

You are an Elder

- 1. In your first Slot, write down a Memory.
- 2. In your second Slot, write down a Spell.
- 3. In your third Slot, write down a Burden. It requires 20 Progress.
- 4. Write 2-3 items your Elder thinks about (tools, food, knickknacks).
- 5. For each empty Slot, gain +1 Energy in Reserves.

Conserve your Energy

After you roll, spend Energy for Progress.

Spend 2 Energy to fill in a Slot with an item.

Energy Reserves

What's on your mind?

Slots **allow** you to do something or they **assist** you (roll 2x).

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

Describe Action, then roll a d20

11-20 Make Progress equal to your roll minus 10.

Lower

Your actions made no Progress. **Mark the Number** you rolled below. **If already Marked**, suffer the consequence. If **all Numbers** are Marked, your Elder is dying.

- 10** ☐ This Task suddenly requires 10 more Progress.
- 9** ☐ Lose all Energy in your Reserves.
- 8** ☐ Gain a Burden related to an injury.
- 7** ☐ Gain a Burden related to stress.
- 6** ☐ Gain a Burden related to your past.
- 5** ☐ Create a shared Burden with another Elder.
- 4** ☐ Empty 2 Slots of your choice. (You can't empty Burdens).
- 3** ☐ Add 10 more Progress to one of your Burdens.
- 2** ☐ Incapacitated. Allies may revive you. (15 Progress, 3 Rolls)
- 1** ☐☐☐ When all three are Marked, then your Harvester arrives!

When you rest

- 1. Meditate & Train.** Unmark any Number of your choice except **1**.
- 2. Work on a Burden.** Make a single roll on any Burden (even another Elder's), then spend all remaining Energy on it. *Can't use Slots.*
- 3. Take Inventory.** Empty item Slots and/or fill them with items. *You can't empty Burdens or create Spells/Memories.*
- 4. Sleep.** Gain 1 Energy in your Reserve for each empty Slot.

ABIDE

Conversation is Gameplay

It's easy to feel like the dice and the math and the fighting is what really matters. All this talking is just getting in the way of doing things!

But the truth is that the conversations you have are the most fun and engaging part of ABIDE.

What do we really want? How will we get it? Who will help us? What will we risk? What might happen?

Tasks are Shared

Elders must work together to accomplish them. Elders succeed and fail together.

Tasks can be accomplished in many ways.

"Pick the lock on the door" is not a Task.

"Get past the door" is good.

"Get past the door before the guard returns" is even better.

Tasks hint at consequences.

"Explore the room" is not a Task.

"Explore the room before it floods with oil" is good.

"Find any valuables in this room before it floods with oil" is even better.

Tasks focus on the true goal.

"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.

"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.

You are an Elder

You have seen and accomplished much throughout your 60 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

During your 60th 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 61st 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!

Use one Slot per roll

Slots **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 item like 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 a Slot is **allowing** or **assisting**.

Slots = Mental Load

Your Elder knows this world and it's dangers better than you do. They packed everything they would need.

But Elders only consider a few things at a time. Slots represent what Memories, Spells, Burdens, and items are at the forefront of their minds.

Example Memories

Mementos are associated with past experiences and skills. They can be used for any related Task

Sailed the 5 oceans

Navigation, ship repair, predict weather

A Lady of the court

Social cunning, build alliances, clever insults

Mage Bartender

Alcohol alchemy, notice trouble, counselor

Bestselling Poet

Build up fame, forge papers, lie beautifully

Example Spells

Spells are named in the "Adjective Noun" format. A spell can be cast to do anything related to its name.

Angry Growth

Tangle foes, infest an area with deadly ivy

Howling Moon

Turn into a wolf, a piercing howl

Burnt Questions

Ignite materials, confuse an enemy

Freezing Gale

Knock foes around, Freeze a lake

Example Burdens

Burdens take up a Slot and cannot be used with Rolls. They can be positive or negative; anything weighing you down. Burdens require 20 Progress to complete. After being completed, transform a Burden into a related Spell or Memory.

Half-empty Vial

Familiar Fear

Twisted Ankle

Halting Stutter

Challenging Hobby

Deep Lie You Believe

Homesick

Confusing Romance

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GM Procedures

1. Describe the situation

- Mention any threats nearby. *Hazards, monsters*
- List opportunities. *Paths, valuables, clues*
- Add interesting details. *Unexpected, weird, fun*

2. Ask the Players what they want to do.

3. Create a Task from their ideas. Make sure everyone agrees with how the Task is worded.

- What is the actual goal of this Task?
- Can it be accomplished in different ways?
- What are the consequences of failure?

4. Assign Progress Cost and Roll Limit.

This is more about pacing than difficulty.

- Unimportant or Low Stakes: 5 Progress, 2 Rolls
- Average Tasks: 10 Progress, 3 Rolls
- Important or High Stakes: 20 Progress, 5 Rolls

5. Let them roll.

- Success: describe the obvious result.
- Failure: Get creative with the consequences!

Task Consequences

Task consequences are always narrative, never mechanical. Elders create their own problems.

- **Lose this opportunity.** They cannot retry this Task.
- **Create a new threat or obstacle.**
- **Related Tasks grow more difficult.**
- **Offer a tough choice.**
- **Secret doom.**
- **Can't think of anything?** Re-work this Task.

ABIDE

Starter Adventure

The Elders receive a letter from an old friend:

My dear companions, I have good news and bad news.

Good: The formula for a lure is nearly complete! A device that will summon your Harvester in a time and place of your choosing...preferably surrounded by dozens of well-armed warriors.

Bad: I was working on something else when I made my discovery, and am not prepared to do battle with my impending Harvester. A foolish mistake, but one you can hopefully learn from.

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. I'm sure those buffoons on the council will also find it useful. Good luck, my friends. What is it they say in the Keep? 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 meditate upon them for an entire day. The resonance should summon your Harvester. Do not attempt this until you are prepared to fight, lest you make the same mistake I did.

You may only need a few of the listed items. 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>

Pacing

Decide beforehand how many of the listed items are required to build the Lure. Whenever an odd-numbered item is combined with an even-numbered item use the table below to add some unexpected consequences.

	1	3	5
2	The being absorbs the Memento, destroying it in the process. Over time the creature will achieve sentience.	The magical currents within the creature grow stale. Gain a Burden of healing its curse.	The creature leaves to return the otherworldly item to its origin.
4	The Memento and the Core begin to resonate with one another and summon a random Harvester. Defeating the summoned Harvester grants a stable Core that can be used for future Lures.	Transform a Burden into "fear of Harvester Arrival". It requires 40 Progress to complete.	A magical overload begins to build. Control the explosion (13 Progress, 2 Rolls). Failure: The item and the core are both destroyed.
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. When they arrive, they want it for their own purposes.	A vision of their fallen friend creates a new Burden for every Elder.	The two items were never meant to be combined; twisted magicks infect the air and every Elder must immediately Mark 2 Numbers.