

HERE'S YOUR BURGER... WITH A SIDE OF DEATH!

THE

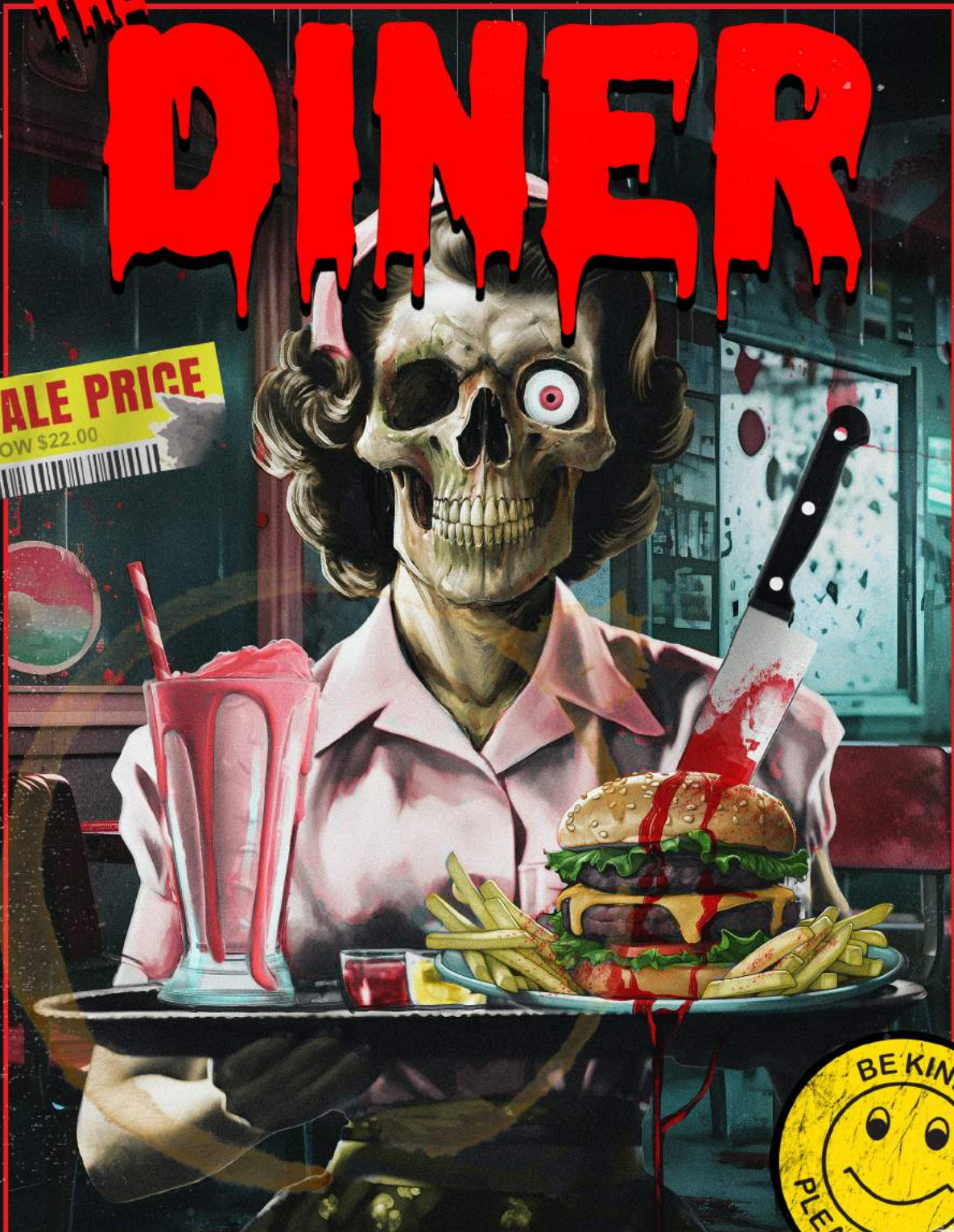
# DINER

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A SCENARIO BOOK FOR THE HORROR RPG



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# THE DINER

A Horror Roleplaying Game Scenario Book

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# How to Use This Book

## Step 1. Get the Rules

Make sure you have the *Horror RPG Core Rulebook*. If you don't have a copy, you can get one from [www.dmdavepublishing.com](http://www.dmdavepublishing.com). You will also need dice, pencils, paper, some friends, and 3-4 hours of playtime.

## Step 2. Choose and Read a Scenario

There are five scenarios in this book. Pick the one you like best, review it, and do any prep needed to run the scenario.

## Step 3. Review the Diner's Details

Familiarize yourself with the diner and its locations.

## Step 4. Players Choose Characters

Filled-in characters sheets for the PCs can be found starting on page 43. Let the players choose who they want to play. The leftover PCs become NPCs under you, the gamemaster's, control.

## Step 5. Hand Out Agendas

Each character comes with a set of Personal Agendas for each act of the scenario (the agendas are the same for each scenario). Give each player their Personal Agenda for Act I of your chosen scenario to kick off the action.

# THE DINER

The Last Stop Diner is a quaint, retro-style eatery that appears frozen in time, reminiscent of a bygone era. Its bright neon lights and classic sign give it an inviting and welcoming feel that beckons passersby to step inside. Once you do, the aroma of freshly brewed coffee and home-style cooking fills the air, transporting you to a simpler time. The decor is vintage, featuring plush red booths, shiny chrome accents, and a jukebox playing classic hits from the 50s and 60s. The friendly staff greets you with a smile and serves up hearty portions of delicious comfort food. It's the perfect spot to grab a meal and unwind after a long day on the road.

This section details the diner and its areas as shown in the map of the diner on the next page. Each grid square is 5 feet wide (1.5 meters).

All of the diner's employees (Mike, Brenda, Shelia, Bill, and Carlos) know most of these details unless otherwise noted, so feel free to make a copy of these details and give them to players playing those roles.

## EXTERIOR

The diner is set at the intersection of a busy city main street and the on-ramp for a major highway. A small parking lot at the south side of the building offers eight spots for patrons. A truck stop/gas station across the street (not pictured here, but featured in another sourcebook for the *Horror Roleplaying Game*) offers more spots for long haul truckers and other travelers to park.

There is a cooler for storing bags of ice located on the western side of the building.

## Exterior Doors

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There are three ways in and out of the diner. The diner is 24-hours, so the front doors are almost always unlocked. The side and rear doors only open from the inside but are locked from the outside. Keys to these doors hang on the wall of the kitchen. All of the doors can be locked from inside with a turn of a latch. When the doors are locked, they can be forced open with a demanding (-1) **FORCE** roll. A PC with lockpicking tools can pick the locks with a **CRAFTING** roll. Exterior doors have HP 5 and Armor Rating 4.

## Windows

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The southside of the building is lined with 6-foot tall windows, none of which can be opened. They're made of plexiglass, which makes them relatively difficult to break. A PC must pass a hard (-2) **FORCE** roll to break a window. Windows have HP 3 and Armor Rating 4.

## Illumination

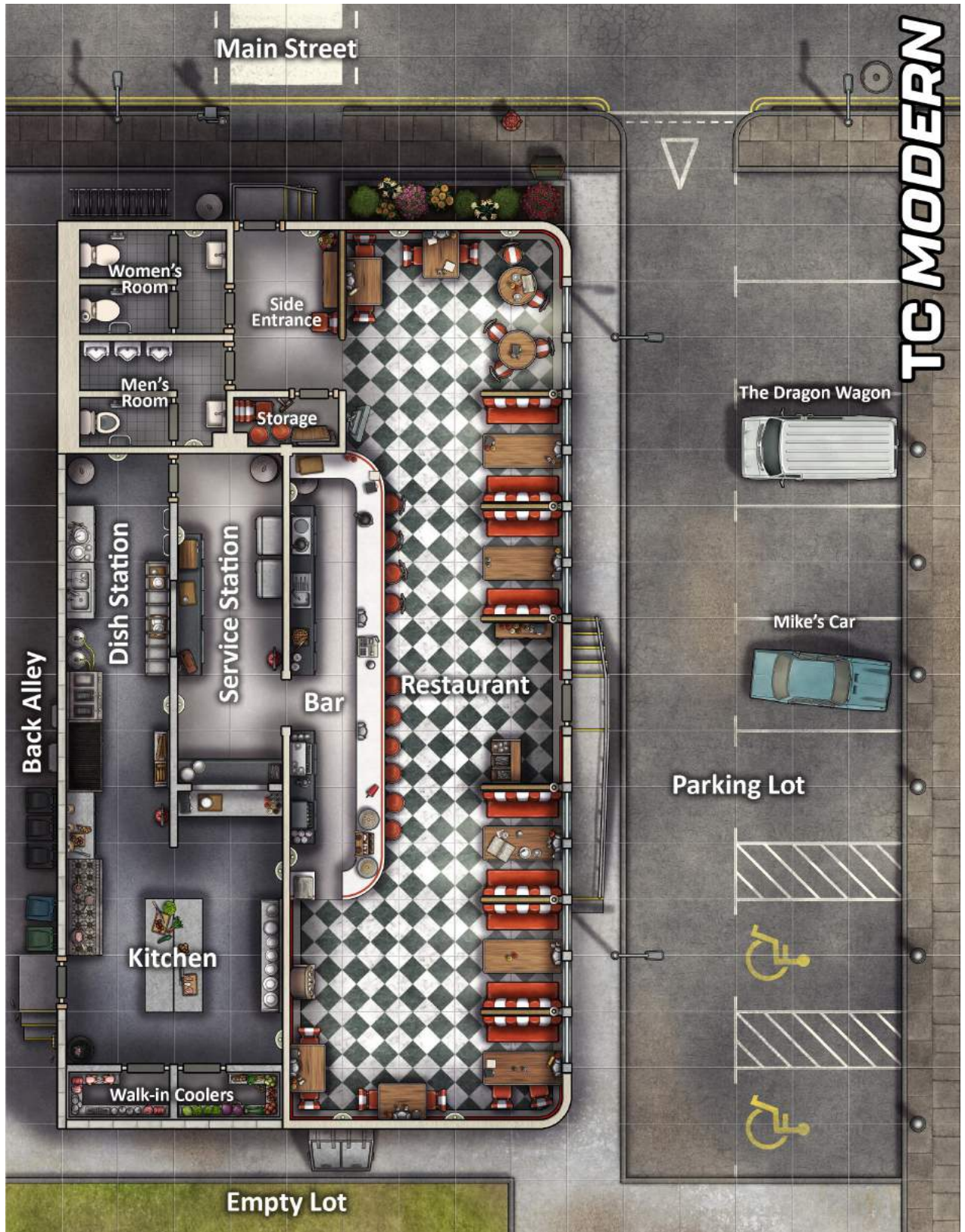
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Street lights and neon signs keep the streetside and parking lot well illuminated at night. However, the empty lot and back alley are completely dark at night. See the rules for darkness on page 43 of the *Horror RPG Core Rulebook*.

## Mike's Car

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The diner's owner, Mike (see page 43), keeps his blue muscle **car** (its maneuverability is +2 and it has a travel speed of 15/1) parked out front—all other employees are required to park at the truck stop. Mike keeps a loaded **revolver** in the glove box along with a **box of bullets** (3 reloads). Only Mike has the keys to this car.



## The Dragon Wagon

A local heavy metal band called Gibbering Moulder (see page 48), has their panel van (treat it as a **truck** that can hold 6 passengers), *The Dragon Wagon*, parked out front. A colorful, poorly-airbrushed mural featuring the band's four members battling a winged terror is painted on the van's driver side. Raven, the band's drummer, owns *The Dragon Wagon*, and is the only one with keys to the van. The van holds the band's instruments, which includes two guitars with amps, Kris' bass and amp, Raven's drums, and a (barely functioning) public address system with two mics. Raven keeps a ziplock bag of **shitty weed** (3 uses) and a filthy glass hand pipe in the upfront middle compartment. Raven always keeps the van locked. Jimmying open the locks requires a **CRAFTING** roll and a tool (a bent coat hanger will suffice). Otherwise, the windows can be broken—a window has 2 HP and Armor Rating of 4.

## RESTAURANT

The diner's restaurant is the building's largest space. There are five booths large enough to seat six people, two round-tops that can fit four people each, and four two-tops, each of which can fit two or three if you add a chair.

## Jukebox

The jukebox is filled with only the hits of the '50s and '60s. It costs a dollar for three songs.

## TV

A TV hangs on the wall at the eastern end of the bar. Mike, the owner, keeps the TV tuned to his favorite conservative news station whenever he's there. Otherwise, the TV is set to whatever daytime soap opera the waitresses are currently obsessing over.

## BAR

Many of the diner's single regulars prefer to sit at the bar where they can chat up the waitresses while they work. The lower cabinets contain mostly cleaning supplies, but also three **flashlights**. There is a small station for cutting pies, where there's always at least one **knife**.

## Cash Register

The diner's register sits on the center of the bar. It never carries more than \$100 in cash. Any additional cash or bills over \$20 are deposited in the safe directly below it. A button on the cash register automatically opens the register's drawer.

## Safe

There is a 3-foot-tall steel safe bolted to the floor directly under the cash register. It has a quick drop slot where the wait staff can drop bills over \$20, checks, and any additional deposits once the register hits more than \$100. Mike and the head chef, Bill, are the only ones who know the combination. Mike, being the paranoid soul he is, makes everyone turn around before he opens it for bank deposits. Mike keeps a loaded **revolver** in the safe. Opening the safe without the combination is very difficult, requiring a formidable (-3) **FORCE** or **CRAFTING** roll. Otherwise, the safe has 10 HP and an Armor Rating of 10. It has a weight rating of 8.

