

AEON
TRESPASS
TWELVE SINS OF HERAKLES



LEARN TO PLAY
FLIGHT FROM BOEOTIA
MINI CAMPAIGN

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STRANDING

They say each unhappy family is unhappy in its own way.

There's a certain nobility in the notion. A sense of being special. Something to hold close when all else is taken away.

His impressive frame slowly coalesces from the cool darkness. You can only watch. As he walks toward you, past you, away from you, a sinking feeling envelops you, though you still can't grasp the full shape of it. It will be years, decades for some of you, of restless nights and nameless longing, and self-reflection, before you name this fear, overwhelming, alienating, unbearable, and realize it was not always a part of you, but rather inflicted upon you, forcefully, unjustly, cruelly, on that very day.

The day of stranding. When your Father left.

Maybe He left without a word, under the cover of night, like a thief. Maybe He stormed out, yelling. Maybe your mother tried to stop Him. Maybe there was a row. Harsh words. Broken things. Maybe she cried, or maybe she was already numb from the pain, or abuse, and let Him go without a word. Or maybe there was confusion, a fog of thoughts. Why? Why was this happening? Why was He leaving? Was it your fault? Did you do something wrong? Were you . . . not good enough for Him?

The demigod hero Herakles. Scion and heir of Zeus.

“Daddy, don't go!” one of you yelps, holding back the tears.

He stops at the edge of darkness, His right foot on some invisible doorstep. He turns His head slightly, as if touched by a sliver of hesitation. His pitiless gaze catches a glimpse of you, watching Him intently, distressingly, from the top of the stairs, or peeking out from behind your mother's skirt.

He judges you. Finds you lacking.

“Please!”

He leaves. Abandons you.

That is an echo of a memory locked inside long ago. But this . . . this cool darkness is not that. This is now. You have all grown up. Unlocked the awesome power of his tainted heritage. A power to become a Titan. Strength to impose your will. To right all wrongs.

Here, you can stop Him . . . if you're strong enough.

“FATHER!”

As your body tears itself into pieces to become a Titan, as the soul-rending agony fortifies your mind for the struggle ahead, that unbearable fear of childhood transforms too, into uncontrollable rage.

Whatever it takes. Whatever it costs! You will stop Him. He will listen! Or, failing that, He will pay for all the anguish He has caused you, your siblings, your mother.

All unhappy families are alike. Their misery common. Mundane. What makes you special is . . . the tremendous power . . . of a Titan.

You will use it.

O INTRO

Welcome to **Aeon Trespass: Twelve Sins of Herakles**! This **Learn to Play** book has been designed to ease you into the game's various mechanics and intricacies. Whenever you see a box like this, you'll know a major element of the game is being introduced or expanded upon. If a specific rule is not found here, it will be in the **Rulebook**.

Aeon Trespass: Twelve Sins of Herakles is a game about adventures and fierce battles with giant monsters you'll have on your way to finding your no-good father, Herakles. It's a co-operative boardgame experience for 1–4 players, played over multiple sessions making up a campaign called a **Season** (e.g. Summer, Winter). It combines elements of adventure board games and pen and paper role-playing games. You will travel around Ancient Greece, go on adventures, make new friends and enemies, craft new weapons and gear, train, evolve new Titanforms, battle Primordials, and much much more.

On the next pages you'll find instructions on how to prepare a Battle and slowly move from there. Every Battle is fought on the Battle board, with miniatures representing Primordials and Titans.

Oikos Sheet

CHRONICLING YOUR EXPLOITS: THE OIKOS SHEET

Aeon Trespass: Twelve Sins of Herakles is an enormous game, steeped with hidden lore, secrets, and bespoke mechanics. As such, tracking everything with static components won't do! You'll need the specially designed paper sheets and some pencils to chronicle your adventures.

“Oikos” means home—or family. An Oikos Sheet serves as the main means of tracking your campaign progress, resources, reputation, available Titans, and other campaign statistics. Whenever you gain or lose any of these statistics, adjust their value in the corresponding section of the sheet. The Oikos is your flesh and blood! You may lose a Battle, you may die as Titans, you may even lose a Herakleides... but if you lose the Oikos, you're done!

I HERAKLEIDAI, TITANS, TITANFORMS, AND PRIMORDIALS

You play as **Herakleidai** (singular, Herakleides), the abandoned children of Herakles. Notably, you all have different mothers (your father's promiscuity is legendary), so you are half-siblings. Each Herakleides is represented by a **tarot-sized card** and a **printed Herakleides Sheet**.

Herakles's curse allows you to turn into monstrous giants called **Titans**. Each of you has a basic **Titanform** they can always transform into—the Type-II—but as the campaign progresses, you'll unlock many more. Each Titanform will be represented by a separate Titan Sheet. For simplicity's sake, your Titanforms will be referred to as Titans throughout the rules unless the distinction becomes important.

You can take the form of many types of Titans, but you are stuck with your Herakleides (until they retire or, possibly, die!). During this Learn to Play, as well as at the start of each subsequent new campaign, you will choose which Herakleides to play: you will then take the appropriate Herakleides card and a Herakleides Sheet, which you will use to note your character progress and other notable things!

Primordials are the sworn enemy of all mortals. They appeared after the **Eschaton**, a cataclysmic event that wiped out their Olympian gods, and are hell-bent on destroying what's left. The Primordials of **Twelve Sins of Herakles** are tied to Herakles himself—his deeds, his labors, and, of course, his sins. These are unspeakable monsters larger even than the Titans. There is no negotiating with them, it is either your victory or extinction. No pressure.

Take a Summer Oikos Sheet (you'll find a photocopy-ready one at the back of the Storybook or on our website, at intotheunknownstudio.com), then proceed to the Tutorial Battle on the next page.

TUTORIAL BATTLE

ESTIMATED COMPLETION TIME: approx. 120 minutes

Your father, he's right there! You were a powerless child when he left. Not so much now. Now, you are Titans. Now you can stop him!

Somehow, in this dark void, you and your half-siblings have encountered your father. Is this a dream? A nightmare? A vision? Who cares. He is exactly how you remember him. Big and muscular, with an arrogant smirk on his stone face and an aura of violence about him. Now's your chance to dispel that aura and wipe off that smirk!

First, you need to prepare your battlefield. Take out the **Battle board** 1 and place it in the middle of the table. Notice it has spaces planned around its edges. These are to help you organize game elements, so that when you all sit around the table, everyone has something to do. Of course, this is only a suggestion, you will soon find your optimal board layout. For now, let's stick to the default one though!

Take the following decks out of the box: **four Trauma decks** 2 (Minor, Major, Grave, and Obol; their severity is marked on the cards' backs), as well as the **Condition deck** 3, **Kratos deck** 4, and **Moiros deck** 5. These represent various negative and, sometimes, positive, effects of being hit, wounded, angry, or of tempting fate.

For this Tutorial Battle, remove the following cards from the Trauma decks: Minor—*Helping Hand*, *Sign of the Wolf*, and *Entangled in Fate*; Major—*Moment of Clarity*, *Howl of the Wolf*, and *Ensnared in Fate*; Grave—*Chosen by the Moirai*, *Moment of Happiness* and *Unlimited Power*. These cards represent advanced mechanics and *Last Days of Summer* specific cards—be sure to add them back to the decks as soon as you finish the Tutorial Battle! Additionally, take out the Minor Trauma cards *Gash* and *Kratos Whisper* and put them aside. For the Obol deck, take only the basic *You live!* and *You died* cards.

Shuffle each Trauma Deck thoroughly. Finally, place the cards *Gash* and *Kratos Whisper* on top of the Minor Trauma deck (first *Kratos Whisper*, then *Gash* on top of it).

Place the **Opening** 6 and **Break** 7 tokens 7, as well as the **Attack dice** 8 and **Power dice** 9, within reach of all players. Place 1 Opening 6 and 1 Break 7 token in the Kratos Pool 10.

Each player should place 1 **Type-II Titan Sheet** 11, 1 **Child card** 12, and 1 **Triskelion** 13 in front of them. Be sure to place the Child card **battle side up!** For the purpose of this tutorial, you're playing as "nameless children" of Herakles. Later during this Learn to Play you'll have the chance to choose which named character you're going to play and get your very own Herakleides card. For now, though, you will be identified by your Titans—nicknamed Roar, Torrent, Shiver, and Tremor.

Note that the game is always played with 4 Herakleides/Titans, so if there are fewer players than that, some of you (or all of you!) will control any unassigned ones!



2. TRISKELION

The **Triskelion** is the heart of **Aeon Trespass: Twelve Sins of Herakles**. It's a triple dial that represents three important attributes: **Danger** Α, **Fate** Ψ, and **Rage** Ω. These are shared between the mortal Herakleides and their Titanforms. They are always in flux and go up as the Battle goes on. Danger measures how close to death you are, Fate how much luck you've used up, and Rage how powerful—and angry—you've become.

Each attribute on the Triskelion should show '0', as none of you have gained any attributes yet! Normally, at the start of Battle, the Titan with the most **Rage** Ω would gain the **☀ Priority Target token** 14. As all of you have 0 Ω, assign it to **Herakleides #4/Tremor** 15!

Now, place 1 **Fists** 16 card 16 next to each Titan Sheet. Currently this is your only weapon, but it's more than enough to show your father his place!

Let's turn our attention to your enemy. Find the components for the Primordial you will be facing, your father, **Herakles**: the **Demigod Herakles Primordial Sheet** (note that it is double-sided, with a Carcass Delve on the back!), **Demigod AI cards**, **Demigod BP cards**, the **Demigod Signature card**, and the **Demigod Routine card**. Place Herakles's Primordial Sheet 17 near the Battle board, and the *Uncontrollable Anger* Trait card, with 2 **Universal tokens** on it, on the **Wound Stack space** 18. Place the **Signature** 19 and **Routine** 20 cards on the indicated spaces to the left and right of the sheet. Take all the **AI cards** 21 and divide them into three decks, numbered "I", "II", and "III" (you'll find the Roman numeral on the back of the cards), then place them near the board. Do the same for the BP decks 22. Your interest should be squarely on those "I" decks, as these are the **active** AI and BP decks! The "II" and "III" decks are **Escalation decks** that are out of play for now and you'll only be using a handful of cards from each either way. Now, take the AI I card **Forceful Shove** and place it on top of the AI I deck, and the BP I card **Broad Shoulders** and place it on top of the BP I deck.

It's time to populate the board. Take the large **Strange Tree** tile 23 and place it on the indicated spaces in the center of the Battle Board (you'll find its keywords on the Primordial Sheet). Place each of the 4 **Type-II Titan miniatures** 24 on one of the spaces on the Battle board, indicated by the diagram as Titan starting positions 25. Note that, for the purpose of this Tutorial Battle, **each Herakleides/Titan pair must be placed on the exact spot marked** (during regular Battles, you'll decide who starts where).

Finally, place Herakles. As the tutorial boss, Herakles is a special case in that he has no miniature of his own! Instead, take the **round Herakles marker** 26 and place it on the indicated space. Alternatively, you can place the *Zeus Eleutherios Godform* miniature or the *Beastmaster Titan* miniature on top of the marker 27—these are good enough approximations! (Full Game Only.) **Note that you must still use the marker, as Herakles takes up four spaces.** Notice that the Herakles marker has a front and a back, which will influence his ability to target Titans.

Draw the top card from the Minor Trauma deck 28. It's *Gash*. The **arrow in the bottom left corner** shows the direction the Primordial is facing at the start of Battle. The arrow on *Gash* points east, so Herakles will be **facing to the right**, toward his children. Turn the marker/figure so that its front (the arrow on the marker) faces **right**, then put *Gash* at the bottom of the deck. Mark the "First Dream" box on the Demigod Herakles Evolution track.

And just like that, you're ready to go!

BEFORE YOU START PLAYING

You are about to start your first tutorial battle in *Aeon Trespass: Twelve Sins of Herakles*. Follow the instructions in the tutorial closely, as it is designed in a way that will allow you to learn about the various aspects of the game in a step-by-step manner.

What’s more, the first round of Battle will be scripted, just to help you get the hang of things!

MOVEMENT, DISTANCE, AND SPEED

In *Aeon Trespass: Twelve Sins of Herakles*, all board measurements are expressed in board **spaces**. All movement happens in **cardinal directions**, never diagonally. All range is also counted in **cardinal directions**.

Titans have a **Speed** attribute. Its value tells you the maximum number of spaces you can move with your movement action. In other words, you can always move fewer spaces than your , but never more. Primordials also use the Speed attribute; however, **in most cases it is unlimited** ∞! This means the Primordial will move however many spaces it takes to reach its Target! In the rare cases that a Primordial has a numeric Speed value, that value designates the maximum number of spaces they can move with the **Move instruction**. However, Primordials are brutally efficient. They will only move **the least number of spaces they need** to reach adjacency with their Target (don’t worry, this will be explained later).

One more thing. There may be times when you’re drawing a path for Primordial targeting or movement and two (or more!) paths turn out to be equally short. In those cases, it’s up to you to decide which to choose (unless stated otherwise). Take the one that hurts less...

PRIMORDIAL ROUND

Each Primordial is represented by a large **Primordial Sheet** that includes all of the basic information about a given Primordial. This Primordial, Herakles, only has one level statline, that for level 0 (shown on the diagram below).



3 HOW TO BATTLE?

Battles are fought in a sequence of alternating **Primordial** and **Titan Rounds**. The Primordial generally goes first. During the Primordial Round, the Primordial will **draw an AI card** and **resolve** it. During the Titan Round, each Titan will take their turn, in any order, and perform 1 **movement action** and 1 **combat action**.

Herakles acts first. Draw the top AI card from the AI deck to determine his behavior.



Most AI cards include the following elements: the Primordial type 1, the card’s Level 2, the Evasion stat block 3, Targeting 4, Move & Attack instructions 5, an After Attack effect 6, and the Attack Type 7. Some cards also feature additional effects gated by specific triggers 8.

4 PRIMORDIAL LEVELS, EVOLUTIONS, AND TRAITS

Each Regular Primordial has an **Evolution track** on the Oikos Sheet that tells you its overall level. Each time you begin a Battle with a Primordial, mark the **leftmost empty space** on its Evolution track. The space you mark signifies the Primordial’s level for the **current** battle. If a space is shared between Primordials, it means that you mark it only once. When you get to that point on the other Primordial’s Evolution track, simply skip it and mark the next free space.

TUTORIAL				
DEMIGOD HERAKLES	FIRST DREAM	SECOND DREAM	THIRD DREAM	FOURTH DREAM

Each level is designated by a large numeral. As the Primordial becomes stronger, not only do its basic attributes increase (such as **To Hit** and **Wounds**) but it also gains additional Traits. These dramatically change the Primordial’s tactics, and sometimes even the rules and conditions of the Battle itself. Always check the Traits list when you encounter a new level. Remember to apply all Trait changes from previous levels as well (i.e. when you face a level IV Sacrophagus, apply all Traits from levels I–IV). The small numeral near the Trait description serves as a reminder that a new Trait is introduced at the designated level.

Let’s resolve this Attack step by step. Each Primordial Attack starts with determining its **Target**. Look to the “Target” area of the card, then check each command **line**, from top to bottom, one by one, to see if any Titan meets all of its criteria. As soon as you find such a line, **stop** and **resolve** it!

Let’s take a closer look at the first command line for *Forceful Shove*. It instructs you to perform the Attack against the **furthest Titan in front**. We’ve rigged Herakles’s direction so that all of the Titans are in front of him. So, which one is the furthest away? There seem to be exactly two Titans who are equally distant from him—eight spaces away—and there are no obstacles in the way so there is no question of whether he can draw a **Line of Sight** to them.

5 NO TARGET!

In some rare cases, there may be no valid Targets. In other words, no Titan matches any of the command lines. When this happens, the Primordial will react in a predictable (albeit cruel!) manner. This is never good for the players.

This behavior is called a **Routine** (the card on the left of the Primordial Sheet). Sometimes it’s an Attack, but more often it’s a unique effect. You simply resolve it instead of the AI card. For example, Herakles’s Routine is called *The Anger In Your Veins*. The disdain your father shows you boils your blood, intensifying the effects of his curse: your family’s bond will weaken and one of you will have to draw a Kratos card (the effects of which are brutal)!

7 LINE OF SIGHT

Line of Sight (LoS) is a mechanic used to determine whether a Titan has an unobstructed view of the Primordial and vice versa. A Titan must have LoS to the Primordial to perform an Attack. The Primordial must have LoS to the Target if the command line requires it to be **in front** or **in sight**. As *Aeon Trespass: Twelve Sins of Herakles* is about deadly close-quarters combat, generally, in most cases you will have LoS.

To check LoS, draw an imaginary straight line from a corner of any space occupied by the Attacker to a corner of any space occupied by the Target:

- ◆ If the line **passes through** an obscuring Terrain space or a red line, there is no LoS.
- ◆ If the line **passes along the edge** of an obscuring Terrain space or a **red line**, there is no LoS.
- ◆ If the line goes **through a corner** of an obscuring Terrain space or the **endpoint** of a red line, there is LoS.
- ◆ If the line would go through a corner where two features (like Terrain tiles) connected diagonally (i.e. through this corner), there is no LoS.
- ◆ **Blindspots** and **Vantage Points** are never in the Primordial’s LoS.
- ◆ A miniature never blocks LoS to itself or other miniatures.
- ◆ An obscuring Terrain tile does not block LoS to or from Targets standing on any of its spaces.
- ◆ **In any other situation there is LoS.**

6 COMMAND LINES

A command line starts with the word “**Target:**.” A Titan must fulfill **all** of the criteria of a line to be considered an eligible Target (for example, for that *Forceful Shove* line, the Titan must be in front **and** among those in front it must be the furthest away).

Primordials choose their Targets in a variety of ways. Here are most common qualifiers you will see in this Tutorial Battle:

Closest: The Primordial can reach the Titan with the fewest number of spaces, among all possible Targets.

Knocked down: A Titan with a **Knockdown** Condition card.

In front: All spaces beyond an imaginary line passing along the edges of the spaces occupied by the Primordial miniature’s front, and within Line of Sight (see #7: Line of Sight).

In sight: The Titan is within Line of Sight of the Primordial (see #7: Line of Sight). **Note that not every targeting line requires Line of Sight, and that a Titan in Line of Sight doesn’t have to be in front of the Primordial.**

Priority Target: The Titan with the **Priority Target** token.

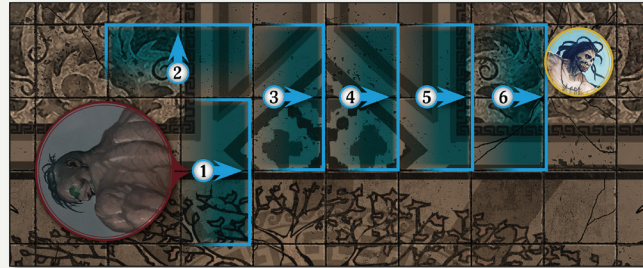


Forceful Shove is a regular Attack, so the Primordial must be adjacent (see #8: Adjacency) to a Titan to perform it. As you can see on the Primordial Sheet, Herakles has an **unlimited** ∞ Speed value, meaning he can reach every space on the board within a single move. As reaching the two furthest Titans require only 7 movement spaces, you might say they are both *well* in range.

It would seem that there are two equally viable Targets, Shiver and Tremor. In such cases, you check if any of them has the **Priority Target token**. It serves as a tie breaker—if two or more Titans are eligible Targets, and one of them has the **Priority Target token**, the Primordial will target that Titan. If none of them is the **Priority Target**, however, it's up to you to decide which one becomes the Target. During Setup we've given the **Priority Target** token to Tremor—it looks like he will be the one targeted.

Once the target is chosen, proceed to the “**Move & Attack**” section of the AI card. Primordials always travel along the shortest possible path and can move through any other game element, unless explicitly stated otherwise. However, they can only move in **cardinal directions**.

So, to reach his first Target, Herakles must **zigzag** his way toward it! Thankfully, movement is resolved one space at a time, so you will just move the miniature one space in one direction, turn, move again, then turn, then move again, and so on, until the Primordial is in the same row as the Target, at which point you will continue in a straight line. Finally, you will make sure Herakles is facing the Target (see #9: Primordial Movement for more details).



8 ADJACENCY

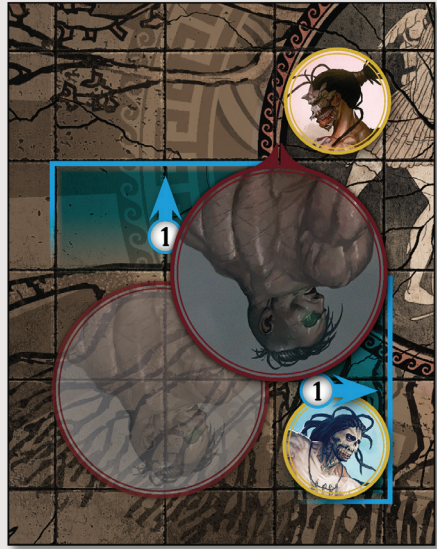
A space is adjacent if it shares an edge with another space. Diagonal spaces are not adjacent. Red lines block adjacency for Titans, but not for Primordials.



White spaces are adjacent to Herakles

9 PRIMORDIAL MOVEMENT

Primordials (and Titans for that matter!) cannot move diagonally. To approach a Target that is not positioned in a straight line from them, they will zigzag toward it. In other words, move 1 space in a given cardinal direction, turn, move again, turn, and so on, until they reach a position that would allow them to continue moving toward the Target in a straight line. The players may decide the starting direction (horizontal or vertical) of Primordial movement. This is important (see #10: Crash)!



In the above example (unrelated to the current Battle), there are two ways for Herakles to reach Shiver—depending on whether he begins his movement horizontally or vertically. Although it won't influence the creature's final position, if the players decide to move him vertically first, he will not travel through the space occupied by Tremor, thus allowing them to avoid Crash. Remember that whenever there is more than one possible outcome of an AI action, you are free to choose the option that benefits players the most (or is the least harmful).

Now, you might have noticed something. Whichever way you choose to move Herakles (and there are exactly two), you will put the other two Titans, Roar and Torrent, in his path. As Herakles's sheet shows a Crash symbol, he will ram the Titans as he moves. That's not good.

Roar has to endure it: as you move Herakles through his space, the player controlling Roar takes a *Knockdown* (falling) Condition card, raises their Danger **A** by 1, and places their miniature on its side to denote this status (see #10 Crash for more details.) For now, don't worry about this—we'll discuss Knockdown later.



Roar suffers Crash

10 CRASH

Be careful—if the Primordial with Crash moves through a space occupied by a Titan miniature, that Titan suffers Crash. If it, however, ends its movement on top of a Titan, in addition to the Crash effect, that Titan suffers **Unavoidable Knockback**, equal to the Primordial's **EV** value.

So, what is Crash? Basically, it's a collision! The subject of Crash raises their **A** value by 1 and suffers **Knockdown**. Though Crash is generally a result of Primordial movement, there are other game effects that can cause it; for example, the Titan colliding with an Obstacle as a result of Pushback or Knockback.

Next in line is Torrent. Thankfully, unlike Roar, Torrent (or rather the Herakleides who has become them) has been equipped to deal with this kind of threat. Torrent has a **Reflex** ability (you will find it on their Child card). For the cost of 1 **Ψ** and exhausting the card, they will be able to move a single space in any direction. This may not seem like much, but will be just enough to avoid being trampled!

Now, most abilities can be used during the Titan Round only—but not Reflex. Reflex is a **Reaction ability**, denoted by the Reaction symbol **⚡** preceding the ability. Reaction abilities can be used whenever you encounter a Window of Opportunity symbol **⚡**, before you resolve the effect that follows it, be it during the Titan or a Primordial Round.

