



Created by

<u>Snow</u>

Cover Art by

Charlotte

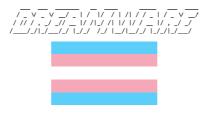
Edited by

Gwen Clark

Playtested by

Roz, Max, Gui, Čhar, Gwen, Will, Řed, Birby. Thursday, Bastardian, Blair, Tymon, Schwa, pyai. Thanks to

Clayton Notestine, Alex, Coleen, Lydia, Audra, Mom, and the entire NERVES server <3



This is a trans game by trans creators.

These words are released under Creative Commons (CC BY-SA 4.0)

Art licensed seperately from Creative Market.

www.nerves.store

Fuck you, Gary Gygax

Table of Contents

Becoming/Being a Songbird - 6

N .		
	rtui	

N Stats

M Hit Points

N Skills

Gifts & Curses

N Let's Play

Dream Journey

Adventuring Equipment - 44

N Weapons/Armor

Misc. Stuff

N Freelancers

Special Sodas

Body Mods

Magic - 64

N Tomes

N Songs

Draconic

N Gore

Demon

N Summons

N Psychic Powers

N Vampirism

N Otherworldly Patrons

Time - 94

N Segments

Downtime

Travel - 106

MI

M Exploration

Neighborhoods

Dungeons - 120

M Making a Dungeon

MI Light & Darkness

M Treasure

M Violence

Spirits - 148

M Reading Stats M Colossal Rules

Make Your Own M

Macro Play - 166

M Creating a Gang

Traits

M Roles & Activities

Appendix - 185

M

M **Inspiration**

M **Touchstones**

Mutations M

M D20/D10 Rolls

M Drugs

M Level 0

M **Different Stats**

<u>Hacking</u> M

M Old Dungeon Stuff



Becoming a Songbird

Quickstart

- N Read your fortune
- N Write down your Save (10)
- N Mark starting HP (d10 + PHY)
- Choose 3 skills
- Roll for your gift/curse
- Roll for 2 trinkets and record starting gear in your inventory
- (Ritual dagger, clothing, weapon, 10 coins, 3 rations)
- Carve your nom de guerre
- N Roll for your birthday



nce upon a time, your world tore itself to pieces till only Love and Death remained. Two foxes who curled together, tethered in the viscera of their passion. But they could not escape their fate. With teeth and claw, they gnarled each other and licked their wounds, whimpering. Deeper and deeper into pain. Until they could bear each other no longer. Love fled, Death slept, and the world warped weird with their loss.

Now the dead rise. Spirits find no rest. Bones refuse to settle. Suffering become tangible. People no longer pray to Death for fear of waking her, and reach out to Love though she does not answer. A world caught between, left hanging as it too becomes a corpse that cannot slumber. Annihilation is not coming, it is here and destroying all in its path.

And then there's you, poor thing-returned. Cursed by death, people whisper. Chosen by love, bemoan the stars. You are changed strange by your liminality. Gifted with the supernatural by your bloody sky. Raging against all that is and can be. You are the canary in the coal mine of the world's nightmare. The only hope for a spirit to close its eyes. Songbirds~





GENERAL READ
ORIGINALCARD
FORTUNE

THE MAGICIAN **HER CARING HANDS**

THE MAIDEN THE FOOL

THE PAST RETURNS IN A NEW FORM. **-OVE, SUFFOCATING SITUATIONS.**

REF, LOR PHY, LOR REF, LOR РНҮ, СНА REF, LOR LOR, CHA PHY, REF REF, LOR

REF, CHA REF, CHA

COMFORT, CARE, STERN LOVE.

STATS

BITING OFF MORE YOU CAN CHEW. THE HIGH PRIESTESS THE EMPRESS THEGHOST THE WISHING CURSE

A RETURN, BEAUTY, AND SWEET PAIN. CONNECTION, CONTAINMENT. FORTUNE, PREDESTINATION. THE HIEROPHANT THE EMPEROR THE LOVERS THEBIND THE WRIT THE PHOENIX

SOMEONE NEW, JOURNEY, TRAVEL. NDOMITABLE WILL, STRUGGLE. THE CHARIOT THE BRIDGE

STRENGTH HIS BONES

WHEEL OF FORTUNE THE HERMIT BURN HER BLOOD

JUSTICE THETWINS

THE HANGED MAN DEATH THELOVERS

TEMPERANCE THE TOWER THE DEVIL **THE STAR** HUNT MAP OF GORE HER SPINE

PHY, LOR

PHY, LOR

PHY, CHA PHY, LOR

REF, CHA

REF, CHA

PHY, CHA

REF

STANDING UP FOR YOURSELF

A DREAM, A WISH, A HOPE...

РНҮ, СНА

CHA

CONFUSING TIMES, CLOSENESS.

A FUTURE PAIN COME EARLY.

CONTRADICTIONS, WHAT-IFS.

PHY LO_R

WOUNDS AND HEALING, MOVING ON.

RUNNING AWAY, DESTRUCTION.

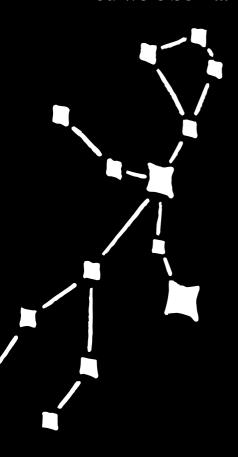
SOMETHING OLD BECOMES NEW. THE MOON FIELD OF SWORDS **PUNISHMENT HIS SHIVER**

THE OUTSIDE WORLD ITS GUILLOTINE. TERROR, ANXIETY, SELF LOVE. THE SUN THE BLACK MOON

DESPAIR, SPIRITUAL AWAKENING. DEATH, REBIRTH, DISCOVERY JUDGMENT THE RED MOON

SIRTH, ETERNITY, SUFFERING THE WORLD THESUN

You were born...



The Maiden - +1 REF or CHA Into care and love. Surrounded by it and cherished by it. The warmth lives inside of you to this day.

Her Caring Hands - +1 REF or CHA Into something noble, royal, authoritative. A house or place with standing, history, and a firm grip.

The Ghost - +1 PHY or LOR As Death's Lullaby winded down and began to fade. The haunting sound moves through your body.

The Wishing Curse - +1 PHY or LOR In the coldest of seasons, during the coldest month, and on the coldest day. The stolid nature digs in.

The Writ - +1 REF or CHA From the burbling ocean. Rose up in a bubble and plucked by the tide to some shore to find family. On clear nights, you can hear her song beckoning you home.

The Phoenix - +1 PHY or CHA Under the hottest sun. Its heat baked every inch of land, only to never return quite the same. But, a part of you remembers.

