



CONAN

FEAST FOR THE STARVING GOD



DAN MAURIC

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SPECIAL NOTE

The following components are required to fully enjoy A Feast for the Starving God: King Pledge, Corinthia, & Kushite Witch Hunters.

A few components from Stygia, Nordheim, Giant Wolves, and The Legend of the Devil in Iron campaign book are used, but easy substitution suggestions are made within the scenarios.



CREDITS

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Chapter 1: The Flesh Hunters

The village lies asleep. The dawn's first light creeps into the lingering shadows of the long spent night. Watchmen yawn, anticipating the relief that morning brings.

The sleeping innocence of the village is violated by skulking shadows moving into position. A dog whimpers worriedly. The forest bristles with danger. A clatter of steel from the seaside cliffs is muffled by the wind off the Western Ocean.



The infamous Zogar Sag and the pirate captain Zaporavo have made a sinister agreement to provide a cargo of flesh to suit the unknown interests of a well paying party located somewhere in the Barachan Islands.

The first victims of this foul endeavour are the residents of a quiet coastal village a short ride outside of Kordava.

Zogar Sag leads his warriors around the outskirts of the village. Zaporavo and his crew scale the seaside cliffs. As the light of dawn breaks upon the unsuspecting village a primal war cry goes out. The Flesh Hunters have arrived.




Objectives

-  If the Heroes capture 7 Woman or Child Civilians, the Heroes win the game
-  If 4 Woman or Child Civilians flee the board or if the Heroes do not have 7 Civilians captured by the end of turn 5, the Overlord wins the game




The game start with The heroes' turn.

- Zogarsag (ornamental spear) Commands 1 Green Pict Hunter
- Zaporavo (pirate saber) Commands 1 Orange Pirate (1 Orange Attack Dice)
- Olgerd Vladislav Equipped with Bori's Hammer



 After setup, the Heroes move 5 gem(s) from her Reserve zone to her Fatigue zone.



 The Overlord starts with 2 gems in their Reserve zone and 6 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Event Tile : When the Event tile is activated resolve the following events in this order:

1. Wake up!: Roll 1  and stand up that many laid down Woman/Child Civilian models.
2. Village Panic: All Man Civilians and all standing Woman/Child Civilians gain 1 Movement point that must be spent immediately. Hut Flaps do not effect this move. The Overlord cannot spend gems for a Movement bonus.
3. Reinforcements: The Overlord recieves 1 Reinforcement point to spend on a Man Civilian or a Wolf. Place reinforments on the area with the event token .



Special rules

The Cliffs : Zaporavo, and the Pirate Ally start in the Cliff area at the top of the board. Once a unit exits the area it may not reenter the area. No units may enter the Cliff area.

Civilians : For this scenario there is a distinction between Man Civilians and Woman/Child Civilians. Follow the special rules for each type of Civilian. Man Civilians activate when the Civilian tile in the River is activated. Woman/Child Civilians only activate when the Event Tile is activated.

All standing (see below) Woman/Child Civilians effect Hindering.

During set up, place a Woman Civilian tile and a Child Civilian tile in the Overlord's area for reference.

Capturing Women and Children : To capture a Woman/Child Civilian a Hero must reduce their Life points to zero.

When that happens, do not remove the model from the board, instead lay it down in the area. In order for the model to be considered captured a Hero with the Leadership must have his Ally in the area, then the Hero must spend 2 Gems to remove 1 Woman/Child Civilian model and his Ally model. (This action is not affected by Hindering) The Ally is considered to have fled the village with his victim.

A Man Civilian may not be captured. If a Man Civilian's Life points are reduced to zero, he is killed as normal.

Mauraders : The Pirate and Pict Hunter represent an entire crew of mauraders.

After recovering gems, whether Aggressive or Cautious, Zaporavo and Zogar Sag may spend 1 gem to return their Ally to the board. The Pirate is returned to Zaporavo's area and the Pict Hunter is returned to Zogar Sag's area.

If a Hero's Ally has fled with a Woman/Child Civilian or if the Ally has been killed it may be returned to the board in this manner. Another member of the crew is considered to have taken their place.

Fleeing the Village : To flee the Village a Woman/Child Civilian must exit the board by spending movement points as though moving across a boarder. Remove the model from the board. Once removed a model can not be returned to the board. Wolves and Man Civilians may not flee the board.

Hut Flaps : A character must spend 1 extra movement point to move across a border into or out of a hut.

Wooden Huts : A character with Wall Wrecker can use it to move across the wall of one of the wooden huts.

Boulders : The boarder with the  boulders token may not be moved across in this scenario.

