

ABIDE

WE LIVE, WE FIGHT, WE DIE
...BUT WE SHALL NOT BE TAKEN!

You are an Elder

You have seen and accomplished much throughout your 70 years of life. You've done a little of everything, mastered a few skills, and have survived dozens of trials and dangers. You know what you're capable of.

More importantly, you know your limits; how to lift objects without hurting your back, how to fall without injuring yourself, how to shape magical forces with precision, and where and when to strike back at a foe.

You're not a young fool who bets on raw strength or blind luck. Rather, you rely on your teammates, items, and careful planning to achieve your goals.

Your Harvester is coming

During your 70th year a Harvester will descend from the skies to hunt you down and take you away.

Even if you manage to vanquish it, your Harvester will return sometime during your 71st year. It will continue to hunt you, year after year, until it either succeeds in its grim task or you perish in some other fashion.

You can't do this alone!

How is ABIDE different?

A lot of the rules and procedures of ABIDE will be familiar to you if you've played other roleplaying games. But some things may be new to you:

Conversation is gameplay. Who will do what? What's the plan? How are we accomplishing this? Discussions are the core part of the game.

Teamwork is required. Instead of taking turns, ABIDE has a heavy focus on coordinated teamwork. The players succeed or fail together.

Finding life under darkness. The threat of the Harvesters is dark and grim. Every Elder processes this fear in their own way. But everyone strives to create a joyful, fulfilling life in spite of their fears. Embrace the small joys your Elders discover, and help your Elder work through their struggles and Burdens.

You will need...

2-5 Players, one player is the Game Master

Printed character sheets & pencils

A twenty sided die (or dice app)

A few hours

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ABIDE



How to Play

Create an Elder

Every player creates an Elder that they will guide with their decisions and dice rolls.

1. Give your Elder a name, record their age as "70".
2. In your first Item Slot, write down a Memento.
3. In your second Slot, write down a Spell.
4. In your third Slot, write down a Burden.
5. In the other Slots write down anything else your Elder is carrying. Just focus on important stuff: tools, weapons, supplies, etc.
6. For each empty Slot, gain +1 Energy in Reserves.

Start the Conversation

Tell the GM what you want your Elder to do.

For simple actions, the GM will describe how the world changes as a result, no rolls required.

If you want to do something risky, create a Task and assign it a Progress Cost and a Roll Limit.

Most Tasks: 10 Progress, 3 Roll Limit

Simple or Low Stakes: 5 Progress, 2 Roll Limit

Complex or High Stakes: 20 Progress, 5 Roll Limit

Working on Tasks

Any Elder can work on a Task, so long as it makes sense. Describe what your Elder is doing, roll a d20:

1-10 No progress is made on this Task. You must Mark a Number on your sheet.

11-20 Some Progress is made, equal to your roll minus 10. If you rolled a Number while it was still Marked, suffer the listed consequences.

After you Roll, you may spend Energy from your Reserves to make additional Progress, 1 for 1.

If you made enough Progress within the Roll Limit, then the Task was completed successfully! The GM will describe how the situation changes.

Otherwise, this Task was failed, things get worse. The GM will describe the consequences of your failure.

You fail or succeed as a group; you can't do this alone!

Use one item per roll

Items **allow** you to do things you couldn't do on your own or they **assist** you with what you're doing (roll twice, pick one result).

For example, a torch may allow you to set a rope on fire or it may assist you while searching in the dark. In some cases, it may be so utterly pitch black that the torch is allowing you to see anything at all.

It depends on the situation; talk with your group to determine if an item is **allowing** or **assisting**.

Marked Numbers

Whenever you roll 1-10, you must Mark a Number by checking a box. You may Mark any Number of your choice. Marked Numbers represent the stresses your body and mind endure.

If you ever roll a Number while it is still Marked, then you suffer the listed consequence.

When all your Numbers are Marked, then your Elder is dying. Set aside the rules of the game and play out your final moments however you like.

Example:

Robert: "You know, I used to be a merchant when I was her age...I try to speak her language."

Robert is using using his Memento to aid him. He rolls twice: 7 and 9. No progress is made and he must Mark a Number.

Robert: "Dangit! Well, that wasn't good. I am going to Mark the 18. I'll try again with my Memento."

He rolls again: 5 and 18.

Robert: "...I get to choose right? We need this merchant to help us. I guess I'll choose the 18, which is currently Marked. Goodbye Memento..."

The player describes how haggling with the merchant reminded him why he left that life behind; too stressful.

Robert: "Money still makes me anxious, even today. This is my last hurrah in the haggling business. But at least I succeeded in my Task!"

Robert trades for the info he needs, and continues on his adventures.

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Name:

Age:

Debts:

Items allow or assist

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Energy Reserves

Spend Energy after you roll to make additional Progress, 1 for 1.
Spend 2 Energy to discover a simple item in your Pack.

