

Documentation

Contents

The General's Murder	1
Episode 1 of Shadows of War	1
SETUP	1
LOCATIONS	1
KEY NPCS	2
INVESTIGATION ELEMENTS	2
ENCOUNTERS	2
CLUES & REVELATIONS	2
KEY SCENES	3
COMPLICATIONS	3
DM GUIDANCE	3
VICTORY CONDITIONS	4
HOOKS FOR EPISODE 2	4
RESOURCES	4

The General's Murder

Episode 1 of Shadows of War

For 4-6 players, level 5

SETUP

General Darius Vale, key advocate for democratic reforms and strategic genius behind Aldemar's defensive success, is found dead in his study. The official story claims heart failure, but subtle clues suggest a more sinister truth.

LOCATIONS

Vale Manor *Crime Scene*

Study: - Locked from inside - Strange symbols in ash - Scattered military plans - Faint ozone smell

Hidden Features: - Secret passages - Listening tubes - Warded rooms - Coded messages

War Ministry *Center of Operations* - Military planning rooms - Diplomatic offices - Intelligence bureau
- Archive section

The Capital District *Political Heart* - Noble houses - Embassy row - Military barracks - Underground networks

KEY NPCS

Lady Helena Vale *General's Widow* - Sharp political mind - Hidden intelligence network - Suspects foul play - Dangerous allies *Secret: Knows about cult influence*

Captain Marcus Thorne *Military Investigator* - Official investigation lead - Pressure to close case - Growing suspicions - Combat veteran *Secret: Being blackmailed*

Ambassador Crane *Iron Coalition Representative* - Diplomatic immunity - Subtle threats - Perfect alibis - Strange mannerisms *Secret: Cult agent*

INVESTIGATION ELEMENTS

Physical Evidence

- Ash patterns
- Hidden messages
- Poison traces
- Ritual components

Political Context

- Peace negotiations
 - Military strategies
 - Reform proposals
 - Coalition threats
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ENCOUNTERS

Combat

- Assassin ambush (CR 4)
- Street thugs (CR 3)
- Cultist scout (CR 4)
- Guard patrol (CR 3)

Social

- Noble interrogations
 - Military briefings
 - Diplomatic meetings
 - Servant interviews
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CLUES & REVELATIONS

The Murder

- Supernatural means
- Multiple conspirators
- Political motivation
- Ritual elements

The Conspiracy

- Military infiltration
 - Political corruption
 - Cult influence
 - Foreign agents
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KEY SCENES

The Investigation **Features:** - Crime scene analysis - Witness interviews - Evidence collection - Pattern recognition

The State Funeral **Elements:** - Political gathering - Hidden meetings - Assassination attempt - Cult observation

The Ambush **Features:** - Night attack - Supernatural elements - Information retrieval - Escape sequence

COMPLICATIONS

Political

- Diplomatic pressure
- Military interference
- Noble obstruction
- Media manipulation

Personal

- Family grief
 - Career threats
 - Moral dilemmas
 - Time pressure
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DM GUIDANCE

Investigation Flow

1. Crime scene examination
2. Witness interviews
3. Political connections
4. Supernatural discovery

Red Herrings

- Rival generals
 - Foreign spies
 - Personal vendettas
 - Financial motives
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VICTORY CONDITIONS

Required

- Identify supernatural cause
- Link to larger conspiracy
- Survive attempts on life
- Gather actionable evidence

Optional

- Protect Lady Helena
 - Secure military documents
 - Identify cult members
 - Preserve crime scene
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HOOKS FOR EPISODE 2

Major

- Military sabotage plans
- Cult ritual schedule
- Coalition movements
- Political assassinations

Minor

- Suspicious promotions
 - Strange shipments
 - Coded messages
 - Missing personnel
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RESOURCES

Allies

- Loyal officers
- Family servants
- Street informants
- Reform supporters

Tools

- Military clearance
- Investigation authority
- Noble contacts
- Secret passages

Continues in Episode 2: “Whispers of Treason”