This very symbol—**⚡**—appears before the “**Move & Attack**” section of *Forceful Shove*. Let's assume you declared you will use the ability before we started to move Herakles. Raise your **Ψ** by 1 and exhaust the card (to exhaust a card, simply turn it 90 degrees to the right).

11 ABILITIES

Herakleides and their Titanforms can possess many abilities, with a variety of trigger conditions. Some of these abilities can even be used as actions (your Titans have one such ability, Rush). To learn more about ability usage, see p. ## in the Rulebook (Only in the Full Game).



Using the Reflex ability

Out of the three possible spaces Torrent can move onto, only one will take them out of Herakles's path—moving one space down. Let's do it now.



All done? Great, let's continue by moving Herakles all the way to Tremor. It's time for a beating. In *Aeon Trespass: Twelve Sins of Herakles*, you do not roll to see if the Attack hits; rather, you roll to see if you can evade the hits in time! The player controlling Tremor rolls a number of d10s equal to the **Evasion dice** value on the AI card **1**. To defend against *Forceful Shove*, you must roll three Evasion dice. That's bad news—each die you roll is a potential **hit**.



Now, roll all three dice (one of them white, see #12: Dice) and compare your results to the **Evasion Roll difficulty 2**, designated below the Evasion dice value. *Forceful Shove* has a difficulty of 9+, which means that every result of 9 or higher is a successful **evade**, whereas each die showing 8 or less is a **hit**. In the future, you'll gain equipment that gives you an Evasion Roll bonus increasing your result on each Evasion die, thus effectively lowering the Evasion Roll difficulty.

Don't worry if your roll wasn't the best—you may re-roll your Evasion dice by gaining Fate (see #13: Fate Re-rolls). Be warned though—Fate Ψ is a precious commodity you should not spend lightly! Note the trigger box next to the AI's "Move & Attack" command. If your Ψ was 3 or higher at the beginning of the Attack, you would have had to roll an additional Evasion die: tempting fate may be beneficial, but it always comes at a cost!

If you roll at least one hit, you **must resolve all Attack effects** of the AI card. *Forceful Shove* deals 1 Danger $\mathbf{A}$ for each hit. In other words, you must raise your $\mathbf{A}$ value on the Triskelion by 1 for each hit. As there is a Trauma Draw $\mathbf{A}$ symbol next to the Attack effect, after gaining $\mathbf{A}$, you must **draw Trauma** (see #14: Traumas and Obols).

12 DICE

In *Aeon Trespass: Twelve of Sins of Herakles*, we use 2 types of dice: **d10s** and custom **d6s**. You will use the d10s for Evasion Rolls, Defiance Rolls, Attack Rolls, and Skill tests. The $\blacktriangledown$ symbol on a d10 die represents the '10' result. You will use the d6s to make Power Rolls and Armor Rolls.

Rolling a '10' for Evasion and Attack Rolls is **always** a success, whereas rolling a '1' is **always** a fail.

Two of the d10s are **white**. These are the critical dice. A Crit die is used to simulate strokes of luck as well as unexpected failures. Whenever you perform an Attack or Evasion Roll, you must always roll a **single white Crit die** as part of your dice pool. If you roll only one die, it is always the Crit die.

If you roll a natural '10' on the Crit die when you evade, it becomes a **Crit Evade**. This has no inherent effect but may activate some additional abilities on your $\mathbf{F}$ cards.

13 FATE RE-ROLLS

Fate Ψ isn't only used to pay for abilities. Whenever you perform an Attack Roll, Evasion Roll, Defiance Roll, or Skill test, you may re-roll any number of dice, as long as you gain +1 Fate Ψ for each dice you decide to re-roll. Each die can be re-rolled **only once** per roll and you must re-roll any chosen dice all at once.



Kratos Whisper Trauma card

14 TRAUMAS AND OBOLS

Whenever you encounter the Draw Trauma symbol $\mathbf{A}$, you must draw a Trauma card. These come in four severity levels: Minor, Major, Grave, and the special Obols. When you need to draw a Trauma card, check your Danger $\mathbf{A}$ level and look up the corresponding threshold on your Trauma Table, which you will find on your Titan Sheet.



Trauma Table

Triskelion

Some Trauma card effects are positive $\blacktriangledown$ while others are negative $\blacktriangledown$, including death! This means that taking a hit is not always bad; on the contrary, sometimes it's necessary! Be warned though, as the severity level increases, Trauma effects escalate both ways—the positive effects become more powerful, whereas the negative effects become progressively more dire.

Some Trauma cards are **instantaneous**, while others stick with you or force you to gain a Condition card. After resolving the Trauma card effects, discard the card to the bottom of the appropriate deck (unless instructed otherwise).

This is, however, not the worst that could happen. If you would ever be required to raise your $\mathbf{A}$ over 9, you raise it to 9 instead and draw an Obol. Be warned—raising your $\mathbf{A}$ over the Obol threshold always triggers an Obol Draw, even if this was not preceded by a Trauma Draw $\mathbf{A}$ symbol.

Essentially, each Obol Draw is a **50% chance of dying**—take the two Obol cards you prepared at the beginning of the Battle, shuffle them, and draw one at random. Depending on the draw, you live or die. In regular Battles, this may lead to even nastier consequences, or to the awakening of tremendous powers—but for the **Tutorial Battle, there are no additional effects (if any come up—ignore them)**. While you're at it, ignore all 'perform an Awakening roll' effects you encounter.

In some instances, you may be required to put additional Obol cards into the Obol deck. If you suffer $\mathbf{A}$ going way over your Limit, think 14+, your risk of dying increases significantly. For details, see the Massive Danger rules on p. ## of the Rulebook (Only in the Full Game).

Let's rig the game a bit and **assume you evaded two hits, so the Attack dealt only 1 $\mathbf{A}$** .

Consult your Titan's Trauma Table and draw a Trauma card of the severity corresponding to your $\mathbf{A}$ value. Your $\mathbf{A}$ is '1', so you are going to draw a Minor Trauma (conversely, to draw a Major Trauma your $\mathbf{A}$ would have to be '4', '5', or '6'—and so on).

The card you draw is *Kratos Whisper*. Resolve the card now by raising your Rage Ω value on the Triskelion. That's a great outcome—gaining Ω makes you more powerful! However, *Kratos Whisper* also has a downside—gaining Hubris $\mathbf{H}$. You don't yet have a Herakleides Sheet to note it, so just take one of the $\mathbf{H}$ Universal tokens as a reminder you'll have to deal with that later (do this each time you gain Hubris $\mathbf{H}$).

Whenever you gain Ω , you must also compare it to the Ω level of the Titan with the $\mathbf{P}$ **Priority Target** token. If your Ω is **higher**, you become the $\mathbf{P}$ **Priority Target**. As all of you had 0 Ω until now, your Ω of 1 is the highest and you would take the token and put it on your Titan Sheet—of course, you already are the $\mathbf{P}$ **Priority Target**, so nothing changes. **Tip: Be mindful of who has the $\mathbf{P}$ Priority Target token, and try to move it around, otherwise the Primordial may focus on a single Titan.**

If *Forceful Shove* had any other Attack effects, such as gaining a Condition, you would resolve them now. Since there are none, you can proceed to the **After Attack effects**. A lot of AI cards have an "After Attack" as the last step. Note that these effects are **completely separate** from the Attack; therefore, they get resolved even if the actual Attack was fully evaded (for example, the player rolled no hits) or if it wasn't performed at all (for example, because the Target was out of range).

At the end of *Forceful Shove*, Herakles performs Knockback 5 against the Target—move Tremor five spaces to the right (see #15: Knockback for more details).

Once you're done resolving the After Attack effect, the Attack ends. Place the resolved AI card face up in the AI discard pile. If the AI deck runs out of cards, shuffle the discard pile to form the new AI deck.

There are no additional effects or Traits to resolve in the Primordial Round, so as soon as you finish resolving an AI card, the Primordial Round ends and the Titan Round begins!

15 KNOCKBACKS

Primordials are giant monsters and tend to throw the Titans around the battlefield like rag dolls! This is reflected by various keywords, such as Knockback X.

Knockback X: The affected miniature must move X spaces away from the source of Knockback in a straight line. It can move through spaces occupied by other miniatures and ignores all Terrain tiles without the *Obstacle* trait. If your Titan would be forced to move through a Destructible Obstacle, immediately stop, remove the Terrain tile from the board and place your Titan in its space, then suffer Crash. If you would move through an Indestructible Obstacle, immediately stop in a space immediately before the Obstacle and suffer Crash.



Knockback 5 example

TITAN ROUND

During the Titan Round, you are free to take your turns **in any order** you like, so as to make the best of the tactical situation at hand. Broadly speaking, a Titan's turn consists of one combat action $\mathbf{C}$ and one movement action $\mathbf{M}$, performed in any order. During their turns, Titans can also activate a variety of additional abilities (you'll learn how to use one shortly!).

At the start of this Titan Round, Herakles is adjacent to two Titans, Shiver and Torrent, the knocked down Roar is three spaces away, while the knocked back Tremor a whopping six spaces away. All starting Type-II Titans have the same attributes and abilities, but the same cannot be said about the Herakleides.

Let's start with Roar's turn. During the Primordial Round, Roar has been knocked down. As you'll find out from the handy *Knockdown (falling)* Condition card you've gained, this means they will miss this turn (see #16: Knockdown for more details). Thankfully, you're not without options. On your Child card you'll find a **Stand up** ability. The Stand up ability allows you to, you guessed it, stand up! Raise your Ψ by 1 and exhaust the card. Do it now: discard the *Knockdown* Condition card and put your miniature upright again.

16 KNOCKDOWN

You can get knocked down as a result of several effects, but the two most common ones are suffering Crash and resolving a Knockdown keyword. In both cases, gain the *Knockdown (falling)* Condition card and put your miniature on its side (remember: Crash also deals 1 Danger $\mathbf{A}$).

That taken care of, you can now perform your movement $\mathbf{M}$ and attack $\mathbf{C}$ actions.

Roar (as well as the other Titans) has a single weapon $\mathbf{G}$ **Gear** card, *Fists*. *Fists* $\mathbf{G}$ are a melee weapon, so in order to attack, you must be adjacent to the Primordial. Type-II Titans have a Speed value of 5, meaning that they can move up to 5 spaces.

Since it is impossible to attack from your current position, we'll use the movement action first. As Herakles is only three spaces away, you have some options. You could move to his side or even to his front, to face him head on. That, however, would not be prudent.

Herakles's sheet shows a Blindspot $\mathbf{B}$ symbol—this means there are spaces he is vulnerable from. Turn your attention to the orientation diagram to find them (they're marked with the same symbol).



Locating the Blindspot

Herakles has a Blindspot on his back! Let's move into one now: move your Titan miniature 2 spaces, into the closer of the Blindspot spaces (see #17: Titan Movement for more details).

17 TITAN MOVEMENT

Just like Primordials, Titans can only move in cardinal directions. Unlike Primordials, they **cannot move through spaces occupied by other miniatures (even other Titans) or Obstacle Terrain tiles.**

When you perform a movement action , you must first declare the space you wish to end the move on, one that you can legally reach by moving a number of spaces up to your Speed value. Then move, one space at a time, resolving any Terrain tiles you move through. You can freely choose which spaces you travel through, but you cannot move through the same space more than once.

Time to perform your first attack! First, declare your active weapon. Even if you had multiple weapon  cards, you would only be able to attack with one of them. For now though, you only have *Fists*, so that is your active weapon! Raise your Rage  by 1. **It's extremely important to remember that  is raised at the beginning of every Attack.** It reflects your Titan's primal power and growing bloodlust. The more you attack, the more powerful you become, unlocking new abilities from your Kratos Table (see #18: Kratos Table and Modifier Windows). Be careful not to raise it too high though. If you have to raise your  over 9, the blood madness will consume you. You will go mad and lose control after the current action (in game terms, **you will die!**).

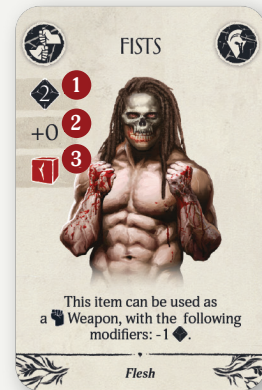
18 KRATOS TABLE AND MODIFIER WINDOWS

The more Rage  you have, the deadlier you become. This is reflected in the Kratos Table, featured on your Titan Sheet. The table shows  levels and corresponding abilities and bonuses applied to every Attack you perform. You gain the benefits of your current  level, as well as all preceding levels, but only one option per level (that is, if there's more than one to choose from).



Kratos Table example

These Kratos abilities, as well as other abilities from  cards and other game elements, will be used during the Titan Attack, often in one of the ability windows: first or second. Placing Kratos tokens usually happens during the second ability window, meaning that you leave them for the benefit of others, not yourself.



Fists Gear card

Check the **Attack die**  value of your active weapon. *Fists* have a  value of 2 , meaning that you need to roll two d10s (remember to always use one white Crit die!). Each Primordial has a **To Hit**  value that determines how hard it is to land a successful blow. Herakles's  is 7+, meaning that each die showing a result of 7 or more is a hit, whereas each result of 6 or less is a miss. Some weapons also give you a Precision bonus  or penalty. Precision influences all dice rolled when attacking with that weapon, effectively lowering or increasing the Primordial's  value. Also note the Weapon Power  —it will be important in a moment. Remember that, if needed, you can always **re-roll** your Attack dice  using , just like you could during an Evasion Roll (see #13: Fate Re-rolls).

Rolling a natural '10' on the white Crit die during an Attack gives you a **Crit Chance**, while a natural roll of '1' is considered a **Crit Miss**. A Crit Chance will always give you an opportunity to deal a Critical Wound, while Crit Misses are only taken into account if there is a specific effect triggered by it on any of your cards.

If you hit with at least one Attack die , you **draw a BP card** to see which Body Part of the Primordial you attacked. If you get miss results on all of your dice, the Attack is considered a **Full Miss**. In such a case, the Attack immediately ends and you skip all further steps of the attack sequence, but clear the Kratos Pool nonetheless (see #19: Kratos Tokens and the Kratos Pool).

19 KRATOS TOKENS AND THE KRATOS POOL

Kratos tokens are the main way to support your fellow Herakleidai as they increase their chances of hitting and wounding the Primordial. There are two basic types of Kratos tokens.

 **Opening:** Each Opening  token in the Kratos Pool adds +1 to the result of **each** Attack die  rolled in the Attack Roll, effectively lowering the  value of the Primordial.



Opening token

 **Break:** Each Break  token in the Kratos Pool allows you to treat a single  result on a Power die as 1  instead, effectively making the Primordial easier to wound.



Break token

At the end of every Attack you must clear all tokens from the Kratos Pool. In other words, the tokens left by the previous player are effective only during the next attack. Don't worry though. After you clear the pool, you will have a chance to leave your own tokens ready for the next player to use.

So, your basic chance to hit Herakles is 7+. *Fists* have +0 Precision, so they won't influence the roll either way. The single Opening  token in the Kratos Pool provides a +1 modifier to all your dice, as does attacking from the Blindspot (we told you it was worth it). All in all, your chances to hit Herakles rise to 5+. Not bad!

We'll tip the balance even further in your favor to showcase additional mechanics. Let's say you rolled a '5' and an '8', hitting with both of your Attack dice . When you hit the Primordial, you get a chance to use some of your abilities. This part of the attack sequence is called the "first ability window." This happens after the Attack Roll, but before you draw a BP card.

You can find the complete list of abilities along with their effect and timing in the Rulebook, p. ## (Only in the Full Game). For now, you cannot trigger any additional effects so just continue to the next step.

Since you've hit, **draw the top card from the BP deck.**

The most important part of a BP card is its AT  value. Primordials are shielded by an otherworldly field, called the Aeon Trespass field, that makes them impossible to wound by mortal means. Even creatures as powerful as Titans struggle with breaking through! Sometimes a Primordial's  value may be modified by other factors—but not today. *Broad Shoulders* have an AT  value of 2.



Broad Shoulders BP card

Each BP card shows the card's level , AT  value , and Primordial Responses . Most BP cards also show Primordial Resources, which are gained during the Battle Aftermath and used for crafting. Herakles, however, does not provide resources.

To successfully deal a Wound, you must generate power that **equals or exceeds** the  value. *Fists* have a single red power die, meaning that your dice pool consists of **one red power die per successful hit**. On top of that, you add your Titan's power die to each Attack. Type-II have a single red Power die. In total, your dice pool should consist of 3 red Power dice: one for each hit and one from your Titan Sheet.



Type-II's Power die and Speed value

For now, let's say you rolled your dice and got the following results:



Power Roll result

20 MOOORE POWER!

There are also some other effects that may increase your Power dice pool. For example, if you look closely at your Kratos Table (see #18: Kratos Table and Modifier Windows), you will see that if your Rage  was 5 or higher, you would get an additional red Power die !

Every  symbol counts as 1 Power. Every  symbol is a potential for 1 additional Power, provided you have enough Break  tokens in the Kratos Pool (see #19: Kratos Tokens and the Kratos Pool). As there is a single Break  token in your Kratos Pool, the **Total Power** of your Attack equals 4. That's more than enough to harm Herakles and deal a Wound!

You win a Battle as soon as the number of cards in the Wound Stack becomes equal to or greater than the Primordial's **Wound**  value. The Herakles you're facing is just a figment of your imagination (or is it?), so you must score **only 6 Wounds** to defeat it. Five to go! If you had rolled **less Total Power** than required, you would instead place the BP card in the BP discard pile.

21 POWER DIE RE-ROLLS

Note that unlike the Attack and Evasion dice, Power dice **cannot** be re-rolled using . There are, however, other effects that allow you to re-roll them. For example, you gain one **Power Re-roll**  from your Kratos Table once you have Rage  of 2 or more.

After the Power Roll, it is time to resolve a **Response**. Don't expect Herakles to sit idly by and just take it! Just like Titans get a chance to react to being attacked (through Trauma cards and ), the Primordial gets to strike back with **Responses** (see #22: Primordial Responses). As a reaction to you wounding his *Broad Shoulders*, Herakles is going to raise the attacking Titan's Danger  by 1 and then perform Stranding (note there is a  between the two!). Remember that  gain unaccompanied by the Draw Trauma  symbol does not trigger a Trauma Draw.

22 PRIMORDIAL RESPONSES

Trying to wound a Primordial will often elicit a response. Some responses are resolved if you successfully deal a **Wound** to the monster, others when you **Fail** to wound. Still, others happen regardless of whether you've dealt a Wound or not, due to **Instinct**. Finally, there's the **Critical**: If you got a Crit Chance in the Attack Roll (rolled a '10' on the white Crit die), then managed to deal a Wound, you resolve the Critical, ignoring all other responses (even the Wound one!). If there is no proper response on the BP card (you fail to wound, yet there is no "Fail" response), nothing happens.

Most responses are resolved before Escalation. However, **Attack Responses** (responses resulting in a Primordial or Titan Attack) are queued to happen **after the current Attack is fully resolved** (see Combat Action in the Rulebook, p. ##) (Only in the Full Game).

Stranding is your first movement Response. You will find its definition on the Primordial Sheet. In short, without turning (this is **extremely important!**), Herakles will move forward 3 spaces, then turn to face the direction with the most Titans. If there is more than one way to turn a Primordial, the players choose how to do it—the only thing they need to remember is that if the Primordial can turn, it must turn.

In this case though, it's clear cut: move Herakles 3 spaces to the east (toward Tremor), stop, then turn him 180 degrees, so that he faces the three Titans (and turns his back on Tremor).



Herakles performs Stranding

One more thing about Stranding. Note that the Trait specifically calls out that it does not cause Crash. This disclaimer was needed, because Herakles has the Crash basic Trait, which means that each movement he performs—during an attack, Response, or in any other circumstances—causes Crash. Crash on Primordial Responses makes a world of difference, which you will find out when facing the initial levels of the Sacrophagus!

Ok, you've performed a Response, but that's not all you do after a successfully dealt Wound. First, put the BP card faceup on the designated space called the **Wound Stack**. It has become a **Wound**. Notice there is a Trait card, *Uncontrollable Anger*, there already. For now, just move it to the top of the Wound Stack (place the new Wound beneath it) and place a third Universal token on it. Don't worry, we'll get back to it.



The Uncontrollable Anger Trait

Each such Wound enrages Herakles, causing him to **Escalate**. As Battles progress, Primordials get more dangerous and harder to kill. First, take a random BP card from an **Escalation deck** one level higher than the level of the BP card you've just wounded and shuffle it into the BP deck. In this case you've wounded a BP I card so you should shuffle a random BP II card into the deck. Notice that this makes the number of BP cards in the game (i.e. in the deck and discard) consistent: one was taken and became a Wound, and another one was shuffled in.

When you're done escalating the BP deck, go through the AI deck, take the first card you find that matches the level of the wounded BP card (that's level I), and remove it from the deck. This card is out of play for the remainder of this Battle! Then take a random AI card one level higher than the level of the BP card you've just wounded (from the AI Escalation deck II) and shuffle it into the AI deck.

Congratulations, you've just performed your first Escalation!

23 ESCALATION

Escalation may behave slightly differently under specific circumstances. You will find the Full Escalation Chart in the Rulebook, on p. ## (Only in the Full Game). We highly recommend you keep it handy for your first Battle or two.

24 KRATOS POOL AND MISSING ATTACKS

Note that you clear the Kratos Pool after every attack, **even if you fully missed and cannot leave any Kratos tokens of your own**. This means that "fully missing an attack" is to be avoided at all costs, possibly by using lots of Opening tokens! However, Break tokens will actually allow you to wound more easily, once you do hit. Decisions, decisions...

At the end of a Titan Attack, you have to clear all tokens from the Kratos Pool. Remove the Opening and Break tokens now. Worry not, right after that you get to leave your own tokens! This step is called the **second ability window** (for a complete Titan Attack sequence see Combat Action in the Rulebook, p. ##) (Only in the Full Game). There are many abilities that activate at this point, allowing you to leave Kratos tokens and trigger many other effects... for now, half-naked and unarmed as you are, you can only activate effects from your Kratos Table. You have 1 Rage, so you can place 1 Opening or 1 Break token into the Kratos Pool. Do it now.

This concludes your first attack! It seems that by performing Stranding, Herakles moved closer to Tremor and opened himself up to an attack from the Blindspot. This is actually why we told you to attack with this Titan in the first place! The order of your turn matters. In the future, try to use the Primordial's responses to your advantage.

Before we conclude, there's the matter of the Trait card on the Wound Stack, *Uncontrollable Anger*. **Read it now**. Yes. There are now exactly 3 Universal tokens on the Trait, which means it triggered when you placed your first Wound on the Wound Stack. Notice that the effect triggered as soon as the third token was placed on the card, but will be resolved "after resolving the current action." This is to keep the order of game effects simple. In this particular case, the action in question was your attack. As that has been resolved, you will now resolve the effect of *Uncontrollable Anger*: perform a Signature.

Signatures are resolved like attacks from AI cards, but, crucially, they are not considered AI cards (see #25: Signature for more details.)

25 SIGNATURE

The Signature is the Primordial's iconic default attack. If a card, Trait, or any other game effect instructs you to "perform Signature," this is the attack you should resolve. If any game effect instructs you to "perform Signature against the Attacker," you resolve it, ignoring its normal targeting command lines: This Signature targets the Attacker (even if he is out of sight, like in the Blindspot).

The Signature is one of the special Primordial cards you set up at the beginning of the Battle; it can be found to the right-hand side of the Primordial Sheet. It usually highlights the most common ways the Primordial will act and may help you predict its capabilities.

This means that you will effectively perform a Primordial Attack during the Titan Round, breaking the normal flow of game! It cannot be understated how these kinds of effects influence the challenge of Battle—you should always take them into account when planning your actions.

