

Trials of the Oracle

Instruction Manual

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SETUP and BASIC MECHANICS

- *Trials of the Oracle* supports as few as two players, and up to six.
- The game includes 62 Item cards, 22 Event cards, 10 Prophecy cards, six stat tracking sheets, instruction booklet, **four** 6-sided dice, **one** 8-sided “Battle Die,” **one** oracle token, a Hydra token, a Medusa token, a Golden Deer token, and six player tokens.
- Each player starts with their own player token at their starting points. Starting spaces with unique colors are marked at each corner of the board.
- When setting up the board, each of the ten landmark spaces should be covered with a star token.
- Before play begins, each player will draw 3 cards from the Item Card deck. After drawing their 3 cards, players will choose 2 they wish to keep, and place them *face-up* in front of themselves. The third card will be shuffled back into the Item Card deck. **If you draw a God’s Item, shuffle it back into the Item Card deck and draw a new card.**

SETUP and BASIC MECHANICS [cont.]

- The eldest player plays first. After they're finished, turn order will move clockwise around the group.
- On their turn, a player may move up to three spaces in any direction. If a player does not move, they cannot reactivate the effect of the space they were on.
- Upon arriving at the Oracle, the player will draw a destiny card and learn their destiny. Players keep this card secret for the rest of the game. Your goal is to complete your own destiny before any other player can complete theirs.

STATISTICS

- All players have 3 distinct stats (Strength, Intelligence, and Agility) which start at 0 when a game begins. These stats can be raised and lowered from item cards and temporary effects, and are used to improve or hinder a player's chances of success at events and in player versus player combat.
- Player stats can be improved up to a maximum of +10 to the given stat, or reduced to -4 to the given stat. Any bonuses or detriments that would go past these limits are not counted.
- **Strength (STR):** Represented by an arm symbol. Used for surviving through activated, unavoidable traps and immediately present danger, as well as dealing damage to opponents or objects.
- **Intelligence (INT):** Represented by a cog symbol. Used to understand mysterious situations, as well as find opportunities using survival instincts.
- **AGILITY (AGI):** Represented by a boot symbol. Used to measure the ability to move, both in situations where players need to dodge and where players need to work quickly under pressure.

ITEMS

- Items are cards that directly increase and decrease the stats of players, or in some cases present a unique or limited effect for certain actions. Every player starts with two item cards as described in the *Setup and Basic Mechanics* section of the rules.
- Items are kept *face-up* in front of each player.
- **A player may drop one item at the start of their turn** unless otherwise specified (Ex. can't drop items as the Doomed).

SPACES

- **Pantheon Spaces:** The Oracle is surrounded by 3 pantheon spaces, which are tied to the *Return a God's Item* destiny. If *any* player visits, they'll gain +1 to all stats for their next event. (Visiting any other pantheons before this boost is used will not extend or empower the boost.)
- **Landmark Spaces:** The board has 10 landmark spaces, marked by stars. These spaces grant one free item to the **FIRST** player that lands on them. Once a space is landed on, its star marker is removed to signify that the item has been taken. These spaces are also tied to a player's potential destiny.
- **Boss Tokens:** When a Boss event is drawn, that Boss' token is placed on the player's current event space. Any player may attempt to complete the given ordeal by landing on that token's space. The token will move if the event is failed, and will disappear if the Boss is beaten.

DESTINIES

- There are ten Prophecy Cards, and each player will receive one from the Oracle, by visiting the center of the board (One of the 18 gray spaces)
- Each player's Destiny is unknown and secret, but the following destinies will be available in each game:
 - 1. ***Overcome an Ordeal*** (*Hydra's Lair, Medusa's Cavern, and The Golden Deer* are rare "Boss" events that have special encounter conditions. Successfully defeat any Boss and return to the Oracle.)
 - 2. ***Build an Arsenal*** (Gather 7 items [including starting ones] and return to the Oracle.)
 - 3. ***Become the Strongest in the land*** (Gain +10 Strength from items and return to the Oracle. Temporary boosts do not count.)
 - 4. ***Become the Wisest in the land*** (Gain +10 Intelligence from items and return to the Oracle. Temporary boosts do not count.)
 - 5. ***Become the Fastest in the land*** (Gain +10 Agility from items and return to the Oracle. Temporary boosts do not count.)
 - 6. ***Dominate your Opponents*** (Defeat other players in combat at least 3 times and return to the Oracle.)
 - 7. ***Return a God's Item*** (Find a God's Item [*Poseidon's Trident, Hades' Crown, or Zeus' Trident*] and return it to any pantheon. You *don't* have to return to the Oracle.)
 - 8. ***Write a Story about your adventures*** (Succeed at 5 events and return to the Oracle. Events done before receiving this destiny do not count.)
 - 9. ***Chart the Continent*** (Visit 6 of the 10 Landmarks on the board [marked by unique spaces and/or star tokens] and return to the Oracle.)
 - 10. ***Doomed***. (Lose 6 events, not including player combat, and return to the Oracle. Additionally, you are cursed and cannot willingly drop any items you have. Events lost before receiving this destiny do not count.)
- Each player should keep their destiny as discreet as possible to avoid other players from finding out and hindering their progress.

EVENT MECHANICS

- Events are triggered by a player landing on an event space, which will make them draw an Event Card from the deck.
- Each Event is labeled with the Strength, Intelligence, or Agility stat. The outcome of the event is determined by rolling a 6-sided die and adding the player's skill bonus in the given stat.
- Events, when done successfully, may reward items or player-specific boosts. Items are drawn from the top of the item deck.
- Some events, when failed, may force the player to drop an item of their choice or lose their next turn. When an item is dropped, its card is shuffled back into the Item Card deck.
- If a player lands on an event space and draws a Boss card, take the matching token and place it on the board over that event space. Until the Boss is beaten, that token's space no longer gives random events. Instead, anyone that lands on it may attempt to fight the Boss.
- If a player loses an ordeal, the token is moved to another event space of their choice up to 5 tiles away. The token cannot be moved to a space already occupied by another Boss, and it cannot be moved to a space with a player currently on it.
- A player with *Hermes' Boots* may use them to complete the *Canyon Crossing* event without rolling. If they choose to do so, they keep their item and automatically succeed at the event.

BATTLE MECHANICS

- If a player chooses to end their movement on a space adjacent to another player, the moving player may start a battle.

- When a battle begins, roll the battle die (an 8-sided die with special symbols on it) to determine what stat is used. The arm is Strength, the boot is Agility, and the gear is Intelligence.
- If the battle die shows a sword, the attacker chooses which stat is used. If the battle die shows a shield, the defender chooses which stat is used.
- Each player then rolls *two* 6-sided dice and adds the skill bonus on the Battle Die (STR, INT, AGL). The player with the higher total wins the fight.
- In the event of a draw, players roll again under the same conditions, including any consumable items used for the first roll (these items expire once the battle has ended). The Battle Die is not rerolled.
- The winning player chooses what happens to the losing player. The winning player can either take a single item of their choice from the loser, or forcefully move the losing player up to 5 spaces in any direction.
- The winner of a battle cannot start a battle against the loser on the next turn. The loser, however, may attempt to fight the winner without this cooldown.

WIN CONDITIONS

- A player wins the game by completing their destiny and then returning to the oracle a second time (except for a player with the *Return a God's Item* Prophecy, who wins immediately once they return the item).
- The game ends once a single player accomplishes their destiny.