

This Quick Start Guide takes around 30 minutes per player to complete. The game can be saved after completing.

Quick Start Guide

Welcome!

Welcome to Arydia! This game is a cooperative adventure that will have you and up to three friends exploring the world of Arydia. The game can be played over any number of sessions and is designed for you to quickly save and store the game between sessions. This guide is here to help you learn the rules of the game in a natural way by playing through an introduction. There is a rulebook that contains the full rules, which you can reference later as needed.

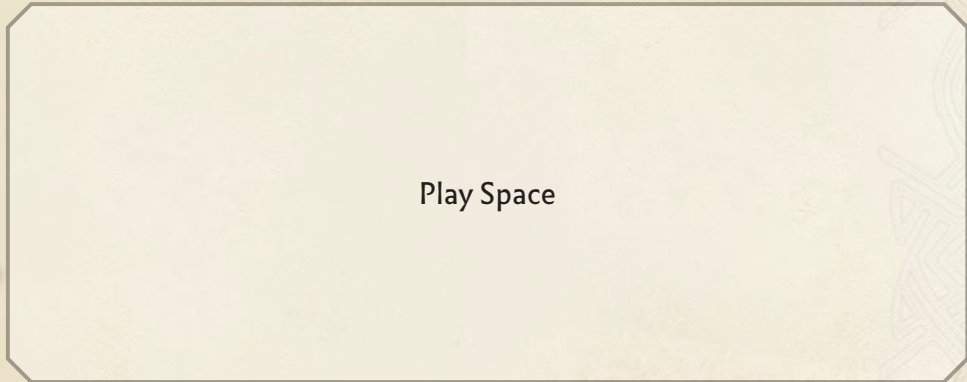
Arydia is full of secret components and surprises, so **don't open or get anything out of the box unless instructed to do so!**



Setup

First, place the 3 punchboards nearby for punching tokens and items as needed. Then, get out these components needed to start:

- 1 Set out the Worldmap (*The Basin*), Party token, and Mode token (Adventure side up).
- 2 Set out the XP and Event tokens.
- 3 Set out the three card indexes, removing the lids.
- 4 Set out the four Area Map boxes (BIG, MED, SML, LNG).



Insert Dividers

These steps only need to be done the very first time you set up the game.

- a Get the 22 card dividers and insert them into the respective card indexes using the Divider Guide on the right (on the right side of this page). Place one Banished card divider at the back of each index.
- b Get the 8 map dividers (2 of each map size) and insert them into the respective boxes using the Divider Guide.



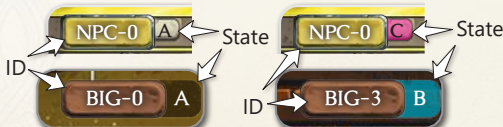
Divider Guide

Place the Active divider directly in front of the first Active card/map (e.g. POI-1 A, or THR-1). Place the Inactive divider directly in front of the first Inactive card/map (e.g. POI-6 B, or THR-13) according to the chart below.

	Active	Inactive
NPC POI EVT KEY	BIG MED SML LNG	All IDs with state A All IDs with states B, C, D, etc.
REF	FOE	No Inactive deck
THR TRV	IDs 1-12	All other cards
DAY	IDs 1-3	All other cards
JOB	None	All cards

Card States

Most cards/maps are identified by their ID followed by their state. Many cards/maps have multiple states, with only one state active at a time.



The Active / Inactive decks come pre-sorted in ascending order. Note: the numbering of IDs is non-sequential, there are intentionally gaps in ID numbers.

Components

Warning: Do not look through cards, maps, chests, or other components unless instructed to do so!



1 Worldmap "The Basin" (triple-layer)



1 Mode token (double-sided)



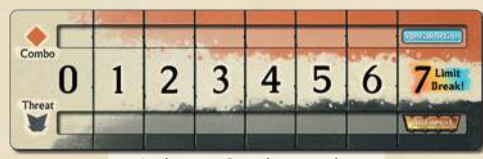
3 Travel tokens (wooden)



1 Party token (metal)



1 Threat, 1 Combo tracker cubes (plastic)



1 Threat/Combo Tracker (dual-layer)



25 'Copper' 1 Kae tokens (metal)



10 'Silver' 5 Kae tokens (metal)



5 'Gold' 20 Kae tokens (metal)



80 Wear tokens (plastic)



40 Armor cubes (plastic)



80 Wound tokens (plastic)



1 Replica Squill (wood)



36 XP tokens (16 1/3xp, 12 5/10xp, 8 25/50xp)



5 Event tokens



1 Chest token



1 Cart token



8 Straw Pathless items



4 Hit Dice



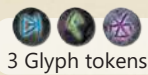
6 Path Base Rings



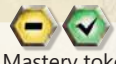
1 Pathless Chest pre-filled with Pathless Items



8 Foe Base Rings



3 Glyph tokens



48 Mastery tokens (double-sided)

Tokens/cubes are unlimited. If you run out, use substitutes.

Cards and Indexes

Warning: Each index is filled with pre-sorted cards. DO NOT change the order of the cards or look through them unless instructed to do so!



3 Card Index boxes with 22 dividers

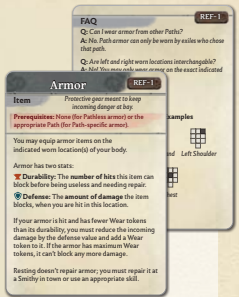
The Divider Guide shows you where to insert the card dividers.



292 Event cards (EVT)



70 Travel cards (TRV)



20 Rules cards (REF)



140 Point of Interest cards (POI)



165 NPC cards (NPC)



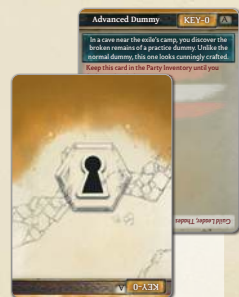
34 Job cards (JOB)



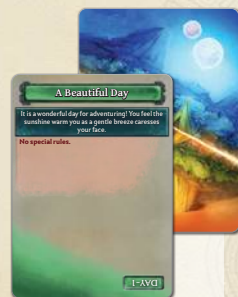
54 Threat cards (THR)



203 Foe cards (FOE)



188 Key cards (KEY)



13 Day cards (DAY)

These items are only used in the Quick Start Guide.



1 Quick Start Guide (what you're reading now!)



6 Combat Examples (1 per Path)



4 Dummy tokens



3 "FOE-CE" cards (included in the 203 FOE cards)



3 "MED-CE" maps (included in the 87 MED maps)

Green Legacy components. Do not open until instructed to do so!



2 FIG boxes (50+ pre-painted miniatures hidden inside)



2 Legacy boxes (Component list inside)



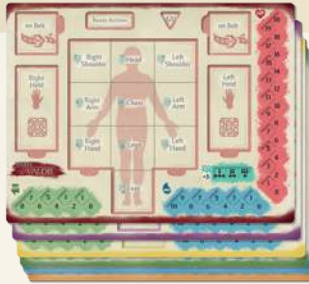
Slipcase with 3 Dossiers (dual-layer)

Character Components



6 Path Slipcases

Each Path Slipcase contains three mats.