Okay, enough talk, resolve the *Uncontrollable Anger* effect now: Discard all Universal tokens from the card (the Trait "resets") and perform Herakles's Signature.

To speed things up, we'll rig the game one last time. The Signature targets the closest Titan in front, which happens to be Shiver. Herakles zigzags into adjacency (however you move him, he'll always end in the same spot) and hits her. Shiver has to perform an Evasion Roll with 2d10, trying to roll 10+. These are some steep odds... but let's say she manages it! Hooray, the Signature will deal no Danger and Shiver won't have to draw a Trauma card. However, Herakles still performs the After Attack—another Stranding! Notice there is a Window of Opportunity symbol before the After Attack effect. Keep it in mind, as we will get back to it!

The Stranding will move Herakles past Shiver, causing no Crash as per the Stranding keyword. However, he will end squarely on top of Torrent! Torrent has an ability that could help her—the Reflex you used in the previous Primordial Round—but the card is exhausted and cannot be used. If only she had taken her turn before Roar...

Anyway, as the Primordial ended its movement on a Titan, that Titan suffers Unavoidable Knockback X—check the Primordial Sheet for the exact number. Herakles's Unavoidable Knockback is 5. Move Torrent 5 spaces away from Herakles. There are two possible directions you can resolve this **forced movement**: to the right or down. Let's say you've been knocked back east, past Shiver. Finally, don't forget to turn Herakles to face the most Titans (and be mindful of what Crash can do to them!).

This is bad. Not only did Shiver barely evade a beating, and not only did Torrent get knocked back, but now Tremor is too far away from Herakles to even move into attack position!

Worry not, Tremor has an ace up their sleeve. Remember that Window of Opportunity symbol before the After Attack effect? If you remember, allows you to trigger Reaction abilities. Some of them, like *Reflex*, are used during a , while others simply require it to be present within the current action step. It so happens that Tremor has one of the latter on his Child card. It's called **Dash 2**. Let's look at the card now.

Dash X is another handy ability to have, as it essentially allows you to "chase" the Primordial. It's not as versatile as Reflex: Not only do you have to find a suitable , but you also cannot be the Target of a Primordial Attack (or an Attacker yourself!). Moreover, the Primordial has to **move away** from you (perform a move that puts it further away from you than it was at the start of the move), and your own **Dash X movement** can only be performed in a **straight line**, and **must bring you closer to the Primordial**. On the flipside, Dash will allow you to move two, three, or even more spaces in one go—it all depends on the X value that follows the keyword name.



Herakles performs his Signature, Torrent is knocked back



the Dash ability

26 GAME STEPS

Sometimes abilities will refer to game “steps.” These mean the various Primordial Attack steps such as **TARGET**, **MOVE & ATTACK**, and **AFTER ATTACK**, as well as Primordial Responses such as **WOUND**, **FAIL**, or **CRITICAL**.

Note that these are just a few of the possible game steps. Don't worry, there's an easy way to recognize a game step: it's always shown in brackets, **ATTACK BRACKET** for Primordial Attacks and **RESPONSE BRACKET** for Primordial Responses.

Thankfully for Tremor, they're fulfilling all of Dash X's requirements: they were not the Target of an Attack, Shiver was. Herakles moved away from him. And, most crucially, there is a Window of Opportunity  during this game step—right beside After Attack **AFTER ATTACK**. Note that this  could happen at any point within this step. Conversely, a  preceding Move & Attack **MOVE & ATTACK**, or even one during this step, would not do, as it belongs to a different game step from the one you're at now, namely, the After Attack step.

So, let's take this chance! Pay the ability's cost (raise your Fate  by 1 and exhaust the Child card) and move two spaces in the same direction as Herakles.



The board state should look like this

Now you're back in range, poised for your next attack!

27 BONUS ATTACKS, FOLLOW-UP ATTACKS, AND CHAIN BREAKS

Some Trauma cards and other game effects may allow a Titan to act during a Primordial Attack, sometimes even to perform a **Bonus Attack**. When it happens, it causes a **Chain Break**, immediately ending the original attack and invalidating all of its lingering Attack effects, as well as After Attack effects.

Note: Titan Bonus Attacks triggered **during a Titan Attack** are considered to be **Follow-up Attacks**. They do not cause Chain Breaks and are instead resolved after you finish resolving the current Attack, much like Primordial Attack Responses and effects like *Uncontrollable Anger*. In some rare cases, however, it is possible to Chain Break a Titan Attack as well. To learn more about Chain Breaks, see the Rulebook, p. ## (Only in the Full Game).

And... **that's it for Roar's turn**. Much has happened. You've performed both your  and  actions, resolved an out-of-round Primordial Attack and even followed that up with a Reaction from your team. As you don't have any more actions, your turn **immediately ends**.

The Battle is far from over though. You already know all the basics, so it's up to you to defeat Herakles now! There will be no hand holding or rigged rolls from now on. Continue resolving Titan turns until all Titans have acted. Then, proceed to the Primordial Round, and so on. You have some exhausted cards you might wish to use again; to un-exhaust all of its cards, a Titan simply needs to forfeit their  or . If you ever find yourself facing rules not introduced in this LtP, like Pushbacks or Judgements, look them up in the Rulebook. If in doubt, you can find the complete Battle Sequence in the Rulebook, on p. ## (Only in the Full Game.) When you deal your **6th Wound** or when all Titans are dead, proceed to the **Battle Aftermath**.

You've learned the basics of *Aeon Trespass: Twelve Sins of Herakles* combat. There is much more to experience, from actual Gear  cards to Class abilities, Allies, Talents, and Awakenings! Those wait for you in the campaign.

BATTLE AFTERMATH

When you deal the **6th Wound**, you slay the Primordial—your Father's shadow! It's important to note that you win as soon as you **deal the killing blow**; any negative consequences of the BP card and any other effect that would trigger that Round are ignored. However, you still get positive rewards, like Loot from Critical Wounds! When the Primordial is killed, all that is left is to clean up... gain resources and, possibly, go on a Carcass Delve!

DEFEAT?

Your journey ends before it began. If you can't even defeat your Father in your dreams, how could you ever dream of facing him in the real world? You were not ready and this is a mercy. But maybe there's a way to cheat fate one more time...

Although this is only a Tutorial Battle and should be won with relative ease, defeats can happen! If you lose, simply restart the Tutorial Battle.

GREATER CHALLENGE?

Was the Tutorial Battle too easy for you? You want to punish Daddy right here and now? No problem. Restart the Battle in the following way, then take it from the top, starting with the Primordial Round. No training wheels, no holding hands.



Alternate Tutorial Setup

Oh, and play up to **10 Wounds**, not 6.

Good luck!

Yes! Yes! The brute is on his knees, his chiseled face bruised and bloodied. He is beaten! He will yield, and He will answer for His sins!

Yet, as the four of you close in around Him, He remains defiant, His head unbowed. Under His relentless gaze you can't help but turn away. Then, He begins to dissipate into wisps of black, for He was never here.

You didn't stop Him then, on that day. What made you think you could stop Him now?

Rage fills you.

Before doing anything else, take out the oversized Oikos Triskelion—so alike the Herakleidai ones—and gain +1 Oikos Rage ♠. **Note:** The Triskelion dials should all start on the ‘0’ values!

28 OIKOS TRISKELION

The **Oikos Triskelion** is similar to the regular one, as it also tracks three important attributes: Oikos Fate ♠, Oikos Rage ♠, and Threat ♠. Oikos, as you may remember, means family. The Oikos Triskelion measures attributes that are true for your party as a group, and will be primarily used during the Journey portion of the game.

The Oikos Triskelion dials go from 0 to 12 (regular ones only go to 9), and the consequences of crossing these thresholds are much more dire. Going over 12 Oikos Rage ♠ or Oikos Fate ♠ will result in immediate campaign loss.

Threat is a bit different. Going over 12 Threat ♠ signals an imminent Threat Battle with a Primordial. If you want to learn more about Threat, see #37: Passage of Time and Threat.



29 RAGE AND OIKOS RAGE

Rage Ω is the measure of your individual anger. It goes from 0 to 9. The higher it is, the more angry and violent you become. This is your Father’s curse. If you ever go past 9, you will succumb to the blood madness, go wild, or die.

Oikos Rage ♠ is an application of the Ω mechanic to the whole Oikos, i.e. your party. In other words, it’s the collective anger of your group, boiling during conversations, simmering in silence. It goes from 0 to 12, and a high ♠ is bad for you. In fact, going over 12 means immediate campaign loss, as your entire group succumbs to berserker rage! Many effects will force you to raise ♠. A few, like seeking sanctuary, or visiting a city and taking some time to unwind, will lower it. Finally, some Journey Phase effects will trigger based on your ♠ level.

GAINING RESOURCES AND MAKING DISCOVERIES

In a normal Battle, this would be the time to gain Primordial resources from the slain or wounded monster. However, imaginary Herakles doesn’t drop any, so there’s nothing to gain. We’ll skip this part of the Aftermath for now.

Don’t worry. We’ll teach you how to gain Primordial resources later during this Learn to Play, so for now you just need to remember that, usually, it happens after a Battle (if you’re *very curious*, you can learn about it in box #50: Gaining Resources on p. 41).

On a similar note, this is the moment you would be making Discoveries. Generally, you make a single Discovery after each Threat Battle, stopping at the 8th Threat Battle in a region (see p. ## in the Rulebook for details) (Only in the Full Game.) Discoveries will allow you to unlock new Crafts, and you will use Crafts to make new, more powerful Gear. **However, this Tutorial Battle doesn’t offer any Discoveries.**

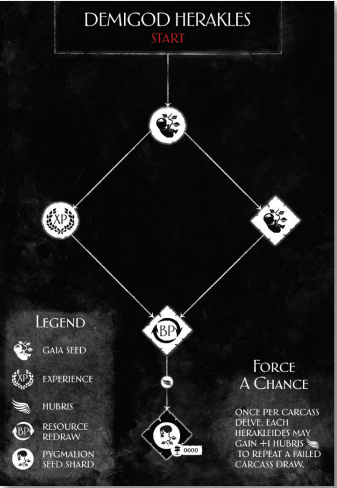
THE CARCASS DELVE

Battles, especially lost ones, can be grim affairs. Herakleidai *will* die. Routinely.

As a result of the mysterious effect called the Gaiapact, death is only a temporary state of affairs for you—in most cases. However, before we proceed to explaining what that is and how it works, we’ll take a detour through “Hades’s doorstep”: the Carcass Delve.

The **Carcass Delve** is a part of the Battle Aftermath that you resolve when one or more Herakleides die in Battle, but before you tally casualties and expand the Gaiapact. Think of the Carcass Delve as a walk on the narrow path between life and death: just as a life-giving force is trying to knit your body back together—inside the Primordial’s body no less!—a more entropic power draws you deeper within, toward a black gate, perhaps into the embrace of true death.

Sounds morbid, doesn’t it? Well, it’s actually an opportunity. You see, the longer you cling to death during your Carcass Delve, the more resources, power, and secrets you can rip out of the dead Primordial!



Herakles’s Carcass Delve chart

First, flip Herakles’s Primordial Sheet to the other side. It shows your first Carcass Delve chart. Each Primordial has a unique one! Notice the various nodes—each represents a potential reward, like a Gaia Seed ♠, or an Experience ♠ point. The nodes are connected with arrowed paths, showing you the flow of the delve. If you want a sneak peek at what a Gaia Seed is, see #33: Gaia Seeds and Titans on p. 24.

30 CARCASS DELVE CHART ANATOMY

As soon as a Herakleides dies, a mysterious life-force, seemingly the very earth itself, begins a process of bringing them back, literally stitching them back from available life matter. If the death happened during Battle, this available matter will be the dead Primordial’s carcass—or a piece of it.

Primordials are dark, vile creatures, and this metaphysical disposition disrupts the resurrection, allowing for the phenomenon you call the **Carcass Delve**. In essence, the Herakleidai who died in these circumstances linger in death—or even desperately cling to it! They tell of the boons they can extract during this process, and of the mysterious black gate that looms at the very bottom.

In game terms, a Carcass Delve is a push your luck system that offers various exotic rewards. You will find those rewards on a Primordial’s **Carcass Delve Chart**. Each Primordial has a unique chart, and the most powerful foes, like Adversaries and Typhon, offer their own variation on the mechanic, called the *Forgotten Battlefield*.

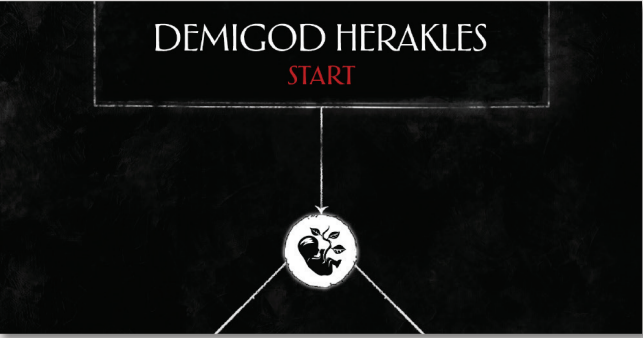


Round nodes: Rewards from the round nodes can be gained **multiple times** per Carcass Delve (by different Herakleidai). In other words, if one Herakleides gains them, subsequent delving Herakleidai can still gain them.

Diamond nodes: Rewards from diamond nodes can be gained **only once** per Carcass Delve. In other words, if one Herakleides gains them, subsequent delving Herakleidai cannot. They treat the node as if it was empty.

White nodes: Rewards from white nodes **can be combined**. In other words, if a Herakleides gains a reward from a white node, and then gains a reward from a different white node, they would gain both rewards.

Black nodes: Rewards from black nodes **cannot** be combined. In other words, if a Herakleides gains a reward from any node, and then gains a reward from a black node, they have to decide whether they want to keep the reward(s) from those previous nodes, or gain only the reward from the black node.



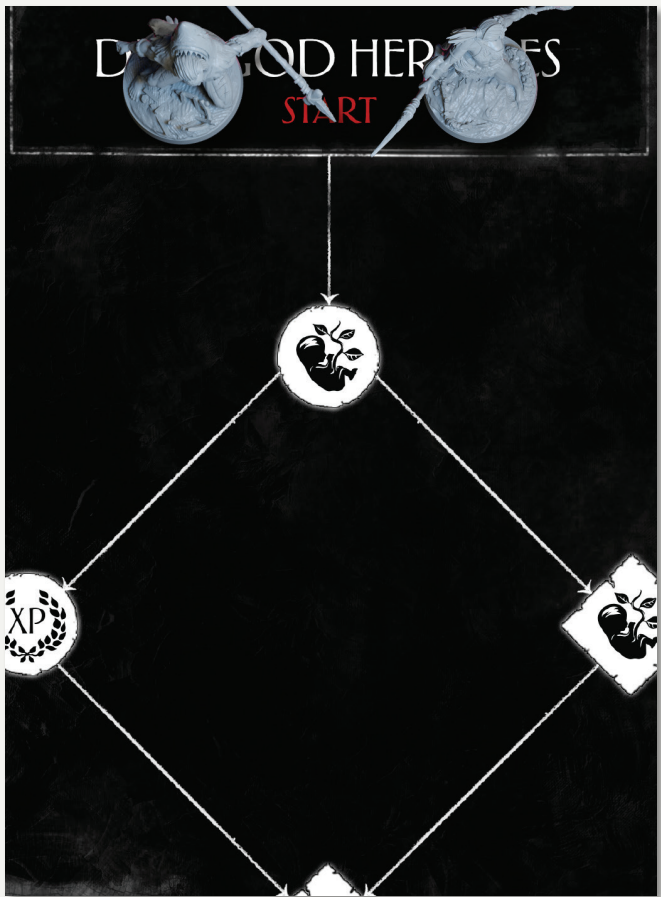
Various Carcass Delve nodes offer different rewards. These rewards will be showcased on the node itself, and then further explained in the chart’s **legend**.



There are many different rewards, but only a few general types of nodes.

Finally, all nodes are connected by arrowed paths. A Herakleides can only move according to the path’s direction. If multiple paths are present, the Herakleides chooses which one to follow. If there is a symbol on top of the path (most commonly it will be a Hubris ♠ symbol), it represents the cost of taking that path. If you choose such a path, immediately gain or lose the indicated stat.

Let’s get to it! As already mentioned, only dead Herakleidai can participate in the Carcass Delve (obviously!)—and only if they want to! Regardless of how you fared in your Stranding Battle, let’s assume two of you died—Shiver and poor Roar. Place their Titan miniatures on the **starting space** of the chart.

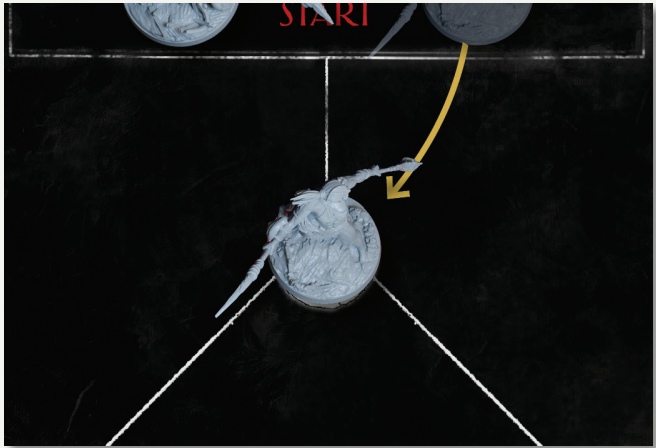


Herakleidai perform the Carcass Delve in **death order**, i.e. the Herakleides who died first, goes first, and so on. Let’s assume Shiver died before Roar, so they go first. They have a decision to make: to **delve deeper** or to **stop and willingly return to life**.

At this point, it’s a no-brainer: there’s no reason not to delve, and there is only one path leading out of the starting space. Move Shiver’s miniature along the path onto the white round Gaia Seed node.

31 DEATH ORDER GOLDEN RULE

We’ve chosen a **death order** for the Carcass Delves to most reward the players who potentially spent the Battle on the sidelines the most (due to their untimely early death). However, if for some reason you don’t remember the exact death order, don’t worry—just resolve the Carcass Delve in the order you prefer.



Shiver defies life and moves onto the first node

The reward is within your reach... but it’s not quite yours yet! As you delve deeper into the Primordial’s carcass—and possibly the realm of death itself—the life energies of the Gaiapact desperately try to bring you back to life, seemingly against your will. This is represented by the Carcass Draw.

You perform a Carcass Draw each time you move onto a new chart node. As Shiver did just that, they must perform a Carcass Draw. A Carcass Draw is similar to the standard Obol Draw—you **take a single *You Died* card and a single *You Live!* card, shuffle them, and draw one**. However, to succeed in the Carcass Draw, **you need to draw a *You Died* card!** This represents your drive to stay dead long enough to wrangle out the secrets and treasures of this... strange place.

Try it now. Shuffle the two Obol cards and draw one. If you drew the *You Died* card, you would succeed at the draw and again face the choice of whether you **continue with the delve or stop**. Choosing the latter would end your delve **willingly**. This word, willingly, is key here. If you end the delve willingly, choosing to stop, you retain all the rewards you gained thus far. In other words, to “pay out” your Carcass Delve rewards (in this case, a single Gaia Seed), you have to **stop** and allow the Gaiapact to return you to life.

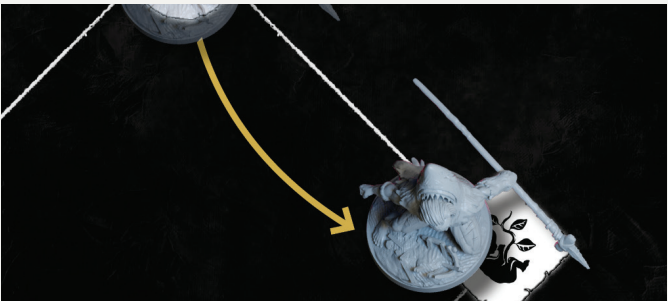
Let’s fudge the game a bit: regardless of what you drew, let’s assume it was a *You Died* card—a success! You will potentially gain one Gaia Seed—but only if you decide to stop your delve and willingly return to life. If you would elect to continue the delve, clinging to death, you could potentially gain more, but you would also risk gaining nothing, as **the only way to “pay out” your rewards is to willingly elect to stop the delve**.

Let’s assume Shiver’s adventurous mood evaporated quickly—experiencing a prolonged death is not a pleasant feeling—and they stop their delving, allowing the Gaiapact to do its thing. Note ‘1’ in the Gaia Seed space on the Oikos Sheet now. Finally, remove Shiver’s miniature from the chart.



Noting Gaia Seed gains on the Oikos Sheet

It’s Roar’s time to delve. They have to continue along the same path as Shiver (after all, there is only one). Let’s assume they move onto the first node and succeed at the Carcass Draw, but then decide to continue the delve. At this point, they could take one of two paths. They could take the right path for another Gaia Seed, or the left path to try and gain an Experience point. As you don’t know how to use Experience yet, the choice is clear. The right path it is!



Roar moves to the right node

Before we resolve Roar’s second draw, let’s consider the node they landed on. It’s a white Gaia Seed node, just like the first one. However, it has a different shape, that of a diamond, while the previous node is a circle.

The round nodes can be resolved many times per Carcass Delve—by many delving Herakleidai—while **the diamond nodes** can only be resolved once, by the first Herakleides that cashes out that reward. In other words, once any Herakleides **gains** a reward from a diamond node and then stops their delve willingly, none others can gain it. Such a node stops granting any rewards—you would put an Explored token on it as a reminder. Thankfully, Roar is first to land on the diamond-shaped Gaia Seed node.

The color of a node is just as important as its shape. When a Herakleides succeeds at a Carcass Draw on a **white node**, its reward is added to all the other rewards from white nodes they have already gained during this **Carcass Delve**. In other words, the deeper you go through white nodes, the larger your pool of rewards gets—but again, only if you stop the delve willingly and cash out.

Conversely, **black node** rewards cannot be combined. Whenever a Herakleides gains a black node reward, they have to decide whether they want that reward or the reward(s) they gained before. This choice is made *before* they decide whether to continue with the delve or stop willingly.

Ok, for the sake of brevity let’s assume Roar drew a *You Live!* Obol card. This means they **failed at their Carcass Draw** and the forces of creation yank them out violently from death’s embrace. Whenever a Herakleides fails their Carcass Draw, their delve immediately ends, just as if they have passed. However, ending a delve this way is much more costly: **You lose all the Carcass Delve rewards this Herakleides accumulated so far!** For Roar, this would mean not gaining that Gaia Seed from the first node.

Roar really wants that second Gaia Seed though. He died, and this is the quickest, surest way of replenishing your stock of these life-giving seeds. The game offers him an option. Look at the box in the lower right of the Carcass Delve Chart, titled **Force A Chance**: once per Carcass Delve, each Herakleides may gain +1 Hubris to repeat a failed Carcass Draw.

Do it now. You don’t yet have a Herakleides Sheet to note Hubris, so just take one of the Universal tokens as a reminder you’ll have to deal with that later.

Let’s assume you drew a *You Died* card this time. Success! Now... do you want to push your luck and try for another node, or would you prefer to pass and walk away with two(!) guaranteed Gaia Seeds? The choice is up to you. The next node on your path, a Resource Re-draw, will be of little use at the moment, seeing as you didn’t draw resources after this battle. The node *after that*, however, has a special prize, a Pygmalion Seed Shard, as well as a story paragraph! If you go for it, and somehow succeed, note the Pygmalion Seed Shard on the Oikos Sheet, and resolve paragraph 0000 (we’ll explain how to resolve paragraphs in a little while, on p. ##) (Only in the Full Game.) **If you do go for it but fail**, take one of the Universal tokens as a reminder you got Hubris.