The Bind - +1 REF or LOR Where there is no sky, beneath the earth, underground, or buried. It was darkness that you opened your eyes to.

The Bridge - +1 LOR or CHA On the move, traveling, being carried and coddled but loosely. The road still hums through you. His Bones - +1 PHY or REF
From a sandpit, crawling and gasping from
the very start. Many others like you never

the very start. Many others like you never escaped the snakes.

Burn - +1 REF or LOR

Elsewhere... Your scent is so distant as to be unrecognizable. You are not from this world in a big way.

Her Blood - +1 PHY

From the crack of the thorn tree's bark. Its needles spread to spare as you and others were plucked from its bosom.

The Twins - +1 LOR

In a delight and surprise, far before you were expected. There's an eagerness that never went away.

The Lovers - +1 CHA

Under the cover of a beautiful, dancing thunderstorm. Confusing light and dark blasted you and shaped you.

Map of Gore - +1 PHY or CHA

Into a ruinous family of their own making. Hardly a mistake, but simply mistimed and unwanted.

Hunt - +1 REF or LOR

Under the many stars of Abrella's constellation. Her arcanum seeps and drips from your vibrant eyes.

Her Spine - +1 REF

Into frailty and sickness. It took much from you and dug itself in deep, and you opened your eyes in its palace.

Field of Swords - +1 PHY or LOR

You were born to the slow pressure of a war, pushing out and crushing that which was to be yours and loved by you.

Punishment - +1 PHY or LOR

You were born into the shadow of the empire, stretching its hands into everything. Its stain hides in you.

His Shiver - +1 REF or CHA

You were born cut-off. Isolated. Alone in one or many ways. It's hard to shake that from a creature.

The Black Moon - +1 PHY or CHA

You were born during the Black Moon, an omen of things to come. A harbinger of something within.

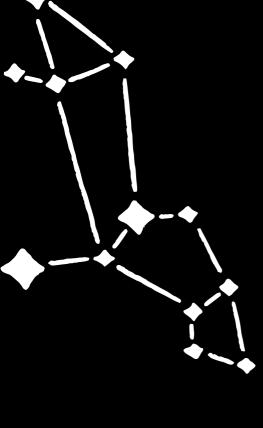
The Red Moon - +1 PHY or LOR

You were born under the Blue Moon, a small window of time between years. Luck follows you, even if it seems to lack interest.

The Sun - +1 RFF or CHA

You were born during tragedy. Singular or great, its effect remains the same. You are seen as a second chance. As change.

Then, roll for a <u>trinket</u>. This comes from your childhood, brought to you by Love.



As a child...

The Maiden - +1 REF or CHA You were cared for in such a deep and respectful way. Raised by a love that some never get to feel. Gain proficiency in a skill of your choice.

Her Caring Hands - +1 REF or CHA You were controlled by hands bigger than yours and ideas that can't be understood. Gain proficiency in Authority.

The Ghost - +1 PHY or LOR You were possessed by a melancholy, coating the world in listlessness and gray. Gain proficiency in Dungeons.

The Wishing Curse - +1 PHY or LOR You were trouble. You searched for issues in every crack and fought authority with tiny, balled fists. Gain proficiency in Melee.

The Writ - +1 REF or CHA You were destined for something beyond your control and expected to fulfill it. Gain proficiency in Anima.

The Phoenix - +1 PHY or CHA You were little but an object to be admired, paraded, and sought. There is little love in such pursuits. Gain proficiency in Drama.

The Bind - +1 REF or LOR Your family abandoned you, emotionally or physically. Their effect leaves scars all the same. Gain proficiency in Touch.

The Bridge - +1 LOR or CHA You never found "home." You were always on the move. Never staying in one place for long. Gain proficiency in Nature. His Bones - +1 PHY or REF

Your family suffered a financial loss so great that it shifted all dynamics within. This anxiety never quite disappears. Gain proficiency in Mischief.

Burn - +1 REF or LOR

You saw the destructive force that is war. Its corrupting presence and the ruination of sanctity. Gain proficiency in Beasts.

Her Blood - +1 PHY

You were almost taken by a dangerous and thorough illness. You missed so many moments that can never be returned. Gain proficiency in Constitution.

The Twins +1 LOR

You lived in the shadow of someone seen as greater than you. The comparisons never ended. Expectations never die. Gain proficiency in Arcanum.

The Lovers - +1 CHA

You found companionship in a friend. Something close and tender and real. Their memory aches. Gain proficiency in Passion.

Map of Gore - +1 PHY or CHA

You watched your family eat itself from the inside and out. Bite by bite. The blood stains you. Gain proficiency in Vibes.

Hunt - +1 REF or LOR

You were hit with a burning desire. Something gripped you so tight and pulled you heart-first into obsession. Gain proficiency in Dream. Her Spine - +1 REF

You suffered hardship. Recovered. And then suffered another. Repeat until thoroughly cooked. Gain proficiency in Acrobatics.

Field of Swords - +1 PHY or LOR You found safety from, well, everything. A shelter so kind and tough that it withstood all you or anyone else could throw at it. Gain proficiency in Medicine.

Punishment - +1 PHY or LOR

Your childhood was cut short. Kidnapped, taken, or otherwise stolen by the Empire. You have a 1% chance of becoming a Psychic. Gain proficiency in Athletics.

His Shiver - +1 REF or CHA

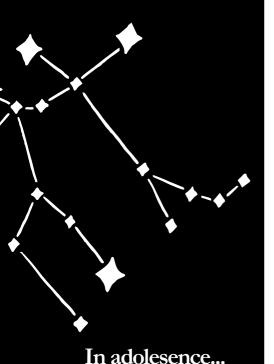
You were on your own, fending for yourself. Even if there were family present, you were lonely and had to take care of yourself. Gain proficiency in Accuracy.

The Black Moon - +1 PHY or CHA Someone in the family passed while you aged. It was tragic and shaped you in a way that wasn't under your control. Gain proficiency in Kinship

The Red Moon - +1 PHY or LOR You died. Jump to the Death table.

The Sun - +1 REF or CHA
The others around you looked to you
for care and attention. Aged too soon,
too fast. Your childhood was but a blip
before responsibility. Gain proficiency in
Perception.

Then roll for your name~



The Maiden - +1 REF or CHA Someone (or something) wise mentored you. Gave you an avenue to hone your energy. Gain proficiency in any skill.

Her Caring Hands - +1 REF or CHA Love hit you hard and fast. Poisoned you with its toxicity. You may never get all the poison out. Gain proficiency in Drama.

The Ghost - +1 PHY or LOR You were sent away, back to a place you'd been before. A place that held meaning but was different. Gain proficiency in Nature.

