Documentation

Contents

Whispers of Treason

Episode 2 of Shadows of War

For 4-6 players, level 5-6

SETUP

Multiple military disasters reveal a pattern of sabotage within Aldemar's forces. Supplies vanish, orders are altered, and key officers disappear. The investigators must infiltrate the military hierarchy to expose the cult's network before the Iron Coalition launches their major offensive.

LOCATIONS

Western Command *Military Headquarters*

Command Center: - War room - Communications hub - Officer quarters - Strategy archives

Hidden Areas: - Ritual chamber - Cult meeting room - Secret armory - Scrying pool

The Dead Drop *Spy Network Hub* - Tavern front - Message center - Safe house - Underground tunnel system

Border Fortifications *Military Installation* - Main fortress - Supply depot - Training grounds - Signal tower

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KEY NPCS

Colonel Viktor Blackthorne   *Command Officer* - Decorated veteran - Rising star - Hidden cultist - Reality manipulator *Secret: High Priest*

Sergeant Maya Reed   *Intelligence Officer* - Loyal to Aldemar - Network of spies - Suspects superiors - Combat expert *Secret: Double agent*

Quartermaster Hughes   *Supply Master* - Access to everything - Detailed records - Knows patterns - Survival instinct *Secret: Unwilling collaborator*

INVESTIGATION ELEMENTS

Military Records

- Supply routes
- Order changes
- Personnel transfers
- Combat reports

Supernatural Signs

- Ritual residue
- Reality distortions
- Cursed items
- Cosmic symbols

ENCOUNTERS

Combat

- Cultist officers (CR 5)
- Corrupted soldiers (CR 4)
- Shadow assassins (CR 5)
- Military patrols (CR 4)

Infiltration

- Officer meetings
- Training sessions
- Supply inspections
- Guard rotations

KEY SCENES

The Officer's Ball   Features: - High society gathering - Cult recruitment - Information exchange - Assassination attempt

Supply Line Ambush   Features: - Military action - Cult ritual - Reality warping - Rescue mission

Command Center Infiltration **Features:** - Stealth mission - Document theft - Ritual interruption - Escape sequence

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COMPLICATIONS

Military

- Chain of command
- Security protocols
- Loyal soldiers
- Combat situations

Supernatural

- Reality distortions
- Mind control
- Cosmic influences
- Cursed equipment

MECHANICS

Military Infiltration

- Rank systems
- Access levels
- Protocol knowledge
- Unit recognition

Cult Detection

- Ritual traces
- Member signs
- Reality breaks
- Cosmic markers

DM GUIDANCE

Pacing

1. Investigation phase
2. Infiltration sequence
3. Combat encounter
4. Critical revelation

Atmosphere

- Military precision
- Paranoid tension
- Supernatural dread
- Political pressure

VICTORY CONDITIONS

Essential

- Identify key cultists
- Document sabotage
- Prevent major attack
- Secure evidence

Optional

- Save loyal officers
- Protect supply lines
- Maintain cover
- Gather allies

REVELATIONS

Military

- Command infiltration
- Sabotage methods
- Coalition plans
- Traitor network

Supernatural

- Ritual purposes
- Reality manipulation
- Cosmic influence
- Cult hierarchy

RESOURCES

Military Assets

- Security clearance
- Equipment access
- Transport options
- Communication channels

Intelligence

- Spy networks
- Informant rings
- Document access
- Code books

HOOKS FOR EPISODE 3

Major

- High society connection
- Noble cult members

- Palace infiltration
- Ritual preparation

Minor

- Missing artifacts
- Strange shipments
- Coded messages
- Disappearing nobles

Continues in Episode 3: "The Spider's Web"