Once you finish the Carcass Delve, move onto Suffering Casualties below.

SUFFERING CASUALTIES

During this Step, you tally and note your Titan losses. Thanks to the mysterious phenomenon known as the Gaiapact (see #32: Death, Rebirth, and the Gaiapact), as long as your Oikos has access to Gaia Seeds, your Herakleides will be reborn after death. So, if any of your Titans had died, you’d simply lower the number of available Gaia Seeds on the Oikos Sheet.

We know for a fact that two of you did! So, you would have to lose 2 Gaia Seeds. We also know for a fact you gained at least one Gaia Seed from the Carcass Delve, three if you didn’t gamble further with Roar. Still, one or three seeds is pitifully low, so let’s fix that!

Gain +9 Gaia Seeds now. This should put your total at 10 or 12 (which is your maximum)—the nine, plus one or three from the Carcass Delve. Then, lose one seed for each Titan lost in Battle. Ultimately, you will end with 8 or 10 Gaia Seeds. Not bad.

Put your current Gaia Seeds number (again, 8 or 10) in the appropriate space on the Oikos Sheet. This means that you have 8 or 10 Gaia Seeds left as backup. In other words, characters in your group can die and be resurrected a total number of 8 or 10 times. Not bad at all!

You only have the Type-II Titanforms for now, so you don’t have to do anything else—Type-IIs cannot be lost. If one of you had an advanced Titanform, and they had died during the Battle, in that form, they would have to lose it too (erase it from their Herakleides Sheet).

Now, discard any Condition cards, Condition tokens, and other tokens you may have gained during the Battle (Ambrosia, modifier tokens, etc.). Note that some game elements and Conditions may have End of Battle effects. Ignore these this time. Also, be sure to add back all the Trauma cards you’ve removed earlier!

That’s it for casualties. If you’re curious about the Gaiapact or what happens when you die if there are no Gaia Seeds in reserve, see #32: Death, Rebirth, and the Gaiapact.

32 DEATH, REBIRTH,
AND THE GAIAPACT

It takes much more than death to stop an heir of Herakles! Thanks to the mysterious Gaiapact, the one beneficial part of your Father’s legacy, when a Herakleides dies... they don’t truly die. Instead, they are reborn from “the womb of Gaia,” the very earth itself. Or so they say.

A death still carries some penalties: as mentioned elsewhere, for the Gaiapact to work, you have to have a Gaia Seed in reserve. Furthermore, if you were using a different Titanform than the baseline Type-II, you will permanently lose it.

One thing to remember: the Gaiapact is not all-powerful! To be reborn as a Titan, you need access to Gaia Seeds. If you die and there is no Gaia Seed to resurrect you, earth will spit you out as a mere mortal—alive, but only barely. Though you still carry Herakles’s rage curse, you are unable to transform and participate in battles. As soon as the Oikos gains a new Gaia Seed, it will be “consumed” to rejuvenate your powers.

Important: If you have fewer than four Herakleidai capable of transformation when you need to do Battle, you engage with as many as you have. If you do not have any Herakleides capable of transformation when you need to do Battle, you immediately lose the campaign!

33 GAI A SEEDS AND TITANS

A Gaia Seed represents a confluence of chthonic energies, perhaps of life itself, that makes the rebirth of a Herakleides possible. They may take many forms, from quite literal seeds to preternaturally verdant patches of land, although the most common one is that of a large mandrake root shaped from soft mud or clay. This form serves as the basis of the Gaia Seed symbol.

Gaia Seeds are a resource you’ll gain and lose often. Mostly, you’ll lose them during Battles, as you die, but other effects might also force you to lose them. You will gain during the Journey Phase, and during Exploration and Adventures.

A Gaia Seed is not a Titan! Just a potential for one rebirth.

RESOLVING TIDES OF FATE
AND SIMMERING RAGE

The Moirai, sisters of Fate, are fickle and like to toy with the lives of mortals and gods alike. Primordial Battles are the pinnacle of this cruel spectacle. There is a silver lining though: Once a Battle concludes, the “Tides of Fate” will recede, allowing you to breathe that much more easily.

Once you’ve gained resources and noted casualties, you will resolve the Tides of Fate. This usually means you get to reset all your Triskelion values to ‘0’ and lower your **Oikos Fate** by 2.

At this point, your Oikos Triskelion should indicate ‘0’, so you have nothing to lower! (See #34: Fate and Oikos Fate).

Simmering Rage is different. You’d think that a battle with a monster would be cathartic and lower your anger, but it’s not quite how the mortal mind works. Rage begets rage. Besides, you have just transformed into a monster yourself. This leaves a lasting effect: each Threat Battle makes you gain +1 Oikos Rage. Raise your Oikos Rage now—the dial should show ‘2’.

34 FATE AND OIKOS FATE

Fate is the measure of your individual defiance of the Moirai verdicts. It goes from 0 to 9. The higher it is, the more times you altered your destiny. The Moirai don’t like that and will try to correct this mistake. In other words, high is bad for you!

Oikos Fate is an application of the Fate mechanic to the whole Oikos, i.e. your party. In other words, it’s the collective fate of your patchwork family and the people who accompany you. It goes from 0 to 12, and a high is bad for you. In fact, going over 12 means immediate campaign loss! Many effects will force you to raise your , for others you will pay with it. Finally, some Journey Phase effects will trigger based on your level.

RETURN TO YOUR JOURNEY

Normally at this point, you’d shuffle the Exploration decks... however, you don’t have them yet! So instead, just go to *Chapter 0: Childhood’s End* on the next page. Oh, and one more thing: you can pack up the Battle components—except the Child cards—you won’t need them for a while.

CHAPTER 0: CHILDHOOD’S END

ESTIMATED COMPLETION TIME: approx. 30 minutes

To make things easier, we’ve divided the next few pages of the Learn to Play book into chapters. Each chapter represents one part of the journey to the Boeotian coast. During each chapter, we’ll summarize what you should do to move the game along, gradually introducing new game concepts. You’ll also be prompted to take additional game components from the game box.

You’re roused by the faint hiss of a doused fire. No light dares to peer over the midnight blue horizon, yet Iolaos has begun striking the camp. Cold air immediately keens your senses, and you begin to pick up the sounds of the night forest. The nervous rustle of the underbrush, and the more deliberate susurrus of the canopy. The aeons-old dance of predator and prey.

Relief washes over you. The black void, the encounter with your father, it wasn’t real. A nightmare. Just a nightmare.

“Get up.” Iolaos’s voice is annoyingly even, neither scolding nor kind. “We’re still a ways away from the coast.”

You glance at your half-siblings, slowly sitting up from their own bed-rolls, no more happy than you about the early rise. You barely know them. Yet, you see on their faces the same waning dread that gripped your heart a moment ago. So was it a nightmare? A portent? Or something more? Something... typhonic.

Typhonic.

Strange word. A few days ago, it didn’t mean anything to you. Not until you met this vagabond hobbling with an old spear along the overgrown road to your village. “Selene’s bloody moon,” the man then said unbidden, pointing to the crooked orb hanging low on the firmament. “Primordials stir, even here in Boeotia. Not a good time for a walk.”

You didn’t need a lecture from a stranger. Besides, he was out too, wasn’t he? “I can take care of myself, old man.”

“No,” the man shot back, still looking at the sky. “You can’t. That is why you’re here and not at home. You’re restless. Yearning—”

A thought crossed your mind: Who does he think he is, this weathered man in a worn, dappled robe, to accost you on the road, after dark, and behave as if he knows anything about you? Does he want to frighten you? “You won’t get anything from me, neither coin nor food. And don’t think I won’t give you a licking just because you’re an old tramp. I’m not afraid.”

“Then you are more foolish than you look, pais. And I am wasting my breath on you,” he sighed. Then he added: “I came here to help you. Don’t slap my hand away. That’s what your father would do.”

Those few words cut deep. “I am nothing like him.”

“Then hear me out.”

“And if I don’t want to?”

He shrugged, then straightened. No longer did he seem old and weary. “I go to the next village over. Where another woman bore a similarly unruly child, a sibling you did not know about who, like you, has not

As you progress, you’ll encounter several types of passages. You’re already familiar with boxes that introduce new rules. From now on you’ll also come upon story passages (like “*Childhood’s End*” below), which will help you immerse yourself into the world of *Aeon Trespass: Twelve Sins of Herakles*. Some story passages will blend the story and rules together, often requiring you to make a decision. For now, read the story introduction to “*Childhood’s End*.”

met their father and who struggles with the same helpless anger that consumes you.”

“I don’t want to have anything to do with him or his seed!” you barked, and you meant it, for if there had been anything you despised in this world, it was him. Herakles. Your father.

Iolaos nodded knowingly, then scratched his brow. “As if that was ever a choice. Listen well, because time is short: a man-king named Eurystheus, whose hatred of your father rivals your own, has ordered his vast host to scour Boeotia and slaughter every child of Herakles, and all those who harbor them.”

You wanted to lash out again, but rumors of white-clad militias sweeping across the countryside had reached even your remote village. The arrests. Executions. You thought they were looking for bandits and blasphemers. Making the world safer for everyone. You secretly cheered them on! You were not a bandit. You were just... “Let them come! Anyone! I told you, old man! I’m not afraid! And I won’t abandon my family like my father! I will fight them! Kill them if I have to!”

“I know.” It was the first time you heard softness in his voice. “And they know it too. That is why they come, and that is why you cannot stay. That is how you keep your family safe.” And then he gave you that look. You would never forget it. A look of a man who knows he is taking away someone’s innocence. “Among your father’s many sins, the one that courses through your veins is the most grave. You do feel it, right? The incessant rage? The urge to... destroy it all? It is a Typhonic curse. It will consume you. And all that remains will be a mindless monster. A Titan.”

You had dreamt of it. A dream of power. Of shedding your mortal skin and becoming a... a god-beast. A creature of pure rage and hate. Wanting nothing but to kill. Kill for the sake of killing. Bloodshot eyes seeing a plain of shattered bones. Ears deafened with the smack of rended flesh, and screams. Mouth agape, overflowing with the sea of blood you drank. The blood of mortals...

It terrified you. And it came to you more frequently now, almost every night. It was hard to contain, like a caged animal lusting to be let out. It seeped into the waking world...

“Think of your close ones,” Iolaos added, as if he saw what you saw. “You may save them from Eurystheus. But who will save them from you?”

For that you did not have an answer. “I—,” you stammered. “Can—can the curse be... lifted?”

“That,” Iolaos smiled thinly, “is my hope. Come with me, and we will search for a way together.”

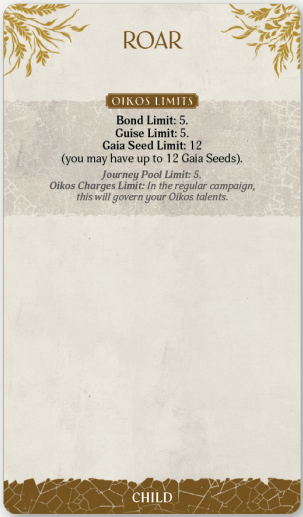


Guise stat. Mark that you have 4 . You also have 0 **Oikos Fate**, which you have tracked during the Battle Aftermath, as well as 2 **Oikos Rage** (that Battle really riled you up) and 0 **Threat**.

Now, flip Roar’s Child card and place it in the middle of the play area. As you progress through this Learn to Play, you’ll flip the other Child cards too, gradually completing an **Oikos Enchiridion**. The Enchiridion introduces important rules and stat limits, and serves as a handy reminder of the most common abilities and effects your

Oikos can utilize. Moreover, it provides you with a full Journey Phase summary.

Notice that the current card indicates your Gaia Seed 🌱, Bond ❤️, and Guise 🧐 limits. You should have 8 or 10 Gaia Seeds, your spirits are at maximum, but your sneaking could still use some work.



A seed of an Oikos...

35 BOND AND GUISE

In *Aeon Trespass: Twelve Sins of Herakles*, **Guise** 🧐 and **Bond** ❤️ are *hit point* resources. In other words, they behave like resources (you gain them, lose them, and trade them), but they are essentially the life-force of the Oikos. If either of these fall to 0, consult the Storybook paragraph noted next to the appropriate track on your Oikos Sheet. Be warned though, that it will have disastrous consequences and most likely end the campaign with an immediate defeat. Take care of your family—and keep a low profile!

36 LEARN TO PLAY OIKOS ENCHIRIDION

The Oikos Enchiridion is a central ‘cheat sheet’ with all the important rules, actions, and summaries. During this tutorial you’ll slowly build your Oikos Enchiridion, adding new cards as the game systems and mechanics are introduced.

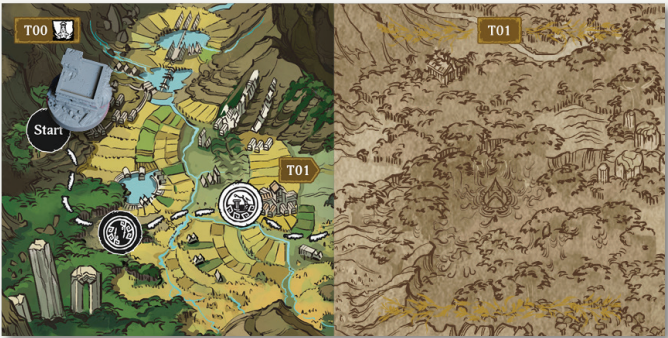
However, even the Oikos Enchiridion you piece together by the end of the Learn to Play will not cover everything. Some more advanced rules have been removed to facilitate ease of learning. Moreover, the final Oikos Enchiridion will be **double-sided**. If the front of the sheet is a nexus for important rules and summaries of the Journey Phase, the back will cover all the rules and important events of the Battle Phase.



Oikos Card vs full Oikos Enchiridion

You’re all set for your journey. Outside of Battle, most of the game takes place on the Journey map. It’s the beginning of your travels, and your goal is simple: reach Boeotia’s shore before Eurystheus’s men, or something worse, catches up to you!

Take out the Tutorial Map tiles from the game box (large square cards marked ‘T00’ to ‘T02’). Map tiles are double-sided; the **back** shows a large tile number and general topography, while the **front** has a more mechanically oriented map with Map nodes and travel paths. **Don’t look at the tile fronts until instructed to!** Now, place the tile marked ‘T00’ on the table, reveal it, then place the Oikos miniature on top of it, on the node marked ‘Start’. These are your **starting tile** and **starting node**. Finally, note the arrow marked ‘T01’ pointing to the east. Take tile T01 and place it to the right of tile T00 back side up. Your setup should look like this:



Journey begins

The **faceup** tile you’re currently on represents your immediate vicinity: you have a pretty good grasp of what features surround you and what routes are available to you (spoilers: not many at the moment). Now, switch your attention to the adjacent tile T01. It is **face down**, showing only the general lay of the land and no nodes. In other words, your knowledge of what lies in this direction is limited—however, it’s close enough for you to perceive its geographical features, and maybe try to intuit what’s out there. **Whenever you enter a tile, you will always place all adjacent tiles (tiles indicated by the arrows on your tile) facedown too.** We’ll discuss this in further detail later.

That’s it for your first day. Proceed to *Chapter 1: Call To Adventure* when you’re ready to begin your escape from Boeotia!

CHAPTER 1: CALL TO ADVENTURE

ESTIMATED COMPLETION TIME: approx. 45 minutes

The sun is merciless, and progress is slow. Iolaos has you trek the backroads. Wild barley fields. Double up through oak thickets and dry ravines. You develop blisters on your feet. Rashes from sword-edge thistles on exposed arms. A sour mood from his constant nagging.

Southward, the sprawling Orchomenean, vast and once-great, shadowed and perilous since the times of the Eschaton. At your backs, two great outstretched arms of mountains. They caress Boeotia since ancient times. Highest among them, the flattened massif of Mount Parnassos, coal-black at the jagged rim, where a great battle took place. Once, in a different age. Not your story.

“Why do we follow this misthios, anyway?” one of you whispers when they make sure Iolaos cannot hear them. “We’d be better off on our own.”

“How do you know he’s a misthios?”

“I—” the same Herakleides stumbles, blusters: “Doesn’t matter! If he is. Matters this: you don’t know him. Who is he? Really. He can be leading us straight to the white-clad king! Maybe he’s him. Maybe he made him up. Maybe he’s a child slaver...”

“Weren’t you the first one he recruited?” another one of you chimes in. “You’re the kind to follow slavers when they ask nicely?”

“Screw you! I—, listen, I’m just looking out for you. That’s all. Strange old man, knows a lot about, um, Father. Offers help. Kindness of the heart and all that. Why? Doesn’t add up, if you ask me.”

“Someone’s scared...”

“That’s what you got from all I was saying?!” More bluster: “I’m not scared! I’m the bravest of you, runts!”

“Scared of what, pais?” None of you have heard of Iolaos’s approach. Didn’t he hobble when you first met? “What you are dreaming about when your mind sleeps, I venture.” The impulsive Herakleides open their mouths to voice their objection, but the old man doesn’t let them finish. He doesn’t care. “Come on, there’s a village nearby, and we need supplies.” He takes the lead, doesn’t spare a glance to check if you’re following him or not. “And it’s quite simple. I’m your dad’s best friend.”



It’s time to finally get going, your pursuers are closing in. Usually, a Map tile will show a **web of interconnected nodes**, which means that wherever you are (whichever node the Oikos miniature is on), you will have a choice of where to go. For now though, you need to reach Boeotia’s coast posthaste! On your current tile there is only a linear chain of nodes leading eastward and culminating in an arrow pointing to tile T01. All this is to say: there’s only one direction you can go, onto the round black node to the southeast. This is depicted by a path connecting the two nodes.



A path connects two nodes

You will always travel along such paths. The general rule is: if there’s a path connecting two nodes, you can journey from one to the other. If there isn’t one, you can’t!

Traveling in *Aeon Trespass: Twelve Sins of Herakles* is inexplicably tied to the passage of time (see #37: Passage of Time and Threat). Simply put, moving from **one node** to an adjacent node is considered to take roughly **one day**. Coincidentally, this is also equivalent to **one Journey Phase**.

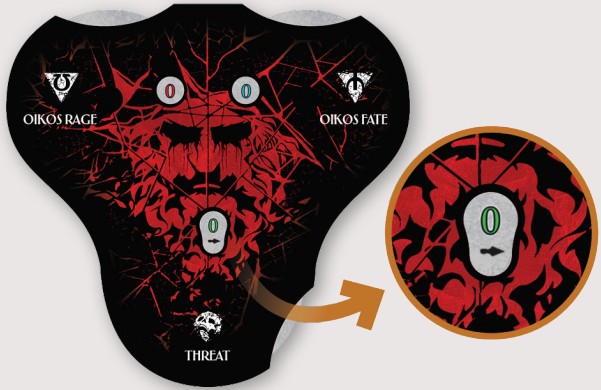
37 PASSAGE OF TIME AND THREAT

Aeon Trespass: Twelve Sins of Herakles is a game about legendary journeys, and for that you need a firm sense of time and place. The latter will come to you naturally, as you piece together and navigate the maps of the various diverse regions.

Time is more tricky. As a general rule, the passage of time in *Twelve Sins of Herakles* is measured in **days**, and is strictly tied to the movement of the Oikos around the map. It’s simple: a single Oikos move—that is moving from **one Map node** to an adjacent one—equals **one day**, and that equals **one Campaign Round**.

However—as is often the case when a person is young, full of zest, and has all the time in the world—you will be less concerned with the actual number of days that have passed, and more on the events that punctuate your life’s journey. These events are measured in different ways, for example through the accumulation of **Progress** 🏹 and **Doom** ⚰️ tokens, which regulate the chronology of the main story’s events, as well as **Threat** 🧐, which governs the pace of more regular Primordial Battles.

Threat 🧐 is the odd one out. First, you will find it on the Oikos Triskelion, not the Sheet. It shares some concepts with Danger ⚠️ from the smaller Titan Triskelions, but rather than measuring your closeness to death, it measures time remaining until your next **Threat Battle**. It is also cyclical: unlike other Triskelion stats, it **can** and **will** routinely go over ‘12’. In fact, that’s when the battle happens! Also, after starting the game, Threat will always skip the ‘0’ value—that’s why there is an **arched arrow** ➡️ in the effect box below.



Threat on the Oikos Triskelion

Furthermore, the Threat Triskelion window, called the **ouroboros window**, is larger than the others. That’s because the wheel shows additional symbols that indicate other events that happen on a cyclical basis (you’ll learn about them soon enough!).

Move the Oikos miniature to the **round black node** connected to your current node with a path.

Journey map nodes will come in various shapes and colors; they will also show a variety of symbols. The node you just reached is black. Black color  represents **Wilderness**, while white  represents **Civilization**. Neither is inherently bad or good. Wilderness represents the dangers and beauty of an untamed land, mostly untouched by mortals, while Civilization represents the spread of mortals, their villages, cities, cultures, and all that it entails (nature knows no crime or sin, for example).

During your journeys, you will have to traverse both, choosing the optimal path for you. Each kind of node will present a different set of dangers—represented by one of the **Exploration decks**—and completely different adventures.

In fact, drawing an Exploration card is something that happens each time you move from node to node. Take the Tutorial cards out of the box (numbered 1 to 12 on their backs), and carefully divide the cards into three separate decks: two small cards decks—Wilderness Exploration and Civilization Exploration—and a standard card deck, the Events. During regular play, each of these decks would have to be shuffled—**do not do that for the Learn to Play though!** The cards used in this tutorial have been numbered in a specific order to facilitate you learning the game.

After you're done, your decks should look like this (card #1 at the top of the Wilderness deck, card #2 at the top of the Civilization deck, and card #4 at the top of the Events deck):



Event cards, Civilization cards and Wilderness cards

Ok, you've just entered a black  Wilderness node, so you have to draw a Wilderness Exploration card. Just the one! Do it now.

Exploration cards will feature various effects—eventually (see #38: Exploration Cards, if you're curious). The card you've just drawn, *Boeotian Woods*, has only one effect: gain +1 Threat . So, do just that—turn the  dial on the Triskelion one space forward. Notice the ouroboros window (the double-window on the Threat dial) now shows the Oikos Rage  symbol as well.

Simply put, rage is your familial curse. It is always bubbling to the surface, and it will only get worse as time goes on. Whenever you see this symbol  or are told to gain +1 , adjust the Oikos Rage dial to reflect that gain. Do it now, and move Oikos Rage to '3'.

38 EXPLORATION CARDS

Exploration cards represent the routine hazards, and opportunities, of travel in post-Eschaton Hellas, your dealings with the locals, and local flora and fauna, as well as some other, more rare encounters. You resolve them top to bottom.

Each Exploration card has a title **1**, a card number **2**, and an indicator to show whether it belongs to the Wilderness or Civilization deck **3**.

Besides those common elements, each Exploration card is different. The most common Exploration effects are gaining , spawning and moving the Adversary , and the Typhon . Other effects will vary greatly, and some may even be gated by a high Oikos Fate  or Oikos Rage .

Some cards will also feature an Adventure Hub number, such as . If you are instructed to go on an adventure during this Journey Phase, this is the hub you'll be directed to.

Finally, after you resolve them, some cards will tell you to discard them until the next Threat Battle or Chthonic Surge. In such a case, you will place them on a separate stack and add them back into the deck only when prompted. These cards usually instruct you to also draw another Exploration card, meaning you may sometimes resolve several such cards in a given Journey Phase.

