

# INHERIT DANGER

A "TOON" ADVENTURE BY KAMIYOSHI

## PREMISE:

A rich uncle of one of the players has passed away. The uncle's will is read to them at the law offices of Dewey, Cheetham, and Howe, revealing that his fortune was left to the player, on the condition that they spend one night in the family mansion (which may or may not be haunted), forfeiting the inheritance if they leave for any reason before sunrise. The focus of the adventure is on the exploration of the mansion, the attempts by the law office to scare them out of the house, and having to defeat the real ghosts when they show up.

## CHARACTERS:

- Rich Uncle Gold\_\_\_\_ – The deceased uncle. The name and species should be changed to reflect the species of the player who will be playing the heir (for example, if the player’s character is a bird, the name would be something like Rich Uncle Goldfeather, and would be a type of bird). The uncle is deceased of course, but will make an appearance at the end of the adventure as a ghost. He will speak like a proper gentleman, but will be particularly amused when the “fortune” is revealed.

- Dewey – The first of the three lawyers, Dewey is a short weasel wearing a dark purple suit with a dark red tie. Whenever Dewey speaks, his dialogue consists entirely of rapidly-spoken legalese, usually relating in some way to whatever was just said by someone else. (If you need help improvising dialogue for Dewey, an easy approach is to take a minor detail from something that was just spoken and turn it into a disclaimer that includes the words “not actually”. For example, if someone were to say, “Take charge of your life, the future belongs to you,” Dewey might immediately add, “Future does not actually belong to you.”) When fighting, he relies on his speed more than his strength, trying to confuse or stun his opponents.



- Cheetham – The second of the three lawyers, Cheetham is a large, muscular cheetah, wearing a dark blue suit with a black tie. He speaks very little, and when he does, he will at best say only a single word. (For example, he might present a document to one of the players and simply say, “Sign.”) He is the muscle of the group, and will likely be the one carrying out a lot of the lawyers’ tasks that involve strength or fighting. His weapon in combat is his bare hands, or anything heavy nearby he can lift and either swing or throw, like couches or candelabras. Despite being a cheetah, he is not very fast, and relies more on his strength. He is smarter than he lets on, but is probably still susceptible to a good fast-talk roll.



- Howe – The third of the three lawyers, Howe is an old vulture that occasionally coughs when he speaks, wearing a well-worn gray suit with a black bow tie and a small pair of round spectacles that he constantly adjusts. As the smartest and most experienced member of the group, he is the one who usually does the speaking for them (since Cheetham rarely speaks, and Dewey only makes legalese corrections). He is determined and crafty. Although he is old and generally takes things a bit slower than others, he will still react quickly to threats. He has an old blunderbuss that he uses in combat, but is physically frail and avoids fighting hand-to-hand.



- The Fantastic Fantasm – One of the ghosts haunting the mansion, Fantasm resembles a rabbit dressed like a stage magician, with a suit, top hat, mustache, and magic wand. He has a variety of magic spells that all relate to classic stage magician acts, such as card tricks, rope tricks, sawing someone in half, etc. As a ghost, he is intangible and cannot be directly attacked. He is very showy and theatrical, and loves to perform. He can be defeated by heckling his “act”, which frustrates him. Enough heckling, and he will break into tears and leave.



- Speccy the Spectre – Another of the ghosts haunting the mansion, Speccy resembles a ghostly pair of glasses, with a comical nose and mustache attached to it. He is very nearsighted. He will primarily try to place himself on someone’s face, which “possesses” them and puts them in Speccy’s control (anything that removes the glasses will give control back to the player). Despite being a ghost, he can still be directly grabbed or attacked. If his lenses ever become cracked, he will get sad and leave to go get new lenses.



- The Poultrygeist – The last of the ghosts haunting the mansion, the Poultrygeist resembles a ghostly cooked chicken. He has the ability to levitate objects and will use them to attack the players by throwing them around. He is initially intangible and cannot be attacked by anything. He hates salt and will not go near it, so creating a line of salt (or simply brandishing a salt shaker) will keep him away from players, although he will still try to throw objects at them. Putting salt on him directly will make him corporeal (and therefore also edible).



## SCENE 1 – THE LAW OFFICES OF DEWEY, CHEETHAM, AND HOWE



In the opening scene, the players are in the waiting room at the law offices of Dewey , Cheetham and Howe. One of the players (the “heir”) has a letter about the passing of his rich uncle and the reading of his will. The other players are there for their own reasons (support, or maybe just interested in seeing what the inheritance will be).

Eventually they are called into the office, meeting the lawyers. Howe is seated at an old desk with Dewey and Cheetham standing to either side. The heir will be instructed to sit in an old chair in front of them.

Howe: “First of all, allow me to extend to you our condolences for the loss of your uncle. If there is anything we can do, do not hesitate to let us know.”

Dewey: (spoken quickly) “The law offices of Dewey, Cheetham and Howe’s offer of ‘anything’ does not actually guarantee any action from the aforementioned law offices in response to your request.”

