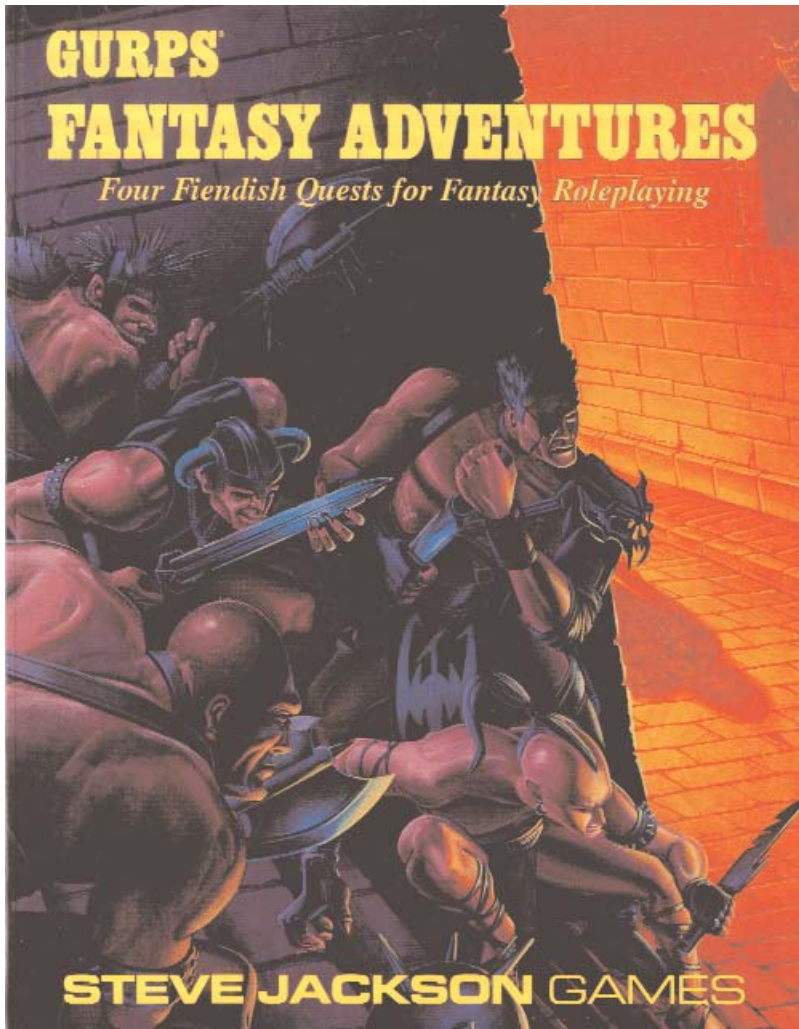


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This PDF is a scanned copy of an adventure from the last printed edition of *GURPS Fantasy Adventures*. No changes or updates from that edition were made, but we have appended all known errata to the end of the document.