1 Equipment mat (6 total)



1 Character mat (6 total)



1 Skill Tree mat filled with Skill tiles (6 total)



6 Path Tuckboxes

Each Path Tuckbox contains:



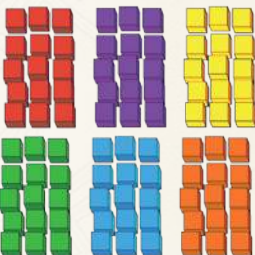
2 Normal Action tokens (12 total)



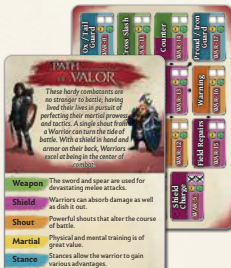
1 Minor Action token (6 total)



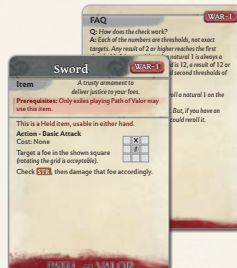
1 20-sided die (d20) (6 total)



15 Marker cubes (90 total)



1 Skill Tree card (6 total)



17 Rules cards (102 total)



12 Starting Skills (2 per Path)



6 Path bodies (pre-painted, 1 per Path)



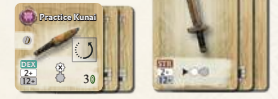
6 Rank tokens (1 per Path)



2 Shield tokens (Path of Valor)



1 Alert token, 6 Trap tokens, 1 Poison token (Path of Shadow)



27 Path "Practice" Items (4 or 5 per Path)



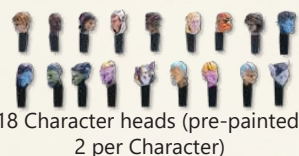
6 Path Chests pre-filled with Path Items (1 chest per Path)



9 Character cards (1 per Character)



9 Character portraits (double-sided, 1 per Character)



18 Character heads (pre-painted, 2 per Character)



6 Title tokens



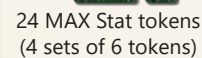
22 Name tokens (double-sided, 4 are blank you can write your own.)



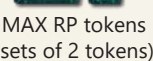
9 Character skills (1 per Character)



20 Level tokens (double-sided)



24 MAX Stat tokens (4 sets of 6 tokens)



8 MAX RP tokens (4 sets of 2 tokens)



12 Stat cubes



120 Attribute tokens (double-sided)

Character Creation

- 1 Draw **EVT-000** from the Active Event deck. Read the first two blue Narration text boxes out loud, as well as the red Rules text. The rules direct you to choose your path.
- 2 Collect each Path card from its tuckbox. Read each description and choose a path, taking the matching slipcase and tuckbox.
- 3 Follow the Path Setup rules on the back of the chosen path's slipcase, then return here.
- 4 Get the Character cards from **REF** in the Index. Choose a Character card and take the matching Character portrait, Character token, and Character skill + Rules card.
 - If you have the *Epic Hunt* expansion, get out the alternate Character skills / Rules cards now.
- 5 Place the Character portrait, Character skill, and Character token face up in the corresponding places on your Character mat.
- 6 Get the MAX Stat tokens and Stat cubes. Referencing the back of your Character card, place each MAX token into your Equipment mat so that your character's maximum **♥HP** / **♣SP** / **♠MP** value is revealed. Then set the Stat cubes on the maximum values. (e.g. if your character has 4 HP, place the MAX HP token covering 5-6, with the 4 revealed, then place the cube on the 4.)
- 7 Get the Attribute tokens. Referencing the back of your Character card, place your three starting Attribute tokens into the attribute slots of your Character mat.
- 8 Choose a Name and starting Title, and place them into the name and title slots of your Character mat.
- 9 Create your miniature by combining the Path body miniature with your chosen character's head miniature (matching the portrait)
 - If you have the *Small Bodies* expansion, you may use an alternate small body for your character instead.

1 Dawn

“...the paths we dare tread.” The words echo in your mind. You blink back sleep as dawn pours into your threadbare tent. Exile isn't nearly as romantic as it sounds. Today is the great thaw - the hunt should start soon. With a little luck, your training will pay off, and you'll be home before harvest.

The last two weeks have been grueling, but your mind and body have begun to toughen. You affix the brass pin to your chest and think about the path you've chosen...

Each player now chooses a Path and creates a character (see the Quick Start Guide). Once each player has finished.

2 Path cards

3 Slipcases

4 Character cards (front)

5 Character cards (back)

6 Tuckboxes

7 Character cards (back)

8 Name tokens

9 Title tokens

Note: Each player must have a unique path and character (e.g. you cannot have two Elf characters or two 'Path of Valor' characters).

XP Cost:	3	5	7	10	15	20	25	36	45	50
LV:	1	2	3	4	5	6	7	8	9	10
Check 1 Stat each Level	Hit Points									
HP	4	5	6	7	8	9	10	12	14	16
MP	2	3	4	4	5	5	6	6	7	8
SP	1	2	3	4	4	5	5	6	6	7
Check 1 Attribute each Level	Strength									
STR	1	2	3	4	5	6	7	8	9	10
DEX	1	2	3	4	5	6	7	8	9	10
INT	1	2	3	4	5	6	7	8	9	10
WIS	1	2	3	4	5	6	7	8	9	10
CHA	1	2	3	4	5	6	7	8	9	10
END	1	2	3	4	5	6	7	8	9	10

5 Reaction

Resourceful

After an exile rolls a d20: Pay **♣** to reroll, using the highest result instead.

6 Practice Spear

Invest

7 STR 1

8 DEX 1

9 INT 1

WIS

CHA

END

Coin Purse

3 Spin Attack

Action Req. Sword or Spear

Make 1 attack vs. all foes:

STR 2-10-18

16 Shield Charge

Minor Req. Shield

3♦ in a cardinal direction. For each foe in your way, push and damage them right **♣** or left **♣**.

9 You can use a Path base ring for better visibility.

6 on Belt

6 on Belt

6 Practice Sword

6 Practice Shield

6 STR 2-12

6 DEX 12

6 INT 12

6 WIS

6 CHA

6 END

6 Coin Purse

6 STR 20

6 DEX 12

6 INT 12

6 WIS

6 CHA

6 END

6 Coin Purse

6 Practice Sword

6 Practice Shield

6 STR 2-12

6 DEX 12

6 INT 12

6 WIS

6 CHA

6 END

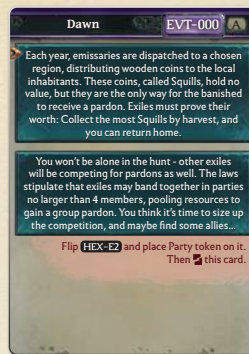
6 Coin Purse

Enter Location

After choosing your path, EVT-000 directs you to flip the card. (This is denoted by the flip icon.)

- 1 Flipping the card over, you'll read through two more blue text boxes. The red Rules text at the bottom of the card instructs you to do the following things:
- 2 Flip **HEX-E2** on the Worldmap, and place the Party token on it.
- 3 Banish **EVT-000** as instructed (this is denoted by the Banished icon). Place it behind the Banished divider in the Index containing the Event cards. (*Banished cards are not needed for the rest of the campaign.*)
- 4 You now choose to interact with the **BIG-0** pointer on **HEX-E2** by taking the Enter Location action. Look through the BIG Area Maps and find the one labeled **BIG-0** (it should be the first one, just under the Active divider), and place it in the play space.
 - a Read the title, and show the artwork to all the players. The soundtrack icon lets you know you may play the corresponding background music at this time (available at faroffgames.com). Read the Narrative text in the blue box out loud, then flip **BIG-0** to reveal the map side.
 - b Each player places their miniature as close as possible to the **HEX-E2** pointer. This is where you enter the location.
 - c Because there is an event on the map, you must place an Event token on it immediately.

The Enter Location action is now complete! You are ready to start moving around the map and interacting with what's on it.