Substitutions : Bori's Hammer: Olgerd Vladislav is equipped with Bori's Hammer. If you do not have access to Bori's Hammer from The Legend of the Devil in Iron Campaign equipment deck, equip Olgerd Vladislav with the 2 Handed Sword. Whoever has the 2 Handed Sword is considered to have the Wall Wrecker Skill.

Wolves: If you do not have the Giant Wolves or the Nordheim expansions use Hyenas from the core box, they are exactly the same as the Nordheim Wolves.

Dan Maurie with She-Crazy





Chapter 2: Grim Cargo

The corsair that overlooked the Pict cheftan's blade paid for it with his life. The three scoundrels quickly freed themselves of their bonds and and made a dash toward the hold where the rest of the crew was being held. The commotion caught the attention of the Queen of the Black Coast's first mate, an enormous Kushite called N'Gora. He quickly produced a deadly javelin and called out the alarm. Suddenly the Wastrel and the Tigress bristled with spear tips and arrows.

Zaporavo, infamous Zingaran pirate captain, knew he had but one chance to save his ship from the Black Corsairs. The crew must be freed and the boarding planks knocked loose. He was desperate to get his grim cargo to the Barachan Islands. He feared his employer more than The Queen of the Black Coast. The Starving God would not suffer disappointment.




Objectives

-  To win, all surviving Heroes and at least one Ally must be on the Wastrel. No enemy units can be on board and all boarding planks must be destroyed before the end of turn 7.
-  The Overlord wins the game if he prevents the Heroes from escaping before the end of turn 7.




The game start with The heroes' turn.

- Zaporavo Commands the orange Pirates (armor 1, orange attack dice) once they are freed.
- Zogarsag (sacrificial dagger et 1 spell(s) : Bel's Hand) Commands the green Pict Hunters once they are freed.
- Olgerd Vladislav


 After setup, the Heroes move 3 gem(s) from her Reserve zone to her Fatigue zone.



 The Overlord starts with 6 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



"Do Not Disappoint Me Again." : Belit is furious at the failure of her crew to apprehend the escaped captives. More of the Black Corsairs throw themselves into the fight, desperately trying to avoid their Queen's further disappointment.

The Overlord gains 3 Reinforcement Points to be placed n the area with the event token .

If that area is full they may be placed in an adjacent area.

If Belit is killed remove the Event Tile from the River. Her disappointment will haunt the crew for the rest of their days.



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Equipped with : turanian sword

Special rules

A Daring Escape : The Heroes start on the Tigress, in the space marked with an event token 🔥. Their first move must be up the stairs, in the direction that the green arrow is pointing. They must free their crew, loosen the boarding planks and escape on the Wastrel (the other ship).

"Up and out, ye dogs!" : The Wastrel's crew is being held down in the cargo hold, represented by the area with the number 1 token. To open the cargo hold a Hero must use the Wall Wrecker skill in the area or an explosive orb must be detonated in the area- remove number token and replace it with wrecked wall token. Place a orange Pirate and a green Pict Hunter in the area. Once they are freed they may be activated by a Hero with Leadership as normal. Zogar Sag commands the Pict Hunter and Zaporavo commands the orange Pirate, unless one of the Heroes with Leadership is dead, then the remaining Hero may command the other's Ally.

Held Fast : The Wastrel is held fast to the Tigress by 2 boarding planks. The red double arrows represent the planks. A character may move across these water areas, from ship to ship, following normal movement rules. (If you have the Stygia expansion feel free to use the plank tokens otherwise create your own token to represent the boarding planks.) The boarding planks are considered a normal area adjacent to the ship area they are touching and at the same level as the ships.

"Git 'er free, boys!" : To knock a boarding plank free a Hero must use Wall Wrecker from an area adjacent to the boarding plank (indicated by the red double arrow on the map). The Hero remains in his area and the boarding plank is removed. A Hero may also remove a boarding plank by successfully detonating an explosive orb in the area. Any character or equipment card on a boarding plank when it is removed falls into the water and is lost. The character dies and the equipment card is removed from the game.

"Take what ye find!" : Zaporavo and Olgerd Vladislav start the game without any weapons. They must follow the unarmed combat rules until they can acquire a weapon, which should be easy once Corsairs start dying. When the following Overlord units are killed place the corresponding equipment card in its area, a Hero may pick these up and use them normally:

1st Pirate- Pirate Saber

1st Belit's Guard- Spear (from The Devil in Iron Campaign book, otherwise use the Ornamental Spear)

2nd Belit's Guard- Tribal Shield

1st Javelin Thrower- Javelin

The Overlord should set these equipment cards aside at the beginning of the game.