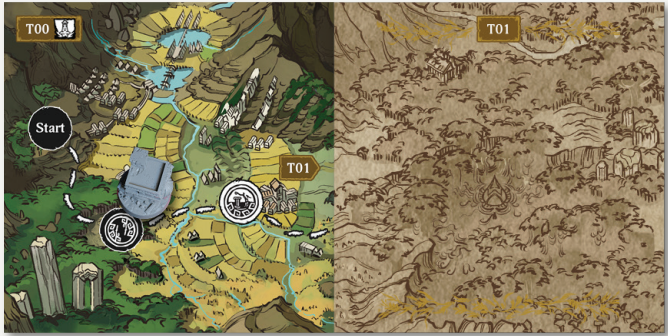


Exploration card Anatomy

Having resolved the card in full, place it beside the Wilderness deck—this is your Wilderness discard. Cards in an Exploration discard pile are shuffled only when you run out of cards in the deck, or when a specific effect orders you to do so.

You're now free to explore your surroundings, i.e. interact with the node itself. The node you're on has an  symbol, which represents a **common Point of Interest**. Points of Interest do not have any inherent effects or interactions, but other rules may refer to them, temporarily giving them special qualities. As there is no such effect in play, you don't have to do anything.

That's it for the first day of travel. Let's move right onto the next one.



After the first day

Technically, unless a path is specifically marked as being in one direction, you can freely travel back and forth between nodes. However, there is nothing waiting for you back on the start node, so let's move forward.

The next node is white , so moving to it will cause you to draw a **Civilization Exploration card**. Do it now! The card you've just drawn, *Boeotian Backroads*, has the same effect as card you drew last round: gain +1 Threat . So, do just that, then discard the card. The node you're on has a  symbol, which represents an **uncommon Point of Interest**. Still, there is nothing in the game to interact with it, so ignore it for now.

However, notice that when you gained the second point of  and moved the dial to "2", you also revealed a new symbol on the dial: an adventure ! This indicates that your Oikos will have to go on an adventure! For a full explanation on how to identify and resolve adventures, see #39: Adventures, Hubs, and Boxes. If you want to jump straight into it, read the adventure below, *Boeotian Hospitality*.

39 ADVENTURES, HUBS, AND BOXES

An adventure is a set of story passages with a beginning and an end. Most adventures will give you a choice as to how to proceed! In *Aeon Trespass: Twelve Sins of Herakles*, there are no bad choices. Or, rather, all of them have positive and negative consequences. It's for you to decide how to navigate the complex stories, what you are willing to sacrifice, what you want to gain, and who you want to become. Adventures can be anything: from swashbuckling clashes on high seas, through stealth infiltration missions, war stories, and diplomatic negotiations, to introvertive pieces about your character or the Oikos as a whole.

After you see an adventure symbol , you go on an adventure! Whenever an effect prompts you to go on an adventure, check the Exploration card you've just drawn for the Adventure Hub number . In a regular campaign, this number will direct you to the appropriate chapter of the Storybook from which you will resolve the first unresolved adventure (see Hub Adventures in the Rulebook, p. ##) (Only in the Full Game.) In the Learn to Play, there is only one hub, hub "0" . **Note that Wilderness and Civilization nodes have completely separate sets of hubs. If you're in doubt what type of hub you're looking for, refer to the Exploration card you've just drawn and the node you're on.**

Adventure boxes are encountered in a set order. When you resolve an adventure, you tick the leftmost empty box on the corresponding hub's track on the Oikos Sheet, marking it as resolved. Once you've marked all adventures on a hub's track, that hub is considered complete.

Remember: All adventures are obligatory. Whenever you see an adventure symbol, you need to go on an adventure!

BOEOTIAN HOSPITALITY

At dusk, you arrive at a small gatherers community at the edge of the Orchomenean, the Old Forest. Iolaos goes on ahead to negotiate for supplies, but is quickly turned away. They don't like strangers here, especially with the rumors of the white-clads search. "Famous Boeotian Hospitality," he murmurs, as he leads you away from civilization's light, deeper into the woods. It's dark and foreboding. "Here's as good a place as any. Go on," Iolaos adds encouragingly. "The camp won't pitch itself."

You work, Iolaos takes a nap. You manage to finish in record time. The old man is fast asleep still. "Time to show the old codger..." Show him that you're capable of more than just picking berries and putting up tents. That you are strong, and capable, and brave. "Who's with me?" For once, you're in agreement. You need those supplies. And you will get them. And the villagers won't turn you away. "Because we won't ask for permission!"

You sneak into the sleeping village, a handful of sun-dried mud brick houses really, arranged somewhat haphazardly in a circle, and quietly make your way to the central storehouse, a two-storied building covered in white plaster. "Take only what we need," the most thoughtful of you instructs, "and leave a fair payment. We're not thieves!"

Just desperate.

Suddenly, you hear someone hiss: "Stop, you scamps!" You're ready to explain your behavior, when the man, a village guard by the looks of his kit, mumbles: "Wait... what's wrong with your eyes...?"

Your eyes. Shining emerald at the most inopportune times. The mark of the Titan in you.

Decide who becomes the **Firstborn**, and give them the Firstborn token. Then choose:

- The guard is on the verge of realizing who you are. With the white-clads on your trail, you cannot let that happen. You need to run. Maybe you are thieves after all... Run with the supplies you stole. Lose -1  (note it on the Oikos Sheet). See 0001.*
- You're not thieves, and you're not brigands, and you're certainly not going to solve your problems by running away—like your father had a habit of doing. You need to explain your predicament. You hope the villagers won't turn you in. Explain your situation. See 0002.*

0001 *The most daring of you pushes themselves past the guard and sets into a run. The man turns after them, swearing. That's when the rest of you also bolt—each one in a different direction. Some family you are.*

When you return to your camp, well after sundown, Iolaos is not pleased. Nags about what could have happened. Calls you paidēs again. He partakes in the supplies nonetheless.

Mark A2 in the Choice Matrix. Gain 2  Supply tokens.



0002 *"This is not what it looks like," your leader bumbles, realizing that's exactly what a thief would say. "Let us explain..."*

You don't exactly look like thieves, and the man is not without a heart. He will take your payment for the supplies you appropriated, although his fair price is steeper than yours was.

You return to your camp well after midnight. Iolaos is waiting patiently. After hearing your tale, he's sure the noose around your necks will tighten—but he is pleased you managed to resolve the encounter peacefully.

Lose -1  (note it on the Oikos Sheet) and gain 1  Supply token. Mark A1 in the Choice Matrix.



Boeotian Hospitality is the first of many adventures. Each adventure will introduce a mixture of story, worldbuilding, choices, and tests.

First, as the adventure ended with a  symbol, you have to pass the “Firstborn” mantle. As there was no prior Firstborn, simply choose one of the Herakleidai now and give them the Firstborn token. You’ll find more details on the subject in #46: The Firstborn and the Firstborn Token, but don’t sweat it for now, we’ll get back to it.



Firstborn Token

Whenever you arrive at a divergent point in a story, you’ll be presented with two or more options. Sometimes the options will let you in on what mechanical effects—rewards or penalties—they entail. This is to simulate your actual feel of the situation, or your characters’ knowledge, and to help you better weigh the choice. Other times, a part of the consequences will be obfuscated and revealed in a follow-up paragraph—although, if you carefully read the story, you may glean hints at possible outcomes.

This adventure lets you eventually choose between losing some self-esteem and familial connection or becoming easier to track for Eurystheus. You need both Bond  and Guise  to succeed. You don’t really know what the future holds, so the choice becomes one of morals vs. pragmatism—for now. However, due to the second penalty being hidden, you have to make the choice based on your intuition.

You also have to mark A1 or A2 in the Choice Matrix, and a future adventure or event may refer to one of these—this is a lasting consequence of this choice, one that goes beyond mere gaining or losing stats.

This adventure also gave you some needed supplies. This is a freebie! Although each adventure will have an even spread of penalties and rewards, choices and tests, supplies will rarely be given out. Gained Supply tokens are placed in the Journey Pool. The Journey Pool is simply a place to keep all non-Battle tokens together (See #40: Journey Pool).

40 JOURNEY POOL

The Journey Pool is a catch-all space for all the tokens, markers, and doodads relevant to the Journey and Adventure Phases of the game, that is, every token that is not specifically used in the Battle Phase.

The most common tokens that end up in the Journey Pool are general **Supplies**, in three varieties   , and their less common **Beast** variety   .

There can never be more than 5 tokens in the Journey Pool. If you would ever draw more tokens, decide which to keep, and discard the excess tokens.

Finally, the adventure ended with a  symbol, which simply means this adventure is over and you can continue with your round. In the future, you will identify adventure-ending paragraphs by the  symbol at the end (to learn more about “Journey,” see #41: Returning to the Journey).

After you resolve an adventure, you mark its box on the Oikos Sheet, in the appropriate hub track. In the Learn to Play, there is only one hub, *Flight From Boeotia* . Mark the first box now.



Hub 0 track

41 RETURNING TO THE JOURNEY

The  symbol instructed you to return to the Journey. The Journey Phase encompasses everything that is neither the Adventure Phase (resolving adventures) or the Battle Phase (resolving Battles). In other words, it tells you to return to your current Journey Phase (see, Campaign Round Sequence in the Rulebook, p. ##) (Only in the Full Game.), resolve other effects that happen in this Step (if any), and proceed with the game. If, for whatever reason, an adventure ends without directing you to another passage, you also return to the Journey Phase. **Note:** Some abilities may only be used during a certain Phase.

That’s it for the second day! Let’s keep on rolling. The path from your current node leads you into the unknown—or rather, onto an unrevealed tile. This is both terrifying and exciting. Though you may somewhat guess what’s awaiting you beyond your region’s borders, there’s only one way to be sure. **Move along the path onto the adjacent tile.**

Whenever you move onto an unrevealed tile, you flip it. Do so now!

As you can see, there’s much more happening on this new tile. Let’s unpack it one step at a time. First, the new node shape—diamond  . **Diamond-shaped nodes usually contain valuable resources, supplies, and opportunities.** Due to their significance, they are considered seasonal, which is another word for single-use. Whenever you reveal a tile, you seed all seasonal—that is diamond-shaped  —nodes with appropriate opportunities, represented by similarly shaped tokens.

Do that now: place one seasonal Gaia Seed token on each of the Gaia Seed  nodes, a seasonal Progress token on the Progress  node, and seasonal Sanctuary token on the Sanctuary  node.

Whenever you are moving onto a tile you’ve just revealed, you should also place all **Map tiles adjacent** to it, that is all Map tiles your new tile points to with its direction arrows . These are **placed face-down**, showing only the numbered back and geographical features (see #42: Traversing and Revealing the Map).



42 TRAVERSING AND REVEALING THE MAP

Map tiles will show an interconnected web of journey nodes, and will provide you with additional symbols and information, which we will introduce gradually over the course of this Learn to Play. For now, let’s focus on paths  and direction arrows .

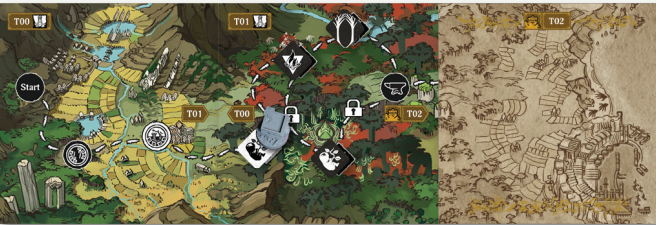
You can only move along paths, from **node to node**.

Some paths will continue beyond your current tile, onto an adjacent one, usually indicated by a numbered direction arrow. When you decide to take such a path, if the tile you’re moving to isn’t revealed, you will reveal it, seed its nodes, and then place all the adjacent Map tiles indicated by the direction arrows on your new tile.

Now, continue the movement you’ve initiated. The path you took places you on the white Gaia Seed  node.

The node you’re on is white, which means it’s a Civilization node. It is a diamond-shaped   node, which means it’s seasonal, i.e. a one-time use. When you move on such a node, like you just did, you will explore it by removing the seasonal token and performing the associated action. Notice that this is similar to the way the nodes of the Carcass Delve have been divided.

The symbol on your current node should also be familiar.  represents a Gaia Seed. Whenever you explore such a node—providing the  token is still there—you will remove the token and gain +1 . Do so now, and mark the new Gaia Seed on your Oikos Sheet (that should bring your total to 9, or 11).



Board situation on the third day

Finally, as you’ve moved, you have to draw an Exploration card, again from the Civilization deck. Card #3 is another *Boeotian Backroads*. So, gain +1 Threat —turn the Threat dial on the Triskelion one space forward. You should be up to 3  now. Notice the ouroboros window now shows a new symbol, .

 represents Events, circumstances that are more lingering than a simple encounter from an Exploration card. Whenever you see this symbol, draw an Event card, discarding the previous one (if there was one).

Do so now—draw Event card #4. It’s *Summer Sun*. Great weather for would-be heroes. The effect of the card reads: “As long as this card is in play, all Skill tests are performed with a +1 bonus.” Place the card near the Exploration decks. It will remain in play—in effect—until it is replaced by another Event card or until some other effect tells you to discard it.

43 EVENT CARDS

Event cards represent lasting effects, such as enduring weather or political movements.

Each Event card has a title . Besides those common element, each Event card is different. Event card effects vary greatly, and some may even be gated by high Oikos Fate , Oikos Rage , and Reputation.

Unless stated otherwise, an Event card doesn’t affect Battles.

Discarded Event cards are shuffled back into the Event deck.



Event card Anatomy

That’s it for this chapter. Proceed to *Chapter 2: Divine Lineage* when you’re ready to continue your journey!

CHAPTER 2: DIVINE LINEAGE

ESTIMATED COMPLETION TIME: approx. 45 minutes

You've complained about the Boeotian back country. It had nothing on the Orchomenean. Dark and dense, and confounding. The path you are following is narrow, forcing you to walk in a single file. It winds in and out among the trunks, is cut by a thousand protruding roots. A few slender beams of sun slip through the double canopy: of oaks and red maples, and the megalithic trees you have no names for, only unbridled awe. "Shade enough for the gods themselves," one of you murmurs.

"Oh, you're right," another Herakleides remarks. "Is this a holy grove, Iolaos?" A hint of apprehension in their voice. "Are we... trespassing?"

"The gods are dead," says Iolaos. "I don't think they mind."

You did, a little. Though the temples of the Olympians have greatly diminished after the Eschaton—hardly surprising, seeing the downfall of their patrons—every now and then a wandering priest visited upon your home village, to give their blessing, or to doomsay, but mostly to ask for alms. They taught you to respect all that is divine.

At that, he says: "You were taught many things, I imagine. Even more remain to be learned." Mighty philosophical of him. Wise Iolaos. "We'll be there soon," he adds.

There? Where? He doesn't tell you anything. And you keep following him. Maybe you are as dumb as he sometimes makes you feel.

You continue in silence.

Gain +2  (do it now—move the Oikos Fate dial to '2').

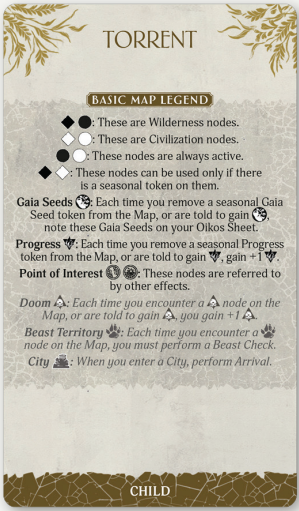


Yes, now that you know what this symbol means, pass the Firstborn token to the next player in clockwise order.

You've reached a white Gaia Seed  node. The path still leads in only one direction, the northeast, onto a black Progress  node. Let's move there now. By the way, you can now flip over Torrent's Child card—it shows an abridged map legend, which will help you familiarize yourselves with the game's iconography.

MAP LEGEND

The new Oikos card shows a Map legend of the most common symbols you'll encounter (you can also find it in the Rulebook, on p. ##) (Only in the Full Game.). Additionally, region-specific symbols are explained in the Rules section of your Storybook . **If you encounter a symbol that is not explained in any of these places, do not worry.** Some rare symbols are only referred to on other game elements, such as Story cards or Technologies. If you run into them before you learn how they're used, simply ignore them.



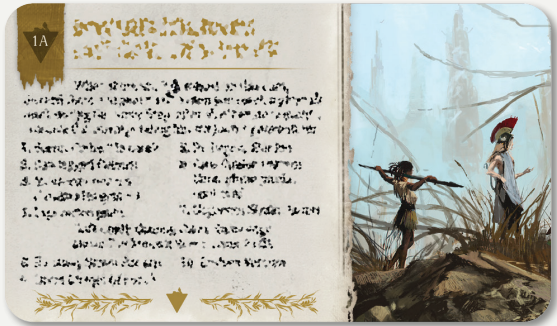
Abridged Map legend



Progress node with a seasonal Progress, and a Progress token

Progress  nodes are seasonal nodes—so one-time use—that grant you  tokens. These tokens represent your efforts and gathered information, and are used for a variety of activities. Chiefly, you'll place  tokens on Story cards, which chart the main story—and your main goals—for each region. However, you've yet to receive your first Story card!

So, instead, take out the *Inward Journey: Last Days of Summer* tarot-sized card from the game box and place it near the Map. You won't get to use it just yet, but whenever you gain , you may always place it on an Inward Journey card (see #44: Inward Journey and Oikos Knowledge). Do it now.



Inward Journey card

44 INWARD JOURNEY AND OIKOS KNOWLEDGE

Inward Journey is a special tarot-sized Story card. If Doom cards tell of the villains' side of the story and normal Story cards are your main quest of the region, then Inward Journey is the story of the Oikos itself, and of Herakles's labors. Every Season will have its own Inward Journey made of approximately twenty adventures.

Oikos Knowledge  is an abstract representation of the general world knowledge and knowledge about your lineage. You never spend it or lose it. Each time you gain , at the end of the current Step you will go on a special adventure from the Inward Journey Story card. These adventures are tied to Herakles's family and offer a wide variety of rewards. You note the current amount of Oikos Knowledge on the Oikos Sheet, in the appropriate space.

Oikos Knowledge is hard to come by, but there is a reliable way to gain it. Whenever you gain Progress , you may put it on Inward Journey instead of the normal Story card. Generally, up to your regional threshold, **every two  on Inward Journey are immediately converted into +1 Oikos Knowledge.** After you reach the regional threshold, this becomes every four —because it also takes 2 Oikos Knowledge to advance (at least until you reach that new region). So, whenever you feel you can spend some , place it on Inward Journey. Just be careful, you win the game by progressing the main story through Story cards, not Inward Journey!

At the start of a new region, you'll gain a second special tarot-sized Story card, called *Mortal Toil* , which will function as a secondary way to use your spare  tokens.

Done? Then it's time to draw another Exploration card, this time from the Wilderness deck. It's *The Old Forest*. Yet another card giving you +1 Threat ! Adjust the Triskelion dial now. The ouroboros window shows '4'—and another adventure .

Before we proceed with that, note also the new peculiar instruction on the Exploration card: "Resolve , or  if  is 9, 10, 11, 12, or 1." This  is called an Adversary symbol. It governs the appearance and movement of the dreaded Adversary Primordial. Each  would move the Adversary one node toward the Oikos—but only if it is already on the Map. If the Adversary is not on the Map—just like now!—you would need two  symbols to spawn it. *The Old Forest* would provide two Adversary symbols, but only if your Threat  was '9–12' or '1'. Your  being '4', the Adversary does not spawn, and the single Adversary symbol is ignored. Whew! Your Oikos is nowhere near ready to face an Adversary...



Adversary symbol, sometimes conditionally based on the Threat value

Ok, let's continue to the adventure prompted by the symbol on the Oikos Triskelion. Read *Monster at the End of the Path* below.

MONSTER AT THE END OF THE PATH

Over the years, the Old Forest has mostly recovered from the Eschaton, but the small temple of Zeus Eleutherios, the Freedom Giver, hidden deep in its dark interior, still bears its scars. A violent quake has shifted the very ground beneath it, making it rest askew, as if it was a beast clambering from the underworld. Broken columns and toppled statues stick out of the scrub like serrated teeth. It looks ready to swallow you whole.

"We'll stay the night," Iolaos states impassively.

"It looks... unsafe," one of you ventures.

"What? Why?" There is oblivious curiosity in his voice. "It's divine ground. The house of your father's father no less. Where else would you be safer than in his loving embrace?" Oh. He's mocking you. "I'll stand watch first," he says, and orders you to set camp between the temple's anta, right on the doorstep. "Do not go in."

Effigies of Zeus surround you. Even with the beard, the resemblance to Herakles is uncanny. Same stare. You know Iolaos brought you here deliberately, to stir memories of Father. See how you react to fear, and anger. See if you're going to snap.

You promise yourselves you won't give him a reason to doubt your resolve, but this night the black dream haunts you again. You thought it gone, or, rather, that you had left it behind, in your home, in your village, with your previous life. Not a chance. Herakles is there, and you are still powerless to stop Him. He abandons you with a smirk. Then, He descends the black steps of the temple, toward... what?

You are wakened by a terrible howl. You all heard it. Except, it seems, Iolaos, who is fast asleep. Was it part of the shared dream? You come to the conclusion it was a portent, and that there is a primordial monster haunting this place. Should you go look for it?

Choose:

- Yes! The portent was a dare. The monster waits in the bowels of the temple. You need to confront it. Enter the temple. You will face a **Courage** . See 0001.
- No. It was a warning, to not follow in your father's footsteps. Instead, you should check the perimeter. The Orchomenean is full of predators, and that sounded like a wolf's howl. Patrol the surroundings of the temple. You will face a **Fury** . See 0002.

0001 The marble steps inside the temple are not black. They're stained dark red. Dried blood. It's possible nobody has come here since the Eschaton. Makes sense—stories tell that the temples were struck first. Hard. Then they became nests for the terrible things known as Primordials.

Like the one you are about to face...

Courage  17+ (see the main Learn to Play text for an explanation on how to resolve the Skill test).

Success: You silence the tiny voice in your head telling you to run and make it to the bottom of the stair. There is nothing down here but broken stones and pottery. Rubble bars further progress. Huh. At least you conquered one monster—your fear of the unknown. Lose -2 .

Fail: Your mind wants to press on, but your body refuses. Supposedly there is an actual monster within you, a Titan. You so desperately want it to come out now, for the rage to quiet the fear. It doesn't. You spin on your heel and lead your half-siblings the way you came. Gain +2 .

Regardless of the result, Iolaos waits for you at the top of the stair, his expression undecipherable. "Found what you were looking for?"





0002 The night is hot and offers your tempers no quarter. Neither do the mosquitoes. Why are you even here? Following a man who claims to be your father's friend, but has no proof, running from "white-clads" you haven't seen, toward dead-gods-know-where. Maybe this is a fool's errand and you're the poor sheep being led to the slaughter...

Fury ⚡ 17+ (see the main Learn to Play text for an explanation on how to resolve the Skill test).

Success: Wolves are not as bloodthirsty as mortals make them out to be. Confronted by a larger group, they would rather flee than fight. Maybe there's a lesson in it for you after all. When you get back to camp, Iolaos is still sleeping. Does nothing wake this man? Lose -1 ♡.

Fail: Your resolve fails you at a crucial moment, and the wolves sense your timidity. One of them lunges at you and you barely have time to shield yourself with your backpack. The fabric tears

Lost in troubling thought, you stumble into a ruins-enclosed clearing. A pair of gray wolves feast on a freshly slain hind. Their gazes are pitiless, and their teeth are sharp.

easily, spilling its contents. The other wolf corners the rest of the Oikos. Right when the animals are about to pounce again, a loud whistle pierces the silence. The wolves flee in terror. Unhurriedly, Iolaos enters the clearing from the camp side. He pockets some kind of wooden whistle. "When I told you not to go into the temple, I didn't mean for you to go wandering outside. Come on, it's going to be dawn soon." Gain +2 ♠.



If you're reading this, you must've reached the Skill test! Let's try it now. The **Firstborn** takes three d10 dice, making sure one of them is the Crit die (that's the white one ♢!).

