

How to Play ABODE: Problems in Palemire

Summary

ABODE is a **compact adventure RPG system for one player(s)**! In the first quest, your character is hired to use their skills to help out the small town of Palemire, but trouble finds them first... Explore the woods leading up to the town, reunite with your caravan, and **reach the town gates safely to win! Lose all your health points (HP) in battle to fail...**but then start again, because you're not a quitter, are you?

Setting Up

1. Get a pencil and ten-sided die (AKA d10)(or a dice-rolling mobile app). Keep these close at hand.
2. Print and cut the tile, card, journal, and token pages from the downloads section.
3. If you can't print double-sided, be sure to **attach the tile backs and card backs to their matching tiles and cards** with tape, glue sticks, or an alternative.
4. Print, cut, and assemble the character standees (on the tokens page) and your character journal.
5. Place all character standees, tokens, and character, item, and trait cards to the side for now.
6. Shuffle all tiles and event cards of the same type (according to their back text) into decks face-down. You can always look through the Special Tiles and Events, **but don't peek at the others!**
7. Find and draw the card titled **Start** in your Special Events and read it to begin your quest!

Gameplay

ABODE is played in rounds, each made up of the **Player's Turn** and the **Enemy Turns**, in that order. **Area Events** and **Special Events** can also happen throughout rounds.

Events

You'll see two kinds of event in ABODE. There's **area events**, which are drawn from the top of the event deck for your current area (the Woods Events in this case) **whenever you move to a new tile**. There's also **special events, which can happen any time**, (including the Start card which is always drawn first) usually triggered by conditions detailed on other cards; when told to, look through the Special Events deck to draw the specified event. When you **draw an event card, read through it right away**.

Event cards have black text (**flavor text**) that explain the game's story and purple text (**rules text**) with instructions to resolve as far as possible. **When you've resolved all the rules text** on an event card, **place it in an event discard pile**. Not all events can be resolved right away; keep them **face up until everything in their rules text is done**, then discard them. Here's what all the rules text means...

Draw [Card Name]... **Draw the event card of this name from the Special Events deck.**

Pick [Card Name], [Card Name], or [Card Name]... **Choose & draw ONE of the listed Special Events.**

Take [Card Name]... **Draw the item or trait card from the pile to the side. You can now use its abilities.**

Gain [Number of Glint]... **Glint (GP for short) is the currency. Add this amount to your the last GP recorded in your journal in the next empty box and cross out the previous number. Shiny!**

Gain [Number of XP Type]... **Add this XP to the last XP recorded in that category in your journal in the next empty box and cross out the previous number. If this stat levels up (see the stat level to stat XP chart in the previous page) fill in the bubble for your new level of this stat in the previous page. Sometimes you'll gain "Free XP" - this can be freely distributed among all your stats however you like.**

Start on [Tile Name]... **Find this tile in the Special Tiles and place it face-up on the table. Find the "player" character standee and put it on this tile. That's you, at the place you'll start your quest from!**

At [Tile Name]... **When you're on this tile, resolve the following rules text immediately.**

[Stat] Check [Number]. Pass/Fail... **Roll the die and add the result to your level of this stat. If your total equals or beats the specified number, resolve the "Pass" rules text. Otherwise, resolve the "Fail" rules text. (Example: "Vim Check 6"... I roll a 2, and my Vim level is a 4, so my total is 6. I have passed!)**

Place [Character Card(s)]... **Find and draw these character cards. Place them face up, left-to-right (in the order they're listed on the event) in front of you. Find the matching character standees and place them on the same tile as you unless the event says otherwise. Sometimes you'll have to place characters "[number] tile(s) away" - put them on a tile of your choice that far from you.**

When you defeat them... **When the previously mentioned character(s) in this event have dropped to 0 HP, they're defeated. When this happens, resolve the following rules text immediately.**

Place [Tile Name]... **Draw this tile from the Special Tiles and place it connecting to any tile on the map.**