Rest to Recover

When you rest, follow these steps in order:

1. **Meditate & Train.** Unmark your lowest Number except 20 (can't avoid Harvesters!)
2. **Work on a Burden.** Make a single roll on any Burden (even another Elder's), then spend ALL your Reserve Energy on it.
3. **Sleep.** Gain 1 Energy in your Reserve for each empty item Slot.

Describe, then roll a d20

- 1-10** No Progress is made. Mark a Number by checking any one of the boxes below.
- 11** Your actions make **1 Progress** for this Task
☐ ...and lose all Energy from Reserves.
- 12** Your actions make **2 Progress**
☐ ...and this Task is failed miserably.
- 13** Your actions make **3 Progress**
☐ ...and create a Burden related to mental stress (20 Energy to transform).
- 14** Your actions make **4 Progress**
☐ ...and create a Burden for physical injury (20 Energy to transform).
- 15** Your actions make **5 Progress**
☐ ...and create a Burden related to your past (20 Energy to transform).
- 16** Your actions make **6 Progress**
☐ ...and Mark another Number.
- 17** Your actions make **7 Progress**
☐ ...and destroy all your Simple Items.
- 18** Your actions make **8 Progress**
☐ ...and destroy a Memento or a Spell.
- 19** Your actions make **9 Progress**
☐ ...and you are incapacitated. Allies may revive you (15 Energy, 3 Roll Limit).
- 20** Your actions make **10 Progress** and you must Mark one of the three boxes below.
☐ ☐ ☐ ...When all three are Marked, then your Harvester arrives!
Use the Harvester Database at technicalgrimoire.com/abide

ABIDE



Item Examples

We only bother to write down important items; stuff that will help you work on Tasks. If your Elder wears a hat, for example, it doesn't take up a Slot.

But Mementos, Spells, and Burdens are special items:

Mementos

Mementos are items associated with past experiences and skills. They can be used for any Task related to those memories. *Example uses in italics.*

Gruff's Compass

Sailed the 5 oceans.
Navigate by the stars, tie strong knots, ship repair, predict the weather

Heather's Hat

Dozens of years as a Lady of the court.
Social cunning, build new alliances, clever wordplay

Busch's Uniform

Was the servant of a wicked ruler. *Servant manners, pickpocket, manipulate leaders, move about unnoticed*

Josie's Poems

Author of many beloved stories. *Handle fame, charm others, forge courtly papers, lie*

Alexa's Deck

Ran a gambling den. *Manage finances, organize employees, catch cheaters, plan big events*

Lauren's Makeup

Performed in troupes all across the land. *Alter appearance, entertain a crowd, dances/shows from different regions*

Spells

Spells are stored in an item. They are named in the "Adjective Noun" format. A spell can be cast to do anything related to its name. *Example uses in italics.*

Stalking Earth

Fossilized footprint of an ancient beast. *Track target, summon golem, Shake the ground*

Angry Growth

A jar of seeds that shudder and shake. *Tangle foes, infest an area with deadly ivy*

Howling Moon

A small pendant of a White wolf. *Turn into A wolf, provide light, Emit a piercing howl*

Colorful Breath

Dull grey mask that covers the face. *Breathe underwater, color an object, mark a path*

Burnt Questions

A charred book of ancient riddles. *Ignite materials, confuse an enemy, entertain dragons*

Sleeping Depths

A spyglass filled with inky liquid. *See through fog, change weather, taunt a leviathan*

Burdens

Burdens can be positive or negative; anything that weighs you down and takes up your time.

All Burdens take up a Slot and cannot be used with Rolls. Over time you can work on a Burden to transform it into a Memento or a Spell.

Example transformations in italics.

Unsent Letter

Written to a lost love. Will you let it go?

Spell: DISTANT HEART

Half-empty Vial

You're running low.

Can you get more?

Memento: learned to make potions & poisons

Same Old Fear

How much longer can you keep avoiding it?

Memento: related to fear

Twisted Ankle

Every step is agony.

Memento: learned basic first aid skills

A Deep Lie

A lie you believe about the world...or yourself.

Memento: experience detecting lies of others

Packet of Seeds

Will they even grow?

Spell: WILD GARDEN

Frustrating Stutter

Why is communication so difficult sometimes?

Spell: MINDFUL MESSAGE

New Hobby

Oil Painting maybe?

Transforms into the Spell: NEW PERSPECTIVE

Weapon Training. Which end do you hold?

Transforms into a Memento related to combat with this weapon.

Learning new Language.

Imagine what new opportunities this may lead to. *Transforms into a Memento related to this new language and culture.*

Burden Safety

Burdens can be an upsetting reminder of real-life struggles that we all carry with us. Please be considerate of other players when you create a Burden for your Elder. Even the examples above are not necessarily "safe".

Allow Burdens to be a collaborative experience. Bring up your ideas to the group, and listen to feedback. If anyone expresses concerns over your Burden idea, try a different idea.

Burdens are a flexible concept, you can engage with them as little or as much as you like.