The Wishing Curse - +1 PHY or LOR
The Oolithian Academy reached its hand
out and plucked you from the streets. Gain
proficiency in Arcanum.

The Writ - +1 REF or CHA You inherited something from a relation. Something haunted in a way that's hard to see. Gain proficiency in Perception.

The Phoenix - +1 PHY or CHA You were gravely injured through your own devices. A wound that will always be healing. Gain proficiency in Medicine.

The Bind - +1 REF or LOR Home was a prison for you. Confined to quarters too small for such a kind and wandering spirit. Gain proficiency in Dungeons.

The Bridge - +1 LOR or CHA Someone entered your life and slipped into your heart and mind. They will always live there. Gain proficiency in Passion. His Bones - +1 PHY or REF

A hope was dashed by your family. A dream crushed or abandoned to help someone or something that can never replace that original spark. Gain proficiency in Athletics.

Burn - +1 REF or LOR

You fled. Fast and far and dangerously. Ran away to some far reach of your mind. The urge to flee hides behind every interaction. Gain proficiency in Acrobatics.

Her Blood - +1 PHY

You were dragon touched. A spiritual experience, surely. Wondrous and terrifying. Gain proficiency in Vibes.

The Twins - +1 LOR

Through lies you found safety and security. It's easier to fib and to hide than it is to face a reality that is certain to harm you. Gain proficiency in Beasts.

The Lovers - +1 CHA

Your life entangled with another to a severe degree. But it was love. A kind love. An understanding love. Where are they now? Gain proficiency in Kinship.

Map of Gore - +1 PHY or CHA

Though you cared for them and tried at every step to make it easy for those around you, someone special to you passed from this world. Gain proficiency in Anima.

Hunt - +1 REF or LOR

You dove headfirst into a hobby or project. It quickly became obsession and practice. Gain proficiency in Dream. Her Spine - +1 REF

Broken bones and bruises. You fought, kicking and thrashing at every step. You're good at fighting now. Your body and mind solid. Gain proficiency in Accuracy.

Field of Swords - +1 PHY or LOR Something bubbled up from childhood. A lost passion. It wrapped you in its warm nostalgic static and helped you keep your head down. Gain proficiency in Touch.

Punishment - +1 PHY or LOR Family pressure pushed you onto a path you didn't completely want. It's their path. But you walked it for many years. Gain proficiency in Constitution.

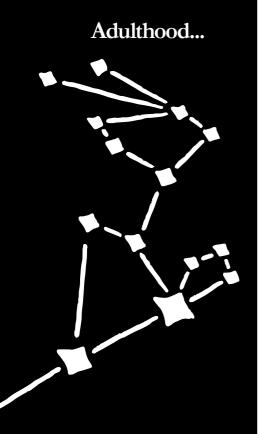
His Shiver - +1 REF or CHA
There wasn't a single place that accepted
you. You were an outcast, either of your
own design or by some quirk of ill fate. Gain
proficiency in Mischief.

The Black Moon - +1 PHY or CHA Your actions caused a grievous accident. There was no malice behind it. It truly was beyond your control. Gain proficiency in Melee.

The Red Moon - +1 PHY or LOR You died. Jump immediately to the death table

The Sun - +1 REF or CHA You found solace in nature and discovered a friend there. An animal that you loved dearly and that comforted you when skies were dark. Gain proficiency in Nature.

Then roll for a trinket~



The Maiden - +1 REF or CHA Impressing your mentors was a weight on your mind as you reached adulthood. I'm glad it paid off. Gain proficiency in a skill of your choice.

Her Caring Hands - +1 REF or CHA Sadly you grew after a love that ended badly. They are a tiny-but-pretty scar on your heart. Gain proficiency in Passion.

The Ghost - +1 PHY or LOR
Only when you returned home did you
finally feel yourself aging and growing at all.
Gain proficiency in Nature.

The Wishing Curse - +1 PHY or LOR You reached for the stars and got burned. But, hey, you're still alive. Gain proficiency in Constitution.

The Writ - +1 REF or CHA Luxury came to you swiftly and seductively. and helped cover holes you forgot to fill in your soul. Gain proficiency in Authority.

The Phoenix - +1 PHY or CHA
There was a death in you. Something achy
and thorny. But you were reborn through it.
Hatched anew. Gain proficiency in Anima.

The Bind - +1 REF or LOR
Only when you freed yourself from your own
confinement, physical or mental, did you
find yourself. Gain proficiency in Touch.

The Bridge - +1 LOR or CHA Leaving is what you needed. Leaving the place, the person, the time. Distance cured your wounds. Gain proficiency in Dream. His Bones - +1 PHY or REF

Through great sacrifice, you found yourself standing where you needed to be. Maybe not where you wanted to be. Gain proficiency in Acrobatics.

Burn - +1 REF or LOR

They were a fire, and you cradled it for as long as you could, letting it torch the things around you. But now you have cast it aside. You are safe. Gain proficiency in Beasts.

Her Blood - +1 PHY

It caught up to you. That thing you did when you were younger. It caught up in a bad way. It took time, but you solved it. Gain proficiency in Athletics.

The Twins - +1 LOR

A piece of you wasn't what you hoped it would be. It needed molding and patience to heal. A Gain proficiency in Nature.

The Lovers - +1 CHA

For the first time, you felt what a real love is. Something weighty and with warmth that fit with you. It soothed your shape. Gain proficiency in Kinship.

Map of Gore - +1 PHY or CHA

Nothing ever fit before. No one ever felt right. You had to make your own family. And they made you feel more yourself than ever before. Gain proficiency in Vibes.

Hunt - +1 REF or LOR

Through life and even now, you struggled to find your calling. This thirst may never be quenched. Keep careful watch of it. Gain proficiency in Mischief. Her Spine - +1 REF

A push so hard it toppled you. Nearly broke you. Shattering bits and pieces. You still feel the pain from that. It's not healed yet. Gain proficiency in Accuracy.

Field of Swords - +1 PHY or LOR You took something in, someone maybe? Took them in and helped them how you wished you had been helped. Gain proficiency in Medicine.

Punishment - +1 PHY or LOR Something happened, and you stopped looking for guidance and started taking care of yourself. Maybe for the first time. Maybe not. Gain proficiency in Arcanum.

His Shiver - +1 REF or CHA Grief covered a gap in your life. Marked it and changed it. A black, twisted spectacle hovering above your eyes. Gain proficiency in Drama.

The Black Moon - +1 PHY or CHA You discovered a dark secret through no action or choice of your own. It was thrust upon you, and now you must bear it. Gain proficiency in Melee.

