

Documentation

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Palace of Lies

Episode 4 of Shadows of War

For 4-6 players, level 7-8

SETUP

The royal palace has become a maze of deception as the cult prepares its final move. The Crown Prince's engagement celebration masks a sinister ritual, while evidence suggests the royal family itself may be compromised. Time runs short as the Iron Coalition masses at the borders.

LOCATIONS

The Royal Palace *Seat of Power*

State Rooms: - Throne room - Royal chambers - Council chambers - Diplomatic halls

Hidden Complex: - Ancient temple - Ritual chambers - Secret passages - Reality nexus

Royal Archives *Knowledge Repository* - State records - Ancient texts - Ritual documents - Reality maps

Palace Defenses *Military Heart* - Guard barracks - Armory - War room - Scrying chamber

KEY NPCS

Crown Prince Alexander *Royal Heir* - Political reformer - Assassination target - Hidden investigator
- Reality sensitive *Secret: Knows about cult*

Lady Ravencrest *Royal Advisor* - Cult leader - Reality weaver - Political mastermind - Ancient being
Secret: Not human

Commander Walsh *Palace Guard* - Loyalty divided - Combat master - Network source - Moral struggle
Secret: Knows truth about royal family

ENCOUNTERS

Political

- Royal audience
- Council meeting
- Diplomatic crisis
- Succession dispute

Combat

- Elite cultists (CR 6)
 - Reality warriors (CR 7)
 - Palace guards (CR 6)
 - Shadow assassins (CR 7)
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KEY SCENES

The Royal Engagement **Features:** - Political gathering - Hidden ritual - Assassination attempt - Reality breach

The Midnight Council **Features:** - Cult revelation - Power struggle - Reality warping - Noble confrontation

The Palace Siege **Features:** - Military action - Ritual disruption - Reality combat - Royal protection

COMPLICATIONS

Political

- Royal protocol
- Court intrigue
- Diplomatic incidents
- Succession crisis

Supernatural

- Reality storms
 - Time distortions
 - Mind control
 - Cosmic manifestations
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INVESTIGATION ELEMENTS

Royal Secrets

- Family histories
- Hidden alliances
- Power structures
- Ancient pacts

Cult Infrastructure

- Palace infiltration
 - Ritual preparation
 - Reality manipulation
 - Power channels
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MECHANICS

Palace Navigation

- Security protocols
- Access levels
- Secret passages
- Ward systems

Reality Combat

- Dimensional shifts
 - Time manipulation
 - Power negation
 - Reality anchoring
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DM GUIDANCE

Pacing

1. Investigation phase
2. Political intrigue

3. Reality breach
4. Combat climax

Atmosphere

- Royal grandeur
 - Hidden corruption
 - Reality breakdown
 - Mounting tension
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VICTORY CONDITIONS

Essential

- Protect Crown Prince
- Expose cult leadership
- Prevent ritual
- Secure palace

Optional

- Save royal family
 - Preserve evidence
 - Maintain alliances
 - Protect innocents
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RESOURCES

Palace Assets

- Royal authority
- Guard support
- Ancient defenses
- Reality anchors

Intelligence

- Court spies
 - Servant network
 - Military intel
 - Ritual knowledge
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REVELATIONS

Political

- Royal corruption
- Cult hierarchy
- Coalition plans
- Power structure

Supernatural

- Reality nexus
 - Ancient pacts
 - Cosmic truth
 - Royal bloodline
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HOOKS FOR EPISODE 5

Major

- Final ritual
- Military coup
- Reality breach
- Ancient awakening

Minor

- Power shifts
- Noble flight
- Reality storms
- Time distortions

Continues in Episode 5: “When Empire Falls”

When Empire Falls

Episode 5 of Shadows of War

For 4-6 players, level 8

SETUP

The final ritual begins as the Iron Coalition launches its attack. Reality tears at the seams as the Unnamed One’s influence grows. The investigators must prevent both a military coup and a cosmic horror while reality itself threatens to unravel around them.

LOCATIONS

The Grand Temple *Reality Nexus*

Upper Temple: - Ritual chamber - Reality anchors - Power nexus - Ancient defenses

Lower Temple: - Cosmic gate - Entity prison - Reality core - Time vortex

City Battlegrounds *War Zone* - Street fighting - Fortifications - Reality tears - Cosmic manifestations

Fractured Palace *Power Center* - Reality storms - Time fragments - Power nexus - Last defenses

KEY NPCS

Lady Ravencrest (Transformed) *Vessel of the Unnamed* - Reality master - Cosmic horror - Ancient power - Entity channel *CR 12*

General Ironheart *Coalition Commander* - Military genius - Cult puppet - Reality touched - Final opponent *CR 10*

Prince Alexander *Last Hope* - Royal power - Reality anchor - Ancient bloodline - Final ally *Support NPC*

MAJOR ENCOUNTERS

Military

- Elite Coalition Forces (CR 8)
- Cultist Army (CR 8)
- Palace Guard (CR 7)
- Street Forces (CR 7)

Cosmic

- Reality Horrors (CR 9)
 - Time Fragments (CR 8)
 - Cosmic Entities (CR 10)
 - Lady Ravencrest (CR 12)
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KEY SCENES

The City Battle **Features:** - Street warfare - Reality tears - Civilian rescue - Military tactics

The Final Ritual **Features:** - Reality breach - Cosmic horror - Time distortion - Power convergence

The Last Stand **Features:** - Ultimate confrontation - Reality collapse - Cosmic manifestation - Final choice

VICTORY PATHS

Military Victory

1. Stop coup
2. Save city
3. Defeat Coalition
4. Restore order

Cosmic Victory

1. Disrupt ritual
 2. Banish entity
 3. Seal reality
 4. Save world
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COMPLICATIONS

Military

- Divided forces
- Civilian danger
- Supply lines
- Command chaos

Reality

- Time fractures
 - Space warps
 - Power storms
 - Cosmic influence
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MECHANICS

Reality Combat

- Dimensional warfare
- Time manipulation
- Power channeling
- Cosmic defense

Military Operations

- Troop command
 - City defense
 - Strategic planning
 - Resource management
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CRITICAL CHOICES

Military

- Save civilians vs. strategic positions
- Protect palace vs. temple
- Trust allies vs. security
- Victory vs. casualties

Cosmic

- Reality vs. stability
 - Power vs. safety
 - Knowledge vs. sanity
 - World vs. self
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