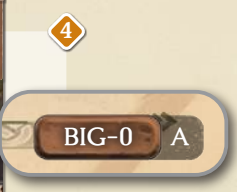
1

Flip **HEX-E2** and place Party token on it. Then this card.



Pushing on the right side of the hex, pop the left side of the hex up. Now flip the hex token over and put it back into its place. Finally, place the Party token on the hex.

HEX-E2 is titled 'Exiles' Camp'. It contains three terrain icons: , , and . It has a pointer for **BIG-0**, and one for **POI-1**. It's a special kind of **Town** hex, called a 'Guild' hex.



Maps are made up of squares. Each square may contain 1 miniature at most. Squares have different kinds of borders, discussed later.



Non-Player Characters (NPC)


Adventure mode (unlike Combat mode) is generally free-form. In Adventure mode, actions can be taken consecutively and without a set player order, so you don't need to count movement. Move your miniature adjacent to **NPC-0**, then take the Interact action to talk to the NPC, which makes you the active player. Before this action continues, other party members may move their miniatures as well. Party members that place their miniature adjacent to **NPC-0** can also participate in the conversation.

The player to the left of the active player is the Guide and draws **NPC-0** from the Active NPC deck. *(When playing solo, you act as your own Guide.)*





- a** The Guide first looks at the portrait and roleplay reference - showing the portrait to the other players and reading the name of the NPC out loud.
- b** The Guide reads the description in the Narration text out loud.
- c** The Guide now reads the Roleplay text out loud, as if they were that character (Thades, in this case). *(It's important to only read what is written on the card and not ad-lib dialogue, as that could confuse the other players!)*
- d** Now you come to the response section of the NPC card. By paying attention to the NPC's dialogue, the other players can now respond to the Guide, asking about any of the topics the NPC mentioned. For this example we will start by asking about the "Guild".

The Guide now determines which topic is the best match based on the player's response. *(e.g. If the response was, "What is this guild you speak of?," the Guide should choose "Guild".)*

- e** If the response doesn't match any of the available topics, the Guide reads the "Any other topic" response. Any text inside of <brackets> is meant to be an acting prompt. *(In this example, <smooth mustache> prompts the Guide to act out Thades smoothing his mustache.)* If the players are still having difficulty after that, the Guide can read the available choices out to the players for more clarity.

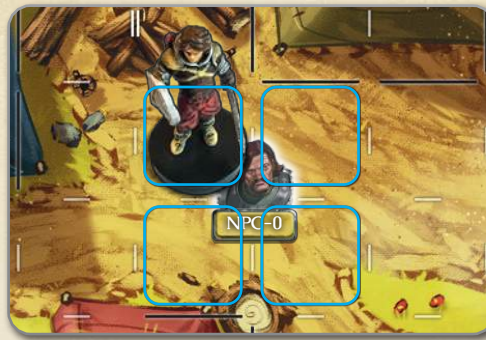
- f** Following the  icon, the Guide flips the card, looks at the back of the card, and finds the matching topic header. In this case, the Guide finds "Guild" and reads until they reach the end of the topic entry.

Once a stopping point is reached, the Guide then flips the card back over and the active player (or any players adjacent to the NPC) may continue asking about other topics, or end the conversation by not asking anymore. Proceed to ask about all the other topics now.

- g** When you get to the end of the Practice Dummy topic, you'll notice the Roleplay Point icon: . **The Guide now gains +1** , placing a  marker from their supply on one of the  RP spaces of their Equipment mat.

- h** When you get to the "Leave" topic, the Guide presents the two options and their consequences to all players before a choice is made. Choose "No" at this time. *(You'll come back to this a little later!)*

Once you've asked about all the topics, end the conversation. You can leave his card nearby since you will talk to him again later.



When a pointer is at the intersection of corners, it is only adjacent to the squares it intersects. Thus, only these four squares outlined in blue are adjacent to **NPC-0**.

Guild Leader, Thades

Human - Man
Demeanor: Gruff
Actions: Rubbing hands

A weatherbeaten man stands here, watching exiles practice. He turns to you as you approach.

"After all that training, the day has arrived. Time to get out there and do the **Guild** proud. If you want a little warm up before you go hunting **Squills**, you can fight the **Practice Dummy** one more time. Let me know when you're ready to **leave**."

Guild 
Squills 

Practice Dummy 
Leave 

Any other topic


<smooth mustache>"Hmmm, that seems to fall outside my recollection!"


NPC-0 

Roleplay Reference
The small bit of text just below the character's name is intended to help the Guide understand the character they are portraying.

Roleplaying
Players responding to an NPC can describe what they do: "My character asks about the Guild." Or they roleplay as their character: "Thades, tell me more about the Guild, please." Doing voices isn't required, but can be fun!

Guild Leader, Thades

NPC-0 


Guild 

"The Guild was established as a means for exiles to prove their value, in order that they might earn a pardon and return home. To this end, guild members work hard for the locals, who give them **Squills**."

Squills




"Squills are small wooden coins, given to exiles in exchange for help. Your goal is to collect the most **Squills** by harvest, in order to receive a pardon."

Practice Dummy

"I was working on a more powerful dummy, one that would really challenge you, but it's gone missing. Anyway, the old one still works fine. When you're ready, head up to the field and I'll get you going!" 


Leave

"You sure you're ready to start the hunt?"




 Yes: Draw: EVT-1
 No: 

RP +3   

Roleplay Points
When making an Attribute check (STR, DEX, etc.), the exile making the check can spend exactly 1  to add +3 after seeing the result in Combat or Adventure mode!

Exiles may hold different amounts of RP based on the size of the party. Use the MAX RP tokens to help you remember how many each exile can hold:

- 1 exile = 3  (no MAX token)
- 2 exiles = 2  per exile (small MAX token)
- 3-4 exiles = 1  per exile (large MAX token)

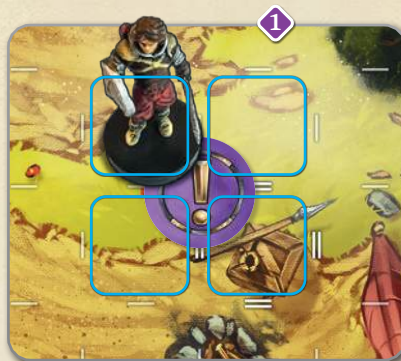
Events (EVT)

While speaking with Thades, he told you to head to the practice field to the north. However, you can't take an Explore action unless the map is cleared.

A map is cleared once there are no foes and no tokens (Event or Chest) on the map. To clear this area, you need to remove the Event token by triggering the event.

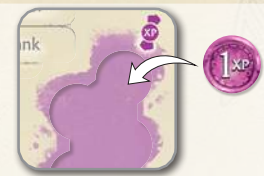
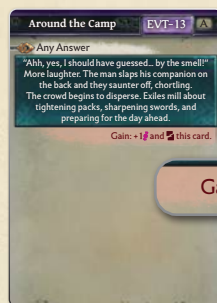
- 1 The active player (*have a new player be the active player if possible*) moves to any space adjacent to the Event token, which will trigger it. Before this Adventure mode action continues, other party members have the chance to move their miniatures. For example, they may decide to move adjacent to the event in order to be able to participate in it.
- 2 When the event is triggered, remove the token and have the Guide draw the corresponding card, which in this case is **EVT-13**.
- 3 The Guide reads the title aloud and then the blue text box. One of the exiles adjacent to the event gets to respond (*not all Events have response prompts, but EVT-13 does*). If the responding players are uncertain about which responses are available, the Guide reads aloud the available Choice text. For this example, an exile adjacent to the event should choose how to respond. (Any choice is fine!)
- 4 The Guide then flips the card as instructed and reads the rest of the card. The red Rules text instructs the players to gain +1 XP. Each exile gains 1 XP token and places it in the XP section of their Character mat. **Any time XP is gained, each exile gains the same amount.**

Finally, banish the card, placing it in the section of the index containing Event cards. The Event is now resolved.



