

THE FORMER BUSINESS PARTNER

You have known Egan Bakker for fifteen years or more and even helped him set up his first workshop. At first everything was split fifty-fifty, but then he squeezed you out of the business right before he made it big.

What you know:

- Egan Bakker is loud; a bully and he loves money more than anything.
- He does love his spouse, in his own possessive way, but they are too good for him.
- He still owes you a hundred gold.
- His inventions would have never been bought during the War if not for your hard work and as soon as they were, he ditched you.
- Recently he seemed interested in your help again. You hate it, but you want the money he owes you.

Who you know:

- You've known The Spouse since they met Bakker
- The Loyal Retainer has known Egan longer than you

- The Ice Queen looks very familiar

At the time of the murder:

- You were drinking together in the First-Class Dining Car until he passed out.
- You left him sleeping it off on the table and went to bed.

The player must decide:

- How exactly did the partnership end?
- How did you get involved in arms dealing during the war?

Items in your cabin:

- An old picture of you and Egan at a party from when you first met. The Ice Queen is just visible in the background. A coincidence?
- A schema for a device very similar to Bakker's new pistol.

If the Business Partner is the murderer

Bakker has owed you so much for so long. Now he has the nerve to drag you all the way to Fairhaven just to help him more. You both knew he is going to double-cross you again, but then he got so drunk that he just admitted it.

You just lost your temper. Then he was dead. You washed all the blood off your clothes and hid them under your mattress.

What might get you caught:

- You were known to be the last person with him that night.
- It's well known that Bakker betrayed you.
- There's a pile of wet clothes under your mattress.

A second murder

You don't want to kill anyone else, but you protect yourself you will.

If it looks like there's no other way pass a note to the DM saying who needs to die.

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