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Advice

Creating Tasks

Tasks are key to enjoying a game of ABIDE. A well-crafted Task not only tells you what you're trying to accomplish, but also what the potential consequences are, and how your Elder will work on this Task. A few basic rules for Tasks:

Tasks must be open-ended. Phrase the Task so that it could be accomplished in a variety of ways.

"Pick the lock on the door" is not a Task. "Get past the door" is better. "Get past the door before the guard returns" is even better.

Tasks hint at their consequences. Set the stakes and remind everyone why you're working on this Task.

"Explore the room" is not a Task. "Explore the room before it floods with oil" is better. "Find any valuables in this room before it floods with oil" is even better.

Tasks focus on the real goal. What are you really trying to accomplish?

"Fight the bandits" is not a Task. Why are you fighting them? Is there a better/different way to accomplish your goal? "Protect the treasure from the Bandits" is better. "Protect the treasure from the Bandits until reinforcements arrive" is great.

Tasks are temporary. They either have a time limit or they can't be repeated again until circumstances change significantly.

"Get to the city" is not a Task. "Get to the city before the storm hits" is good. "Decode the map to the hidden city" is also good.

Tasks are collaborative. The GM will guide you and make suggestions, but it's up to every player at the table to ensure that Tasks are phrased clearly. Tasks help keep everyone on the same page and united in their goals.

It's tempting to jump straight to dice rolls, but a well-defined Task keeps the game moving forward and ensure everyone is involved.

ABIDE isn't played moment to moment like some other games. Rather time is flexible, and a single Task might cover weeks of travel, or seconds of peril. Speaking of moments of peril...

Elders Don't Just Die

Some roleplaying games focus on draining resources with life-threatening situations. Those kinds of surprise threats have no place in ABIDE.

Elders are always in control. They always have time to plan, work together, and try different solutions. Elders should never be backed into a corner where failure leads to imminent death.

Here's how to handle some common RPG scenarios:

The bridge collapses! Elders have crossed rickety bridges dozens of times.

Instead, they might create this Task: "Cross the rickety bridge before the bandits catch up to them."

Flames shoot out from hidden holes in the wall! If Elders are exploring a dangerous area, that should be a Task all on its own.

Something like "Navigate the tomb hallways safely". Even that is not a great Task, because given enough time an Elder can do almost anything. A better option would be "Navigate the tomb hallways before their torches run out."

Ninjas drop from the ceiling! This is not necessarily a bad situation, but it needs a little more context about what the Ninjas are trying to accomplish. Their goals will determine how the Elders react.

Potential follow-up Tasks could include: "Lead the Ninjas away from the treasure room", "Pretend to work with the Ninjas until there is an opportunity to betray them", "Repel the Ninjas until the pilgrims can escape".

Harvesters are the one thing that can immediately end an Elder. That's what makes them so scary. If a Harvester is not defeated within the Roll Limit, then an Elder is gone for good.

The only other way an Elder can die is if all their Numbers are Marked, which occurs over time rather than a sudden peril.

It's easy to forget that Elders are already in constant danger of rolling low, Marking Numbers, and suffering those consequences. They don't need external dangers to get them into trouble.

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Examples of Play

To start, the GM describes the current situation that your Elders find themselves in.

GM: "Your group descends into the cave, and is greeted by a huge stone door covered in glyphs."

GM: "A new day dawns, and someone needs your help repainting their house."

GM: "You have hidden yourselves under the pile of rugs. Your Harvester is sniffing about, searching for you."

Ask the GM any questions you have. Talk with other players and then tell the GM what you want to do. The GM may ask some clarifying questions about what you are trying to accomplish.

"Does anyone know what these symbols mean?"

"Maybe we can just break down the door instead."

"I have a bad feeling...let's leave!"

"Where can we get paint?"

"My Elder was an artist...but this seems a little different."

"What can this person offer in return?"

"If we cause a distraction, I can escape down the trash chute."

"No, we should stay here until it leaves."

"Draw your weapons; we can take it!"

If it's something simple or straightforward, then your Elders just do it and the GM describes the outcome.

Player: "I push my hands against the door to see if it's sturdy."

GM: "Oh, it's sturdy all right. Doesn't budge."

Player: "I talk to our friend, see what kind of painting they need."

GM: "They want help covering a huge, weird stain on the wall."

Player: "I wait for a while, to see what the Harvester does."

GM: "The longer you wait, the closer it gets..."

If they want to accomplish something risky or something that requires teamwork, the GM creates a Task for it. Any Elder can work on a Task as long as it makes sense.

Players: "We want to translate these symbols."

GM: "That will require 12 Progress, 3 Roll Limit."

Players: "We want to take a closer look at this stain; it seems weird."

GM: "Deducing the cause of the stain requires 7 Progress, 2 Roll Limit."

Players: "Forget this! Let's run!"

GM: "Escaping the city before the Harvester catches you will require 16 Progress, 4 Roll Limit."