The four squares highlighted in blue here are adjacent to the Event token and will trigger the event.

Event Tokens
Sometimes you won't be able to reach certain areas of the map without triggering an event. This is intentional.



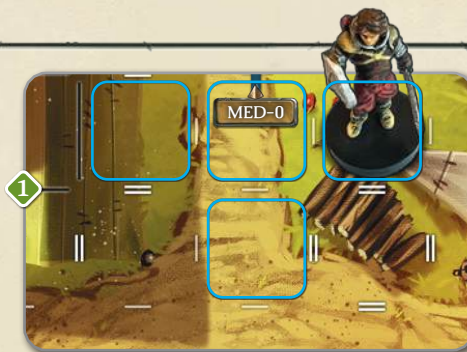
Explore a Map

Now that the map is cleared, you can head up to the practice field! In this example we choose to not interact with **NPC-161** yet, but continue exploring instead.

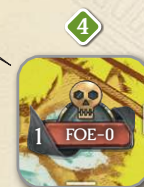
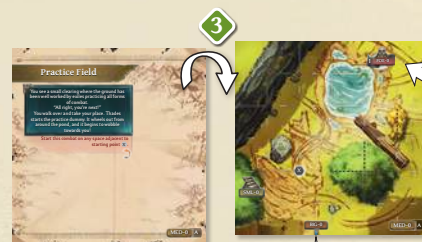
- 1 The active player (*have a new player be the active player if possible*) moves adjacent to the pointer to **MED-0** and takes the Explore action. Since you are still in Adventure mode, other party members have the chance to move their miniature before resolving this Explore action.
- 2 The Guide draws **MED-0** and reads the Narration text and the Rules text for **MED-0**.
- 3 The Guide flips **MED-0**, aligning the **BIG-0** pointer with the **MED-0** pointer.

The Explore action is now resolved.

- 4 The Explore action has revealed a map with a foe on it! Each time a map with one or more foes is revealed, flip the Mode token from Adventure to Combat.



When a pointer is within a square, you are considered adjacent to the pointer if on that square or in a square that shares a traversable border with it. Therefore you can explore MED-0 from these blue squares.



Combat Setup

- 1 Flip the Mode token to Combat.
- 2 Take **THR-1** through **THR-12** (12 cards total) and shuffle them, then place them face down to make the Threat deck.
- 3 Get all four Hit Dice.
- 4 Get the Threat / Combo Track and Tracker cubes. Place each cube on the corresponding 0 space of the track.
- 5 Find all the **FOE-0** cards (1/2 and 2/2). One is an AI card and the other is the Grid card. The AI card provides information about how the foe acts, the Hit Grid tracks the health of the foe. When the Hit Grid is completely filled with wounds, the foe is defeated.
- 6 The **FOE-0** AI card (1/2) tells you to get **FIG-0**. Locate the door labeled **FIG-0** on one of the FIG boxes, open it and retrieve the miniature, placing it on the starting space for **FOE-0**.
- 7 Flip both FOE cards face-up. On the Hit Grid, notice a blue outline on the hit point that's on the 2nd row, right column. This represents an Armored point. Put an Armor cube (blue cube) on this hit point.



You are now ready to begin Combat!

FAQ

Q: If the foe hits an armor which has remaining durability, am I required to use it and thus add a Wear token to it?
A: Yes!

Q: What is this icon:
A: That is a Hit Point (HP). If you wound all of a foe's HP, they are defeated! (See: Hit Grid Details, pg.30)

Q: What is this icon:
A: That is a Critical. If directional damage passes through it, the HP(s) it points to will be damaged!

Q: What is this icon:
A: That is a Weak point. Wounding a Weak point will trigger a specific effect. For this foe, it will increase Threat by +1!

Armor cube on image this point, if like a normal

When you encounter foes with multiple matching miniatures, use base rings to tell them apart.

The level of the foe compared to your exile's level can help you gauge its difficulty. A foe of equal level will be a challenge. A single level higher than you will be difficult. A foe that is two or more levels above you will be very tough! (Maybe think about fleeing and coming back later!)

Foe miniatures are hidden inside the two FIG boxes. Whenever you encounter a new foe, open the indicated door and retrieve the new miniature(s).

This section denotes the size of the miniature base for the foe. There are Normal (1x1), Large (2x1), and Large (2x2) foes. Large foes have special rules for movement because of their larger bases. (see: Large Foes, p.27 in the Rulebook)

Combat Examples

Unlike the more free-form turn structure in Adventure mode, Combat mode carefully tracks turns, movement, and actions. In Combat, foes and exiles alternate turns, with play proceeding clockwise around the table.

- Each player now takes the combat example sheet for their chosen Path.
- If playing with 2 or more players: Get a copy of **MED-CE**, **FOE-CE** from the back of their respective decks in the index, and a **Practice Dummy** token for each additional player.

Simultaneously read and resolve your combat examples. Check to see if other player(s) need any help after each turn and then move on together. **Once everyone has completed their combat example, return here.**

After completing the combat example, you need to reset all your markers, HP, SP, MP, and remove any Wear tokens. Return all **MED-CE**, **FOE-CE**, and **Practice Dummy** tokens - you won't use them again.



Combat Examples.



Additional copies of **MED-0** and **FOE-0**'s grid card are provided so players can play through their combat simultaneously. You can find these copies, **MED-CE** and **FOE-CE**, at the back of their respective decks.

KO'd and Surge

While in combat, if you have **0**♥ HP, you are considered KO'd. Place your miniature on its side to show you are KO'd. As soon as you regain **1**♥ HP, you're no longer KO'd.



While you are KO'd you can't take actions, use skills, or items. Other exiles can try to heal you and remove your KO'd status.

Exiles and foes can move through your space, or even end their move on your space (you get to place your miniature on any traversable adjacent space). Foes will not target you for attacks.

If all exiles are KO'd at the end of a **player** turn, you are Defeated. However, all is not lost if you're KO'd - you can still **Surge!**

Surge

Once per combat when you start your turn KO'd, you may place a Wear token on your exile's portrait and stand your miniature upright. You may take actions as usual, ignoring your KO'd status until the end of your turn.

- If you still have **0**♥ HP at the end of your turn, you return to being KO'd.
- At the end of combat, remove any Wear tokens on your portrait.

Use Wear tokens to track Surges



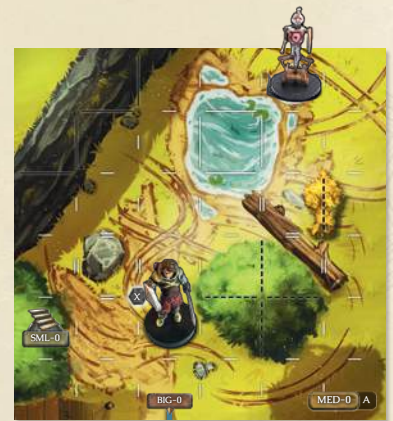
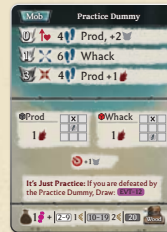
First Combat!

