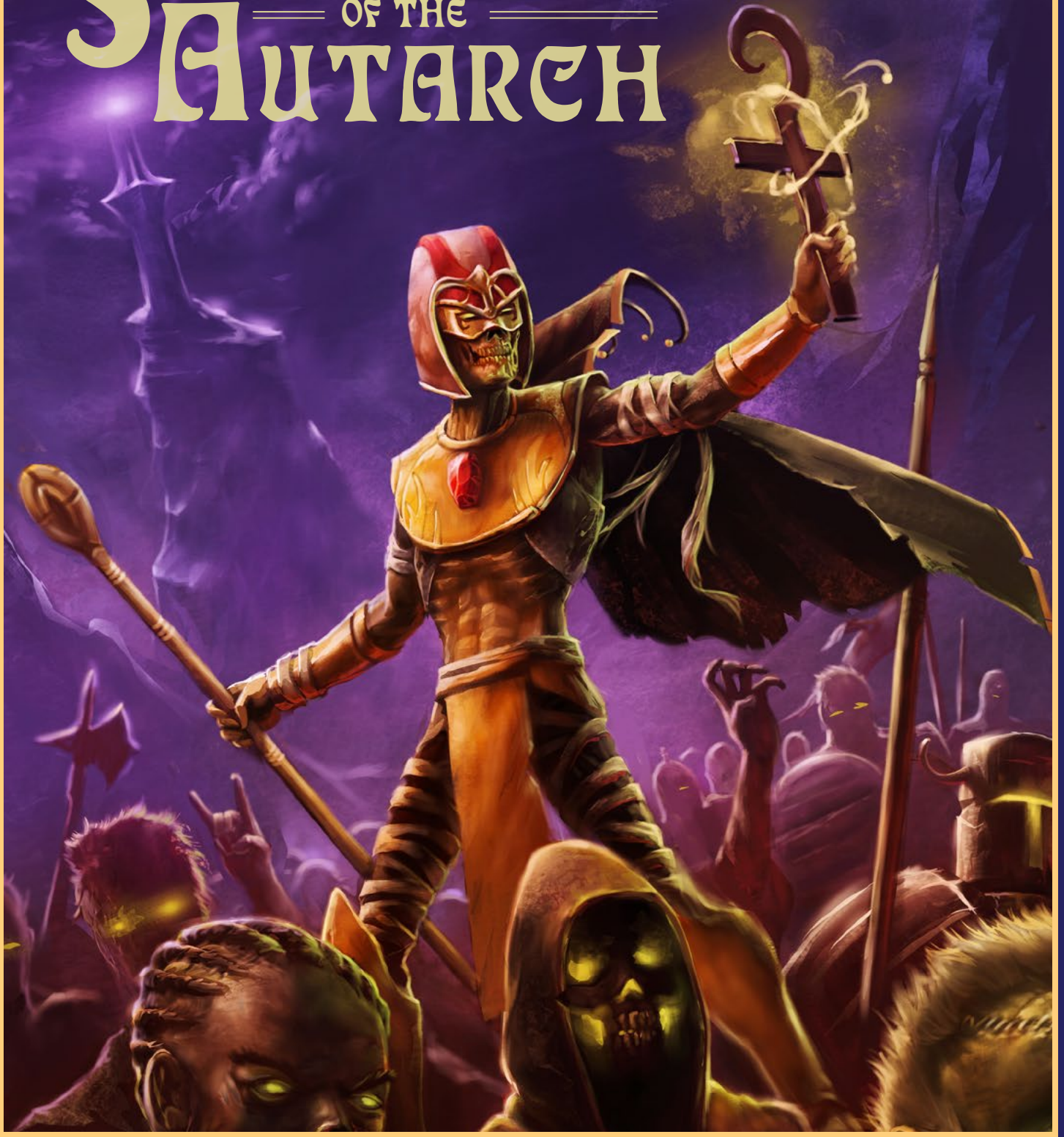


SCHEMES OF THE AUTARCH



A STRATEGY GUIDE AND MISSION PACK FOR WRATH OF THE AUTARCH

== Schemes of the Autarch ==

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WRATH OF THE AUTARCH

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Schemes of the Autarch

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Contents

Welcome!	3
Strategy Guide	4
Threats	9
Ionna's Wedding	9
Of Snow and Sinew	11
A Rotten Backlash	13
Mole Hunt	14

SCHEMES OF THE AUTARCH

Welcome!

