



The Cat With Gold Eyes

A Legendary Lives Adventure

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Background

Author's Note: This adventure was written for the first edition rules. Some conversions will be necessary.

Herbert Twelvetrees, a successful forester merchant, is hiring adventurers to perform a seemingly simple task. His aunt, Serene, recently died. In order to gain his inheritance, Herbert must go into her mansion and get the cat with the gold eyes. Herbert's problem is that he has a strong fear of cats, and try as he might, he simply can't bring himself to search the old lady's house. Serena loved cats, and filled her house with strays. Herbert will gladly hire any number of adventurers to search his aunt's house and bring him the cat with the gold eyes before midnight. In exchange, Herbert will offer each character a promissory note good for \$100 in trade at any of his fine stores.

The characters must bring the cat to the High Judge's mansion, where Herbert will be waiting with 'the box.' And they must hurry!

The Box

If the players ask about the box, Herbert will show them a carved, cherrywood box. It is 8' x 6' x 4', surprisingly light weight, and has no discernable lid, lock or mechanism. Along its edges are stylistic carvings of cats. The top of the box shows the profiles of two cats standing nose to nose. They each have a front paw raised, and their eyes are very large, round, and deeply carved. A Good Memory roll or a Great Knowledge roll will reveal to a player that this box is of gypsy design.

Herbert will explain that the box was given to him by the High Judge upon the death of Serene. Tied to the box was the following note:

*To my nephew, Herbert Twelvetrees,
I'll never understand why you sent Yolanda to
tend me. She let all the other servants go, her*

biscuits taste awful, and she keeps me awake all night with her strange thumping and moaning. She won't even let me leave my room! I know of no other way to get this note to you than to throw it out the window and trust to the goodness of some stranger's heart.

As I am certain you know, Herbert, I am dying. By the time this reaches you, I shall probably be dead. Of course, this news will bring you no grief. You have waited long to inherit my riches. But there is a catch.

To inherit my fortune, you must present the contents of this box to the High Judge within 7 days of receiving this note. The means to open this box can be found in my home. If you fail, everything I own will be left to my cats for their perpetual care.

Now we shall see if your greed is strong enough to bring you back into my home.

Serena Twelvetrees.

P.S. The Cat with the Gold Eyes is the key.

It will take an Awesome Strength roll in order to smash the box, but Herbert will not want to do so, for fear of damaging what is inside. Herbert will refuse to turn over the box to anyone.

More about Serena

The characters can question Herbert for more information. Give them as much information as you feel is appropriate, depending on their line of inquiry and on their Question rolls.

Serena's husband was Manfred Twelvetrees, a successful alchemist who died several years ago. When her two children, Corren and Amanda, disappeared under mysterious circumstances, Serena cloistered herself in her mansion, and began lavishing attention on stray cats. Recently, Serena became so feeble that it was necessary for Herbert to hire a nurse, Yolanda, to attend her. As Serena became more and more enfeebled, her mind snapped and she began to suspect everyone of plotting against her.

Eight days ago, a firbolg delivered the box to the High Judge. The firbolg said he found it on the lawn while passing Serena's mansion. The firbolg read the note and considered it his duty to deliver it to the authorities. The High Judge sent a constable to investigate the house, but it was locked tight and no one was home.

The following day, Serena's body was delivered to the undertaker by a hob and a serpentine who said they had been paid by a woman who fit Yolanda's description. An investigation of the body showed she had died of natural causes, most likely old age. Her stamina must have simply given out. The High Judge decided that Serena's note constituted a lawful will, and passed it along to Herbert.

That was one week ago. Herbert now has only until midnight tonight to open the box and collect his inheritance.

Twelvetræss Mansion

The mansion is roughly 3 miles out of town, and appears quite deserted. The windows are boarded up and blocked by drapes. Both entrances (front and back) are locked, but the front door can be unlocked with an Unlock(Pas) roll; the back door is not only locked with a Superior lock, but is chained from the inside as well.

Hall

There is a very dusty rug in the middle of the floor, rucked up slightly, and a disagreeable smell in the air. This is probably due to the forty or so cats milling about. The cats appear to be normal in every way, and none of them have gold eyes.

The only furniture is a small table to the left of the front door. It is dusty, but faint fingerprints can be seen. The drawer contains nothing but a small key (which unlocks the back door). The legs of the table are set with two agates, worth about \$10 each.