The Red Moon - +1 PHY or LOR You died. Jump immediately to the death table

The Sun - +1 REF or CHA In one of the many, tumultuous ways, you became a parental figure, a mentor, or someone who is looked to for their wisdom. Gain proficiency in Perception.

Then roll for a job~

The Maiden - +1 REF or CHA You were surrounded by your family when you died. You can remember their faces, gazing down at you in confusion and fear.

Her Caring Hands - +1 REF or CHA You were a casualty of war. You were not the target, nor was anything gained from your death.

The Ghost - +1 PHY or LOR
There's a spirit in the world that has a piece
of you still. It took your life. Maybe you were
just in the wrong place at the wrong time?

The Wishing Curse - +1 PHY or LOR Your choices specifically led to your death. I don't know what you were tangled in, or what you messed with, but you knew this was coming.

The Writ - +1 REF or CHA You were told how you were going to die at a young age. And that prophecy was fulfilled. You remember the palpable sense of déjà vu.

The Phoenix - +1 PHY or CHA You died doing what you loved. Whether through exertion or through no fault of your own. That sense of accomplishment still lingers.

The Bind - +1 REF or LOR You were targeted. Killed. Murdered. There was malice entwined in every action, and it came when you least expected it.

Death...

The Bridge - +1 LOR or CHA You died on the road, far away from home. Far away from comfort or family. The ache is soft but there.

His Bones - +1 PHY or REF You didn't die, you sacrificed yourself. To save someone or to do something greater? Or was it just foolish hubris?

It was a slow death but still too soon and too fast. And by your own, self-destructive hands. A poison, a drug, or just severe

neglect.

Burn - +1 RFF or LOR

Her Blood - +1 PHY It took many wounds to finally bring you down. You were resilient to the end, swearing to carry on another day. But no more.

The Twins - +1 LOR It was regret that took you in the end. Something you failed to do caught up to you. Or something you shouldn't have done, stuck around too long.

The Lovers - +1 CHA
Someone very close to you put an end to
your life. Through accident or malice, it's
unclear. But you cared for this person in a
way most other people don't earn.

Map of Gore - +1 PHY or CHA Your death was a surprise. To you and to everyone around you. So sudden or shocking that the image is singed into every corner of their minds. Hunt - +1 REF or LOR Your death was a complete accident. Completely avoidable as it was caused by

your own actions. But still an accident.

Her Spine - +1 REF Your financial circumstances created a pressure so tight it brought about desperation. Your death shortly followed.

Field of Swords - +1 PHY or LOR Your death was a complete accident. And completely avoidable as it was caused by someone else. Someone close or far.

Punishment - +1 PHY or LOR You were a casualty of the empire and their sucking tendrils. They took you from your life and brought you here. They will never pay.

His Shiver - +1 REF or CHA You died in the most intimate way as determined by your life. There was pleasure involved in some way. A twisting of emotions, hard to untangle.

The Black Moon - +1 PHY or CHA
There was pain. So pure and so strong that
the details were crushed to bits and dust. All
that remains is pain. And death.

The Red Moon - +1 PHY or LOR You died by your own hand. With purpose. The rest is clouded in fog.

The Sun - +1 REF or CHA
A sickness hit you and pulled from you,
digging out your chest and stomach until
there was nothing left. Not even life

Then roll for your Gift/Curse~

I learned to breathe underwater
Without help. The snow
Came down in shakes and drifts.
When I say things
To you they come true.
There's nothing id rather see.
We were carved
Together, from the same stone-I fit in no other nook
Than yours; a pigeon
Nesting in your concrete.



To play this game, you must: embrace pain, look for it, taste it, kick and thrash against it, ignore it in search of joy, take it to help others, plunder its many halls in search of its source, pluck it from its hiding spots, crawl through its trials and tests, again, ignore it, respond to it in-fiction, pretend it

really hurts you and do it all
over again, speak
to it with any
emotions
but, god,
just speak
to it, if
that's all
you can do
then just hold
your dice and speak

to it, treat it honestly, treat everything honestly, and let it tear you apart, find joy in the tearing, describe how your body feels as its beaten up, cringe at descriptions of teeth crushing you, or traps snapping you, or walls collapsing you, or mounds of flesh covering you, and, again, ignore it. There's always more.

Stats

A songbird is measured using four broad categories. You can add a relevant Stat to d20 rolls when making a check.

Generating

If you skip the Fortune section, assign 5 points to your stats to generate a new Songbird. Physique (PHY) - Power of the body and the knowledge/control of it.

Reflex (REF) - Finesse, balance, agility, and reaction time.

Lore (LOR) - What you know about the world and how it works.

Charisma (CHA) - Your will and spirit interfacing with the world.

Inventory: You can carry 8 + Physique items. If you carry more, mark Stress.

Languages: Everyone can speak "the Queen's Tongue" and their own, local language. If your Lore is 3 or higher, you get another language. Some cool ones include French, Valley Song, Lilliputian, Seraphim and Communist.

Save

When you're trying to shake a negative effect, roll a d20 to "save". In combat, roll at the end of your turn. 10 or higher is a success and ends the effect. Most hazards with negative effects (supernatural or otherwise) just happen—you save to end, not to avoid. It's a dangerous world out there. You can always choose to fail a save if you wish. <3

d20

The main tool used to answer questions. The higher you roll, the better it can go.



d10



Used for just about everything else, including damage rolls, luck, downtime activities, and various other GM rolls.

Checks

Songbirds (that's you) roll d20 + Stat/Skill against a difficulty (DC) to figure out what happens when the answer isn't obvious. Succeeding on a check means you were right. Failure means a more dramatic answer, like a setback or complication.

DC	DIFFICULTY
6	SIMPLE
8	ROUTINE
10	EASY
12	NORMAL
14	HARD
16	HEROIC
18	IMPOSSIBLE
20	LOL, LMAO

Ask for help

Game Masters choose a difficulty based on their intuition. Sometimes it's not obvious or doesn't come easy. In that case, ask the songbirds.

Advantage/Disadvantage

Roll 2d20 and take the higher (advantage) or the lower (disadvantage).