You are testing the **Courage** ♡ or **Fury** ⚡ skill. At this point most of you don't have any Skill Bonuses (you don't have proper Herakleidai cards yet!), but you certainly have one or two ♡ Supply tokens in the pool. This means that if you're testing **Courage** ♡, your effective target number is 15+ or 16+, regardless of who is the Firstborn. If you're testing **Fury** ⚡, your target number is 17+... unless Shiver is the Firstborn. Shiver has a Skill Bonus of +2 to **Fury** ⚡; for her the effective target number will be 15+.

Finally, remember that **Event card** you drew in the previous chapter, *Summer Sun*? Its effects remain in play until it is discarded and replaced. The effect gave you a flat +1 bonus to all Skill tests. What luck!

Ok, roll 3d10 and... let's fudge the game, as we have a habit of doing, and say you rolled '1', '4', and '8', for a total result of 13 on the dice, and 14–16 when applying the appropriate bonuses. Close, but no

cigar. Fret not. At this point you still have options: just like in Battle, you can re-roll some or all of the dice, at a cost of +1 Fate ♡ per die. Generally, the higher the original result on a die, the lower the effect of a re-roll; thankfully, you rolled a '1', and from that there's no other way than up. Gain +1 ♡ (on your personal Triskelion) and re-roll that die. Hopefully you passed this time—as you can only perform a single re-roll per test (just like during Battle).

If you succeed at a test, you read the **Success:** result, if you fail, you read the **Fail:** result. If both results are featured on the same page (i.e., not hidden from your view), you can check them out beforehand to get a better grasp of the stakes.

Finally, notice that one of the dice was white—that's the Crit die. If you roll a natural '10' on that die, and succeed at the test, you gain +1 Experience ♡ point (not that you have anywhere to mark those yet!). However, if you roll a natural '1' on that die, and fail at the test, you gain +1 Hubris ♡.

Ok, let's go back and finish that adventure!

45 TESTS, SKILLS, SUPPLIES, AND PERSONAL CONSEQUENCES

During the game, you may be asked to **perform a Skill test**—usually there will be a **graphical prompt** showing a colored symbol of the appropriate Skill—**Courage** ♡—followed by a target number 1N+. Generally, it is the Firstborn's duty to perform the test.

To perform a Skill test, take **three d10 dice** and roll against the target number. Add the results, your Skill Bonus and any relevant modifiers. If you roll **equal to or higher** than the target number, you **succeed**. If you roll **lower**, you **fail**. If you're unhappy with the result, you can re-roll tests using Fate ♡, just like you would in the case of an Attack or Evasion Roll, but you must follow the same restrictions: no die can be re-rolled more than once, and all dice have to be re-rolled together. Note that sometimes you may be instructed to perform a test during a Battle as well. This is resolved in the exact same way.

One of the dice rolled during a test is the **Crit die**. If you roll a natural '10' on the Crit die, and succeed at the test, you gain +1 Experience ♡ point. If you roll a natural '1' on that die, and fail the test, you gain +1 Hubris ♡. Re-rolling a Crit die does not negate this effect.

Usurping the Test: Any Herakleides may gain +1 ♡ to take the test in the Firstborn's stead, effectively helping out their sibling. They will gain any personal rewards (for example, +1 ♡) and suffer any personal consequences of that test! This does not force the players to pass the Firstborn token.

Most tests refer to Herakleidai **Skills**. If you have any bonus to that Skill, you apply it to the test result. In a regular campaign, each Herakleides starts with a small bonus to one of the Skills, and a small penalty to another (these are printed on their Herakleides cards). There are six Skills in the game, matched into three colored pairs: **Courage** ♡ and **Cunning** ♢, **Fury** ⚡ and **Wisdom** ♣, **Will** ♠ and **Endurance** ♠.

If there are **Supply tokens** ♡ ♢ ♣ in the Journey Pool that match the color of the test being performed, you **may** decide to use any number of them, before the roll, to gain a +1 bonus to that test per token. Matching **Beast tokens** ♡ ♢ ♣ also provide a +1 bonus per token, but their use is **compulsory**. Used tokens are returned to the supply, called the Journey Bag.

A lot of effects will instruct you to gain Rage ♡, Fate ♡, or Danger ♠. These are the three aspects of the Triskelion used during Battle and outside of it (see the Rulebook, p. ##, for more details) (Only in the Full Game.).

Remember: During the Battle Aftermath, you reset your personal Triskelions to triple zeros. Only **Tides of Fate** can reset Triskelions! This means that when you gain Triskelion stats between Battles, like during the current adventure, these persist throughout the next Battle. In effect, you may start the next Battle in a weaker or stronger state!

46 THE FIRSTBORN AND THE FIRSTBORN TOKEN

It is not easy to determine seniority among an unruly bunch of Herakleidae, especially when some of them are adolescents! And once someone claims it, they won't easily part with it. Such is the sibling dynamic.

The Firstborn is on the frontline of the Oikos. They have to make the tough calls and carry the burden of leadership. **Firstborn** is a game term that basically means “party leader.” Whoever is the Firstborn at a given time, that is, the person with the  token, breaks ties if the players can't reach a decision, and also has to personally perform Skill tests, if the need arises. Usually, any **personal consequences** of a story or test fall onto the Firstborn too.

Beyond the first time (at the start of a campaign), becoming the Firstborn is not really a choice; its succession follows strict rules. Namely, **(1) the Firstborn token will remain with the current Herakleides**

until the game prompts the change with the  command, usually at the end of an adventure.

Then, **(2) the Firstborn token will pass to the next Herakleides in clockwise order**, with whom it will remain until the next showing of the  command, and so on.

Notice that there are two variants of the Firstborn command,  and . The first prompts you to simply pass the token to the next Herakleides in clockwise order. The second indicates that **the Herakleides who passes the token gains an Experience  point**. Most adventures do end with the latter command, providing a steady stream of experience to those characters who resolve them. **Remember: For a steady growth of the Oikos, and a balanced campaign, the Firstborn title has to be passed.**



This symbol forces you to pass the Firstborn token



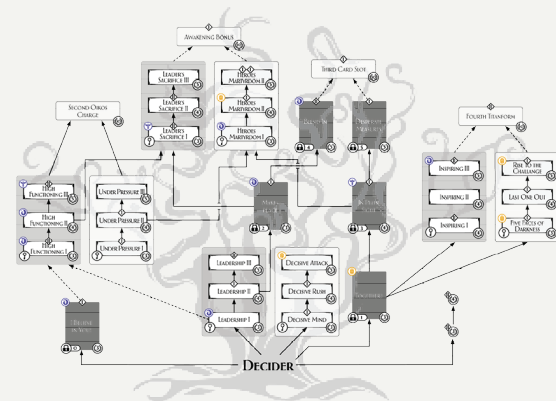
This symbol forces you to pass the Firstborn token and gain +1 Experience point

Do you feel reprimanded? Don't. It's an opportunity to learn about the *Twelve Sins of Herakles* character **Class system**!

Last Days of Summer introduces four starting classes, each loosely corresponding to functions of a family—or fantasy archetypes. These are: **the Decider**, who shoulders the burden of responsibility; **the Protector**, whose duty it is to defend others from external threats; **the Provider**, who keeps the group well fed, well equipped, well prepared, and in good morale; and **the Guide**, who's at the forefront of change, charting a path forward. You will gain access to more classes as the game goes on, and there will be even more in future Seasons.

For now though, there are four. One for each Herakleides in the Oikos. That's another thing, **there can only be one Herakleides with a given class at any given time**. This is because each class fills a specific niche, and while running a party of four Protectors might be fun for a while—the battles would certainly become easier—your campaigns would falter and fail due to shortcomings on other fronts.

That isn't to say that each two (or four!) Protectors will be the same, far from it. Each class offers a wide selection of Battle and Journey abilities, Skill Bonuses, and masteries, allowing you to lean into different aspects of your vocation. If you want to, you may head over to the Storybook, to pp. ##–## (Only in the Full Game.), to get your first look at the various **class progression trees**. Don't worry about all the abilities and upgrades right now, you'll learn about them during your regular campaign!



Decider Class Progression Tree

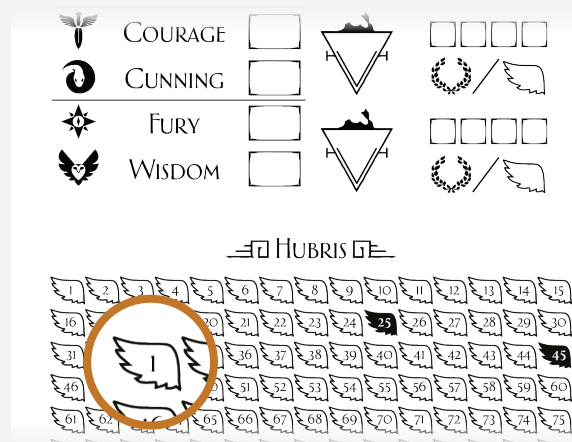
Instead, assign each starting class to a different player/Herakleides, then give those players appropriate black and white Herakleides Sheets (you will find one to photocopy at the end of the Rulebook, as well a printer-friendly version on our website). **Note: Each class has a unique sheet (Only in the Full Game.)!**

Now that you have a Herakleides Sheet, we may finally note the Hubris  and Experience  you've gained thus far. At the bottom of the sheet, you'll find Lifepath for both. You use the Hubris Lifepath to note gained Hubris , and the Experience Lifepath to note gained Experience , as well as to chart your character's advancement. We'll leave that last one for later and focus on the other two.

Each Herakleides who gained any  Universal tokens so far (it's going to be at least one!) marks that many squares on their Hubris Lifepath and discards the tokens.

Once you mark Hubris , it's time to note the Experience  point gained in the last adventure by the lucky Herakleides. **You always note gained Experience  with a right-leaning slash /**. This is because you'll use a left-leaning slash \ to mark spent Experience . In other words, gained experience is marked with /, while spent experience is marked with an X.

At this point have only gained Experience, not spent it, so mark that XP with an /.



Noting Hubris

47 GAINING AND SPENDING EXPERIENCE, HUBRIS

Experience  and Hubris  are two sides of the same coin, and you will gain both constantly. **Experience ** represents your, well, experience, both specific proficiencies, as well as a general worldliness. Spending experience allows you to gain new abilities. **Hubris ** represents your self-esteem, your opinion of yourself, your abilities, and your actions. Gaining Hubris  allows you to perform powerful actions.

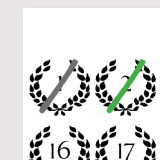
You will need both. A character with high Experience  and low Hubris  is competent, but timid, passive. A character with high Hubris  and low Experience  is arrogant and incompetent. It's crucial you strike a good balance.

When you **gain Hubris ** as a penalty or as an ability cost, you immediately mark it on your Hubris Lifepath. You mark the first box that isn't marked with Hubris .



Gaining Hubris

When you **gain Experience **, you mark with a right-leaning slash / on the Experience Lifepath.



Gaining Experience

You can **spend Experience** only during specific times, usually when visiting a city . When you spend Experience, you choose which node from your class progression tree you want to unlock. Then, starting from the first box that isn't marked with an X, you note the same number of boxes on the Experience Lifepath using left-leaning slashes \. You can never mark a box as spent \, if wasn't gained before / – i.e. you first have to gain experience to spend it!



Spending Experience

Done? Great. This concludes Chapter 2.

That's it for this chapter. Proceed to Chapter 3: Shoulders of Giants when you're ready to continue your journey!

Care for another battle with Herakles?

Second Dream: If you feel you didn't get enough training from the first Battle with Herakles, you may attempt at second one now, with the Second Dream modifiers: you now need to deal 7 Wounds instead of 6, and the *Original Sin* Trait got updated: **Stranding** causes **Crash**. Flip NO TRESPASS sheet. Take the Another Dream sheet—use it instead of the regular Demigod Herakles sheet. Use the Battle Setup at the end of the this book (p. 53) mark the corresponding box on the Demigod Herakles Evolution track, and go back to the Tutorial Battle section only when you need to refresh some rules. **After the Battle, reset your personal Triskelions to triple '0' and discard all conditions and tokens from Titan Sheets, but don't perform the rest of the Battle Aftermath at all (including counting casualties): this one is really just a dream...**

CHAPTER 3: SHOULDERS OF GIANTS

ESTIMATED COMPLETION TIME: approx. 45 minutes

You are eager to show off your skills to Iolaos and prove your usefulness. Too late do you realize it only means more chores. Where at first you were only responsible for setting up camp, now you forage, hunt, scout, and stand guard all night—while the old man sleeps!

“I think we were played,” one of you murmurs grimly, shouldering Iolaos’s pack, taking care not to trip over the tangled roots. It’s hard to trek in Orchomenean’s half-light, even without the added load.

There are queer noises in the undergrowth, and in the thick coat of leaves blanketing the forest floor. You catch glimpses of creatures whisking off the path and scuttling behind tree-trunks. “Black squirrels,” Iolaos says absent-mindedly, as if deciphering your skittish looks. “Nothing to be alarmed about.”

“And if it was something?” one of you asks, remembering that blood-curdling howl. “Wolves, white-clads, a monster, whatever it may be. What then?”

“What then?”

“Yes! We’re unarmed, and you’re very...” you scramble for words, “...seasoned. If they come for us, as you keep telling us they will, what are we to do?”

Without turning his head, he mutters under his breath: “Are you asking me whether you should give in to that dark voice? Let its fury spill into the world?”

The words hang uncomfortably in the cool air.

“No. You’re nowhere near ready. The rage could consume you.”

“But how can we—”

“Most quarrels can be resolved by means other than violence. That is a tool you reach for only when all else fails.”

There was no discussion after that.



We’ve ended the last chapter on the black Progress node. From here paths diverge: the northern path leads to a black Sanctuary node, while the southern path takes you to a black Gaia Seed node. However, there is an symbol on the southern path. means the path is **restricted**. Unless you possess the means to traverse such a path, i.e. another game component that provides an effect allowing you to traverse it, you cannot travel along such a path.

So, although the Gaia Seed node is tempting, you can only travel to the Sanctuary node to the northeast. Let’s do it now. Don’t forget to draw and resolve a Wilderness Exploration card while you’re at it! The card shows another close encounter with the Adversary, and another Threat.

However, in-between those two, this card has its own effect, which you resolve right after the Adversary symbols, and before gaining. It reads: “Least likely Herakleides gains +1 **A**.” That’s going to be one of the Herakleides with the least amount of Danger **A**, so, depending on how this Learn to Play has progressed so far, one of the three or four of you. Whenever there’s a tie, the least likely title goes to the Herakleides closest in clockwise order to the Firstborn token holder. So, who’s it going to be?

48 LEAST LIKELY HERAKLEIDES

In some cases, the game will ask for the **least likely Herakleides**. The least likely Herakleides is the one with the fewest of whatever is being gained or the most of whatever is being lost. For example, when gaining Danger **A**, the least likely Herakleides is the one with the least amount of **A**. Conversely, when losing Rage **Ω**, or Experience , or Hubris , the least likely Herakleides is the one with the most Rage **Ω**, Experience , or Hubris , respectively.

In the case of a tie, it’s going to be the Herakleides closest to the Firstborn in clockwise order. If one of the tied Herakleidai is the Firstborn—they are the least likely.

“Yes! We’re unarmed, and you’re very...” you scramble for words, “...seasoned. If they come for us, as you keep telling us they will, what are we to do?”

Without turning his head, he mutters under his breath: “Are you asking me whether you should give in to that dark voice? Let its fury spill into the world?”

The words hang uncomfortably in the cool air.

“No. You’re nowhere near ready. The rage could consume you.”

“But how can we—”

“Most quarrels can be resolved by means other than violence. That is a tool you reach for only when all else fails.”

There was no discussion after that.



That done, you gain +1. The ouroboros window shows another Oikos Rage symbol. Move the Oikos Rage dial one space forward.

Now that that’s done, let’s resolve the Sanctuary node. Sanctuaries (along with Workshops and Cities) are what we call advancement, or downtime, nodes. This only means they are **resolved after the Exploration Draw, and after a potential Threat Battle** (if there is one happening). You’ve resolved the Exploration card already, and there is no Threat Battle, so you can proceed to the Sanctuary node.

Sanctuaries are places of solace, peace, and rejuvenation. They can be something as simple as a hot spring or a cozy secluded glade, or something more involved, like a welcoming inn at the crossroads. The bottom line is: sanctuaries allow you to release some pent-up tension and refocus your efforts.

Resolving a Sanctuary node is **always voluntary and allows you to lower by 1**.

Flip Shiver’s Child card—it shows the most common Oikos Actions available.



Basic Oikos Actions

As you can see from the new rules reference card, to resolve a Sanctuary node you need to perform one of the Oikos Actions, intuitively called “Seek Sanctuary.” That, in turn, requires you to gain (“pay”) +1 Oikos Fate. Doing so will lower your Oikos Rage by 1. That may not seem like much, but there are only a few precious places you can lower, so, permitting, you should always consider taking advantage of them.

Depending on the progress of this Learn to Play, you have either 2 or 3; not necessarily alarming, but you have the to spend. Resolve the “Seek Sanctuary” action now. Oh, and one more thing: **Sanctuaries are usually diamond-shaped seasonal nodes, which means that they are one-time use only. Once you resolve a Sanctuary node, discard the Sanctuary token from it as a reminder it has been used.**

You’re back to having only a single viable path—one leading to a **black Workshop** node. Let’s move there now. Workshops are advancement nodes, so you resolve them after drawing the Exploration card (unlike, say, Gaia Seed or Progress nodes).

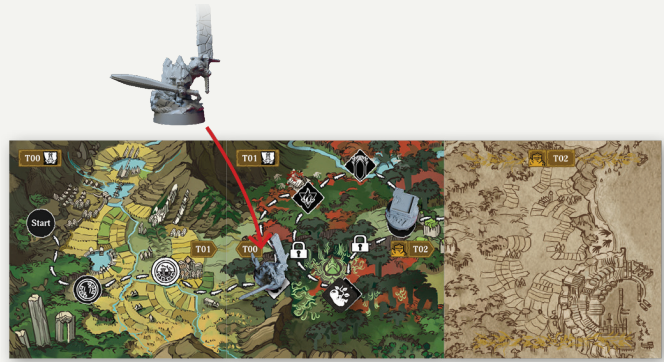
You know what to do! Draw another card from the Wilderness Exploration deck. It should be card #7, *Megalithic Ruins*. This card will, yet again, net you +1 (we promise, not all Exploration cards are like that!), prompting you to go onto another adventure, but there is something more important happening this time.

Check the Adversary symbol box. It reads “resolve, or if 5, 6, 7, 8, or 9.” Lo and behold, your is exactly 5. This means you have to resolve 2 Adversary symbols, which leads to an **Adversary spawn**. (Later in the game you’ll encounter even more powerful symbols, which can spawn the Adversary outright!)

Each Season has its own Adversary. For *Last Days of Summer*, it’s *Orthros, the Bloodhound*. Take Orthros’s Journey miniature out of the box. Whenever you are forced to spawn the Adversary, you

place it on any node **three nodes away from the Oikos** (unless there is no such node, at which point you’d place it on the furthest possible node).

There’s only one node that fits that criteria, the white Gaia Seed node way back to the west. Place Orthros on that node. **Note that when the Adversary spawns, it does not move.** Any subsequent this phase though is fair game. You have to hurry—at this point you’re no match for Orthros...



Spawning the Adversary

Iolaos’s worst fears have come to pass: something much deadlier, and immensely more powerful, has picked up the Herakleidai scent. Time is running out... proceed below, to the *It Follows* adventure!

IT FOLLOWS

The howl tears through the night sky, taking you back to that first night at the temple. It is both alike and unlike that of a wolf. It’s closer than the last time you heard it. “What—, what could it be?”

Iolaos feeds the bonfire another branch, lingering before answering: “A beast of hunger.”

“You said that like you know of it.”

“I do. I have seen it. It, and the carnage it caused.”

The fire cracks and pops.

“You don’t think...”

“It has tasted Herakleidai flesh before.” His words leave no space for doubt. “It is coming for you.”

The bravest of you smiles cockily, as if to spit in the face of this grim revelation. “Then it seems we’ll have to awaken the Titan power within us after all.”

Iolaos turns to them, a strange shine in his eyes. “Child. This thing eats Titans. Our only hope is to reach the shore before it catches up to us.” He pauses, considers your predicament. Then: “But we may not make it. Hm. Pack your things, we need to move, now.”

The pace Iolaos dictates is so frantic that it leaves you no time to think. Hours pass before you realize you’ve changed direction—in- stead of continuing east, toward the shore, you’ve veered off south, back into the Old Forest. “What gives, old man?!” Nerves start to get to you, and the questions come out harsher than you intend. “You’re trying to get us killed?”

“On the contrary.”

You notice the forest around you has thinned somewhat, and is now

dotted with giant moss-covered boulders. You remember Iolaos calling them “glacial erratics,” whatever that meant. “Here.” The old man points to a crevice in one of the stones and hands you a torch. You begin to protest, declaring you won’t hide from danger, but he insists. And when Iolaos insists, he brooks no opposition.

What at first glance appeared a mere slit opens up into a spacious cavern. Its floor is unnaturally even, as if flattened, and the rock walls have been cut deep, and with precision, creating alcoves with places to sit and stone benches to place things on, and a hearth to kindle fire in. Strewn about are heavy stone tablets, meticulously chiseled out to serve as molds for metal tools, swords, spear tips. This room was a kiln once, an aeon ago. Yet, something is not quite right, to the point you think your eyes are playing tricks on you in the darkness. And then, as you approach one of the benches, you realize what’s been bugging you. The scale. It’s all wrong. “What in the...” one of you exclaims, giving voice to your collective bewilderment. This was a kiln for giants!

an inscription above the hearth reads.

“So you have not heard of the Bronze People.” Iolaos fills the silence with his measured cadence. “Once upon a time they lived all over Hel- las. There’s not many of them left, none in Boeotia.”

“Then no wonder we haven’t heard about them!” one of you retorts. “What were they like? Were they similar to Titans?”

“Titans are not people.” The harshness in Iolaos’s voice surprises you. “They are monsters set upon the world to torment mortals. They are nothing alike. Now...” He points to the other side of the cavern, where

a giant stone wheel has been set in the wall, perhaps to regulate water or air flow. “I’ll need a hand with this. If that monster catches up to us, and we—you—have to fight that thing, I will not send you out unarmed.”

“But you—” one of you stutters, “you said we were not ready—”

“You are not,” Iolaos says with the utmost conviction.

“But you said—”

“I know what I said. And I loathe to think of what you might become. But that there is a monster, and you have the right to live just as anyone else. Enough talk.”

Nice. You’ve just discovered a Bronze People workshop and some of their forgotten crafts. These will allow you to craft Titan Gear at Workshops... eventually.

Notice that the adventure told you to put these three Craft cards into your **Projects deck**. The Projects deck shows you the arts and techniques you’re on the verge of discovering, but are not quite there yet. When a Craft card is discovered, it is moved into the **Workshops deck**. You can always tell which Crafts should end up in the Projects deck by checking all the “leads to” boxes from the Craft cards in your **Workshops deck** (or, in the case of these three starting Crafts, the bottom of the current Oikos Sheet). In essence, each time you **discover** a new Craft, you also add further Craft cards to the Projects deck, creating a “tech tree” of sorts.

Ok, but how do you discover Crafts to begin with? That’s simple. The adventure told you to perform three Discoveries. Each time you are told to perform a Discovery, you simply move a card from the Projects deck to the Workshop deck (and then add new cards to the Projects deck).