Underneath the staircase, directly opposite the front door, are two portraits. One is a large, life-like portrait of a woman holding a beautiful cat with white fur and green eyes. A small brass plate reads 'Beloved Amanda'. The other is a portrait of a young man next to a horse. The brass plate reads 'Brave Corren.'

Yolanda will suddenly appear on the stairs. She looks like an elfin with dark hair and green eyes. She is dressed in black (no armor) and carries a dagger at her side. She will indignantly tell the party to leave her house. 'My mother wants me to have this house. I will not let Herbert take it away from me!' She will then attempt to make a telepathic link with one of the party members (see below). She then reverts to cat form, and runs upstairs. At this point, the house cats will attack the party. After four cats are killed, the rest will flee out the doors and up the stairs.

CAT

Str	Cat
Agi	Sup
Int	Pat
Cun	Pas
Cha	---
Run	Gud
Hos	Inf
Com	Pas
Dam	Inf x 3
BP	1

YOLANDA (Cait Sidhe)

As cat:

Str	Por
Agi	Sup
Int	Pas
Cun	Gud
Cha	Gud
Run	Gud
Hos	Pas
Com	Pas
Dam	Gud x 3
BP	3

Claws can rend chainmail. A person who suffers from a claw wound may contract a fever and become incapacitated for STA(-Pas) days.

As human:

Str	Pas
Agi	Pas
Int	Pas
Cun	Gud
Cha	Gud
Run	Pas
Hos	Pas

Com Pas
Dam Gud
BP 3

By gazing into a character's eyes, Yolanda can form a telepathic link for WILL(-Grt) x 2 hours with her victim. Once per hour, she may give the affected character a command which he must obey unless he makes a WILL(Pas) roll. Yolanda carries a dagger containing three doses of poison. This poison causes STA(-Gud) hours of paralysis to anyone who is injured by her dagger.

Yolanda is completely mad from putting on the Cloak of Insanity (which is now in the sitting room). She was originally hired by Herbert to search the house for his aunt's treasure and to slowly poison the old woman. In her madness, Yolanda believes she has been sent by her mother, the cat goddess, to make the house into a temple. To this end, Yolanda has been squandering Serena's fortune on bizarre 'pets.' These pets are kidnapped by serpentine slavers and brought secretly to the house. Yolanda calls them her mother's congregation.

Staircase

Anyone following Yolanda will find the landing blocked by a reddish haze. Within it stands the sphinx Sophia. It is her duty to prevent anyone from passing. The mist around her is magical, and will only allow one of character to pass through at a time. Distance weapons and spells merely bounce off the mist.

SOPHIA (Sphinx)

Str Sup
Agi Por
Int Grt
Cun Gud
Cha Por
Run Grt
Hos Gud
Com Grt
Dam Gud x2
BP 4

Dining Room

The floor is covered with a plush, but worn carpet. A formal dining table with 8 cushioned chairs takes up most of the space. On the table is a decanter and eight glasses. There is a fireplace on the west wall and a long, low buffet along the north wall. An elaborate, cob-webby chandelier hangs over the table. Only candle stubs remain in the chandelier, and some of the wax has dripped onto the table. A faint outline of a foot can be seen in it. There are cats in this room, but they are peaceful, watching the party. If attacked, they will scamper out of the room.

Once the party has entered this room, the decanter will magically pour wine into the glasses, and a filled glass will float to each person entering the room. If the character refuses to drink, the wine will be dashed into his face, and the glass returns to the table. If the character drinks, he will find it a very fine wine indeed, with no ill effects.

The buffet on the north wall contains the body of a brownie, dead about a week. His face and hands are terribly scratched. If searched, a promissory note for \$110, signed by Herbert Twelvetrees will be found. It is a bill of hire for one Ebbet Littlefoot. A dagger may be found in his boot, and a few coins in his pocket, but it is obvious that someone has stripped him of all other possessions.

Servant's Room

This room has no windows. It was once a sitting room for the household servants, but it has obviously not been used in quite some time. A table leans against the south wall and a rickety chair leans against the north wall, but there is no other furniture. A pile of bedding is heaped in the SW corner, and the room smells awful.

If the bedding is removed, the body of a large barbarian will be found. He has been mauled by something larger than a housecat. His body has been stripped of armor and no weapons can be found. A search of his body reveals half a promissory note, promising the bearer \$90 and signed by Herbert Twelvetrees.

