



FREEBLADES



Ancestor Moons

Scenario Packet
Freeblades Fantasy Skirmish Game



ANCESTOR MOONS

Ancestor Moons is a scenario supplement for the Freeblades fantasy skirmish game. The Freeblades Living Rulebook is required to make use of this supplement. It is intended to provide a little fun at the Halloween season.

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The lead for the Ancestor Moons project is Colin Scott, with some help from his friends. Enjoy!

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In the Faelonian Month of Moyaron there is a time towards the end of the month between the 15th and the 30th where the Moon Valar is waning and the other moon, Valia, is waxing. For reasons unknown to even the most wise of Faelon, the barriers that separate Faelon from The Between and Karelion are weakened during this time.

Faelon occupies the same space as an alternate dimension known as Karelion, the Spirit World. Karelion is the home of the Azal, the Demons. Along the seam where the two overlap is a realm known as The Between. This weakening makes it possible for the spirits of the dead to walk among the living without magic. Imprisoned in The Between until they move on to the Afterlife, these spirits can visit with their families during this time. The weakening of the barrier culminates on the night of the 22nd/23rd when the border is the weakest.

It is even possible for magic users to contact the spirits of those who have moved on to the Afterlife. During this time, there are many different cultures who participate in these kinds of activities even though they usually would not. Many cultures celebrate this time and use it to contact and venerate their ancestors. However, weakening the barrier between Faelon and Karelion also produces a threat: Demon incursions.

So while much of Faelon celebrates during this time, those who hunt demons are on high alert, patrolling the wilds and looking desperately for feygates as they opened and disgorged demons into Faelon.

The Faelers call this time between Moyaron 15 and 30 Ancestor Moons. During Ancestor Moons, The Varanic Church Sanctions speaking with the spirits of the dead, though there are exceptions, such as the Haradelan Church. At any other time, such things are considered necromancy, which is taboo. However, because it does not take dark magic to bring the spirits out of

The Between, even the Varanic Church is okay with the contact that can be made with the dead during this time.

Families celebrate Ancestor Moons by opening their homes to those spirits that may come to visit. The deceased are drawn to their families, and many are starved for companionship and have requests that may help them move on to the afterlife, which, in the case of the Faelers, is Varan. Families lay out elaborate feasts and invite the spirits as guests of honor. As the moon rises, these ancestral spirits visit. Though they cannot physically eat the food, they are thankful for what has been offered.

The Symker people celebrate during this time as well. They believe Krayech makes it easier to understand the will and wisdom of those who have passed during the celebration. They welcome those spirits that come among them and seek their favor with gifts and offerings. They call this time The Eyes of Krayech.

Necromancy is even more powerful this time, as it takes far less potent magic to practice it. The Kandorans go even further than their Symker relatives during The Eyes of Krayech, using it to create more undead servants, strengthen older spells, and give younger pupils a taste of the power to come with more time and training.

The Izchaki use this time to celebrate their goddess of the dead, Amaia. This day is called Hope, as they believe Amaia builds an army of the dead that will one day finally destroy their nemesis god. After their victory, the dead inherit their afterlife, the Kiria Rishai - The Open Fields. During Hope the spirits of the dead are drawn to their families and bring tidings of the goddess' progress. Families celebrate the deeds of their ancestors and speculate on their role in the coming war to end all wars. Each year, no matter how bleak and deadly it has been for the Izchaki, the tidings from Amaia grow ever more hopeful.

The Koronnans are no strangers to calling forward the spirits of the dead for service and counsel. They practice this regularly. However, during the time of Ancestor Moons, this practice is much easier, and in many instances, the spirits walk among the living with no magical provocation at all. The Koronnans call this time The Gathering. It is an essential time of decision making in Koronnan culture.

During the Gathering, families will offer gifts for specific family members they wish to speak to in the hopes that they will find their way from The Between to the family

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home, where they are celebrated and consulted about specific matters relevant to the family's well-being. It is an intensely personal and private time for the Koronnans. Each individual has reasons they are trying to reach a specific spirit. It ranges from matters of family and marriage to the academic.

In the times before the Traazorite occupation, the people of Azarim also had a celebration of the Ancestor Moons, one that they called Invitation. The Azari are a Shamanistic society and count the spirits of their ancestors as their most trusted advisors.