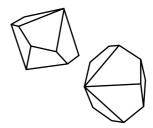
Critical/Fumble

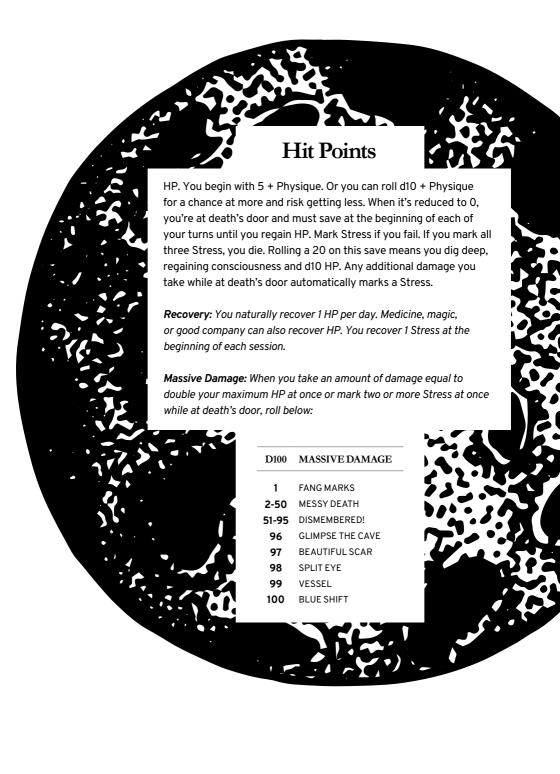
Rolling either a 20 or a 1 on a d20 means things are about to go your way or turn against you.

Luck

Luck is a catch-all tool to answer questions about the world and its inhabitants. Whenever the GM doesn't know the answer to a songbird's question, they can choose "high or low" and roll d100 to see if things favor you or not.

- High is 55 and above.
- **N** Low is 54 and below.





Massive Damage

Fang Marks

Your body shudders to embrace Her teeth from Her mouth. An unnatural bite mark forms where you received the wound. It bleeds when around sadness. You are now a Vampire (page 82).

Messy Death

Your body is horribly mangled by the damage. The brutality of it is sudden and seared into the minds of those around you. All survivors must save or become horrified. There is nothing left of your body to recover and all your items are destroyed.

Survivors

Elder songbirds are few and far between. And those that survive wear their history.

Dismembered!

The damage mangles or removes a body part based on the attack. This impedes you as makes sense and for as long as it takes you to adapt. There are doctors in the City that specialize in body mods. They operate on dismembered adventurers for a very reduced rate, opening up your character to specialized augments (page 60).

Glimpse the Cave

You saw the afterlife. An endless cave swallowed by living darkness. This is what comes after. Regain d10 HP and gain a permanent point of Lore.

Beautiful Scar

The damage scars you, but in a sexy way. When people see it they know you've seen some shit. Gain a permanent point of Charisma.

Split Eye

You have seen more and know more than is natural. Your iris pulls slightly apart, like a cell reproducing. It stays like that, budding. You can now see beyond magical illusions.

Vessel

For a moment, your spirit was shoved aside. You now share your body with another.

Blue Shift

For a moment, your brain kissed the Moon's dreams. If they open your skull and look inside, your brain will be blue. You can now use Psychic Abilities (page 80).



Skills

The skills necessary to be a songbird. All of them exist inside each The skills necessary to be a songbird. All of them exist inside each songbird, but you choose three to be proficient in. These are your past training, natural talents, and learned trades.

Ambiguity

Proficiency in a skill adds +2 to rolls involving it. Expertise adds +4.

Skills are left vague enough to be interpreted a number of ways. Use them whenever you think they are applicable.

Physique

Athletics - general physical actions, strength, and power.

Constitution - your iron gut (or lack thereof).

Medicine - familiarity with the body and its many injuries.

Melee - training in martial arts or weapon combat.

Vibes - instinct, animal-brain, reading people and places.

Reflex

Accuracy - aiming, precision, attacking from range.

Acrobatics - dexterity, flexibility, and balance.

Mischief - sneaky actions and devious tools.

Perception - the little things give you away.

Touch - you've got the touch (good with your hands).

Lore

Arcanum - knowledge of magic, scrolls, ancient tongues.

Beasts - knowledge of monsters, where they live, what they do.

Dream - knowledge of the unknown and the weird.

Dungeons - knowledge of architectural flow, traps, treasures.

Nature - knowledge of navigation, plants, animals.

Charisma

Anima - your connection to the spirits, how bright your soul is.

Authority - politics, intimidation and relation to authority.

Drama - acting, lying, performing, and controlling your emotions.

Kinship - connection to those closest to you and other adventurers.

Passion - your oration, rhetoric, and animal magnetism.

Backstory

Ideals, Bonds, Flaws

I replaced Ideals, Bonds, and Flaws with Backstory to simplify, and also, during playtests, everyone kept forgetting about them. Once per session, you can share your backstory in either a flashback, monologue, or image to grant yourself or another player advantage on a roll. This allows you to create your history as you play and take the spotlight for a moment to alter a roll.

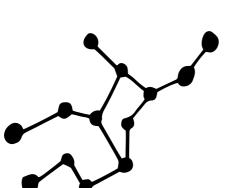
Skill Challenges

Skill challenges are filmic montages. "Best-ofs." When a group of songbirds want to accomplish a complicated or long task, they choose skills that benefit the task and roll skill checks until they hit the requisite number of successes or failures.

- **Easy Skill Challenges:** Best two out of three.
- Medium Skill Challenges: Best three out of five.
- M Hard Skill Challenges: Best four out of seven.



Gifts Curses Roll d20 to see what you





The smiling beast is pinned to the dark side of the moon. He gave you the horns upon your head.

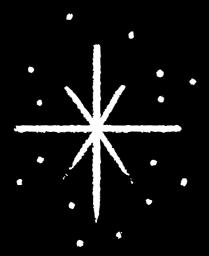
- When you defeat someone in combat, add +1 to attack and damage for the rest of the scene as you become more beastly.
- If one of your horns breaks, you enter beast mode and perform an impossible feat.
- N You can smell emotions.
- N You can see in total darkness.



Black Dog

The Prince of Shadows, exiled from Twilight, inhabits you. Blesses you with his presence and his shape.

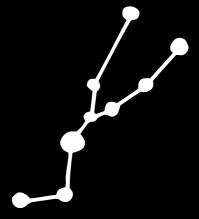
- No You can take the form of the Black Dog at will. You determine how that looks. Only one songbird can be the Black Dog, ever.
- When at death's door, you become your shadow and remain incorporeal until you're conscious again.
- While you're the Black Dog, your shadow can travel freely. It has a job to do.
- Once per session, you can instantly teleport to your shadow, wherever it may be.



Black Mage

After petition and plea and beg, your personal demon has acquiesced, allowing you a glimpse of their intensity.

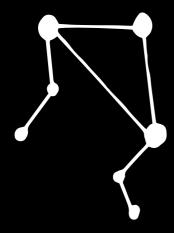
- N You have access to the Demon Hand (page 74).
- N You can speak the language of Labyrinthia.
- N Your tongue is forked and sensitive to smells.
- N You add +1 to Passion rolls.