Now that you understand the basics, you're going to actually play through the combat!

Following the instructions mentioned on the back of **MED-0**, each player places their miniature onto one of the spaces adjacent to starting point **X**. (If no starting positions are specified, exiles remain in their current square when a foe appears.)

The exile who explored the new area will begin combat as the active player, first taking a 'Foe Turn' followed by taking their 'Exile Turn'. Play then continues with the player on their left. That player becomes the active player and takes a 'Foe Turn', followed by their 'Exile Turn'.

Keep taking turns clockwise around the table.



Return here after you have defeated the Practice Dummy.

Combat Rewards

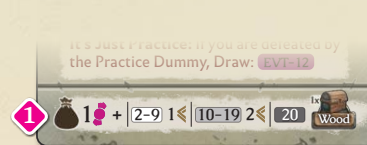
Congratulations on defeating the Practice Dummy! Remove the Practice Dummy miniature from the map, and set aside the Threat deck and Threat/Combo tracker (which will be reset at the start of the next combat).

All stats (♥HP, ♣SP, and ♠MP) remain as they were at the end of combat, and any Wear tokens on armor will persist.

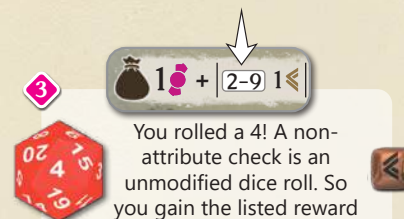
- 1 Now you get to loot the foe! To do so, look at the **Rewards** section at the bottom of the card and follow its directions.
- 2 The **Reward** for defeating this foe is **1** XP and a loot roll! Each exile gets **1** XP, placing it into their XP pool.
- 3 Then one exile in the party rolls one Non-Attribute check. In this example, you roll a 4 and gain **1** Kae from the supply. The party decides who puts the **1** in their Coin Purse.
- 4 With that, you transition from Combat to Adventure Mode. Flip the Mode token to its Adventure side.

Because you have been victorious over the foes on this map, **MED-0** has now been cleared. Once a map has been cleared, **foes and tokens won't spawn here again**. We will explain how to track cleared maps when you leave this location. (If you had fled, or if the Practice Dummy had defeated you, the map would not be cleared and you would gain no loot, so it would respawn when you returned.)

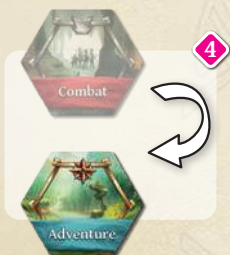
Any exiles at **0**♥HP after combat would normally need to use items/skills or spend a Day to heal (discussed later). For this example, simply gain **+1**♥HP right now.



The bag icon denotes the reward section of the foe's AI card.

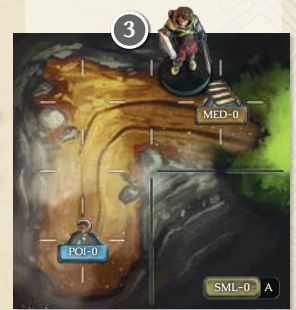
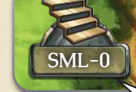


Kae
Kae is the currency in Arydia. You earn Kae by defeating foes or completing quests or Jobs.



Floors and Stairs

- Locations sometimes contain multiple floors. Floors are groups of one or more maps connected to the rest of the location by stairs. The active player (*have a new player be the active player if possible*) moves adjacent to the stairs pointer for **SML-0** and takes the Explore action.
- The Guide draws **SML-0**, reads it out loud, then flips and places the new map in the play space **unconnected to the rest of the location**.
- When you move to a different floor of the location, all exiles must move floors together. All exiles now place themselves as close as possible to the stairs on **SML-0**.



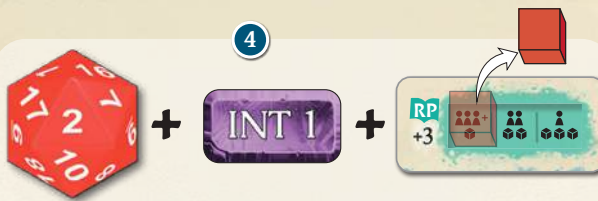
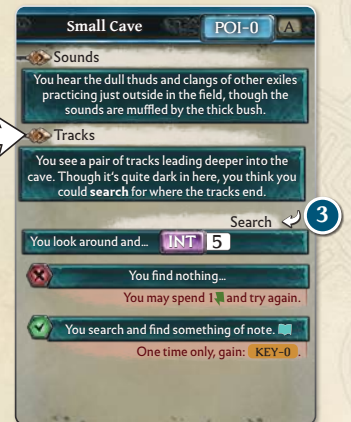
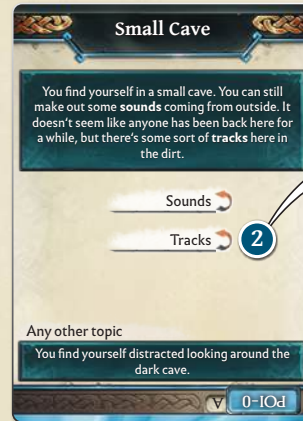
Exiles must always be on the same floor of a location.

Points of Interest (POI)

- There's a Point of Interest (POI) here. The active player, as well as any other players who choose to, move adjacent. For this example, move all exiles adjacent to **POI-0**, then the active player interacts with it. The Guide draws **POI-0** from the Active POI deck and reads it.
- When you choose **Tracks**, you will see a new choice is available. This is called a nested choice. Nested choices aren't immediately apparent on the front of the card. The new option is **Search**.
- Search: Here you'll see "INT 5," which is an INT 5 Attribute check. One exile currently adjacent to the POI may make the check. This is one example of why positioning exiles before taking actions in Adventure mode can matter.
- Choose the exile that earned 1 earlier by being the Guide who portrayed the NPC. (*For this example, assume that exile has INT 1.*) They roll their d20 and add their INT. Let's say they rolled a 2. Adding their INT 1, the result is 3, which would fail the INT 5 check. You need to equal or exceed the threshold of 5 to succeed. After an exile rolls an Attribute check, that exile may pay exactly 1 as a Reaction to add +3 to their roll. Spend the 1 to modify the result. Now, the result will be: 2 (die) + 1 (INT 1) + 3 (RP) = 6. They succeed!
- After successfully searching, several things happen. First, the Guide notices the RP point icon and gains an RP point. Then, you get **KEY-0** from the Active KEY index. You've done everything on this card now, so you choose to end the interaction.



Only these four squares outlined in blue are adjacent to POI-0.



You rolled a 2. Add that to your exile's INT attribute, which in this example is INT 1. The result is a 3, which would fail the INT 5 check. So, you spend 1 RP to gain +3, for a final result of 6, passing the check!



Natural Numbers

A natural number is the number on the die before any bonuses are applied.



Natural 1

If you roll a natural 1 on a check, that check automatically fails and cannot be increased. (*You may still use an ability that allows you to re-roll the check!*)



Natural 20

If you roll a natural 20, you automatically succeed at the check! You also gain a reward based on your current mode or situation.

Adventure mode: You choose to add either:

- Luck of the Battlefield (THR-77) to the Threat deck
- Luck of the Road (TRV-77) to the bottom of the Travel discard pile

Combat mode: Gain +2 Combo.

Looting foes: Gain the Pathless chest listed on the Foe's AI card.

Keys

Keys are shared among the party unless indicated otherwise on the card. Keys represent special key items or information the party has gathered, and are often used to complete quests. Most Key cards have trigger text, which is a specific instance of text that you look for on another component. When you interact with the component that has the specific text, the KEY card will tell you what to do.

