

THE LOST HEIR

You never knew your father, until letters that your mother had kept led you to Egan Bakker with proof. You confronted him, but he did not believe you. Then a few days later, out of the blue, he asks you to come with him to Fairhaven so he can get to know you better.

Now that he's dead, are you heartbroken not to have gotten that chance or did you secretly hate the father who was absent from your life? You certainly stand to profit now.

What you know:

- One day Bakker didn't seem interested in knowing you. The next he completely changed his mind.
- He claims he had no idea you existed.
- The night before the murder, you saw the Spouse mixing something into the brandy bottle that Bakker took to drink with his Former Business Partner.

Who you know:

- You met The Spouse at the Bakker home when you visited
- You met the Loyal Retainer and Blue Shield in the journey to the lightning rail station

The player must decide:

- The Heir must be a human, dragonmarked human, half-elf or half-orc.
- Why do you even want Egan Bakker to acknowledge you?
- What do you think of him?

Items in your cabin:

- A picture of Bakker and your mother.
- Something you stole.

If the Heir is the Murderer

Did you hate him for abandoning you? Did you just need him to acknowledge you so you could inherit everything?

Whatever your reason, you saw the Spouse drugging his brandy and you said nothing. You waited until he passed out and the others left so you could kill him.

What might get you caught:

- You stand to inherit nearly half of Bakker's assets.
- Everyone knows he was an absentee father.
- You pulled a tunic on over your bloody shirt, but you are still wearing it, so you don't risk leaving it around to be found. This makes getting searched a risk.

A second murder

If an NPC starts to figure it out the DM will pass you a note and you can decide if you are willing to risk killing them or not.

If a PC looks close to catching you, you can strike without warning the DM.