Blue Mage

You can read the Oolithian language. Can see the invisible magics that manipulate the everyday.

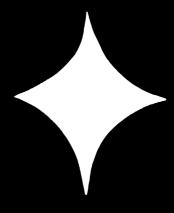
- Choose a tome from the magic section (page 66).
- N You can read and write magic writing and codes.
- N You can see the remnants of recent spells, rituals, or tricks.
- When you're lost, you can read the magic in the stars.



Dragoon

Your brain was fed vivid dreams, growing ripe with the ancient tongue. One day your dragon will come to eat its fruit.

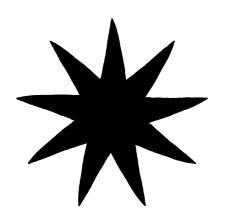
- N You can read & write Draconic.
- N You can speak one word of Draconic (page 70).
- N You can speak with serpents and add +2 to telling lies.
- N You can feel the presence of the supernatural near you.

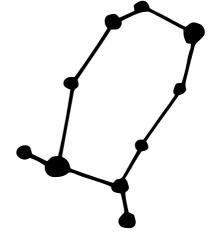


Experiment X09

Deep beneath Illuvia, the city of rain, you were tormented and pushed to death's door in terrible, unique ways. But now you are free...

N You have Psychic Abilities (page 80).





Familiar

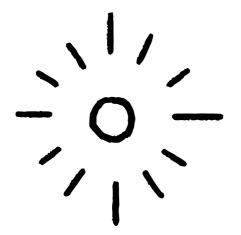
Imps and sprites. Little spirits that take the shape of tiny creatures to grow closer with their mortal bond.

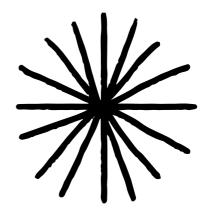
- At the start of every session, choose your bond. You can change your appearance when your bond is chosen.
- Whenever you help your bond, they get advantage on their roll.
- Nou can hover and fly freely. Only the deadliest fliers can catch you.
- Nou carry a Book of Ool, which holds all knowledge. The more obscure, the longer it takes to find what you're looking for (use clocks).

Fang

Flesh speaks to you in bruises, scars, and wounds telling you their secrets.

- Nou can take on others' Stress through your own ritual.
- Gain a bonus to all rolls equal to your marked Stress.
- When you heal Stress, you can choose to gain a scar that takes up an inventory slot. Mark what caused that Stress so you don't forget.
- Once per session, you can remember one of your scars to add +d10 to a relevant roll.





Guardian Nail

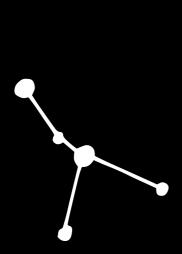
From her prison tomb, Her Majesty of Revenge files her nails into weapons as gifts for loyal guardians. You serve her cause, feel her pain, and love her eternal.

- Nou have a Nail: a weapon unique to you that represents your passion.
- N You have a spectral hand that can be detached and controlled independently.
- If you listen closely, you can hear the princess's daily lament.
- Add +1 to all rolls dealing with demons.

Jinx

If the moon can grow Dungeons from her nightmare, an imp is the most the human mind can conjure. Sleep well.

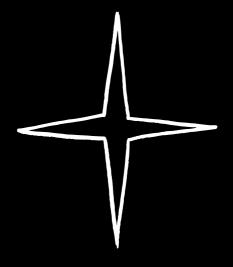
- You have a Jinx, a strange imp that follows you. They appear as a bodily fear, can float freely, and only speak by saying "jinx."
- Once per session, you can curse someone with your Jinx. They take
 -2 to all rolls as they're pestered, chased, or harassed by your Jinx.
- When the target of your curse takes any damage, you regain that much HP.
- Add +2 to Lore rolls your Jinx can help with.



Moon Child

Luck is the language of Love and Death and you are fluent.

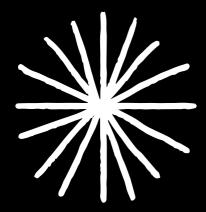
- N You begin play with 20 Luck tokens.
- You can spend a token to plea with Luck and swing things in your favor. Particularly ridiculous feats might cost more.
- You have a danger sense, granting advantage against traps.
- Nou can manifest a secret door once per session.



Necromancer

The Book of Black can be found deep in the Oolithian halls, for those with spitting disrespect for Death and all her works.

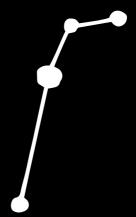
- N You can raise a 1 HP skeleton minion by spending 1 HP.
- Now You can only reasonably control minions equal to your half your HP.
- All of your skellies can act independently, though they are feeble!
- Add +1 to all rolls dealing with undead.



Princess

The wolves gnaw on your ancestors. You are the splatter of blood from their ancient wounds. The royalty of their many teeth.

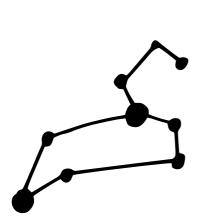
- You can communicate simple ideas to animals. They will reply with simple, one-word answers...most of the time.
- Nou have a royal weapon of Mars. Choose its form and name it. With luck, that name will carry weight.
- Nou have a ghostly squire who attends to your daily needs.
- Nou begin play with a Martian gemstone worth 300c.



Red Mage

You know the language of guts, organs, and blood. You know the lies they tell.

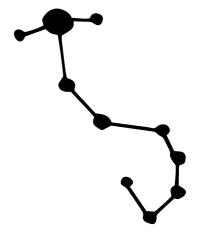
- When you kill something, you can study its inner workings to absorb one of its abilities.
- N You can read lips.
- When you feel someone's blood on your skin, gain HP equal to your CHA.
- Once per session you can add +d10 to all your damage for the rest of the scene.



Songbird Maiden

You hear the hidden songs of the world. The haunting voice of the moon.

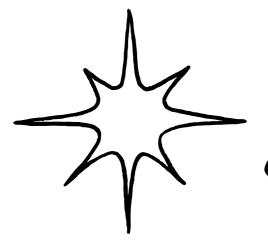
- Choose two songs from the magic section (page 68).
- If you open yourself to the land, you can hear the song it's singing.
- Once per scene you can bless someone, adding d10 to any roll.
- You can send spirits to the afterlife with your own unique performance.

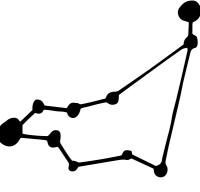


Sorcerer

You saw a star fall from the sky. You caught it before it touched the ground.

If you eat the star, you are allowed a single wish. I don't know who grants it or why, or if they're kind.