Some people love analyzing complicated games. They like breaking down different strategic options and finding each optimal path. Other people would rather learn the ins and outs quickly. If you're the latter type of person, then the strategy guide is for you! I break down some of the different tactics and strategies that are built into the game. It will help you become a more effective player (both for the Stronghold and for the Autarch).

Additionally, *Schemes of the Autarch* includes four threats for use in your *Wrath of the Autarch* campaign. There is one threat for each type of conflict: diplomacy, infiltration, skirmish, and warfare. Use the threats as is, or use them for inspiration to create your own threats and schemes.



Strategy Guide

Broadly speaking, there are four main paths to success for the Stronghold, one for each type of conflict: diplomacy, infiltration, skirmish, and warfare. More specifically, it's difficult to completely avoid any one type of conflict. This is particularly true for skirmish conflicts, which feature prominently in the conquering of neutral regions. Having some heroes that are competent in skirmish is important for any of the various strategies.

Before getting to those four strategies, I'll discuss the Stronghold upkeep phase and the challenge phase in general terms. There are some tips and tricks that are useful to know regardless of what long term strategy is pursued.

Trading for Fun and Profit

The first thing to notice about trading is that trade forms a wheel of sorts. Gravewood takes luxuries and gives timber. Crescent Hold takes timber and gives ore. Burgan Vale takes ore and gives mana. And so on. To get the most from trading, it can be helpful to consider this relationship when assigning initial dispositions.

By ensuring that factions next to each other on the wheel of trade have higher dispositions, it's possible to maximize trading. In particular, it's useful if the dispositions increase along the wheel—for example, if Gravewood has two disposition, Crescent Hold has three disposition, and Burgan Vale has four disposition.

Creating this kind of arrangement lets the resources from earlier trades get used in later trades. At each step of trade, dice that rolled low may be used for further trades down the wheel, while dice that rolled high may be used for building developments.

TACTICAL VS STRATEGIC TRADE

Granted, maximizing the trades along the wheel isn't as useful if there's one particular development that's desired. Usually there's a trade-off between maximizing short term resource gain versus looking strategically and trying to get one particular development.

Early on in the campaign it can be more useful to get as many resources as possible, since resources are rare and it's good to have some flexibility in the lower tier developments. However, that quickly changes as the campaign progresses. As resources become more abundant, maximizing resources becomes less and less useful. At that point, usually sometime around year two, it's better to doggedly pursue a particular path, going for the highest impact developments that will form the backbone of a long term strategy.

Challenge Phase

The best advice for the challenge phase: when the difficulty is easy, create campaign aspects and use hindering aspects. Treat low difficulty missions as opportunities to raise skills aggressively. During more difficult missions, taking lots of stress might mean failure during the conflict. For easier missions, this isn't as big of a hurdle.

Furthermore, easier missions are great opportunities to create some campaign aspects. If the challenge scenes can be knocked off quickly, instead of creating mission aspects for the conflict, create campaign aspects that can be used during later missions.

So, what qualifies as an easier mission? That largely depends on what heroes are available. However, if the heroes on the mission have relevant skills that are higher than the mission difficulty (for instance, a Fighting skill higher than the difficulty of a skirmish mission), they stand a pretty good chance of winning. If their skills are a few steps higher than the difficulty, it's usually very easy. So take some stress, raise some skills, and create some campaign aspects!

What to do when the mission difficulty is hard? Cash in those campaign aspects! Also, don't be afraid to strategically fail at some challenge scenes where the difficulty is off the charts. It's sometimes worth it to fail at a challenge scene and create a new one rather than spending many turns building up supporting aspects in order to barely succeed.

† Strategy Guide †

Skirmish (The Severing)

Since most of the neutral regions are conquered with skirmish missions, some skirmish tends to be necessary regardless of what strategic path is chosen. The end point of a heavy skirmish strategy is to complete the severing of the Autarch's magical conduit in the Animaelic Forest. Prior to getting there, it's necessary to run the gauntlet of the Sundered Crag, which will require some measure of warfare capability.



