

ARYDIA

THE PATHS WE DARE TREAD

A Game by Cody Miller
Developed with Ira Fay
Artwork by Mr. Cuddington
Graphic Design by Philipp Ach

Rulebook

Welcome to Arydia!

Arydia is an open world, campaign-based, cooperative fantasy role playing game for 1-4 players. You take on the role of exiles trying to return home. Create a character, then journey through the land of Arydia exploring a fantasy world alive with characters, secrets, monsters and magic!

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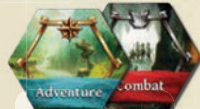
If this is your first time playing, start with the Quick Start Guide, which will help you learn the rules in a natural way by guiding you through an introduction.

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)



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



5 Event tokens



1 Chest token



1 Cart token



1 Replica Squill (wood)



8 Straw Pathless items



4 Hit Dice



1 Pathless Chest pre-filled with Pathless Items



3 Glyph tokens



6 Path Base Rings



8 Foe Base Rings



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!

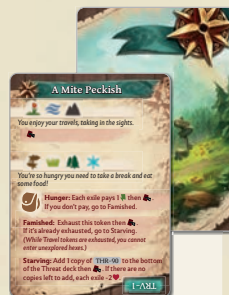


3 Card Index boxes with 22 dividers

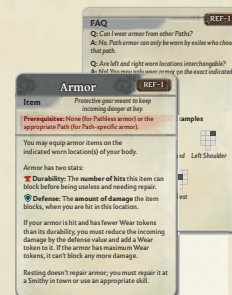
The Divider Guide shows you where to insert the card dividers.



292 Event cards (EVT)



70 Travel cards (TRV)



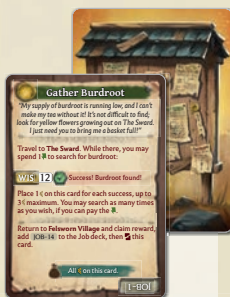
20 Rules cards (REF)



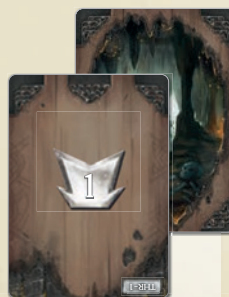
140 Point of Interest cards (POI)



165 NPC cards (NPC)



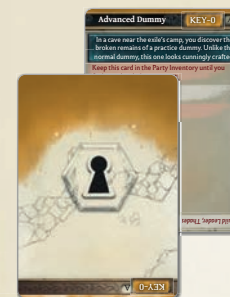
34 Job cards (JOB)



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



6 Combat Examples
(1 per Path)



4 Dummy tokens



3 "MED-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:



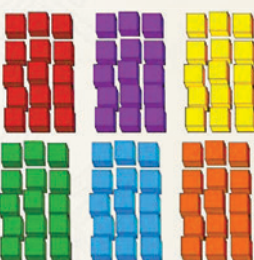
2 Normal Action tokens
(12 total)



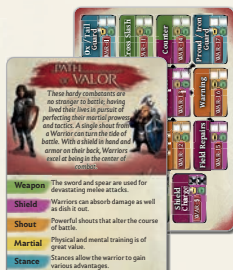
1 Minor Action token
(6 total)



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 Rank tokens
(1 per Path)



2 Shield tokens
(Path of Valor)

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



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



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



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



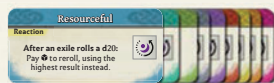
9 Character cards
(1 per Character)



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



9 Character tokens
(1 per Character)



9 Character skills
(1 per Character)



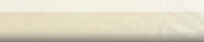
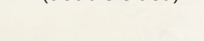
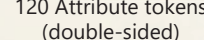
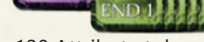
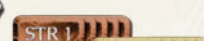
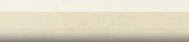
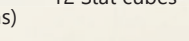
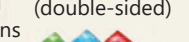
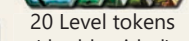
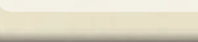
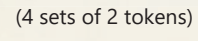
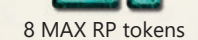
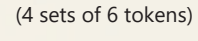
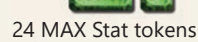
18 Character heads (pre-painted,
2 per Character)



6 Title tokens



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

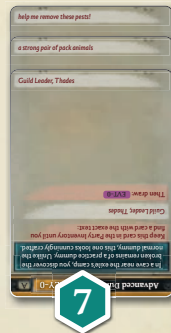
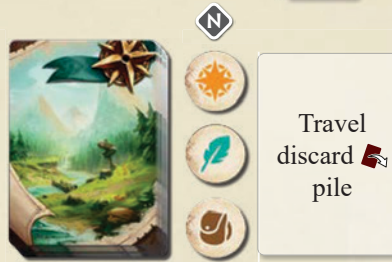


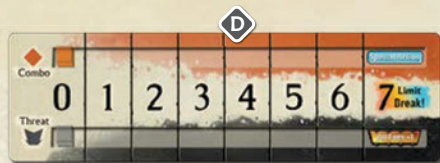
Setup

(These rules are for continuing your campaign after Saving. **If this is your first time playing, use the Quick Start Guide.**)

Get the following components and place them on the table, leaving a play space in the middle.

- 1 Worldmap **A** with Party token **B** and Mode token (set to Adventure mode) **C**.
- 2 Threat / Combo Track and cubes (set to 0) **D**, Threat Deck / Threat discard pile **E**, and Hit Dice **F**.
- 3 Map boxes with Maps (BIG, MED, SML, and LNG).
- 4 XP tokens **G**, Armor cubes **H**, Kae tokens **I**, Wound tokens **J**, Wear tokens **K**, Chest/Event/Cart tokens **L**, and Pathless Chest **M**.
- 5 Travel deck, tokens (face up) and discard pile **N**, Job deck **O**, Day deck and the Day discard pile **P** with the current Day face up. (Day discard pile always includes DAY-1 as the first card in it)
- 6 Card Indexes
- 7 Party Inventory cards (if any)
- 8 Retrieve saved Hex from Party section of Index, return it to the Worldmap and place Party Token on it.





2



E

Threat
discard pile



F



3



Play Space

For each exile in the party, set out:

- a Miniature
- b Reference cards and Path chest
- c Character mat
- d Equipment mat
- e Skill tree

Get the following tokens (and any Path specific tokens) from your character's tuckbox:

- 1 6 Markers
- 2 Kae
- 3 HP, MP, and SP cubes
- 4 Actions (2 Normal Action tokens + 1 Minor Action token)
- 5 20-sided die (d20)
- 6 Set max RP for party size (and place 6 if they were saved).
- 7 Any items previously stored face-down to indicate 6 markers/Wear tokens should be placed face up with the indicated number of 6 markers/Wear tokens.

Now you're ready to play!



Player Characters (Exiles)

Player characters are called exiles. The game is balanced for any exile count, but we recommend that each player control a single exile, even in solo. You may choose to control more than one exile (up to 4 total in the party), though it can slow down play significantly. As you play through the campaign, your exile(s) will increase in power and expand their abilities!

Exile Creation

To create an exile, you will choose a unique Path and Character. You create your exile(s) at the beginning of a campaign in the Quick Start Guide. However, you can also create an exile mid-campaign to add a new player to your party (*see: Drop In / Drop Out p.33*).

Character Mat

Your character mat for your exile holds:

- Portrait:** Your character's appearance.
- Name / Title / Character / Path Rank:** These combine to form your full name (e.g. Auri the Silent Human Ruffian). If you gain multiple tokens of one type (e.g. 2 titles), choose one to equip, keeping any excess in your Tuckbox.
- Level:** Your character's current level.
- Character Skill:** A unique skill that your character possesses.
- XP Pool:** Your earned XP is kept here. XP is spent to Level Up.



- Inventory:** Where you keep unequipped items when you travel, but only what fits!
- Skill slots:** You may have up to five active skills equipped here.
- Attributes:** These are your current attribute bonuses (*see: Checks p.10*).
- Marker Cubes:** All your unused (marker cubes) are kept here.
- Coin Purse:** Kae is the currency in Arydia. You can keep any number of Kae here. When you gain Kae, the party decides how to divide it up among exiles. Exiles may freely give Kae to each other out of combat.

Stats / Attributes

You have 3 core stats:

- Hit Points:** These represent your physical health. If your reaches 0, your character is knocked out (KO'd)!
- Mana Points:** These represent your reserve of non-physical energy. You spend to activate special skills and abilities.
- Stamina Points:** These represent your reserve of physical energy. You spend to travel the Worldmap, for extra movement in combat, and to use items and skills.

You have 6 attributes. These are used when making d20 checks.

- STR Strength:** Your physical power and brute force.
- DEX Dexterity:** Your speed, precision, and agility.
- INT Intelligence:** Your logical reasoning and critical thinking.
- WIS Wisdom:** Your intuition and good judgment.
- CHA Charisma:** Your cunning, wit, charm, and understanding of others.
- END Endurance:** Your persistence, courage, and willpower.

Level / Experience

Character Level

Your character starts at level 0. By the end of the campaign, it is possible for your character to reach level 10. Your stats and attributes begin very low, but as you level up, they will increase. You level up by spending at the Exiles' Guild. (*see: Town Actions p.17*)



Experience Points (XP)

Experience points are collected as you play. Defeating foes, completing tasks, and exploring the world are some ways you can gain XP. These points can then be spent to advance your character's level, growing your skill and power. Whenever XP is gained, **each member of the party gains the same amount of XP**. (e.g. "Gain: 10" means EACH exile in the party gains exactly 10.)

Character Cards / Level Up

When you created your exile, you chose a Character card. On the front is a description of your character. The back side is used to Level Up.

Level Up: Once you gain enough XP, you can take the Level Up action at the Exiles' Guild. You cannot skip levels! Each level costs more XP than the previous one (*the cost is per-level, not total accumulated XP*). Each column on your character card represents a level. To level up, find the column for the level you're gaining, and resolve it from top to bottom:

- Find the XP Cost and spend the required XP from your character mat by returning it to the supply (e.g. going from Level 3 to 4 requires 10 XP).
- Mark the box for the level you're gaining.
- Mark one box in either HP, MP, or SP. On your player mat, adjust the corresponding MAX token, then replenish your hearts, mana, and stamina to full.
- Mark one box in either STR, DEX, INT, WIS, CHA, or END. On your player mat, adjust the corresponding Attribute token.
- Learn a new skill (*see: Learning / Mastering Skills p.7*).



Note: Your chosen stat and attribute are immediately set to the new value according to your new level. The boxes are NOT filled left to right. (For example, the Human's MAX SP jumped from 1 to 4 at level 4, and their STR jumped from 1 to 5.)

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

On the back of the Character card, we can see this character has:
 Level: 4
 Max HP: 7
 Max MP: 4
 Max SP: 4
 STR 5
 DEX 1
 INT 3
 WIS 4
 CHA 2
 END 0

Skills

Skills represent special abilities your character possesses. You can have up to 6 active skills total: your 5 active path skills plus your 1 character skill. You begin the game with 3 skill tiles: 2 for your chosen path and 1 for your chosen character. When you level up, you learn new skills from your skill tree. At the Exiles' Guild, you can change your active skills (see: *Guild Actions* p.17).

Skill Tiles

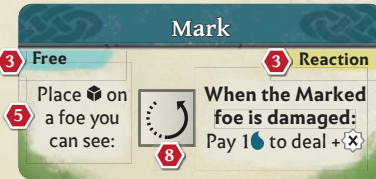
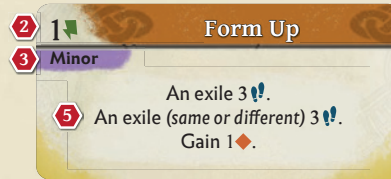
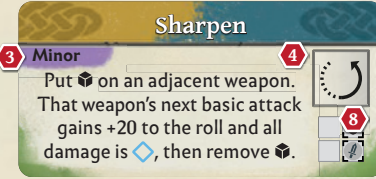
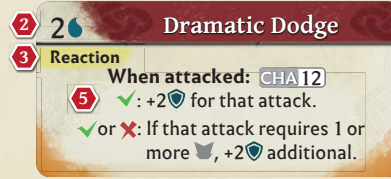
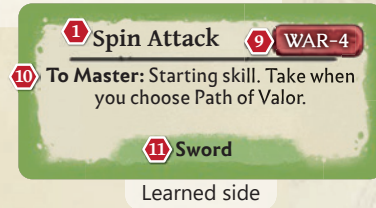
1 Title	5 Rules	9 ID / Rules card ID
2 Cost	6 Check and attack pattern	10 Mastery Requirement
3 Type	7 Positional Grid	11 Category
4 Requirements	8 Marker space	

Types of Skills

There are 5 types of skills in Arydia: Action, Minor, Free, Ongoing, and Reaction. Each skill has a rules reference card; please read it carefully! Many skills have a cost (e.g. 1, 2, etc.) which is shown in the upper left corner of the skill tile.

- **Action:** These skills require a Normal action token, in addition to the cost.
- **Minor:** These skills require any action token (Normal or Minor) in addition to the cost.
- **Free:** These skills are used as an action, but do not require any action token. You pay the shown costs and must meet the requirements each time you use the skill.
- **Ongoing:** These skills are always in effect (as long as you meet their requirements, if any). Follow the rules for the specific skill to use it appropriately. Note that Ongoing skills (like all skills) must be among the 6 active skills on your character mat to gain their benefit. Ongoing skills remain in effect even when you are KO'd.

Skills have a Learned side and Mastered side. When you gain a new skill it sits Learned side up until it is Mastered.



- **Reaction:** These skills do not require an action token, and have a specific condition for their use. (e.g. "When attacked" or "At the start of your turn.") You may use a Reaction once, each time the condition is met, by paying the cost. Reactions are always optional and cannot be used while KO'd.
 - **Delayed:** Unlike Reactions, delayed effects are mandatory and resolve even if you're KO'd! For example, a Rogue uses a Normal action to set a trap, the trap subsequently dealing damage to a foe is a Delayed effect. Please read the reference cards to learn details about each skill.

Learning / Mastering Skills

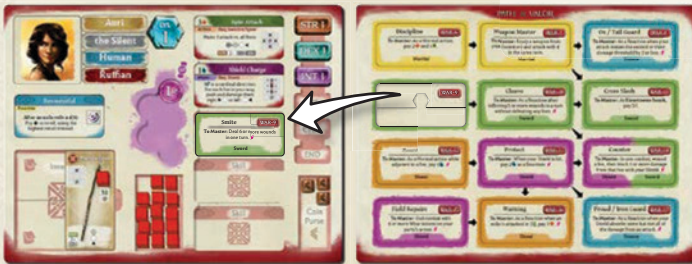
Skill Tree

The skill tree contains all the skills you can learn in your chosen path. You may look at the skills and rules cards to understand what the skill does before you choose to learn it. The black arrows on the skill tree represent the prerequisites for a skill. If a skill has one or more arrows pointing to it, **all prerequisite skills must be learned first (but they don't need to be equipped, nor mastered)** before learning the new skill.

Learning Skills

When taking the Level Up action, you learn any one skill for which you meet all the prerequisites. Pop the skill out of the skill tree, and place it Learned side up, into a slot in your character mat. If there are no open slots, you may immediately unequip a skill to make room for the new skill.

To remove a skill: Push down on the bottom of the skill tile to pop the top of it up.



Place a Mastery token Learned (side up) into the skill tree to show you've learned that skill. You may also mark the box on the back of your Path card.

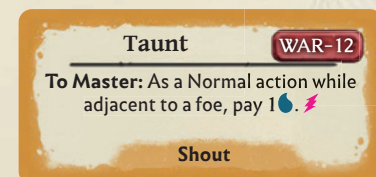


Mastering Skills

1. Once a skill has been learned, you can't actually use it until you master it! Each skill's Mastery requirement is shown on the Learned side of the skill tile. Skills must be equipped in order to be Mastered.
2. Once you complete the Mastery requirement, flip the skill Mastered side up on your character mat, and flip the Mastery token (side up) in your skill tree. You may also mark on the back of your path card. **Once a skill is Mastered, it remains Mastered for the rest of the campaign.**
3. **Eureka Moment:** If the "To Master" requirement has the Eureka icon, you get an instantaneous, one-time benefit: When you complete the Mastery requirement, you may immediately use the skill as a reaction without paying any costs (i.e. no / / spent) before resolving wounded Weak points, if any. For skills that spend, don't spend the, instead use from the supply.



(To master the Taunt skill, as a Normal action while adjacent to a foe (in combat), pay 1 MP. Once you've completed this, flip the skill face up and you may use it for the rest of the campaign. Since it has a, you may immediately use the skill for free!)



Changing Active Skills

Once you reach Level 4, you will have more skills available than you have slots in your character mat. You must choose which five skills you have equipped. You may choose to equip any skills you've learned at the Exiles' Guild (see: *Guild Actions p.17*). Store any unused learned/mastered skills in your tuckbox.

Path Cards

On the back of each path card is a small version of the skill tree. In addition to the Mastery tokens, you can track learned and mastered skills by marking the boxes here.



Equipment Mat

Your equipment mat for your exile holds:

- Ready Actions:** Normal Action and Minor Action tokens ready to be spent (see: *Actions (Combat) p.29*)
- Belt slots:** You can equip 1 Belt item in each slot.
- Held slots:** You can equip 1 Held item in each slot.
- Body:** For worn items. (In combat, this is used in conjunction with Hit Dice to determine where an attack hits your exile's body.)
- Tracks:** Use the corresponding cubes to track your current HP, MP, and SP. You cannot exceed your MAX HP/MP/SP as set by your Character Card.
- RP Track:** Place (marker cubes) to track your current RP. You cannot exceed the MAX RP, as set by the current party size.
- d20:** Keep your d20 here when you're not rolling it.



