

THE SCHOLAR

You are privileged, well-educated, soft-spoken and a little snobbish.

Your primary reason to take this train journey is because the Lover told you it was important to Bakker. You were going to try to make the Lover publicly choose you over him to humiliate Bakker.

What you know:

- You think Bakker is a cash-grabbing social climber who made his money during the war as an arms dealer.
- You met him at social events and parties in the last few years. At one he humiliated you and you've hated him ever since.
- You've been sleeping with The Lover, who Bakker has had on his arm, for a short while.

Who you know:

- You hate Egan Bakker
- You've met the Spouse once or twice
- You've been sleeping with the Lover for a short time.

At the time of the murder:

- You were just waking up in your cabin with The Lover.
- They left shortly before you heard the conductor yelling for help.
- You are unlikely to want to advertise you were with the Lover if you have a choice, as it gives you another motive to kill Bakker but if you are accused, you'll use them as an alibi.

The player must decide:

- How did Bakker humiliate you?
- How do you really feel about the Lover?

Items in your cabin:

- A lot of books, writing materials and ink
- One of the Lover's earrings under your pillow

If the Scholar is the murderer

If the Scholar killed Bakker, it was on impulse. After the Lover left your cabin you went into the dining car and saw Bakker there unconscious. His pistol was ostentatiously on his hip, as always. Maybe when you picked it up at first, you were thinking of stealing it, just out of spite.

Then as you held it in your hand, remember him boasting about how quiet it was, you realized you can have him dead and gone from your life.

You tossed the gun back onto the table, burning your hand on the hot barrel. Your nightshirt was covered in blood, you pulled it off and hid it behind some seats before running back into your room. The conductor found Bakker's body and started shouting for help just seconds later.

What might get you caught:

- The burn on your hand
- The Lover left before the muffled gunshot
- The bloody nightshirt might not identify you, but it narrows it down to someone of your size.

A second murder

The Scholar will be reluctant to commit a second murder but will panic if they feel anyone is getting close to figuring them out.

If an NPC sees the burn on your hand, the DM will pass you a note and you can decide if it's enough to kill them. If a PC looks close to catching you, you can strike without warning the DM.

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.

THE SECRETIVE LOVER

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.

THE SPOUSE

You've been estranged from Egan for some time. Perhaps you never truly loved each other, perhaps you were once very in love. Either way, recently Egan's attention has been elsewhere.

What you know:

- You married Egan ten years ago.
- You fought in the War. He did not.
- At first his ambition was exciting, then it was draining.
- He's been neglecting you for the past three years.
- His rejection by the Baron of House Cannith South means that he takes smaller rejections very badly.
- He was blackmailing the Train Conductor
- Egan has already functionally been accepted into House Cannith West

Who you know:

- The Former Business Partner was still good friends with Egan when you married him
- The Loyal Retainer has been living in your house the whole time
- You've seen The Scholar at parties

- You know of The Lover.
- You were surprised by the appreciate of the Love Child recently.
- You've met the Conductor once or twice.
- Blue Shield is most devoted to Egan, but they protect you too

At the time of the murder you were:

- Asleep in your quarters. You had taken your sleeping potion and didn't realize that Egan hadn't come back.
- You had mixed some of your sleeping potion with Egan's brandy to keep him away from the Lover, to stop him embarrassing you.

The player must decide:

- Do you still love Egan? Were you jealous of the Lover or just humiliated?
- What are your feelings on the War?

Items in your cabin:

- A chest filled with single doses of *Potion of Sleeping*.
- A letter to Egan from the Conductor about the blackmail.
- A piece of your old military banner.

If the Spouse is the murderer

It's always the Spouse, right? You have grown to hate Egan. He refuses to love you and yet refuses to leave you. You drugged his brandy earlier in the night, thinking this would stop him from being unfaithful but you saw the Lover sneaking back into their room before dawn and assumed that they had been with Egan.

In a fit of rage, you killed him with his own precious gun.

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.

What might get you caught:

- You are well known to have the potion Egan was dosed with before he died.
- People always assume it's the spouse.
- There was no one in your cabin to give you an alibi.
- You pulled a dressing gown on over your blood-stained nightdress, 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

You have killed before many times during the war. This is a life-and-death circumstance, so you will do what it takes to survive until you can leave this train.

THE LOST LOVE CHILD

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 Love Child 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 Love Child 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.

THE VETERAN CONDUCTOR

Readjusting after the War has not been easy. Getting this job on the lightning rail was the best thing that could have happened to you.

What you know:

- You've known Egan Bakker since before the War ended.
- He knows things about you that he enjoys holding over your head, blackmailing you so you do him favors whenever you're in Sharn.
- You even let him bring that stupid pistol onto the train and he's been flaunting it.

Who you know:

- You've seen The Loyal Retainer hanging around Bakker, doing his bidding too
- You've met The Spouse, they were a solider too, and you like them better than Bakker.
- You are aware of Bakker's warforged bodyguard, Blue Shield, in the cargo hold.