SET UP

Having six or so strong skirmish characters is important, because there's a good chance a few of them will be out of commission at any given time. After that, build two characters decent in warfare and two characters decent in diplomacy. A skirmish strategy works fairly well with magic. It will slightly dilute the tech trees, but it can be a very powerful way to advance quickly. If that's desired, focus on the Secrets of the Elements and the Secrets of the Wilds. Those secrets have access to powerful offensive magic.

The Sunriders, Crescent Hold, and Burgan Vale are good choices for starting alliances. Crescent Hold is the easiest faction to form alliances with, so having them start a little lower might make sense if you're really thin in diplomacy. Alternatively, having Crescent Hold starting at three disposition opens up a really early quest to secure Aren's Forge.

SUGGESTED STARTING ALLIANCES

Sunriders	3
Crescent Hold	2
Burgan Vale	1

EARLY STRATEGY

A skirmish strategy requires ore, mana, luxuries, and food. Right off the bat, look at getting a region with food on it, like Green Vale. Use the food production to purchase infantry units. Building up

a military strong enough to make it through the Sundered Crag isn't as hard as building up a military to directly take on the Autarch, but it will take some time. All that's really needed to make it through the Crag is lots of infantry, so don't worry about getting archers or cavalry. The expense and time isn't worth it. The Stronghold will likely need fifteen units of infantry to match the Rock Demons guarding the pass.

Another good early move is to go on the quest for Crescent Hold to get Aren's Forge. If the disposition for Crescent Hold is below three, an alliance mission might be needed first. With Aren's Forge in hand, and a few advances on the skirmish tech tree, lots of options open up. Going after a region heavy in mana and ore, like Sighrock, is a good option early on as well.

LATE STRATEGY

Continue to gain resources with mana and ore. Good candidates are the Gray Forest, Fennel Marshes, and Dusk's Ayrie. As more regions are gained, food will get stretched thin, which is why it was important to build up infantry early on. Trading with the Sunriders will help.

Also continue to purchase skirmish tech. If the Stronghold is able to gain Kinetic Armor, it's time to enter the Animaelic Forest. Even without Kinetic Armor, if the heroes are able to get skirmish skills to six or so, there's a very good chance the Stronghold will succeed.

Right before heading into the Sundered Crag, going on the quest for the Sunriders to get Pelakhar might be useful. If the Stronghold has Pelakhar, fewer infantry are needed. Pelakhar can be sent forward to soften up the demons before the infantry tries to wade through them.

DEFENSE

The biggest liability is likely to come from diplomatic threats and schemes. If possible, purchase some diplomats on the diplomacy tech tree for defense. Even with that, it's likely that the Autarch will try to lower the disposition of different factions which are allied with the Stronghold. Getting Aren's

† Schemes of the Autarch †

Forge as soon as possible becomes important. If it's not possible to go on the quest to get Pelakhar later in the game, that's not as big of a deal.

Another possibility is that the Autarch builds up a military force and starts conquering regions that the Stronghold controls. If so, it's important that the Animaelic Forest is attacked early in year five, prior to the capital falling. That still should be enough time to build up skirmish characters, unless threats have been very unlucky.

Diplomacy (Military Alliance)

A diplomacy strategy takes a while to get going, but becomes very powerful later on. The goal of a diplomacy strategy is to gain military alliances from as many factions as possible prior to year six. Feed the resistance within the Empire. Finally, march on Prominence and stop the Autarch.



SET UP

Five characters strong in diplomacy are enough to start with. For the remaining five characters, ensure a good mix of skirmish and warfare ability. The warfare heroes will be shelved until nearing the end of the campaign, but it's necessary to have them. While not usually a strong magic strategy, having one or two characters with Secrets of the Mind or Secrets of the Dead can be useful.

It's best to start with Lily Manor at a disposition of 3. The factions that are easier to form alliances with, such as Crescent Hold and Burgan Vale, are better to start at lower dispositions.