Tiefling

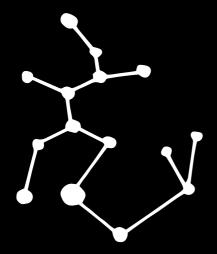
The children and Touched of the Demon King. Birthed with tender pain and savage care by his many, many hands.

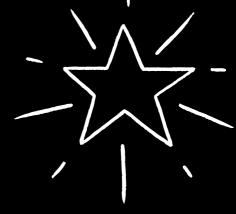
- You have animal ears attuned to the whispers of demons.
- N You have a prehensile animal tail that can grab and hold things.
- N You have a vial of demon blood. Keep it safe.
- N You gain expertise with Mischief. >:3c

Unseelie

Your human form is no longer innate. You are something else, if still animal.

- Now have an animal form you can take at will. It must be a hare, fox, doe, cat, or owl. You revert to this form when at death's door.
- N You know someone's true name.
- You can communicate emotions to animals and they can do the same.
- Nou know the secret language of the druids and can speak with the trees.





Volfe Knight

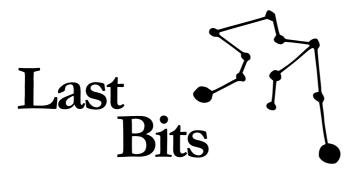
The wolf howls for the moon. It chose you to become its claw—to serve its primal power.

- Nou have a wolf companion. Your relationship is symbiotic. Maybe.
- If you meditate, you can share your wolf's senses.
- N You can enter other people's dreams, and allow them into yours.
- Add +2 to attack and damage rolls with ranged weapons.

White Mage

Your spirit revels in the sharp burst of pain, and your blood rewards you for its freedom.

- N You know 3 Gore Arts (page 72).
- Now You can sense the heartbeats of people and places you've touched. Forever.
- When you roll your starting HP, roll 2d10 instead of 1. Reroll if you get below 5 HP.
- \mathbb{Q} Add +2 to all rolls you make while at 1 HP.



Nom de Guerre

Your war name. It's what you go by now. The new you. Choose it with care or with frivolity. With love or with hope. All that matters is it's yours. Carve it on your grave. Begin again.

Happy Birthday

Discover your birthday and mark it on the calendar (page 93).

Forming a Gang

You and the people you're playing with are a gang. A party. A group. A community. Songbirds form gangs to travel safely and share expenses when not traveling. Your gang doesn't need to be large—anywhere from 2-50 songbirds can form a gang and go on adventures. The more songbirds in a gang, the more likely you'll need other Game Masters to run additional games. Sometimes big gangs will splinter off into smaller ones, traveling in the same world, doing their own thing.

Gang Roles

Every gang has a few rolls that can be taken on by one songbird or shared amongst several.

- Leader The leader describes plans to the GM to assure that everyone is on the same page.
- Watcher Keeps an eye out and rolls encounter checks.
- Cartographer Keeps the maps. You don't need to be an artist. Just draw boxes on paper and label them with the places you've been and things you've seen. Connect the boxes with lines showing how you got in/out/. Note the time it took to get from box to box. This is a map.
- Stenographer Writes down the people you meet, the things you hear about, and the leads you're told. You never know what piece of information might be important later.
- M Historian In charge of the calendar. Writes down important events, marks the seasons, names your own holidays, and marks down other songbird's birthdays.



Let's Play

To play this game, take quests into dangerous dungeons to relieve the world of its nightmares. Pretty simple. Roll on the following tables to set yourself in the world, build relationships, and get going. The following chapters have guides for building neighborhoods that are plagued by a nightmare and dungeons to be doing said plaguing.

Go around and introduce your songbird, then the GM will establish what's happening and you react to it. Say what you want to do and then either roll dice, spend some resources, or narrate infiction to make it happen. Talk and play with everyone for maximum enjoyment.

D20 WHERE DOWE BEGIN?

- 1 RUNNING AWAY FROM A SPIRIT.
- 2 RESTING AFTER BEATING UP LEGION GOONS.
- 3 THE LEGION HAS ONE OF YOU HOSTAGE.
- 4 VISITING A TOWN CAUGHT IN A DRAGON'S HUNTING GROUNDS.
- LOOKING FOR CLUE ON THE WHEREABOUTS OF A SPIRIT.
- SURROUNDED BY LEGION GOONS READY TO AMBUSH.
- 7 LOOKING FOR A WAY INTO THE WASTES.
- 8 IN A LEGION PRISONER CAMP.
- 9 CROSSING A FIELD OF SUNFLOWERS VICTORIOUS.
- 10 AWAY FROM TOWN AS THE SUN SETS...
- 11 CAUGHT UNAWARE BY LEGION GOONS.
- 12 IN A TOWN AS A SPIRIT BURNS IT.
- 13 PERFORMING A SENDING FOR A SPIRIT.
- 14 BURYING A GANG MEMBER THAT JUST PASSED.
- 15 HIDING INSIDE A LEGION-LED TOWN.
- 16 HELPING THE SURVIVOR'S OF A CARAVAN RAID.
- 17 INSIDE RUINS DURING A THUNDERSTORM.
- 18 ENJOYING A RELAXING SWIM BY A WATERFALL.
- 19 COMING UPON THE RUINS OF A TELEPORTATION CIRCLE.
- 20 POLYMORPHED INTO CHICKENS BY A LEGION SPELLCASTER.

D10 RANDOM QUESTS

- 1 LOCATE THE MAW OF A DUNGEON. CLOSE IT.
- 2 AID A TOWN DESTROYED BY A TORNADO.
- 3 ESCORT A FAMILY TO THE CITY.
- 4 FIND THE KIDS WHO WENT MISSING OUTSIDE OF TOWN.
- 5 PROTECT A FARM FROM AN EMPIRE RAID.
- 6 PROTECT A MEDICAL CARAVAN TRAVELING TO A DISTANT TOWN.
- 7 MAKE SURE A WEDDING GOES OFF WITHOUT A HITCH.
- 8 HUNT A SPIRIT DESTABILIZING THE FOOD WEB.
- 9 OBTAIN INFORMATION FROM A SECRETIVE LOREMASTER.
- 10 BREAK A POLITICAL PRISONER OUT OF EMPIRE CHAINS.

D10 SPECIAL EVENTS

- 1 FULL MOON.
- 2 FUNERAL FOR A LOCAL HERO.
- 3 ACADEMY GRADUATION.
- 4 PARDONING OF A WRONGLY IMPRISONED SONGBIRD.
- 5 ARRIVAL OF AN AIRSHIP.
- 6 BIG ARTISTIC PERFORMANCE.
- 7 BIRTH OF A "HOLY" OR "ROYAL" CHILD.
- 8 BIRTHDAY FOR AN IMPORTANT FRIEND.
- 9 COMET FESTIVAL.
- 10 IMPERIAL EXECUTION.

