

## **THE SECRETIVE LOVER**

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You're sexy and you know it. You don't tell people where you're from or your history because half the fun is the mystery right? You have been publicly on Bakker's arm for a while now, accepting his gifts, but what do you really think of him?

### **What you know:**

- He was a greedy, selfish man, but giving lavish gifts made him feel important.
- Bakker had no intention of ever leaving his spouse for you.
- Even though it was assumed the House in Fairhaven would accept him, he was still paranoid they would not.
- The Scholar hated Bakker for humiliating them at a party a year ago, but you do not know much about it.

### **Who you know:**

- The Spouse (from a distance)
- The Loyal Retainer from his waiting on Egan
- You've been sleeping with The Scholar for a short time.

### **At the time of the murder:**

- You were waking up in the Scholar's cabin.
- You crept from their room back to your own before dawn.
- You will claim to have been alone at first, but if any accusations come, you'll admit where you were.

### **The player must decide:**

- Were you sleeping with Bakker?
- How do you feel about the Scholar?
- What is one secret that either Bakker or the Scholar might know about you?

### **Items in your cabin:**

- Presents from Bakker
- One of the Scholar's notebooks

## **If the Lover is the murderer**

If the Lover was the murderer, it was an impulsive decision after seeing Bakker unconscious in the Dining Cart after sneaking out of the Scholar's quarters.

After you shot him, there was blood everywhere and you panicked. You ran into the bathroom to clean yourself up, hiding your glameweave dress in the toilet cistern.

### **What might get you caught:**

- The Scholar might realize you left their quarters too early to have an alibi for the murder.
- The bloody glameweave dress will be recognized if it's found.

### **A second murder**

The Lover will be reluctant to kill again but to protect yourself, you will.

If an NPC goes looking in the cistern 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.