SUGGESTED STARTING ALLIANCES

Lily Manor	3
Gravewood	2
Sunriders	1

EARLY STRATEGY

Naturally, a big part of the diplomacy strategy is to increase the disposition of as many factions as

possible. Grabbing North Oaks early on is fairly easy and provides needed timber, which will be important later. Another early region that should be picked up is Boar's Hollow. Provided the disposition with Lily Manor is at 3 or higher, it's also worthwhile to attempt to gain the support of the Sapphire Djinn.

Besides timber, luxuries will be in short supply. The food from Boar's Hollow can be traded with Lily Manor to provide those luxuries. Raising disposition with Crescent Hold and Burgan Vale is also an important early task. Since the mission with Crescent Hold will probably be fairly easy, use that to increase skills and possibly create some campaign aspects.

LATE STRATEGY

The late strategy involves gaining as many military allies as possible. With some military allies, it might be possible to take Ferry's Glenn. Look for opportunities to trade away low rolling dice when building developments.

In addition, it will be useful to push the Empire's stability down to -3 or -4 by funding the resistance. That will make it easier to handle the schemes of the Autarch as well as mount a military assault. When enough factions become military allies (ideally the Sunriders, Crescent Hold, and Burgan Vale), it will be possible to mount a campaign against the Imperial capital.

DEFENSE

The Autarch player will most likely use either infiltration or skirmish schemes. To mitigate that, building an early guard force will be helpful. With clever use of trade, it's possible to build many of the defensive developments. That might be more useful than building other types of developments, as it gives the Stronghold enough time to develop relationships with the different factions.

It's also possible the Autarch player builds up their armies to slow down the progress with the military alliance. If that happens, spend food to gain more infantry to help offset the growth of the Imperial military.

† Strategy Guide †

Infiltration (Assassinate the Autarch)

A strategy heavy in infiltration is probably the trickiest of the four to pull off. The goal is to assassinate the Autarch, an infiltration mission of difficulty 8. Unlike the other strategies, time is not on your side. It's harder to gain quite as many resources, which will inhibit long term growth.



SET UP

You'll need four or five characters strong in infiltration, with high skills in Disguise, Thievery, and Stealth. Additionally, a few skirmish characters and a few diplomacy characters will be important. It might be worthwhile to ignore warfare. Going this route probably means losing a few regions, but hopefully the Autarch will be assassinated before the Stronghold falls. If magic is desired, Secrets of the Dead is probably the best discipline to follow. Giving a character Secrets of the Wilds is another possibility. Initially they'll be better suited for skirmish, but once they're able to unlock snake form, they will be a powerful option for infiltration.

The peak alliance is naturally with Gravewood. Gravewood provides access to the Gossamer Spirit and access to timber. Lily Manor is a good second choice to gain more luxury dice to give to Gravewood. After that it doesn't matter much. Since building units isn't a big priority, having lots of food isn't as big of a concern.

SUGGESTED STARTING ALLIANCES

Gravewood	3
Crescent Hold	2
Burgan Vale	1

EARLY STRATEGY

Gaining a few of the easier regions, like North Oaks and Green Vale, is useful. Fairly early on, though, it's worth going after the Gossamer Spirit. That will make infiltration missions much easier. With the Gossamer Spirit in hand, it should be possible to go after Sightrock.

After securing some of these early regions, shift over to using sabotage and heist missions judiciously. It will be useful to lower the difficulty of assassinating the Autarch through sabotage. Heist probably makes the most sense against Lily Manor, to steal luxuries. It's helpful to have Superb Spy Houses, which let the Stronghold inflict a two stability loss.

LATE STRATEGY

There isn't much of a late game in the infiltration strategy. Whenever it looks possible, try to assassinate the Autarch. If the difficulty can be lowered by one through sabotage and the Gossamer Spirit is in hand, it's probably worthwhile to attempt. If either the Shadow Hall or the Map Hall is built, that makes success very likely.

DEFENSE

Speed! There will be some lumps in this strategy. Probably ignore the warfare build up the Autarch player will most likely do. More than the other strategies, doggedly pursue important infiltration developments and improve the infiltration characters. One of the worst threats may come from diplomacy, so if there are funds, building some diplomats is a good idea.