## Coffee and Tea

Hot tea and coffee are brewed behind the bar. A character can weaponize these **hot liquids**.

## SERVICE STATION

A 10-foot wide galley divides the restaurant from the kitchen. A double-action cafe door connects this area to the dish station. A window in the western wall offers quick access to the

hot side of the kitchen while a window in the northern wall gives the dishwashers a way to pass and accept dishes. The coolers and fridges are stocked with chilled bottled beers, cold white wines, and pre-made pies and salads. A **fire extinguisher** hangs by the door to the bar.

## Radio

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A small radio sits on the counter. It's usually tuned to a Spanish-language station for the dishwashers. Although the staff keeps it plugged in, the radio can operate without being plugged in using batteries, useful when there's a blackout.

## DISH STATION

The east side of the kitchen is where dishes are washed. The restaurant's dishwashers work around the clock to ensure the place stays clean. There's usually a few dirty **knives** kept here.

## KITCHEN

All of the restaurant's food gets prepared here. There are a variety of **knives** and **blunt objects** kept here. A **fire extinguisher** hangs on the wall between this area and the dish station.

## Cooking Appliances

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The diner's kitchen has a sixteen-eye saute station, an 8-foot-wide grill top, and a three-basket fry station. The fires and hot oil from these stations are all Intensity 3 per round exposed to them. All cooking surfaces here are fed by gas lines. An explosion in the kitchen is blast power 6. All victims in the kitchen are at **ENGAGED** range and those in the Dish Station are at **SHORT** range.

## Exterior Door Keys

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Keys to the diner's exterior doors are kept hanging on the wall to the left of the exterior door that leads to the alley.

Scan the QR-code below to grab a print-friendly version of the map and diner details to hand to your players.



## Walk-in Coolers

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Two walk-in coolers store enough fresh food equal to **300 rations of food**. These coolers can be locked from the outside with a padlock or even a thin, metal object like a screwdriver. Once locked his way, it takes a hard (-2) **FORCE** roll to break it open.

## SIDE ENTRANCE

This throughway serves as both a storage area for extra chairs and tables as well as a place to wait for the bathrooms.

## STORAGE

More chairs and tables are kept in this small, cramped storage area. There are also brooms and mops which can be used as **blunt objects**.

## RESTROOMS

The diner has two bathrooms, one for men and one for women. A locked stall can be shoved opened with an easy (+1) **FORCE** roll.





# NEW STUFF

In addition to the weapons and gear normally available to the PCs (see page 39 of the *Horror RPG Core Rulebook*), there are new items and weapons that the PCs can find inside the diner. Some of the scenarios have unique items that appear only in a given scenario.

## WEAPONS

The scenarios detailed in this game use the optional Ammo Dice and Rate of Fire (RoF) rules detailed on page 37 of the *Horror RPG Core Rulebook*.

The weapons that the PCs can find in the diner are detailed on the table below.

**Hot Liquids.** In addition to the damage dealt by hot liquid, the target must immediately make a **STAMINA** roll or it can't take actions on its next initiative.

### WEAPONS FOUND IN THE DINER

WEAPON	GRIP	BONUS	DAMAGE	RANGE	RATE OF FIRE	WEIGHT
Unarmed	—	—	1	Engaged	—	—
Blunt instrument	1H	+1	1	Engaged	—	1
Knife	1H	+1	2	Engaged	—	1/2
Hot liquid	1H	—	1*	Engaged	—	1/4
Revolver	1H	+2	2	Engaged	2	1/2
Pistol	1H	+2	2	Engaged	3	1/2

## GEAR

Additional special items are detailed below.

**Fire Extinguisher.** A character can use their slow action to target flames in the same zone. The fire extinguisher has 6 extinguishing dice. Each success on the extinguisher's dice reduces the intensity of the fire by 1. A fire reduced to 0 intensity goes out. The typical fire extinguisher has 10 uses. Once expended, it must be refilled.

**Shitty Weed.** A PC can use their slow action to light and smoke shitty weed in a pipe, bong, or similar device. The PC instantly reduces their Stress Level by 2 each time that they do, but must also make a **STAMINA** roll. On a failure, the smoker has a -1 modifier to all **WITS** rolls for the next D6 Stretches. Raven's stash has three uses.

# SCENARIOS

The following section contains five scenarios that can occur in the Last Stop Diner. Each scenario offers a broad overview of the scenario and special rules for the scenario's set-up. A given scenario is then divided into Act I, II, and III. Each act contains events that you can spring on the PCs. The events don't all need to occur, and they don't need to occur in the order listed unless the text states otherwise. Instead, see the events as an arsenal of drama for you to use as you see fit. Some events are mandatory, however—these are clearly indicated as such.

Remember to also give the players new Personal Agendas at the start of each Act.

## RUNNING MONSTERS

All of the scenarios have monstrous threats with which the Last Stop Diner's staffs and patrons will have to contend. When a monster's or NPC's name appears in **bold** text, it refers to their stat block, typically detailed at the end of the respective scenario.

In combat, these creatures follow special rules—primarily, they have a Speed rating and Signature Attacks.

**Skills:** Most monsters don't have Attributes like humans. They can use specific skills, and then roll a number of Base Dice equal to their skill level only. Monsters can have skill levels much higher than humans. They never push rolls.

**Armor Rating:** Most monsters also have a thick hide or other way to resist attacks, such as fast reflexes, giving them a natural Armor Rating.

**Health Points:** When a monster is reduced to zero HP, it isn't broken in the way a human is. Instead, roll d6 on the Critical Injuries on Monsters table.

**Special Abilities:** Some monsters have special actions beyond their Signature Attacks. This is specified under each monster's description.

**Speed:** Monsters are often much faster than human beings. This is represented by their Speed rating. Monsters can move two zones per point of Speed each Turn. Humans can move two zones, i.e. they have a Speed of 1.

In combat, a monster gets to act once for each point of Speed in each Round. Draw one initiative card for each point of Speed. At each point of action, the monster gets to perform one fast and one slow action.

**Signature Attacks:** Most monsters attack only in close combat, at **ENGAGED** range. However, they don't make ordinary close-combat attacks. Instead, each time a monster attacks, roll a d6 (or d66 for the demonic entity) on a table for the creature's Signature Attacks, and resolve the effects. Some Signature Attacks are extremely deadly.

**Blocking:** Unless stated otherwise, a Signature Attack can be blocked (see page 36 of the *Horror RPG Core Rulebook*), but doing so requires some form of weapon or blunt instrument.

## PERSONAL AGENDAS

Each character has a Personal Agenda for each of the three Acts of the scenario. These are included in the Characters section starting on page 43. When a new act starts, give each player a new Agenda for the Act. They should not reveal these to the other players. Then, at the end of each Act, collect the Agendas from the players and evaluate them individually, awarding Survival Points to players you feel have actively advanced their PC's agenda (see page 12 in the *Horror RPG Core Rulebook*).

## CRITICAL INJURIES ON MONSTERS

D6	CRIT	EFFECT
1	Play Dead	The monster falls to the ground, seemingly dead. But it's a ruse. If it's attacked again, or on its next initiative, it regains one HP and rises.
2	Wounded	The monster staggers, bleeding or oozing severely. It gets Speed -1 (down to a minimum of 1, losing the lowest initiative), but regains one HP. Roll a D6 at the start of each Round. On 1-3, it tries to escape.
3	Lash Out	The creature is severely wounded. It immediately gets to perform a fast and a slow action, outside of the normal initiative order. Roll a D6: On 1-3, it tries to escape (if it succeeds it regains half its HP). On 4-6, it instantly attacks the closest opponent. If it fails to inflict any damage, the creature dies. If it succeeds, it regains one HP.
4	Last Breath	The monster is mortally wounded and contorts wildly. On its next initiative, it will try to kill the nearest victim, then the monster dies. If it's wounded again before then, it dies instantly.
5-6	Torn Apart	Instant death. The creature is torn apart or crushed amidst shrieks of rage.



*A Horror RPG Scenario for 4-6 PCs*

In the heart-pounding scenario "Mind Eaters," the Last Stop Diner transforms into a cauldron of suspense and uncertainty. A group of alien bounty hunters, expertly disguised as humans, stage a dramatic holdup. They possess valuable knowledge—they are aware of the presence of mind eaters, insidious creatures capable of possessing unsuspecting victims within the diner's walls.

With tension thick in the air, the diner's occupants realize that one or more of them may be hosts to these mind eaters. Paranoia takes hold as each person questions the motives and true identities of those around them. The bounty hunters, desperate to eliminate the mind eaters, urge the patrons and staff to cooperate, seeking their aid in identifying and eradicating the insidious threat. Those who fail to cooperate will be destroyed.

### Set-up

Before you begin play, carry out these steps in the following order:

- Each player chooses one of the characters from the Characters section. The remaining characters become NPCs in the diner.
- Give all players playing diner employees a copy of the diner details handout (you can get a downloadable version using the QR-code on page 7).
- Choose two random characters to serve as the mind devourer hosts. If one or both of the mind devourers hosts are player characters, make a note.
- Hand each of the players their character's Personal Agenda card for Act I. If a player is one of the mind eater hosts, replace their character's normal agenda card with a Mind Eater agenda card instead.

*Matias Lazaro*

## Act I

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After the players have had a chance to get a feel for their PCs, the diner, and the NPCs, the scenario kicks off with the arrival of the **alien bounty hunters**, Zrael and Elysia, disguised as humans. The bounty hunters stage a holdup, creating chaos and panic within the diner. Zrael creates a high-tech force field generated by his armband to block all the doors in the diner, preventing escape. Suggested events:

**Unexplained Mental Blankness:** One of the PCs or NPCs suddenly experiences a momentary mental blankness, forgetting their own name or losing track of time. They are unable to recall their actions during that period, leaving everyone wondering what caused the lapse in memory.

**Distorted Reflections:** In the restroom or through reflective surfaces, a PC catches glimpses of their own reflection behaving differently, displaying sinister grins or vacant expressions. This uncanny phenomenon hints at a dark force manipulating their minds.

**Inexplicable Sickness:** One of the PCs or an NPC suddenly falls ill, experiencing unexplained symptoms such as severe headaches, dizziness, or hallucinations. The sickness appears to be unrelated to any known illness. A **HEALING** roll reveals that it seems to be some sort of sonic attack—possibly even psychic in nature.

**What's Wrong With Them (Mandatory):** A seemingly normal person in the diner (NPC) begins acting strangely, exhibiting erratic behavior or sudden mood swings. They become increasingly hostile or secretive. An **INSIGHT** roll reveals that they aren't who they seem to be. Inevitably a fight breaks out. The **mind eater's** statistics are detailed on page 15.

## Act II

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The bounty hunters reveal their true purpose: hunting down the mind eaters hidden within the diner. Paranoia deepens as the PCs and NPCs grapple with the possibility that they or their companions might be possessed. Suggested events:

**Bounty Hunter Armband (Mandatory):** One of the PCs or NPCs notices that bounty hunters use special armbands to both control the forcefield that's protecting the bar as well as avoid the mind eaters' psychic attacks. Someone may suggest stealing the armband from the bounty hunters in order to escape and survive the mind eaters' attacks.

**The Split (Mandatory):** A heated argument breaks out among the PCs and/or NPCs, resulting in a division within the group. Some believe they should align with the bounty hunters, while others argue that they should confront the mind eaters independently. The division threatens the unity necessary to combat the mind eaters effectively.

**The Test (Mandatory):** The only way to test whether or not someone is a host to one of the mind eaters is by causing extreme pain to the host, which forces them to leave the host's body. The bounty hunters demand that all the PCs and NPCs become subject to this grueling test.

**Decoy Trap (Mandatory):** The mind eaters create a diversion, leading the PCs and NPCs to believe they have identified the true threat. However, the decoy turns out to be a ploy, luring the PCs away from the actual mind eaters and endangering them in a trap.

**Possession Reveal (Mandatory):** The PCs and NPCs discover that one of their own has been secretly possessed by a mind eater. The possessed individual may exhibit strange behavior or inhuman abilities, leading to a tense confrontation as they try to resist the mind eater's influence.

## Act III

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The situation reaches a boiling point as the PCs narrow down the possible mind eaters among the survivors. The mind eaters make their final moves, using their possessed hosts to resist capture and fight back. Suggested events:

**Confrontation (Mandatory):** The PCs along with any remaining NPCs and bounty hunters fight the revealed mind eaters.

**Free Your Mind (Mandatory):** A mind eater abandons its host, revealing its true form—devoid of a head, or any features at all save for four short, clawed legs, the mind eater's body looks like a large, glistening brain. The mind eater flees into the dark recesses of the diner, where it hides, waiting until it can claim a new host.

**Mind Eater Hunt (Mandatory):** Once the mind eater escapes its host and hides, the PCs must track it down, making **OBSERVATION** rolls contested by its **STEALTH** rolls. It hides somewhere in the diner, hoping to catch one of the PCs or NPCs alone so it can assume its form.

**The New Host (Mandatory):** The mind eater, in its new host, attempts to steal one of the bounty hunters' armbands in order to remove the force field blocking entry. If the PCs don't intervene, the mind eater secures the armband and can use it to escape.

**Chasing The Mind Eater:** If the PCs fail to stop the mind eater, they might have to chase after the mind eater in a vehicular chase using either Mike's muscle car or *The Dragon Wagon*. See chases on page 46 of the *Horror RPG Core Rulebook* for rules on vehicles and chases.