To work on a Task, describe what your Elder is doing and roll a twenty sided die. 10 or lower, your action didn't make progress on this task. 11 or higher, then your action made some Progress.

Player: "I used to teach at my old wizard school; I bet I can translate these too!"

Player rolls a 15. Progress is made.

GM: "These definitely look familiar to your course on ancient runes."

Player: "My father was an alchemist, and he taught me a few things. Maybe I can use that knowledge?"

Player rolls a 7. No progress is made.

GM: "Unfortunately this substance defies what little alchemy you know."

Player: "I throw an old bottle in the opposite direction to distract it as we run away."

Player rolls a 10. No progress is made.

GM: "The Harvester is not distracted and remains focused on you."

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Examples Continued

Tasks have a limited number of Rolls to complete them. If you run out of Rolls before you complete the Task, then the Task is failed and things get worse!

GM: "Translating the ruins requires 12 Progress in 3 Rolls or fewer."

Player 1 was a wizard professor, and rolled a 15. 5 progress is made.

7 Progress remaining, 2 Rolls left.

Player 2 knows many different languages. They rolled a 3. Linguistics didn't help.

7 Progress remaining, 1 Roll left.

Player 1 wants to try again, and rolls a 14. 4 Progress is made.

Not enough! The group is out of rolls but there is still 3 Progress remaining. This task is failed.

GM: "Determining the cause of the stain will require 7 Progress in 2 rolls or fewer."

Player 1's spouse was an Alchemist. They rolled a 13. 3 Progress is made.

4 Progress remaining, 1 roll left.

Player 2 was an artist and knows a lot about colors and textures. They roll an 11. 1 Progress is made.

Player 2: "Wait! I want to spend some Energy to finish this off. I spend 3 Energy to make the last 3 Progress."

Success! The group successfully identifies the stain.

GM: "Escaping the city before the Harvester gets you will require 16 Progress in 3 rolls or fewer."

Player 1 tries to tip over the rugs, putting a barrier between them and the Harvester. They roll a 19. 9 Progress is made.

7 Progress remaining, 2 rolls left.

Player 2 casts a spell to cover the Harvester in vines, slowing it down. They roll a 14. 4 Progress is made.

3 Progress, 1 roll left.

Player 4 grew up in a big city and knows how to find shortcuts. They roll a 13. 3 Progress is made.

The group succeeds!

The GM describes how the situation changes as a result of your actions and the game continues forward.

GM: "Unfortunately these symbols remain a mystery. You'll need to find another way past this door, or explore for another entrance."

GM: "Your examination reveals that this is in fact Harvester blood, and it's less than a year old. Something strange happened here; what do you want to do next?"

GM: "As you reach the edge of town, you hear the Harvest tearing up buildings and causing havoc. Where do you want to go from here?"

That's the basic flow of play. We like to think of dice and points as "gameplay" but in ABIDE the core of the game is asking questions and exchanging ideas.

How you do something is just as important as **what** you are doing. The rules of ABIDE are simple, but stories are complex and ever-changing. As an example, say you want to work on this Task:

Convince the quartermaster to give you some extra arrows. (10 Progress, 3 Roll Limit)

If enough Progress is made within the Roll Limit, the task is complete, and the quartermaster gives you some extra arrows. But you need to explain what your Elder is doing to convince the quartermaster. Are they using threats? Bribes? Friendliness? Truth serum?

Either way you roll dice. But **how** you do something matters just as much as what you roll. For example, if you threatened the quartermaster you'll still get your discount, but later they might give you trouble or withhold supplies. Likewise if you befriend the quartermaster, you might be expected to help them out in the future.

This reliance on the fiction is what makes ABIDE work. It takes priority over the rules of the game. So be sure to give the GM lots of details and make those details matter!

LURE



Mini-Campaign

Lure is a mini-campaign for RIPE. Use the content within to inspire your own adventures.

The main quest involves collecting rare items and combining them to create a Harvester Lure. There are six items listed, but only some are required to succeed.

Make it your own

The second page has some content to get you started:

☞ Example Tasks related to acquiring each item

☞ Combination Events for when Elders combine the wrong items. If any odd items (1,3,5) are combined with even items (2,4,6), the listed event triggers. Multiple events may trigger at once.

The important thing to consider is pacing: how long and complex do you want this scenario to be?

A single session: Only two items are required to create the Lure. Acquiring each item is a single Task. Treat the game like a montage, jumping straight to the important parts of acquiring every item.

2-3 sessions: Three items are required. A few Tasks must be done for each item.

5+ sessions: Five items are required. Each item takes an entire session to acquire; and there may be unexpected hurdles that expand the adventure.

Once you have decided which items are required and how long you want the group to spend seeking those items, start the campaign by handing them the bottom half of this page, or reading it aloud.



My dear companions,

By the time you read this, I will be gone. Do not weep, for in my final days I made a great discovery!

I have created the formula for a Harvester Lure.