Howe: "Now, before the will is read, please sign this document confirming your identity, that you are indeed \_\_\_\_\_. Mr. Cheetham?"

Cheetham: (presents document) "Sign."

After the heir signs the document (it may be read first, but mostly consists of nearly incomprehensible legalese), Howe will then open an envelope containing the will. He will read it as follows (with appropriate changes made based on the heir's character):

"I, Sir Reginald Percival Gold \_\_\_\_\_ the Third, hereby bequeath the entirety of my fortune upon my [nephew/niece] \_\_\_\_\_, to do with as [he/she] sees fit. HOWEVER, since I am concerned that [he/she] is not as familiar with [his/her] family history as I would prefer [him/her] to be, this bequeathment is to occur only under the following condition: [He/She] must spend one night within the ancestral mansion of the Gold \_\_\_\_\_ family, in order to learn more about [his/her] family history. Please do not pay mind to the rumors that the mansion is haunted; this is not true. [He/She] is to arrive and enter at precisely four PM after the reading of this will, and once [he/she] has entered the mansion, [he/she] is not to leave until sunrise the following day, at which time I have arranged for the delivery of the fortune. Should [he/she] leave the mansion for any reason before sunrise, [he/she] shall forfeit the fortune, upon which it will pass instead to my faithful legal advisors, the law offices of Dewey, Cheetham, and Howe."

(Upon reading the last sentence, Howe will be surprised and silently read it again more closely, then glance at the other two lawyers, to hint that they were not aware of this last portion.)

Howe: "Well, ahem, now that that's over with... Mr. Dewey, if you would please go on ahead to 'arrange' our guests' accommodations, to help make their stay a 'pleasant' one."

Dewey: (spoken quickly) "Accommodations may or may not be pleasant depending on the subjective preferences of the guests."

Howe: "Yes, yes, now do hurry off. Mr. Cheetham, accompany him if you would."

Cheetham: (grunts)

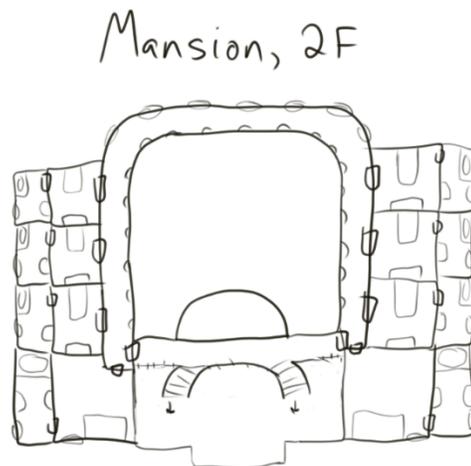
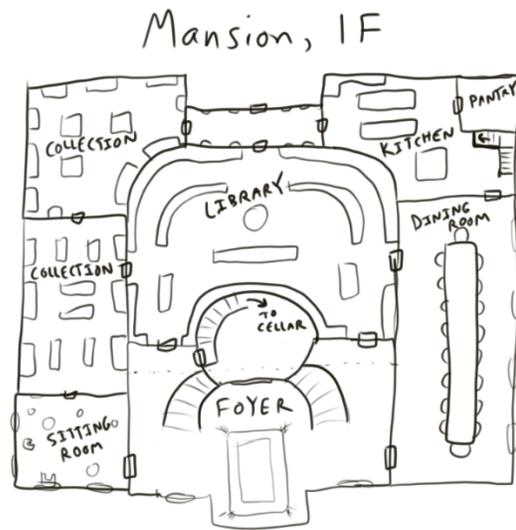
Howe: "Indeed. Lastly, if you and your guests should come with me to complete a few standard waivers, and I shall take you to the mansion."

## SCENE 2 – ARRIVING AT THE MANSION

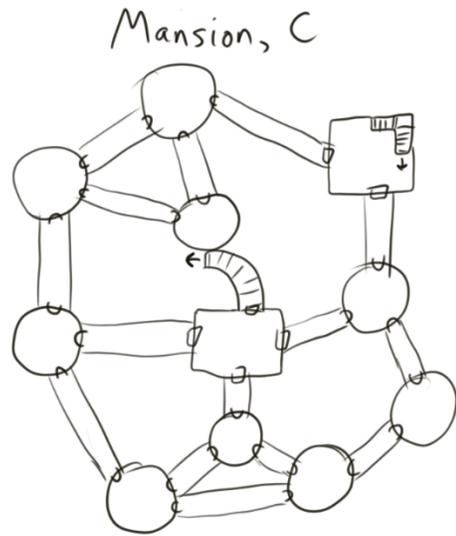
The players are then brought by Howe to the mansion, which looks very creepy from the outside and will likely be accompanied by a flash of lightning in the sky when first viewed. Dewey and Cheetham are nowhere to be found, and Howe will not accompany the players inside, hastening to leave instead.