## Epilogue

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In the aftermath of the harrowing ordeal within the Last Stop Diner, the echoes of the mind eaters' presence linger, etched into the memories of those who survived.

**Return Home:** Any surviving bounty hunters return home, warning the other survivors not to mention the mind eaters to anyone.

**Restored Tranquility:** The diner gradually returns to a semblance of normalcy, with patrons and staff cautiously stepping back into their roles. The once-tense atmosphere begins to ease, and the shadows that plagued their existence seem to recede.

**Healing Wounds:** The survivors, scarred physically and emotionally, find solace and support in one another's presence. Bonds forged through shared trauma grow stronger, providing a foundation for healing and recovery.

**Lingering Paranoia:** Despite the victory, a lingering sense of unease persists. The memory of the mind eaters' influence keeps the PCs and other survivors ever vigilant, always aware that darkness can lurk in unexpected places.

## Franchise Games

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The PCs discover that their efforts in stopping the mind eaters haven't gone unnoticed. A shadowy organization—those who hired the bounty hunters—reveals itself, expressing gratitude for their bravery and offering support should they ever face similar threats in the future. Now that the characters have experience fighting unknown, extraterrestrial horrors, the organization hopes to employ the PCs as rookie bounty hunters. They warn that the mind eaters are just one of many threats facing the greater galaxy.

## MIND EATERS

The mind eaters are terrifying aberrations that lurk within the darkest corners of the universe. These malevolent creatures are known for their insatiable hunger for intellect and their ability to consume and possess the minds of unsuspecting victims.

**Physical Characteristics:** Mind eaters possess a peculiar and unnerving appearance. Resembling a fusion of a brain and a four-legged, dog-like creature, they have a brain-like mass encased in a hardened exoskeleton. This exoskeleton provides protection against physical attacks while also serving as a vessel for their eerie existence. Their clawed limbs and sharp teeth allow them to move swiftly and rend flesh with ruthless efficiency. The first time a PC sees a mind eater in its true form, they must make a **PANIC** roll.

**Interactions:** Mind eaters rarely engage in peaceful or cooperative interactions with other creatures. They are predatory beings driven by their insatiable hunger for intellect, seeking to consume and possess the minds of those they encounter. Their mere presence instills fear and paranoia in intelligent creatures, as they are known for their stealthy approach and ruthless nature.

**Countering Mind Eaters:** Encountering a mind eater requires caution and preparedness. The mind eater can't use its psychic attack or possession powers against creatures that sufficiently protect their heads with metal. Even the thin metal provided by a kitchen pot may serve as protection.



### MIND EATER STATS

**SPEED:** 2

**HEALTH POINTS:** 6

**SKILLS:** Stealth 10, Observation 8

**ARMOR RATING:** 5



## MIND EATER ATTACKS

### D6 ATTACK

- 1 **Screech:** The mind eater releases an ear-splitting screech. All PCs in **SHORT** range must make an immediate **PANIC** roll.
- 2 **Claws:** The mind eater strikes a victim with one of its claws. Roll for the attack with eight Base Dice, 1 Damage.
- 3 **Pounce:** The mind eater leaps onto a victim in **ENGAGED** range. Roll for the attack using six Base Dice, 1 Damage. If the attack causes damage, the target falls prone and the mind eater gains a +2 modifier on its next attack against that target before the end of the round.
- 4 **Psychic Assault:** The mind eater emits a wave of psychic energy. Each PC in **SHORT** range must make a **INSIGHT** roll or take 1 Damage.
- 5 **Devour Intelligence:** The mind eater targets a victim within **SHORT** range and makes a psychic attack with twelve Base Dice. For each success, reduce the victim's **WITS** by 1. If this reduces the victim to 0 wits, the victim becomes vegetative and the mind eater can automatically possess the victim on its next initiative.
- 6 **Possess Host:** The mind eater tries to assume control of a victim in **ENGAGED** range. The victim must make an **INSIGHT** roll. If the target fails, the target dies and the mind eater assumes control of the host.



## ZRAEL

*Alien Bounty Hunter*

The alien bounty hunter known only as Zrael is a formidable and enigmatic figure relentlessly pursuing the elusive mind eaters across the cosmos. With an otherworldly presence and a stoic demeanor, Zrael possesses an intricate array of advanced technologies and combat skills honed through years of interstellar pursuit.

**STRENGTH 6, AGILITY 5, WITS 4, EMPATHY 4**

**HEALTH POINTS: 6**

**SKILLS:** Force 3, Melee 3, Stamina 3, Marksmanship 5, Observation 2

**GEAR:** command band; adaptive armor (Armor Rating 5), stellar annihilator, energy pistol, nova obliterator

**PERSONAL AGENDA:** Stop the spread of the mind eaters, no matter the cost.



## ELYSIA

*Alien Bounty Hunter*

Hailing from a distant star system, Elysia possesses a unique empathic ability, allowing her to sense and understand the emotions and thoughts of others. This innate sensitivity fuels her strong empathy towards humanity, driving her to defend innocent lives and ensure justice prevails.

**STRENGTH 4, AGILITY 5, WITS 4, EMPATHY 6**

**HEALTH POINTS: 4**

**SKILLS:** Melee 3, Stamina 3, Marksmanship 3, Observation 2, Insight 5

**GEAR:** command band; adaptive armor (Armor Rating 5), stellar annihilator, energy pistol

**PERSONAL AGENDA:** Liberate her own species from the mind eaters' control and forge alliances with humanity.

## BOUNTY HUNTER GEAR

The alien bounty hunters Zrael and Elysia have the following special gear for this scenario.

**Adaptive Armor:** This specialized suit of armor provides an armor rating of 5 to the wearer.

**Command Band:** Both alien bounty hunters wear a special armband they refer to as command bands. These bands have a variety of special effects:

- The band disguises the true appearance of the wearer, making them look like ordinary humans.
- A wearer can communicate freely with other creatures wearing command bands at any distance.
- The command bands make the wearer immune to the mind eaters' Devour Intelligence and Possess Host attacks.
- The wearer understands all spoken and written languages, and their words are automatically translated to the native language of any other creature that hears it, which not only includes the diners' patrons, but the mind eaters, too.
- Zrael's command band is responsible for maintaining the force field around the diner.

**Energy Pistol:** The energy pistol is a **MEDIUM** range one-handed weapon. It grants 3 gear dice to the user and deals 2 Damage on a hit. It has a weight rating of 1/2.

**Nova Obliterator:** Zrael carries a powerful bomb, called a nova obliterator, which he will only use as a last resort. The device has a blast power of 18 at **ENGAGED**, **SHORT**, and **LONG** range, and 9 at **EXTREME** range.

**Stellar Annihilator:** The Stellar Annihilator is a large, heavy, shoulder-slung weapon resembling a small cannon. It is a **LONG** range two-handed weapon that grants 5 gear dice to the user and deals 3 Damage on a hit. It is an armor piercing weapon, meaning that Armor Ratings count as half against this weapon, rounding fractions up. It has a weight rating of 3.



*A Horror RPG Scenario for 4-6 PCs*

In the spine-chilling scenario "The Night Shift," the Last Stop Diner transforms into a battleground of hidden horrors over the course of a single harrowing night. Unbeknownst to the unsuspecting staff and patrons, a malevolent vampire-like creature has insidiously infiltrated the diner's ranks, employing its hypnotic powers to erase all traces of its presence from their memories. Furthermore, one of the diner patrons or staff members is the creature's secret servant, helping their master feed on the others.

As the night unfolds, the monster hungrily feeds upon its unwitting victims, leaving behind little evidence of its vile actions. With time rapidly slipping away, the PCs find themselves thrust into a race against the dawn, desperate to unravel the truth and thwart the monster's insidious hunger before it claims them as its next prey.

*Matias Lazaro*

## Set-up

Before you begin play, carry out these steps in the following order:

- Each player chooses one of the characters from the Characters section. The remaining characters become NPCs in the diner.
- Give all players playing diner employees a copy of the diner details handout (you can get a downloadable version using the QR-code on page 7).
- Choose a random character to be the Servant.
- Hand each of the players their character's Personal Agenda card for Act I. If one of the characters is the the crimson abomination's servant, hand them the Servant Act I agenda card instead of their normal agenda card. Make sure to give them Act II and Act III's Servant cards when appropriate.

## Act I

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In Act 1, the PCs are introduced to a seemingly ordinary night shift at the Last Stop Diner. They interact with the staff and patrons, completely unaware of the lurking monster in their midst. Suggested events:

**Forgotten Encounters (Mandatory):** The PCs experience moments of confusion and disorientation, as if they have encountered certain people or situations but cannot recall the details. Some of them may even have strange marks on them, such as bruises on their wrists, or tender spots on their neck. The lingering sense of *déjà vu* intensifies their suspicions about the nature of the night shift.

**The Unseen Observer:** Have the PCs all make **OBSERVATION** rolls. The player with the best result catches glimpses of a shadowy figure observing them out of the corner of their eye. Each time they turn to confront the stranger, the stranger is gone and the PC has no memory of their presence.

**What's in the Meat Locker? (Mandatory):** One of the PCs notices that they are suddenly missing something of theirs, possibly their signature item. They remember having it on when they went to the walk-in cooler containing the diner's meat, but now can't remember what happened to it. Any time that anyone tries to enter that cooler, they don't remember going inside.

**No Cell Phones (Mandatory):** At one point during the evening, the PCs realize that they don't have their cell phones with them. Furthermore, all landline phones in the diner don't seem to work.

**No One Leaves (Mandatory):** If a PC attempts to leave the diner, they are compelled to stay—a PC can make a formidable (-3) **INSIGHT** roll to resist the enchantment forcing them to remain inside. Even if they are successful, others may have difficulty leaving.

## Act II

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The truth about the monster's presence is gradually revealed, shedding light on the forgotten memories and manipulated perceptions. At random intervals, NPCs disappear, their bodies missing. Suggested events:

**How Long Have We Been Here?:** The PCs start to realize that they've been at the diner for much longer than they remember. The men have stubble when they didn't previously, and everyone's clothing looks well-worn, and dirty. Plus, everyone is weakened by the (forgotten) attacks by the creature. Everyone takes 1 Damage. A **HEALING** roll reveals that everyone is suffering from anemia; tired, weak, short of breath, with some even exhibiting pale or yellowing skin.

**"Oh, God, Its Eyes!" (Mandatory):** Inevitably, one of the NPCs snaps out of their hypnosis and tries to convince the PCs that there is a monster hidden in the diner. The NPC explains that it's manipulating their minds, removing the existence of the creature from their memories. The NPC then returns to normal as if nothing happened. Later, that same NPC goes missing.

**Mirror Image (Mandatory):** At one point, one of the PCs enters the bathroom of the diner. They catch a glimpse of the horrific thing in the mirror watching them—the **crimson abomination**. The PC must immediately make a **PANIC** roll. If they get a 6 or less on the roll, they can choose to pretend like they didn't notice the creature. If the PC does anything other than feign ignorance, the creature attacks them.

**Betrayal (Mandatory):** If the PCs get too close to learning the truth about the crimson abomination that resides in the diner, the Servant should reveal themselves and try to stop the others. This may lead to a fight between everyone.

## Act III

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One way or another, the PCs discovered that there is a deadly monster in their midst in Act II, and that one of their own was serving that creature. They know that the only way they hope to survive is to destroy the crimson abomination. Suggested events:

**One Last Gasp:** If the PCs managed to kill the abomination's servant, the servant returns for one last showdown as a horrific, undead parody of his or her former self. The PCs will have to defeat this horrible **zombie servant** before they can kill the **crimson abomination**.

**Confrontation (Mandatory):** The PCs should suspect that the crimson abomination's lair is within the meat locker. While an individual doesn't stand a chance fighting with the **crimson abomination**, the PCs and surviving NPCs as a group might be able to stop it.

The walk-in cooler is filled with the blood-drained bodies of the missing NPCs and other dead PCs. The crimson abomination lies upon the corpses like a macabre nest. The beast first tries to use its mind powers on the PCs. When that fails, it fights with its claws and teeth. To survive the encounter with the crimson abomination, the PCs will need to discover one of its weaknesses and use their wits and stamina to survive.

**Sunrise:** If the PCs fail to uncover one of the crimson abomination's weaknesses, the sun happens to come out while they're in the midst of a fight with the beast. During the combat, they may attempt to grapple the beast, drawing it to the sunlight. Treat sunlight as an intensity 6 fire against the crimson abomination.

## Epilogue

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As the dawn breaks over the Last Stop Diner, the nightmarish ordeal of "The Night Shift" draws to a close. The PCs have confronted the insidious creature that infiltrated their midst, unraveling its dark secret and putting an end to its reign of terror. The epilogue provides a glimpse into the aftermath and the consequences of their actions:

**A Restored Balance:** With the crimson abomination vanquished, a sense of tranquility returns to the diner. The staff and patrons feel a weight lifted from their shoulders, and the air is free from the suffocating tension that plagued the night shift.

**Lingering Shadows:** Despite their victory, remnants of the thing's presence continue to haunt the PCs' memories. The echoes of its hypnotic power and the scars of the encounter remind them of the darkness that can lurk beneath even the most ordinary façades.

**A Diner Reborn:** The Last Stop Diner emerges from the shadows, forever altered by the events of the night. The diner stands as a symbol of survival, having overcome a malevolent force that sought to exploit its sanctuary.

## Franchise Games

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The crimson abomination in the diner gives the PCs their first real glimpse at true terror and a dark side of the world they never knew existed. Armed with this knowledge—and forever changed by the encounter—the PCs might set out to find other horrors of the night. Along the way, they might meet others who've survived beasts like the abomination and combine forces. Through determination and persistence, they might help bring light back to the world.