Kitchen

As characters approach the kitchen, banging pots and pan may be heard, along with a male voice singing a jolly song. Upon entering, characters will surprise Larry the lammasu in the act of scrounging up something to eat. A firbolg will automatically recognize this creature, but unless a character makes a Legends roll of great or more, he will probably mistake the gentle lammasu for a vicious mantichore.

LARRY (Lammasu)

Str	Grt
Agi	Inf
Int	Gud
Cun	Gud
Cha	Gud
Run	Grt
Hos	Inf
Com	Pas
Dam	Pas x 3
BP	4

Larry has the following spells: Deflect Weapon, Short-sighted, and Antidote.

Larry is firmly chained to the hearth along the east wall. These chains can be broken with a Strength or Unlock roll of superior or better. The key has been hidden by Yolanda in Bedroom #1, upstairs.

Larry will eagerly tell the party that he was captured 6 months ago by unscrupulous nomads. He was then delivered to the Twelvetrees mansion and housed in a room upstairs until just recently, when Yolanda used her hypnotic gaze to force him into the kitchen. He will also tell the party that Yolanda is mad, and believes that her mother is a goddess who wishes to make this house her temple. He does not know who Serena Twelvetrees is, but one night while he was upstairs, a little old lady came creeping into his room. She looked at him sadly and said: 'Poor fellow. If only I hadn't let it go so far,' before slipping away again.

If Larry is freed, he will refuse to join the party, for fear of the insane Yolanda. He has heard terrible thumps, bumps and screeches in the night, and he wants no part of it.

If the kitchen is searched, the party will find crockery, dull kitchen knives, a ball of twine, a

small hammer (+1 brawling weapon) and a handful of rusty nails. The north wall is lined with barrels, containing pickled meat. The back entrance is firmly barred and chained, and only a Strength of Superior or an Unlock of Great can open it. The key can be found in the hall (see Hall). A large fireplace covers the east wall. There is a large, wooden table in the center of the room, and two rickety chairs. On the west wall is a boarded up door - the pantry.

Pantry

The door to the pantry is boarded up. Larry has no idea what is in the room beyond. The boards may be pried off with a Strength or Unlock roll of Passable. Inside, the walls are lined with shelves, containing small amounts of dried goods - flour, salt, beans, etc. Some of these items have spilled to the floor.

The body of a female wolfling is in here. She is remarkably well preserved, and a Passable Medical or Poison roll will ascertain that she was killed by poison. She is carry a short sword, red with blood, a water skin (empty), dagger, and a promissory note from Herbert Twelvetrees for \$100. She has \$3 in her pocket, a locket in the shape of a cat and a leather chest cuirass. An examination of her body will show tiny puncture wounds on her upper arms, and four tiny darts can be found on the floor. A fifth dart is still clutched in her hand. They are coated with Cassav, which will be recognized by a Poison roll of Superior or better.

Larry does not recognize her, and is astounded by her presence.

Sitting Room

This room is full of furniture, most of it piled against the north wall. It's obvious this furniture has recently been moved here from the hall. A panther has made his lair behind it, and will attack the first person who comes near.

PANTHER

Str	Grt
Agi	Gud
Int	Pat
Cun	Pas
Cha	---

Run Sup
Hos Grt
Com Gud
Dam Grt x3
BP 4

The south wall contains a window seat. Within it are some dusty portraits of cats - none have the prerequisite gold eyes.

The fireplace on the north wall is shared with the library. A small character could enter the library by crawling through to the other side.

Most of the furniture is very ornate, but dusty and worn. Gnawed bones litter the floor. Each character who explores the room may make two Search rolls:

Por or lower The character finds a wardrobe with a broken lock contains three cloaks, one of which is a cloak of insanity. A character who dons the cloak must roll Will(Sup) or else gain a mental illness from the Mental Illness chart (Players Primer, p. 55).

Pas: The character finds a locked desk (Unlock or Strength of Good or better), which contains 15 pages of blank parchment, a dried ink pot, a silver-tipped quill pen (worth \$20) and a note that requires a Literacy(Pas) roll to read. It says:

Dear nephew,

I fear that Yolanda is not working out as my attendant. Wherever did you find her? She is rather obsessive about her duties, and while my heart is gladdened by the sight of someone pampering my babies, she seems too devoted. It rather frightens me. Please speak to her the next time you visit. The way she talks about her mother, I fear she may be losing her mind. Could it be that she has stumbled across Manfred's... [ends abruptly]

Good: A book about feline beasts with little text and many fanciful drawings.

