the kids to the fair tonight since it’s the last day, but now the Jock has said he wants to meet her there. He recently expressed interest, and now she’s all atwitter.

### Act I

*Mood is fun at first, with the kids talking about their latest D&D exploits and the teens establishing a classic ‘80s movie love triangle. Cory’s disappearance sets darker events in motion.*

- GAME BEGINS
- **8 PM, last day of the Phelps County Fair** – The kids have just gotten on the tilt-a-whirl and the ride has begun. Cheerleader and Friend stand nearby waiting for the kids and talking, when Jock walks up to talk with the Cheerleader.
- The group most likely splits:
  - Kids go off for more rides and food
  - Cheerleader probably distracted by Jock, they may go off for hanky-panky somewhere.

- Friend either watching the kids for the Cheerleader, third wheel with the other two teens, or left to their own devices.
- KIDS
  - The kids go off to ride rides and get food. Goof is hungry.
  - OPTIONAL: Minor bully confrontation when Goof accidentally spills something on Chad. Cory defends Goof, but gets shoved in return, falls on his butt. Chad storms off with something to the effect of “You losers aren’t worth it.”
- TEENS
  - If any of them end up off on their own, they see an illusion of [something interesting to them], get a mild headache, and go to pursue it toward the Funhouse.
    - If the questionnaires don’t provide a better solution, the Jock’s dead little brother **Bill** can work for the [something interesting] above.
  - OPTIONAL: Other teens wonder what happened to [missing teen]; may go after them.
- KIDS
  - Cory muses aloud about their D&D adventures in the Abyss, the Demonweb Pits. Asks Goof and the Twins what their favorite parts of the adventure were. Then he asks the others if they think there really ARE other planes of existence, like the Abyss.
    - OPTIONAL: The Goof may remember Mr. Slayton in Science Camp talking about alternate dimensions, the “many worlds” theory.
  - Kids go to the Funhouse, at Cory’s request if they don’t choose it themselves (he goes on his own if necessary). It’s dark and creepy. Flashes of light and weird images in the Hall of Mirrors. It’s disorienting.
  - OPTIONAL: If the teens went chasing the illusion, they show up in the Funhouse right about now.
  - Inside the Funhouse, lights flicker out of sync with the usual strobing, there’s a sound of electrical discharge, and the smell of ozone. With a sudden scream, Cory disappears in the darkness (captured by the creature).

## Act II

- ALL
  - Kids may go get the Teens immediately, or they may search around a while.
    - The only evidence of what happened to Cory is a small puddle of pale green slime on the ground near one of the mirrors, which appears to start evaporating rapidly. It smells foul.
  - If Cheerleader calls parents (payphone down the street or at home), she gets a message in German at the number they left. Sounds automated. Her parents warned this might happen, since they’re staying somewhere a bit off the beaten path.
  - If Cheerleader calls cops, Officer O’Malley answers the phone. He hears the story, thinks it’s a prank. Super “convenient” that the parents can’t be reached. If pressed, he says that Cory probably just ran off. They don’t launch an investigation unless the kid has been missing for 72 hours. Call again then and they can file a formal report and do an investigation.

- Fair closes at 10, and the kids are generally expected home by their parents.
  - Friend and Jock drove. (Friend took Cheerleader and all the kids in her big ol' wood-paneled station wagon. Cheerleader doesn't have her license yet)
- As the gang leaves the fairground, several black vans pass them going the opposite way, back toward the fairgrounds. The vans seem uncomfortably familiar to the Twins.
- Bedtime. Remind kids they have walkie talkies to talk from house to house if need be, since they may want to plan their next move.
- **NIGHT PASSES**
- KIDS
  - The Twins share a dream. Flashing lights, in a building like a hospital. Tests. People in lab coats. Wires and tubes of fluid. Hearing voices in another language, being asked to relay their words. Being too scared to say anything. A man says "failure."
  - Then the dream changes. Cory lost in dark place, calling for them. Looks like a forest, but isn't. Dark, muted, and rotting. Vision of something moving through the trees toward Cory, huge. They wake up simultaneously.
  - Remind the kids about their bikes and walkie talkies if necessary.
- TEENS
  - If Friend went home to their own house, the next morning they see their mother reading newspaper over breakfast. Headlines talk about multiple disappearances, and power grid woes that the Department of Energy is looking into.
  - First thing in the morning, Cheerleader gets a strange, staticky phone call from Cory. He's lost in a dark place and needs help. Says something about the Funhouse. Phone burns out, giving the Cheerleader a small electric shock and leaving the phone blackened and dead.
    - Teen may call cops again—if so, they say it's a prank.
  - If players don't think of it, give them the idea to put up "missing kid" flyers around town or even at the fairgrounds.
- KIDS
  - As kids bike around town (either to return to the fairgrounds or putting up flyers themselves), they see a big post-fourth-of-July fireworks sale in a tent on the side of the road. Clearance! Great deals!
    - Pooling allowance money would be enough to get some stuff, but **they'd need someone older to buy it (teens).**
  - Kids notice black van following them, try to shake it. If they ignore it completely, it'll drive right past them and keep going, off to the fairgrounds.
- ALL
  - Try to get the group together and headed back to the Funhouse by any means necessary if they haven't already done so naturally. Use sudden flashbacks or mental messages to the twins to fill in the blanks if needed. A staticky walkie talkie call from Cory can work as well. Ultimately it needs to be clear to all players that:
    - A. Cory is in a bad place