## CRIMSON ABOMINATION

The crimson abomination is a nightmarish creature that invokes both horror and revulsion in those who behold its monstrous visage.

**Physical Characteristics:** Resembling a grotesque fusion of a flayed corpse and a primal beast, this enigmatic entity possesses a terrifying countenance. Its reddened skin, akin to the exposed flesh of a fresh wound, drips with an otherworldly ichor. Bulging, unblinking eyes, devoid of mercy or compassion, fixate upon its prey with an unyielding intensity. Towering arms, elongated and sinewy, culminate in immense claws capable of rending flesh with ease. Its gaping maw, brimming with an array of razor-sharp teeth, appears like a gateway to a realm of unrestrained savagery.

**Interactions:** Overall, the crimson abomination uses its hypnotic gaze and mind-wiping effects to remove its presence from the memories of its victims. When the creature is finally revealed, the abomination engages with unrestrained aggression, utilizing its immense claws and razor-sharp teeth to tear through flesh and inflict grievous wounds. Its unblinking eyes remain fixated on its prey.

### Countering the Crimson Abomination:

The abomination is averse to fire. It also hates high-pitched frequencies, such as those created with a whistle or the feedback from a speaker or guitar amplifier. Finally, it is hypersensitive to sunlight, which burns it like an intensity 6 fire.

## ZOMBIE SERVANT

Those who willingly serve the crimson abomination become one with their master, even in death, fighting as gruesome abominations in their own right.



### CRIMSON ABOMINATION STATS

**SPEED:** 2

**HEALTH POINTS:** 8

**SKILLS:** Mobility 10, Persuasion 10

**ARMOR RATING:** 10 (5 vs fire)

### ZOMBIE SERVANT STATS

**SPEED:** 1

**HEALTH POINTS:** 5

**SKILLS:** —

**ARMOR RATING:** 5 (none vs fire)

## CRIMSON ABOMINATION ATTACKS

### D6 ATTACK

1 **Hypnotic Gaze:** The crimson abomination locks its eyes onto a victim. The victim is mesmerized by the crimson abomination's supernatural stare. The victim get +1 Stress Level and must make an immediate **PANIC** roll.

2 **Mind Numb:** The crimson abomination targets a creature it can see, and shuts down its higher functions with a psychic attack. The target loses its next initiative, gains +1 Stress Level, and must make an immediate **PANIC** roll.

3 **Grab:** The crimson abomination lunges forward, attempting to capture an **ENGAGED** target. It attacks with twelve Base Dice. If it hits, the victim counts as grappled (see page 35 of the *Horror RPG Core Rulebook*) and needs to make an opposed melee roll against twelve Base Dice to break loose. Unless the victim breaks free, the crimson abomination will use a drain blood attack against them on its next initiative.

4 **Erase Memory:** The crimson abomination forces a victim to forget about it. The victim must make an **INSIGHT** roll opposed by the crimson abomination's **PERSUASION** roll. If the victim fails the roll, it forgets about the crimson abomination and immediately leaves the area.

5 **Claws:** The crimson abomination slashes wildly with its claws. It attacks with twelve Base Dice, 2 Damage.

6 **Drain Blood:** The crimson abomination plunges its fangs into a victim's artery. It attacks with eight Base Dice, 1 Damage. If it hits, it can use this attack against the same victim on its next initiative with a +3 modifier.

## ZOMBIE SERVANT ATTACKS

### D6 ATTACK

1-2 **Mindless Moan:** The zombie emits a pitiful moan. Each PC in **SHORT** range must make a **PANIC** roll.

4-6 **Fist:** The zombie attacks with its fists, using eight Base Dice, 1 Damage.





### *A Horror RPG Scenario for 4-6 PCs*

In the nail-biting scenario of "Eight-Legged Pandemic," the Last Stop Diner becomes an unlikely bastion of survival in the face of an apocalyptic spider infestation. As the sky turns an ominous shade of red and venomous arachnids rain down, the PCs and other survivors seek refuge within the diner's familiar walls. Here, they fortify their defenses, turning the once-cozy establishment into a fortified stronghold against the eight-legged horrors that plague the outside world.

Inside the diner, tensions run high as the survivors face the constant threat of spider attacks and the ever-present fear of infection. They ration scarce supplies, reinforce entrances, and maintain a constant vigil against the relentless arachnid assailants. The PCs must balance their need for sustenance and safety with the harrowing reality that each bite from the infected spiders can lead to horrific

transformations. Their strength, resourcefulness, and ability to work together will be tested as they strive to outlast the spider pandemic within the diner's protective embrace.

### Set-up

Before you begin play, carry out these steps in the following order:

- Each player chooses one of the characters from the Characters section. The remaining characters become NPCs in the diner.
- Give all players playing diner employees a copy of the diner details handout (you can get a downloadable version using the QR-code on page 7).
- Hand each of the players their character's Personal Agenda card for Act I.

Nacho Lazaro

## Act I

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In Act I, the PCs and other survivors take refuge within the Last Stop Diner as the spider-infested pandemic engulfs the world. They fortify the diner's defenses, gathering essential supplies and fortifying entrances to keep the relentless spiders at bay. Tensions rise as the survivors grapple with fear and uncertainty. Suggested events:

**Rain of Arachnids (Mandatory):** Spiders rain down from the sky, invading the vicinity of the Last Stop Diner. The PCs must quickly seek shelter and witness the chaos and panic ensuing outside as the spiders bite unsuspecting victims, infecting them with horrific blisters.

**News Reports (Mandatory):** The PCs learn that the spider rain isn't isolated to just the diner. It's happening everywhere. News reporters implore citizens to stay indoors where it's safe, warning that the spider bites carry a deadly venom.

**Sealing the Entrances:** The PCs, along with other survivors, work together to secure the entrances of the diner, fortifying it against the invading spiders. They reinforce doors and windows, crafting makeshift barriers to prevent the arachnids from breaching their sanctuary.

**Infected Survivor (Mandatory):** A survivor (NPC) within the diner reveals signs of infection, displaying the initial stages of the blister transformation. The PCs must decide how to handle the situation, whether to isolate the infected individual or attempt to find a way to cure them before it's too late. Either way, their fate is sealed—see Act II.

**Raven's Immunity (Mandatory):** For some reason, the spiders avoid the character Raven and refuse to attack him. A PC who examines Raven with a **HEALING** roll observes that Raven is the only person in the diner who has recently smoked marijuana.

## Act II

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As Act II unfolds, the PCs face increasing challenges as the spider infestation breaches the diner's defenses. They encounter infected survivors within their sanctuary, desperate to contain the venomous transformation. The PCs must find ways to identify and isolate the infected while securing the diner's interior against the relentless spider assaults.

**Spider Ambush (Mandatory):** The PCs encounter a group of spiders attempting to infiltrate the diner. They must act swiftly to fend off the arachnid assault, using improvised weapons and their wits to protect themselves and the other survivors. This event occurs multiple times as the spiders continue to find new ways inside such as through a forgotten window, through the oven's hood, in through the plumbing, and so forth.

**Power Outage (Mandatory):** A sudden power outage plunges the diner into darkness, leaving the survivors vulnerable to the relentless spiders. With no electricity, the PCs must rely on flashlights, candles, or other alternative light sources to navigate the dimly lit surroundings, all while remaining vigilant against arachnid attacks.

**Infected Survivor's Transformation (Mandatory):** An infected survivor within the diner undergoes a grotesque transformation, morphing into a massive **spider hybrid**. The PCs must confront this abomination, using their combined skills and limited resources to bring it down before it wreaks havoc on the remaining survivors.

**Weed is the Cure (Mandatory):** At some point, the PCs should recognize that smoking marijuana protects them from the spiders. Raven's stash is in *The Dragon Wagon*, but the parking lot is filled with **spider swarms** and even a few of the **spider hybrids**. It won't be easy.

## Act III

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In Act III, the PCs face their most perilous trials as the spider pandemic escalates to its climax. The survivors within the Last Stop Diner become embroiled in a desperate struggle for survival.

**Van Retrieval (Mandatory):** The PCs reach the parking lot and locate the van containing the stash of marijuana. However, it is guarded by a particularly large and aggressive **alien spider**, posing a significant obstacle. The alien spider is much more intelligent and seems to be able to command the smaller spiders and spider hybrids. The PCs must outsmart or overpower the creature to gain access to the van and retrieve the much-needed repellent.

**Help!:** The PCs notice a survivor trapped in a building or vehicle surrounded by spiders. The PCs must decide whether or not they want to help the survivor, or abandon the survivor to secure the contents of the van. The survivor has been bitten and is infected.

**Last Stand at the Diner (Mandatory):** As the PCs return to the Last Stop Diner with the van and the marijuana, they find the remaining survivors besieged by waves of relentless **spider swarms** and **spider hybrids**. They rally the survivors, fortifying the defenses of the diner and distributing the repellent to fend off the arachnid horde in a climactic battle for survival.

**Escape (Mandatory):** In a desperate fight against the spider horde, the survivors of the Last Stop Diner seize the opportunity to escape. Utilizing the repellent qualities of the marijuana stash, they brave the wasteland's horrors and reach the waiting van. With hearts pounding, they speed away, leaving behind the remnants of humanity's struggle, armed with the faint scent of marijuana as their shield against the pervasive terror.

## Epilogue

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In the aftermath of the spider-infested wasteland, the survivors of the Last Stop Diner find themselves on the precipice of a new existence. Escaping the horrors that plagued their world, they venture forth with a bittersweet sense of triumph and uncertainty.

**Bonds Forged:** The shared experience of surviving the spider pandemic deepens the bonds between the survivors. They rely on one another's skills, courage, and camaraderie to overcome the trials of the wasteland. Together, they form a resilient community, united in their resolve to rebuild a semblance of normalcy amidst the chaos.

## Franchise Games

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The survivors navigate the post-apocalyptic landscape, encountering pockets of resistance and remnants of humanity scattered among the spider-infested ruins. They face the constant threat of the arachnid horrors that now rule the land, relying on their resourcefulness and the lingering effects of the marijuana repellent to fend off the relentless spider assaults.

As the survivors press on, they acknowledge the uncertainties that lie ahead. The world they once knew is forever changed, and the threat of the spiders still lingers. However, they remain resolute, knowing that they have defied the odds and triumphed against unimaginable horrors.

Along their journey, the survivors find moments of respite and fleeting victories. They uncover hidden caches of supplies, rescue stranded survivors, and successfully repel spider attacks with their unconventional repellent. These small triumphs fuel their determination to rebuild and reclaim what has been lost.

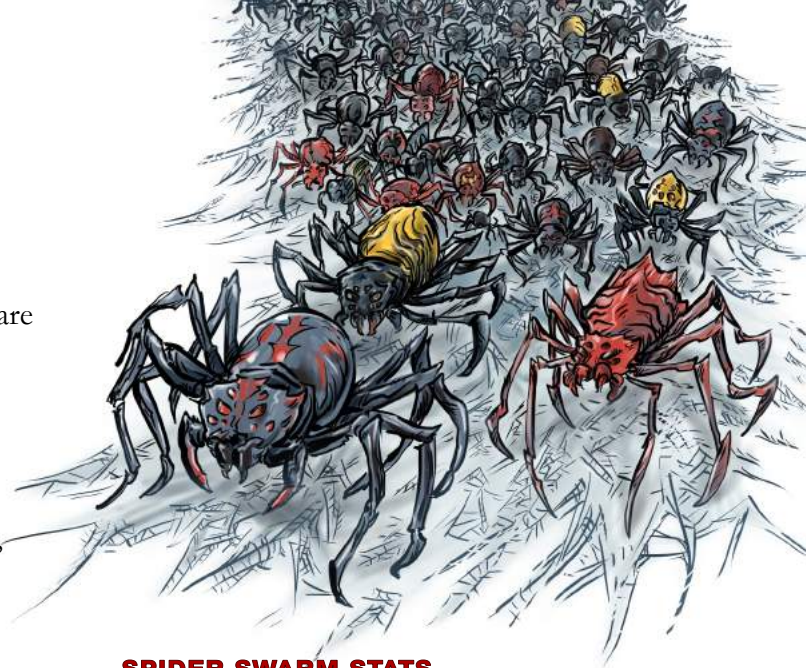
## SPIDER SWARM

The spider swarms featured in this scenario are nightmarish amalgamations of dozens of arachnids working in horrifying synchrony. Emerging from dimensions unknown, these alien spiders possess an otherworldly appearance and a relentless hunger for prey. Their bodies glisten with an unearthly sheen, displaying vibrant hues rarely seen in earthly spiders. As a unified force, they move with unsettling coordination, their chittering mandibles emitting an eerie resonance. This extraterrestrial spider swarm engulfs its surroundings, striking with venomous precision, instilling primal fear as they infiltrate every crevice, heralding an eight-legged menace that threatens to consume all in its path.

**Say No to Drugs:** For whatever reason, the spider swarm won't attack creatures that they believe are "tainted," such as individuals who've recently smoked marijuana, or have other drugs or alcohol in their system.

### THE INFECTION

The bite of all the spiders featured in this scenario causes a deadly infection, treated as a disease with Virulence 8. The infected victim develops painful blisters on its skin and experiences fever and nausea. An infected victim must make an **INFECTION** roll after one shift. If the roll fails, the victim transforms into a **spider hybrid**. All PCs who witness this must immediately make **PANIC** rolls. If the victim is a PC, the player loses control of the character, who then becomes an NPC controlled by the Game Master.