Great: A handwritten notebook about poisons. Studying it for 3 weeks and making a Literacy(Great) roll gives a character +1 to his Poison skill.

Super: 3 boxes with inlays of jade and brass, worth \$50 each.

Awes: A small diamond ring worth \$200.

Library

The door to the library is unlocked, and entry may also be made by crawling through the connecting fireplace from the sitting room. This room is almost devoid of books. A large book chained to the table bears the title The Handbook of Hermes Trismegistus. An alchemist will recognize this as a book on alchemy, any other character will have to make a Magic(Gr) roll to recognize this fact. Two weeks of study by an Alchemist and a Literacy(Gud) roll will grant an alchemist the Antidote spell. Another three weeks of study and a Literacy(Gr) roll will grant an alchemist the Disintegrate spell as well. These are the only two spells the book contains.

If the shelves are searched, a Search(Gud) roll will reveal a rolled parchment. This is a magic scroll which contains a Bell the Cat spell, a passable Enchanter spell from the Referee's Rulebook.

An old chair and a narrow rug are in the center of the room, along with a few bones that have been gnawed by strong teeth (a Track(Pas) roll will determine that these bones were gnawed by a panther). A pipe sits on the mantelpiece. This is old Manfred Twelvetre's library, which was virtually closed at his death.

Conservatory

This room is made entirely of glass. It is full of fresh, beautiful plants, which flourish in the hot, humid temperatures. This room is controlled by magical means, and the door will automatically close, but not lock, behind those who enter.

Among the plants can be found: 4 doses of catnip (which will effect housecats on a Plant roll of Poor; large cats on a roll of Good and humanoid cats on a Great or better); 2 doses of elf root, 2 doses of madwort, 2 doses of cassilago (which is what Yolanda used on Serena), and 2 doses of cutweed.

Workroom

This room is locked with a Great lock. It was once Manfred's workshop, and his old, dusty equipment is everywhere. The residue of evaporated chemicals can be seen on certain

bottles, and bits of silver and gold are scattered about the room (about \$10 worth). A mystical drawing depicting the philosopher's stone is on the north wall, and a large fireplace with a brazier is on the east wall. A work table is in the center of the room, and a very plush chair sits in the northeast corner. There is an old broken pipe wrapped in paper sitting on the mantel. There are some shells and rocks (no value) there as well.

A telescope can be found in one of the drawers (Mechanical of Superior or more), as well as a paper fan. A sealed jar rests on one of the shelves, containing the dried shell of a beautiful blue butterfly. The label reads: 'Southern Blue - Dormant'. If the jar is opened, the butterfly will reanimate. As it flutters around the room, it will emit a thick blue smoke. Characters will fall unconscious for STA(-Grt) x 10 minutes. The butterfly will try to land on an unconscious character to lay its eggs (the unlucky character will have an itchy spot that will slowly form into a boil. Eventually, it will burst and the larval caterpillars will crawl forth. Revolting as it appears, it is quite harmless). If the butterfly escapes the room, it will flutter throughout the house, emitting the sleep smoke.

A ladder leads to a sort of catwalk which circles the room, giving access to book shelves, which are now empty. A bobcat will attack from this level.

BOBCAT

Str	Por
Agi	Grt
Int	Pat
Cun	Por
Cha	---
Run	Gud
Hos	Gud
Com	Pas
Dam	Pas x 3
BP	3

Servant's Room #1

This is Yolanda's room. It is very bare. There is a blanket curled up in the NW corner, a scratching post and some clothes hanging from pegs on the western wall (cloak, tunic, simple dress, soft shoes). A small shelf contains a beautiful collar necklace of topaz stones. The necklace is worth

about \$200, but a Magic roll of Great or better will identify it as magical. It confers +2 to the wearer's Agility.

There are also some candles, a pair of soft leather gloves and four tiny vials, one of which is still full. This liquid is the last dose that she intends to feed to Madeline (see Bedroom #2) in order to change her into a lion lycanthrope. If a party member takes this dose, he will immediately convert to a lion form for Will(-Grt) x 10 minutes. Lastly, there is a beautiful glass figurine of a cat with a stick of incense before it.