Warfare (If You Can't Beat 'Em Join 'Em)

Warfare takes a while to get going, but tends to be one of the easier strategies long term. The biggest problem is usually a lack of stability, so be prepared to spend some luxuries to have festivals! The populace will need to be intoxicated to ignore the rank suffering and trauma you'll be inflicting on them.



The other issue is perhaps time. It can take a little while to build up the forces needed to take out the Autarch. If the Autarch player is able to slow down the Stronghold, or if there are lots of threats early on, it might be difficult to march on the Empire with enough time to spare.

† Schemes of the Autarch †

SET UP

It's good if about half the characters are good at skirmish and half the characters are strong at warfare. Giving the warfare characters a mix of diplomacy skills is beneficial. Magic isn't usually as integral to the warfare strategy, although advancing far enough on the Secrets of the Dead to summon an army is powerful.

The main factions to ally with are the Sunriders and Crescent Hold. It's likely the other factions will become military targets of the empire-building Stronghold.

SUGGESTED STARTING ALLIANCES

Sunriders	3
Crescent Hold	2
Burgan Vale	1

EARLY STRATEGY

Early on, the goal is to get a few regions. Pay very close attention to the food situation, trying to grab regions which produce food: Green Vale, Boar's Hollow, and Ferry's Glenn. Ferry's Glenn is likely a year two or three region given the troops necessary to take it. The other goal over the first few years is to gain a military alliance with the Sunriders. That will greatly accelerate the ability of the Stronghold to take regions.

Spend every extra bit of food to build troops. In particular, try to get both infantry and cavalry. Archers are better for defense, so they aren't as necessary. It may even be useful to lose some stability in order to spend more food on military might. Tighten those belts for the war machine!

LATE STRATEGY

When the Stronghold has a solid base of ten or so units, it's time to go on the Sunrider quest to gain Pelakhar. Pelakhar needs to go on a military campaign at least once each year, which shouldn't be a problem. Look to pick off less well defended Imperial regions as well as regions controlled by factions with low disposition toward the Stronghold. The luxuries that Lily Manor controls are a likely target.

Continue building up the military tech tree toward catapults and cannons. Imperial regions with keeps and castles will have to be battered down using siege weapons. Taking Guilder Farms or Southkeep will simultaneously weaken the ability of the Empire to defend against military attacks as well as granting the Stronghold more food. After taking one or two Imperial regions, try to take down Prominence.

DEFENSE

The Autarch player will probably improve infiltration and warfare abilities for the Empire. Improving warfare will slow the Stronghold's military down and infiltration will be used to assassinate a key hero—both of which will only delay the inevitable. It's also possible the Autarch player will use diplomacy to lower the disposition of a faction. Most likely this will not be the disposition of a faction like Lily Manor or Gravewood, since both of them would just become military targets for the Stronghold. Targeting the Sunriders would be the most effective tactic. That scheme would have to be addressed directly.

Generalist

While the prior four strategies rely heavily on one of the four conflict types, this isn't necessary to win the game. In fact, *WotA* was designed with the intention that a mix of mission types would be used in service to victory. Playing through a variety of conflicts tends to be more interesting than playing the same type of conflict over and over.

It's certainly possible to have two or three heroes strong in each type of conflict, and two or three more at least competent. The advantage of this approach is its flexibility. Early on, conquest can be used to get some regions, while alliances and sabotage are interspersed as methods to improve scarce resources. The end game of a generalist strategy is most likely invading the Animaelic Forest, although assassinating the Autarch might also be an option. Marching on the Empire tends to take a considerable military effort rather than just dabbling.

Threats

Following are four sample threats for use in your *Wrath of the Autarch* game. You can either use these as is or use them as guidelines to create your own threats. There is one sample threat for each type of conflict.

Ionna's Wedding

CONFLICT	DIFFICULTY
Diplomacy	5

Ionna and Karok are in love. Unfortunately for them, neither Ionna's parents nor Karok's guardian are thrilled with this development. Ionna has intensive training within Crescent Hold to become a gearwardern. Ionna's parents, Theron and Anastia, do not want her distracted while she is so close to achieving her goal. Karok has a debt to Ralik, a captain of the guard within the Stronghold. Ralik is fashioning Karok into a soldier capable of meeting the forces of the Empire on the field of battle.