However, except during Invitation, communication between the spirit world and the Azari was limited to their holy people. That changes on Invitation. During Invitation, according to the Azari, the veil between this world and the Spirit World is thinned to such a degree that the spirits can break free, come among the people, and, if invited, possess a person to impart their history, knowledge, and wisdom with the proper rituals.

These rituals used to be communal and were attended by entire communities. Only a few people at a time were ever brave enough to invite their ancestors to live within them. Although it strengthens and enriches their lives, it is mentally and emotionally complicated to live with another life essence inside of you. Some go mad during the year.

Azari royalty, especially the Queen, were expected to undergo this rite, and indeed, in times past, it was common practice for the Queen to live with ALL of the past queens speaking to her, something achieved through a special ritual performed by the Court of the Howling Sands, a group of Shamanistic advisors to the Queen.

Most of that tradition faded away after the Krai Jan Empire took over Azarim, though the Court of the Howling Sands still exists today and tries to persuade each Queen to undergo the ancient rites. Though the practice of Invitation was lightly persecuted under the Krai Jan, it persisted until the Traazorite Empire took over and outlawed the practice. Now, Invitation is quietly observed in private homes around personal family alters. Few people are able to invite one of their ancestors to live with them for a year.

As stated before, the Ancestor Moons is not just about the celebrations during this time and the reunions between families and the spirits of the deceased. The same forces that weaken the barrier between Faelon and The Between also weaken the barrier to Karelion,

making the Ancestor Moons period a time of elevated danger from Demon incursions through the formation of Feygates.

Demons take full advantage of this time to infiltrate Faelon and gain a foothold, hoping the sheer number of Feygates will keep Hunters busy. While their cultures celebrate, Demon Hunting organizations work in the shadows, out in the wilderness, keeping others safe.

On the other side of that coin is the Grular, who view this time as an opportunity. They celebrate The Eyes of Krayech, just like other Symkers, but their Warlocks recognize the holiday as an opportunity to strengthen their bond with Karelion. Just as Necromancy is more potent during this time, so is the magic that can open gates and make pacts with entities from Karelion.



SCENARIO: THE NECROMANCER

THE NECROMANCER

A Necromancer has taken up residence in the crypts of a local cemetery! The town elders have tasked your freeband with eliminating the undead threat before they overwhelm the region! Though beware, a rival band may also be in the area, and may seek to put both the Necromancer and your party in the grave!

Scenario by Ian Campbell

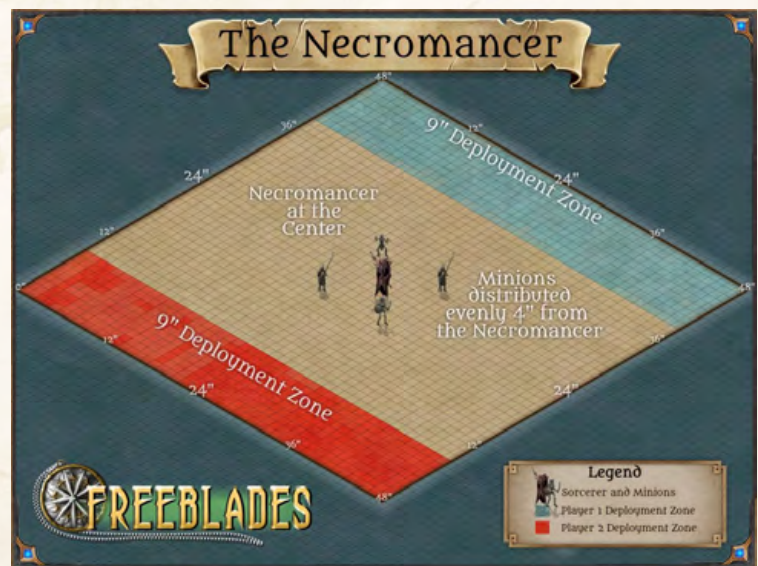
This scenario is best played with the Necromancer and his or her minions controlled by an active player. See “The Necromancer as NPC” section if this is not an option. The player controlling the Necromancer and minions is the Necromancer player (also called just The Necromancer) and the other players are the freeband players. The Necromancer is meant to be a challenge for a minimum combined total Freeband Value of 400. Two 150 gold freebands (combined 300) for example, may find themselves hard pressed, especially if newer players.

Encounter Area: 4'x4' Table

Terrain: Any mutually agreeable terrain may be used in this scenario.