Servant's Room #2

This dusty old room contains two beds, a table and a wardrobe. There is nothing in the wardrobe, and only a stubby candle is left on the table. Underneath one of the pillows is a charm. A Good Legends roll will tell the character that the local servants often carry these to promote good will between them and their employers. A small hand mirror is mounted on the east wall and an old stocking can be found under one of the beds.

Bedroom #1

There is a large folding screen obscuring the characters' view of the room when standing in the doorway, but rhythmic breathing can be heard. On the other side of the screen is a four-poster bed, upon which a man seems to be sleeping. He has long shaggy hair and a beard, and the blankets are pulled up to his chin. As he tosses a bit in bed, the rattle of a chain can be heard. This foe is a manticore.

MANTICORE

Str	Awe
Agi	Grt
Int	Por
Cun	Por
Cha	Feb
Run	Gud
Hos	Sup
Com	Gud
Dam	Grt x 4
BP	4

If roused he will say: 'Help me. They capture me. Make me come here. She no feed me. Very hungry, tied to bed.' If a character approaches, the manticore will leap out of bed, distend his jaw and fire off his darts. Though chained to the bed, he can move approximately four feet from it. He means what he said, he is very hungry. He figures if any character is carrying the key to his chains, he can take it from that character's dead body.

This room also contains a wardrobe with a beautiful silk gown (+1 to charm, \$50) and a pair of tiny slippers. A vase next to the door is filled with pussy willows. All of the pictures and trinkets in the room are of cats, none with gold eyes.

Bedroom #2

The room also contains a trunk with some male clothing - tunic, hose, sleeping robe. A lantern hangs in the corner. A wash basin sits on a table, a pitcher within it. The empty pitcher contains a small brass key (key to master bedroom). There are no cats or cat trinkets in this room.

There is, however, a young woman in this room. She is chained to the bed, and has obviously been crying. When the party enters, she will be relieved and ready to join them. This is Madeline, a girl from the village. She will tell the party that Yolanda enticed her to the house, promising her a servant's job with good pay. When they got to the house, Yolanda put a damp rag over her mouth, and she fell asleep. Ever since then, she's been lonely and afraid. Yolanda keeps feeding her a thick, strange tasting soup that makes her feel odd. She fears that she is being poisoned. If carefully questioned about Yolanda's habits, she will mention that Yolanda keeps something in the water pitcher, which rests outside of Madeline's reach.

Yolanda has been giving Madeline a rare potion that will eventually change her into a lion lycanthrope. The last does can be found in her room. Madeline can be cured if she is given a dose of madwort or if she is healed with a Superior medical roll. Madeline does not realize what is happening to her. She will involuntarily change into a lion when she is greatly frightened, or approached by a dog or dog-like animal. When in lion form, she is very ferocious and really can't help herself from behaving like a wild animal.

MADELINE

As human:

Str	Por
Agi	Pas
Int	Pas
Cun	Por
Cha	Gud
Run	Pas
Hos	Por
Com	Por
Dam	Por x 1
BP	3

As lion:

Str	Awe
Agi	Gud
Int	Pat
Cun	Pas
Cha	---
Run	Grt
Hos	Gud
Com	Gud
Dam	Grt x 3
BP	4

Bedroom #3

This room is very feminine, though no clothing can be found. A careful search of the room, and a Search(Great) roll will reveal a loose brick in the fireplace. A series of letters from Rufus to Amanda can be found, the last one making plans for an elopement.

A chest of drawers contains a small locked box which can be opened with a Passable unlock. Inside is some inexpensive, childish jewelry - a broach, a few rings, a bracelet. The lid has a picture of a fluffy kitten carved upon it. The inside lid is engraved: 'To Mandy from her mama.'

Master Bedroom

This room is locked. When a person attempts to open the door, a large, spectral dog appears and attacks. It cannot be harmed by physical means, though it does physical damage. It will not attack unless threatened. The dog may appear at either entrance, and a dog may appear at each door at the

same time. If Madeline is here, the spectral hound will trigger her leothropy.

SPECTRAL HOUND

Str	---
Agi	---
Int	---
Cun	---
Cha	---
Run	---
Hos	Pas
Com	Sup
Dam	Sup x 1
BP	6

The room is locked with a Superior lock, which can be opened with the key found in Bedroom #2, once the spirit dog is bypassed. This can be done with the wand of dogwood found in the nursery (see Nursery). When thrown, along with the verbal command 'Fetch' the spirit dog will leave its post.