So, you gained three new projects, *Crude Flint Weapons*, *Petrified Wood Weapons*, and *Crude Armor*, and made three discoveries: move these three Crafts from the Projects deck to a new deck, the Workshops deck. Then, take the cards *Crude Support Equipment* and *Basic Sea Weapons*—your current Craft cards lead to them—and add them to your Projects deck.

You’re now set for crafting (if you want to learn more, see box #49: Projects, Crafts, and Discoveries).



Cards in the Workshops deck



Cards in the Projects deck

This adventure is a bit different. There are no choices, tests, rewards, or penalties here. Instead, take the following standard-sized Craft cards: *Crude Flint Weapons*, *Petrified Wood Weapons*, and *Crude Armor* (their backs are showing, respectively, *First Grave*, *Ancient Felling*, and *Giant Shell Midden* Workshops). They will form the basis of your Projects deck. Then, perform three Discoveries (see below).



49 PROJECTS, CRAFTS, AND DISCOVERIES

Simply put, you use Craft cards at Workshops to make weapons and armor from resources you salvaged from Primordials after Battle.

Your Crafts fall into two categories: those you have discovered (Workshops deck) and those you can discover (Projects deck). These correspond to both sides of a Craft card. The Projects deck represents all the potential discoveries you can make. To add cards to a Projects deck, you need to look at all the “Leads to:” parts of your current Craft cards. You may freely peek at the Craft cards in your Projects deck before you decide to discover them, but you may only use those you have already discovered.

You can discover new Crafts only when you are told to make a Discovery. Discoveries usually come from battling Threat Primordials. Whenever you are told to make a Discovery, choose a card from the Projects deck and move it to the Workshops deck. Note that some Craft cards may have several requirements (for example, the *Crude Support Equipment* card requires both *Crude Flint Weapons* and *Crude Armor*). **You can only discover a Craft if you fulfill all of its prerequisites.**



Both sides of a Craft card: a Project and a Workshop

In short, whenever you make a Discovery, you choose one Craft card from the Projects deck and add it to the Workshops deck. It is considered discovered. Then, you check the “leads to:” box of that card and add all the appropriate cards into the Projects deck.

50 GAINING RESOURCES

Usually, you gain resources immediately after a Battle, during the Battle Aftermath. When you win a Battle, you need to gather the Universal Wound Deck—consisting of 12 cards—as well as all three (I, II, and III) BP decks of the Primordial you’ve just fought.

Next, you shuffle the **Universal Wound Deck (Double Wounds side up)** and **draw 6 cards**. Check the symbols in the upper right corners—these are **resource symbols**, i.e. . You gain these resources and note them in the appropriate place on the Oikos Sheet.

The resources coming from Universal Wound Deck are **basic: Bones, Hide, and Organs**. These resources are ubiquitous, and you will be using them throughout the entirety of *Twelve Sins of Herakles*.

However, each Primordial yields additional, unique resources. That’s where the BP decks come in. **Draw three cards from the BP I deck, two cards from the BP II deck, and one card from the BP III deck**, check the upper right corners for resource symbols and note the appropriate resources on your Oikos Sheet.

That’s all there is to it.

Note: If you *lose* a Battle, you’ll gain fewer resources (see Rulebook, p. ##) (Only in the Full Game.).

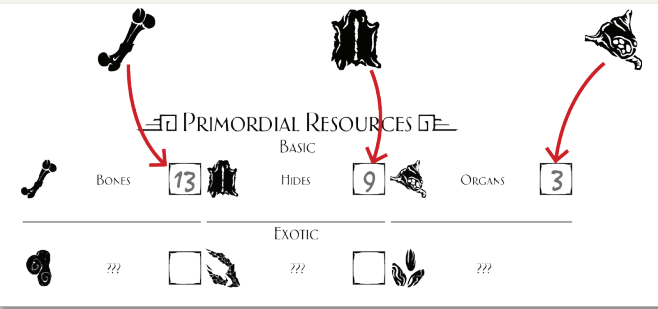


Gaining resources

Note that each unique resource also doubles as a basic resource. Basic resources may not be as valuable as unique ones, but they are needed nonetheless, so whenever you’re running short on basics, check your uniques: maybe you can sacrifice some.

There are some additional rules concerning resources gained from higher level Primordials, and those gained after a Battle Defeat, but you don’t need to bother yourselves with those at this moment.

Now that you’ve learned how to do it, you probably want to simulate gaining resources from Herakles... But there is just one problem. Herakles doesn’t yield Primordial resources! So, instead, assume you found these in the kiln, and simply gain the following: 13× Bone, 9× Hide, 3× Organ.



You gain these resources

Ok, now we can finally resolve the Workshop node and do some crafting. Note the Workshop node is round. This means that it is multiuse and you don’t have to worry about its availability.

Just like Sanctuaries, Workshops are advancement, or downtime, nodes. They are **resolved after the Exploration Draw, and after a potential Threat Battle** (if there is one taking place).

Workshops are places where the Bronze People—or Bronze Peoples, as some claim—practiced their ancient crafts of carving, smithing, stonework, and more. Now, after untold time has passed, the Herakleidai are rediscovering these forgotten sites and putting them to use once more.

Resolving a Workshop node is **always voluntary and allows you to craft as many Gear cards as you have resources for**. As you can see from the reference card, to resolve a Workshop node you need to perform one of the Oikos Actions called “Craft Gear.” That, in turn, requires you to gain (“pay”) +1 Oikos Fate.

Resolve the “Craft Gear” action now.

During crafting, you can only craft Gear from Craft cards that you have discovered—in other words, only from the cards in your Workshop deck. There are three such cards in your deck: *First Grave*, *Ancient Felling*, and *Giant Shell Midden*. Together, these cards allow you to craft a plethora of Gear cards: *Flintkatars*, *Flintblades*, *Flintslings*, *Petrified Treeshields*, *Petrified Tree Clubs*, *Petrified Speartrees*, *Shell Breastplates*, *Siren Bucklers*, and *Monstrous Leathers*. Collect all these cards now. Note that there are two copies of most of them. **You are always limited by the number of card copies provided and cannot craft more.**



At this point, you simply select the Gear you want to craft, pay their cost in resources (erasing them from the Oikos Sheet), and gain the cards. Our proposed selection, one we'd prepared your resources for, is as follows: 1× *Monstrous Leathers*, 1× *Siren Buckler*, 1× *Petrified Tree Shield*, 1× *Flintkatar*, 1× *Flintslings*, and 1× *Petrified Tree Club*.

Once you're done with crafting, Chapter 3 ends.

Workshops and Gear cards

That's it for this chapter. Proceed to *Chapter 4: Crossing the Threshold* when you're ready to continue your journey!

CHAPTER 4: CROSSING THE THRESHOLD

ESTIMATED COMPLETION TIME: approx. 60 minutes

At first the thought of transforming into Titans and facing the monster thrilled you, but that feeling was as fleeting as the morning dew. When it passed, what was left was a sobering realization that you would have to surrender yourselves to this dark hunger. That even if you did, you might still die. And even if you don't, you may never be the same again.

"The beast is circling around us," Iolaos states with a hint of admiration, surveying the dusking horizon from your lookout atop one of the boulders, not far from the Bronze People kiln. "It'll pass us to the south, then cut off our access to the shore. We'd have to come to it, or go back the way we came." Right into the white-clads hands. "Clever thing. Pack up, we need to slip from this noose. Leave it," he adds, tracing your gaze to the giant weapons.

"Are you serious?" You can't hide your disbelief and... anger? You've

spent two days repairing them, then hauling them outside. Two days to move them a few meager meters! And now you're just going to abandon them, for there is no way to travel with them without turning into a Titan.

"Life is about knowing when to cut your losses," Iolaos says curtly. "Good to learn this lesson early. There is a port town not far from here, Anthedon. We'll head there."

"And?"

"And hope."

Put that hard-earned Gear aside. Maybe you'll have a chance to regain it...



Before you do anything, flip Tremor's Child card—it shows a helpful code and a summary of Arrival (which might come in handy soon!).

51 CAMPAIGN ROUND SEQUENCE

1. **Movement Step (always):** Move the Oikos onto a new node .
- Move between two nodes connected with a path.*
- If you left a  node, leave the Last Visited City token.*
- If you left a Map tile, that tile becomes Explored; remove any remaining seasonal tokens from it.*
- If you moved onto an unrevealed Map tile, flip it face up and spawn any seasonal tokens shown; place the adjacent Map tiles, face down.*
2. **Exploration Step (always):**
- a) Resolve Exploration nodes .
- If there's a token on a  or  node, discard the token and gain the appropriate bonus.*
- If it's a  node, gain +1 .*
- If it's a  node, perform a Beast Check.*
- If there's a token on a  node, you may perform the Hunt Beasts Oikos Action.*
- b) Perform an Exploration Draw .
- Depending on the color of your current node, draw a Civilization or Wilderness Exploration card and resolve its effects. If you're on a City node, you always draw a Civilization card!*
- c) Move the Adversary .
- d) Spawn or move the Typhon (if applicable).
- e) Resolve the Exploration card main effect.
- f) Advance Threat  (if applicable).
- If the Exploration card shows a  symbol, advance  on the Oikos Triskelion.*

- g) Gain Oikos Rage**  (if applicable).
If the Threat's ouroboros window shows an  symbol, gain +1  on the Oikos Triskelion.
- h) Resolve Event**  (if applicable).
If the Threat's ouroboros window shows an  symbol, discard the previous Event card and draw a new one. The Event deck is always shuffled.
- i) Resolve Adventure** (if applicable).
If the Threat's ouroboros window shows an Adventure  symbol, resolve an adventure based on the current Exploration card's Hub.
- 3. Battle Step (conditional):** If you crossed the 12  threshold, resolve a Threat Battle . If another Battle is planned, resolve it.
- 4. Advancement Step (optional):** Craft Gear, seek Sanctuary, visit Cities .
- If you're on a Workshop  node or a Sanctuary  node with the corresponding token, you may resolve the corresponding action.*
- If you're on a City  node, enter a City (starting with **Arrival**).*
- 5. Story Step (conditional):** If you're on a Story  node, someone has an unresolved Personal Story Breakthrough or the Story progression has been triggered, resolve it.
- 6. Doom Step (conditional):** If Doom  progression has been triggered, resolve it.
- 7. End Step (always):** Perform End Step actions and effects .

Care for an additional battle with Herakles?

Third Dream: If you feel you didn't get enough training from the first Battle with Herakles, you may attempt it again, with the Third Dream modifiers: you now need to deal 8 Wounds instead of 6, each BP card has +1 🌀 (place a positive AT (🌀) token near the BP deck as a reminder) and the Original Sin Trait got updated: **Stranding** causes **Crash**. Take the Another Dream sheet—use it instead of the regular Demigod Herakles sheet. Use the Battle Setup at the end of this book (p. 53) mark the corresponding box on the Demigod Herakles Evolution track, and go back to the Tutorial Battle section only when you need to refresh some rules. **After the Battle**, reset your personal Triskelions to triple 'O' and discard all conditions and tokens from Titan Sheets, but don't perform the rest of the Battle Aftermath at all (including counting casualties): this one is really just a dream...



Positive AT token

Ok, you finished your last campaign round on a black Workshop node. The sole path leads east, into the unknown. Let's move.

Remember, whenever you move onto an unrevealed tile, you flip it. Do so, then seed any seasonal nodes with appropriate tokens. Finally, something new: whenever you **leave a Map tile**, it becomes **explored as a whole**. This means that any unused tokens still left on that Map tile are removed, even though you didn't have a chance to use them. If you later return to this node, you won't trigger that symbol. Such is life. Remove the Gaia Seed from the node that was inaccessible because of the restricted path; at least it's from a node you couldn't reach anyway...

You've moved onto a black seasonal Hunting Ground node. Just like Gaia Seed and Progress nodes, and unlike Workshop and Sanctuary nodes, this one is resolved before you draw an Exploration card.

Hunting Grounds are places abundant in game (and fruit!), and are perfect for replenishing supplies. Resolving a Hunting Ground node is **always voluntary and allows you to draw 3 tokens from the Journey Bag**. As you can see on the reference card, to resolve a Hunting Ground node you need to perform one of the Oikos Actions, called "Hunt Beasts." That, in turn, requires you to gain ("pay") +1.



Supply and Beast tokens

Before you resolve this action, you need to prepare your Journey Bag! See #52: Journey Bag to learn how.

52 JOURNEY BAG

The Journey Bag holds various tokens accumulated during play, mostly Supply and Beast tokens that help players during tests, as well as a few No Game tokens.

The starting bag is made of 3, 2, 4, and 1, 4, and 1, and 4, and 1 tokens.

Players draw tokens from the Bag with the Hunt Beasts action, or when another effect instructs them to. Drawn and tokens are placed in the Journey Pool, while No Game and tokens are returned to the bag.

Supply tokens used during a Skill test are automatically returned to the bag (remember, using is voluntary, but is obligatory).

Other, more specific tokens will be added to the pool as the game goes on. These tokens will have their own rules about drawing, adding, and removal.

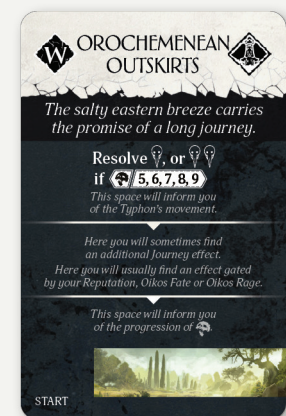


Composition of the starting bag

Have you created your Journey Bag? If you're missing a few tokens, they may still be in your Journey Pool (and they should stay there!). OK. Perform the Hunt Beasts action (gain +1) and draw 3 tokens from the bag. Remember, you add all, and Supply tokens to your Journey Pool, while any drawn tokens are returned to the bag without effect.

Supply tokens are a great way to boost your chances in Skill tests, so it's always good to have a few in reserve. What's more, regular hunting decimates the populations of wild beasts roaming the land, which will make beast encounters less frequent (you'll soon learn what these are!).

Once you're done, draw the last Wilderness Exploration card. It's card #8, *Orchomenean Outskirts*. No Threat this time! However... the Adversary will move 2 nodes, closing the distance between it and the Oikos. Move the Orthros miniature to the Progress node and then to either the Sanctuary node or the Gaia Seed node—Adversaries ignore any path restriction.



Orchomenean Outskirts card

There's nothing more to do here, so let's take the path to the white Doom node. Doom, that sounds ominous, right? It is. However, you don't have a choice.

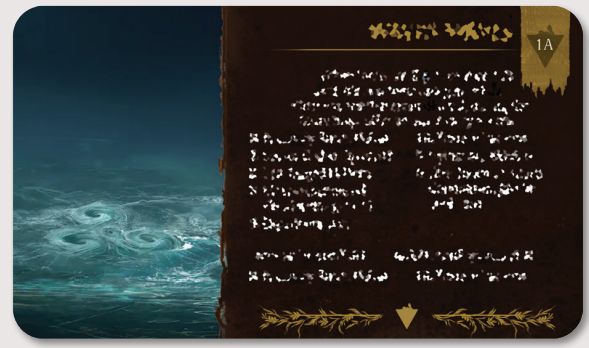
Doom nodes are another type of node you resolve before the Exploration Draw, and they are always round—you resolve them each time you enter them. In this case, you simply gain +1 and place it on your current Doom card (see #53: Doom Cards and Doom Symbols). You don't have a Doom card just yet, but that's not a problem: excess from a Doom card is always moved onto the next Doom card, so **place the token in the Journey Pool and move it onto the Doom card as soon as you gain one**.

53 DOOM CARDS AND DOOM SYMBOLS

Doom cards represent the encroachment of evil. As with all great villains, those populating the AT:TSOH world don't sit idly by to see how events unfold. They try to actively shape them. This is represented by the mechanic of Doom tokens.

Each time you enter a Map node with a symbol, place 1 Doom token on your current Doom card. Once the conditions on the card are met, during the Doom Step, flip the card over or find the correct passage in the Storybook. **Note:** There are other ways to gain, like adventures and some battle effects, so watch out!

Time is a precious commodity in *Aeon Trespass: Twelve Sins of Herakles*. Don't waste it: evil never sleeps. If you reach the end of the last Doom card of your current region, that's it: you've lost the campaign and evil has triumphed!



Doom card example

It's time for the Exploration Draw. Your card is Remote Homestead. It shows a single symbol, so you have to move Orthros onto the Workshop node. It also instructs you to gain +1.

However, it also has its own effect, which you resolve before gaining. It reads: "Resolve an effect based on your Reputation with the Local Faction:" and then lists several conditions and their effects. Let's untangle this.

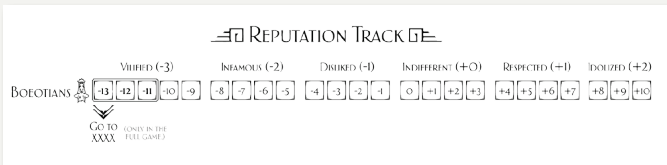
Look at the top left corner of your current Map tile—there's a new symbol there: T00. It's a Boeotians Faction symbol (see #54: Factions and Reputation), meaning that this area is under the control of that Faction. Note that almost every region is controlled by some faction! And even if it isn't, nature itself—or some other force—claims ownership. Whenever a "Local Faction" is mentioned, check your current Map tile to see who that is exactly.

Faction symbol space

Your Local Faction is the Boeotians, the rightful authority in this ancient land you are trying to escape from. You may have had some dealings with them already, right? Let's mark your starting Reputation with them.

Take the Oikos Sheet and find the Tutorial Reputation track. If A2 is marked on the **Choice Matrix**, mark '+0' on track. If A1 is marked, mark '-1'.

Notice that the tracks are divided into Reputation Thresholds, such as **Respected**, **Indifferent**, or **Disliked**. Whenever you see the following instruction: "Faction: Reputation +/- X" (e.g. "Boeotians: Reputation +1"), it means that you have to change your reputation with the named faction by either gaining or losing X on the track. Keep this in mind!



Reputation track

Whenever you see an instruction like the one on your current Exploration card, check the Reputation Threshold you're currently in, and apply the appropriate effect. So, if your current Reputation is +0, the Boeotians are **Indifferent** to you. Consequently, each Herakleides gains +1. If your Reputation is -1 though, you've already ruffled some feathers, and are **Disliked**. In such a case, you need to gain +1 as a group, which is a more severe penalty.

54 FACTIONS AND REPUTATION

As you approach the more populated coast, you are going to encounter various factions, each staking their claim on Hellas. This is represented by Local Faction symbols such as the one you can see on your current tile. You are soon going to learn more about the factions of Minos's Reach from story events and adventures of your first campaign.

A faction symbol is always found in the top left corner of a Map tile. It has no effect of its own, but may—and will—interact with other game elements.

Your standing with a faction is called **Reputation**. It's a two-way measure of opinions, those held by a faction about you, and yours about that faction. Whenever you gain or lose Reputation with a faction, simply mark the change on the appropriate track. Note that as your standing increases or drops beyond a certain threshold, you will **gain a constant bonus or penalty to any Skill tests performed on Map tiles controlled by this faction**. On top of that, building a strong reputation may bring unforeseen boons and greatly influence the story, whereas a negative relationship could have equally dire consequences. Choose your allies carefully.

After resolving the Exploration card effect, let's get back to. You've gained another +1, which you should indicate on the Oikos Triskelion. This results in another Event symbol. Draw an Event card.

The card is ominously called *Foreign Contagion*. A strange trireme with a skeleton crew has called into port in Anthedon. They speak not of what happened to them in their homeland, or during the journey to Boeotia, or, crucially, what gave them those strange, symmetrical scars on their cheeks.

Ominous.



Foreign Contagion card

First, quickly resolve the Reputation effect. The card reads: “**Infamous or worse:** Always apply Exploration card gated effects.” This kind of effect checks your standing with the Local Faction. You’re nowhere near being infamous in Boeotia, so you skip this effect entirely.

Then comes another effect: “Perform a Beast Check 🐾.”

55 BEASTS AND BEAST CHECKS

Hellas was always a dangerous place, but it became even more dangerous after the cataclysm known as the Eschaton, when the gargantuan Primordials appeared and ended the age of the Olympian gods.

These giant monsters are an existential threat to all mortal settlements—and mortal civilization as a whole. They are also seen from many leagues away.

These are not the only type of Primordial that has appeared though. There are smaller creatures too, faster, less... visible, on the global scale, but not less deadly to mortal settlements—they are still monsters, after all.

Finally, there are also mythical creatures of old, your sacred birds, giant fish, and dire lions. Primordials took their food chain niche and are quickly hunting them to extinctions, but, for now, they are still here, driven more desperate, encroaching on civilizations fringes.

These smaller Primordials and mythical creatures are collectively called **Beasts**.



Marauding Gegeton Beast Encounter card

Whenever a game tells you to perform a Beast Check 🐾, or you simply see the Beast Check symbol 🐾 (like on a Beast Territory Map node), you have to perform a Beast Check to see if some of the wild creatures of the land have started to become problematic for locals (and you).

Whenever the game asks you to perform a Beast Check, draw 3 tokens from the Journey Bag. If at least two of them are Beast 🐾 tokens, new strange Beasts would appear.

Draw 3 tokens from the Journey Bag now and study them. Let’s fudge the game a bit and say there’s no Beast tokens.

After performing a Beast Check, return all tokens to the bag.

To perform a Beast Check, draw 3 tokens from the Journey Bag. If at least two of them are Beast tokens (Beasts are the reverse of Supply), new strange Beasts appear. When this happens, draw a random card **from the bottom** of the Beast Encounters deck, then add it to the appropriate Exploration deck. Also, place the corresponding Beast miniature in the Journey Pool—as a reminder of which Beasts now roam the land!

Whenever you draw a Beast Encounter card during an Exploration Draw, you simply resolve it. Note that, unlike other Exploration cards, Beast Encounters both force you to draw another Exploration card and are simply discarded (not removed) from the deck. This means that, if you don’t deal with Beasts in a timely fashion, they will begin to show up more often.

To get rid of a given Beast, i.e. to remove its card from the Exploration deck, you simply need to face the Threat Primordial that preys on them—or is otherwise linked to them—in a Battle. To check which Primordial this is, look to the “**Food Chain:**” section of the Beast Encounter card (it will show the linked Primordial) or the Primordial Sheet (it will show the linked Beasts).

Note: To get rid of a Beast from your deck, you need only to face the linked Primordial in Battle, you don’t have to actually defeat the Beast (or the Primordial for that matter). The creature that is higher in the food chain will take care of the rest.

When you face a Primordial while a linked Beast is roaming the land, that Beast will be added to that Battle (see Rulebook, p. ##) (Only in the Full Game.).



Beast Battle card

The new Event card replaced the old one (*Summer Sun*), which is discarded back into the Event deck. As long as *Foreign Contagion* is the active Event card, you will have to be mindful of your status with the Local Faction.

That’s it for the day. Start the next campaign round by moving onto the white Beast Territory 🐾 node. The Beast Territory 🐾 node is round, which means you’ll trigger it each time you move onto it. Just like the Gaia Seed 🌱, Progress 🏹, Doom ⚡, and Hunting Grounds 🐾 nodes (and unlike the Workshop 🏠 and Sanctuary 🏠 nodes), the Beast Territory 🐾 node is resolved before you draw an Exploration card.

Resolving a Beast Territory 🐾 node is easy—you simply perform a Beast Check! Draw tokens from the Journey Bag, check them, and return them to the bag. Regardless of the actual draw, let’s assume you drew 2 Beast tokens of the same color. Beasts will start to roam the land!

Usually at this time, you’d draw a random card from the bottom of the Beast Encounter deck and shuffle it into the appropriate Exploration deck. However, for this tutorial, simply take the *Marauding Gegeton* Beast Encounter card and place it on top of the Civilization deck. Also, place the corresponding Beast miniature—the Gegeton—in the Journey Pool, as a reminder of which Beasts now roam the land!

