

The Castle of Greed

Number of players: 2 - 4 players

Player character requirements: Trusted people invited by Anne to help with her husband

Setting information: El Dorado, Kansas - 1933

Keeper Info: *HAN* foretold a future where the burger chain White Castle (WC) is sold to an entrepreneur, Sam, who expands on sacred lands of *Yig* and the *People of K'N-Yan*. *HAN* will torture the greedy man, his son and his wife - driving them to insanity - in order to return WC to its original (and less ambitious) founders.

Player Info: Anne has invited you to help save her husband, Sam. He has been eating more and more and staying late at a nearby burger restaurant (WC), which he has recently purchased from founders, Walt & Billy. On top of that, she has been having terrifying encounters with cursed howling dogs and a dark man demanding Sam sells WC back.

Story Details: Scene 1: They meet Anne at the El Dorado Lake where she works in conservation. She shares a harrowing vision she's experienced here late at night: her husband, old and weak, frying and cannibalising himself at the restaurant. She asks them to check on her husband at the restaurant nearby, and in the evening visit the lake as well.

S2: At WC Sam is eating grotesque amounts of fast food while arguing with the former owners that Anne is being harassed by competitors. They share their opinions (see NPCs).

S3: As the evening draws near, the party goes to the lake without Anne, who is scared. They are attacked by haunted *wild dogs* with red eyes and glimpse a dark silhouette in the fog. If they go too close to the man, they will be enfolded in a *Veil of Mist* (as described in *HAN*).

S4: Heading back into town, they meet Anne and Will (son) alarmed that Sam is out so late. Anne has a really bad feeling, and begs the party to go to WC, as they are afraid to go.

S5: On their way, they're chased by a *Ghoul Hound of Leng* meant to delay and scare, but not kill them. If it catches up, they'll hear eerie voices saying: "RETURN THE CASTLE".

S6: Either on time to witness this, or too late: A dark figure with a hand on Sam's shoulder, who looks 30 years older and is dipping his arm in a fryer and then eating it. Very soon he passes out and dies - they can't save him and even if they do he will die shortly from fear.

S7: On the way back, they will see Will walking towards the lake, as if possessed. *Ghoul Hound of Leng* will attack them, trying to kill Will. If they reduce its HP to half, it will run off though. Then Will (or Anne, if killed) will share his visions of *HAN*'s will, and sell back WC.

Locations & NPCs:

White Castle Restaurant: A castle-shaped burger restaurant, painted white inside and out. There are tables at the front and grills and deep fat fryers at the back. Sam will be there until late gorging and/or or arguing with Walt & Billy. Upstairs is the WC HQ, no need to go there.

El Dorado Lake: A vast, beautiful lake surrounded by trees and vegetation. It looks deep and unwelcoming. A seldom-used path leading to the Madson House passes through a clearing where the attacks will happen. Earlier in the day they can find dog footprints there.

Anne Madson: An emotional and superstitious mother in her 40s. She looks tired and her hair is greying. In comfortable attire, she works at the El Dorado Lake Conservation Society.

Sam Madson: An obese and greedy entrepreneur in his 50s. He owns an oil company and wants to branch out to the new business of fast food, expanding carelessly and arrogantly.

Will Madson: Their 20yo son, studies business. Eager to make his dad proud, confused and not very involved until the *Ghoul Hound of Leg* shows him a vision of what *HAN* wants.

Walt Anderson: Co-founder of White Castle: will be more in favour of the expansion than Billy and believe it's all a hoax staged by Anne to stop her husband's over-eating.

Billy Ingram: Co-founder of White Castle - will be concerned about the plans for expansion, as they happen to be in some undeveloped lands - perhaps Native American graveyards?