As Ionna and Karok ignore the advice and guidance of others, the situation between Crescent Hold and the Stronghold becomes more toxic. What started as the irritation of parents and guardians is now spilling over into broader anger between the factions. Cultural differences have been laid bare and used as weapons to drum up dissent.

Karok abandoned his training and moved to live with Ionna at the Academy. This resulted in the forcible removal of Karok, although the lovers are resolute in their efforts to see each other, consequence be damned. It is up to the heroes to smooth things over between Crescent Hold and the Stronghold.

This threat is best as a faction threat with Crescent Hold. It can be adapted to a regional threat by making Ionna and Karok hail from different regions within the Stronghold. If it's used as a regional threat, the conflict will showcase differences from within the Stronghold. Make sure to leverage any past issues within regions as fodder for challenge scenes. Another possibility is for the heroes to represent the side of leadership and work to convince Ionna and Karok to put aside

their passions. In that case, you would need to create characters for Ionna, Karok, and friends sympathetic to their cause.

Sample Challenges

The primary focus for challenge scenes should be cultural differences between Crescent Hold and the Stronghold. The challenge phase is also an opportunity to aid Ionna and Karok in their efforts to see each other.

- ✘ Intercede in an argument between Theron and Ralik.
- ✘ Help Ionna craft a bilateral chronometer.
- ✘ Sneak Karok into the Academy Barracks.
- ✘ Represent the Stronghold's interests during the monthly Learning Council summit.



† Schemes of the Autarch †

Opposition

Anastia, Ralik, and Theron should be in the conflict. If there are more than three players, use Agatha and Thea from Crescent Hold to fill out leaders. Alternatively, you may create another character from the Stronghold to reinforce Ralik's interests. The heroes will primarily represent the interests of Ionna and Karok while trying to allay the concerns of the various invested parties.

ANASTIA (LIEUTENANT)

Retired Gearwarden of the Decade War
Life of the Party

SUPERB	(+5)	Rapport
GREAT	(+4)	Wits
GOOD	(+3)	Society
FAIR	(+2)	Will
AVERAGE	(+1)	Command

Physical

Mental

Consequences -2

Related Point (Rapport): When an actively opposed character successfully gains support, they gain a boost. If the character succeeds with style, they gain an additional boost.

Passive Aggressive (Rapport): When the character successfully gains support, opposing characters on the same issue take one mental stress.

Anastia is not thrilled about Karok, but she is more concerned about Ionna's future as a gearwarden. In the stratified world of Crescent Hold, there aren't many opportunities to move up in station.

Resolution

If this is used for a regional threat, the Stronghold gains one stability if the heroes successfully resolve three issues. Otherwise, the Stronghold doesn't lose or gain any stability, since the threat wasn't ignored. If used for a faction threat with an ally, the Stronghold gains one disposition if the heroes successfully resolve three issues. Otherwise, there is no change to disposition.

RALIK (LEADER)

Senator of the Trade Council

Practical to a Fault

SUPERB	(+5)	Wits
GREAT	(+4)	Society
GOOD	(+3)	Rapport
FAIR	(+2)	Fighting
AVERAGE	(+1)	Command

Physical

Mental

Consequences -2 , -2

Commanding Word (Society): Spend a fate point to add an additional point of support when successfully gaining support.

Socially Adept (Society): For diplomacy, the character's Society skill is 2 higher for purposes of turn order. Ralik is not as involved in Ionna's life as Anastia is. Despite that, he agrees with Anastia on the best course of action for Ionna.

THERON (LIEUTENANT)

Gruff Captain at Arms

Doesn't Mince Words

SUPERB	(+5)	Command
GREAT	(+4)	Rapport
GOOD	(+3)	Society
FAIR	(+2)	Wits
AVERAGE	(+1)	Will

Physical

Mental

Consequences -2

Passive Aggressive (Rapport): When the character successfully gains support, opposing characters on the same issue take one mental stress.