As you now have to draw an Exploration card from the Civilization deck... draw that Beast Encounter. It’s a perilous one. First, it forces you to move the Adversary one node toward you. Do it now. Then, it says to place 1 Escalation token into the Journey Pool. This means you would start the next Threat Battle with an additional Escalation. That would make that Battle significantly harder—thankfully, there is no Threat Battle in this Learn to Play, so you may ignore this effect.



Escalation token

Finally, observe the *disposal text*: “After resolving this card, discard it, then draw another card.” This card ends on the Civilization Exploration discard pile. When the deck is shuffled, it would be shuffled back in. This makes this card a permanent fixture of your Civilization deck—that is, until you face the Gegeton’s Food Chain Primordial: Orthros.

As the Marauding Gegeton card instructed you to draw another Exploration card, do it now. It’s Civilization Encounter card #11, *Anthedon’s Farmland*. The card does not advance 🏹, and it even provides you with a free Supply token from the bag... however, first you have to resolve the Adversary Activation. Move Orthros one node closer, onto the Doom ⚡ node. The monster is so close you can feel it nipping at your heels...



Anthedon’s Farmland card

Ok, you’re on the final stretch—that’s the port town of Anthedon before you! Move onto the large City 🏠 node.

City 🏠 nodes trigger each time you move onto them. However, they are advancement (“downtime”) nodes, like Workshops 🏠 and Sanctuaries 🏠. This means you have to draw an Exploration card first.

Cities are always Civilization nodes, so draw the last Civilization Exploration card, *Anthedon Coast*. It has a gated effect: “🐾 7+: Gain +1 🐾.” Your 🐾 should be much lower, and the *Foreign Contagion* Event does not come into effect as your Reputation with the Boeotians 🏠 is higher than Infamous.

That leaves the Adversary Activation. Oh no. Your current 🏹 level enhances the effect, so you have to move Orthros two nodes toward you, which would take them right onto your node. This, in turn, would trigger an Adversary Battle at the end of this Step—one you would not win.

That is looking grim.

There is one chance though, the Cover Your Tracks Oikos Action. It’s right there on the Oikos Action Reference card, but we put it in gray italics, so it didn’t disrupt the flow of the game before. You can use it now—gain +1 🐾 to lower the Adversary Activation by 1, from ‘2’ to ‘1’. You’ll leave Orthros just beyond the city gates!

(Only in the Full Game.) Alternatively—though we do not advise it!—you may let Orthros catch up to you and resolve the Battle at the end of this Step. Again, we do not recommend it, as, even with the 🏹 from the Bronze People kiln, you are no match for him (you don’t even have individual Herakleides cards yet!). If you insist on diving headlong into the Battle (like Herakles probably would), discard *The Hand That Fed* Trait during Setup. Any consequences of this Battle, for good or ill, will carry over into your first Twelve Sins of Herakles campaign. Note: The Battle uses some rules not introduced in this Learn to Play, which you will have to look up in the Rulebook.

PULL OF THE MOIRAI

Your luck ran out a day's journey from Anthedon. Torrential rain has drowned the poorly maintained highroad, forcing you to seek shelter within nearby hills. "Barrows or some such," Iolaos tells you, as you wade through ankle-deep mud. "Plenty of places to hide. Rain should mask our scent. We may yet pull through."

"Yet?"

Beneath the sky black with night and trembling in the lash of storm, you find a cave, half-swallowed by ivy and thorns, the work of nature, or ancient grave robbers perhaps, the old stones would not tell. Air hangs thick with the scent of deep earth and the memory of roots, and something else, something you cannot quite put your fingers on. Something not quite right.

Nevertheless, rain smites the ground in unrelenting fury, and the cave offers a safe haven. You take a step forward... "Wait!" Iolaos hisses, spear in hand, his stance suddenly low, aggressive. A shadow moves within the cave. "Light, now!" The torchbearer kindles a lone flame, barely does it flicker before Iolaos snatches it and throws inside. The light arcs a trail against the creeping black—and the thing it hides.

A thing of many giant hands, grasping at air, clasping each other, twisted in unnatural shapes like the boughs of a crooked tree, or the

venomous heads of the mythical hydra. Even the rain cannot wholly swallow the sound of knuckles cracking.

"Back..." Iolaos kisses through clenched teeth. "Back..."

The howl pierces the night like thunder. It booms so close that your ears pop, and the soundwave makes you stagger. The Primordial within the cave answers with its own cacophonous roar and jumps forward, past you, onto the monster that has hounded you for the past fortnight.

"Now! Go! Run!" Iolaos tries to shout over the storm, and the giant creatures, now locked in mortal struggle. The earth shakes with their frantic footsteps. "Ruuun!"

And you do. You run, and you run, and you don't look back. Only when it stops raining, and the sun cuts the horizon, do you allow yourselves to stop. Some of you collapse to the ground, others sway on shaky legs, trying to catch your breaths. "What... was... that?"

"Your lucky break," Iolaos gasps. "A pull of the Moirai." Before any of you come up with a suitably brash retort, he points east. Down from the olive-clad hills, there lies the shining edge of the sea—blue as polished sapphire. Nestled upon its curve, surrounded from the coast by a high wall, is the port town of Anthedon.

You made it.



Anthedon City node and partial code

Some components in the game will carry a **partial code** on them, in the format of X*X* or *X*X (for example, the town of Anthedon has the code *0*2). Another component will have a **matching decoder** (right now you'll find yours on the back of Tremor's card). When you have both, you can complete the code, which will give you a paragraph number in your Season's Storybook. Note that some codes you can complete and resolve as soon as put them together, while others require you to be in a specific place. As a rule of thumb, if the partial code is printed on a Map tile node, you have to be on that node to resolve it (such is the case with the Anthedon code).

56 MATCHING CODES

Aeon Trespass: Twelve Sins of Herakles is full of secrets and interactive elements, and the code matching mechanic is a big part of it. Usually, you will be provided with at least **one decoder**, situated on your current Story card. This decoder will be mostly used to match with City codes when you arrive at a city.



Partial code and decoder

Whenever you complete a code, you look for it in the Storybook. If you matched it correctly, i.e. if there is such a code, it will be marked with a symbol. **Important: If you match a symbol and go looking for a code, and there is no such code or the code doesn't have the symbol, you immediately gain +1 .** Don't look for codes blind!

Anyhow, your completed code is 0012. Handily, the paragraph you should read is right below.

0012 Arrival: Saltswept Anthedon
Crowned with a wreath of salt and of high walls wrought from blocks of sun-baked limestone stands the port town of Anthedon. Buildings stack one atop the other in tiers, their whitewashed walls catching the morning light. None who are well-traveled in the lands of Hellas would call it grand, but for you, barely out the doorsteps of your homes, it is a majestic gateway.

Ships crowd in the embrace of the sickle-curved harbor: slender-bowed triremes with eyes painted upon their prows, merchant galleys from Crete and Nubia, and smaller vessels laden with amphorae of oil, wine, and grain.

A few things happen when you enter a city (see #57: Entering a City). First, gain +1 **Unavoidable Doom** . Unavoidable simply means you cannot use any effect to negate it, not that you currently have any means to do so.

57 ENTERING A CITY

Each time you enter a City , you have to perform a series of routine tasks called **Arrival**.

Cities aren't safe for the likes of the Herakleides—each time you visit one of these bustling settlements, you signal to your enemies where you are and what you're doing. This is called **Looming Doom**, and forces you to gain +1 **Unavoidable Doom** . Unavoidable simply means you cannot use any effect to negate it.

Then, if you haven't visited this particular City—or have visited another City in the meantime—you perform **Respite** and **Rest**. Rest is simple, it **lowers your by 2**; you also **regain all the charges** from your **Journey Ability cards**.

Respite is different. It represents a passage of time, changing of seasons, weather, circumstances. In essence, Respite **renews** the world Map **by flipping all tiles facedown** (save the one you're currently on). The Map does not exactly go back to being undiscovered—you can still see the Map card backs forming a topological image of the land—but it does rob you of some gameplay information. It does offer you a chance to resolve all those diamond-shaped seasonal nodes

Yet the most impressive is that outer wall, bruised and beaten by many a beast, but unbroken since the Eschaton.

You feel safe here.

The short Arrival paragraph will help you immerse yourselves into the place you're visiting, but it may also contain additional mechanical instruction, so be sure to pay attention!

Resolve Arrival (see #57: Entering a City).

After that, you perform **Respite**: flip Map tiles T00 and T01 (but not T02) facedown. Not that you'll be going that way anytime soon...

again (remember, each time you flip an unrevealed Map tile, you are populating its nodes with seasonal tokens).

Respite has one additional effect: it **removes all other tokens and miniatures from the Map tiles you're flipping, including things like the Adversary!** If the Adversary would be removed in this way, you'd gain a special *The Game is Afoot* card, which would force you to restart the pursuit when you leave the City's tile. The one tile that does not flip is the one with the City . This one is not refreshed. If the Adversary has made their way onto this tile, it will not be removed. It's too close, it can smell your blood...

Finally, after all this is done, you are free to explore the City, spend experience—this is the only time you can actually do that!—use Herakleides Abilities, and prepare for the next Journey.

You will **Depart** at the beginning of the next Campaign Round: when you do, you leave the Last Visited City token on the City node, and move the Oikos miniature to a new node. **Note:** Due to the Last Visited City token, it is rarely worthwhile to visit the same City two times in a row.

Finally, after all that administrative stuff is done, you can explore the City, develop your character, and use abilities. One problem: you don't have actual characters yet, just nameless children!

Let's change that. Take the 8 tarot-sized Herakleides cards out of the box (Only in the Full Game.). Each Herakleides offers a small Skill Bonus and a penalty, as well as a powerful **Innate Talent**, a bothersome **Vice** and a fate-defying **Virtue**. **Innate Talents** are special abilities (some used during Battles, others on the Journey map) with their own requirements and costs. On top of everything else, using an Innate Talent uses up **one Oikos Charge** . Finally, once you use a given Herakleides's Innate Talent, it's not usable until the next Chthonic Surge (you don't need to worry about what this is right now, just know it's rare). Vices, on the other hand, are negative, usually passive effects you have to contend with as long as you play that Herakleides—we all have flaws after all.

And beyond all the mechanical doodads, each Herakleides offers a unique, personal story, one that will develop alongside the main story of *Twelve Sins of Herakles*, and one whose outcome will be, for better or worse, shaped by your decision.

Note: Each character also has an accompanying *Personal Story Breakthrough* Event card (see Rulebook, p. ##) (Only in the Full Game.).

Choose four Herakleides as your starting Oikos and pair them up

with the classes you gained earlier. Each Herakleides has a *class box*, but that is a **mere suggestion**: you can freely mix and match characters and classes. Really, you can't go wrong.



Herakleides cards

Once that’s done, note your Skill bonuses and penalties on your Herakleides Sheets, then feel free to read your characters’ expanded introductory story paragraphs (you’ll find the paragraph number in the box at the bottom of the Herakleides card) to get into their skins. Share what you’ve learned with the other players (or not, it’s your character).

There’s nothing keeping you in Anthedon, while you have a million reasons to go. So, let’s go. The Advancement Step ends, and the

Story Step begins. You resolve the Story Step only when something else triggers it: you moved onto a Story  node, one of the Herakleidai has an unresolved Personal Story Breakthrough, or the Story progression from the Story card has been triggered.

Let’s assume you had a Story card from the beginning, and it reads: “If the Oikos miniature is on the Anthedon  node, during the Story Step, see the *Like Father* adventure.” Well, the adventure is right here—read it and say your goodbyes.

LIKE FATHER

Anthedon was never the plan, Iolaos explains. There was a ship waiting for you in a hidden cove, a week’s journey north along the coast, but its duty-bound captain had clear orders not to dally if you failed to meet the rendezvous. He could not jeopardize the safety of his other passengers. “I have told you before, you are not special. Your father sired many children and my obligation is to all of them equally. The ship will take them to...” he hesitates, “the Cradle. Where they may come of age in peace and learn to control their affliction. We will go there too, once I arrange for passage. Stay here,” he adds, indicating the meager room you rented the previous night.

The elation from witnessing the titanic clash of monsters and your subsequent flight deflates quickly, as it dawns on you that Iolaos was not completely forthright before. When he told you you would look for a way to lift Herakles’s curse together, you imagined an adventure-filled journey across Hellas, at the end of which you would confront your father. Instead, what he meant was to spirit you away to some hidden fortress where you would live out your days trying to suppress the dark urge eating at your hearts.

Not exactly the lives of heroes you dreamt about. And no justice for Father’s actions. Anger simmers, and you decide to walk it off—and to see what a port city like Anthedon has to offer—before you are crammed below the deck of some penteconter and shipped off to the middle of nowhere. In truth, this is as far away as you have ever been from your homes.

Some of you are old enough to remember Father speaking of the glory of old Hellas, from before the dark times of the Eschaton. The Olympian Age: marble colonnades, swift triremes, glorious soaring temples, and markets teeming with wonders from faraway lands.

Anthedon is not that. The streets are colorful but run-down, and the crowded market smells as much of foreign spices and olives as it does of bad fish and excrement. The temples have been robbed of their wealth and splendor, and now serve as markets, public squares, or inns. “I say we ditch the old codger and strike out on our own,” the boldest of you proclaims.

“Again with the bluster!” another Herakleides counters. “Go where exactly? Outside the walls, where that monster is waiting for us?”

“We’re Herakles’s seed, for dead gods’ sake! We can easily outrun it.”

You don’t know each other, not really. Blood binds you, that and disdain for your father. And you see him reflected in the others now. The anger. The arrogance. The disregard for what others think. Why did he leave you, and your mother, to be with them and theirs? It’s not fair.

“So you want to run, is that it? You truly are our father’s bastard.”

“Take that back!”

Tempers run high. The discussion becomes heated, drawing furtive looks from some passersby. You feel the rage slowly bubbling to the surface, clawing its way out with each insult.

Check your Choice Matrix:

If A2 is marked, **see 0001**.

If A1 is marked, **see 0002**.

0001 *That is when you wander into a roofed public square, where a sizable crowd has gathered. It takes you a moment to realize you’re inside a former temple—that of Athena, judging by the giant dismembered statue. A man is brought out, his hands tied, face bruised. Those who parade him around are wearing white cloaks. You fall silent, lower your heads, try to blend in. “This wretch is accused of conspiring with titanspawn! Harboring them, feeding them, and helping them escape the rightful justice of mortals!”*

You recognize the man. It is the guard from the village west of the Orchomenean. “Please...” he whimpers, “I didn’t help anyone... I didn’t do anything...”

“Yes,” the leader of the white-clads oozes. “You certainly didn’t. You saw them plunder the stores of your community, and you did nothing. And when asked to identify them, you refused!”

“No! I just couldn’t, I didn’t get a good look...”

“You hear? He didn’t get a good look! And he wasn’t quick enough to stop them. How convenient! And at the same time, two days march from Anthedon, a village was razed to the ground, its inhabitants slaughtered—and eaten! Women. Children. Eaten!” You feel the mood of the crowd shift. “Think on that! Eaten! It could have been you! Just because this one man harbors love for titanspawn!” There are other white-clads moving among the crowd, with giant baskets, handing out stones. “These monsters are out there, because of this one man!”

They might be here now, walking among you. Will we let him get away with it? No! We will not! We will protect our children!” The man is brought to his knees, and the white-clads draw back, giving him some space. “And we will do that by sending a clear message. There will be no mercy for those who collude with titanspawn!”

The growing anger of the crowd assails you. Someone pushes a stone into your hand. It is warm to the touch, almost insists you throw it. The accused man pleads and protests, but his cries are drowned in the roar of this cruel spectacle.

Someone throws the first stone, then another. The man wails in pain. The stones keep coming. You watch. The realization that it is your fault grips your hearts. You robbed the village. You ran from the man. It is your fault. He will die because of you.

Your powerlessness is overwhelming.

Darkness fogs the firstborn’s vision, their muscles begin to spasm, then tear, their blood boils. They wanted to transform into this creature so many times, to face the violence of monsters, and all it took was a few mortal words.

It comes.

The Firstborn gains +1  and +1 . Lose –1 . Boeotians: Reputation –2. **See 0003**.

0002 *That is when you wander into a roofed square, strangely emptied of passersby and merchants alike. The last few stragglers scurry to hide their wares. One of them throws you an anxious look. “Hey, good man, what’s the hurry?” One of you tries to strike a conversation, their apprehension growing.*

The man chances another look, then shakes his head and makes off. As if he saw a... A monster.

Several warriors in white pour into the square from adjoining streets, swords unsheathed, spears raised. “Stand down, filthy titanspawn! There is nowhere to run!”

You are taken by complete surprise. How did they find you, here, of all places? Nobody even knows how you—Oh. That guard from the village west of the Orchomenean. He did get a good look at you. And what incentive did he have to keep quiet about it? “Listen, we’re not who you think—” one of you starts, but the white-clads aren’t here to talk. They aren’t here to apprehend you either.

They rush you, and you find yourselves in a fight for your very lives.

Each Herakleides gains +2 .

You cannot win, of course. They outnumber you two to one, and you have no weapons. No way to defend yourselves. Save... that. The Typhonic Curse. You can turn this around, buy yourself, and the others, a chance. And all it will cost you is to give in to the rage. Which you longed for either way. And seeing the grimaces of fear and hatred plastered on the white-clads faces makes it all too easy.

Darkness fogs the firstborn’s vision, their muscles begin to spasm, then tear, their blood boils. They wanted to transform into this creature so many times, to face the violence of monsters, and all it took was a few mortal words.

It comes.

Lose –1  and gain +1 . **See 0003**.

0003 *When you come to, you’re onboard an old penteconter, slowly edging away from Anthedon’s shore. Your half-siblings are there, so is Iolaos. There is an uncharacteristic softness to his gaze. Worry.*

It’s past midday. “What... happened?”

“You...” Iolaos weighs his words, “you let the creature within you out. No,” he raises his hand in protest, “do not resent yourself for it. It is a curse, one hard to overcome even for those prepared for the ordeal. You were not.”

The transformation, and what happened after, are a blur, even for those of you who witnessed it. It was so violent and fast, and kinetic, like an ambrosia explosion.

“Did I—, did I hurt anyone?”

“None... who didn’t invite it,” Iolaos says. “You’ve destroyed a few houses. Thankfully no one saw you before the change, so when you reverted, we slipped away in the chaos. But you’ve scared scores of people,” he adds, his brow furrowed. “They will remember that for the rest of their lives. How a Titan in mortal skin has almost taken away all they

hold dear. They will teach their children that, and they will learn to fear and hate you.”

“But I didn’t—”

“No. Life’s not fair, heir of Herakles,” he sighs. “Do you now see the reason for my plight? Will you now allow me to escort you to the Cradle, where you can tame your powers, safe in the knowledge that you will not orphan any children or cause more misery to your other half-siblings still out there?”

You look to the wide empty horizon of the Great Sea, scarcely a gull on the grayish sky. So... peaceful.

You do. And you will. “So where are we going exactly? Where’s this ‘Cradle?’”

“Somewhere safe,” Iolaos replies enigmatically, “where Eurystheus will never find you. We just need to skirt the hinterland of the old Minoan Sea Empire, Minos’s Reach, and we’ll be on our way...”



How did you like that? Surprised? *Angered?* You can check the “road not taken” and compare the two paths. As you can see, your previous choices will have unforeseen consequences, sometimes staggeringly so! A2 represented you robbing the village and running away, while A1 was you coming clean for what you may have perceived as the right reasons. In Aeon Trespass nothing is that clear cut. These choices, A1 and A2, have evolved now too: maybe, in the future, they will represent the fate of that old guard—or what you did to those white-clads in that square. The game will never tell you outright what a matrix choice means, it will never hold your hand, so you are encouraged to keep copious notes on your adventures. That’s the best way to anticipate what is to come, to piece together the deeper secrets of the world, and to get yourselves immersed in this legendary journey.

This marks the end of the Learn to Play! Leaving the port of Anthedon, you’ve finally thrown off pursuit—for now. As the ship sluggishly sails toward your destination, the mysterious *Cradle*, where you are

supposed to hide for unforeseeable years, you contemplate your future. Gain 1 Sisyphus Tear as a reward for finishing the Learn to Play. This mysterious Divine Resource will allow you to replay a lost Battle (see Sisyphus Tears in the Rulebook, p. ##) (Only in the Full Game.). You should also reset your stats before you begin the first campaign: set your  to 5 and  to 4, and all Oikos Triskelion stats to 0.

There are still lessons to learn, but you know enough to freely explore Minos’s Reach. Look for Progress  symbols, as gaining too much can spell, well, your doom (see Map Tile Symbols in the Rulebook, on p. ##). Remember to resolve all symbols from the Oikos Triskelion (see Oikos Triskelion, Rulebook, p. ##) (Only in the Full Game.). Go on adventures to gain unique rewards and develop your characters and gather resources to create new weapons and gear in forgotten Bronze People workshops.

Find your Father.

That’s it for this chapter—and the Learn to Play! Once you’re ready, proceed to paragraph 0001 of the *Severed Line* campaign in the Storybook (p. ##) (Only in the Full Game.). Your journey begins in earnest!



You have been directed here from the Carcass Delve. This means you succeeded. Nice! Unfortunately, this story will be available only in the Full Game.

Care for an additional battle with Herakles?

Fourth Dream: If you feel you didn’t get enough training from the first Battle with Herakles, you may attempt it again, with the Fourth Dream modifiers: you now need to deal 9 Wounds instead of 6, each BP card has +1 (place a positive AT token near the BP deck as a reminder) and the Original Sin Trait got updated: **Stranding** moves Herakles 5 spaces now and causes **Crash**. Take the Another Dream sheet—use it instead of the regular Demigod Herakles sheet. Use the Battle Setup at the end of this book (p. 53) mark the corresponding box on the Demigod Herakles Evolution track, and go back to the Tutorial Battle section only when you need to refresh some rules. **After the Battle, reset your personal Triskelions to triple ‘0’ and discard all conditions and tokens from Titan Sheets, but don’t perform the rest of the Battle Aftermath at all (including counting casualties): this one is really just a dream...**



Positive AT token

TUTORIAL BATTLE SETUP

If you’d like to repeat the Tutorial Battle or a future Story paragraph refers you to it, use the Setup instructions below.



Required tiles:

 Strange Tree x1

BATTLE SETUP:

- Standard Preparations:** Perform Standard Preparations (see Rulebook, p. ##) (Only in the Full Game.).
- Primordial Positioning:** Place the Herakles marker (and/or one of the substitute miniatures) on the indicated space, facing right.
- Evolution:** Not performed.
- Additional Setup:** Place 1 Opening and 1 Break token in the Kratos Pool. Place the Uncontrollable Anger Trait card on the Wound Stack space with 2 Universal tokens on it.

AFTERMATH:

Victory: As soon as the 6th Wound is dealt, the Primordial is slain. Proceed to Rewards & Penalties.

Defeat: All Titans died. Gain +1 and proceed to Rewards & Penalties.

Retreat: Impossible.

REWARDS & PENALTIES:

Tides of Fate: Reset Triskelions.

Tides of Fate: Subtract -2 (First Dream only).

Simmering Rage: Gain +1.

Resources: None.

Discoveries: None.

Carcass Delve: Each Herakleides who died during this Battle participates in the Carcass Delve (in reverse death order).

Battle Events: Note gained Experience and Hubris from Battle Events. (Only in the Full Game.)

Casualties: Discard all conditions and tokens from Titan Sheets. Lose -1 for each dead Titan. If you had less than there is dead Titans, note which Herakleidae are reborn as mortals. Note lost Titanforms on the Herakleides Sheets.

Journey: Proceed to Chapter 0 (First Dream only).