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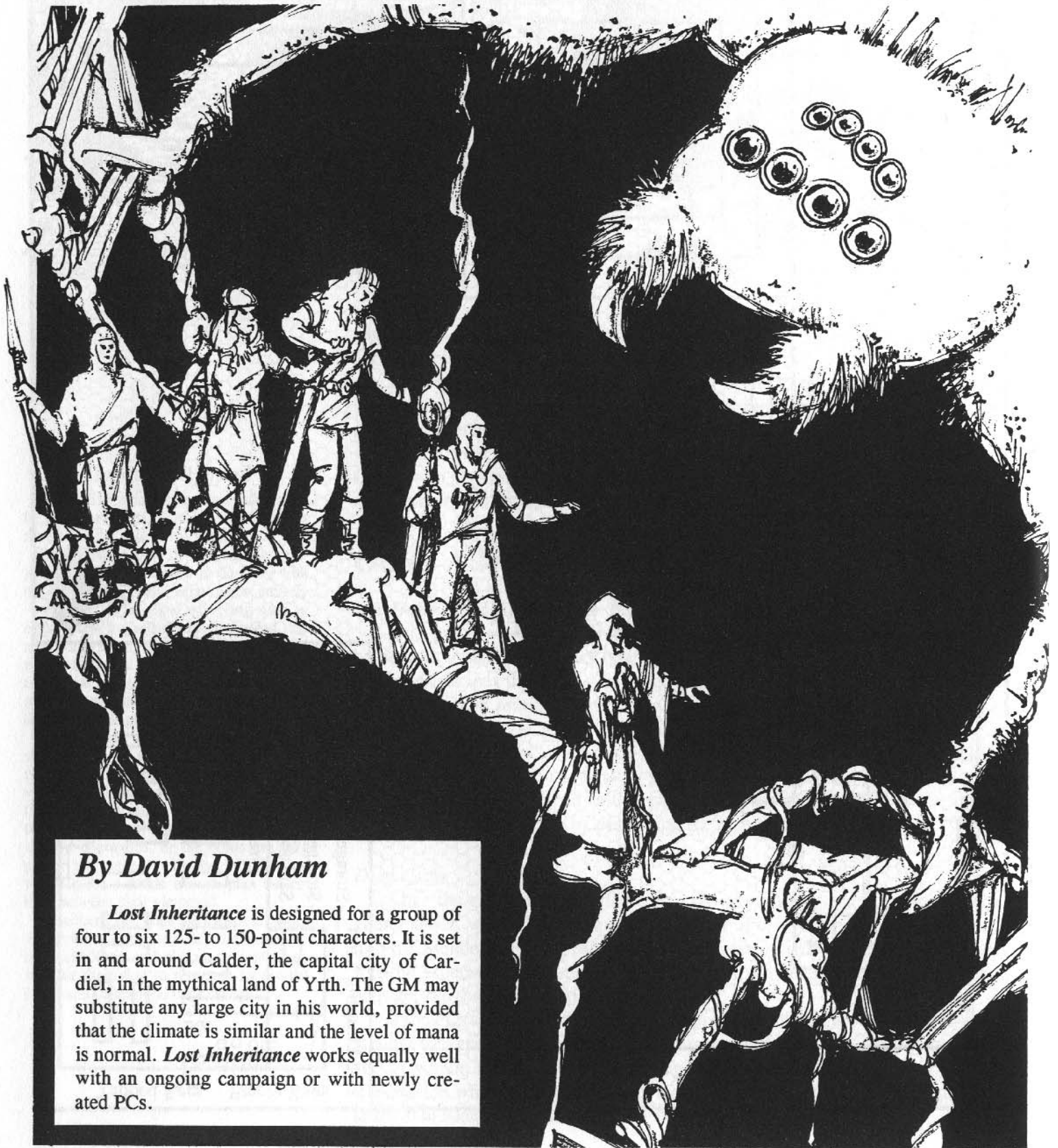
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LOST INHERITANCE



By David Dunham

Lost Inheritance is designed for a group of four to six 125- to 150-point characters. It is set in and around Calder, the capital city of Cardiel, in the mythical land of Yrth. The GM may substitute any large city in his world, provided that the climate is similar and the level of mana is normal. *Lost Inheritance* works equally well with an ongoing campaign or with newly created PCs.

Since the adventure incorporates a good deal of magic, one of the party members should have at least one level of Magical Aptitude (it is even better if one is a trained wizard). Other skills and advantages may also be useful. The GM can suggest as many of the following as he wishes:

Advantages

- Magical Aptitude
- Danger Sense
- Common Sense
- Night Vision
- Literacy

Skills

- Horse Riding
- Singing
- Swimming
- Climbing
- Diplomacy
- Fast-Talk
- Streetwise
- Escape
- General Weapon Skills



Getting Started

The adventure begins at the Inn of Seven Shades, a notorious night spot in one of Calder's semi-affluent sections. Getting the party to the starting point is a recurring GM dilemma — a too-obvious ploy reeks of manipulation, yet subtlety often leaves the characters scratching their heads in the town square, discussing the merits of stealing horses for a living. Here are a few suggestions:

The Meeting

One of the characters wants to form an adventuring/mercenary group. He has put advertisements around the city inviting anyone interested to meet at the inn at a certain time (the GM can also use this to introduce annoying NPCs who have no recognizable skills, yet desperately want to join the group).

The Social Event

There is a party/show/assembly/fight at the inn that the members of the party have been invited to (or wish to attend).