Inside the master bedroom, the party will see a large bed, tiny tables, a fireplace and lots of depictions of cats. It is clearly the room that Serena occupied when she was alive. About \$400 worth of perfumes and jewelry are scattered about, along with worthless knick knacks. A search of Serena's vanity table will reveal a bottle shaped like a black cat. Two small gold coins are set into its eyes. Upon close examination it will be seen that the head may be twisted off. Inside the cat figurine is a thick, creamy ointment. A Superior Legends roll indicates that the coins are of netherman design.

The ointment within the cat is magical. If rubbed onto the flesh, that part of the body will disappear into another plane of existence for approximately five minutes. It causes no pain or unusual sensations. If rubbed entirely over the body, that character will disappear forever. There is only enough ointment to rub out one character in this way.

The dressing room contains a variety of women's clothing, shoes, hats and other apparel. It is old-fashioned and worn, but quite wearable. A wand made of ash can be found here as well (+2 to Willpower when resisting demons).

Closet

This closet contains a bucket, a mop and a broom. A shelf contains some dirty rags and linen.

Nursery

Long ago this was a nursery, and the shelves still hold toys - dolls, wooden horses, games. A crib and a cot have been pushed into the far corner, and a rocking chair stands beside them. The room is also used for storage, and there are many boxes piled on the floor. Inside are blankets, old garments, broken trinkets - nothing of value. Carefully tucked inside the crib is a wand of dogwood which may be used to enter the Master Bedroom. (see Master Bedroom).

Upper Hall

There are family portraits along this wall, very old and faded. A gorgeous mahogany cabinet stands near the nursery door. A small table to the right contains a brazier. Inside the cabinet is a ten foot high statue of a woman with the head and tail of a cat. It has the same features as the cat statuette found in Yolanda's room. Yolanda calls the statue 'mother.'

Once the characters find the cat with the gold eyes, Yolanda will animate this statue while they are still on the upper floor. She will guard the stairs while the statue stalks them down the hall. The statue cannot easily descend the stairs.

BRASS IDOL

Str	Awe+
Agi	Inf
Int	Inf
Cun	Inf
Cha	Por
Run	Inf
Hos	Pas
Com	Sup
Dam	Sup x 1
BP	6

Opening the Box

One the characters bring the cat with the gold eyes to the High Judge's house, they will find that the two gold coins taken from the cat fit snugly into the eyes of the cats on the lid of the box. When this is done, the box will open. Inside is the deed to the Twelvetreets mansion and a note which reads:

My dear heir,

Too late I realized the treachery of my nephew. Though he hired Yolanda to nurse me, in reality he wanted her to poison me so that he would inherit all. Unfortunately, the mad Yolanda had other plans, and uses me and my money for her own ends.

Now I am old and sick, and I realize that I will soon die. Not wanting to leave my beloved home in the hands of that mad woman, nor in the greedy paws of my nephew, I concocted a plan. I knew that if Herbert thought I still had a treasure hidden in the house, he would come for it, but I also knew that he would never dare cross Yolanda. The only answer was that he would hire a some brave soul to do his dirty work for him.

Whomever has been so brave and hearty as to enter my house of woe and return unscathed deserves a vast fortune. Alas! It is all gone. I now know, too late, that Yolanda is of strange fairie blood. She is a cait sidhe, and with her hypnotic gaze she has forced me to turn over my fortune to her. With it, she has purchased exotic feline creatures, and commissioned the fantastic magical statue of her 'mother,' the cat goddess. I am certain now that while she was snooping around my house, she found my husband's cloak of insanity. It must have affected her terribly. She believes that she is the daughter of the cat goddess, that the Twelvetreets mansion is her temple, and that the creatures she kidnaps are her congregation.

All I have are the contents of my house, and the house itself. This I leave to you, under the stipulation that you find good homes for all my precious pets.

Thank you for rescuing my pets, and for bringing Herbert to his just fate.

Sincerely,

Serena Twelvetreets

course, the High Judge may be especially interested in the part Herbert played in Serena's death. The choice is up to you.

What happens after this is up to you and your players. Herbert may be willing to pay for the mansion, or the players may wish to keep it for themselves. There may be back taxes to pay, and of