
WRATH OF THE AUTARCH

A KINGDOM BUILDING GAME

FUELED BY THE DECK OF FATE

This is a bonus mission for the *Wrath of the Autarch* kingdom building game! If you're curious, take a look at the kickstarter campaign!

<https://www.kickstarter.com/projects/295104591/wrath-of-the-autarch-a-kingdom-building-game>

Don't Fear the Shrieker

Conflict	Skirmish
Difficulty	5

Tarrydale Farms has a problem. A noisy problem. Over the past few weeks shriekers, massive unruly fungi that emit incredibly loud bursts of noise have begun multiplying in the region.

This variety of shrieker is not only terribly loud, but also fecund. They have multiplied quickly and threaten the harvest of food for the fall.

Leaders from the Stronghold have been tasked with dealing with the problem. There is a spore hive mind responsible for unleashing the fungi. If it is destroyed, the shriekers can be tamed.

Sample Challenges

The heroes must hunt down and destroy the spore hive mind.

- Track pollen through the forest (Lore, Survival)
- Fight off nearby shrieker (Physique, Marksmanship)
- Withstand sonic attack (Will)
- Help clear the farmer Odo's plot of debris left behind by shrieker attacks (Athletics)
- Calm Pasha, the innkeep. Her nerves are frayed from the constant blasting noise coming from outside (Rapport)

Opposition

Eventually the heroes track the source of the problem to the spore hive mind. It attacks with great ferocity, flying up into the air, and landing with a massive explosion of spores.

Spore Hivemind (Leader)	
Physical <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mental <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Consequences	-2 <input type="checkbox"/> , -2 <input type="checkbox"/> , -4 <input type="checkbox"/> , -6 <input type="checkbox"/>
Superb (+5)	Physique, Fighting
Great (+4)	Will, Athletics
Good (+3)	Tactics, Wits
Decent (+2)	Marksmanship, Survival
Average (+1)	Will, Channeling
Striated Blob of Olfactory Horror	
Yellow Cloud of Spores	
Sensitive to Slashing Weapons	
Big Bad (General)	
Amorphous - Add +2 to defend all physical attacks.	
Blob Strike - Spend a fate point to leap over one zone, ignoring anything in it. Upon landing in the destination zone, make a Fighting attack against all heroes in the same zone.	

Setup

Give three zones the **Shrieker** aspect with one free invokes. The shriekers are a nuisance - getting in the way of the heroes and causing distractions with their noise.

Resolution

If the spore hivemind is stopped, the shriekers may be harvested to form a defense system against warfare threats. On the next warfare threat, give two zones the **Shrieker Defense System** aspect with one free invoke.