It's a device that summons your Harvester in a time and place of your choosing...preferably surrounded by dozens of well-armed warriors.

Unfortunately I was working on something else when I made my discovery, and am not prepared to do battle with my impending Harvester. I'm such a fool!

As a final favor to your fallen friend, I ask that you complete my research. You will find enclosed the instruction for building your own lures.

Soon we will look to the skies in wonder, rather than dread. Well...you will, at the very least. My opportunity has passed and my end draws near.

Good luck, my friends. We live, we fight, we die. But we shall not be taken!

- Azimech, a silver fool till the very end.

Lure Instructions

The concept is simple: gather together the required items and suffuse them with memories and magic. Every attempt at combining items will require 10 Progress within a 2 Roll Limit.

The resulting energies should summon your Harvester. Do not attempt this until you are prepared to fight, lest you make the same mistake I did.

Unfortunately I completed my lure before I could determine which items were actually required. You may only need a few of the listed items. I do not recommend combining all six at once...

Be warned that combining the wrong items will have unforeseen consequences. Act with care.

1. A Memento of visiting every known land.
2. A Spell contained within a living being.
3. A Burden you have invested 40 Progress into.
4. The core from a defeated Harvester.
5. An item from beyond this world.
6. <text has been smudged beyond recognition>

LURE



Sample Tasks

- 1** A Memento of visiting every known land.
Join the Silver Caravan. (22 Progress, 5 Roll Limit)
Convince the Caravan Leader to travel to the only place they've never visited. (9 Progress, 3 Roll Limit)
Record the Leader's tales and form them into a Memento. (16 Progress, 4 Roll Limit)
- 2** A Spell contained within a living being.
Train a creature to calmly sit in your pocket. (14 Progress, 4 Roll Limit)
Destroy an existing Spell, channel its energy into the creature. (20 Progress, 5 Roll Limit)
- 3** A Burden you have invested 40 Progress into.
Modify a Burden to contain the excess energy. (11 Progress, 2 Roll Limit)
Fill the Burden while resting. (40 Progress)
- 4** The core from a defeated Harvester.
Prepare a vessel to hold the Core. (17 Progress, 5 Roll Limit)
Help another Elder defeat their Harvester. (Use the Harvester Database)
- 5** An item from beyond this world.
Climb the highest mountain. (26 Progress, 6 Roll Limit)
Use a spell or device to snag one of the falling stars. (15 Progress, 4 Roll Limit)
- 6** <smudged text>
Bring the document to a Far-Seer. (18 Progress, 4 Roll Limit)
Journey through the past via the Far-Seer, and witness what words were originally written. (17 Progress, 3 Roll Limit)
Now that the text can be read, create more Tasks to actually acquire the described item.



Combination Events

| | 1 | 3 | 5 |
|----------|--|---|--|
| 2 | The creature absorbs the Memento, destroying it in the process. Over time the creature will achieve sentience. | The magical currents within the creature grow stale. Create a Burden related to healing its curse (20 Energy to transform). | The creature leaves to return the otherworldly item to its origin. The creature will return to you in a few months. |
| 4 | The Memento and the core begin to resonate with one another. The owner of the Memento gains insight into when their Harvester will arrive. | All Burdens carried by all Elders lose any Progress that has been made; resetting to 20 Progress required for transformation. | A partially working Lure is created. Your Harvester is summoned but lands on the opposite side of the planet. It will take several weeks to reach you. |
| 6 | Someone else who is seeking the <smudged text> item gains a vision of your current location, and they will begin to pursue your group. | A vision of their fallen friend creates a new Burden for every Elder (20 Progress to transform). | The two items were never meant to be combined; twisted magicks infect the air and every Elder must immediately Mark 2 Numbers. |

ABIDE



Welcome to the Keep

You may feel as though your life is over; that you've come here to wither away. I hope to show you how wrong you are, and to help you build a new life in the Poineri Este, the Silver Keep. You've heard our mantra, but it's more than just a rousing chant. The four parts guide everything we do here in the keep:

We Live

Parties, games, conversations, friendships, and fine wines are why we're all here. It's easy to get swept up in the battles and the long work shifts and the stresses of life. But most importantly we all need a reason to live and fight. Let us help you find a reason; whether that be community, hobbies, fulfillment, or simply some really delicious food.

We Fight

This is not something we do lightly, but our battle is one of life and death, and we need each of you to contribute. We place upon you a burden of **60 Wall Debts**. If you wish to remain here in the Keep, you will repay these debts before the end of the year.

There is much battle to be done; as much with a soup ladle as with a sword! The different Clans each contribute in their own ways, neither is more important than any other...despite what they may tell you. Each Clan offers different opportunities to repay your Wall Debts. We hope you find ways to contribute that are fulfilling and satisfying.

We Die

We make the most of the time we have left, and fight with every breath. But eventually we all must end our journey. When you die, those who knew you will throw a feast in remembrance, eating your favorite foods and telling your stories to one another.