At this time, the players are then free to explore the mansion. Although it is very creepy, nothing is actually dangerous (at this time), and it is more likely that the players will end up scaring themselves if they are too paranoid while exploring. Key areas of the mansion include:

- Foyer — Chandeliers and large curved staircases leading to other parts of the house. Contains an enormous portrait of the uncle. Examining the portrait closely enough may reveal that it is hiding the secret passage to the Treasury.
- Treasury — An empty stone room behind the foyer painting, containing a large ornate chest. The chest is absolutely indestructible and cannot be opened by any means other than the key, which the ghost of the uncle will provide at the end.
- Kitchen — Lots of pots, pans and knives, a fully stocked pantry, and an icebox.
- Sitting Room — Lots of chairs of all shapes and sizes.
- Dining Room — A very long dining table with lots of candelabras and chandeliers.
- Hallways — Dusty carpeted hallways contain paintings and suits of armor against the wall.
- Bedrooms — Large beds with end tables and wardrobes large enough to hide in.



- Collection — Display cases containing various medieval weapons of all shapes and sizes, and more suits of armor.
- Library — Two-story bookcases and tables, with a large globe in the middle, and ladders to reach the higher shelves. (Searching the library may result in finding a useful book with tips on how to deal with the ghosts later.)
- Cellar — Maze-like chambers filled with barrels, crates, and old dusty boxes.



After sufficient exploration (and calming their fears about the mansion being haunted), the players can settle in and decide what they're doing to pass the time, such as reading in the library, preparing dinner in the kitchen, etc.

## SCENE 3 – THE FRIGHTENING

Once the players have settled in, the lawyers will start to implement plans to scare the heir out of the house. This may start subtly, such as making ghostly sounds or passing false apparitions by the windows, but can escalate later into direct attempts to pretend to be ghosts. Be creative during this section, and try to theme the scaring attempts to whatever the players are currently doing.

If the lawyers are discovered, they may make one last fight attempt to try and just force the heir out of the house (in particular, Cheetham might just pick them up and try to carry them out the front door). The fight should not go on too long, however, and the lawyers will give up and confess their plans if it continues, revealing that the uncle never really paid them that much, so they were desperate. They will also assert that the house is not really haunted. At this point, the real ghosts will rise up behind them as they speak and scare them out of the house:

Howe: “Of COURSE there weren’t any ghosts! This mansion is not truly haunted, you fools!”

Fantasm: (from behind them) “Oh really?”

Lawyers: (turn around, see the ghosts, and all scream before running for the front door)

Dewey: (pauses right before exiting and regains composure, speaking quickly) “Our previous statement suggesting that the mansion is not haunted may not actually be based in fact.” (resumes screaming and exits)

The ghosts will then scare the players, causing them to split up and run randomly in all directions, getting lost in the mansion.

## SCENE 4 – THE ACTUAL FRIGHTENING

Split the players up amongst different locations across the mansion. If there are at least 3 players, at least one should end up in the collection, at least one in the library, and at least one in the kitchen. They will then have encounters with the ghosts:

- Collection – The players will encounter the Fantasm, who will use stage magician tricks to attack or restrict the players. Heckling his act will eventually frustrate him to the point of leaving in tears.
- Library – The players will encounter Speccy, who will surprise and possess one of the players, forcing them to attack the other players. If his lenses are broken, he will sadly leave to get new lenses.
- Kitchen – The players will encounter the Poultrygeist, who will start levitating and attacking with various things around the kitchen (knives, utensils, food, anything it can move). Getting salt on the ghost will make it corporeal, and it can be defeated by being eaten.

In all cases, the ghosts can be defeated by other means that the players can think up.

Once the ghosts are defeated, the sun will begin to rise outside, and the night will be over, cueing the arrival of the ghost of Rich Uncle Gold\_\_\_\_\_.

## SCENE 5 – THE ‘FORTUNE’

As the sun rises, the ghost of the uncle will congratulate the heir on his victory, leading the group over to his painting in the foyer and causing it to slide open, revealing the hidden treasury with its ornate chest and handing the heir a fancy key to open it. (If the players have already discovered the treasury, he will simply give them the key.)

When the heir opens the chest, they will find it filled with lender’s notes, revealing that the uncle’s fortune was all borrowed money, and that he was very, VERY much in debt. He will chuckle at the heir, saying, “It’s YOUR problem now!” and disappear, laughing some more.

After this, a rumbling sound marks the arrival of a fleet of trucks, and everything in the house gets repossessed; after all furniture is taken, they start taking sections of the house as well. This happens very quickly, and eventually when the trucks leave and the dust clears, the players will find themselves on an empty lot. After leaving time for a few closing reactions from the players, the adventure ends.

## ALTERNATE ENDING – THE FORFEITED INHERITANCE

Should the heir leave the house for any reason, the lawyers will immediately show up (if they weren't there already) and declare victory, kicking the players out of the house. If they refuse to go, they will immediately call in the police to have them escorted out.

The lawyers will then obtain the inheritance as listed above, and be distraught to discover that they did all that work just for the uncle's debt.

