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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

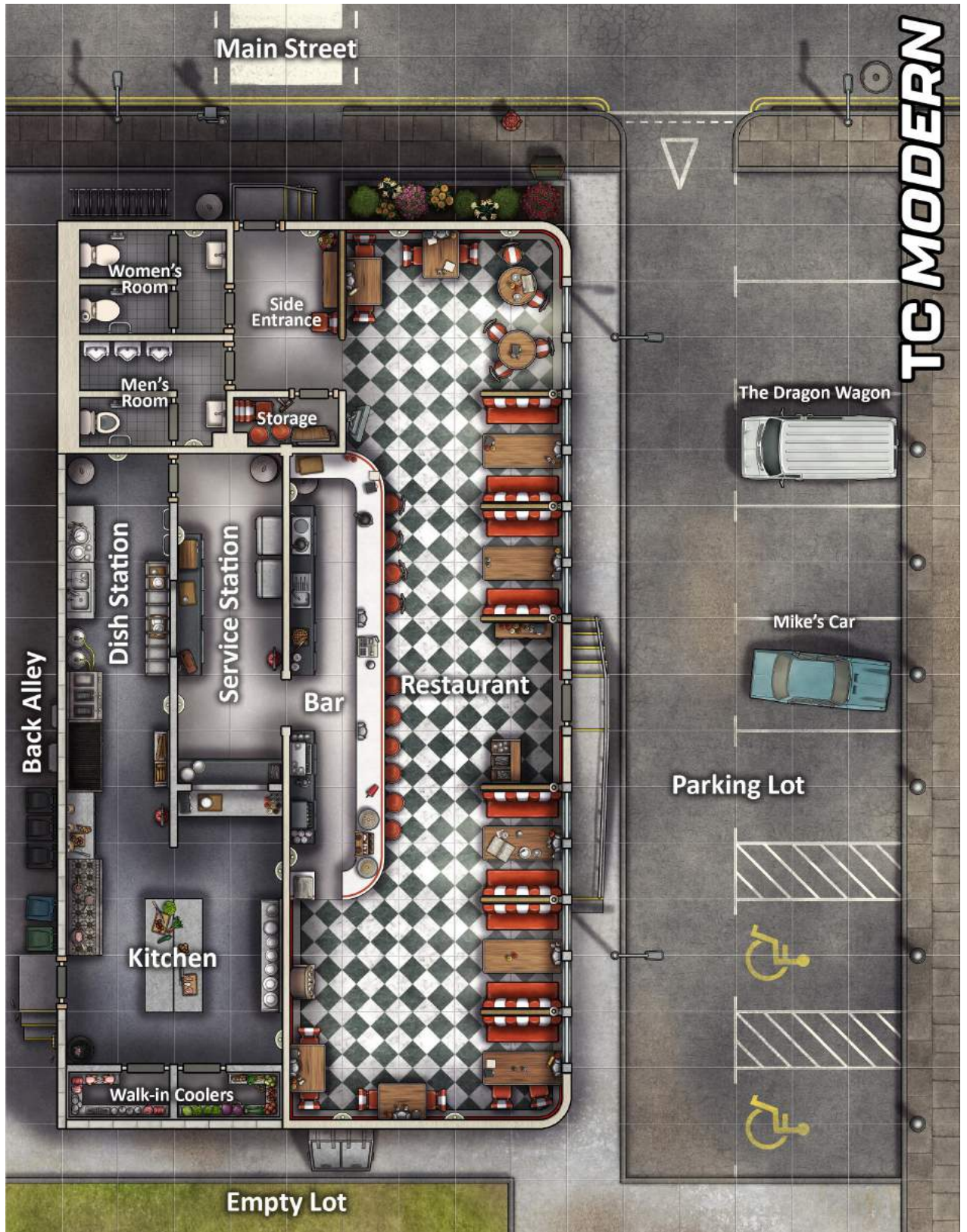
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Street lights and neon signs keep the streetside and parking lot well illuminated at night. However, the empty lot and back alley are completely dark at night. See the rules for darkness on page 43 of the *Horror RPG Core Rulebook*.

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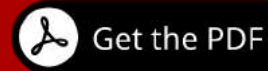
The diner's kitchen has a sixteen-eye saute station, an 8-foot-wide grill top, and a three-basket fry station. The fires and hot oil from these stations are all Intensity 3 per round exposed to them. All cooking surfaces here are fed by gas lines. An explosion in the kitchen is blast power 6. All victims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