1 Notice the trigger text on **KEY-0**: “Guild Leader, Thades.” This is the text you need to find on another component in order to trigger this KEY.

You’ve already met Thades, so you should know exactly where to go to trigger this event.

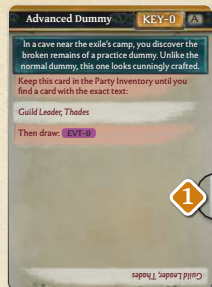
2 Move adjacent to **NPC-0** on **BIG-0**. As soon as you start to talk to that NPC, you see the text “Guild Leader, Thades” which satisfies the trigger on **KEY-0**! You may now follow the instructions on **KEY-0** and draw **EVT-0**.

3 **EVT-0** instructs you to banish **KEY-0**, then get the **8 Straw Pathless** items (they are located in one of the main punchboards) and divide them among players as you see fit. Players can immediately equip items on their Equipment mat when they’re gained.

4 Whenever you gain new items, also get the corresponding Rules cards from the index so you know how your new items work. Referencing the backs of the items, get the matching rules cards from the index: **REF-1**, **REF-2**, and **REF-3**.

5 The exile(s) that gain the Potion/Knapsack immediately fill those items up with 2 markers each (whenever you gain an item that requires markers, it comes full!)

EVT-0 also instructs you to gain 1 XP and banish **EVT-0**. (When you gain XP, each exile gains the XP. Each exile should now have 3 XP).

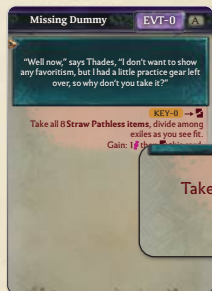


1 Guild Leader, Thades



Guild Leader, Thades

Trigger text can be anywhere on a component, including titles, narrative, or roleplay text.



Take all 8 Straw Pathless items, divide among exiles as you see fit. Gain: 1 XP then banish this card.

The 8 Straw Pathless items are located in one of the main punchboards. They can be equipped by any exile.



These six items are armor, equipped on your body.



5

The Knapsack and Potion can be equipped on your belt slots.



4

State Changes

1 Now you’re ready to leave camp! Continue your conversation with Thades and choose the “Leave” topic, instructing you to draw **EVT-1**.

2 Read through **EVT-1**, following its directions. Each player will receive a unique KEY card based on their character. Normally KEY cards are shared among the party, but these particular Key cards specify that they’re secret from other players.

3 You also see the Rules text **NPC-0 → B**. This directs you to change **NPC-0** to the **B** state. To do so, search the Inactive deck in the Index for **NPC-0 B**, which becomes the active version of **NPC-0**. The version you had up until now (state A) is placed in the Inactive deck. Then banish **EVT-1**.

You’re adjacent to **NPC-0**, so you can talk to them again. Because their state changed, they have new things to say! Talk with **NPC-0** and explore the conversation until the Guide has gained the RP.



1



2 Draw and secretly read, but do not share with other players, a KEY card, based on your character:

- Human: **KEY-HU** Orc: **KEY-OR**
- Elf: **KEY-EL** Felish: **KEY-FE**
- Dwarf: **KEY-DW** Slynn: **KEY-SL**
- Halfling: **KEY-HA** Fae: **KEY-FA**
- Lunari: **KEY-LU**



3



State Changes

Characters and locations can change states as you play - these changes are carried over from session to session, allowing the game to remember what you’ve done over the course of your campaign.

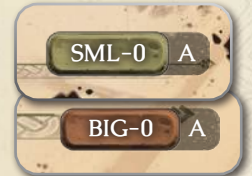
Remember: Just because something changed state doesn’t mean you can immediately interact with it! Some actions will alter the states of locations or characters that are far away!

Leave Location

- Let's leave this location and head out onto the Worldmap to explore further. Players move to the **HEX-E2** pointer on **BIG-0**.
- From there take the Leave Location action: all players place their miniatures on the Mode token, Adventure side up. (*The hexagonal shape of the token helps to remember that you're now exploring the hexes of the Worldmap.*)
- Our location is represented by the Party token, still on **HEX-E2**.
- Put all the area maps and associated cards from these areas back into their respective Active decks, maintaining the ascending order.



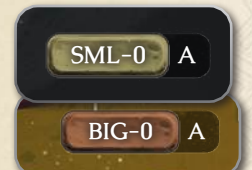
Unexplored Cards: ID on the left.



Unexplored Maps: face down.



Cleared Cards: ID on the right.



Cleared Maps: face up.

For explored/cleared maps and cards, return them to the index face up. Since you have cleared **SML-0** and **BIG-0** (e.g. clearing all tokens and defeating all foes), you return these face up to indicate that the next time you enter, you do not place foes and tokens again.

POI-0 and **NPC-0** are returned to their Active deck as cleared to show that you've earned the RP and can't earn it again.

FOE cards do not have a cleared state, return them to the index as you found them.

Town Actions

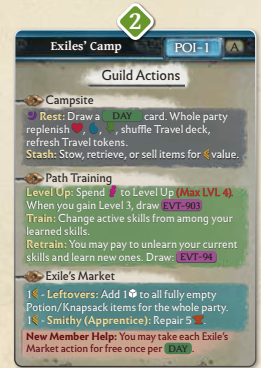
Now you're exploring the Worldmap!

- From **HEX-E2**, you can re-enter **BIG-0** (the Exiles' Camp you just came from). You can also interact with **POI-1** directly from the Worldmap, since it's listed on the hex.
- Interact with **POI-1** now. The Guide draws the card and reads it. **POI-1** is an example of a Town POI, showing all the Town Actions you can take here.

The Town Actions are divided into categories thematically. Different towns have different options, but this town is also the location of the Exiles' Guild and has some special options:

- Level Up:** Spend XP to increase your level.
- Train:** Eventually you'll have more Path skills than you can equip, this lets you choose which ones you have equipped.
- Retrain:** Allows you to unlearn skills and learn new ones.
- a Leftovers:** You can pay 1 (Kae) to add 1 marker to all of the party's empty Knapsack or Potion items.
- Apprentice Smithy:** Pay 1 to repair up to 5 durability for the party. (*e.g. you remove 2 Wear tokens from a Gambeson, 1 from your Shield, and another exile removes 2 from their armor, for a total of 5 Wear tokens.*)
 - New Member Help:** Once per day, you can take both the Leftovers and Apprentice Smithy actions for free! (*A new day begins every time you draw a card from the Day deck. This is explained in more detail later.*)
- b** If you have any Wear tokens on armor from the Practice Dummy fight, go ahead and take the New Member Help now to remove those!

(*Note: Other towns let you pay Kae to refill your Knapsacks and Potions, as well as repair durability, but only the Exiles' Guild lets you do these for free once per Day.*)



Example: The Leftovers action lets you add 1 marker to each empty Knapsack or Potion item. (You do not add 1 marker to Knapsacks or Potions that have any number of markers already on them.)