### SPIDER SWARM STATS

**SPEED:** 1

**HEALTH POINTS:** 3

**SKILLS:** Mobility 8, Observation 6

**ARMOR RATING:** 5 (none against fire or bludgeoning damage)

### SPIDER SWARM ATTACKS

#### D6 ATTACK

**Creepy Crawler:** The spider swarm crawls onto a victim within **ENGAGED** range. The victim can make an opposed mobility roll to shake the swarm off of it. Unless the victim shakes the swarm off of it, the swarm will use a Bite attack against them on its next initiative with a +2 modifier.

**Bite:** The swarm bites a target within **ENGAGED** range. It attacks with six Base Dice, 1 Damage. This bite may cause the infection.

## SPIDER HYBRID

The spider hybrids, victims of the venomous infection from the extraterrestrial spiders, represent a grotesque fusion of human and arachnid forms. Transformed by the insidious venom coursing through their veins, these unfortunate individuals exhibit a nightmarish hybridization that defies the boundaries of nature. Their once-human bodies now bear the hallmarks of a sinister metamorphosis, with chitinous exoskeletons emerging amidst distorted limbs, spider-like appendages sprouting from their backs, and elongated, multi-jointed limbs terminating in razor-sharp claws. Like the spider swarms, spider hybrids avoid creatures with “tainted” blood.



### SPIDER HYBRID STATS

**SPEED:** 2

**HEALTH POINTS:** 6

**SKILLS:** Mobility 9, Stealth 8, Observation 8

**ARMOR RATING:** 5 (none against fire damage)

### SPIDER HYBRID ATTACKS

#### D6 ATTACK

1–3 **Hiss:** The spider hybrid hisses, blinking with its eight, black eyes. Everyone within **MEDIUM** range gets +1 Stress Level.

4 **Spit Webbing:** The spider hybrid fires a glob of a sticky, glue-like substance at a victim within **SHORT** range. It makes an attack with six Base Dice. On a hit, the target becomes stuck in the glue. While stuck, the target can't take actions except to free itself with a successful **FORCE** roll. All attacks made against a stuck target are with a +3 modifier.

5 **Claws:** The spider hybrid attacks a victim with its claws. It makes an attack using eight Base Dice, 1 Damage.

6 **Bite:** The spider hybrid bites a victim. It makes an attack using six Base Dice, 1 Damage and the target is subjected to the spider's infection (see the sidebar on page 27).



## MONSTROUS SPIDER

The monstrous spiders featured in this scenario, also referred to as Arachnoidea Horrifax, are a nightmare-inducing species that defies conventional arachnid forms.

### Physical Characteristics:

Towering in size, with an imposing exoskeleton adorned in shades of obsidian and iridescent hues, this horror strikes an intimidating figure. Eight spindly, jointed legs propel it with uncanny speed and grace, enabling silent and precise movements. Its segmented body features a hardened carapace, pulsating with an eerie luminescence, while numerous eyes, each gleaming with an unholy radiance, survey its surroundings with predatory vigilance. Razor-sharp mandibles line its maw, dripping with venom potent enough to paralyze and liquefy its unfortunate prey.

**Interactions:** Arachnoidea Horrifax is an apex predator, displaying an insatiable appetite for any living beings that cross its path. Its exceptional agility and keen sensory perception make it an efficient hunter, capable of ambushing and overpowering even the most formidable adversaries. It constructs intricate webs to ensnare unsuspecting victims, utilizing them as both larders and means of entrapping larger prey. The venom in its bite is capable of transforming humanoid lifeforms into

### MONSTROUS SPIDER STATS

**SPEED:** 2

**HEALTH POINTS:** 8

**SKILLS:** Mobility 12, Observation 10

**ARMOR RATING:** 10 (5 vs fire)

gruesome spider-humanoid hybrids under their control. Furthermore, the Arachnoidea Horrifax can seemingly command the smaller swarms of spiders that serve it.

**Countering the Monstrous Spiders:** For some unknown reason, the Arachnoidea Horrifax dislikes the taste of human blood tainted by drugs or alcohol. Unlike the spider swarms and hybrids that serve it, however, this won't stop the Horrifax from attacking tainted creatures, recognizing that they may become troublesome if neglected.

## MONSTROUS SPIDER ATTACKS

### D6 ATTACK

1–2 **Hiss:** The monstrous spider hisses, blinking with its eight, black eyes. Everyone within **MEDIUM** range gets +1 Stress Level and must make an immediate **PANIC** roll.

3 **Spit Webbing:** The monstrous spider fires a glob of a sticky, glue-like substance at a victim within **SHORT** range. It makes an attack with eight Base Dice. On a hit, the target becomes stuck in the glue. While stuck, the target can't move and it makes all Strength and Dexterity rolls with a -2 modifier. The target or another creature can use its slow action to free the target with a **FORCE** roll. All attacks made against a stuck target are with a +3 modifier.

4 **Claws:** The monstrous spider attacks a victim with its claws. It makes an attack using ten Base Dice, 2 Damage. Its claws are armor piercing weapons, meaning that Armor Ratings count as half against this attack, rounding fractions up.

5 **Leap:** The monstrous spider leaps onto a victim. A target within **SHORT** range must succeed at an opposed **MOBILITY** roll or be knocked off their feet, taking one point of damage and falling prone. The target must then make a **PANIC** roll.

6 **Bite:** The monstrous spider bites a victim. It makes an attack using eight Base Dice, 1 Damage and the target is subjected to the spider's infection (see the sidebar on page 27).



# DEMONOMICON

*A Horror RPG Scenario for 4-6 PCs*

In the bone-chilling scenario of "Demonomicon," the unsuspecting members of the renowned band Gibbering Moulder stumble upon a sinister artifact known as the *Demonomicon*. Initially dismissing it as a mere prop, they unwittingly unleash an unspeakable evil by reading from its forbidden pages. In an instant, the Last Stop Diner is thrust into a nightmarish dimension where the veil between worlds is torn asunder. Surrounded by unseen horrors lurking in the shadows, the band members and other diner occupants find themselves beset from all sides, battling for their very souls in a desperate struggle to survive.

Trapped within this dark realm, the survivors must navigate through a labyrinth of twisted corridors, facing mind-bending hallucinations and relentless attacks from malevolent entities that defy comprehension. They uncover

fragments of forbidden knowledge, piecing together clues that may hold the key to sealing the interdimensional breach and banishing the demon back to its abyssal realm.

## Set-up

Before you begin play, carry out these steps in the following order:

- Each player chooses one of the characters from the Characters section, except for Mac, who is an NPC in this scenario. The remaining characters also become NPCs in the diner.
- Give all players playing diner employees a copy of the diner details handout (you can get a downloadable version using the QR-code on page 7).
- Hand each of the players their character's Personal Agenda card for Act I.



## Act I

In Act I, Mac, the front man for the band Gibbering Moulder, meets his fellow band mates at the Last Stop Diner. He has a strange book with him he refers to as the *Demonomicon*, believing it's a prop.

Unbeknownst to him, the book is an actual ancient tome of dark magic. Mac's curiosity leads him to read aloud from its forbidden pages, unwittingly summoning a demonic entity. The Last Stop Diner is consumed by darkness as it is dragged into a nightmarish dimension teeming with unseen terrors.

Suggested events:

**Tearing of Realities (Mandatory, First):** As Mac reads from the *Demonomicon*, reality trembles, and the Last Stop Diner is suddenly transported to a twisted and nightmarish dimension. The survivors find themselves trapped within this sinister realm, cut off from the normal world they once knew.

**Horrors in the Mist (Mandatory):** A ghastly mist surrounds the Last Stop Diner. Aberrant creatures and foul demons lurk within this impenetrable fog, killing all who dare try to escape.

**Eerie Encounters:** The survivors encounter eerie phenomena, such as flickering lights, unsettling whispers, and unexplained movements within the diner. Strange symbols and occult markings manifest throughout the location, hinting at the demonic forces at play.

**Haunting Apparitions:** Ghostly figures and shadowy entities emerge from the darkness, haunting the survivors. These spectral beings taunt and torment, testing the resilience and sanity of those trapped within the *Demonomicon's* clutches.

## Act II

Act II delves deeper into the nightmarish dimension, where the survivors are plagued by hallucinations and nightmarish apparitions. Reality warps, and the boundaries between what is real and imagined blur as the demonic influence intensifies. The PCs must navigate a labyrinthine environment, overcoming terrifying illusions and physical manifestations of their deepest fears.

Suggested events:

**Cryptic Clues:** The survivors discover cryptic symbols and writings scattered throughout the diner. These clues, hidden in the form of enigmatic riddles, point toward the key to banishing the demonic presence and escaping the clutches of the *Demonomicon*.

**Possessed Objects:** Ordinary objects within the diner become vessels for demonic entities. The survivors must identify and neutralize these possessed items to prevent them from further corrupting the environment and bringing harm to the group.

**Echoes of Past Horrors:** The survivors encounter unsettling echoes of past traumatic events from their lives or the lives of others. These haunting manifestations challenge their emotional resilience and force them to confront the darkness that resides within their own psyches.

**Lost Souls:** The survivors encounter lost souls trapped within the dark dimension, tormented by their own past actions or regrets. These souls offer clues and tips to the PCs to help free them from the phantom dimension.

## Act III

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In Act III, the survivors inch closer to their ultimate confrontation with the demonic entity that plagues them. They piece together the fragments of knowledge, uncovering the secrets needed to seal the interdimensional breach and banish the demon back to its abyssal realm. However, the demon unleashes its full fury, throwing every ounce of its malevolent power at the desperate survivors. Suggested events:

### **Ritual of Binding (Mandatory, First):**

In the pages of the book, the survivors uncover an ancient ritual (discovered with a successful **OBSERVATION** roll) that could potentially seal the interdimensional breach caused by the *Demonomicon*. However, performing the ritual requires a willing blood sacrifice. The survivors must decide among themselves who will martyr themselves for the others.

### **Reality Shatters (Mandatory, Second):**

As the survivors perform the ritual, the fabric of reality within the dark dimension begins to unravel. They must navigate through a distorted and chaotic environment, filled with shifting landscapes, gravity-defying spaces, and other surreal phenomena, as they strive to complete the ritual before the dimensional collapse becomes irreversible.

**Final Confrontation (Mandatory, Third):** The survivors engage in a final epic battle against the **demonic entity** itself. The demon uses its otherworldly powers to thwart the survivors' efforts. The battle tests the survivors' physical and mental fortitude, demanding unwavering resolve and strategic thinking to overcome the beast.

### **Closing the Portal (Mandatory, Final):**

With the demonic entity defeated, the survivors must act swiftly to close the dimensional rift permanently.

## Epilogue

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With the demonic entity banished and the dimensional rift sealed, a sense of relief washes over the survivors of the Last Stop Diner. The nightmare they endured within the dark dimension seems to have come to an end, and they emerge battered but triumphant. However, as they gather their thoughts and reflect on their harrowing ordeal, subtle hints and unsettling signs begin to emerge, suggesting that the horror unleashed by the *Demonomicon* may not be fully extinguished.

**Mourn the Fallen:** A sense of grief falls over the survivors, as they recognize that many of their friends died in the dark dimension, including the PC who chose to sacrifice themselves.

**Cryptic Whispers:** In the moments following their return to the familiar world, the survivors catch fragments of haunting whispers carried on the wind. Unintelligible voices, barely audible, seem to speak of forgotten prophecies and ancient secrets, hinting at the possibility of more dark encounters connected to the *Demonomicon*.

## Franchise Games

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Despite the apparent resolution, a lingering sense of unease clings to the survivors. They feel an inexplicable connection to the *Demonomicon*, sensing that its malevolent influence may still have a hold on them. Visions and nightmares plague their dreams, leaving them wondering whether they truly escaped the clutches of the ancient book's darkness. The survivors, ever vigilant, realize that their journey to confront the darkness has only just begun.