The Mutual Friend

All of the party members have a mutual friend who invites them to the inn for a drink and maybe to give them some useful information (this is also a good way to get the party on the right track if they aren't very good at or are not interested in picking up rumors).

Certainly, the GM can use his imagination to make up any interesting and believable story. Once the characters have made it to the inn, the adventure begins.

The Inn of Seven Shades

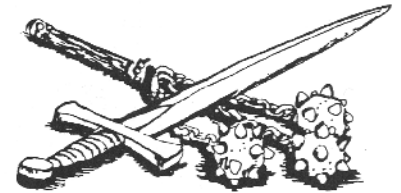
Calder is one of the largest and most diverse cities in Yrth, and the Seven Shades is the largest and most diverse inn in the city. It is always crowded and reeks of sweat, blood, ale and food. Merchants and tradesmen congregate to the

About the Author

Born on the East Coast, David Dunham has wandered considerably. He was a Texas gamer during the early days of the hobby, coming in almost on the ground floor — his *Space Gamer* subscription started with #2. (This adventure first appeared in issue 6 of *Fantasy Gamer*.)

He now lives in Seattle, where he works as a software designer. He was one of the creators of *Acta* for the Macintosh.

David has few chances for face-to-face roleplaying any longer, but still spends time on CompuServe. His ideal game would be one with no rules at all.



Encounters at the Inn

The Inn of Seven Shades is a huge two-story building, sturdily constructed of wood and stone. It is the main hub of after-dark activity in the southern section of Calder. It is likely that the party will run into some interesting people when they visit the inn. These NPCs can spice up the introduction to the adventure and give them a little breathing room before they launch off into the quest.

Graydor

Graydor is the Seven Shades' large, surly downstairs bartender. He keeps the mugs full and the fights from getting out of hand. He is known for his booming voice and his predilection for telling wild stories of adventure. He is of medium height, stocky and muscular. Any PC who gets involved in a tavern brawl will end up dealing with Graydor. His specialty is silencing loud tavern drunks from across the room with a beer stein to the head.

Age 30; brown hair, blue eyes; 5' 9", 220 lbs.

ST 16, DX 15, IQ 11, HT 14.

Basic Speed 7.25, Move 7.

Dodge 7, Parry 8.

No armor or encumbrance.

Advantages: Voice, High Pain Threshold, Combat Reflexes.

Disadvantages: Compulsive Liar, Overconfidence.

Skills: Brawling-22, Broadsword-17, Carousing-17, Cooking-16, Fast-Talk-15, Throwing (beer steins)-16.

Weapon: Club, 3d-1 crushing; Beer steins, 1d+2 crushing.

Continued on next page . . .

Encounters (Continued)

Piskin

Piskin is a weasel-like gambler who always has one hand on the dice and one on his victim's cash. Piskin is feared throughout the gambling community for his uncanny ability to win almost any bet. He enjoys preying on unsuspecting adventurers who don't know his reputation.

Age 34; dark skin, black hair, and beady black eyes; 5' 4", 145 lbs.

ST 9, DX 12, IQ 16, HT 10.

Basic Speed 5.5, Move 5.

Dodge 5, Parry 8.

No armor or encumbrance.

Advantages: Lightning Calculator, Extraordinary Luck.

Disadvantages: Greed, Reputation (-1 among gamblers), Odious Personal Habit (picking his nose in public).

Skills: Carousing-10, Fast-Talk-17, Gambling-25, Knife-16, Savoir-Faire-16, Stealth-15, Streetwise-17.

Weapon: Large Knife, 1d-2 impaling.

Continued on next page . . .



second floor where the ale is a bit more expensive and the wenches a bit less ugly, leaving the first floor to the hardier (and perhaps less honest) folk.

On this day, the first floor is packed with the usual lot: hardy fighters, scheming gamblers, con-artists, mysterious loners, obnoxious drunks and a few off-duty guards. It is the perfect atmosphere for an intrepid party of adventurers to scout for rumors. There is also room for a small diversion or two if the GM doesn't want the adventure to go too quickly — see sidebars, pp. 33-35, for some possible encounters at the inn.