- B. There's a monster there, threatening him
- C. The way to get to that place is back in the Funhouse, and will require the Twins

### Act III

- Kids/Teens may prep for their mission. If needed, suggest Army Surplus Store for supplies. If they haven't already run across the fireworks sale, make that happen en route to or from the store.
- Upon arrival back at the fairgrounds, the fair is closed down (since yesterday was the last day), but oddly, most of it hasn't been taken down yet.
- Black vans in lot. G-Men all over fairgrounds looking for something, have to be evaded. They're not in the Funhouse, though. The route there seems mostly clear.
- If needed, use the threat of the G-Men to indirectly force the players into the Funhouse.
- Kids return to the Hall of Mirrors and reactivate the portal (through one of the mirrors) to the Abyss, either through manipulating the controls/power of the Funhouse or via the Twins' powers, whichever occurs to the players.
- Once in the Abyss, a trail of footprints in the dust leads in the general direction of the highway and the forest beyond it.
- Optional Creepy Stuff
  - Creature uses illusions to mess with the kids/teens. Can be based on their fears if appropriate.
  - Anything that freaked the players out in the real world (example: the electric chair clown in the Funhouse) can be used again in the Abyss with a horrifying twist of some kind.
- After the party has gone off in search of Cory, G-men come through the portal after them.
- Players should hear clicking noises of the Creature while delving into the forest, perhaps flickers of motion, but it's difficult to localize.
- In the center of the forest, players find a natural basin with steep sides.
  - Find Cory, barely alive. Around a dozen other kids already dead. (See description under Locations)
  - If the players mess much with any of the corpses, they may discover that each of them plays host to a baby version of the creature—a ten-legged spider monster about 18 inches across.
- Players attempt to rescue Cory and escape back to the Funhouse. The Creature shows up as they're in the middle of the rescue and reveals itself in full.
- Unless the players are EXTREMELY prepared, fighting the creature is a losing proposition, but they may be able to delay it.
- While fleeing the creature (hopefully with Cory in tow), the players see the G-Men coming at them from the Funhouse, guns out.
  - If the Twins have had flashbacks about Simmons, then Simmons is present. He can say "I guess you're not failures after all" to them, alluding to how they got here.

- The G-Men try to stop and arrest the players at gunpoint, but will turn their attentions upon the creature when it arrives.
- G-Men/Simmons are eaten by the creature after fighting ineffectually against it, while the players flee toward the Funhouse.
- Back at the Funhouse, the players should have one last harrowing run from the Creature. Someone may have to sacrifice themselves.
- In the Hall of Mirrors, the players may need to do something special (perhaps involving the Twins combining their powers) to reactivate the portal before they can escape. If multiple players are already down at this point, then just let the portal be open when the players arrive.
- After fleeing into the real world, the players must shut down the portal by one or more of the following...
  - A. Destroying the mirrors
  - B. Manipulating the controls/power of the Funhouse in some way
  - C. Using the Twins' powers in some way
- Once the portal is closed, the Funhouse begins to implode, causing full-blown rents in the earth throughout the fairgrounds if needed. The party must flee back to their car(s) to escape the vortex.
- As the kids flee the scene, they see dead G-men littering the fairgrounds, apparently killed by the creature.
- Kids escape the fairgrounds (with Cory, if he's still alive) at last.