Every Remembrance Feast is a blend of joy and sadness, of food and drink, of life and death. This looming threat of death is what makes life so precious; it's what makes the fight so important. And even death is preferable to the alternative.

We Shall Not Be Taken!

Your Harvester is coming for you. I wish I could say that you're safe now, that you don't need to be afraid. But fear is part of the fight. It's part of life. And if you let your fear consume you, then your Harvester has already won.

With a population of 4000 Elders, we get about 10 Harvester attacks every day. We have 100 people manning the walls at all times so the vast majority of Harvester attacks are repelled safely.

And after your Harvester is defeated we celebrate your birthday with yet another feast! You will earn your Haven and be free to roam and work beyond the walls.

Wall Debts

In the early days of the Keep, every able-bodied Elder was forced to fight atop the battlements. A 6-hour shift fighting Harvesters was known as a "Wall Day". As the population grew, Elders could work fewer Wall Days and contribute to the Keep in other ways.

While our fighters are still valued, we have just as much of a need for cooks, farmers, craftsmen, and artists. To reflect this change of priorities, we use "Wall Debts" as a de facto currency of the Keep.

To ensure all Elders contribute to the keep, we require each person to repay 60 Wall Debts every year. Wall Debts can be repaid in a variety of ways by working for the different Clans of the Keep. Reach out to a Clan and see what opportunities and jobs they have available.

The Council

The Council serves as the guiding light for the Keep, providing guidance, serving as judges for any complaints (or deputizing scribes to do so), and interacting with nobility and other concerns from outside the Keep. The Council is formed of the leaders of each Clan, although each Clan gets one vote total.

Though nominally equal, the Council does have a Chief Councillor whose vote counts as two in the case of deadlocked decisions. This role passes among the Clan Heads, passing either at the New Year or at the passing of the previous Chief Councillor, whichever comes first.

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Clan Overview

Medics Provide medical care, healing poultices, and train first aid.

First Doctor Irche (He/Him) is a talented surgeon and a grandstanding blowhard.

Second Doctor Busrut (She/Her) is a potion master and an engaging conversationalist.

Third Doctor Sabei (He/Him) is a quiet counselor who studies mental health.

Chefs Prepare the food; from parties to traveling rations.

Head Chef Alreado (He/Him) gives his best food to the troops, and misses the battlefield.

Sous Chef Alar (She/Her) knows everyone's favorite food, and organizes the smaller parties.

Head Brewer Frost (He/Him) crafts delicious drinks. He won't bother to learn your name.

Fighters Train for combat & guard the walls.

Champion Gutless (She/Her) will train you until you pass out.

Defender Tannis (He/Him) tells self-deprecating jokes about himself in between brilliant displays of archery and wheelchair racing.

Scribes Record history, manage finances, and help the other Clans stay organized.

First Quill Brurd (They/Them) won't remember what they had for lunch, but can recite a detailed history of the Keep.

Second Quill Plidee almost enjoys people as much as she enjoys books and research.

Third Quill Farva (She/Her) is an unpopular leader who admittedly keeps everyone organized.

Locksmiths Pursue the less...legal pursuits. As Elders we must use every tool and weapon we have. Their leaders and members are secretive.

Cottars Do whatever else needs doing; odd jobs and tasks that don't fit in any other clan.

First Cottar Fluvere (She/Her) works almost as hard as she flirts. Cottar tasks are an excuse to meet many different kinds of people.

Second Cottar Ovrn (They/Them) does more work than anyone else, but never finishes a job.

Landsfolk Tend the pastures, farm the fields, and prowl the forests.

Head Farmer Clerte (He/Him) will interrupt your conversation with a useful tidbit and a handy map.

Head Shepherd Puan (She/Her) a champion wrestler who handles the animals with a strong but gentle hand.

Head Hunter Punjaxe (He/Him) will greet you with a hug and sign language before going on a stealthy hunt through the dark wilds.

Magi Seek to understand and harness magical forces.

Archmage Stovre (He/Him) can see the future, the past, and the present all at once. It's overwhelming.

Demimage Litui (She/Her) will help you craft a spell that may or may not do what you expected.

Alchimage Ana (She/Her) hates the Keep, but hates the Harvesters even more.

Crafters Include builders, artists, and smiths; all of whom create for the Keep.

Head Artisan Vima (She/Her) will find the right artist for the job.

Head Builder Judi (She/Her) will calmly organize a hectic project.

Head Smith Armstrong (He/Him) is excited about a new prosthetic he's been working on.

Caravaneers Journey across the land trading for supplies and bring new Elders home.

Caravan Leader Raffi (She/Her) was probably the first Elder you met.

ABIDE



Week 1: Arrival

This short, action-packed adventure serves to introduce the Elders to the Keep and remind them of the very real threat that Harvesters pose. Expect this adventure to take an hour or two to play through.

Importantly, all the Tasks listed in this adventure are merely suggestions. They serve to demonstrate what Elders may do, or how they might overcome the obstacles presented. Allow your group to make their own plans and decisions. The adventure is a bunch of ideas; not a script.