Commanding Word (Society): Spend a fate point to add an additional point of support when successfully gaining support.

Theron is not a fan of Crescent Hold. He is suspicious of their ability to provide troops in the case of an Imperial assault. Crescent Hold has been very isolationist in the past, which allowed the Empire to grow. So it's with extra emphasis that he doesn't want Karok to pause his military training.

Of Snow and Sinew

CONFLICT

DIFFICULTY

Skirmish

6

It's customary for hunters from Gravewood to track snow cats in the fall. They push the beasts deeper into the forest, away from the footpaths between havens. Every so often a hunter gets ambushed, but most years the hunters are successful in thinning the pack.

This year is different. Before the first leaves fell, some traders from Green Haven were attacked by a very large and aggressive snow cat. A family was killed. The description of this cat matched one that Sdila remembered from his childhood. Sdila's father nicknamed it Whitemane. It was tremendously difficult to fight off, requiring cooperation between the havens. With many of the greatest hunters dead, that option may not be available to Gravewood.

Sdila reaches out to heroes from the Stronghold for help, hoping they can lend their aid in hunting the beast. This gives an opportunity for the heroes to interact with various characters from Gravewood, both old friends and new.

To use this threat as a regional threat, change the focus from Gravewood to a different region within the Stronghold. The opponents in the conflict could be kept the same, or could be reskinned slightly based on the fauna that exist within the Stronghold. The focus could be tweaked slightly as well—perhaps the heroes are participating in a great hunt rather than fighting off a predator.



Sample Challenges

Threats with a faction are always a good opportunity to bring up old issues from diplomatic interactions with leaders. In addition, this threat provides good opportunities to showcase the tracking and survival abilities of the heroes. Perhaps there is some measure of competition between Sdila and Samo and the heroes. Eventually, the heroes should either track and confront Whitemane or perhaps be attacked while surprised. Either situation will trigger the conflict.

- ✘ Create a shelter to weather the bitter cold.
- ✘ Hunt a wild boar for food.
- ✘ Work with Sdila and Samo on a plan to find the snowcats.
- ✘ Fight off Imperial scouts.

† Schemes of the Autarch †

Opposition

The heroes are attacked by Whitemane, along with a contingent of one snowcat for each hero.

WHITEMANE (LEADER)

Great Snowcat of the Frozen North

Powerful Jaws

Lightning Fast Reflexes

Heightened Senses

FANTASTIC (+6) Fighting, Physique

SUPERB (+5) Athletics, Survival

GREAT (+4) Stealth, Tactics

Physical

Mental

Consequences -2 , -2 , -4

Whirling Attack (Fighting): Draw a stress card to attack every opponent in the same zone using Fighting. Only determine the attack once, but each defender may defend individually.

Powerful Attack (Fighting): The character is a bruising attacker, capable of delivering crushing blows. Add +2 to attack actions using Fighting.

Quick (General): Prior to making an attack action, may move one zone. Usual rules for moving out of an opposed zone apply.

Whitemane attacks as many heroes as possible with unthinking fury.

SNOWCAT (MINION)

Fearsome Predator

Powerful Jaws

FANTASTIC (+6) Fighting

SUPERB (+5) Athletics

GREAT (+4) Physique

Physical

Powerful Attack (Fighting): The character is a bruising attacker, capable of delivering crushing blows. Add +2 to attack actions using Fighting.

Snowcats tend to hunt in packs, working together to drag down an opponent.

Resolution

If the heroes successfully defeat Whitemane, the disposition with Gravewood increases by one. Otherwise, even in failure, Sdila respects their attempt to stop the beasts, so no disposition is gained or lost.



† A Rotten Backlash †

A Rotten Backlash

CONFLICT

Warfare

DIFFICULTY

6

This is a regional threat showcasing the problems with magic. It works best if one of the regions has been subject to magical backlash. Alternatively, it could work if the heroes have used magic to questionable ends while on a mission elsewhere. Finally, if none of those things are true, perhaps the region in question has been targeted by a rival faction or a rogue wizard within the Stronghold.

Whatever the cause, the dead are returning in large numbers. Large enough numbers that they are threatening the people and resources of the region. There are enough of them that they must be met with military force rather than a small band of heroes.