## DEMONIC ENTITY

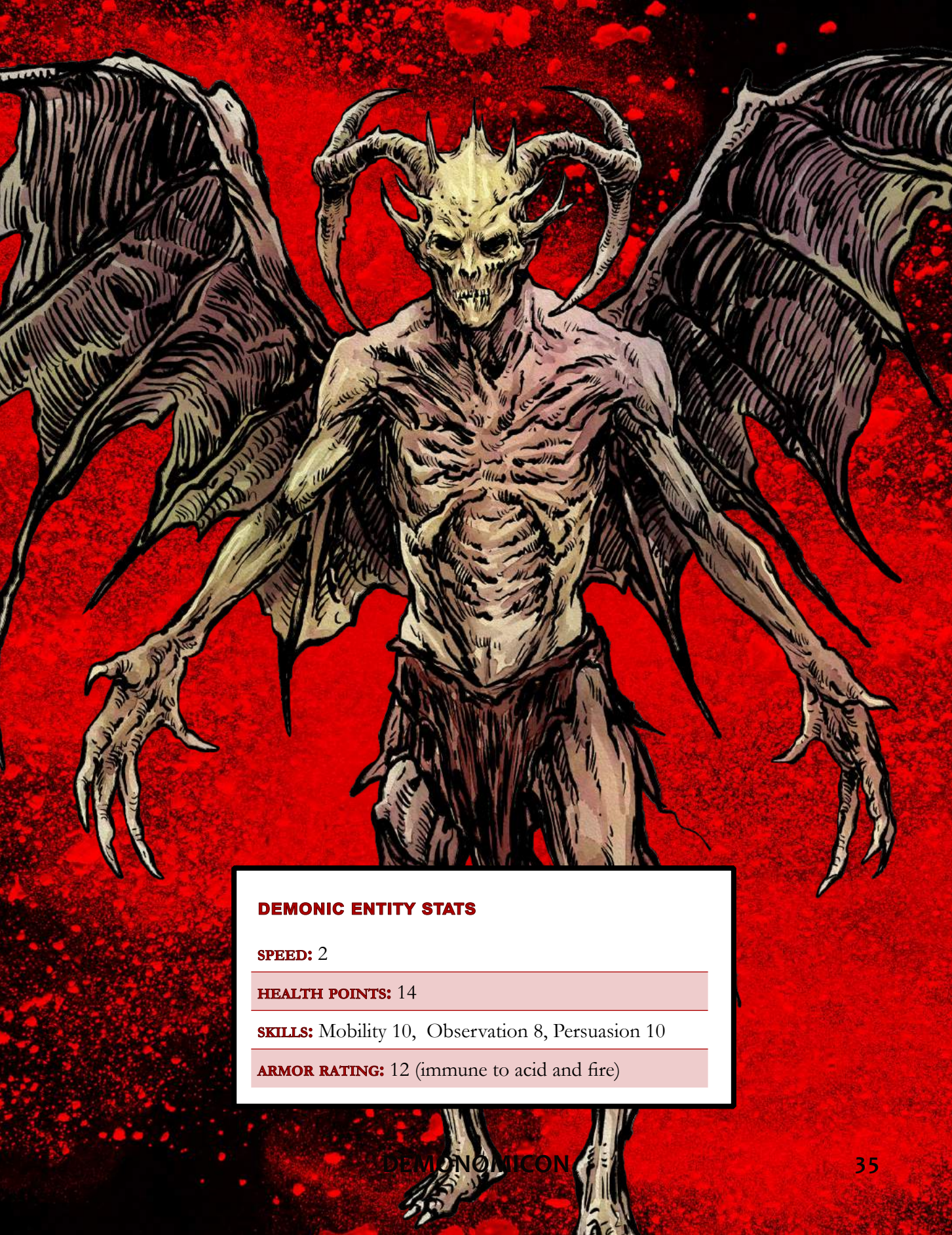
The *Demonomicon* serves as a doorway between a blood-soaked spirit world of death and despair and our world. It has the power to unleash its greatest champion, the demonic entity, described here.

**Physical Characteristics:** Although it can take any form, the demonic entity typically manifests as a harrowing combination of a rotting corpse and the malevolent form of a traditional demon. Its physical appearance is a grotesque fusion of decay and infernal power. The entity's body is in an advanced state of decomposition, with decomposing flesh hanging from its emaciated frame. The sickly pallor of its rotting skin is interwoven with scaly, charred patches that bear testament to its demonic heritage. Horns, jagged and twisted, protrude from its skull, and its sunken eyes radiate a sinister, otherworldly glow of malevolence. Tattered, leathery wings extend from its back, reminiscent of a moth-eaten shroud. This revolting amalgamation of the deceased and demonic captures the essence of its abhorrent nature.

**Interactions:** The demonic entity thrives on terror and seeks to corrupt the souls of both mortals and supernatural beings alike. Its presence instills profound fear and repulsion, as the rotting corpse aspect taps into primal instincts of death and decay, while its demonic visage elicits dread and a sense of impending doom. The entity manipulates emotions and feeds off the despair and suffering it engenders. It exploits the vulnerabilities, weaknesses, and darkest desires of its victims, tempting them with promises of power or eternal damnation. It revels in psychological torment, employing illusions, psychological manipulation, and diabolical bargains to bend its targets to its sinister will. When playing the entity, use it to toy with the PCs rather than kill them all. If it does claim a victim, it retreats to let the rest of the characters suffer before it strikes again.

**Countering the Demonic Entity:** Facing the demonic entity requires immense courage, strategic planning, and a profound understanding of its nature. Here are several potential methods to halt its malevolent influence. You determine how effective each method is. Regardless, the only true way to repel the entity is to perform the ritual from the book.

- *Sacred Symbols and Rituals:* Utilize holy symbols, prayers, or ritualistic rites of purification to repel and weaken the demonic entity. These sacred artifacts and invocations can disrupt its power and create barriers of protection.
- *Spiritual Guardians:* Seek assistance from benevolent celestial beings, divine guardians, or experienced exorcists who possess the knowledge and abilities to combat demonic entities. Their intervention and guidance can bolster defenses and provide crucial insight into weakening and banishing the Demonic Entity.
- *Power of Faith:* Channel unwavering faith and spiritual conviction to resist the Demonic Entity's manipulations. By cultivating inner strength, individuals can fortify their minds and spirits against its corruptive influence.
- *Enchanted Weapons:* Arm oneself with weapons imbued with holy enchantments or imbibe them with blessed substances to deliver potent strikes against the Demonic Entity. These weapons can bypass its supernatural defenses and inflict substantial harm.
- *Knowledge of True Name:* Uncover the true name of the Demonic Entity, as ancient lore suggests that wielding this knowledge can grant some degree of control or weaken its influence. By invoking its true name with authority, individuals may gain leverage to banish or subdue the entity.



### **DEMONIC ENTITY STATS**

**SPEED:** 2

**HEALTH POINTS:** 14

**SKILLS:** Mobility 10, Observation 8, Persuasion 10

**ARMOR RATING:** 12 (immune to acid and fire)

## DEMONIC ENTITY ATTACKS

D66	ATTACK
11–12	<b>Distorted Whispers:</b> The entity whispers malicious thoughts and suggestions. All PCs in <b>SHORT</b> range gain +1 Stress Level.
13–14	<b>Flickering Lights:</b> The entity causes lights to flicker on and off, TV and radios to play random sounds, and so forth. All PCs in the diner gain +1 Stress Level.
15–16	<b>Object Manipulation:</b> The entity telekinetically throws objects at a victim within <b>SHORT</b> range. It uses six Base Dice, 1 Damage.
21–22	<b>Oppressive Aura:</b> The entity emanates a suffocating aura of darkness and despair. All PCs in <b>SHORT</b> range must make a <b>PANIC</b> roll.
23–24	<b>Venomous Bite:</b> The entity manifests horrible fangs and delivers a poisonous bite to a victim in <b>ENGAGED</b> range. It uses eight Base Dice, 1 Damage. The poison in its bite has toxicity 3 and has a paralyzing effect (see page 44 in the <i>Horror RPG Core Rulebook</i> ).
25–26	<b>Distorted Reality:</b> The entity warps the perception of the diner’s surroundings, creating illusions to disorient its targets. Attacks made against it are -2 until the entity’s next initiative. And all PCs in <b>SHORT</b> range must make a <b>PANIC</b> roll
31–32	<b>Corrosive Ooze:</b> The entity exudes a corrosive ooze until the start of its next initiative. For the duration, when the entity takes damage, all targets in <b>ENGAGED</b> range takes acid splash damage. The strength of the acid splash is 4 plus the amount of damage that the entity took from the attack, in Base Dice, 1 Damage. Armor reduces the damage, but for each bane (1) rolled, the armor’s Armor Rating is reduced by one, as the acid eats through it.
33–34	<b>Psychic Assault:</b> The entity assaults the mind of one victim it can see within <b>LONG</b> range, inducing intense mental anguish and psychological trauma. It attacks with five Base Dice, 1 Damage. The attack ignores armor, but the target can resist it by making an <b>INSIGHT</b> roll, removing 1 Damage for each success. If the target takes damage, it must immediately make a <b>PANIC</b> roll. This attack can’t be blocked and it ignores Armor Ratings.
35–36	<b>Shrieking Terror:</b> The entity emits an ear-piercing shriek that inflicts physical and mental pain. Each PC in <b>SHORT</b> and <b>MEDIUM</b> range that can hear the entity must make a <b>PANIC</b> roll and a <b>STAMINA</b> roll. If the <b>STAMINA</b> roll fails, the target takes 1 Damage. This attack can’t be blocked and it ignores Armor Ratings.

## DEMONIC ENTITY ATTACKS (CONTINUED)

D66	ATTACK
41–42	<b>Vicious Claw Strikes:</b> The entity lashes out with its claws against a target in <b>ENGAGED</b> range. It uses ten Base Dice, 1 Damage.
43–44	<b>Necrotic Touch:</b> The entity attempts to grab a target in <b>ENGAGED</b> range. The target must make a <b>MOBILITY</b> roll. If the roll fails, the target takes 2 Damage as its wound festers and rots.
45–46	<b>Enveloping Darkness:</b> The entity creates an area of complete darkness within its zone. The darkness is magical in nature and ordinary light can't shine through it. The darkness remains until the end of the entity's next initiative.
51–52	<b>Inferno:</b> The entity creates an area of intensity 6 flames in a zone within <b>MEDIUM</b> range of itself. The flames last until the entity's next initiative and can't be extinguished by nonmagical means.
53–54	<b>Maddening Illusions:</b> The entity psychically assaults a target within <b>MEDIUM</b> range of itself. The target gains +3 Stress Levels, but can immediately make an <b>INSIGHT</b> roll (no action), reducing the stress gained in this way for each success. Then, the target must immediately make a <b>PANIC</b> roll.
55–56	<b>Soul Drain:</b> The entity attacks one victim in <b>ENGAGED</b> range and attempts to devour the target's soul. The target must make a <b>STAMINA</b> roll. If the target fails its roll, it takes 2 Damage plus 2 more for each Bane it rolls. If this attack drops the target to zero HP, the target dies and its soul is devoured by the entity. This attack can't be blocked and it ignores Armor Ratings.
61–62	<b>Hellfire Burst:</b> The entity unleashes a torrent of flames, targeting all PCs within <b>SHORT</b> range of it. The attack is made with ten Base Dice, 1 Damage from fire.
63–64	<b>Demonic Possession:</b> The entity tries to possess a target within <b>LONG</b> range of it. The target must make an <b>INSIGHT</b> roll contested by the entity's <b>PERSUASION</b> . If the entity succeeds, it takes control of the target's body. A PC can attempt to save the possessed target with a <b>PERSUASION</b> roll contested by the entity's own <b>PERSUASION</b> roll, freeing the possessed target with a success. Otherwise, the entity remains in control of the target until the target dies or the entity frees it.
65–66	<b>Abyssal Maw:</b> The entity tears a hole in reality, creating a vacuum that pulls all characters in <b>ENGAGED</b> range into it. A PC in this area must make a <b>FORCE</b> roll (no action) or get sucked into the hole in reality. PCs that fall into the hole aren't dead—but they will wish they were, as their souls are tormented for all eternity by lesser demons in a blood-soaked realm of death and despair.



### *A Horror RPG Scenario for 4-6 Characters*

The Last Stop Diner becomes the target of a terrifying and mysterious green slime creature. As panic ensues, the military swiftly intervenes, imposing a strict quarantine on the restaurant. Believing the creature to be of extraterrestrial origin, the military's measures effectively trap the survivors inside, leaving them no choice but to confront the slimy menace and unravel the truth behind its arrival.

As the green slime creature wreaks havoc within the confines of the diner, the survivors must band together to devise strategies for containment, self-defense, and potential eradication. The military's presence adds tension and uncertainty as they study the creature and attempt to comprehend its true nature. With escape seemingly impossible, the survivors find themselves thrust into a race against time, exploring the diner's depths, uncovering clues, and ultimately seeking a way

to neutralize or eradicate the enigmatic slime creature before it consumes them all.

### Set-up

Before you begin play, carry out these steps in the following order:

- Each player chooses one of the characters from the Characters section. The remaining characters become NPCs in the diner.
- Give all characters playing diner employees a copy of the diner details handout (you can get a downloadable version using the QR-code on page 7).
- Hand each of the players their character's Personal Agenda card for Act I.

## Act I

---

In Act I, the Last Stop Diner is suddenly besieged by a mysterious green slime creature. The survivors witness its relentless attacks, leaving a trail of destruction and panic in its wake. Suggested events:

### **The Initial Assault (Mandatory, First):**

The green **slime** creature launches its first surprise attack on the Last Stop Diner, catching the survivors off guard. The creature's acidic properties and relentless nature leave the survivors in a state of shock and panic as they struggle to defend themselves and protect others. The PCs must defeat it using its weaknesses or find a way to trap it.

**Emergency Quarantine (Mandatory, Second):** The military swiftly arrives, establishing a perimeter around the diner and imposing a strict quarantine. They set up checkpoints, seal off entrances and exits, and enforce strict protocols to prevent the spread of the mysterious slime creature. Colonel Samuel Caldwell leads the operation.

**Communication Struggles (Mandatory):** Tensions rise as communication between the survivors and the military becomes strained. The survivors feel isolated and frustrated by the lack of information, while the military remains tight-lipped about their containment plans and the true extent of the threat.

**Caldwell (Mandatory):** The survivors come face to face with Colonel Samuel Caldwell, the mastermind behind the military operation. Caldwell's demeanor oscillates between charismatic charm and ruthless determination as he justifies his actions and attempts to maintain control over the situation.

## Act II

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Act II unravels the secrets surrounding the green slime creature as the survivors delve deeper into its origins and behavior. They discover hidden clues, research the creature's properties, and come across unsettling evidence suggesting that it's not actually of extraterrestrial origins, but was actually created by the military. Suggested events:

### **Investigating the Source (Mandatory):**

The survivors embark on expeditions within the diner to investigate possible sources or clues related to the green slime creature. They explore storage areas and hidden corners. Inevitably, someone discovers the dissolved remains of a package sent to the restaurant. An **OBSERVATION** roll reveals that the package likely came from a military institution. The chef, Hank, has a +2 modifier on this roll, thanks to his military experience.