Intro

After weeks of travel, the Caravan finally approaches the Silver Keep. In between puffs of her cigar, Raffi, the Caravan leader, orders her Caravaneers to prepare for arrival. She calls all the Elders before her; over 400 on this particular trip. A hasty amplification spell carries her voice to every attentive ear:

"We now prepare to enter the Keep! You have all trained in basic formations with your unit. Tomorrow you'll put them to the test. Every Elder unit will be assigned to guard a segment of the Caravan as we cross the final stretch. If you recall your briefing, we get over 10 Harvester attacks every day; and this caravan will be vulnerable during the final few miles. We live, we fight, we die, but we will not be taken!"

Here's Raffi's plan:

1. In the morning, all wagons are packed and the Caravan moves out.
2. Each Elder unit protects a wagon or group of wagons. The groups separate into a long train; putting distance between each group in case of Harvester attacks.
3. The final approach will take all day, even moving the wagons as fast as they can.

The PCs are assigned to a unit and charged with protecting a rotund merchant who trades in fabrics and fashion items. Tyron is his name, and he jokes that his bulk allows him to better advertise his fabrics.

Some mistake his wrinkled visage for that of an Elder, but his jet-black hair is devoid of silver, and he smugly claims that his Elder days are still years away.

The Keep is located in a mountainous area, so the approach will be forced through a series of narrow chasms. These chasms are fantastic when defending the Keep, but they render the Caravan's approach vulnerable to Harvesters and bandits.

Prepare

The Elders have several hours to prepare for tomorrow's arrival. Ask them how they want to spend that time.

Reinforce Tyron's wagon without draining supplies from the Caravan. (5 Energy, 2 Roll Limit)
Success: then the wagon will not be destroyed in the following events.

Prepare and train Tyron for combat without scaring him or making him nervous. (10 Energy, 3 Roll Limit)
Success: Tyron is able to contribute 4 Progress to any Task he helps with.

Convince Raffi to grant extra supplies. (12 Energy, 3 Roll Limit)
Success: grant each Elder a new Spell or weapon.

Or simply rest and recover their energy; enjoying Tyron's jokes and stories. "Once, while I was a lad, my family visited an island where no one wore clothes! We were baffled. How can we bargain with folks who don't need our wares? However, my mother saw that they relied heavily on fish to feed themselves. But they only ever bothered with the large catches far offshore. Smaller minnows and crabs weren't worth the effort. So she demonstrated how a pair of stockings can make an effective fishing net..."

However the Elders chose to spend their evening, when the sun rises, the final approach begins. Tyron's wagon group is one of the first to head into the maze of chasms.

The Attack

After a few hours of quiet travel, a guttural noise echoes through the canyon walls. A shadow appears overhead; a misshapen figure with far too many arms. With another echoing yell, the Harvester begins to descend the walls. Ask the Elders what they want to do:

Race to the Keep, and get some help from Elders on guard duty.

(23 Progress, 5 Roll Limit)

It is several hours away, even at top speed it will be difficult to stay ahead of a Harvester. But it's possible; this Harvester seems to be suited for underwater movement, not land locomotion.

Success: After two hours of tense, white knuckled racing, the Elders arrive at the Keep just ahead of the Harvester. Archers are able to help with the battle, hastening its defeat (Defeating the Harvester now only requires 8 Progress, 2 Rolls).

Failure: Your furious charge takes you further from Caravan reinforcements, but the wagon breaks down before you reach the Keep. Now you must fight it alone.

Defend Tyron until reinforcements arrive from the Caravan behind you.

(17 Progress, 4 Roll Limit)

This will involve more running and dodging than fighting. The Elders must simply hold out until the next group of wagons catches up.

Success: Another group of Elders arrives and assists in fighting the Harvester. (Defeating the Harvester now only requires 16 Progress, 6 Rolls).

Failure: Tyron is grabbed by the Harvester, and it begins to escape. A new Task:

Catch up to the Harvester before it escapes.

(14 Progress, 3 Roll Limit)

Even if they catch up to it, then they'll still have to fight it alone.

Defeat the Harvester.

(30 Progress, 6 Roll Limit)

The Harvester has an ape-like form, but with dozens of tentacles instead of arms. It's white exterior is covered in thick fur.

Over the course of the fight, the Elders will soon realize that this Harvester is only interested in grabbing Tyron. He was lying about his youthfulness, and is in fact an Elder who kept his age a secret.

After 3 Rolls, the ground becomes liquid and the Harvester begins to sink into it, taking Tyron with it.

After 6 Rolls, the Harvester escapes with Tyron, and he is never seen again.

If the Harvester is defeated, then all of the surrounding ground liquifies, trapping everyone within.

Rescue Tyron and yourselves from the unexpected sand pool. (14 Progress, 4 Rolls)

Failure: Tyron perishes within the sand pool.