Items / Chests

Items

There are many items that players can earn in the game. These items are generally used to increase the power of individual exiles. For example, a new sword might make the warrior more deadly in combat, while a new piece of armor will protect you from foe attacks. Some items are not directly offensive or defensive and include things like Knapsacks and Potions. Items are divided into **Pathless** and **Path** items.

Pathless Items:

These are identified by the brown 'A' icon. Pathless items are generic and can be used by any path. These can be purchased from town, earned as rewards for defeating foes, or found in Pathless chests.

Path Items:

These are identified by the colored Path icons. Path items are specific to each exile's path and can only be used by exiles of that path. These items can only be gained from Path Chests found in the world.

Other Rules

There are more rules for items not covered in this section:

- Buying/Selling/Repairing Items (see: *Town Actions p.17*)
- Weapon Items (see: *Exile Weapons p.30*)

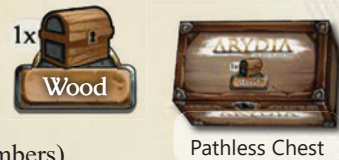


Chests

There are two types of chests: Pathless chests and Path chests.

Pathless Chests

When you gain a Pathless chest, **1 item total is drawn** randomly from the corresponding Pathless chest. One exile gains the item (Pathless items may be traded freely among party members).



Path Chests

When you gain a Path Chest, **each exile gains 1 item** at random from their corresponding Path chest.



Empty Chest

If you would draw from a chest, but the chest is empty, gain 3 Kae instead of gaining an item.

Drawing Items

When you draw an item from a chest, you must choose blindly from the items. However, you may feel around for an item tile of a specific size. If you draw an item that holds markers, it comes filled with markers (e.g. a Knapsack comes full of markers).

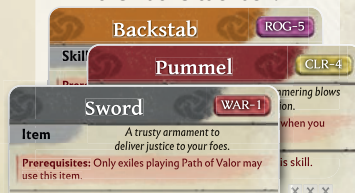
Rules Cards

Every skill and type of item has a corresponding rules card. When you gain a new item, or skill, locate the correct rules card by matching the ID on the back of the skill/item to the ID of the rules card. REF cards are located in the index, Path cards are located in that Path's tuckbox. On the back of each rules card is an FAQ. The skill tiles are sometimes brief due to the limited space on the physical tile. **The text on the rules card takes precedence and always describe the complete rules for that skill.**

REF cards, located in the index.



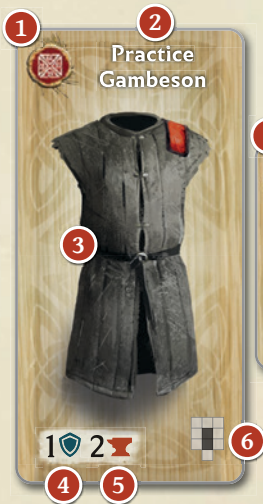
Path specific cards, located in the Path's tuckbox.



Worn Items

You can equip these items to your exile by placing them into the body spaces specified by the item. On the front, these items have:

- 1 Path/Pathless Icon
- 2 Name
- 3 Artwork
- 4 Defense is the amount of damage the item blocks when it is hit by an attack.
- 5 Durability represents how many Wear tokens this item can hold before becoming broken and needing repair.
- 6 Worn location: This denotes where you place the item on the body area of your equipment mat (feet, head, arm, etc.).



Exiles are always considered to be 'fully clothed' regardless of what armor is being worn.

Belt Items

These are small, non-armor items that you can equip either in a belt or held space on your equipment mat. You may equip only one item in each held space.

- 1 Path/Pathless Icon
- 2 Name
- 3 Artwork
- 4 Marker Spaces
- 5 Effect
- 6 Minor action
- 7 Positional Grid
- 8 Check
- 9 Attack Pattern
- 10 Range



Held Items

You can equip these items to your exile by placing them into one of the two large 'held' spaces. You may only hold one item in each hand at a time.

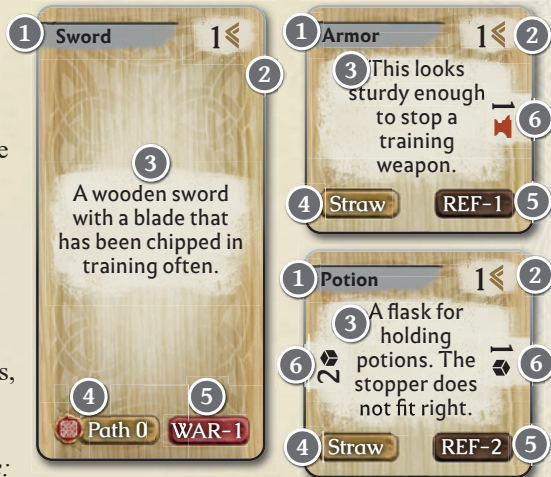
- 1 Path/Pathless Icon
- 2 Name
- 3 Positional Grid
- 4 Artwork
- 5 Marker spaces
- 6 Check
- 7 Attack Pattern / Effect
- 8 Minor action



Item Backs

The back of items have:

- 1 Item type
- 2 The Kae value of this item.
- 3 Description
- 4 Chest type
- 5 Rules card ID
- 6 Saved Wear tokens / markers, used when you save and load your game. (see: *Save/Load p.34*)



Inventory / Stash

Inventory

Your inventory is a place for you to store items that are currently unequipped. You can only hold items that will fit in your inventory spaces (*up to 4 small items or 2 large items or a combination.*) You may only hold items that belong to your Path and Pathless items. You may freely access items in your inventory while outside of combat. Once combat begins, you cannot (usually) use items directly from your inventory. You must first equip them via an Equip/Trade action. (see: *Actions (Combat) p.29*)



Stash

While adventuring, if you have more items than you can or wish to carry, you may stow them in your stash (put them in your tuckbox). You cannot stow items with Wear tokens (they must first be repaired). Your stash has unlimited capacity. Items that hold markers lose their markers when stowed. At the Exiles' Guild, you may Retrieve items that you have stowed. Retrieved items do not come with . (see: *Guild Actions p.17*)

Party Inventory

Some cards are kept in the Party Inventory. These cards belong to the entire party, and are accessible by any party member at any time. There's no limit to the number of cards that can be kept in the Party Inventory. When storing the game, cards in the Party Inventory are kept in the index, behind the Party card divider.



Universal Rules

Checks (d20 System)

Checks (d20 System)

As with many traditional pen-and-paper RPGs, Arydia uses a d20 (twenty-sided die) system to simulate things that happen in the game world. Checks are used throughout Arydia to determine outcomes of a wide variety of actions, events, and experiences. The basis of a check is rolling your d20 and adding your character's matching attribute. Depending on the result, different outcomes are possible. There are four types of checks: Success / Fail, Threshold, Tiered and Non-Attribute.

Success / Fail Checks

STR 10 **DEX** 5 **INT** 12 **WIS** 14 **CHA** 20 **END** 8

Success / Fail checks have you roll the d20 and add your exile's specified attribute to the roll to get your result. If your result **equals or exceeds the check**, you are successful - go to the green . If your result is less than the check, go to the red .

For brevity, sometimes checks may look like this: **STR** 12, **WIS** 20, and success / fail may look like this: and .

You look around and... **INT** 5

(Example, INT 5 check, a result of 1-4 = Fail, a 5 or higher = Success)

Threshold Checks

These checks have you roll the d20 and add your exile's attribute to get your result. Unlike Success/Fail checks, these checks have multiple, cumulative thresholds. As your rolls reach higher thresholds, each lower threshold is also included in the result. These checks are most common in weapons with attack patterns

(STR Threshold check for this attack pattern: A 1 would be a failure, a 2-9 would lead you to the white outcome, a 10-19 to the white + light gray outcome, and 20+ leading to white + light gray + dark gray outcome.)

STR 2+ 10+ 20+

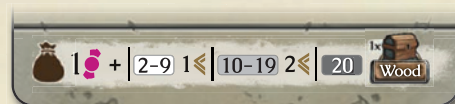
Tiered Checks

These checks are similar to Threshold checks, however instead of including all the previous thresholds, tiered checks only include the single tier rolled. (e.g. if you got a result of 14 on this Charisma Tiered check, you'd only apply the light gray tier.)

CHA
2-11
12-16
17+

Non-Attribute Checks

These checks are not tied to any attribute. In this case you simply roll the d20 as your result. Non-Attribute checks can be Success/Fail, Threshold, or Tiered checks. Rewards (see: Victory p.33) are an example of a non-attribute tiered check:



Natural Rolls

Whenever you're making any check (Success/Fail, Threshold, Tiered or Non-Attribute), a natural roll refers to the number on the die before any bonuses are applied.

Natural 1

If you roll a natural 1, the check automatically fails. (The only exception is if you have an ability that allows you to re-roll the die.)

Natural 20

If you roll a natural 20, the check automatically succeeds, and you gain an immediate benefit based on when you rolled the 20:

- **Combat:** Gain 2♦ (Combo).
- **Adventure:** Choose to add either **TRV-77** *Luck of the Road* to the bottom of the travel discard pile, or **THR-77** *Luck of the Battlefield* to the Threat deck. There are two copies of each of these cards, if you already have all four of these cards in their respective decks, no additional benefit is gained.
- **Loot Rolls:** Gain the Pathless chest listed on the Foe's AI card.

Roleplay Points

In Arydia, part of the fun is putting yourself into the role of different characters. You will create your own character, an exile, and will primarily play the game as that character. All players will also take turns as the Guide, filling the roles of characters you meet: shopkeepers, guards, other exiles, and more. That said, roleplaying is optional, and if your group doesn't want to try it, feel free to simply read the story text instead of speaking it aloud.

The Guide

The player currently taking an action is called the active player, the player to their left acts as the Guide. The Guide draws and reads cards/maps out loud for all the other players. Players take turns acting as the Guide.

Roleplay Points

You can earn Roleplay points (RP) for being the Guide for other players. Roleplay points can be spent (with a little roleplaying) to increase the result of an Attribute check by +3.

RP Track

You can only hold a number of (marker cubes) based on the current party size, with each representing 1 RP:

- **1 exile:** That exile holds up to 3
- **2 exiles:** Each exile holds up to 2
- **3-4 exiles:** Each exile holds up to 1



RP points are designed to encourage players to take turns in Adventure mode in order to gain the biggest benefit.

MAX RP Tokens: Use these tokens to limit the number of markers that can be placed in the RP track. In a 2-exile party, use the small token. In 3-4 exile parties use the large token. These tokens are also used to track current RP when you save / load.



Earning RP

You can earn by reading cards for other players as the Guide. As the Guide, when you get to a textbox with the icon, add 1 to the Roleplay track on your exile's equipment mat. points can only be earned once from a card. If you don't gain the from a card you interact with (either because your RP track is full, or you didn't get to the textbox with an RP), when you return it to the index, return it as Unexplored - this way you know the is still available. The only exception is if the card is Banished or changes state, then any unclaimed is lost.

Spending RP

As a Reaction any time your exile is making an attribute check, after seeing the results of the roll, you can spend exactly 1 to increase the result by +3 (A natural 1 is still always a failure). To earn the bonus, you are encouraged to describe (or act out) what your exile is doing. The goal is to have fun, be creative, and make the story your own!

(Loot rolls are non-attribute checks, so you can't use RP on Loot rolls!)

Arydia uses a simple but powerful index system. This system uses unique identifiers (ID) to identify components.

IDs

Each card, hex, and map is given a unique ID for example:

NPC-110, **HEX-D4**, and **POI-3**, are IDs for specific components.

States

If multiple versions of a component exist, those different versions are referred to as states. We use the ID followed by a letter, (**A**, **B**, **C** etc.) to show the state. For example: **NPC-0 A**, **NPC-0 B** and

NPC-0 C.

Active / Inactive Decks

Not all components have multiple states, but for the ones that do, the Index system keeps two decks of each component, an **Active deck** and an **Inactive deck**.



Active Deck

These decks hold all the currently active states of each component. When you are asked to draw a component, you will get it from the Active deck. There can only be one of each unique ID in the Active deck.

Inactive Deck

The Inactive deck holds all the inactive states of each component. Some components will have multiple copies of unique identifiers in the Inactive deck, each denoting a different state. (Example: **NPC-0 B**, **NPC-0 C**, **NPC-0 D**, etc.)

Drawing Components

When you're asked to draw a component, the game will simply tell you to 'Draw (ID)' for example 'Draw: **NPC-0**'. Get the index for the specified component (NPC in this case) go to the Active deck and locate the specified ID, drawing that card/component out.

State Changes

When you are directed to change a component's state, it will look like this example: **NPC-0 → B**

This is shorthand for: Make **B** the current Active state for **NPC-0**.

To do this, find **NPC-0** in the Active NPC deck, and (if it's not already in the specified state) replace it with the **B** state from the Inactive NPC deck. Then place the old state (if there was one) back into the Inactive NPC deck.

When directed to update a component's state, **return it to the Index without looking at it!**

Components that have changed states, such as NPCs, POIs, Maps, etc. will need to be encountered/explored again via a pointer. Often times state changes happen at the end of an encounter, and you will not come across the updated component for a while.

Occupied Map State Change: If you are changing the state of a map and exile miniatures are currently on that specific map component, immediately read the back of the new map then replace the old map with the new one, placing the miniatures back exactly where they were.

Back to Index

Some cards will instruct you to return a component to the index by using this icon: This icon means to place a card back in the index, without looking at it. This is used when a card has finished, or when a card will not be immediately available to use.

Banishing a Card

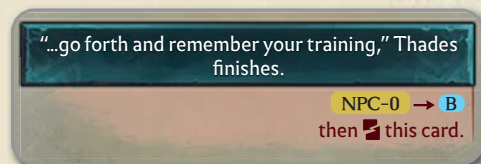
At the back of each index is a banished section marked with a When a card is no longer needed, it may be Banished, which looks like this:

KEY-0 →

To do that, you find the active state of **KEY-0** (usually KEYs will be in your party inventory, but if not they will be in the Active deck) and put it in the Banished section of the Index that card belongs to.

Cards may also banish themselves, usually at the end of a rules statement.

(Example, this card directs you to update NPC-0 to the "B" state, then banish the current card, placing it into the Banished area of the index.)



Unexplored / Cleared

The index system also helps you track cards/maps that you've already encountered.

Cards: Unexplored cards start with their ID and State (if they have it) on the left of the card, as well as a bright stripe of color on the top.

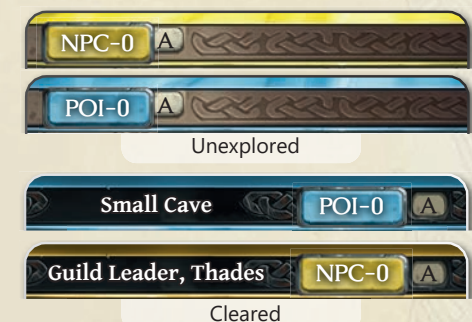
When returning cards to the index after having interacted with them, face up and flipped over so their IDs are on the right of the card. This way it's easy to identify cards you've already cleared.

- **NPC/POI:** If the card has a RP, you must claim the RP to clear the card, otherwise they are returned Unexplored. The only exception is if the card is Banished / changes state, then any unclaimed is lost.

Maps: Unexplored maps start with their parchment (back) side face up.

When returning maps to the index, if the map was cleared, return it face up, with the map artwork showing. **A cleared map contains no tokens (Event or Chest) or foes.** If the map was not cleared, return it unexplored (parchment side up).

Previously cleared maps: When drawing a map that has already been cleared (it will be face up in the Active deck) **Foes, Event tokens, and Chest tokens are not placed again.**



Text Types

Many components use specific formatting of text to smoothly transition between story, rules, and different perspectives. We use different types of text to denote how they should be read and applied in the game.

Narrative Text

White text in a blue box.

This text is used to narrate what is happening. The Guide simply reads this text aloud to the rest of the party.

A weatherbeaten man stands here, warming his hands by the fire.

Rules Text

Red text (usually on a red background). This text denotes rules of the game to be followed exactly. Read it out loud to all players and ensure all rules text is resolved.

Flip **HEX-E2** and place **Party** token on it.
Draw: **BIG-0**
Then **draw** this card.

Roleplay Text

Black italic text in a tan box. This text denotes that

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

a character is speaking and acting. The Guide acts out the Roleplay text. There are two kinds of roleplay text:

- Verbal text is in quotations " " which should be recited as the character being portrayed.
- Action text is inside of brackets < > which the Guide acts out (such as waving hands, coughing, bowing etc.)

Choice Text

This text often appears on the front of a card like this:

Guild

Choice text is also denoted by **bold** words in text boxes. Choice text is used to show the responses players can make. As players choose how to interact with events, characters, and points of interest, the Guide interprets their choice and tries to match it to one of the available choices. Choice text is usually on the front of the card, and the matching response text is on the back of the card.

Response text

Response text is usually found on the back of the card and matches Choice text. After players make a Choice, find the matching Response and continue reading from there.

Nested Choice / Response text

Nested choice text is any **bold** text read inside of response text. Nested response text has a white arrow pointing it. When a nested choice is made, find and read the corresponding nested response text.

Town/Guild Text

This text denotes actions you can take while at a town, the Exiles' Guild, or sometimes on specific cards. When the text has a Kae cost preceding it, players may only take the action if the cost is paid.

Rest: Draw a **DAY** card. Whole party replenish **♥**, **♠**, **♣** shuffle Travel deck, refresh Travel tokens.
Stash: Place/retrieve items from stash.

1 - **Apothecary:** Fill a Potion with markers.
1 - **Smithy:** Repair 7 durability.