Level Up

Now take the Level Up town action:

- 1 Looking at your Character card, note that the XP cost for Level 1 is exactly 3 XP (each player should have 3 XP at this point).
- 2 Each exile spends the required 3 XP by removing it from their Character mat and placing them back in the supply.
- 3 Mark* the LVL 1 box on your Character card and place a LVL 1 token in the LVL slot on your Character mat.
- 4 Moving down the LVL 1 column, mark one of the three available stats: HP, MP, or SP. Move the chosen MAX token to the new maximum, then refill all HP, MP, or SP.
- 5 In the same LVL 1 column, mark one of the available six attributes, placing the matching attribute token into the slot as shown.
- 6 The last step is to learn a new skill! You can learn any skill as long as you have already learned **all the prerequisites**. (Prerequisites are any skills with an arrow pointing to another skill.) Take a skill with no prerequisites from your skill tree and place it into your Character mat, keeping it face down. Place a Mastery token, (side up) into the skill tree, to show you've learned that skill. (You may mark the Learned box on the back of your Path card as well.)
 - Each player should find the matching rules card for their learned skill and read through it to understand how it works.

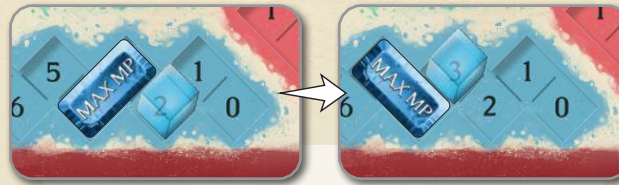
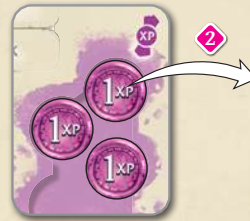
Leave **POI-1** on the table, you'll return here shortly.

Each column on this card represents a level. This is the column for level 1.

XP Cost:	3	5	7	10	15	20	25	36	45	50	
LVL	0	1	2	3	4	5	6	7	8	9	10
Check 1 Stat each Level											
HP	4	5	6	7	8	9	10	12	14	16	18
MP	2	3	4	4	5	5	6	6	7	7	8
SP	1	2	3	4	4	5	5	6	6	7	8
Check 1 Attribute each Level											
STR	1	2	3	4	5	6	7	8	9	10	10
DEX	1	2	3	4	5	6	7	8	9	10	10
INT	1	2	3	4	5	6	7	8	9	10	10
WIS	1	2	3	4	5	6	7	8	9	10	10
CHA	1	2	3	4	5	6	7	8	9	10	10
END	1	2	3	4	5	6	7	8	9	10	10

*Marking A Card

Arydia is designed such that character attributes can be fully tracked using components provided, without marking of cards. However, it is advisable to mark cards in the event components are shifted out of place. You can lightly mark with a pencil so you can erase it after the campaign, or use a clear card-sleeve and a marker. Additionally, character cards are available to download and print from: faroffgames.com



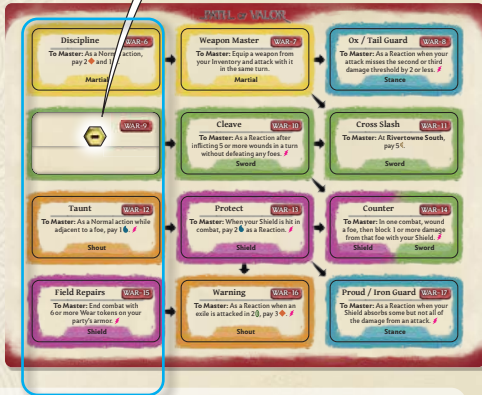
4 In this example, the chosen stat was MP, update your MAX MP from 2, up to 3, then refill all your stats.



5 When you choose an attribute, it is increased to exactly the amount specified in that column. Choosing endurance for LVL 1, you place an END 2 token. If at LVL 2, you choose Wisdom, your WIS attribute will be WIS 3.



6 To remove the skill: Push down on the bottom of the skill tile to pop the top of it up. Place a Mastery token 'learned' side up in the skill tree.



Looking at the Warrior skill tree, there are 4 skills that you could learn at level 1, because they do not have prerequisite arrows pointing at them.

Skill Order

When leveling up, you choose any skill for which you have already learned the prerequisites. For example, if you wanted to learn Warning as the Warrior, you would need Field Repairs, Taunt, and Protect first. You need to learn Taunt before Protect (due to Protect's prerequisite), but otherwise the order is flexible, such as Taunt, Field Repairs, then Protect.

Mastering Skills

A learned skill remains face down and unusable until you have mastered it! To master a skill, you'll need to fulfill the mastery requirement. (e.g. *Smite* reads "To Master: Deal 6 or more wounds in one turn.") As soon as you fulfill the requirement, flip the skill and Mastery token face up, it is now mastered!

Eureka Moment: If the mastery requirement has the Eureka icon, you get an instantaneous, one-time benefit: When mastered, you may immediately use the skill as a reaction, without paying any costs (no MP/SP/Combo spent, no markers spent).

Worldmap Travel

You're now ready to explore the Worldmap!

- a** Get all 12 of the Active TRV cards (these should be TRV-1 through TRV-12) and place them face down.
- b** Get out the 3 Travel tokens and place them colored side up.

The most important rule when traveling is: have fun! The second most important rule is: you may only travel to an adjacent hex **as long as there is a connecting terrain icon**. These are the 7 Terrain Icons:



Travel on the Worldmap consists of:

- Choosing where to travel by placing the Party token on the space between hexes
- Drawing a travel card
- Resolving the travel card
 - Possibly exhausting a Travel token or paying an SP cost to keep it from becoming exhausted
- If the hex is unexplored, reveal it by flipping it over
- Placing the Party token on the new hex.

You are going to stack the deck and do some predetermined traveling to learn how the system works.

Take TRV-1, TRV-11, and TRV-12 from the Travel deck, and place them on top in order, with TRV-1 on top - you'll be using these three cards for the examples. (Normally the Travel deck is shuffled, and you don't know what you'll encounter!)



Travel Tokens

The tokens represent the party's hunger, morale, and sense of direction. If one or more Travel tokens are exhausted, you cannot enter unexplored (face down) hexes.



Looking at connecting terrain icons, you could travel to HEX-D2, HEX-D3 or HEX-E1.

HEX-E3, HEX-F1, and HEX-F2 are all directly adjacent to our current hex, but since there are no connecting terrain icons, you cannot choose to move to those hexes from here.

Travel Example 1

It's time to leave the Exiles' Camp!

- 1 Take the Travel action, choosing to move to HEX-D2 by placing the Party token on the space between the hexes.
- 2 Note that the terrain you are traveling on from HEX-E2 to HEX-D2 is road terrain.
- 3 Draw the top card off the Travel deck (TRV-1) and locate the terrain type you're traveling on (road). Read the flavor text, and the Rules text below that.



The connecting terrain icon from HEX-E2 to HEX-D2 is road.



- 4 Hunger: The first block of rules gives you a choice: each exile in the party pays 1 SP, or the party goes to Famished.
- 5 For this example, you decide to keep all of the Travel tokens ready, so each exile now pays 1 SP (after Level Up, everyone should have at least 1 SP), and the card is now discarded.
- 6 Because you've entered an unexplored hex, you now get to reveal it! Pushing on the right side of the hex, pop the left side of the hex up. Now flip the hex token over and put it back into its place. Finally, place the Party token on the hex.

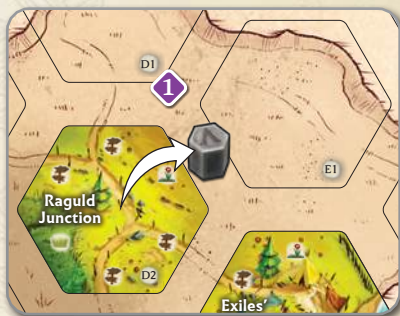
The Travel action is now complete!