If Tyron survives the ordeal, Raffi is furious at him for keeping his Elder age a secret. "We are not heroes. We live, fight, and die TOGETHER; a true Elder would never keep such a deadly secret. The council will decide if you're worthy of remaining with us, or if you'll be cast out to die alone."

Either way, Raffi praises the Elders for their bravery and cunning. She ushers them inside the Keep. Over the next few hours the rest of the Caravan arrives. Turns out two other Harvesters attacked; and even though these Harvesters were focused on the Keep, another wagon group was still destroyed during the approach.

The Elders are shown to their bunks inside the Keep. The next morning, the Council holds a Welcome Feast and gives them a long speech about the Keep and what they can expect from their new lives here.

Welcome Week

On the following pages are a bunch of potential events that occur during the rest of the Welcome Week. You can run each even as a simple scene, or expand them into a whole new session. These minor events are a mixture of everyday mundane activities and adventure hooks. They should introduce the players to the various NPCs and give them a sense of what daily life is like in the Keep.

ABIDE



Welcome Week Events

1. Head Brewer Froast starts up a little drinking competition, and outlasts 6 other Elders in a row.
Find out how he is cheating (6 Progress, 2 Roll Limit).
Success: Froast will bribe you with a handle of Ghost Liquor to protect his secret. It acts like a spell of the same name, and can be "cast" 5 times before running out.
2. Champion Gutless likes to show off her prowess and convince new Elders to join her daily drills.
Defeat her and her troops in a friendly sparring match (16 Progress, 3 Roll Limit).
Success: she grants each of you a Wall Debt.
Failure: she insists you train regularly with her, gain a new burden "Train with Gutless (20 Progress)".
3. Sous Chef Alar wants your help learning about your companions' favorite foods.
Learn the info while keeping it a surprise. (8 Progress, 2 Roll Limit).
4. Head Farmer Clerte is looking for First Quill Brurd.
"The First Quill was going to recite the history of the Keep so I could draw up maps from the first century. But I have to go tend to a crop emergency. Can you record their talk and bring it to me?"
Accurately record Brurds history. (13 Progress, 3 Roll Limit)
Success: Clerte is delighted, and grants you a Wall Debt as thanks.
Failure: Clerte is still delighted, and grants you a Wall Debt. A few days later he tracks you down, dismayed that his map didn't match old records. Brurd requests your help doing research in the Archives to correct the map details. (23 Progress, 5 Roll Limit)
5. Head Hunter Punjaxe offers an introductory sign language course. Gain the Burden "Sign Language Studies (20 Progress)".
6. Defender Tannis is organizing a Wheelchair race along the walls of the Keep. "The winners shall receive a special commission from Head Smith Armstrong! Of course, some of us have been training for this race our entire lives, but I'm sure you have a chance."
Win the Wheelchair Race. (21 Progress, 5 Roll Limit)
Success: Head Smith Armstrong will craft a new weapon, tool, or prosthetic for you.
7. Second Doctor Busrut has a difficult favor to ask.
"I'm working on a new balm, but I think some alchemy might be the trick to making it work. Could you speak to Alchimage Ana and get her advice? You should know that she...she doesn't like me very much. Says I'm too chatty. Which is a little insulting, but mostly ridiculous! I mean, have you ever...<she continues for another 20 minutes>...and that's when I decided to study potions. So, will you ask Ana?"
Find and convince Ana to help Busrut with the balm formula. (16 Progress, 4 Roll Limit)
Success: Busrut shares a few jars of the new balm with you. It can be used 5 times and acts like the Spell "Calming Balm".
8. Caravan Leader Raffi is sitting alone, nursing a drink. "My Harvester is coming soon. It always comes right after I arrive. One of the reasons I'm a good Caravan Leader. But I'm tired of running. I'm gonna face it on the Wall tomorrow."
Convince Raffi to let the Fighters handle it. (8 Progress, 2 Roll Limit)
Success: Raffi reluctantly agrees. She buys you all a drink and promises to bring you back something cool during the next expedition.
Failure: Raffi refuses. She'll get injured from the battle unless the Elders join her on the Wall and protect her. (14 Progress, 3 Roll Limit)
9. Third Doctor Sabei pulls you aside for a difficult conversation. "I'd like to open up a dialogue about your struggles. I know it's difficult to be vulnerable, but talking to someone will help you adapt to your new life here!" You have the opportunity to make one Roll on a Burden by talking with Sabei.
10. First Cottar Fluvere is recruiting help to clean up after the Welcome Festival. "And let's make it fun! Whoever helps out gets a Wall Debt, but Elders who clean the most get a wall debt and the opportunity to join my dating club."
Clean the most. (9 Progress, 4 Roll Limit)
Success: Receive 1 Wall Debt, and gain the Burden "Speed Dating Events (20 Progress)". When the Burden is complete, you learned something new, either about yourself, or something your partner(s) taught you.
Failure: You still receive 1 Wall Debt for helping.