Objective: There are no Objective markers in this scenario.

Necromancer Deployment: Place a Necromancer model in the center of the table. Determine their initial facing randomly. Place the Necromancer's minion models 4" from the Necromancer model and equidistant from each other. They are placed such that the most minions possible are facing each freeband player's deployment zone. The minions begin the game facing directly away from the Necromancer.



The Necromancer's Minions. The Necromancer starts the game with two Krayech's Reaper and two Bonethrall Guards. Additionally, the Necromancer receives 8 gold for every full 50 gold each enemy Freeband is over 250 gold with which to acquire Shambler Follower models only.

Freeband Player Deployment: Standard, see Standard Scenario Deployment Rules



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Special Rules:

The Necromancer. A Necromancer is a Caster and a Hero and can gain Fatestones. Hero's Honor does not apply to the Necromancer. The Necromancer cannot leave the encounter area. The Necromancer is an enemy of all players and all players are enemies both of each other and the Necromancer.

	SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC	Special
Necromancer	6	d8+1	Skull Staff d6+1 te	•	•	5	4	4	d10	[Necromancy] d14+1, 25 Power, Spell Riposte, Spell Mastery [+X], Dodge [2], Elusive [1], Tough [1], Fearless, Carrion Harvest, Deathshaper, ABL 12

Spells

Bone Spray (2). Damage d8 Cone, if you remove a Death Token while casting this spell it becomes Damage d10 Lethal

Doom (3). All attacks vs. target model are +2dl to hit.

Enrage (2). Target gains the Frenzy talent.

Find the Dead (1). Determine a location d12 inches from the Caster in a random direction and place a Death Token there.

Ghost Form (3). Target friend gains the Spirit talent and is considered Discorporate while the spell lasts.

Harm (1). d8 damage ranged attack. Surviving target takes a SPR test or is Dazed. Missile Spell.

Rouse the Dead (1). Target ignores the effects of Slow.

Soul Thief (2). Whenever the target causes a LP loss in a combat, the target gains a temporary LP.

Steal Life (3). A target within 9" passes a SPR test or it loses one LP. If it does, the Caster gains a temporary LP.

The Sorcerer has Spell Mastery [+X] where X is the number of freeband players.

Spell Mastery [+X]. The Caster may cast +X spells per turn when it is their turn to do so. A model with Spell Mastery [+X] can cast the same spell more than once.



SCENARIO: THE NECROMANCER

Arise, Minions! Each End Phase, d4 Death Tokens are replaced with a undead minion. After determining how many minions are rising from the grave, roll a d10 for each Death Token that resulted in a minion. Consult the following table, then replace the Death Token with the appropriate undead model:

D10 roll	Minion
1-3	Shambler
4-5	Bonethrall
6-7	Bonethrall Guard
8	Bonethrall Host
9	Awakened
10	Krayech's Reaper

Game End:

The game ends at the conclusion of an End Phase if any of the following are true:

- Only one side has an unbroken freeband or all freebands are broken.
- The time limit has been reached.
- The Necromancer has been dropped.

Winner:

1. The side that drops the Necromancer is the winner.
2. If the Necromancer is alive and only one side with an unbroken freeband remains, that side wins. The Necromancer may claim a win back at his hidden lair.
3. If the Necromancer is alive and all freebands have broken or more than one side has unbroken freebands, the Necromancer wins and all other players lose!

Campaign Results:

Campaign Gold: The winning freeband gains 3d10 gold and the losing freeband gains 2d10 gold. If game ends in a draw, both freebands receive 2d10 gold.

Campaign Experience: A model gains +2 AP for dropping the Necromancer over the normal award for causing LP loss.

Multiplayer Rules Specific to this Scenario:

Option for Multiplayer Necromancer Games with 4 or more players - Traitors!

Before play begins randomly assign, in secret, one of the players (if 4-6 players, 2 if 7 or more) to be Traitors. This can be done in a number of ways. One suggestion is to take as many cards as there are players out of a normal deck of playing cards numbered ace (one) to as many players as there are in the game. Identify which card or cards marks one as a Traitor and then deal them out randomly face down one to a player.

SCENARIO: THE NECROMANCER

A player identified as a Traitor plays the game under normal conditions (all other players and the Necromancer/minions are enemy) until he or she reveals their true nature as a Traitor. To reveal one's true nature as a Traitor, a player proves, using whatever method designated them as a Traitor, usually flipping over their playing card, in the Events Phase of any turn prior to initiative being rolled.