Card Types

There are more card types in Arydia than presented here. These card types are discussed in different sections of the rulebook: *Character Cards p.6*, *Path Cards p.8*, *Rules Cards p.8*, *Travel Cards p.16*, and *Threat Cards p.24*.

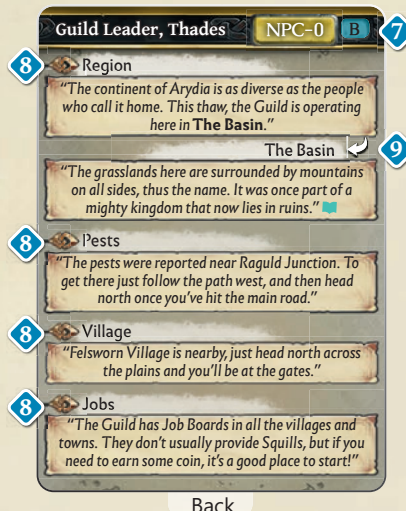
Non-Player Characters NPC

The term NPC stands for Non-Player Character. These are characters in the world of Arydia that you will meet and interact with. Each NPC is unique, and will have a unique set of actions or conversations you can have with it.

(either by roleplaying, or simply declaring it). The Guide determines which Choice text best matches how the players responded and reads the response section on the back of the card.

NPC Cards

- 1 Portrait / Name
- 2 Roleplay Prompts
- 3 Narration Text
- 4 Roleplay Text
- 5 Choice Text
- 6 Any other topic
- 7 ID and State
- 8 Response Sections
- 9 Nested Response



Conversation with an NPC

The Guide draws the card and shows just the portrait to the other players. Using the roleplay prompts, the Guide reads the front of the card out loud until they reach the Choice text. At this time, the players participating in the conversation make their choice

Any other topic

If the Guide doesn't feel the response from the player is very clear, they can use this text box to help the players towards a different choice. If the players are still having difficulty after that, the Guide can read the available choices out to the players for more clarity.

Nested Choices

Some response choices become available after reading a response section of text. (In this example, 'The Basin' becomes available as a choice after players read the 'Region' section.)

Ending a Conversation

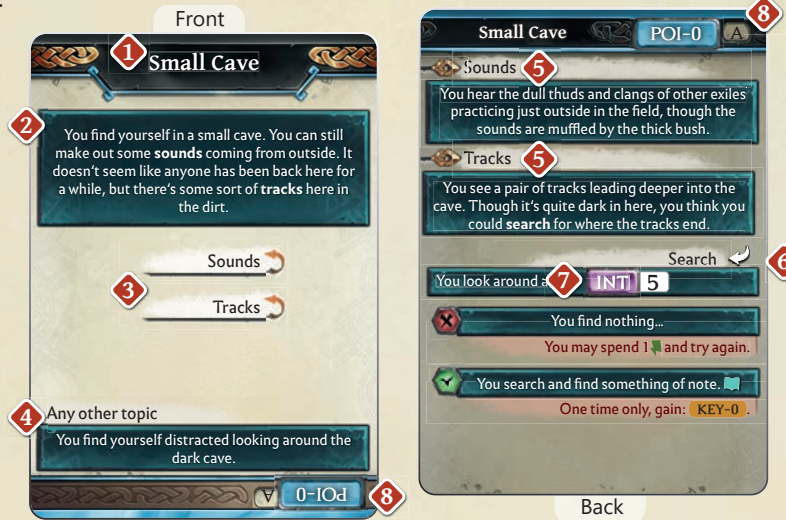
After resolving any response, players may choose another response, or end the conversation. To end the conversation, simply return the card to the index. If the card has a **🗑** that wasn't claimed, return it as uncleared (card ID on the left). If the **🗑** was claimed, return the card to the index as cleared (card ID on the right).

These cards represent places in Arydia where you can interact with your environment in a variety of ways.

- 1 Title
- 2 Narrative Text
- 3 Choice Text
- 4 Any other topic
- 5 Response Sections
- 6 Nested Response
- 7 Success / Fail Check
- 8 ID and State

Interacting with a POI

The Guide draws the card and reads the front of the card out loud until they reach the choice text. At this time, the players participating in the interaction make their choice (either by roleplaying, or simply declaring it). The Guide determines which choice best matches how the players responded and reads the response section on the back of the card.



Any other topic

If the response from the player isn't very clear, the Guide can use this text box to help the players towards a different choice.

Nested Choices

Some response choices become available after reading a response section of text. (Example: 'Search' becomes available as a choice after players read the 'Tracks' section.)

End Interaction

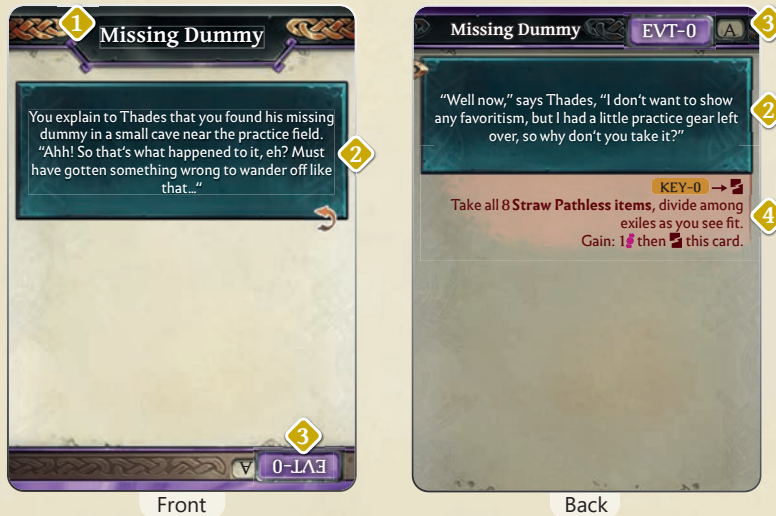
After resolving any response for the POI, players may choose another response, or end the interaction. To end, simply return the card to the index. If the card has a that wasn't claimed, return it as uncleared (card ID on the left). If the was claimed, return the card to the index as cleared (card ID on the right).

Events **EVT**

Event cards can cover a variety of possible outcomes. Unlike POIs and NPCs, players run through an event until it is resolved. Events do not usually contain RP.

- 1 Title
- 2 Narrative Text
- 3 ID and State
- 4 Rules Text

Events usually resolve with being banished, or returned the card to the index as cleared (card ID on the right).



On the front of the card the Guide should read the title and the narration text; then seeing the flip icon, the Guide should flip the card. On the back of the card, the Guide should read the narration text and finish by reading the rules and resolving them.

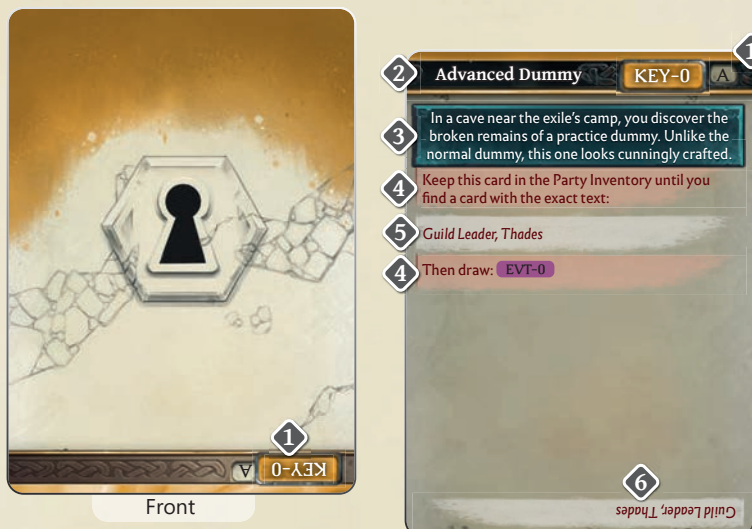
Key Cards **KEY**

Key cards represent special items or information that the party has. Key cards usually have:

- 1 ID and State
- 2 Title
- 3 Narrative Text
- 4 Rules Text
- 5 Trigger Text
- 6 Splay Text

Gaining Keys

Often times you will receive Key cards as the result of interacting with characters, defeating foes, or searching points of interest. Key cards are kept in the Party Inventory, and belong to all exiles. The narrative text usually



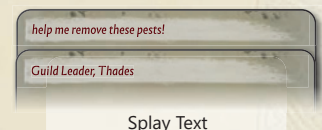
describes how you obtained it, and a description of what was obtained. Key cards may have Trigger text.

Trigger Text

Trigger text is usually a short unique phrase that appears on another card or component in the game. When you find the exact trigger text on another component, follow the directions on the Key with the trigger text - usually this is drawing an Event card.

Splay Text

In order to help keep track of all of the trigger text in your party inventory, Key cards have a copy of the Trigger text that is upside down on the bottom of the card called Splay text. This allows you to flip the splay text upright and stack multiple Key cards on each other, so you can track all of the trigger texts you're looking for more easily.



The Active Job deck starts out empty. As you play the campaign, you'll be asked to move JOB cards from the Inactive deck to the Active deck. As a **Town Action**, you can look through the Active Job deck and select one of the available jobs to be your **current Job**, adding it to your Party Inventory. **The party can have at most 1 current Job at a time.** When you complete your assignment, you will usually earn some Kae. When a Job fails, return it to the Active Job deck. Players may intentionally fail a Job at any point (*and return it to the Job deck*). There are four different job types.



Back

Front



Hunt Jobs

Hunt jobs have you track down and fight specific foes. First you'll travel to the specified starting hex and add the **TRV-90 Tracking!** card into the Travel deck. Travel to nearby hexes; if you draw **TRV-90 Tracking!** while traveling on one of the specified 'habitat' terrain types, trigger the Hunt and begin combat! The habitat terrain types represent the different maps where combat could occur. Defeat the foe(s), then go to the specified hex to claim the reward.

- 1 Title
- 2 Description
- 3 Start Rules
- 4 Habitat Terrain Types
- 5 Combat Setup Rules
- 6 Victory/Defeat/Loot Rules
- 7 Reward
- 8 ID (no State)

Hunt cards provide you with additional opportunities to fight foes you've already encountered.



Task Jobs

Task jobs require you to travel to a specific hex, perform one or more checks while at that hex (which usually cost 1 to perform). If you have at least one success, travel to another hex to claim the reward.

- 1 Title
- 2 Description
- 3 Start Rules
- 4 Task Check
- 5 Reward Rules
- 6 Completion Rules
- 7 Reward
- 8 ID (no State)



Front

Cart Jobs

Cart jobs have you transport a cart full of goods from one hex to another. Ensure you have an unbroken path of Roads from the start to the destination, and then go to the starting hex. The Cart deck (as specified by the job) provides a variety of challenges while you transport the goods.

- 1 Title
- 2 Description
- 3 Start Rules
- 4 The Cart deck
- 5 Fail/Claim Rules
- 6 Reward
- 7 ID (no State)



Front

Special Jobs

There are some jobs in the game that have special rules and could have special rewards associated with them.

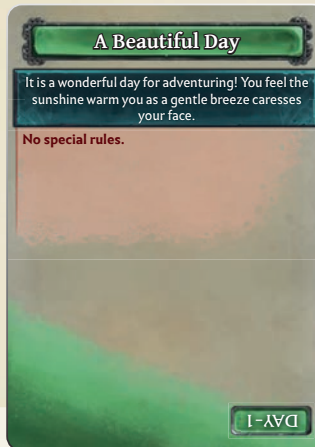


Day Cards DAY

The Day deck begins with only 3 cards. When directed by the game (when you Rest for example) you will draw the top card of the DAY deck, resolve it, then discard it face up into the DAY discard pile. Often the **first time** a card is drawn during your campaign, you will be directed to do something. (e.g. *the first time you draw DAY-2, it will direct you to add a new card to the Travel deck. After that, whenever you draw DAY-2 again, there won't be any special rules to resolve.*)



Back



Front

Day Deck Empty

When you are asked to draw a DAY card, but the deck is empty, follow the text on the top DAY card of the discard pile (*usually it will add the next DAY card*), then remake the deck in consecutive order and draw the first card of the DAY deck, which should be **DAY-1**.

Once Per Day

Some cards in the game say you may take an action 'once per day'. This means you may not take that action again until a new Day card is drawn. (*If you've forgotten if you used it that day or not, err on the side of being able to use it.*)

Squills

In Arydia, you are trying to earn Squills in order to receive a pardon. Squills are represented by a printed icon on certain cards. When you earn a Squill, keep the card with the Squill on it in the Party Inventory.

Squill Numbers

Each Squill has a unique number on it. This number is for reference only (some cards reference Squill Numbers to determine when it's appropriate to add certain Job cards). **Each Squill only counts as one Squill, regardless of the number printed on it.**



Keep this card in the Party Inventory. It counts as 1 Squill.

Squill Replica

A wooden replica of a Squill has been included in your copy of Arydia. This replica is a fun way to bring you into the world of Arydia. We encourage players to hold it or use it in roleplay when an NPC gives you a Squill, or set it out as a display piece.



Dossiers DOS

The Dossiers contain special tiles and tokens that will be revealed over the course of the campaign. The ID for Dossiers looks like this: DOS-92.

When asked to get a **DOS** component, punch out the specified token by pushing the small door on the back of the dossier behind the token, being careful not to punch out any other tokens.

If the dossier is an item or a title, players decide which exile receives the item/title.

Titles / Ranks

If you have multiple titles / ranks etc. you may choose which one to equip.



Adventure

Arydia is played in two main modes, Combat (*see: Combat p.20*) and Adventure. The current mode of the game is displayed on the face-up side of the Mode token:

Adventure mode comprises all of the interactions you have that are not inside of Combat; if you're not in Combat mode, you're in Adventure mode.



Turns

Adventure mode is intended to be more free-form than Combat. Players should generally take turns doing actions and encourage everyone to be involved. However, they should also be flexible and allow for situations in which it makes more thematic sense for one player to take consecutive actions. When in doubt, err on the side of what is fun and thematic.

Adventure Mode Actions

Players may take the following actions while in Adventure mode, depending on what is available at their location. We will describe these in more detail in the following sections.

- **Travel:** While on a Worldmap, move from hex to hex.
- **Enter/Leave Locations:** While on a Worldmap, enter a location, or while in a location, leave and return to the Worldmap.
- **Interact:** You can interact with pointers wherever you encounter them on any component (card, map, or Worldmap.)
- **Skills:** You can use any applicable skills (some may only be used in Combat). Some skills specify 'Out of Combat' and can only be used while in Adventure mode (read specific skill rules cards for more details).
- **Items:** You can use any applicable items (some may only be used in Combat).
- **Trade:** You can give Pathless items or Kae to another exile.
- **Equip:** You can equip / store items from your inventory.
- **Move:** While in a location, you may move any number of squares, while still respecting impassable borders (unlike in Combat, where your movement is more limited).
- **Explore:** While in a cleared location, you can draw a new map that's connected to your current map.
- **Context Specific:** Some actions are only available in special circumstances, and rules text will describe these actions.

We'll now go into more detail on Adventure mode, after which we'll look at Combat mode.

KO'd (Adventure Mode)

While in Adventure mode, if any exile is at 0♥ (e.g. after resolving a Combat), before taking any other actions, you must take the following steps:

1. Any exile, including the KO'd exile, may choose to reposition themselves, use skills, drink potions, etc. in order to heal.
2. If any exiles are still at 0♥, spend a day by drawing and resolving a DAY card, then set anyone at 0♥ to 1♥. This does not count as a Rest action.

Worldmaps

The Worldmap shows the region you are in, each hex representing large distances of terrain. You **travel** the Worldmap as a party, moving from hex to hex together. As you explore, you will reveal new hexes over the course of the campaign. You can enter locations or interact with pointers on the hex you occupy.



Hexes

Hexes represent large areas of the region. They have:

- 1 Name
- 2 Terrain Icons
- 3 Pointers
- 4 Hex ID

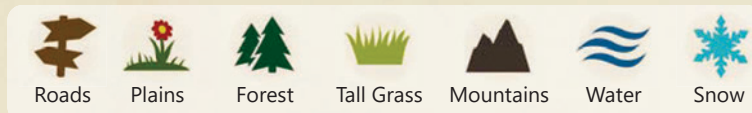


Worldmap Travel

The **Party token** is placed on your current **hex**, representing your position on the Worldmap. When traveling the Worldmap, exile miniatures are placed on the 'Adventure' side of the Mode token. The **Travel deck** represents challenges and encounters while traveling, and the **Travel tokens** represent your party's current condition. For skills used during travel, exiles are assumed to be in necessary 0.

Terrain Types

There are 7 terrain types, each represented by an icon:



Worldmap Travel

Travel Cards **TRV**

Basic Travel cards have:

- 1 Title
- 2 First Terrain Group / Rules
- 3 Second Terrain Group / Rules
- 4 ID

These cards are drawn while traveling to represent what happens on your journey. After drawing, locate the terrain type you are traveling through, then follow the rules written right below. Often times traveling will require you to spend **SP** in order to avoid negative consequences.

Travel Deck

The campaign begins with the 12 basic travel cards in the Travel deck (**TRV-1** through **TRV-12**) as active cards. All other TRV cards begin the campaign as 'Inactive'. As the game progresses, you will add (and possibly remove) travel cards from the Travel deck as instructed.

(Index) Icon and Travel Cards: If instructed to **(Index)** a **TRV** card, it means: return the card to the Inactive deck in the index.

If the deck is empty and you're required to draw from it, shuffle the Travel discard pile to remake the Travel deck and then draw.