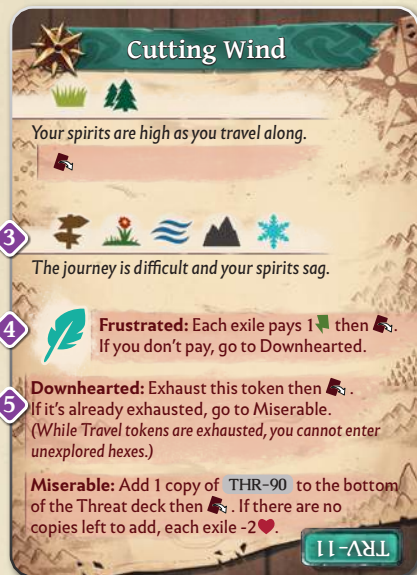
Travel Example 2

The new hex, 'Raguld Junction' doesn't contain any pointers to interact with (not every hex on the Worldmap contains pointers). It does, however, contain terrain icons on each of its edges, so you can travel in any direction from this hex.

- 1 Take the Travel action, choosing to move to **HEX-E1** by placing the Party token in between the hexes.
- 2 The terrain you're traveling on from **HEX-D2** to **HEX-E1** is plains terrain.
- 3 Draw the top card off the Travel deck (**TRV-11**) and locate the terrain type you're traveling on: plains.



2 The connecting terrain icon from **HEX-D2** to **HEX-E1** is plains.



One of the Travel tokens is now exhausted, so you can no longer choose to travel to an unexplored hex until it's refreshed.



Travel Example 3

The new hex, 'Northern Plains' also doesn't contain any pointers to interact with. There are terrain icons connecting northwest to **HEX-D1** and southeast to **HEX-F1**, but you can't travel there because at least one of the Travel tokens is exhausted. **You cannot enter unexplored hexes while any Travel tokens are exhausted.** Travel back to the Exiles' Camp and rest, in order to refresh the tokens.

- 1 Take the Travel action and choose **HEX-E2** by placing the Party token between the hexes.
- 2 The terrain you're traveling on from **HEX-E1** to **HEX-E2** is plains terrain.
- 3 Draw the top card off the Travel deck (**TRV-12**) and locate the plains terrain.



2 The connecting terrain icon from **HEX-E1** to **HEX-E2** is plains.

- 4 Frustrated: Even though you've already exhausted the morale (feather) Travel token, you still get to choose: each exile pay 1 [Stamina], or go to Downhearted.
- 5 At this time, you can use skills or items (such as the Knapsack) in order to gain [Stamina] to pay this cost. Go ahead and do that - spend a [Stamina] marker from the Knapsack and one exile gains 1 [Stamina]. (For this example, any exiles still at 0 [Stamina] pretend you have 1 [Stamina] at this time.)
- 6 You can now pay the 'Frustrated' cost - each exile pays 1 [Stamina], and the card is now discarded. Place Party token on **HEX-E2**.

The Travel action is now complete!



If you had not paid, you would have gone to Downhearted, and since the morale token (feather) is already exhausted, you'd have gone to Miserable. Miserable puts a **THR-90** 'Exhaustion' card into the Threat deck, which can make future combats more difficult!

A Little Help

There was an NPC in the Exiles' Camp that you didn't talk to last time. Let's go talk to him now.

- From **HEX-E2**, take the Enter Location action for **BIG-0**: Draw **BIG-0** from the Active BIG deck; it should be face up, indicating it was previously cleared, so don't place the Event token on it. Place it map side up in the play space and all players place their miniature as close as possible to the **HEX-E2** pointer.
- Move adjacent to **NPC-161** and take the Interact action. The Guide draws the **NPC-161** card from the Active deck and reads it out loud to the other players. Explore each topic and return here when you're done.
 - Don't Scry anything at this time, but remember to talk to Cestasyn if you require help later!

Move to the **HEX-E2** pointer and take the Leave Location action to return to **HEX-E2** on the Worldmap. Place **NPC-161** and **BIG-0** back in their corresponding indexes.



Cestasyn can usually help you track down which hex you're supposed to take a Key to, for a small fee!



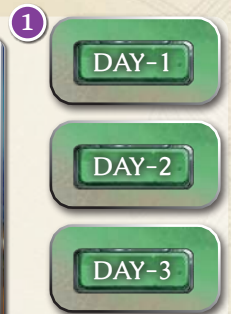
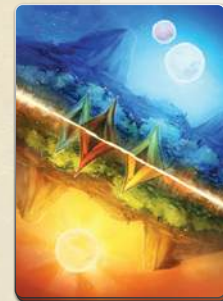
Days and Resting

Let's take a moment to explain the Day deck. The Day deck is used to track the passage of time over the course of your campaign. When you get to the end of the current Day deck, you will be instructed to add the next Day card to the deck, then remake it.

- Get all 3 of the Active DAY cards and assemble the Day deck, ensuring **DAY-1**, **DAY-2** and **DAY-3** cards are face down in sequential order, with **DAY-1** on top.
- Interact with **POI-1** (it should be nearby on the table) and take the Rest Town Action.
 - Resting at the Guild is free, but it doesn't remove Exhaustion cards from the Threat deck. Other towns cost Kae in order to rest, but *will* remove Exhaustion cards.
- Draw a DAY card (**DAY-1**), read it, then discard it.
- Each party member restores their HP , MP , and SP to full.
- Take the Travel discard pile and add it to the Travel deck, then shuffle it and place it face down. Refresh all the Travel tokens, placing them colored side up.

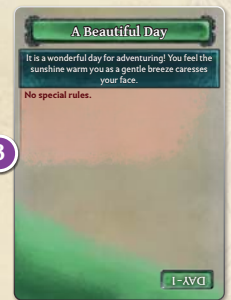
The Rest action is now over, and a new Day has begun.

Often, the first time you draw a Day card it will instruct you to follow special rules, such as adding a new card to the Travel deck. This only occurs the first time that Day card is drawn; subsequent times you will ignore those rules.



Set up the Day deck face down so that **DAY-1** is on top and **DAY-3** is on the bottom.

- Rest: Draw a DAY card. Whole party replenish HP , MP , SP , shuffle Travel deck, refresh Travel tokens.



Further Rules

Congratulations! You've completed the Quick Start Guide for Arydia! You now should have a general understanding of how Arydia is played!

Immediately after taking a Rest action, you can **Save** your game, returning everything to the box. If you'd like to end your session now, you can look up Save / Load p.34 in the Rulebook.

You're ready to head out on your own adventures, exploring the Worldmap and hunting for Squills! **You don't need to look anything else up right now, but there are some rules you'll need to look up in the Rulebook as you encounter them in your campaign:**

Player Reference Cards / Rulebook Back

We have made two quick-rules references: Player Reference cards (one for each player, located in the REF section), as well as a quick rules reference (on the back of the main rulebook).



Rules to Look up when you encounter them:

Chests	8	Piercing Damage	32
Combat Terms	20	Reset / Green Legacy	34
Defeat	33	Retrain (Guild action)	17
Difficulty Levels	33	Save / Load	34
Dossiers	15	Sell Items (Vendor)	17
Drop In / Drop Out	33	Soundtrack	35
Job Cards (Types of Jobs)	14	Squills	15
Large Foes	27	Stash	9
Limit Break!	23	Targeting Large Foes	23
Partially Explored Locations	33	Traversable / Untraversable	19

Travel Journal

Some players enjoy using a notebook and keeping a journal of their travels, so they can reference previous encounters and remember story beats from previous sessions. You may wish to do the same!

Epic Hunt: If you have the Epic Hunt expansion, get out the rules card and follow the setup directions at this time.