Chests : The chest may be opened with a Complex Manipulation with a difficulty of 2. The Asset Deck contains: Bori's Hammer, Life Potion, Explosive Orb.

If you don't have Bori's Hammer from The Devil in Iron campaign book, use the 2 Handed Sword card. Whoever is using the 2 Handed Sword gains the Wall Wrecker Skill for this scenario.

Leap : If a hero, or leader fails to leap, the character remains in its area. If a minion or ally fails to leap, that character falls in the water and is eaten by sharks; the character dies.

Dan Mavrie



Chapter 3: Conan the Avenger

Chasing rumors of dark deeds and missing persons, Conan sought answers and came under the employ of several small villages dotting the Zingaran coastline. The people had pooled their meager resources and pleaded with the mercenary to find their loved ones. A coalition of Zingaran pirates and strange savages had been stealing away woman and children. Strangely, and perhaps most troubling to the Cimmerian's mind, was that the marauders took no gold or other plunder, collecting only a grim cargo of flesh.

Conan aligned himself with a party of Kushite witch hunters determined to seek out and destroy what they called, in hushed voices, the Starving God. Conan's search brought him and his allies to a deserted pirate hideout on a swampy piece of rock at the center of the Barachan Islands chain. There, swarmed with biting insects and tangled vines, they beheld a grisly spectacle.

The hideout consisted of several ramshackle structures and a rotting boardwalk. At the center was a makeshift altar piled high with corpses. Pirates and Picts were milling about the boardwalk in a trance. A crazed shaman was muttering cryptic incantations and pulling a knife free from the still body of final sacrificial victim.

Conan was too late. The dark ritual was complete. As the blood of the innocents trickled out upon the rocky altar a nightmare form took shape in a cloud of arcane smoke. The shaman grinned wickedly. "Behold, the Starving God!" The monstrous being spread its batlike wings and screeched into the night sky.

Conan was too late to save the villagers, but not too late to avenge their murder.



Objectives



If the Heroes keep the ritual flames burning until the end of the Overlord's turn 7, the Heroes win the game



If the Overlord extinguishes all 3 ritual flames before turn 7, the Overlord wins the game



The game start with The Overlord's turn.

- Zogarsag (black staff) Commands 2 grey Pict Hunters and The Winged Ape
- Zaporavo (pirate saber) Commands 2 orange KS Pirates (2 yellow attack dice)
- Olgerd Vladislav Equipped with Bori's Hammer

After setup, the Heroes move 5 gem(s) from her Reserve zone to her Fatigue zone.



The Overlord starts with 16 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.




Equipped with : tribal mace Spells : Lightning Strike

Special rules

The Starving God : The Starving God is represented by the Winged Ape tile and model. It has unlimited Life Points. However, each time the Starving God takes a wound from an attack or is attacked with the Lightning Strike spell (even if no wound is inflicted), return the model to its starting area in the center of the map.
If Zogar Sag dies remove the Starving God from the board.

The Ritual Flames : Agreea has informed Conan that if the ritual flames are extinguished the Starving God will be forced back into the abyss that Zogar Sag summoned it from.

The ritual flames are marked with the  artifact tokens. To extinguish a ritual flame an Overlord unit must be in the area and make a Melee attack against the ritual flame, if he scores 3 or more hits in a single attack, remove the token. Any Hero or Ally in the same area as a ritual flame is considered to have the Sacrifice skill and may use it to protect the ritual flames.

If Zogar Sag is killed and the Starving God is removed from the board, the Ritual Flames still need to be extinguished for the Overlord to win.

Occupied Area Clarifications : The zones that the relic tokens are in and the zone that the Starving God starts the game in are considered occupied if any 2 models are in them, even if their bases do not fully fit in the area.

Horror Skill : For this scenario the Starving God's Horror skill has no effect on Overlord Units.

Leap Skill : Leaping over the water area around the altar in a single movement is not possible. The character must stop in the altar area before performing a second leap.

Circular Strike Skill : Any carryover damage from Circular Strike may be applied to the ritual flames. Thus, if 3 or more points of damage are carried over, the ritual flame is considered extinguished.

The Starving God is considered to have unlimited Life Points for the purposes of Circular Strike. No damage carries through the Starving God.

Water areas : A character must spend 1 extra movement point to move out of a water area. A character can move from a water area to an adjacent wood area or stone area by spending 2 extra movement points.

Substitutions : If you have the Kickstarter Torch Stands feel free to substitute them for the relic tokens.

If you don't have Bori's Hammer use the 2 Handed Sword. Whoever carries the 2 Handed Sword gains the Wall Wrecker skill for this scenario.

Dan Maurio