Once revealed as a Traitor, a player is friendly to the Necromancer/minions and to any other revealed Traitor player. Traitors only win if the Necromancer wins.

Necromancer as NPC

When the Necromancer and minions are not played by a separate player, they follow the Non-Player Creature (NPC) rules in the Freeblades Living Rulebook with the following changes:

NPCs in the Events Phase: no change.

NPCs in the Magic Phase:

The Necromancer attempts X spells per turn, using the **Spell Mastery [X]** talent. The Necromancer moves down the list of spell choices and casts spells as indicated until all X have been cast or the end of the list is reached or he is out of power. Engaging models are any models that are engaging or can engage the Necromancer during the current turn.

1. Ghost Form - If it will allow the Necromancer to escape engagement with more than 2 enemy models
2. Steal Life - If they do not have a Temporary LP or have lost 1 or more LP.
3. Bone Spray - If it will hit 2 or more enemy models even if that would hit friendly minions
4. Soul Thief- On themselves if engaged, if not on a minion that is engaged.
5. Harm - On a target reduced to 1LP.
6. Doom - On an enemy target that is or can be engaged by multiple minions.
7. Enrage - On a friendly minion hero that is engaged.
8. Rouse the Dead - If it will allow a friendly minion to reach an enemy.
9. Find the Dead - To increase the number of Death Tokens in the Encounter area.

The Necromancer will use a Death Token for power if there is one available.

The Necromancer will cast or counterspell if currently engaged by 2 or less enemy models. Any Spell Riposte casting follows the rules above, starting at the top of the list.

The Sorcerer also attempts to counter any spell:

- for which he is the target or under a cone or AoE.
- which produces an effect that will limit his ability to move according to the NPC rules.

NPCs in the Movement Phase:

The NPC player activates all NPC(s) when the NPC(s) are scheduled to move in the initiative sequence.



SCENARIO: THE NECROMANCER

There is no way to predict every circumstance of initiative order, model position, and terrain such that an exhaustive list of NPC actions can be created. Players will need to make sure the Necromancer and minions operate in the spirit of these rules.

Move the Necromancer first. The Necromancer chooses from Delay, Maneuver and Break Off action and uses that action to move to the spot, where as best he can, he:

- Reduces the number of engaging models to the minimum, both on this turn and the next as far as can be determined.
- Enter contact with a Death Token.
- Increases the distance between himself and any table edges to not get pinned against one or in a corner.
- Reduces the number of models with ranged attacks and Casters that have LOS to him.

The Necromancer does not Evade, Countermove or Countercharge, instead he will try to be on Delay and Break Off.

Then the minions are moved. The purpose of the minions is to reduce the number of enemy models that are engaging and/or can engage the Sorcerer to the minimum possible. This will typically be through Maneuver actions to reposition to block enemy moves, engage models engaging the Sorcerer or to set up to be able to make Countermoves against enemy models on the next turn.

A minion does not Break Off unless there will be no reaction attacks against it.

A minion eligible to Countermove to a model attempting to make contact with the Sorcerer will always do so.

If an enemy moves to engage a minion and the minion is eligible for a reaction, it will

- Countercharge.
- Evade if it is sure to get away, unless by doing so it makes it easier for other enemy models to engage the Necromancer.

NPCs in the Shooting Phase:

The Necromancer will attempt to employ Deathshaper if a friendly Undead Hero loses a LP.

NPCs in the Melee Phase:

An NPC is faced in such a way to make the minimum move to put the maximum number of models into its front face. If it already has the maximum number of enemy models in its front facing, it is not moved.

An NPC makes its melee attacks randomly distributed against eligible targets, choosing Followers over Heroes if possible. If it has more than one attack through a given facing, all of its attacks through that facing are directed at the randomly determined model.

Necromancer and minion NPCs never choose to pursue.

NPC response talents are chosen and used by a player not engage with the Necromancer, otherwise determined in such a way to best reduce the number of LP the Necromancer loses.

Necromancer and minion NPCs reposition to avoid contact with enemy models and to get into the best position to follow their NPC rules on the next turn.

The Necromancer will attempt to employ Deathshaper if a friendly Undead Hero loses a LP.