At the time of the murder:

- You were doing your last patrol of the train and had locked up the galley.
- You saw Bakker slumped over a table.
- You went back to the staff quarters and slept before finding him dead just before dawn the next day.

The player must decide:

- How effected by the War are you?
- What does Egan Bakker know about you?
- What evidence of the blackmail might exist?

Items in your cabin:

- Wand of Magic Detection.
- Keys for Engine and Cargo Cars.
- Schema of the train.

If the Conductor is the murderer

Egan Bakker was a bastard. He cheated people. He was a terrible husband and it looked like an even worse father. He never had any intention of letting you live in peace.

Then he got so drunk he passed out right in front of you. That stupid gun was right there on his hip.

What might get you caught:

- You searched each of the passengers when they arrived for weapons. You let Bakker take the pistol on board.
- You were the last one to bed that night and the first one up in the morning to “find” the body.
- The Spouse and the Loyal Retainer know that Bakker was blackmailing you.
- Your bloodstained shirt is in your room in the staff quarters. where the passengers are not allowed access but enforcing this rule might make you look suspicious.

A second murder

You won't kill again unless you are attacked outright.

THE ICE QUEEN

A cold personality, and no apparent connection to anyone there, but maybe you knew Egan Bakker a long time ago, twenty years or more, before he made his money, and you have a debt to collect.

What you know:

- Egan Bakker is greedy, egotistical and resentful.
- He hates House Cannith as much as he is desperate to be accepted by them.
- Bakker secretly knew the Love Child existed this whole time, despite what he says.
- You helped Bakker pay off the Love Child's mother.
- You know the Loyal Retainer well; they have kept cleaning up after Bakker all these years.
- Bakker was not expecting to see you on this train, but the Loyal Retainer was.
- House Cannith West is already prepared to accept Bakker.

Who you know:

- The Loyal Retainer is the only one who has known Bakker long enough to know you too

- The Former Business Partner saw you once but you don't think he recognizes you
- You saw the Love Child as a baby, they will not recognize you.

At the time of the murder:

- You were in your cabin with the Loyal Retainer discussing Bakker's debt to you.
- The nature of that conversation is sensitive, and you will not share it easily.

The player must decide:

- What is your real business?
- What deep secret does Bakker owe you for?
- What is your real relationship with the Loyal Retainer?

Items:

- An old letter from Bakker thanking you for your help and promising to pay you back someday.

If the Ice Queen is the murderer

If the Ice Queen killed Bakker, it was calmly, with good reason and with the Loyal Retainer's help.

The Loyal Retainer saw The Love Child sneaking around watching the Spouse and followed. They saw the Spouse drug Bakker's brandy and told the Ice Queen. The Ice Queen decided it was the right time to strike. They would only have to sow enough confusion to make it as far as Fairhaven and then escape.

Make sure to communicate with the Loyal Retainer. They will likely do as you say and might even kill for you to keep this covered up.

What might get you caught:

- You are one of the few people in first-class without an explicit tie to Bakker. None of the others know you and so might be suspicious.
- Your bloody clothes are in the Loyal Retainer's cabin, soaking in a tub of water.

A second murder

You have no problem killing to survive but will avoid the mess unless necessary.

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.

THE LOYAL RETAINER

Whether a personal servant or mild-mannered sidekick of the victim, you've been by Egan's side for years. You seem to grieve for him the most, but you also knew all his secrets and had to clean up after all his messes all these years... Was he ever even grateful?

You were very loyal to Bakker because Bakker had helped you long ago and kept one of your deepest secrets.

What you know:

- Bakker was selfish, possessive and greedy to the point of cruelty.
- He used people and threw them aside.
- You know that he knew that the Love Child's mother had come to him and Bakker paid her to go away.
- He had always planned to double-cross the Former Business Partner.
- He did not care that the Spouse is unhappy, so long as they do not leave him.
- He was blackmailing the Train Conductor for something that happened years ago, but not even you know what.

- House Cannith West is already prepared to accept Bakker with open arms.

Who you know:

- You've been with Bakker longest, so you know the Ice Queen
- You have lived with Bakker for years and so you have lived with the Spouse too
- You knew the Former Business Partner but kept your distance.
- You met the Conductor but kept your distance.
- You saw the Love Child as a baby, but they will not recognize you
- You have seen the Lover but not spoken to them

At the time of the murder:

- You were in the Ice Queen's cabin

The player must decide:

- Who is the Loyal Retainer really?
- What is the awful secret Bakker kept for you?
- What is your real relationship to the Ice Queen?

If the Loyal Retainer is the Murderer

If the Loyal Retainer killed Bakker, it was hate-fueled, desperate and assisted by the Ice Queen. Whatever protection you needed from Bakker; they have promised to give you now.

You saw The Love Child sneaking around watching the Spouse and followed. You saw the Spouse drug Bakker's brandy and told the Ice Queen who told you that the time was right.

Make sure to communicate with the Ice Queen, if the Ice Queen is a player character.

What might get you caught:

Your own bloody clothes are soaking in a tub of cold water under your bed.

A second murder

You will be hesitant to kill again, but if the Ice Queen tells you to, you will.

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.