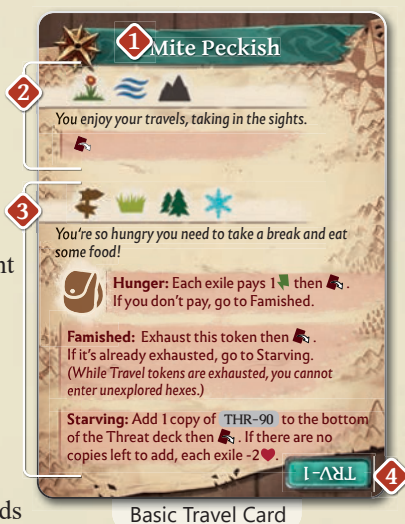
Travel Tokens

There are three double-sided Travel tokens: A compass that represents navigation, a feather that represents morale, and a knapsack that represents hunger. The tokens start face-up and ready; as you travel they can become exhausted (face down). If one or more Travel tokens are exhausted, **you can't travel to unexplored hexes!** You can refresh Travel tokens at town by resting. (see: *Town Actions p.17*)

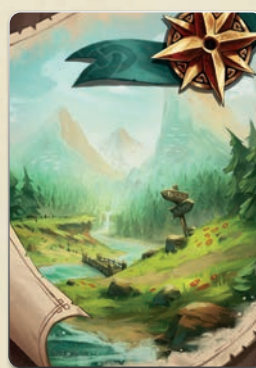


Special Travel Cards

These cards are formatted similarly to basic travel cards, however they do not have Travel token effects, and frequently will ask you to 'draw again' after resolving them.



Basic Travel Card



Travel Card Back



Special Travel Card

Travel Steps

You may only travel to an adjacent hex **as long as there is a connecting terrain icon**. If there's no terrain icon on an edge, you can't travel in that direction! If one or more of your Travel tokens are exhausted at this point, **you cannot choose to travel to an unexplored hex!**

When you travel, follow these steps:

1. Place the Party token between your current hex and the hex you're traveling to, noting the connecting terrain type.
2. Draw the top card of the Travel deck and resolve the rules for your terrain type, then discard **(Index)** the card face up into the Travel discard pile.
 - a. Before resolving, you may take any number of skill or item actions (such as using a Knapsack to regain **SP**).
3. If the destination hex is unexplored (face down), reveal it, by flipping it face up, then put it back into its hex on the Worldmap. Place the Party token on the hex.

The travel action is now complete.

(Note: If you traveled to an unexplored hex, and a Travel token was exhausted during that Travel action, you are still able to explore and enter that hex.)

Worldmap Actions

These Adventure mode actions are available while exploring the Worldmap:

- **Travel:** Move from your current hex to an adjacent hex.
- **Interact:** Draw and interact with a POI (often times these are Town/Guild hexes.)
- **Enter Location:** You may enter any location that has a pointer on the current hex (*see: Locations p.18*).

While on the Worldmap, you may still take Adventure mode actions, such as Items or Skills. If an action requires range / positional grid, you may assume you or any allies are in range.

Town Actions

Many Points of Interest on the Worldmap are labeled as Town or Guild (the Guild is a special Town). Towns provide access to specific actions. Some town actions may not be available at every town, you'll need to read each individual POI in order to know which actions are available at a given town. Many town actions cost Kae to take. You may take any number of town actions, paying the cost each time.

Town Actions

- **Job Board:** Look through the current Active cards and select one (if you don't currently have one).
- **Supplies:** Fully fill all the party's Knapsack items with markers.
- **Rest:** Draw the top card off of the deck and resolve it. Every exile in the party replenishes their . Add the Travel discard pile to the Travel deck, shuffle it and place it face down. Refresh the Travel tokens.
 - In some Towns, this action will allow you to remove "Exhaustion" cards from the Threat deck.
 - Taking the **Rest** action refreshes certain skills / items.
 - After taking the **Rest** action, you can Save the game. (*see: Save / Load p.34*)
- **Apothecary:** Fully fill all the party's Potion items with markers.
- **Smithy:** Remove a number of Wear tokens from any of the party's armor. You choose which tokens are removed. Some smiths are better than others and can remove more tokens.
- **Vendor:** You may sell an item for its Kae value (listed on the back of the item). You may sell damaged items (with Wear tokens on them) and items with spent markers (e.g. an empty Potion). Put sold items back in the box.
- **Armorer:** Some towns sell one or more Pathless items. The first time you discover each town that sells Pathless items, immediately draw one Pathless item of the matching tier for each Armorer slot on that Town card. You may purchase available items for the price listed, gaining that item.
 - **Items for a town are never re-drawn or replenished.** Any items that were drawn for that town's Armorer are kept with that card. When returning it to the index, place any unsold items in the index in front of that card. (You can use a clear card sleeve on the POI and slide the items inside with it, making them easy to retrieve).
 - You may purchase an item that you previously sold for **2x its Kae value** at an Armorer in any town.

Felsworn Village
POI-3

Town Actions

Job Board: Select a Job from the Job deck.
Supplies: Fill all Knapsacks with .

Rest: Draw a card. Whole party replenish , , , shuffle Travel deck, refresh Travel tokens. Remove 1 "Exhaustion" from Threat deck.

Apothecary: Fill all Potions with .

Smithy: Repair 7 .

Vendor: Sell your items for their value.

Armorer: Purchase available stock.
 (Or items you previously sold for 2x their value.)

Armorer: 3

1x Wood



Place one item at random from the corresponding Pathless chest. That item stays with that POI until it is purchased. When the item is purchased, the space remains empty; it is not replenished.

Guild Actions

- **Rest:** Resting at the Guild is free, but it doesn't remove Exhaustion cards from the Threat deck.
- **Stash:** Stow / Retrieve / Sell items in your tuckbox. You can stow any number of items in your tuckbox. (*see: Stash p.9*)
- **Level Up:** Spend XP to increase your current level. Max LVL is the highest level you can reach at that location. (At the POI below, you can only Level Up to level 4.) Also note, when you Level Up to level 3, you will draw a special event. (*see: Level Up p.6*)
- **Train:** Change your active skills from among your learned skills. You can have 5 active path skills at a time, but over the course of the campaign you'll learn more than that. You can choose which of these skills you wish to equip in your active skill slots.
- **Retrain:** For a fee, you may unlearn skills you previously learned, returning them to the skill tree. You may then learn new ones instead (e.g. if you were unhappy with a certain skill, or you want to try a different combination of skills).
- **Leftovers:** Add 1 marker to all fully empty Potion and Knapsack items for the whole party.
- **Smithy (Apprentice):** Same as a normal Smithy, but not as good.
- **New Member Help:** You may take the Leftovers / Smithy actions for free, once per Day.

Exiles' Camp
POI-1

Guild Actions

Rest: Draw a card. Whole party replenish , , , shuffle Travel deck, refresh Travel tokens.
Stash: Stow, retrieve, or sell items for value.

Level Up: Spend to Level Up (**Max LVL 4**).
 When you gain Level 3, draw .
Train: Change active skills from among your learned skills.
Retrain: You may pay to unlearn your current skills and learn new ones. Draw: .

Leftovers: Add 1 to all fully empty Potion/Knapsack items for the whole party.
Smithy (Apprentice): Repair 5 .

New Member Help: You may take each Exile's Market action for free once per .

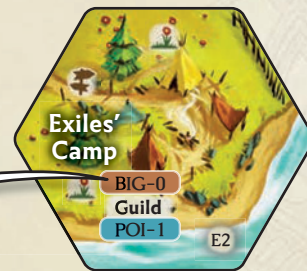
Locations

From the Worldmap, you can **enter** a Location. Locations are groups of maps that you explore one map at a time. Locations vary in size and can be as small as one map, or large consisting of many maps tied together, sometimes with multiple floors. Locations contain characters to talk to, points of interest to interact with, events to trigger and foes to battle! After exploring the location, you may **leave** and return to the Worldmap.



Enter Location

To enter a location from the Worldmap, you must be on a hex with a pointer to a map. The Guide locates the map in the Active deck by the ID, then reads the title and any text. Unless otherwise directed, the Guide then flips the map face up and places it in the middle of the play area. Finally, locate the pointer for the HEX you entered from and place all exile miniatures on or adjacent to that pointer.



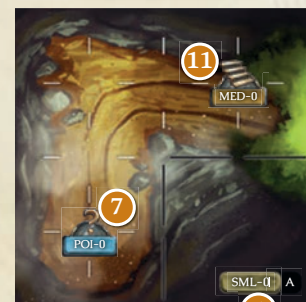
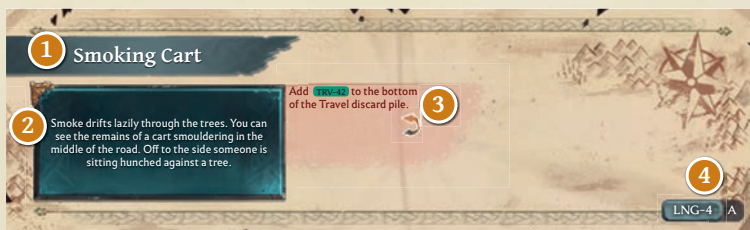
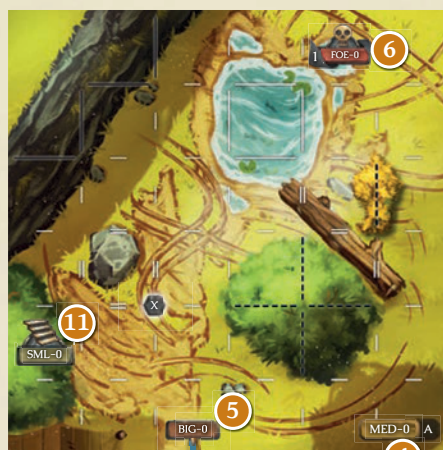
Maps **BIG** **MED** **SML** **LNG**

Maps

When you explore a new map, search the appropriate Active deck (BIG, MED, SML, LNG) and find the matching map ID.

Maps have:

- 1 Title
- 2 Narration Text
- 3 Rules
- 4 ID and State
- 5 Map Pointer
- 6 Foe Pointers
- 7 POI Pointers
- 8 NPC Pointers
- 9 Chest Pointers
- 10 EVT Pointers
- 11 Stairs Pointers



Location Actions

Adjacent

You must be adjacent to a pointer to interact with it. You're adjacent to something if it is in your square or in a square that shares a traversable border with your square. (The term "traversable" is defined on the next page.)

- **Pointers in Corners:** If a pointer (token, etc.) is at the intersection of corners, it is considered to only be adjacent to the squares it intersects.



These four squares outlined in blue are adjacent to the MED-0 pointer.



These four squares outlined in blue are adjacent to the Event token.

Location Actions

In a location, exiles can take the following additional actions while in Adventure mode:

- **Move:** You may move any number of squares on the map through traversable borders. If you move to another floor, the entire party must move to the new floor together.
- **Interact:** While adjacent to a pointer, you may interact with it.
- **Explore:** While adjacent to a map pointer, you can interact with it. Explore actions may only be taken when the map is **cleared**. A cleared map contains no tokens (event or chest) or foes.

Party Positioning

Before the active player takes an interact or explore action, the other exiles can move any number of squares through traversable borders to position themselves.

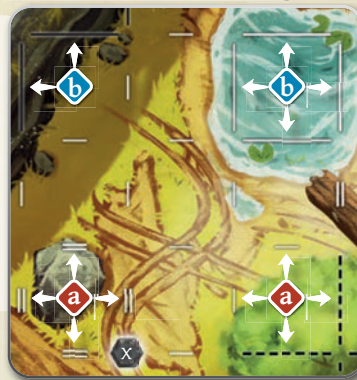
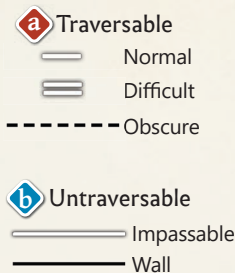
- During party positioning, exiles cannot move into squares that would trigger an Event token unless that Event is being triggered by the active player.

Adventure Mode Movement

Exiles move on maps using a square-based grid. Squares can have 5 different kinds of borders, which are particularly relevant for movement in Combat mode (see: *Borders p.21*). In Adventure mode, movement is simplified and all that matters is whether borders are Traversable or Untraversable:

a Traversable

Normal (single white dash), Difficult (double white dash) and Obscure (black dashed) lines are traversable. Exiles may move through these borders.



b Untraversable

Impassable (solid white) and Walls (solid black) lines are untraversable.

You may move to any other square on the map as long as you can reach it by passing through Traversable borders only. Your movement must always end on an empty square (each square may contain at most 1 miniature).

Interact Action

There are 4 kinds of interact actions: POI, EVT, NPC and Chests.

Points of Interest **POI**

As an action, you can interact with an adjacent Point of Interest; other exiles can choose to place themselves adjacent to the pointer in order to participate in the interaction. The Guide draws the card with the matching ID from the Active deck and reads it out loud.



Events **EVT**

When a map with an Event is placed on the table, immediately put an Event token on the pointer (unless that map had previously been cleared).

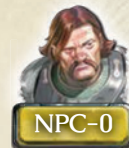


When you move into or adjacent to a square with an Event token, remove the token from the map; other exiles may move adjacent to the pointer in order to participate in the Event. The Guide draws the card with the matching ID from the Active deck and resolves it.

- **Cannot move through Event token:** While the Event token is on the map, only the active player can choose to move into a square containing the Event token - other players can choose to move into a space adjacent to the Event token, but cannot move through it. (e.g. an Event token is in a hallway requiring you to move through that event - you cannot move past it until the event is resolved)

Non-Player Characters **NPC**

As an action, you can initiate a conversation with an adjacent NPC; other exiles may move adjacent to the pointer in order to participate in the conversation. The Guide draws the card with the matching ID from the Active deck and reads it out loud.



Chests

When a map with a Chest pointer is revealed, immediately put a Chest token on the pointer (unless that map had previously been cleared, in which case, ignore the pointer).



As an action, you can open an adjacent Chest, but only while out of Combat. Remove the Chest token from the map, then draw item(s) depending on the type of chest. (see: *Chests p.8*)

Foes **FOE**

When a map with one or more foes is revealed (unless that map had previously been cleared), the game switches to Combat mode. (see: *Combat p.20*)



Explore Action

Explore

You can explore new maps from your current map, as long as your current map is cleared.

- **Cleared Maps:** A cleared map contains no tokens (Event or Chest) or foes.

As an action, you can explore an adjacent map pointer; other players can choose to position themselves before revealing the map. The Guide draws the map from the Active deck, reads all the relevant text on the back of the map, then (unless otherwise instructed) flips the new map face up and aligns the pointers. Sometimes this means the new map sits on top of the previous map.

Connectors

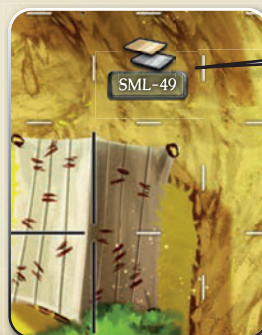
Connectors are used in combination with map pointers to help you align connected maps as you explore. Each location will use unique combinations of connector shapes and colors to help you quickly identify how to place the map you're exploring. Once the map is placed, you can ignore the connectors.



Special Connectors

Two special map connectors are used (often times to reveal previously hidden information),

- **Line Up** arrows (with no connector lines) are used when placing the map to the side of another map, paying attention to the map artwork for alignment.
- **On Top** icon means place on top of the map you're exploring from, paying attention to the map artwork for alignment.



In this example, SML-49 uses the On Top icon. Place SML-49 on top, lining up the artwork.



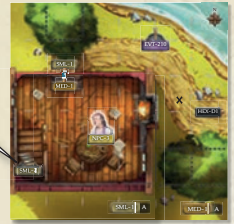
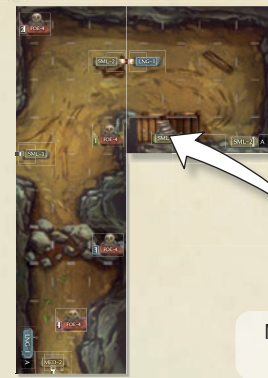
Floors

Locations sometimes contain multiple floors. Floors are groups of one or more maps connected to the rest of the location by stairs.

Stairs

Stairs are pointers to maps, so you use the Explore action to interact with them. When you explore stairs, place the new map in the play space **unconnected to the rest of the location**. This makes a new floor.

- **Exiles must always be on the same floor of the location.** When you move to a different floor, all exiles must move floors together; all exiles place themselves as close as possible to the stairs they entered the new floor from. While in combat, you may use stairs to flee back to a previously explored floor. (see: *Flee p.33*)

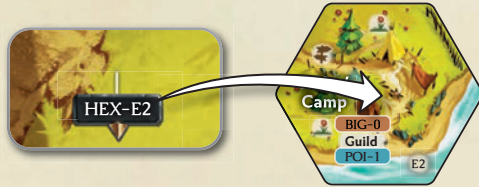


Maps on different floors do not touch each other.

Leaving a Location

Leave Location

You leave a location similarly to how you entered it. As an action, you can leave using an adjacent HEX pointer. All exiles place their miniatures on the Mode token, and then proceed to close the location.



Leaving Cards Laid Out

While exploring a location, you can improve the flow of play by leaving cards for pointers out in the play space, near their associated map, rather than returning them to the index immediately. *(In many cases, you'll wish to interact with a pointer more than once, such as returning to an NPC after discovering something. Leaving these cards out while you explore the location can help the game flow more naturally.)*

Closing a Location

Put all remaining components for the location away: sort all the maps and associated cards back into the appropriate Active decks being careful to correctly orient them based on if they were cleared or not.

