



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

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

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

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

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.

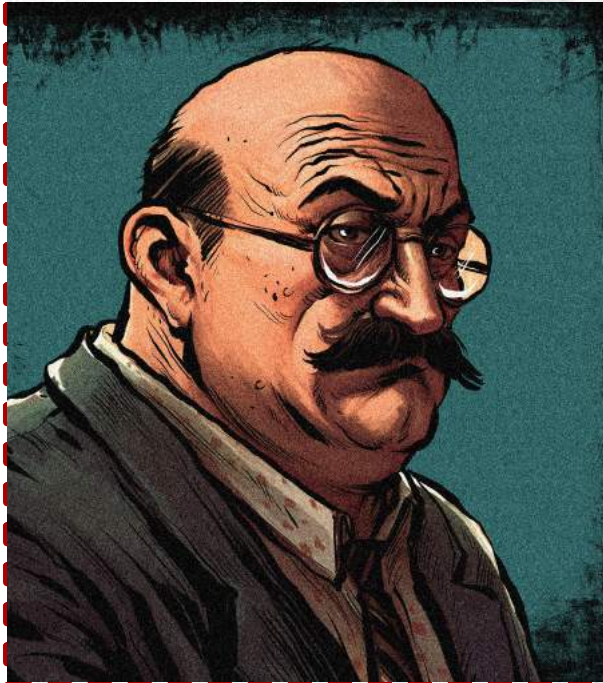
3–4 The slime spreads into one adjacent zone. A PC that starts its initiative in the same zone as the slime must make a **MOBILITY** roll or take 1 Damage from its corrosive effect.

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)v

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.