**Confronting the Colonel:** The survivors confront Colonel Caldwell, demanding answers about the true intentions of the experiment and the risks they were subjected to. Tensions escalate as Caldwell attempts to suppress the survivors' revelations and maintain the secrecy surrounding the operation.

### **Return of the Slime (Mandatory):**

Whether it was trapped somewhere or it seemed like they defeated the creature, the **slime** returns and attacks. It's bigger and more deadly this time. Double its Health Points.

**The Fight for Freedom:** The survivors, fueled by their discoveries and a sense of injustice, intensify their efforts to break free from the military's quarantine. They devise intricate plans, leveraging their combined skills and knowledge to outwit Colonel Caldwell's surveillance and control, all while avoiding the green slime creature's relentless assaults.



## Act III

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In Act III, the survivors face a climactic showdown with the green slime creature. They devise a plan to confront and neutralize the slimy menace, utilizing their collective knowledge, resourcefulness, and any discovered weaknesses or vulnerabilities. Suggested events:

**Information Exchange:** The PCs engage in clandestine information exchanges with sympathetic individuals among the military personnel. These contacts provide them with vital information about the military's plans, weaknesses in the perimeter, or potential escape routes.

**The Diversion:** The PCs orchestrate a distraction or create a diversion within the diner to draw the attention of the military personnel away from the parking lot. This diversionary tactic allows some PCs to slip past the military's surveillance and approach the outskirts of the parking lot undetected.

**Stealth and Subterfuge:** The PCs employ stealth and subterfuge techniques to navigate through the parking lot, avoiding direct confrontations with the heavily armed military personnel. They utilize shadows, disguise themselves, or use their knowledge of the environment to remain hidden and undetected.

**Narrow Escape (Mandatory):** The PCs make a daring, last-minute escape from the parking lot, breaking through barricades or finding alternative routes to elude the military's grasp.

## Epilogue

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As the PCs manage to break free from the military's grip and escape the confines of the diner's parking lot, they breathe a momentary sigh of relief. However, the repercussions of their encounter with the green slime creature and the military's covert experiment continue to reverberate in their lives and the world around them.

**Unleashed Chaos:** The consequences of the green slime creature's creation and subsequent exposure wreak havoc beyond the confines of the diner. Reports emerge of outbreaks in nearby areas, as the slimy menace spreads, triggering a public outcry and demands for accountability from the military.

**Personal Struggles:** The PCs face personal challenges as they come to terms with the traumatic events they experienced. Some may grapple with survivor's guilt, post-traumatic stress, or trust issues, while others find strength and resilience through their shared ordeal.

## Franchise Games

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The PCs quickly realize that they are now considered fugitives, wanted by the military for their knowledge and involvement in exposing the truth. They must navigate the shadows, staying one step ahead of relentless pursuit, and seek allies who can help protect them and unravel the larger conspiracy.

They encounter obstacles, powerful figures trying to silence them, and unexpected twists that test their resolve. Their pursuit of truth and accountability may involve courtroom battles, further risks, and sacrifices along the way.

## U.S. ARMY SOLDIER

### *Typical Soldier*

The US Army soldier is a highly trained and disciplined individual dedicated to defending their nation and upholding its values. With a strong physique and a steadfast resolve, they exemplify courage, selflessness, and unwavering commitment to duty. Clad in their military uniform, adorned with various insignias and medals, the soldier carries the weight of responsibility on their shoulders.

**STRENGTH** 4, **AGILITY** 4, **WITS** 3, **EMPATHY** 2  
**HEALTH POINTS:** 3

**SKILLS:** Force 3, Melee 5, Marksmanship 5, Survival 2

**GEAR:** pistol, rifle

**PERSONAL AGENDA:** Follow whatever orders their commanding officer gives them.

## COL. SAMUEL CALDWELL

### *Military Officer*

Colonel Samuel Caldwell exudes an air of commanding authority mixed with a chilling intelligence. With a stern countenance and a military posture, he carries himself with an unwavering confidence that belies his sinister motives. Caldwell possesses a razor-sharp mind and a deep understanding of scientific principles, which he harnesses to manipulate and pervert the boundaries of nature.

**STRENGTH** 3, **AGILITY** 3, **WITS** 5, **EMPATHY** 2  
**HEALTH POINTS:** 3

**SKILLS:** Crafting 3, Marksmanship 5, Observation 5

**GEAR:** pistol, rifle, hazmat suit

**PERSONAL AGENDA:** Harness the destructive potential of the intelligent slime for his own gain, seeking to seize control over both military and civilian domains by leveraging the chaos and fear it instills.

## SLIME

The green slime, an aberrant mutation of the *Physarum polycephalum* yellow slime mold, exhibits astonishing properties that both intrigue and terrify. Resembling a large single cell visible to the naked eye, this extraordinary organism possesses a voracious appetite for sustenance. When faced with multiple sources of food scattered in space, the green slime envelops the nourishment, employing its remarkable adaptability to construct intricate tunnels, efficiently distributing nutrients throughout its cellular network. However, this mutated strain harbors a sinister characteristic. In a chilling deviation from its natural behavior, the green slime demonstrates a predatory instinct, actively pursuing living targets with the intention to absorb and consume them. Its relentless pursuit and insatiable hunger make encounters with this green slime a truly ominous and perilous experience.



### SLIME STATS

**SPEED:** 1 for each zone it occupies

**HEALTH POINTS:** 5

**SKILLS:** —

**ARMOR RATING:** 10 (5 against fire); The slime is weak against salt, which acts as an intensity 3 fire against it (ignoring its Armor Rating).

**SPECIAL:** A PC that starts its initiative in the same zone as the slime must make a **MOBILITY** roll, or take 1 Damage from the slime's corrosive effect.

### SLIME ATTACKS

#### D6 ATTACK

1–2 The slime does nothing.

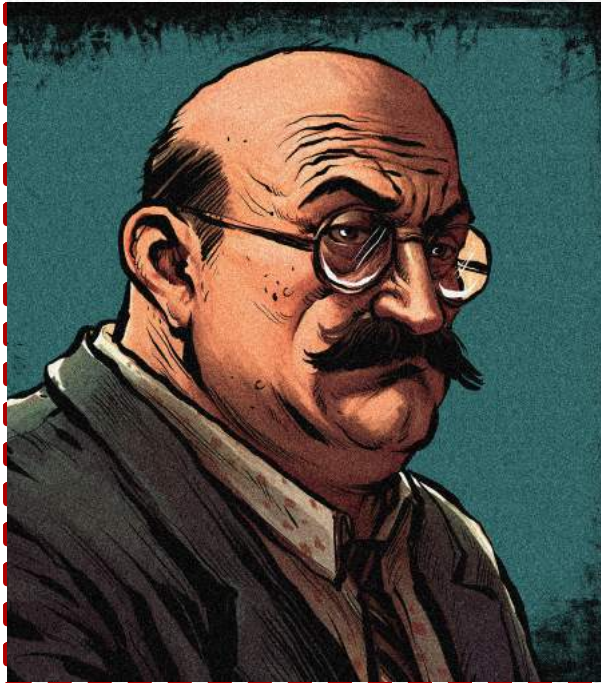
3–4 The slime spreads into one adjacent zone. A PC that starts its initiative in the same zone as the slime must make a **MOBILITY** roll or take 1 Damage from its corrosive effect.

5–6 The slime lashes out with a pseudopod at a target up to **SHORT** range. It attacks with six Base Dice, 1 Damage from corrosive acid.

*Rick Hershey*

## Michael "Mike" Jones

*Owner of the Last Stop Diner*



**AGE:** 47

Mike Jones, the owner of the Last Stop Diner, is a stern and no-nonsense kind of guy. He's a conservative through and through, with a deep-rooted belief in the traditional way of doing things.

**STRENGTH** 3, **AGILITY** 4, **WITS** 5, **EMPATHY** 2

**HEALTH POINTS:** 2

**SKILLS:** Crafting 3, Marksmanship 1, Observation 3, Insight 3

**SPECIALTIES:** Inquisitive

**WEAKNESS:** Relentless pursuit of money causes him to neglect personal relationships

**DARK SECRET:** Once killed a pedestrian in a hit-and-run accident and was never caught

**SIGNATURE ITEM:** Keys to his muscle car

**GEAR:** **Pistol** (12 rounds) in a concealed shoulder holster

### Act I

#### MIKE'S AGENDA

Mike Jones' agenda is to maintain the smooth operation of the Last Stop Diner, preserving its reputation and ensuring its financial success, even if it means overlooking strange occurrences or dismissing them as mere coincidences.

### Act II

#### MIKE'S AGENDA

As the supernatural events escalate, Mike's agenda shifts to maintaining control and minimizing disruption, refusing to believe in the existence of paranormal forces and suppressing any information that could tarnish the diner's image or lead to unwanted attention.

### Act III

#### MIKE'S AGENDA

With the threat reaching its peak, Mike's agenda transforms into self-preservation, prioritizing his own safety over the safety of others, even his employees, while desperately searching for a way to restore normalcy and eradicate the horrors that have invaded his cherished establishment.

## Brenda Thomas

*Senior Waitress at the Last Stop Diner*



**AGE:** 45

Brenda Thomas is a middle-aged waitress who has been working at the Last Stop Diner since she ran away from home at the tender age of 16. She's a familiar and friendly face to the regulars, and always willing to lend an ear or helping hand to others in need.

**STRENGTH** 3, **AGILITY** 3, **WITS** 3, **EMPATHY** 5

**HEALTH POINTS:** 3

**SKILLS:** Healing 3, Insight 3, Persuasion 3,

**SPECIALTIES:** Calming Presence

**WEAKNESS:** Deep compassion for others often leaves her emotionally drained

**DARK SECRET:** Gave up her daughter for adoption 25 years ago

**SIGNATURE ITEM:** Photo of her daughter as a baby

**GEAR:** Medical kit in her purse (+2 dice on **HEALING** rolls)

### Act I

#### **BRENDA'S AGENDA**

Brenda's agenda is to maintain the warm and welcoming atmosphere of the Last Stop Diner, ensuring that all patrons feel comfortable and cared for, oblivious to the lurking horrors that threaten their haven.

### Act II

#### **BRENDA'S AGENDA**

As the supernatural events unfold, Brenda's agenda shifts to protecting her fellow staff members and the diner's customers, quietly investigating the strange occurrences, and seeking answers to uncover the truth behind the mounting horrors.

### Act III

#### **BRENDA'S AGENDA**

In the face of escalating danger, Brenda's agenda transforms into a brave fight for survival, rallying those around her, using her knowledge of the diner's layout and resources to strategize a defense against the encroaching darkness, and ultimately making a daring sacrifice to ensure the safety of others.

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## William "Bill" Frank

Head Chef of the Last Stop Diner



**AGE:** 53

Bill Frank is the head chef at the Last Stop Diner, and he's a force to be reckoned with in the kitchen. A retired marine, he brings the same level of discipline and precision to his cooking that he did to his military service.

**STRENGTH** 5, **AGILITY** 3, **WITS** 3, **EMPATHY** 4

**HEALTH POINTS:** 5

**SKILLS:** Force 3, Marksmanship 1, Melee 3, Stamina 3

**SPECIALTIES:** Bodyguard

**WEAKNESS:** Refuses to use a gun, and will only resort to using one if he is pushed to do so

**DARK SECRET:** Owes a considerable debt to a local bookie who's threatened to harm him and those he cares about

**SIGNATURE ITEM:** A CD of show tunes that he often plays while working

**GEAR:** Kitchen knife

### Act I

#### BILL'S AGENDA

Bill's agenda is to run a tight ship in the kitchen, ensuring that the Last Stop Diner maintains its reputation for serving delicious meals efficiently and flawlessly, oblivious to the encroaching darkness that threatens to disrupt the diner's operations.

### Act II

#### BILL'S AGENDA

As the horrors escalate, Bill's agenda shifts to protecting his fellow staff members and customers, utilizing his military training to establish defensive measures, keeping the kitchen running smoothly while strategizing ways to confront and neutralize the supernatural threats.

### Act III

#### BILL'S AGENDA

In the face of imminent danger, Bill's agenda transforms into a selfless mission to safeguard those around him, leading the charge in a final stand against the malevolent forces, utilizing his culinary skills and military discipline to create ingenious traps and strategies to defeat the horrors and ensure the survival of the Last Stop Diner's staff and patrons.

## Carlos Lacasa

*Dishwasher and busser at the Last Stop Diner*



**AGE:** 29

Carlos is a hardworking and diligent employee at the Last Stop Diner, responsible for keeping the dishes and silverware clean and ready for the next round of customers. Originally from Mexico, he immigrated to the United States in search of a better life for himself and his family.

**STRENGTH** 4, **AGILITY** 4, **WITS** 3, **EMPATHY** 3

**HEALTH POINTS:** 6

**SKILLS:** Force 1, Stamina 3, Survival 2, Mobility 3, Observation 1

**SPECIALTIES:** Tough

**WEAKNESS:** Speaks very little English

**DARK SECRET:** Illegal immigrant—Mike uses this fact against him

**SIGNATURE ITEM:** A Catholic rosary

**GEAR:** Frying pan (**blunt object**)

### Act I

#### CARLOS' AGENDA

Carlos's agenda is to diligently carry out his responsibilities, maintaining the cleanliness and efficiency of the Last Stop Diner's dishwashing and bussing operations, unaware of the lurking terrors that threaten the safety of his newfound home.

### Act II

#### CARLOS' AGENDA

As the supernatural events unfold, Carlos's agenda shifts to protecting his coworkers and the customers, utilizing his resourcefulness and attention to detail to detect and report any strange occurrences, while silently investigating the origins of the haunting phenomena.