Previously Cleared Maps

When returning to a map that has already been cleared (it will be face up in the Active deck): Place the map face up (ignoring any text on the back of it). **Foes, Event tokens, and Chest tokens do not spawn again.**

Combat

Unlike the more free-form turn structure in Adventure mode, Combat mode carefully tracks character turns, movement, and actions. When one or more foes are revealed, flip the Mode token to its Combat side: the game is now in Combat mode.

Start of Combat

When combat begins, first take these steps:

1. Shuffle all cards in the Threat Deck.
2. Reset Threat and Combo to 0.
3. Resolve any 'Start of Combat' rules or abilities.

Combat now takes place over a number of **rounds**, with foes and exiles taking **turns** moving on the **map** and fighting each other until **combat ends**.



Rounds

Combat proceeds in rounds, and each round has two parts:

1. **Foe Turn** (draw one Threat card, possibly activating foes)
2. **Exile Turn** (one exile takes actions)

For the first round, the player who triggered combat goes first. They take a turn for the foes, followed by taking their exile turn. *(Example: a player takes the 'Explore' action revealing a map with foes - they have triggered combat and after the Foe Turn, they will act first.)*

If combat has not ended, **play passes to the player on the left in clockwise order**, and another round begins. (That player takes a turn for the foes followed by their exile turn.)

End of Combat: Combat can end in one of several ways:

- The exiles defeat all the foes.
- All exiles are knocked out **at the end of an Exile Turn**.
- The exiles flee the combat.
- Or other ways specified by that combat.

Combat Terms

These are common terms used in combat on various abilities:

- **Adjacent:** You're adjacent to anything in your square, in a square that shares a traversable border with your square, or if it's in a corner of your square.
- **Exile:** Any exile, including the exile using the ability.
- **Ally:** Any other exile, not including the exile using the ability.
- **Foe:** An individual foe, represented by a single miniature.
- **Creature:** Any miniature, including exiles and foes.
- **Shift:** Forcefully shift the target a number of squares in any direction (this is not a move, so ignore movement costs). The creature may not enter occupied squares, and cannot cross Impassable or Wall borders. If a foe is using the ability, shift the creature as far as possible. If an exile is using the ability, they may choose how far to shift the creature (up to the maximum allowed by the ability).
 - **Shifting Large Creatures:** Large creatures do not change orientation when shifted. Large creatures may enter multiple squares simultaneously; as above, the creature cannot cross Impassable or Wall borders.
- **Push:** Same as shift, but each square entered must be further from the origin of the effect.
- **Pull:** Same as shift, but each square entered must be closer to the origin of the effect.
- **Unoccupied Square:** There are no creatures in the square.
- **Empty Square:** No creatures, tokens or markers in the square.

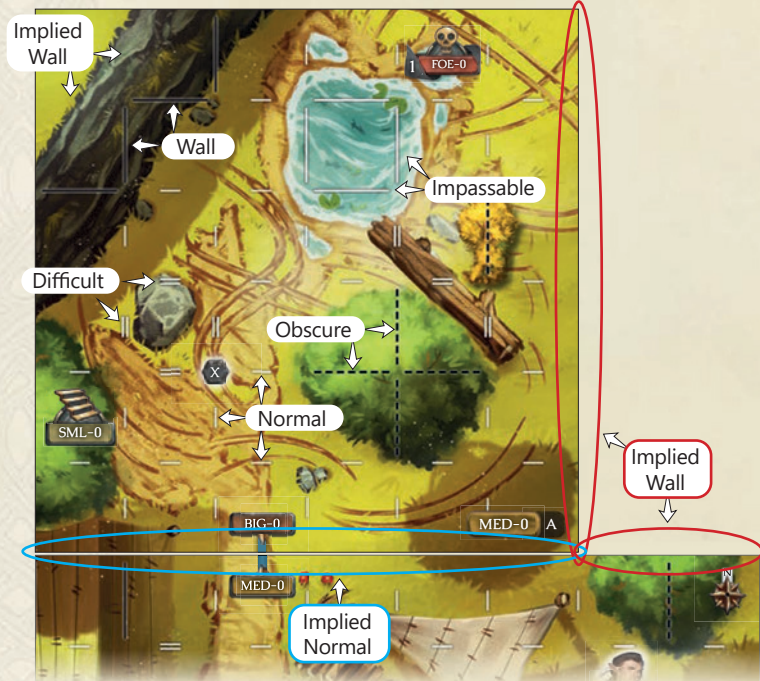
Pointer Interactions in Combat: During combat, squares with Chests, NPCs, and POIs cannot be interacted with.

- Creatures can move through / end on squares with Chests.
- Players cannot take the explore action while in combat.
- If you move adjacent to an Event token, it will trigger immediately.

Floors while in Combat: Combat only takes place on a single floor of a location (a floor can consist of one or more maps). Exiles and foes cannot move to another floor while in combat. (see: *Flee p.33*)

Borders

Each map is made up of squares. Each square can hold a maximum of one miniature. Each square has four sides, called borders. There are five kinds of borders with different rules for movement and ability types (Ranged, Melee, Area).



1. Normal (Single white dash):	Costs 1 to move through, does not block Ranged, Melee, or Area.	1!			
2. Difficult (double white dash):	Costs 2 to move through, does not block Ranged, Melee or Area.	2!			
3. Obscure (black dashed line):	Costs 1 to move through, blocks Ranged, does not block Melee or Area.	1!			
4. Impassable (solid white line):	Cannot move through, blocks Melee, does not block Ranged or Area.				
5. Wall (Solid black line, implied):	Cannot move through, blocks Ranged, Melee, and Area.				

Implied Wall borders have the same rules as Wall borders. Any sides of a square that do not have a defined border are implied walls. Edges of a map that are not connected to another map are implied walls.

Implied Normal borders have the same rules as Normal. Edges of a map that are connected to another map are implied Normal unless:

- **Inherited Borders:** If a map sits on top of another map, the edges of the top map inherit any borders from the map below. (The top map edges have no border graphics, but the edge they sit on does.)

Range

Range

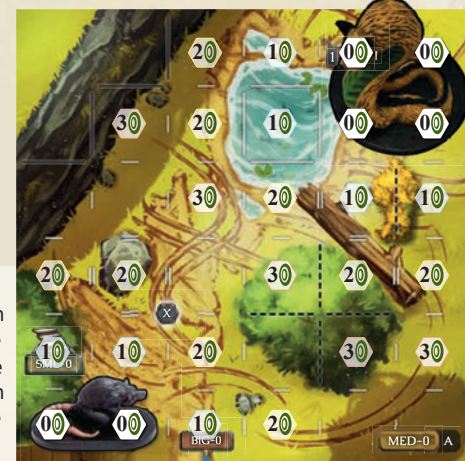
When checking range, count the most direct orthogonal route between two squares, ignoring all borders except walls. 30 means up to three squares away, counted orthogonally.

Minimum Range

Two numbers, with a dash between them followed by the 0 denotes a minimum and maximum range. (2-30 means a minimum of two squares away, and a maximum of three squares away.) If no minimum range is specified, the minimum range is 0 (the square you are in).



30 range counted from the exile.
20 range counted from the normal size foe.



30 range counted from the 2x2 large foe.
20 range counted from the 2x1 large foe.

Positional Grids

Positional Grids

These are used to show valid target squares for abilities. These are often used in place of the 0 symbol. While they can both provide maximum and minimum ranges, positional grids allow for more granularity of targeting requirements.



Targets

- Enemy:** An 'X' is an enemy (a foe for exiles, or an exile for foes).
- Ally:** An 'O's is an ally (a foe for foes, an exile for exiles).

Rotation

When using a positional grid for determining targeted squares, you may rotate the positional grid in any cardinal direction.



The four rotation options for this grid.

Origin

A round gray circle with the ability type icon in the center usually denotes the origin square of the ability. Typically, the origin is the creature using the ability. (see: *Ability Types* p.22)



Multi-Target

An ability with multiple targets will apply to all valid targets.



Brackets

- Solid Bracket:** The ability **must** target a specified enemy or ally in this square.
- Dashed Bracket:** The ability can only target **one** of the specified enemies or allies in these squares.
- Red Bracket:** The ability **cannot be used** if there is a specified enemy or ally in this square (and that ability type could target it).

Ability Types

Ability is an all-encompassing term that means the ability granted by any type of action, skill, item, foe attack or ability, etc. Abilities that use the map can be categorized by type, and have different rules for interacting with the map. Regardless of the ability, allies cannot damage each other. There are four Ability Types:

 **Movement Abilities**

 **Melee Abilities**

 **Ranged Abilities**

 **Area Abilities**

Movement Abilities

A movement ability (such as Basic Move) grants movement to a creature, allowing it to move on the map. Each movement ability will specify how much movement it grants via a number and the move symbol, like this: **3**. When moving, creatures move orthogonally and pay a movement cost based on the type of border crossed. A creature isn't required to spend all of its movement.

Bonus Movement

Bonus movement has a '+' and looks like this: **+2**. It grants extra movement when a creature is already moving. A creature must already be using a movement ability in order to take advantage of bonus movement.

 **Movement Cost**

1 		Normal
2 		Difficult
1 		Obscure
		Impassable
		Wall



5 movement, three different examples.

Melee Abilities

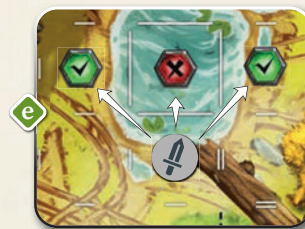
A melee ability (such as a Basic Attack with a sword) typically targets nearby creatures or squares. Melee abilities usually use a positional grid to show which squares can be targeted. Melee abilities require a clear line of effect to the target square.

Line of Effect

Draw a straight line from the center of the ability's origin square to the center of the target square. If that line passes through any walls or impassable borders, that square is not a valid target for the melee ability (there is not a clear line of effect).

 **Line of Effect**

		Normal
		Difficult
		Obscure
		Impassable
		Wall



Line of effect needs to be drawn once for each target. (e) The left and right targets are valid, center is blocked. (f) The top target is blocked by walls, the other two are valid.



Ranged Abilities

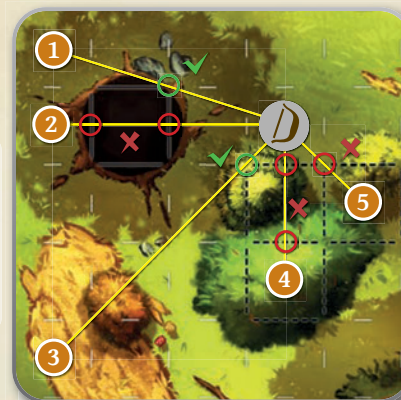
A ranged ability (such as a Basic Attack from a bow) allows creatures to target other creatures (or sometimes squares) at a distance. Ranged abilities normally use  to determine how far away a target may be. In addition, ranged abilities require a clear line of sight to the target square.

Line of Sight

Draw a straight line from the center of the ability's origin square to the center of the target square. If that line passes through any walls or obscure borders, that square is not a valid target for the ranged ability (there is not a clear line of sight).

 **Line of Sight**

		Normal
		Difficult
		Obscure
		Impassable
		Wall



These are examples of checking line of sight on multiple targets. Line of sight is drawn center to center, blocked by walls and obscure borders.

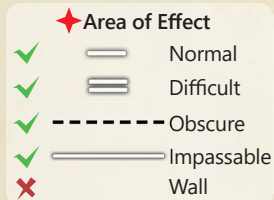


Area Abilities

An area ability (such as Lightning Bolt) typically targets multiple creatures or squares. Area abilities often combine a positional grid and an origin to determine targets.

Area of Effect

Draw a straight line from the center of the ability's origin square to the center of each target square. If that line passes through any walls, that square is not targeted by this ability.



- **Origin:** Usually the origin is the creature using the ability, but some abilities, such as Fireball, use another square as their origin for determining Area of Effect.

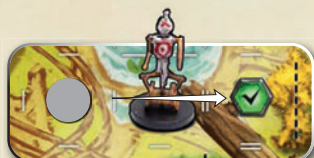
The area of effect passes through all borders except walls; see examples (a) and (b).



The area of effect continues until it hits a wall, which would then block any remaining portion of the effect; see examples (c) and (d).

Miniatures and Targeting

Line of Effect, Line of Sight, and Area of Effect are not affected by miniatures on the map (exiles or foes).



Skill Default Targeting

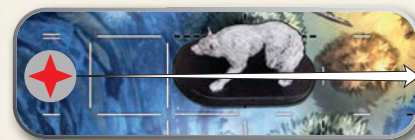
If a skill shows a positional grid, use the ability type shown in the grid. Otherwise, use the ability type of the item required by the skill; if the skill doesn't require an item, use the default range rules (ignore all borders except walls).

(e.g. the Bard's Anthem of Vigor skill uses Area ability rules for determining targets because it doesn't show a positional grid and requires a Lute.)

Targeting Details

Targeting Large Foes

Some foes have 2x1 or 2x2 bases. When targeting them with an attack or effect, choose one square that the foe occupies. For purposes of the attack or effect, treat the foe as if it were a 1x1 foe occupying the chosen square. **For multi-target attacks, a Large Foe cannot be targeted/attacked twice.**



This foe has a large 2x1 base. It will only be hit by this attack one time.

Threat / Combo Tracker

The Threat / Combo tracker shows the current level of Threat and Combo. Threat and Combo are only used in combat; any skills or other effects with Threat or Combo costs can only be used in combat, not adventure mode. At the beginning of combat, Threat and Combo start at 0.



Combo

Combo is a shared resource spent by players to use certain skills. Players can gain Combo in a number of ways, but the primary way players gain Combo is by taking a move action in combat.

Threat

Threat is a shared resource spent by foes to activate AI behaviors. Threat starts combat at 0. Over the course of a combat, foes will generate Threat, and then spend it on more and more powerful AI behaviors.

Increase/Spend Threat/Combo

To increase Combo or Threat by a specified amount, move the corresponding cube on the tracker to the right, increasing the total amount of Combo or Threat. Neither resource can be increased beyond 7. You may still take actions that cause Combo to increase above 7, but any excess will be wasted. To spend (aka pay) Combo or Threat, move the tracker to the left by the specified amount. If you can't pay the cost, then you can't use the ability.

Threat / Combo

Limit Break!

When either Threat or Combo reaches 7, a Limit Break! may occur:

7 Combo Limit Break!

When players have 7 Combo, the exile whose turn it is may take a special Free action called Limit Break!

- **Limit Break!** (Free action, the exile whose turn it is) spend 7 Combo: Any exile (even if it's not their turn!) takes an action (Normal, Minor, or Free), without spending an action token, ignoring any Combo cost for that action.

After the Limit Break! Free action and the resulting action (from any exile) is resolved, the active exile's turn resumes normally.

(e.g. You have 7 Combo. You use the Limit Break! Free action, spending all 7 Combo. You choose to have another exile use the action - they use their Spin Attack skill, ignoring the Combo cost.)

7 Threat Limit Break

When Threat is 7 after a Foe or Exile Turn, resolve the following effects (this may result in consecutive foe activations):

1. **+1 Power Token:** Add 1 Power token (use a Wear token to represent a Power token) to each Foe AI card currently in play.
2. **All Foes:** Then, all foes activate as if an All Foes Threat card were drawn, spending Threat normally.

Power Token: Each Power token adds one additional damage to foe attacks. This bonus damage is added to each instance of damage. Power tokens remain until combat ends. (e.g. A foe's Bite attack does 1 damage. The foe also has a Bite +1 behavior, which would deal 2 damage, or 3 damage with 1 Power token.)

- Some foes inflict HP loss instead of damage. Power tokens also increase the HP loss from those abilities. (e.g. a -2 ability would become -4 with 2 Power tokens.)

Threat Cards

Threat Deck

The campaign begins with the 12 Threat cards in the Threat deck (THR-1 through THR-12) as Active cards. All other THR cards begin the campaign as 'Inactive'. As the game progresses, you will add (and possibly remove) cards from the Threat deck as instructed. When asked to draw a Threat card, resolve it and then discard it in the Threat discard pile.

If the deck is empty and you're required to draw from it, shuffle the Threat discard pile to remake the Threat deck and then draw.

There are 4 types of Threat Cards:

Threat Increase Cards

- 1 Threat Amount
- 2 ID

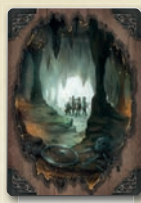
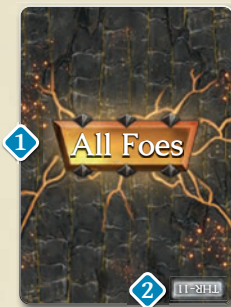
These cards **increase Threat** by the amount specified on the card.



All Foes

- 1 All Foes
- 2 ID

These cards **activate all foes**. Foes activate one at a time based on initiative order, from lowest number to highest. Each foe is activated once, regardless of their type.



Card Back

Foe Type Activation

- 1 Foe Type
- 2 Threat Amount
- 3 ID

These cards will **activate any of the specified foe types, (Mob or Boss)** if at least one foe of the specified type is present in the combat and undefeated. **Otherwise, Threat increases** by the specified amount.

- **Threat 'X':** This type of card is exactly the same as the other foe activation cards, except it increases Threat based on the number of exiles in the party.



Special Threat Cards

- 1 Title/Description
- 2 Rules
- 3 ID

Special cards can take a number of different forms and can have a number of unique effects. Usually after resolving the effects of special cards, you will be directed to 'draw again'. In that case, you will draw an additional Threat card and resolve it. In this way, it is possible to draw and resolve multiple Threat cards in a row.



(Index) Icon and Threat Cards: If instructed to **(Index)** a THR card, it means: return the card to the **Inactive deck** in the index.