Sample Challenges

- ✘ Fortify the farms in Tarrydale.
- ✘ Prepare soldiers for an encounter with their dead ancestors.
- ✘ Light a great bonfire to cleanse the fallen.
- ✘ Forced march through the long cold night.

Setup

For this threat, the heroes are on defense. The zombies have a fairly simple plan: move forward and attack anything in their way.

Resolution

If the heroes are able to repel the zombie threat, the Stronghold gains one stability.

Opposition

The pass is guarded by twelve units of zombies led by military commanders from the Stronghold's past. There is one military commander for each hero on the mission.

ZOMBIES (UNIT, INFANTRY)

Unthinking Killing Machines

How Dare You Disturb Our Slumber!

Gleeful Seekers of Destruction

GREAT (+4) Armor

GOOD (+3) Fighting, Movement

AVERAGE (+1) Marksmanship

Morale

Aura of Terror: A commander wishing to take units into the same zone as the undead soldiers must succeed at a Great (+4) Command roll.

Only murder and death will quench the zombies' thirst.

REVENANT (LIEUTENANT)

Revered Military Commander

Anger Incarnate

Unceasing and Unyielding

FANTASTIC (+6) Command, Tactics

SUPERB (+5) Fighting, Physique

GREAT (+4) Survival, Wits

GOOD (+3) Athletics, Marksmanship

Physical

Mental

Consequences -2 , -2

Infantry Maneuver (Tactics): Once each exchange, add +2 to an attack utilizing infantry exclusively (no other unit type may be in the attacking group). The attacking commander may control other unit types.

Pushback (Tactics): If the character inflicts more casualties than the other side in a clash of arms (taking into account possible outflanking), may move opposing commander and units to an empty adjacent zone. If no adjacent zone is empty, or if both sides lost the same number of units, they remain where they are.

The revenants are leaders from the Stronghold's past. They lead the zombie hordes into battle.

Mole Hunt

CONFLICT

DIFFICULTY

Infiltration

5

The Stronghold has a mole problem. Imperial agents have intercepted secret shipments heading out from Tarrydale Farms. Additionally, information about an upcoming trade deal was leaked to Lily Manor by the Empire, making it more difficult to complete. All signs point to the mole living within Tarrydale Farms, but efforts so far to discover the leak have been fruitless.

Recently, an agent from the Stronghold discovered a promising lead within Eastkeep, a moderately sized settlement on the eastern border of the Empire. Located within Eastkeep is the Guild of Maps, a front for the Gray Cloaks in charge of investigating the Stronghold. Within the confines of their headquarters is most likely the name of the mole.

This threat is a regional threat against Tarrydale Farms. It is fairly easy to change the threat to reflect a different region. It is also fairly easy to scale the difficulty up or down by changing the peak skill for the guards.



Setup

The Guild of Maps is fairly busy during most times of the day. While less busy at night, people still come and go frequently enough to make it very difficult to pass undetected.

Resolution

If the heroes are successful, the Stronghold gains one stability.

Sample Challenges

This is a chance to flesh out different characters from the Empire, in particular Minim, the Guild of Knowledge Grandmaster. The heroes may also be aided by members of the resistance, such as Tulim or Akilah.

- ✘ Create a cover identity while staying at the Brass Sheep Inn.
- ✘ Shake Lucia down for information on key personnel within the Guild of Maps.
- ✘ Steal a set of Imperial cloaks from drunken guards.
- ✘ Create a duplicate key for the lower safe.

Sample Security Challenges

- ✘ Disguise: Pass off written approval to bureaucrat within hall of records.
- ✘ Stealth: Sneak past the guard hall.
- ✘ Thievery: Open the door to Minim's vault.

Opposition

If Minim is still alive, use Minim as the leader, along with a number of no skill minions (all skills are equal to the mission difficulty) as guards.

IMPERIAL GUARD (NO SKILL MINION)

Aspiring Gray Cloak Agent

"Who Goes There?"

SUPERB (+5) Guard Stuff

Physical

Mental

If desired, either the Observant Guards or the Tough Guards from INFILTRATION may be used instead.