

WARPSTONE

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I Hired a Contract Killer *

by John Foody

Henri Murzeau is a Bretonnian exile living in the Empire. He has worked as an Imperial excise man for fifteen years, but a visiting dignitary objected to a foreigner working for the Emperor and he was fired. Henri had dedicated his life to the job and all he was left with was some savings. He had no family or friends.

Henri decided to end his life, but he lacked the courage to do so. Instead he hired a local criminal group to do the job for him. They quite happily agreed. That night he visited his favourite tavern for a farewell drink and here he met and fell in love with Ellen Paulsen, an ex-pit fighter struggling as a footpad. Henri tried to cancel the contract but his contact had moved on.

The party can become involved in a number of ways: The most interesting is that they have come to the notice of a member of the criminal group, who will wish to hire them considering the easy nature of the job and the fact their cheaper than an assassin (so he can pocket the difference, very naughty). He will convince the party by telling them they are doing the man a service. This should provide a nice dilemma for the PC's once they find out the man has changed his mind. The second and more straight forward way is that they see the assassin attack the couple and help.

If you use the first option the PC's will have to chase Henri and either kill him or let him go. The group will not look favourably on letting him go, and send in an assassin to do the job properly, this will be Max Ordrow. They will not be too badly disposed towards the PC's, as long as they return the money (plus interest?). The criminal group will forgive their wayward member, as this is his first (noticed) betrayal. However, he will not forgive the PC's.

Max Ordrow is an experienced assassin who is dying of leprosy. He appears with his face wrapped in bandages and stays in the shadows so they cannot be seen. The GM may allow the PC's to reason with Max for in the face of death he may gain some humanity. Max wants a simple life and will be unhappy that the PC's are making it difficult.

Whichever option is used, try and draw the hunt out with encounters

interrupted by a nearby Watch patrol or characters retreating to tend their wounds.

At the end of this cameo the PC's may have gained a number of useful friends or some dangerous enemies.

* Inspired by the film of the same name.