A successful Streetwise roll+2 (or exceptional roleplaying) reveals a very interesting rumor. It appears a furniture maker in a nearby town is offering \$8,000 for the recovery of lost family valuables. The job seems simple — almost too simple for such a handsome payoff. But if there is a catch, the PCs will have to pursue the matter to find out.

Upon further questioning, the party finds out that the reward is being offered by a fat, jolly craftsman named Oinet, who lives with his wife Nazru in Tin Hill, a town only 60 miles to the west. It is the perfect opportunity to help a local craftsman and make a healthy profit in the bargain.

The Road to Tin Hill

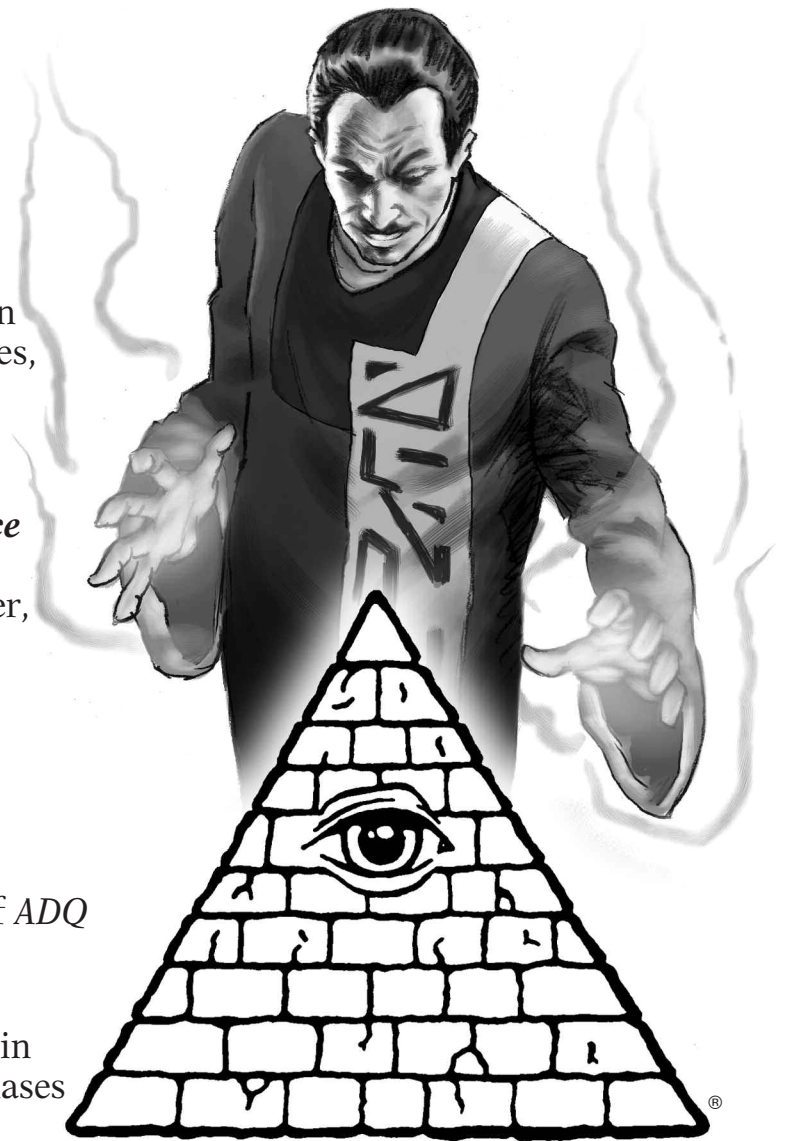
Tin Hill is a four-day journey on foot — two days by horse. The traveling is easy because the land around Calder consists of small rolling hills dotted with grass, scrub brush and a few small trees. In the valleys, there are copses of cedar and elm. The road is clear and busy, but if the travelers think to ask, they will learn that there are rumors of banditry in the area.

On the morning the group departs, the day is warm and blustery (if the party chooses to travel at night, skip this section and see the sidebars, pp. 36-37, for potential night encounters). The morning passes without incident; however, around noon, a successful Vision roll+2 will alert a PC to black clouds clustering on the horizon — a storm is coming and by the looks of it, a big one (if the roll is missed, the storm comes up very quickly and catches the party by surprise). The party can either set up camp early and wait out the storm or take their

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