Foes

Foes are the enemies in Arydia. Each foe has an AI card, one or more Grid cards, and one or more miniatures. There are two types of foes: Mobs and Bosses.

Mobs

Mobs can be a group of 1 or more similar foes that share the same AI card. These foes activate, move, and take actions as a group. Each foe in the Mob has its own Grid card. The number/color of the Grid card (1/Green, 2/Brown, 3/Blue and 4/Pink) correspond to the foe with the same colored base ring. Attacking the foe with the green base ring is tracked on the green Grid card.



Grid cards

Boss

This type of foe always represents a single individual and is usually more difficult to defeat. These have 1 Grid card, and do not use a colored base ring.

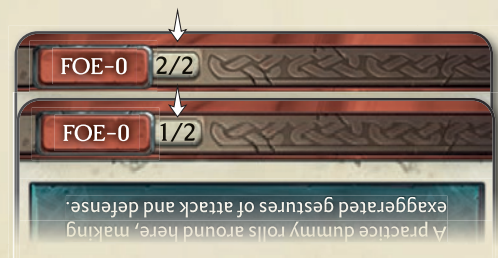


AI card

Grid card

Foe Cards

Unlike other card types, foes do not have card states. Foes have multiple cards for each ID, all of which are active. In place of the card state, foes contain a reference to how many cards are associated with that ID: (example 1/2 and 2/2, or 1/5, 2/5 etc.). Be sure to draw all the cards with a matching ID for the foe when you encounter it.



Foes have two types of cards: **Grid cards** and **AI cards**.

Foe Grid Cards **FOE**

You should first read the foe's Grid card when you draw the foe. The back of this card contains:

- 1 Level (how difficult this foe is)
- 2 Name
- 3 Miniature: Quantity / ID / Size
- 4 Artwork
- 5 Foe Type
- 6 Description
- 7 ID and Card Count
- 8 Soundtrack (see p.35)

After drawing this, find the matching miniature(s), then flip all the Grid cards face-up.

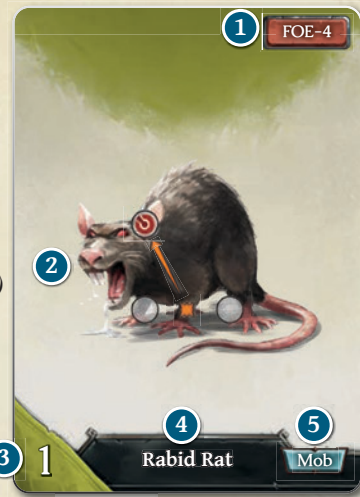


Back

On the front is:

- 1 ID
- 2 Hit Grid
- 3 Initiative and Base Ring Color
- 4 Name
- 5 Foe Type

We discuss these cards in detail in a later section. (see: *Foe Hit Grids p.30*)



Front

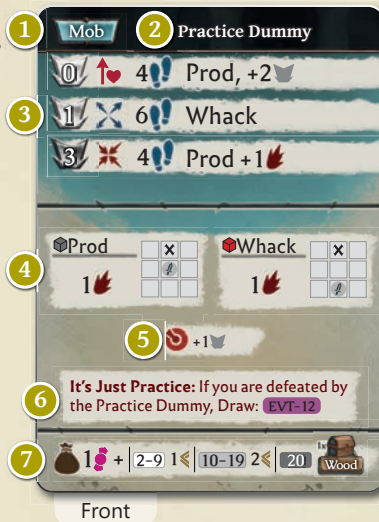
Foe AI Cards **FOE**

The AI card shows important information about the foe, how it will act on its turn, and any rewards you get for defeating it.

Examples of a Mob AI and Boss AI card:

- 1 Type
- 2 Name
- 3 Behaviors (Some foes have more than others)
- 4 Attacks
- 5 Weak Point
- 6 Ability (Ongoing)
- 7 Rewards

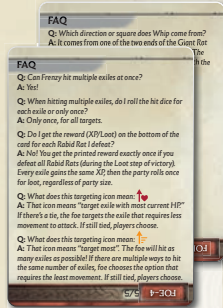
On the back of each AI card is an FAQ for that foe, which you can reference if you have any questions about that foe's specific abilities.



Front



Front



The back of AI cards contains an FAQ.

Foe Miniatures

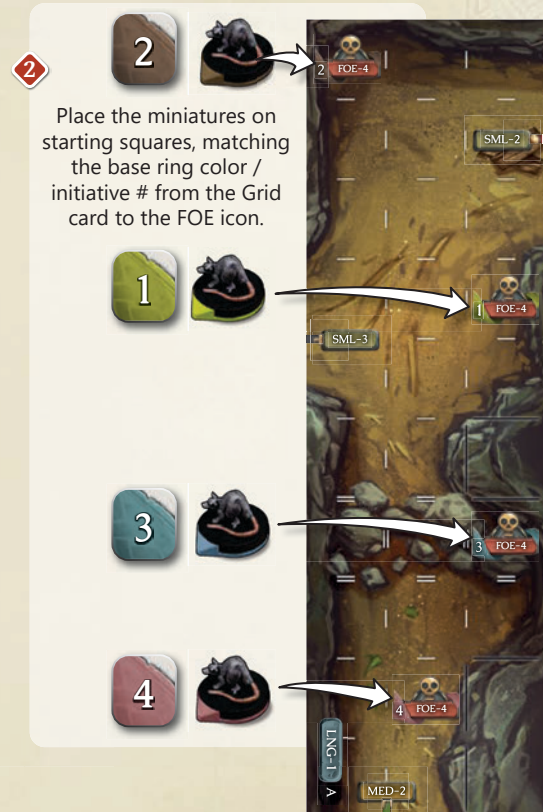
Miniatures

When you first draw the foe, locate the ID of the miniature(s), then find the matching door on the miniature storage box. Open the door and remove the miniature(s).

- If the foe is a Mob, attach colored base rings to the miniatures matching the color indicated behind the initiative of each Grid card. This will help you determine which Grid is for which miniature.

Place the miniature(s) on the matching pointers on the map.

- If a foe would ever be placed on any occupied square(s), place the foe on the closest, unoccupied, traversable square(s) instead.



Foe Turns

A Foe Turn structure looks like this:

- Draw Threat Card
 - Increase Threat
 - or
 - Activate Foes
 - Choose Behavior
 - Resolve Behavior

Draw Threat Card: First, the active player draws a Threat card and resolves it, then places it into the Threat discard pile.

Increase Threat: If the Threat card does not activate any foes, it will increase Threat. After Threat is increased, the Foe Turn is over (unless they now have 7 and therefore Limit Break!).

Activate Foes: If the Threat card matches a foe type that's still on the map (e.g. mob / boss / all foes), those foes will activate. Look at the current level of Threat and the Foe's AI card to determine which behavior is chosen. Foes will always use the most expensive behavior that they can pay for with Threat. Threat is spent on the behavior, then all foes for that card will activate, resolving the chosen behavior.

- **Activation Order:** When one or more foes are activated, the foe with the lowest initiative number will activate first. Foes continue activating in ascending order until all activated foes have been resolved.
- **Shared AI Cards:** If multiple miniatures on the map share a single AI card, activation occurs once for each miniature that shares that AI card, in initiative order. But, the cost of the behavior is only paid **once per AI card**, and is **not based on the number of miniatures**.
- **Player's Choice Rule:** When resolving a foe's behavior, if there are multiple, equally valid options (e.g. which path the foe takes among equally short paths, which exile is closest among equally close exiles), the players choose among the options.



Example: An All Foes card is drawn, there is a Boss foe, and four Mob foes. The Boss has the lowest initiative on its Grid card ("0"), so it activates first. There is 2 available to spend. The Boss can't afford their 3 Chomp+1 behavior, so they choose their 1 Whip behavior, spending 1 and resolving it. Next, the Mob activates. There is 1 available to spend, so they choose their 1 Bite behavior, spending 1 total for the entire Mob. One at a time, each of the four Mob foes that share this AI card resolve the 1 Bite behavior, based on initiative order. The All Foes card is now resolved and discarded. The Foe Turn is now over.

Foe Behaviors

Foe behaviors are described with icons and keywords. The foe carries out as much of the behavior as possible, reading left to right.

Behaviors have:

- 1 Cost: This is the amount of Threat needed to activate this behavior.
- 2 Target: The foe's targeting priority for this behavior.
- 3 Move: The amount of movement available for this behavior.
- 4 Attacks/Abilities: Which attacks and/or abilities the foe will perform.

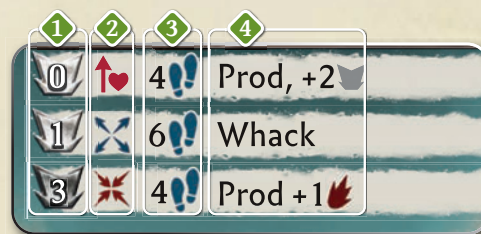
Resolving Behaviors

Once a foe has chosen a behavior and spent the required Threat, resolve each activation by following these steps:

1. Foe Targeting
2. Foe Movement
3. Foe Attack and/or Ability

A foe will only carry out a single behavior per activation. If multiple foes share the same AI card, fully resolve all three steps for each foe in initiative order before proceeding to the next foe. Once all the foes tied to the AI card have resolved the behavior, the Foe Turn is over.

- **Reaction triggers:** Some Reactions trigger based on foe attacks. "When you are attacked" occurs after rolling the hit die but before applying any damage to exiles. "After you are attacked" occurs after taking your damage and any additional effects from the attack. An "attack" is any named behavior that uses a hit die and can cause damage.



Common Behavior Keywords

- **Flee X:** This keyword in a behavior means the foe moves away from target by X. (e.g. *Flee 4* means move with 4 away from the target.)
- **+X:** Increase Threat by X. (e.g. *+2* means increase Threat by 2.)
- **X:** Move with X towards their desired position. (e.g. *3* means move with 3 towards the desired position.)

Foe Targeting

The basic principle is that foes will intelligently choose a target. Follow these steps:

1. Identify every exile that could be hit by the attack.
 - Consider the foe's ability type, foe's movement, creature positions, and the map.
 - If no exiles could be hit, imagine the foe had unlimited and there are no other foes on the map, then repeat this step.
2. Among those exiles, apply the targeting priority to choose which exile(s) are targeted.

- Target closest exile to that foe using only Range.
- Target furthest exile to that foe using only Range.
- Target that will allow the attack to hit the most exiles.
 - Consider the foe's ability type, foe's movement, creature positions, and the map.
- Target exile with most current .
- Target exile with least current .

3. If there is a tie, target the exile(s) that require the fewest to reach the foe's desired position for those targets. (See *Foe Movement* below for how to identify the foe's desired position.)
4. If there is still a tie, players choose among the tied targets.

Additional Information

Foes know where exiles are on the map and do not need line of sight to target an exile. For behaviors with multiple attacks, the foe targets based on the first attack listed.

Now that the foe knows its **target(s)**, identify the foe's desired position using the steps described in *Foe Movement*, below.



Resolving the Whack behavior, the Practice Dummy will target the furthest exile it can reach with Whack and 6 . One exile is at Range 2, the other is at Range 4. Thus will target the exile at Range 4.



Foe Movement

Foes move on the map similarly to exiles using and do not need to use all their movement. Foes cannot move through exiles. Foes can move through other foes, but cannot end movement on a square occupied by another foe.

- **Boss Displace:** Boss type foes **can** end their movement in a square occupied by another foe; if they do, shift the other foe(s) to the closest, unoccupied, traversable square(s).

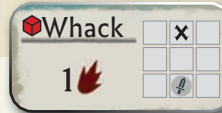
Desired Position

Once a foe knows its target(s), identify the foe's desired position on the map as follows:

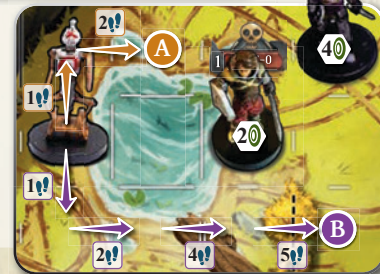
- **Melee Abilities:** The position that requires the minimum number of to attack the target(s).
- **Ranged Abilities:** The position that is the maximum from the target, while still being able to attack the target(s).
- **Area Abilities:** The position that will hit the most exiles, while also hitting their target(s).

Ties: If there are multiple acceptable positions, choose the position that requires the least . If still tied, players choose from among the tied positions.

Unreachable Target: If the foe can't reach the target(s), the foe moves as close as possible to its desired position.



The Practice Dummy will now identify its desired position for its target (the exile at Range 4). For this attack there are two possible desired positions, (a) and (b). It will then choose the desired position that takes the least (a).

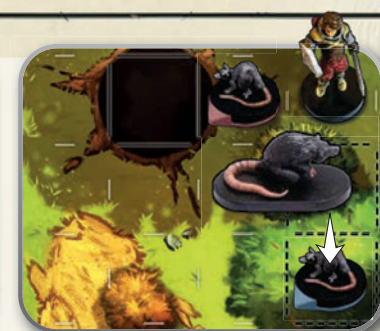


Large Foes

Some foes in Arydia have bases that are 2x1 or 2x2 squares. There are special movement rules for these:

2x1 Bases: Choose one square the foe occupies that is closest to its destination square. Then, move the miniature as if it were a 1x1 foe starting from the chosen square, with the rear half of the base following like a snake. (You may 'flip' the foe before moving for visual consistency.)

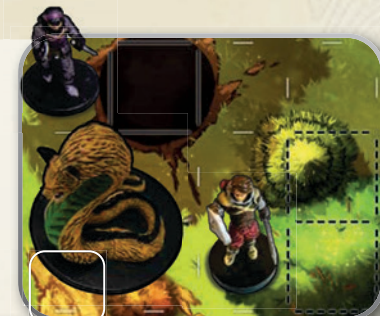
2x2 Bases: When moving, choose one square the foe occupies that is closest to its destination square. **Move the miniature as if it were a 1x1 foe starting from the chosen square.** The base maintains its current orientation, so the foe does not rotate as it moves. There must be enough space at the end of the movement for the foe to be placed in unoccupied, traversable squares (exceptions for Boss Displace).



The 2x1 Boss Rat moves 3 to Chomp the exile, its back half follows the front, like a snake. The blue Mob is displaced. (Players could also have chosen to move the Boss to the spot of the pink-based rat instead of the blue one.)



The 2x2 Boss wants to Target Most with Flail. Choosing the bottom left corner of its base, the boss spends 3 , ending its movement next to both exiles.

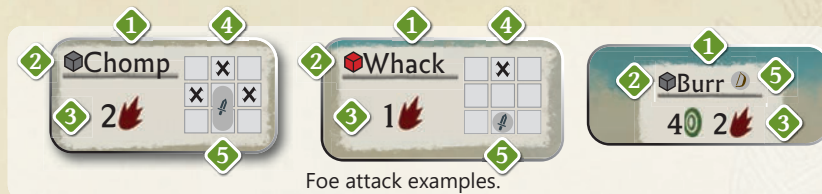


Foe Attacks

A foe attack is a named ability on the foe's AI card that can do damage via a hit die.

After moving into position, if the foe is in range of the target, it will now resolve its attack. If there is no valid target within range, the foe will skip this part of the behavior, and go to the next part of the behavior, if there is any. Foe attacks usually look like this:

- 1 **Name:** This is the keyword used in the foe behavior to call this attack.
- 2 **Hit Die:** The specified hit die rolled for this attack.
- 3 **Attack Value:** This is how much damage this attack will do to each target.
- 4 **Positional Grid:** Most attacks have a grid, but not all. (see: *Positional Grids p.21*)
- 5 **Ability Type:** Melee, Ranged, or Area.



Foe attack examples.

Foe Abilities

Some foes have abilities that are not attacks. These abilities can be active abilities or ongoing abilities.

- a Active (black text) are usually part of a behavior.
- b Ongoing (red text) always apply to that foe.

Regen: Heal X from non- Hit Points.
X = current

It's Just Practice: If you are defeated by the Practice Dummy, Draw: EVT-12

Hit Dice

There are four Hit Dice: Red, Blue, Yellow, Gray.

The face of each die contains squares with pips in the center; these show you the possible hit locations for that die. The black square on each face is the location on your body where the hit lands. White squares with no pips denote locations that cannot be hit by that die.

When a foe makes an attack against you:

1. Roll the associated hit die to determine where on the body the hit lands.
 - Multiple targets: The hit die is only rolled one time, regardless of the number of targets hit by the attack. All targets take the full damage value of the attack.
2. Locate the hit location on the body: if you have armor in that location with durability remaining, add one Wear token to that armor and reduce the incoming damage by its defense value.
3. Any remaining damage is subtracted from your HP. If you reach 0 HP, you are KO'd.

Exile Armor

Your armor provides protection from foe attacks while it has durability remaining. Each piece of armor can have Wear tokens up to its durability value. When hit, if a piece of armor has durability remaining, add **exactly one Wear token** to that armor to reduce the incoming damage by its defense value. A piece of armor absorbs damage only once per attack. Once a piece of armor has Wear tokens equal to its durability, it is broken and you cannot add any more Wear tokens to it. It will no longer reduce damage until you repair the Wear tokens, which you can do at towns.

- **Defense Resolutions:** Some skills and items allow you to absorb damage. When multiple abilities of items, skills, etc., trigger at the same time, players choose how to resolve them. If all damage is absorbed by other abilities before a piece of armor would be hit, do not place a Wear token on that armor.
- **Fully Blocked:** Some abilities check to see if the damage was "fully blocked" or not. Damage is fully blocked if you lose 0 HP. If you lose 1 or more HP, then it was not fully blocked.