## Epilogue

- The next day the newspapers say there was a fire at the fairgrounds, a major transformer exploded. Or freak earthquake if needed. In either case, no mention of the bodies or anything unnatural.
- Another newspaper headline later that week reveals that the serial kidnapper responsible for all the recent disappearances was found by police, but sadly, died while resisting arrest.
- Days later, Cory (and anyone else who was captured but lived) starts puking up green goo, seeing flickers of the Abyss. Visible signs of the parasite inside them (Aliens-style) can work too.
- If you played to any of the player's specific fears inside the Abyss, having one of them see flickers of that thing in the mirror instead of their own reflection is a great note to end on.

## Tips for Running the Game

- This scenario is heavily based on [Stranger Things](#) (season 1), so please make sure all your players have seen it before you commence play, or are willing to be spoiled.
- Ideally the Twins should sit together to answer their questionnaires, and encourage any players with questions that directly impact other players to work with that person to come up with an answer that will please them both.
- Having all six roles is ideal, but if you don't have enough players to cover them all, you can run some yourself as NPCs.
  - The Jock is easiest to do this with, as you can knock him out of the picture relatively early.
  - Fusing the twins into a singular child also works great for getting the number of players needed down, and (for better or worse) makes the game even closer to the show. You'll need to adjust the questionnaires accordingly, though.
- Like any *Dread* scenario, one key to running a good game is making sure the players start making pulls early on, when the tension level is low. In the early stretches when the mood is still fun and light, ask the players to pull for fairly mundane actions like trying not to throw up while riding the Scrambler, or multiple pulls for the Jock to win the biggest prize for the Cheerleader at one of the games (one pull for a small prize, two pulls for bigger, etc.).
- This scenario has played out quite differently each time I've run it due to the amount of freedom it gives players. I recommend keeping it as loose as possible and being prepared to improvise based on the mood/tension of the table, how much time you have, and what element(s) seem to evoke the most fear from your players.
  - Examples:
    - If things seem to drag at the fair and your time is limited, I recommend ditching the return-home-and-sleep portion altogether and giving the players the opportunity to go into the Abyss right away.
    - If you need pressure to have the players get into the Funhouse and through the mirror, have the G-men show up at the fairgrounds early, in large numbers, via their black vans. Make them appear menacing enough and you can use them as a tool to direct the players where you want them to go.
- If you have your players fill out their questionnaires prior to the day of the game itself, you can tailor elements of the creature or other horrors of the Abyss to match whatever fears they indicate.
- This scenario is set in the mid 1980s. Any little detail you can think of to remind them of that setting throughout can add to the fun, from the clothes the characters are wearing to the music they listen to.
- Having some great music for the scenario makes a world of difference in the experience. I recommend pretty much anything from the three soundtracks below, and having a light-hearted '80s pop tune to play after the game is over can be fun.
  - [Stranger Things, Vol. 1](#)
  - [Stranger Things Vol. 2](#)
  - [It Follows](#)



8.) What have you been thinking about doing to impress the Cheerleader?

9.) What could you have done to save your little brother Bill's life?

10.) What is your most treasured possession?

11.) How do you feel about your reputation as a heart-breaker, and how accurate would you say it is?

12.) What irrational fear do you sometimes struggle to keep secret?

13.) What is your name? (\_\_\_\_\_ Drake)



9.) What is it about your parents that makes you feel inferior?

10.) What talent do you have that would most surprise others?

11.) Why do you sometimes get dizzy spells, and why is the Friend the only one you've told about them?

12.) What do you do to cope with stress, and why wouldn't your parents approve of it?

13.) What is your name? (\_\_\_\_\_ Settler)

## Questionnaire – The Friend

*16 years old. Best friend of the Cheerleader. Can be either male or female, but has a crush on the Cheerleader in either case.*

- 1.) How long have you and the Cheerleader been friends?
- 2.) When did teachers first start to look at you as “gifted”? What did you do?
- 3.) Why haven’t you ever told the Cheerleader about your crush on her?
- 4.) What gives you high hopes for your future after high school?
- 5.) Why do you have a fondness for Cory, the Cheerleader’s little brother?
- 6.) Why do others sometimes overlook you?
- 7.) What is your favorite possession, and why did your father give it to you?
- 8.) Why have you harbored resentment against the Jock since 6<sup>th</sup> grade?
- 9.) How do you feel when you’re all alone?
- 10.) What is it that makes you so pragmatic and down-to-earth? Have you always been this way?

