



Celebrated at the ides of February (Feb 15th), Saint Val is the fertility festival dedicated to the god of agriculture. At the festival, priests sacrifice a goat for fertility and his hide is teared into strips and dipped into sacrificial blood. After this, they take it to the streets, gently slapping both women and crop fields with the goat hide. It is believed that this make them both more fertile in the coming year. Later in the day, all the young women in the city will place their names in a big urn. The city's bachelors each draw a name and become paired for the year with his chosen woman. These matches ended often in a marriage. At the evening there is a great ball, Saint's Val Ball. While the evening is in full swing, it is soon time to choose the King and Queen of Saint Val's. This is done, as every year, with a game of small pleasures.

This 2 player scenario is meant to be played with 2 Overlords.



Objectives:





In order to win, one of the Overlords must be elected King of the Saint Val's Ball by discovering the little pleasures of the Queen of the Ball and by telling her about it. The Overlord must go to see one of the "queens" (Bêlit, Gitara, Akhivasa) when the sum of the relic tokens possessed by his team is exactly the same as the queen's relic token value. Each Overlord must collect relic tokens until they reach the value of a queen, then travel to her area with one of their characters to show here the exact relic token value.



Note: since Compendium 1 the setup was updated by the author, Joce, to avoid a blocking strategy.



The game begins with the Overlord who rolls the highest score on 2 red dice  .



Each Overlord starts with 10 gems in the Reserve Zone and 0 gems in the Fatigue zone; both place the Recovery token showing a value of "5" in the Book of Skelos.



Both Overlords can use the same following events:

Little secret: look in secret at one of the random relic tokens on the board.

Pssst: The Overlord can move a neutral model (not belonging to any one of the teams) up to 2 areas, but only if that model is in line of sight with one of his team members.

Overlord 1




Overlord 2




Special rules:

Set up: At the beginning of the game, randomly place the tokens with number 10, 11 and 12 near the 3 Queens of the Ball (Bêlit, Gitara, Akhivasha). These are the values of their little pleasures. Then, randomly place tokens 1 to 7 as shown on the map. The following tiles are near the edge of the gameboard: Taurus, N'Gora, Constantinus, Shevatas, Balthus, Kerim Shah, Amboola.

Recruitment: Each Overlord can try and convince a guest to help him on his quest by performing a complex manipulation of difficulty 2 (subject to hindrance), instead of his Attack Action. When a model is recruited, its tile is placed at the rightmost place of the concerning Overlord's River. If the model belonged to another player, the tile is transferred from one Book of Skelos to the other. The manipulations are performed with orange dice  for everyone. Each die roll must be paid with a gem, and is placed in the Fatigue zone. Conan and Olgerd can not be recruited. Recruitment is only possible if at least one place is free in the River.

Drinking variant: recruitment is paid with a drink, 1 gem is placed in the Wound zone. When all the gems are in the Wound zone, the Overlord is unconscious and has lost the game.

Relics: when a tile is activated, its model may pick up a Relic (small pleasure) for free instead of an Attack Action. The relic is then placed face down on the miniature's tile. The relic can be consulted at any time by the Overlord who owns the tile. Each model can only have one relic. If a model changes team (via the Recruitment action), his relic stays with him and changes team also. Relics can also be dropped on the ground as a replacement for an Attack Action.

Fighting: We are at Saint Val's Ball where people know how to behave, so there is no violence. However, the Attack Action allows to steal the relics of other models. When an Attack Action is performed and is successful, the relic falls to the ground. If the attacker is in the same area as the defender, he can pick up the relic for free. Overlords can not use more than one orange die  to defend, but rerolls are allowed.

Hindrance: all models that are not in your team cause hindrance for movement and manipulation. Do not forget that Olgerd has the Blocking Skill.