



# Skittering in the Dark

Scenario Packet  
Freeblades Fantasy Skirmish Game





# THE TIME OF ENDLESS EYES

## THE TIME OF ENDLESS EYES

As the growing season wanes across northern Faeron, cold air from the plains descends south of the Dorsang Danar and eventually past the Moonshadow Mountains. Snows cap the mountain peaks and the leaves turn brilliant shades of yellow, orange, and red.

The cooling temperatures and changing of the leaves herald a busy time for the people of Isarshael. Harvests must come in, firewood must be gathered for the cold months ahead, and food must be prepared for the lean months of winter. All of society participates in these massive undertakings. They usually start late in the months of Jeptaron, so that by the celebration of Ancestor Moons in late Moyaron, Most of the harvest is in and the fields are laid to rest for the winter.

But the people of Isarshael are not the only ones preparing for winter during this time. In the cold, dark underpinnings of the Dorsang Danar and the Moonshadow Mountains, the eight-legged horrors known as the War Spider begin their annual pilgrimage south out of their endless tunnels and into the surrounding countryside foraging for food to get them through the cold months ahead.

The War spiders forage wide during this time, taking food not just to slake their hunger but to fatten themselves for their time of inactivity through the bitter cold months when they will remain inactive in their deep burrows.

Exacerbating this increase in War Spider activity is the raiding of the Spider Tribe of the Urdaggar. The Spider Tribe worships the War Spider and as part of its culture, has taken up raiding during the autumn months to bring captives back to their Brood Queens as food to get through the lean winter months.

This phenomenon is especially prevalent in the Dorsang Danar, where many War Spiders live. Northern Haradel, Varkraal, Trilias, and even other Urdaggar Tribes are on high alert around the time of the Fall Equinox. War Spiders are most active at night, but during this time they will scurry about the countryside in broad daylight looking for food.

There are many names given to this time of danger, but the Trilian name is perhaps the most dramatic and fitting: Ya'ad Larin yer Larysen Yarthin - The Time of Endless Eyes.

In the high meadows of the Dorsang Danar, Varkraalan shepherds keep an extra-watchful eye on their flocks. Small towns employ professional hunters to protect their herds and people from the multi-eyed menaces.

Trilians also increase their border patrols during this time, keeping a wary eye toward the Dorsang Danar. The Bladeriders and Guardians of the Reach battle the ranging spiders throughout the fall, protecting the small villages and farms as they bring in the harvest.

Haradel is already infamous for the number of War Spiders there, and you only have to look as far as the aptly named Spider Pass to know why. Countess Selkan and the Count of Bretan call up the militia to patrol their northern lands and combat any incursions during this time.

These areas also see increased Spider Tribe raids. Where individual War Spiders may be hard to locate and track, Clan-sized raiding parties are easier to spot, though chasing and engaging these terrifying foes depletes resources and the already stretched strength of these remote areas.

The Crown's Patrollers also lend their strength, doubling their efforts in the northern counties during the autumn months. This mounted force is used to the long loneliness of the northern reaches of Haradel, and their horses can cover more ground, warning small villages and remote farms of danger before directing the militias where they are needed.

Though not in the shadow of the Dorsang Danar, Falkaar finds many War Spiders venturing down from the Moonshadow Mountains in their north. During the Time of Endless Eyes, The Queen sanctions many Freebands to venture into the mountains, paying hefty bounties for the proven destruction of these baleful creatures. Falkaarans call these freebands Bridata - Stompers. Bridata is the affectionate nickname given to the soles of boots.

Throughout the Fall, these freebands, and many others across Isarshael, protect their charges and actively hunt the War Spiders. When the snows settle in and winter has come, the Spiders will have retreated to their lairs in the mountains. While the immediate danger to villagers and the herd has passed, many freebands are warranted to search every cave they find and kill the lethargic beasts as they hide away for the winter.



# ENCOUNTERS SCENARIO

## SKITTERING IN THE DARK

### A Freeblades Encounters scenario

*What's that?*

*You're jumping at shadows, now lets get this done... wait where's Orval?*

**Encounter Area:** 4'x4' Table

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

**Objective:** 4 objective markers are scattered 3d10 from the center point of the encounter area these are the Warspider burrows, then 3 loot markers are scattered 1d8 from the center of each objective. These objectives are impassible to freeband members but open terrain to the Warspiders.

**Deployment:** The players may choose any corner of the encounter area, they may deploy within 9" of that corner. The board edge on both sides of the corner up to 9" on either side is considered the players' home edge. For each player roll 1d6, for each result of 5+ place 1 Warspider scattered 2d8 from the center of the encounter area.

#### **Special Rules:**

The Encounter area is Darkness, this may not be altered via a scouting test.

#### **Light Sources.**

Both torches and lanterns are light sources, they have a range of 6" and 12" respectively. Additionally, any spell with "light" in the name that creates an area of effect count as a light source in that AoE. Each member of the freeband begins the encounter with 1 torch, that torch may begin lit or unlit as chosen by that model's player. Lit torches last for 3 turns unless dropped or dowsed at which point they are consumed. Lanterns last for 5 turns and may be dowsed or lit as a special action.

If at any time a model with a Light Source is dropped or restrained that light source is dowsed and destroyed.

#### **Warspiders.**

The Warspiders will not enter an area of illumination unless doing so is required to defend a burrow. If at any time a Warspider is within an area of illumination it is subject to the Afraid condition. The Warspiders will attempt to attack any freeband member that is not within the area of a light source and will otherwise lurk just outside the area of the light source. The only exception to this is if there is a freeband member within 6" of a burrow, in that case the Warspider will attempt a DISC test, on a success they will attempt to engage the unengaged freeband member closest to the burrow. If they cannot reach the freeband member closest to the burrow they will attempt to engage the closest one that they can prioritizing unengaged freeband members when possible. At the end of each turn after the first roll 1d6 and add the number of destroyed burrows. On a result of 5+ place a Warspider in contact with a random burrow. This roll make spike and an additional Warspider is added for each level of crit.





# ENCOUNTERS SCENARIO

## Burrows.

A model in contact with a burrow with no enemies in contact may attempt to destroy the burrow. This is a Special Action and requires a DEX test 4, if successful the burrow suffers 1 damage plus 1 additional damage per level of crit. Once a burrow has suffered 3 or more damage it is destroyed. A model carrying a lit torch or a weapon with the Flaming weapon ability cause 1 additional damage per successful test. A model with a lit torch may choose to drop the torch into the burrow, if they do so the torch is removed but the test to destroy the burrow automatically succeeds including the bonus for using a lit torch. A model that may employ fire magic may replace the DEX test with a CAR test and always count as using a Flaming weapon. A Blue Fire alchemical item that is successfully thrown into a burrow automatically destroys.

## Loot Markers.

A model that picks up a Loot Marker rolls on the following table.

| d10 | Item            |
|-----|-----------------|
| 1-3 | Torch           |
| 4-5 | Torches x3      |
| 6-7 | Lantern         |
| 8   | Blue Fire       |
| 9   | Magic Item      |
| 10  | Random Artifact |

## Game End:

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

- All burrows have been destroyed.
- All player models have been Dropped or Run Off.
- The time limit has been reached

## Winner:

1. If the freeband destroys all of the burrows the freeband is the winner.
2. If all members of the freeband have been Dropped or Run Off the spiders are the winner.
3. If neither of the above are true then the game is a tie.