Quest Complete!... **This means you've successfully concluded this quest - you win! Maybe play again?**

Player Turn

Once you finish resolving the Start card, round 1 begins with the **Player Turn, in which you can move** around and explore the map (which refers to every tile in play). Tiles have **walls** (which you and other **characters can't move through**) and **paths** (which you and other **character can move through**). The icon in the tile's corner tells you which corresponding sides are walls and which are paths. If the tile you're on has a path that doesn't lead to another tile, **you can draw a tile from the Woods Tiles**, flip it face up, place it there connected by one of its paths, **move to the new tile, and draw an area event!**

Throughout the game you'll find traits and items that grant you abilities. Some abilities are **passive (meaning they are always in use)** while some are **actions** (named in ALL CAPS, **you can choose to use them during the Player Turn**). In the Player Turn you can **use actions from your traits and items both before and after** moving. Actions often have requirements, denoted with symbols after their name and before their effects. You get **10 actions points (AP) to spend each Player Turn**. After meeting all the requirements for your chosen action you can use its effect. Requirements:



[Number]... **AP Cost. To use this action you must first have and spend this many action points**

(AP). Note: You regain your AP at the start of your turn, so don't save it for later!



[Number]... **Action roll.** Roll the die; your result must be equal to or higher than this number to use the action.



[Number]... **Character Targets.** You may target this many different characters to use the action. You **MUST** target at least one. You can target characters on your tile (including yourself) or on other tiles along a straight line through paths.



[Number]... **Tile Targets.** You may target this many different tiles. You **MUST** target at least one. You can target the tile you're currently on. Targeting tiles targets **EVERY** character on those tiles.



[Number]... **Range.** You can only target characters/tiles at this range (this many tiles away from you). If there is no range symbol, the action can only target this tile or characters on this tile.

[Number W, Number S, Number V, Number L]... This ability requires you to have the corresponding levels of **Wit, Skill, Vim, and Link**. Check your journal to see if you have enough. If so, you can use it.

Some Ability Effects:

Deal [Damage Type] [Number]... This ability deals this many points of this type(s) of damage to the target(s). If multiple damage types and numbers are listed, deal all of them at once. Place damage counters on the target's card (or near you if you took damage).

[Damage Type] Resist [Number]... When a character would take damage of this type, reduce it by this amount. If multiple types are listed, each is reduced by the number when damage is taken.

Sneak [Number]... When an action targets a character with **Sneak [Number]**, the action roll gets reduced by the given number.

Restore [Number] HP... If you damage counters, remove this many, up to this character's maximum.

Gain [Number] HP... If you have damage counters, remove this many. If you've no damage counters left and there's leftover HP Gain, take the remaining amount as temporary health counters.

Blind [Number] for [Number] round(s)... A character with **Blind [Number]** has its action roll results reduced by the first number for the second number of rounds.

Discard this... This card gets removed from its owner and placed in the pile of items/traits/characters.

[Stat] Check [Number]... See stat checks in the Events section.

Enemy Turns

Characters' HP is shown in the top left corner of their cards. **When they have 0 HP remaining they are defeated** and their card and standee are removed from play. **After the Player Turn, the Enemy Turns**

begin. At this time, any Character **Cards in play each get a turn** to move and act. **From left to right, control each Character Card** by taking the following steps.

1. **Move the character's standee on the map one tile closer** to your player character's standee, **unless the character card says otherwise.** If the character's already on the same tile as you, it cannot move any closer to you. When approaching you, enemies always take the shortest path they can move through.

2. **Roll a die to see which action the character will take.** If you roll a 4 and it says "1-6: STRIKE" for example, it will choose to strike. Enemies always target you or the tile you are on when possible. Enemy actions work much the same as the player's actions, except that they are written from their perspective instead of yours. If they've used their chosen action or if they cannot target you with it, their turn ends. **When their turn ends, start controlling the next character in line.**

Once all character turns are over, the round ends. A new round now begins with a new Player Turn.