End Behavior

After resolving all attacks and abilities of the behavior, the foe's activation is over. Once all appropriate foes have finished activating, the Foe Turn ends and it is time for an Exile Turn.



The red hit die is rolled. This square of the body is hit by the attack.



The Axe attack deals 3 damage to the center square of the body. Place one Wear token on the Practice Gambeson and reduce the incoming damage by 1. The remaining damage (2) is subtracted from the current 5 HP, leaving 3 HP.

Exile Turns

After the Foe Turn, the active player takes their Exile Turn. An Exile Turn has 3 parts:

1. Start Turn

At the start of a turn, place your 2 Normal action tokens and 1 Minor action token in the ready area of your equipment mat. Trigger any start of turn abilities.



2. Take Actions

On your turn, you take actions one at a time. Actions have different requirements and costs.

- **Normal Actions:** These require a Normal action token to activate, in addition to other costs (such as MP, Combo, or markers). Place a Normal action token from the ready action pool onto the appropriate action location, pay any costs, then resolve the action.



Normal Action Tokens



Minor Action Tokens

- **Minor Actions:** These require a Normal or Minor action token, in addition to any other costs. Place a Normal or Minor action token from the ready action pool onto the appropriate action location, pay any costs, then resolve the action.
- **Free Actions:** Actions labeled as 'Free' do not require any action token to activate. To take a Free action, declare the action, pay any costs, then resolve the action. Like all actions, Free actions can only be taken when no other actions are resolving.

After resolving an action, you may take another action. When you are done taking actions, either because you cannot take any more actions, or do not wish to take any more actions, your turn ends.

3. End Turn

When your turn ends, leave all spent action tokens where they are, then:

- Check for victory or defeat conditions.
- Check for Foe Limit Break! (see: *Limit Break!* p.23)
- Play continues with the player on your left. (They will begin by taking a Foe Turn, followed by their Exile Turn.)

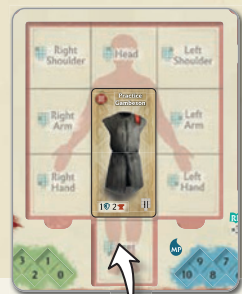
There are 5 action types available to players: **Basic Move, Basic Attack, Item, Skill, and Equip / Trade.**

Basic Move - Minor Action

To take a Basic Move, place a Normal or Minor action token on your feet then:

- Gain 1 Combo.
- Move with 3ft.
 - **Bonus Move:** As a reaction, you may pay a maximum of 1 SP for +2ft.

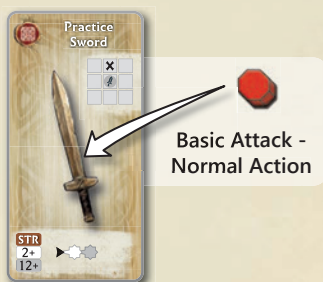
Exiles can move through other exiles, but not end their movement on another exile's square. Exiles cannot move through foes.



Basic Move - Minor Action

Basic Attack - Normal Action

A Basic Attack can be activated by spending a Normal action token on a Weapon item. (see: *Basic Attacks* p.31)



Basic Attack - Normal Action

Skill - Normal, Minor, or Free Action

Many skills can be used in combat by spending either a Normal or Minor action token on them, in addition to any cost shown in the top left corner of the skill. Skills designated as Free, Reaction, or Ongoing do not need action tokens to use. You'll need to reference the rules card on each of your skills to understand the particulars of how they work.



Skills - Normal, Minor or Free Action

Actions (Combat)

Item - Normal or Minor Action

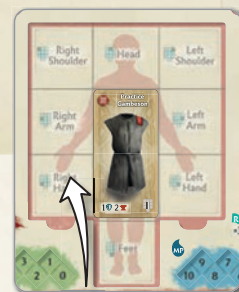
Many items can be used in combat by spending either a Normal or Minor action token on them. Items that can be used as a Minor action will show the 'Minor' text highlighted in purple. You'll need to reference the rules card for each item type to understand the particulars of how they work.



Items - Normal or Minor Action

Equip / Trade - Minor Action

Place a Normal or Minor action token on one of your hands to rearrange any number of items from your inventory and Equipment mat. If you are adjacent to an ally, you may also Trade with them as part of this action.



Equip/Trade - Minor Action

- **Trade:** Give, take, or exchange 1 Pathless item and/or any number of Kae with an adjacent exile, with their permission. That ally may equip the item they receive if they have space, or place it in their inventory.

• **Markers:** Some skills and items hold markers indicating a limited number of uses. These skills and items often take an action token and a marker to be activated.

• **Refresh Markers:** Once you pay markers, you refresh those markers in a specific way. The Refresh icon means refresh all, out of combat, for free. If there's an icon inside, that's the cost. If any markers are still active when a skill is refreshed, they return to the skill. (See individual rules cards for more details.)

Marker Refresh Icons

- Refresh out of combat.
- Refresh out of combat, with a Rest action.
- Refresh out of combat for 1 SP.
- Refresh out of combat for 1 MP.
- Refresh out of combat for 1 Kae at Town.
- Special refresh rules.

The number of markers in your supply is considered unlimited. If you run out, use substitutes.

KO'd (Combat Mode)

Use a Wear token to track your Surge

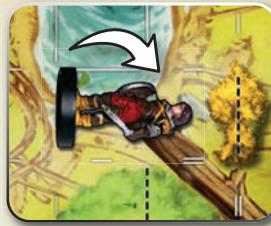


Surge

Once per combat when you start your turn KO'd, you may Surge.

Surge: Place a Wear token on your exile's portrait and stand your miniature upright. You may take actions as normal, ignoring your KO'd status until the end of your turn (though you are still at 0 HP).

- If you still have 0 HP at the end of your turn, you return to being KO'd. If you gain 1 HP or more HP during your turn, you stay standing as normal.
- Each exile may only Surge once per combat, regardless of any healing.
- Surge Wear tokens are removed at the end of combat.



When an exile has 0 HP while in combat, they are KO'd. Place their miniature on its side to show the KO'd status.

- KO'd exiles still take a turn until the end of combat (there will still be a Foe Turn before their turn).
- KO'd exiles cannot take actions, use skills or items and cannot use or attacks granted to them.
- KO'd exiles cannot be targeted by foes.
- Foes may move through a KO'd exile's square as if it were unoccupied.
- Foes and other exiles may end their movement on the KO'd exile's square as if it were unoccupied; when this happens the KO'd exile is placed in an adjacent unoccupied traversable square.
- Other exiles may use healing effects to heal the KO'd exile. If a KO'd player gains 1 HP or more HP, they are no longer KO'd and immediately stand up.
- If all exiles are KO'd at the **end of an Exile Turn**, you are Defeated. (see: *Defeat p.33*)

Hit Grid Details

The Hit Grid shows the current health of the foe. Each unique foe miniature has a matching Grid card. Hit Grids have:

- Hit Points:
- Armored Points:
- Weak Points:
- Criticals:

When a foe takes damage, Wound tokens are placed on the Hit Points of the foe. When all of a foe's Hit Points are covered with wounds, the foe is defeated.

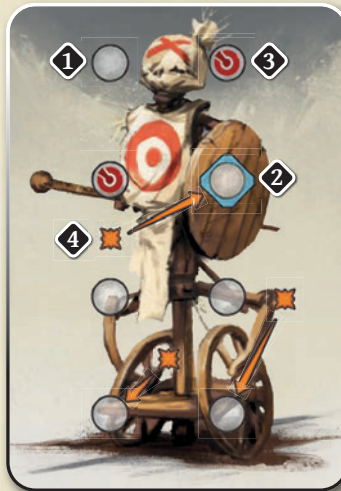
Hit Grids have:

Hit Points: A Hit Point (HP) may hold a maximum of 1 wound.

Armored Points: When the foe is first revealed, place an Armor cube on these spaces. When an Armored point would take damage, remove the Armor cube instead of placing a wound on that point. Once the Armor cube is removed, it is treated like a normal Hit Point.

Weak Points: Weak points sit on top of Hit Points or Armored points. When you place a wound on a Weak point, it will resolve an effect specified on that foe's AI card. The effect resolves once for each Weak point you wound.

- If you defeat a foe with your attack, their Weak points won't resolve.



Criticals: Criticals **do not hold wounds**. After resolving damage but before resolving Weak points:

- Each Critical that directional damage passed through deals 1 bonus damage to the point(s) indicated by the orange arrows. If the indicated point already has damage, the Critical damage is wasted. If the indicated point is an Armored point, remove the Armor cube as normal.

Defeated Foes

When every Hit Point on a foe's Grid card has a wound, the foe is defeated. Remove the foe's miniature from the map, placing it near the foe's Grid card, then remove all wounds from that Grid card, placing them back in the supply.

Exile Weapons

Weapons are your primary means of attacking foes. Each weapon has a unique attack pattern, which is used to place Wound tokens on **Foe Hit Grids**. Weapons have:

- Name
- Path/Pathless Icon
- Positional Grid
- Artwork
- Check: The d20 + attribute check for the weapon.
- Attack Pattern: How this weapon applies damage to the foe's Hit Grid.



There are many types of weapons in Arydia; each Path has a unique set of weapons. The Quick Start Guide has detailed examples of each Path's weapon type.

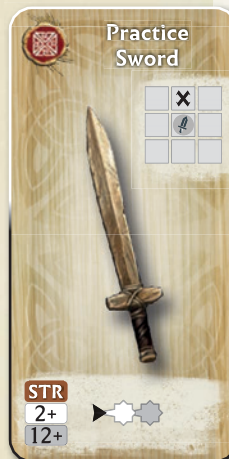
A Basic Attack can be activated by spending a Normal action token on a Weapon item to attack foes. The steps of an attack are:

1. Select Target(s)
2. Attack Roll
3. Apply Damage
 - a. Resolve Weak points

1. Select Target(s)

To attack foes with a weapon, you must have at least one valid target. More than one target can be hit in a single weapon attack if, once oriented, the weapon positional grid covers different valid targets.

Each ability type (Melee, Ranged, or Area) has different rules for determining valid targets, but in general, a target is valid if it is within range and there is a clear line of sight or effect (depending on the weapon) through the appropriate borders.



This sword has a positional grid. It's a Melee Ability, so it can pass through obscure borders. The target is in range!



2. Attack Roll

If there is at least one valid target, you can attack with a weapon. If you decide to do so, spend a Normal action token on the weapon, and make the specified check. The result of the check determines the attack pattern that will be dealt to the target(s).

- Only roll 1 check, regardless of the number of targets.
- On a natural 1, the attack fails and no damage is applied.
- The color of the damage (white, light gray, dark gray) is only used for determining the attack pattern to apply based on the check result. After determining the attack pattern, those colors can be ignored.
- Skills that trigger “when you hit a foe” resolve at this time (if the result is 2+), before applying damage.



You roll a 12 and have STR 1, resulting in a 13. This is above the 2+ (white) and the 12+ (light gray) thresholds. You will therefore apply the white and light gray portions of the attack pattern.

3. Apply Damage

After the attack pattern is determined, apply damage (placing Wound tokens or removing Armor cubes) on the target's Grid card, ignoring any Hit Points already covered by a Wound token.

1. **First Point:** Apply the first point of damage based on if it is Directional or Aimed. (see: *Attack Pattern Details p.32*)
2. **Following Damage:** Apply the next point of damage (if there is any) from the attack pattern, relative to where the previous point of damage actually went. Repeat until all damage from the attack pattern has been dealt.
3. **Bonus Damage:** After finishing the attack pattern, apply any bonus damage from Criticals or skills (players choose the order).
 - a. Skills that trigger “when you wound a foe” resolve at this time (assuming you actually inflicted a wound), after all damage and bonus damage is applied and before resolving Weak points.
4. **Resolve Weak points:** If the attack hit any Weak points, resolve them one at a time. If the foe was defeated after applying damage from the attack, its Weak points do not resolve.

After completing these steps, the attack is resolved.

- Skills that trigger “after your action” resolve at this time.



With this attack pattern, you attack from the left, moving toward the right. You choose to attack the top row, dealing two wounds from left to right. There is no bonus damage on this attack.



This attack hits one Weak point, so we look at the Weak point effect on the Practice Dummy AI card. We resolve this Weak point by increasing Threat by 1. The attack is now resolved.



There are a variety of attack patterns. Attack patterns are applied to a Hit Grid one damage at a time. You begin by choosing where to apply the first point of damage, with all subsequent damage keying off of the previous damage. When applying damage, the orientation of the Hit Grid and the direction of the attack pattern are important. **Attack patterns cannot be rotated.** (e.g. An attack pattern that goes from left to right will always be applied from left to right on the Hit Grid).

First Point of Damage

The first point of damage determines where the attack pattern starts on the Hit Grid, and will either be Directional or Aimed.

First Point: Directional

This is identified by the black arrow. Depending on the direction of the arrow, choose a row (if the arrow is horizontal), a column (if vertical), or a diagonal (if diagonal) that contains at least one unwounded Hit Point. Trace a line, starting at the edge of the card along the path to the first unwounded Hit Point in the chosen row, column, or diagonal, and apply the damage. That is the path the first point of damage travels - any Criticals passed through are triggered.

First Point: Aimed

This is identified by the black X. If the first point of damage in the attack pattern is aimed, it can be applied to any unwounded Hit Point on the Hit Grid. Aimed damage cannot trigger Criticals (because it does not travel along any path).

Following Damage

After the first point of damage is applied, any additional damage for that pattern is considered following damage. Following damage is directional damage that is applied to the Hit Grid by tracing a straight line from the previous point of damage in the direction indicated by the following damage. The following damage moves along the line until it hits the first unwounded Hit Point in that line, applying damage there, or it travels off the card, and does not damage a Hit Point. Any Criticals the following damage travels through are triggered.

Bonus Damage

Some attacks will trigger bonus damage, either by skills (such as Mark or Clashing Chorus) or Criticals. Bonus damage is applied **after resolving the damage from the attack pattern.**

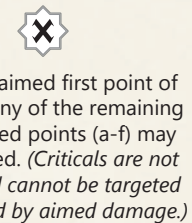
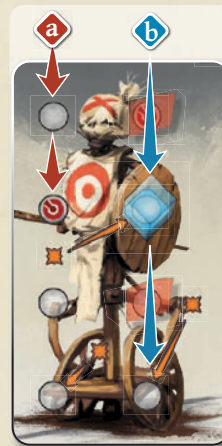
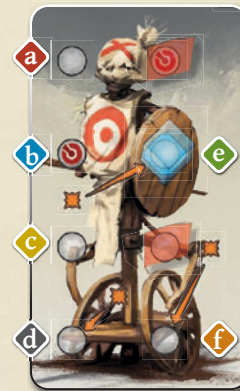
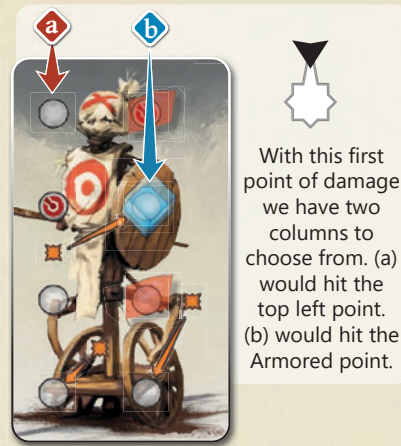
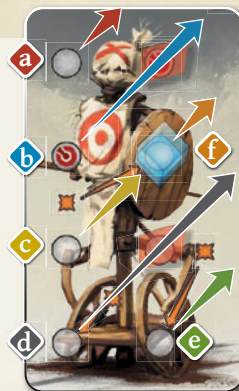
Wounded Points

Any points on the Hit Grid containing a wound are ignored when applying attack patterns. Directional damage passes right through wounded points, continuing on until it hits an unwounded point. Aimed damage cannot target wounded points.

Piercing Damage

A blue diamond around a point of damage indicates it is Piercing damage. When applying piercing damage to Armored points, remove the Armor cube, then immediately place a Wound token.

- (a) first point hits top-left, second point travels off the card.
- (b) first point hits Weak point, second travels off the card.
- (c) first point hits, second point hits Armored point, removing the cube.
- (d) first point hits, second point passes through Critical and off the card, Critical triggers, but bottom-left is already damaged so there's no effect.
- (e) first point hits, second point travels off the card.
- (f) first point hits Armored point, second point travels off the card.



- (a) the first point hits the top left, the second hits the Weak point just below it.
- (b) the first point passes through the wounded Weak point and hits the Armored point, removing the Armor cube. The second point continues down, passing through the other wounded point and lands on the bottom Hit Point.



Combat can end in one of several ways:

Combat ends in **victory** if all foes are defeated. If all the players are KO'd at the **end of an Exile Turn**, combat ends in **defeat**. Exiles can **flee** the battle. Some combats have specified ending conditions not mentioned here.

- **Surge Victory:** It's possible for players to achieve victory during a Surge, even if all exiles end the combat at 0♥!

Victory

If all foes have been defeated, the players achieve victory. Follow these steps:

1. Loot: Gain 1XP / Rewards, saving Special rewards for last.
2. Flip the Mode Token to "Adventure."
 - a. KO'd Check: Are any exiles at 0♥? (see: *Adventure: KO'd p.15*)
3. Refresh ♠ markers for Out of Combat skills/items. (Thrown weapons, traps, etc.)

Loot

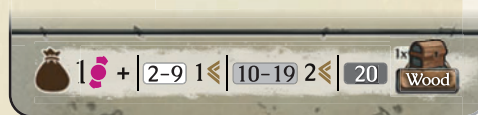
Gain 1XP and Rewards for defeating foes. (Note, if you do not achieve victory, you do not loot foes, even if you defeated some foes in the combat.)