SCENARIO: THE NECROMANCER

Variant

Demon incursion: Use the standard Sorcerer from the FBLRB but they are using the weakening of the barrier between worlds to consort with Demons.

The Sorcerer starts the game with two Skether and two Borgats. Additionally, the Sorcerer receives 9 gold for every full 50 gold each enemy Freeband is over 250 gold with which to acquire Sorcerer Follower models only.

Instead of the Arise, Minions! rule use the following rule:

Demonic Locus: Each End Phase, d4 Demons are come to the Sorcerer's aid. For each demon, roll a d10 and Consult the following table. Once the type of demon is determined scatter that demon 1d6" from the Sorcerer

D10 roll	Minion
1-3	Skrot
4-5	Vineling
6-7	Borgat
8	Plakhra
9	Gadarl
10	Skethar

Gadarls that enter the encounter area in this way do not benefit from Disguise.



ENCOUNTERS SCENARIO: UNDEAD UPRISING

UNDEAD UPRISING

You have been contracted to explore an undead disturbance in the area. Your investigations have revealed the source of the undead uprising to be three sources of power in a forgotten graveyard. You must destroy these three power sources before the undead overwhelm you. But their defense will only grow as they sense what you are trying to do.

Scenario by Geoffrey Wing

Freeblades Encounters Scenario for 3-6 Players

Encounter Area: 4'x4' Table

Terrain: A walled off graveyard with an entrance on either side. Walls should separate the deployment zone from the first Objective, and the second objective from the third objective. Add one MASKING and ROUGH terrain pieces between the deployment and Objective 1 and Objective 2 and 3..

Objective: Place Objective 1 marker 6" from the center of the board edge opposite the home edge. Place Objective 2 marker 12" from the first objective marker in a straight line towards the home edge. Place the final Objective 3 marker 12" from the second objective marker in a straight line towards the home edge. Objectives have no effect on movement or line of sight.

Freeband Composition: Each player chooses 1 Hero and 1 Follower and may assign up to 2 advancements split any way they choose between their chosen models. The players are not required to choose their models from the same faction. Up to 1 player may choose a Leader model and up to 1 player may choose a Caster model.

Freeband Player Deployment: a 9" semi-circle in the middle of your home table edge

Special Rules:

Objectives. Each objective can be destroyed with two successful TN7 Strength tests as an End Phase Action, Ignore enemy models in contact with the Objectives for these tests.

Denizens.

The game starts with Two Shamblers on Objective 1, two bonethrall guards on Objective 2 and One awakened on Objective 3.

In the end Phase of every turn (including the first) roll a d10 for each non-destroyed Objective Marker. On a TN6 place two shamblers within 3" of the Objective Marker, on a TH3 place 4 Bonethrall Guards instead. On a Critical, place One Awakened model. For multiple levels of Critical place two additional Shamblers per level of critical above the first.



ENCOUNTERS SCENARIO: UNDEAD UPRISING

In the End Phase of the turn that the first objective is destroyed, drop the TN of that and subsequent turns to a TN4. In the End Phase of the turn the second objective is destroyed, drop the TN to a TN2 for the remainder of the game.

There is no cap on Denizens.

Game End:

The game ends at the conclusion of an End Phase if any of the following are true:

- **The Freeband has decided to withdrawal**
- **The time limit has been reached.**
- **The third Objective has been destroyed.**

Winner:

1. If the Third Objective has been destroyed the Freeband is the winner.
2. If the Third Objective remains in play the Undead are the winner.

Variants

Demon incursion: Use Skrots for Shamblers, Bogarts for Bonethrall Guards, and Skethers for Awakened. You may also choose to replace the initial Awakened with either an Azalakar or a Karyad for an additional challenge.

Necromancers Plot: Start the game with the Necromancer from the other scenario in this packet instead of an Awakened. His CAR is always 1dl higher than the highest CAR in the Group. Awakened still summons on Criticals from the Denizens roll.

Shamblers Arise: For End Phase summoning TN6 place two shamblers within 6" of the objective, TH3 Place 4 shamblers within 6" of the Objective, Critical place an Awakened and two Shamblers within 6" of the objective.

In the End Phase of the turn that the first objective is destroyed, drop the TN of that and subsequent turns to a TN4. In the End Phase of the turn the second objective is destroyed, drop the TN to a TN2 for the remainder of the game.