11.) Why has gym class (Physical Education) always been an embarrassment for you?

12.) How do you react when things in your life go poorly?

13.) What is your name and gender?

## Questionnaire – Twin 7a

*12 years old. Regular upbringing. Can be any gender. They don't necessarily have to be identical twins with Twin 7b—fraternal works fine.*

- 1.) How did you first discover you could move small objects with your mind, and why do you try so hard to avoid using that power now?
  
  
  
  
  
  
  
  
  
  
- 2.) What would make you tell someone about the secret telepathic bond you have with your twin?
  
  
  
  
  
  
  
  
  
  
- 3.) What's the worst part about the recurring nightmare where you're strapped down in some sort of hospital?
  
  
  
  
  
  
  
  
  
  
- 4.) When do you feel bravest?
  
  
  
  
  
  
  
  
  
  
- 5.) How did you first become friends with Cory Settler and the Goof?
  
  
  
  
  
  
  
  
  
  
- 6.) Personality-wise, what's the biggest difference between you and your twin? [discuss with twin]
  
  
  
  
  
  
  
  
  
  
- 7.) Why do you think your mother is always so distant?

8.) What secret fear have you never told your twin about?

9.) What's your favorite thing about the AD&D game that Cory DMs for you, your twin, and the Goof?

10.) How do people react to the small "7a" tattoo on the inside of your right wrist?

11.) If the headaches are getting so bad, why don't you tell your mother about them?

12.) What would you do if your twin were in trouble?

13.) What is your name? (\_\_\_\_\_ Nesmith)

## Questionnaire – Twin 7b

*12 years old. Regular upbringing. Can be any gender. They don't necessarily have to be identical twins with Twin 7a—fraternal works fine.*

- 1.) How did you first discover you could ignite small fires with your mind, and why do you try so hard to avoid using that power?
  
  
  
  
  
  
  
  
  
  
- 2.) What would make you tell someone about the secret telepathic bond you have with your twin?
  
  
  
  
  
  
  
  
  
  
- 3.) What's the worst part about the recurring nightmare where you're strapped down in some sort of hospital?
  
  
  
  
  
  
  
  
  
  
- 4.) What do you love best about your twin?
  
  
  
  
  
  
  
  
  
  
- 5.) What makes the Cheerleader (Cory's older sister) so much cooler than the other teenagers you know?
  
  
  
  
  
  
  
  
  
  
- 6.) When did you first notice those black vans that always seem to be somewhere nearby?
  
  
  
  
  
  
  
  
  
  
- 7.) Why are you convinced your father will come back someday?

8.) What secret fear have you never told your twin about?

9.) What's your favorite thing about the AD&D game that Cory DMs for you, your twin, and the Goof?

10.) How do people react to the small "7b" tattoo on the inside of your left wrist?

11.) Even though your broken leg healed, what activity has it prevented you from taking back up?

12.) What would you do if your twin were in trouble?

13.) What is your name? (\_\_\_\_\_ Nesmith)

## Questionnaire – The Goof

12 years old. Male. Known to have a good sense of humor.

- 1.) What is it about you that always seems to be able to make people laugh? Do you tell jokes, make funny faces, play pranks?
  
  
  
  
  
  
  
  
  
  
- 2.) What do other kids make fun of you for? (overweight, speech impediment, extreme braces, lazy eye, whatever)
  
  
  
  
  
  
  
  
  
  
- 3.) How did Cory become your best friend?
  
  
  
  
  
  
  
  
  
  
- 4.) Why are you always upbeat and hopeful?
  
  
  
  
  
  
  
  
  
  
- 5.) Your mother once commented that you're the "heart of the group" after Cory and the twins went home following a sleepover at your house. What do you think she meant by that?
  
  
  
  
  
  
  
  
  
  
- 6.) Why is humor such an effective defense mechanism for you?
  
  
  
  
  
  
  
  
  
  
- 7.) What's your favorite thing about Science class with Mr. Slayton?

8.) Why are you so afraid of Chad Rowerdine, the bully in your class?

9.) What's your favorite thing about the AD&D game that Cory DMs for you and the twins?

10.) What is your favorite possession?

11.) Why are you always picked last for team sports?

12.) What dangerous item did your older brother leave for you when he went off to college?

13.) What is your name?

## Feedback

If you have any feedback on this scenario, please reach out to me ([@tibermoon](#) on Twitter) to let me know.

I'd love to improve it! 😊

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