Gain 1XP / Rewards from Foes

For each AI card (not Grid card), gain the 1XP and Reward **once for the entire party** regardless of party size or number of foes that share the AI card.

Gain Kae / Chest

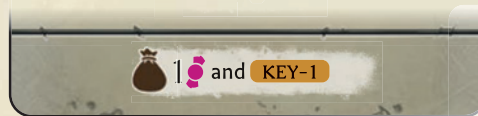
If the reward has a loot roll, make one Non-Attribute check (no modifiers) for the entire party, gaining the listed reward based on the threshold. The party decides how to divide any Kae gained. Kae must be held in exile's coin purses.



After defeating a MOB of 4 foes, the Reward section of the AI card looks like this. Each exile gains 1XP. One player rolls a d20 for the Reward and rolls a 14. This gives the 10-19 result: the party gains 2 Kae total.

Special Rewards

Some AI cards list a Special reward in the form of a card, usually a KEY, or an Event card. These cards are only drawn and resolved after all other looting has happened.



The Reward section of the AI card looks like this. Each exile gains 1XP. After all other looting, draw KEY-1.

Defeat

If every exile in the party is KO'd at the **end of an Exile Turn**, draw **EVT-999**.

Flee

To flee combat, on an exile's turn, that exile must be adjacent to a Hex pointer that leads back to the Worldmap or stairs that lead back to a previously explored map, and declare their intent to flee as a Free action. Only one exile needs to take the flee action in order for the entire party to flee.

- **Flee:** As a free action, draw **EVT-333**. (Some locations may direct you to draw a different EVT when you flee, in which case you draw that EVT instead. Follow the instructions on the appropriate Event card!)

Partially Explored Locations

After finishing Combat and returning to Adventure mode, there may still be more to explore in a location. Before continuing to explore, you may wish to return to a town or the Guild to rest, refresh, repair armor, etc. Remember: After defeating all foes on a map, that map is considered cleared. You are free to leave the location and return at a later point and will not battle those foes again.

When you leave a partially explored location, you have two options:

- If you intend to immediately return to this location after resting, you may leave the location on the table as is, return to town, take town actions, and then travel back to this location and resume exploring.
- If you don't intend to return to this location for a while or don't have the table space, return everything to the index as normal (ensuring any 'cleared' maps and cards are placed in the index to indicate their 'cleared' status).

Meta Rules

Drop In / Drop Out

These rules allow you to adjust the number of characters at any point in your campaign.

Drop In: While at a Guild location, you can create a new character to add to your party.

- **Levels:** The new character levels up from 0 to the current party level, one level at a time, learning new skills, increasing stats and attributes.
- **Mastery:** The new character may master a number of skills equal to the fewest number of skills mastered by any other exile in the party. (e.g. if the other party members have mastered 3 and 4 skills, the new player may master up to 3 immediately.)
- **XP:** The new character immediately gains XP to match the rest of the party.
- **Path Items:** The new character draws Path items equal to the other party members (same number of items at the same tiers, including any items that were drawn and subsequently sold).

Drop Out: To remove a character from the campaign, simply don't use that character after any rest. If you subsequently want to return the character to the campaign, follow the "Drop In" rules, but starting from the character's last saved state instead of level 0. (e.g. they only draw items equal to the difference from their current point to the party's situation, any skills they previously mastered remain mastered, etc.)

Note: We understand it is possible to exploit these rules to gain Kae, but that goes against the spirit of the game. Don't do that!

Save / Load

To save the game, take the Town Action **Rest** (you can always rest for free at the Guild) then immediately save:

Save: At the end of a play session, you will save the current state of your game. Please note that to keep everything from shifting in the box, **Arydia needs to be stored horizontally**.

Load: At the start of the next play session, follow the Setup instructions (see: Setup p.4) to “load” the game. After Setup, your campaign will continue on right where you left off. In this way, changes made to the game carry over from session to session. (e.g. items / progress gained in one session will be saved for future sessions.)

Game Save

- Close any open locations by putting maps and cards back into the index. Remember to differentiate between cleared and unexplored cards/maps.
- If you have a current Job, return it to the Job deck incomplete (any unearned Kae is returned to the supply).
- Put all party inventory cards (Keys, Squills, etc.) behind the Party divider in the index.
- Remove the party’s current hex from the Worldmap and put it in the index behind the Party divider. *It’s not necessary, but you may consider using a clear card sleeve (not provided) on the party divider; sliding the hex inside with it.*
- Return all miniatures to their inserts or FIG boxes.
- Threat, Travel, and Job decks are placed into the Active index.
- Save the current state of the Day deck by placing the Day discard pile face up on the Day deck, then place them into the Active index.
- All components are placed back into the main box.

Exile Save: Each exile follows these steps.

- Any items with Wear tokens, or **W** markers on it should be flipped face down, and rotated so that the current number of Wear tokens/**W** markers is on the top of the tile. (This may require you to place tiles where they wouldn’t normally be equipped. When you load the game you’ll flip the tiles back over and place tokens back on them and return them to the correct equipment location.)
- Use MAX RP tokens to track current **W** of RP.
- Put all your exile’s cards in the Tuckbox.
- Put wood/plastic/metal tokens in Tuckbox
- Stack Player boards with all cardboard tokens inside and put in the slipcase. (The character play mats have been designed to hold all your items and stats while in storage.)

Example: When saving the game, items with Wear tokens / markers on them are flipped over and rotated to track the number of Wear tokens/ markers on each item.

- (a) One Wear token. (b) Two **W** markers. (c) Two Wear tokens.



Difficulty Levels

When playing Arydia, you can tailor your experience by adjusting the difficulty of the game! Choose a difficulty that suits your play group:

Normal: This is the default difficulty of the game and is appropriate for most players.

- No Changes. This is the normal setup for the game.

Story: Use this difficulty level if you’d like to focus mostly on the story, reducing the challenge of combat and travel.

- Remove **THR-12** (All Foes) from the Threat deck.
- Add: **THR-400** and **THR-401** to the Threat deck.
- Add **TRV-400** to the Travel deck.

Hard: This difficulty is for experienced players looking for an extra challenge.

- Remove **THR-1** (1 **W** Threat) from the Threat deck.
- Add **THR-402** to the Threat deck.
- Add **TRV-401** to the Travel deck.
- Foes start every combat with Power tokens depending on your level. Level 0-5: +1 Power token. Level 6-10: +2 Power tokens.

You may change difficulty at any time during the campaign!

Reset / Green Legacy

Reset The Game

When you are ready to fully reset the game back to its original state, follow these steps:

Sort cards and maps into indexes: Active / Inactive by ascending ID.

Card/Map Sorting Reference

	Active	Inactive
NPC POI EVT KEY	A	B C D +
REF FOE	All	None
THR	ID 1-12	ID 13+
TRV	ID 1-12	ID 13+
DAY	ID 1-3	ID 4+
JOB	None	All
BIG MED SML LNG	A	B C D +

Return all items to their corresponding chests. Reset all skill trees. Reset the Worldmap. Return all tokens to the Dossiers. Return all ‘FIG’ components to their compartments.

Green Legacy

Our promise for Arydia is that you can fully reset the game to play from the beginning again whenever you would like. The only components that would be permanently marked are cards with check boxes, namely the Character and Path cards, marked to track stats, attributes and skills when you Level Up. To this end, we suggest four options for you:

- **Pencil:** Lightly mark checkboxes with a pencil. When you want to reset the game, erase the pencil marks.
- **Sleeves / Marker:** Place clear plastic sleeves over the Character and Path cards and use a marker to write on the sleeves. When you want to reset the game, either clean the sleeves or replace them. (Sleeves need to fit cards with dimensions of 63x88mm)
- **Printable Cards:** Download and print PDFs of the Character and Path cards from our website (faroffgames.com).
- **Not Marking:** The punchboard tokens provided are enough to track everything, without needing to mark any cards. However, if the board is spilled, or tokens disturbed, it may be difficult to remember their current state.

Soundtrack

Arydia has an accompanying soundtrack with background music that you can find on our website (faroffgames.com). Throughout the game you will see soundtrack icons appear, indicating that a scene-specific soundtrack is available to enhance the immersion, drawing you even deeper into the fantasy world of Arydia.



Credits

Cody Miller • Designer: Game Design & Development, Writing, Art Direction, Graphic Design, Miniature Design, 10 years crafting Arydia.

Ira Fay • Developer: Game Development, Combat Co-Design, Puzzle Co-Design, Team Coordinator, 6 years making everything better.

David Fernow • Executive Assistant: Operations Coordinator, Warehouse Manager, Community Manager, Lead Playtester, 5 years of work.

Mr. Cuddington (Lina Cossette/David Forest) • Illustrator: Box Art, Portraits, Characters, Foes, Items, Concept Art/Graphic Design.

Philipp Ach • Graphic Designer / Map Artist / Illustrator: Map Illustrations, Key Art Illustrations, Icons, Font Choice, Layouts/Templates.

Kirk Hamilton • Composer: Musician, Songwriting, Mastering.

Tess Anderson • Photographer / Videographer: Kickstarter Videos, Portraits, Component Shots, Marketing Materials.

Alex McGrath • Associate Developer: Playtesting, Combat Development, Proofreading, Statistician, Tabletop RPG Expert, 2 years of work.

Luke Townsend • Associate Developer: Playtesting, Combat Development, Skill Tuning, Playtester Liaison, Path/Skill Descriptions, 2 years work.

Sam Fioretti • Lead Playtester: Playtesting, Proofreading, Consulting.

Andrew Ronzino • Co-Writer: Player Character Stories.

Barruz Studio • Sculptor: Foe Miniatures, Character Bodies, Character Heads.

Illustrators: Eric Belisle (NPC Portraits, Items), Mateusz Michalski (Key Art), Shane Sandulak (NPC Portraits), Caravan Studios (Key Art)

Editors: Gladys Lee, Timothy Meyer.

Consultants: Tom Miller, Jace Schwartz.

Grizzled Ancient Playtesters: James Hoover, Drew Buring, Ryan Allen, Todd Jackson, Chris Bradley, Ty Nowark, Dan Lopez, Josh Anderson.

Legendary Playtesters: Birgit Faulhammer, Eva Toepfer, Florian Braun, Gladys Lee, Lilian Wang, Philipp Diehl, Ryan Campbell, Timothy Meyer.

Playtesters: Alex Fay, Allen Engleson, Andrew Knight-Messenger, Andrew Sinsheimer, Ben Eisner, Birgit Faulhammer, Brennan Johnson, Daniel Csiffáry, Daniel Moller, Dasom Bae, David Albertson, Dennis Israel, Emanuelle Avila Rodriguez, Eva Toepfer, Florian Braun, Fr Steve Marsh, Jack Johnson, Jaime Ullinger, Jeffrey Burkey, Johnny McRae, Jonathan Goheen, Joseph E. Stankard V, Joshua Roots, Joy Valenta, Justin Cole, Kenneth Lien, Leonard Vishal, Leonardo Santoso, Lisa Albertson, Lynda Tomkinson, Marianne Hudson, Matthew Wishart, Michael Tran, Michelle Wilcox, Norm Albertson, Nour El Rayes, Philipp Diehl, Robert Lake, Ruth Kaplan, Ryan Monaco, Scott Burgeson, Sebastian Hoefert, Shane Hudson, Shannon Stokes McRae, Tim Eisner, Timothy Meyer, Toby Clark, Tommy Wishart, Vuko Vlahovic.

NPC Ideas: Rik Delarue, Leonhard Kreutzer, Richard Podmore, Zakery Oglesby, Andrew Ronzino, Felina Haun, Justin Gibbons, Justin Difazzio, Micah Pearson, and Rob Vitaro.

Proofreaders: Aaron Ancil, Aaron Levine, Abel Kok, Adrian Teroux, Albert Church, Alex Banks, Alex Toma, Andrew Davies, Andrew Nelson Smith, Andy Elliot, Anthony Trandicosta Jr., August Stapput, Ben Holdredge, Bjorn Buermans, Cerhob, Chad Hendrickson, Chad Urso McDaniel, Chase Chalker, Chess Dudicus, Chris Davis, Christian Alvarez, Christophe Vander Stichele, Corey Amend, D Zifferony, Daniel & Veronika Wohlfarth, Daniel Cobin, Daniël Michael Kracht, Daniel Straub, Daniel U. Thibault, Danny Verbraeken, Darrell Leber, David Cortez, David Doughty, David Harrison, David Lee, Devon Sheppard, Dex Lei, DM DC, Dominic Witt, Duncan Munro, Dwayne Smith, Eva de Feber, Fabio Monticone, Fr. Steve Marsh, François Varloot, Frank Ranallo, Gabriel Noreña, Georg Josseck, George Perry, Gladys Lee, Hamish Wilde, Hank Heyming, Hanne Vanleeuw & Thomas Stockx, Henrik Appelhans, Ian Grocki, Igor Cruz Figueiredo, J. Cameron Privett, Jake Aschebrook, Jason Sesta, Jason Sherlock, Jason Way, Jeff, Jeff Soltes, Jeroen van Kesteren, Jerry Martin, Johan van Zyl, John Heidrich, John Kaminar, Johnathan Cobb, Josh Gilman, Josh LeBrun, Joshua Tymchyn, Kim Carpiuc, Konstantinos Peppas, Kushagra Sharma, Laurence Newton, Leland Liu, Leonhard Kreutzer, Lindon Paxton, Lostboy Research, Luis Soares, Matt Brown, Matthew Rhinehart, Mia Vanston, Michael Azzi, Michael Bolliger, Michael Burborough, Michael Ditto, Mike Addante, MM AA, Mr Crueslipants, Narnno, Nathan Cushman, Oli Whitworth, Paul Kelly, Paul Vickers, Peter Faassen de Heer, Philip R. B. Bidstrup, Raymond "Domyarus" Paxton, Raymond Martens, Régis Champin, Rob Simmons, Robert "rmsgray" Stewart, Robert & Lauren Maillet, Robert Hanks, Robert Maillet, Robin Munn, Ryan Smith, Sebastian Schröder, Seth Morrison, Shane Michael Hudson, Simon Linden, Sixth Sacrifice, Smithra, Spencer Barnes, Stephanie Cushman, Steve Savinoff, Sven Meys, Tabletop Toby, Tas Jenö Nadas, Terry Austen, That Dude, Thom Mollinga, Thorsten Pohl, Tim Lawrence, Tony Grappin, Tony Nguyen, Tor Sverre Lund, Troy Ludwig, TruckDrivinGamer, Tyler Ringhoffer, Wojo Wojtek, Yaz Kanji, and Zealan Miller.

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From the entire Far Off Games Team: Thank you, fellow gamer, for supporting us and playing Arydia!

Until our paths do cross again, -Cody

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Icons

♥ - Hit Points (HP)	👤 - Movement
💧 - Mana (MP)	✓ - Success / Yes
🍷 - Stamina (SP)	✗ - Failure / No
🎭 - Roleplay Point (RP)	🎲 - Event Token
📊 - Experience (XP)	📁 - Index
🔱 - Combo	🗑️ - Discard
👤 - Threat	🚫 - Banish
👤 - Kae	🔪 - Melee Ability
🛡️ - Defense	🏠 - Ranged Ability
🔧 - Durability	🌟 - Area Ability
📊 - Marker	🔄 - Rest
🔥 - Damage	💡 - Eureka Moment
📏 - Range	🎲 - Hit Dice
🔄 - Flip	🎵 - Soundtrack

Border Types

Normal	1👤	🏠	🔪	🌟
Difficult	2👤	🏠	🔪	🌟
Obscure	1👤	✗	🔪	🌟
Impassable	👤	🏠	✗	🌟
Wall	✗	✗	✗	✗

Available Actions

Adventure

- Interact
- Skills
- Items
- Trade
- Equip

Location

- Move
- Explore
- Leave Location

Worldmap

- Travel
- Enter Location
- Town / Guild

Combat

- Basic Move
- Basic Attack
- Item
- Skill
- Equip / Trade

Limit Break!

7♦ Combo:

- Free action, spend 7♦ Combo: Any exile takes an action, without spending an Action token, ignoring any Combo cost.

7👤 Threat: When Threat is 7👤 after a Foe or Exile turn:

- +1 Power Token: Add 1 Power token to each Foe AI card.
- All Foes: All foes activate as if an All Foes Threat card were drawn.

Natural Rolls

Natural 20: In Combat: Gain +2♦. In Adventure: Gain **TRV-77** or **THR-77**.
Natural 1: Check fails, cannot be increased.

Foe Icons

🎯 Target Closest	📊 Hit Point (HP)
🔍 Target Furthest	🛡️ Armored Point
👤 Target Most	🔥 Weak Point
👤 Target Most HP	🔱 Critical
👤 Target Least HP	

Marker Refresh Icons

🔄 Refresh out of combat.	🔄 Refresh out of combat for 1 MP.
🔄 Refresh out of combat, with a Rest action.	🔄 Refresh out of combat for 1 Kae at Town.
🔄 Refresh out of combat for 1 SP.	🔄 Special refresh rules.

Defeat / Flee

Defeat: Every exile in the party is KO'd at the end of an

Exile Turn: **EVT-999**

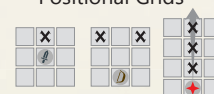
Flee: When on a pointer that leads to the Worldmap or stairs, as a Free action, draw: **EVT-333**

Travel Steps

Requires connecting terrain. Exhausted Travel tokens: Can't travel to unexplored hexes.

- Place Party token between connected adjacent hex.
- Draw Travel card and resolve for your terrain.
 - Take any number of skill or item actions.
- If unexplored hex: reveal it. Place Party token on it.

Positional Grids



✓ Can be rotated.

Rotation

Attack Patterns



✗ Cannot be rotated.

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