### Act III

#### CARLOS' AGENDA

In the face of escalating danger, Carlos's agenda transforms into a courageous mission to defend his chosen community, utilizing his resilience and quick thinking to aid his fellow survivors, and taking a bold stand against the malevolent forces that seek to consume their sanctuary.

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## Shelia Pine

*New waitress at the Last Stop Diner*



**AGE:** 21

Shelia is the newest addition to the team of waitresses at the Last Stop Diner, and she's quickly become known for her efficiency and sharp wit. However, Shelia has a bit of a rebellious streak, and she's not afraid to speak her mind, even if it means getting into trouble with the owner, Mike.

**STRENGTH** 3, **AGILITY** 4, **WITS** 4, **EMPATHY** 3

**HEALTH POINTS:** 3

**SKILLS:** Crafting 1, Mobility 3, Persuasion 1, Stealth 2, Survival 3

**SPECIALTIES:** Reckless

**WEAKNESS:** In a troublesome relationship with Kris, but can't leave her

**DARK SECRET:** Having an affair with Michelle (Kris doesn't know yet)

**SIGNATURE ITEM:** Chopsticks she keeps in her bun

**GEAR:** Revolver (6 rounds) in her purse

### Act I

#### SHELIA'S AGENDA

Shelia's agenda is to prove herself as a valuable member of the Last Stop Diner team, showcasing her efficiency and wit while challenging the traditional norms, unaware of the impending horrors that threaten to disrupt her newfound place.

### Act II

#### SHELIA'S AGENDA

As the supernatural events escalate, Shelia's agenda shifts to questioning the anomalies and uncovering the truth, voicing her suspicions to her colleagues, even if it means clashing with the strict owner, Mike, and risking reprimands to protect the diner's staff and patrons.

### Act III

#### SHELIA'S AGENDA

In the face of mounting danger, Shelia's agenda transforms into a fearless pursuit of justice, rallying her coworkers and devising a plan to expose the malevolent forces lurking within the diner, defying authority if necessary to ensure the safety and survival of her fellow staff members and the Last Stop Diner's loyal customers.



## Charles "Mac" McKenzie

*Front man of Gibbering Moulder*



**AGE:** 23

Charles "Mac" McKenzie is the charismatic and flamboyant frontman for the heavy metal band, Gibbering Moulder. With his wild hair, dark sunglasses, and leather outfits, he's a sight to behold both on and offstage. Mac has a commanding presence that draws people in, and his passion for music is infectious.

**STRENGTH** 2, **AGILITY** 4, **WITS** 5, **EMPATHY** 4

**HEALTH POINTS:** 2

**SKILLS:** Crafting 3, Insight 3, Mobility 1, Observation 1, Persuasion 1, Stamina 1

**SPECIALTIES:** Analytical

**WEAKNESS:** His addiction to alcohol

**DARK SECRET:** Is a total coward

**SIGNATURE ITEM:** Black sunglasses

**GEAR:** His guitar (**blunt object**)

### Act I

#### MAC'S AGENDA

Mac's agenda is to revel in the limelight, delivering electrifying performances with Gibbering Moulder while masking the inner demons of his alcoholism, unaware of the lurking horrors that threaten to consume his passion and the lives of those around him.

### Act II

#### MAC'S AGENDA

As the supernatural events unfold, Mac's agenda is overshadowed by the grip of his alcoholism, his struggle against addiction intensifying as he spirals deeper into self-destruction, alienating his bandmates and jeopardizing their collective ability to confront the malevolent forces in the diner.

### Act III

#### MAC'S AGENDA

In the face of escalating danger, Mac's agenda transforms into a desperate fight for redemption, drawing strength from his music and the bonds he has forged with his bandmates, sacrificing his own vices and using his captivating stage presence to channel a powerful force against the malevolent entities.

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## Michelle Hamlin

Lead guitarist of *Gibbering Moulder*



**AGE:** 22

Michelle is the super-talented lead guitarist of the heavy metal band, *Gibbering Moulder*. With her lightning-fast fingers and innovative style, she's one of the most respected guitarists in the city. Her friends know her to be something of a loose cannon and unpredictable.

**STRENGTH** 3, **AGILITY** 4, **WITS** 5, **EMPATHY** 2

**HEALTH POINTS:** 2

**SKILLS:** Crafting 3, Observation 3, Persuasion 3, Stamina 1

**SPECIALTIES:** Musician

**WEAKNESS:** Prone to mood swings and impulsive actions

**DARK SECRET:** Is in a relationship with Shelia and Kris doesn't know

**SIGNATURE ITEM:** A guitar pick she got from EVH

**GEAR:** Her guitar (**blunt object**)

### Act I

#### MICHELLE'S AGENDA

Within the familiar walls of the Last Stop Diner, Michelle's agenda revolves around showcasing her extraordinary guitar skills, focusing on her musical prowess. She also strives to secretly navigate her forbidden relationship with Shelia, keeping their love hidden from the prying eyes of their bandmate Kris and the other staff members.

### Act II

#### MICHELLE'S AGENDA

As supernatural events unfold within the diner's confines, Michelle's agenda becomes a delicate balancing act, where her intense mood swings and impulsive actions threaten to expose her secret relationship, creating tension among the band and endangering their unity in the face of the growing horrors that beset the Last Stop Diner.

### Act III

#### MICHELLE'S AGENDA

In the heart-pounding final act, Michelle's agenda transforms into a desperate struggle for truth and emotional stability, navigating the perilous path of love and survival, making difficult choices to protect her bandmates, confront the malevolent forces, and ultimately face the consequences of her impulsive actions.

## Kristina "Kris" Price

*Bass guitarist of Gibbering Moulder*



**AGE:** 25

Kris is the bass player for the heavy metal band, Gibbering Moulder, and she's known for her intense and violent attitude both on and offstage. She's not afraid to speak her mind and will call out anyone who she feels is disrespecting her or the band. She and Shelia are in a relationship.

**STRENGTH** 5, **AGILITY** 3, **WITS** 3, **EMPATHY** 3

**HEALTH POINTS:** 5

**SKILLS:** Force 3, Melee 3, Stamina 3, Persuasion 1

**SPECIALTIES:** Hard Hitter

**WEAKNESS:** Violent temper

**DARK SECRET:** Comes from a troubled adoptive home which has made it difficult for her to form relationships

**SIGNATURE ITEM:** Misfits band shirt with the sleeves cut off

**GEAR:** Switchblade (knife)

### Act I

#### KRIS' AGENDA

Kris's agenda is to assert her dominance and protect the reputation of Gibbering Moulder, unafraid to confront anyone who disrespects her, the band, or their music, while secretly navigating her passionate but tumultuous relationship with Shelia, guarded by the scars of her troubled past.

### Act II

#### KRIS' AGENDA

As the supernatural events unfold, Kris's agenda shifts to confront the horrors that beset the Last Stop Diner head-on, channeling her violent temper as a weapon against the malevolent forces, all the while struggling to maintain her fierce independence and trust in her relationship with Shelia amidst the growing chaos.

### Act III

#### KRIS' AGENDA

In the climactic final act, Kris's agenda transforms into a fight for survival and redemption, finding a delicate balance between her fiery instincts for protection and the vulnerability of love, as she faces the darkest depths of her past, risking her life to protect her bandmates and the love she has found, determined to break free from the cycles of violence that haunt her.

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## Lawrence "Raven" Rosenbaum

*Drummer of Gibbering Moulder*



**AGE:** 35

Raven is the drummer of the heavy metal band, Gibbering Moulder, and he's known for his aloof and enigmatic personality both on and offstage. Despite being much older than the rest of the band members, he still has the energy and passion of a young rocker. Raven has a reputation for being loud and brash, and his drumming style is explosive and intense.

**STRENGTH** 4, **AGILITY** 2, **WITS** 3, **EMPATHY** 5

**HEALTH POINTS:** 4

**SKILLS:** Force 1, Healing 2, Insight 3, Observation 1, Persuasion 3

**SPECIALTIES:** Compassion

**WEAKNESS:** Extraordinarily lazy

**DARK SECRET:** Lives in his van

**SIGNATURE ITEM:** Keys to *The Dragon Wagon* (see page 6)

**GEAR:** Shitty weed (kept in the van)

### Act I

#### **RAVEN'S AGENDA**

Raven's agenda is to maintain his enigmatic aura and deliver powerful drumming performances, masking his secret lazy lifestyle and finding solace in his van, while enjoying the occasional moments of relaxation through his love for smoking weed.

### Act II

#### **RAVEN'S AGENDA**

As the supernatural events unfold, Raven's agenda shifts to protect the band and their music, channeling his explosive drumming skills to confront the encroaching horrors, all while battling his inner laziness and navigating the chaotic circumstances that threaten to disrupt their harmonious rhythm.

### Act III

#### **RAVEN'S AGENDA**

In the climactic final act, Raven's agenda transforms into a transformative journey of self-discovery, using his unique perspective and laid-back demeanor to uncover hidden truths, unleashing his true potential as he faces the darkest depths of the horror scenario, ultimately finding redemption, purpose, and a renewed passion for his drumming craft.

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## Detective Henry "Hank" Smith

*Police detective near retirement*



**AGE:** 61

Hank is a grizzled detective who frequents the Last Stop Diner. He's a man with a troubled past, having seen too many horrors in his long career as a detective. Although he first came to the diner hoping to catch Mike Jones for an unsolved murder, he soon became infatuated with Brenda.

**STRENGTH** 3, **AGILITY** 3, **WITS** 5, **EMPATHY** 3

**HEALTH POINTS:** 3

**SKILLS:** Marksmanship 3, Observation 3, Insight 3, Persuasion 3

**SPECIALTIES:** Watchful

**WEAKNESS:** Susceptible to bribes

**DARK SECRET:** Knows that Mike Jones killed a pedestrian in a hit-and-run and hopes to extort him

**SIGNATURE ITEM:** Notebook with clues he can use against Mike Jones

**GEAR:** Pistol (12 rounds)

### Act I

#### HANK'S AGENDA

Hank's agenda is to maintain a stoic and observant presence at the Last Stop Diner, silently nursing his unrequited feelings for Brenda while wrestling with the demons of his past as a crooked cop, inadvertently entangled in the unfolding horrors yet remaining elusive about his true motives.

### Act II

#### HANK'S AGENDA

As the supernatural events escalate, Hank's agenda shifts to protect his secret alliances and conceal his shady past. He is torn between his growing desire to win Brenda's affections and the allure of corruption, making calculated moves that could either help or hinder the battle against the encroaching darkness within the Last Stop Diner.

### Act III

#### HANK'S AGENDA

In the climactic final act, Hank's agenda transforms into a harrowing journey of self-redemption, as he confronts the haunting memories of his crooked past, fighting against the malevolent forces while desperately seeking a chance at redemption. He is forced to make heart-wrenching choices that could determine the fate of both the Last Stop Diner and his own troubled soul.

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## Act I

### **MIND EATER'S AGENDA**

**You are a mind eater.**

The mind eater is an extraterrestrial creature that can possess humans. The mind eater's agenda is to remain undetected, silently feeding on the intellect of sapient creatures while subtly manipulating their thoughts and actions, assimilating their knowledge and memories to better blend into the human world.

## Act II

### **MIND EATER'S AGENDA**

As the chaos unfolds, the mind eater's agenda shifts to protect its existence and maintain control over its host, actively seeking to undermine the efforts of those who threaten its secrecy, manipulating the minds of both allies and adversaries to ensure its continued survival.

## Act III

### **MIND EATER'S AGENDA**

In the climactic final act, the mind eater's agenda transforms into a desperate struggle for survival and expansion, abandoning all subtlety and revealing its true form, unleashing its full malevolence upon those who oppose it, aiming to consume and possess more minds in its insatiable quest for dominance and to spread its dark influence.

## Act I

### **THE SERVANT'S AGENDA**

**You are a servant of the crimson abomination.**

The servant's agenda is to maintain an unassuming presence, subtly observing the diner's patrons while ensuring their ignorance of the looming threat, meticulously executing its duties to protect the secrecy of the crimson abomination who uses its powers of persuasion to remain unseen.

## Act II

### **THE SERVANT'S AGENDA**

As the events in the diner escalate, the servant's agenda shifts to actively manipulate and deceive the diner's patrons, orchestrating situations that divert their attention away from the lurking abomination, while simultaneously gathering information and assessing potential threats to its master's feast.

## Act III

### **THE SERVANT'S AGENDA**

In the climactic final act, the servant's agenda transforms into a fierce defense of the crimson abomination, willing to eliminate any who pose a risk to its master's consumption, relentlessly and ruthlessly executing its role as the guardian of secrecy, striving to ensure the abomination's feast remains undisturbed, even if it means sacrificing its own existence.

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NAME:  XP

SURVIVAL POINTS

ARCHETYPE:

AGENDA:

STRENGTH  WITS

WEAKNESS:

FORCE  CRAFTING

DARK SECRET:

MELEE  OBSERVATION

STAMINA  SURVIVAL

SIGNATURE ITEM:

AGILITY  EMPATHY

GEAR  
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MARKSMANSHIP  HEALING

MOBILITY  INSIGHT

STEALTH  PERSUASION

SPECIALTIES  
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TINY ITEMS

STRESS LEVEL

WEAPONS  
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HEALTH

CRITICAL INJURIES

Body ARMOR  ARMOR RATING

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ENCUMBRANCE



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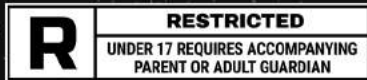


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