

Documentation

Contents

Shadows of War	1
A 5-Episode Campaign of Political Intrigue and Cosmic Horror	1
CAMPAIGN OVERVIEW	1
MAJOR FACTIONS	2
CAMPAIGN THEMES	2

Shadows of War

A 5-Episode Campaign of Political Intrigue and Cosmic Horror

For 4-6 players, levels 5-8

CAMPAIGN OVERVIEW

Episode 1: “The General’s Murder”

- Murder investigation in wartime capital
- First hints of supernatural involvement
- Political intrigue introduction
- Key faction identification

Episode 2: “Whispers of Treason”

- Uncovering cult infiltration
- Military sabotage evidence
- Supernatural assassinations
- Hidden power structures

Episode 3: “The Spider’s Web”

- High society infiltration
- Cult ritual discovery
- Political machinations
- Reality-bending espionage

Episode 4: “Palace of Lies”

- Royal court intrigue
- Major cult confrontation
- Reality-warping politics
- Assassination attempts

Episode 5: “When Empire Falls”

- Final ritual prevention
- Military coup attempt
- Cosmic horror manifestation
- Fate of nations decided

MAJOR FACTIONS

The Kingdom of Aldemar

- Constitutional monarchy
- Democratic reforms
- Military strength
- Internal strife

The Iron Coalition

- Autocratic alliance
- Military superiority
- Cult infiltration
- Expansionist goals

The Cult of the Unnamed

- Ancient influence
- Political manipulation
- Reality distortion
- Chaos agenda

CAMPAIGN THEMES

- Political intrigue
- Military conflict
- Cosmic horror
- Moral choices

Let me detail Episode 1 first. Would you like me to proceed?