D10 WORLD CHANGING EVENTS

- 1 EMPIRE-CAUSED TOXIC LEAK THREATENS REGION.
- 2 EMPIRE DRILLING CAUSES DESTABILIZING EARTHQUAKES.
- 3 RUN-OFF FROM EMPIRE PLANT BLIGHTS LOCAL CROPS.
- 4 SENTIENT FOREST FIRE RELEASED FROM EMPIRE TEST FACILITY.
- 5 SPIRIT DEVOURS ALL LIVESTOCK IN A REGION CONSISTENTLY.
- 6 EMPIRE DAM DRIES UP IMPORTANT RIVER OVERNIGHT.
- 7 THE UNSTOPPABLE FURY OF A VOLCANO.
- **8** ANCIENT CASTLES FALL FROM THE SKY.
- **9** SQUID FALL FROM THE SKY, STILL ALIVE.
- 10 LOCAL CHILDREN FALL INTO ENDLESS SLEEP.

Dream Journey

Songbirds grow in power by going on a dream journey after a successful quest or session. This should be done outside of the session between the GM and the player. It can be done over text sporadically until the next session. No rush.

You dream of the Wilderness.
Love is in the sky, smiling down on you while
Death circles her joyously. You must hunt.
Catch a meal for Love and carry it to her.
Roll 3 saves. Best two out of three. Success
means you do this and get a gift from Love.
Failure means you awaken, unable to rest
that night. Regain no HP.



D100 GIFTS FROM LOVE

- 1-80 GAIN 5 HP OR ROLL D10 FOR A CHANCE AT MORE.
- 81 YOU AWAKE WITH A CURSED ITEM PULLED FROM THE JOURNEY.
- 82 DISADVANTAGE ON YOUR NEXT STRESS SAVE.
- 83 AN EMISSARY OF LOVE IS LOOKING FOR YOU. OOPS.
- 84 AWAKE WITH A SPIRAL TATTOOED ON YOUR WRIST.
- 85 YOU ALWAYS KNOW WHEN IT'S GOING TO RAIN.
- 86 LEARN ANOTHER LANGUAGE.
- 87 YOU CAN STORE A SOUL OR SPIRIT IN AN INVENTORY SLOT.
- 88 A NATURAL DISASTER WILL OCCUR WHEN YOU DIE.
- 89 YOU NO LONGER SET OFF PRESSURE PLATES.
- 90 WHEN YOU REST WITH SOMEONE YOU LOVE, REGAIN D10 HP.
- 91 YOU CAN EASILY RUN A MARATHON AT FULL-SPRINT. ONCE.
- 92 AVOID SLEEP FOR A NIGHT WITHOUT TAKING ANY PENALTIES. ONCE.
- 93 YOU CAN ATTACK TWICE EACH TURN.
- 94 LEARN A RANDOMLY DETERMINED SPELL.
- 95 REGAIN AN ADDITIONAL HP PER DAY.
- 96 GAIN AN ADDITIONAL INVENTORY SLOT.
- 97 YOU KNOW THE LOCATION OF AN ARTIFACT.
- 98 INCREASE A STAT BY 1.
- 99 MAKE A CLASS ABILITY STRONGER.
- 100 CREATE A NEW SPELL OR CLASS ABILITY.

Changes

In future Songbirds projects, "leveling up" will be handled differently, in a way that works with other mechanics and sections of the book.

Songbirds Equipment

Songbirds start with...

- Two trinkets.
- N Clothes of your choice.
- A ritual dagger carved with runes.
- N A weapon of your choice.
- 10 coins.3 foods.





D100	TRINKETS	D100	TRINKETS
1	DAD'S ORNATE SWITCHBLADE	40	BANK DEPOSIT SLIP
2	DOG COLLAR	41	VIAL OF DRAGON BLOOD
3	YOUR EX'S HOODIE	42	SNAKE SKIN BOOTS, RED
4	BUTTERFLY (DEAD)	43	MOM'S ASHES
5	BEST FRIEND'S BEANIE	44	DREAM JOURNAL
6	AN UNWILLING TATTOO	45	FAMILY CRYPT KEY
7	TRICK COIN	46	CHILDHOOD STUFFY
8	CAN OF BLUE SPRAY PAINT	47	SILVER LIPSTICK
9	PHOTO OF THE FISHER	48	BOOK OF PRE-WAR SONGS
10	SPINNING TOP W/ FOUR CARVED FACES	49	DRAWING OF AN IMAGINARY FRIEND
11	LETTER FROM A FRIEND THAT PASSED	50	DIAGRAM OF DEMON RITUAL CIRCLE
12	UNHOLY MARS TOTEM	51	YOUR FAVORITE ALBUM
13	CLOAK W/ HIDDEN POCKET	52	RAT PENTACLE EARRINGS
14	A TWISTING SCAR	53	A PRINCE'S SCABBARD
15	EX'S SCARF	54	OLDER SIBLING'S NECKLACE
16	LETTER FROM AN ADMIRER	55	BOTTLE OF INVISIBLE INK
17	FAIRY BLOOD NECKLACE	56	HALLUCINOGENIC HERBS
18	10 COINS, FROM MOM <3	57	TINY, CLAY FIGURE OF FRIEND
19	FANCY TIME SPINNER	58	ELABORATE POCKET MIRROR
20	CONCH, MAGNIFIES THE SEA	59	DIARY IN THE QUEEN'S LANGUAGE
21	TOP, WON'T SPIN NEAR ILLUSIONS	60	FLASK WITH 20 GALLONS OF SEAWATER
22	PARCEL OF LAND, FAR AWAY	61	NIGHTMARE TOTEM
23	DIVINATION CARD WITH YOUR LIKENESS	62	BOOK, HIDES WHAT'S WRITTEN INSIDE
24	DRAGON BONE NECKLACE	63	EROTICA
25	PILOT'S RANK INSIGNIA	64	ULTRA-RARE TRADING CARD
26	PYRAMID PUZZLE BOX	65	SHELL-CASING NECKLACE
27	WAR PAMPHLET: AGAINST SIMULACRUM	66	WAR PAMPHLET: SIGNS OF INFECTION
28	CRYSTALLIZED TEARDROP	67	FOUNTAIN PEN, BEAUTIFUL INKS
29	10 D10S, MARBLE AND BONE	68	CANARY IN A CAGE
30	BAG OF SLEEPING POWDER	69	MAGNET FIDGET TOY
31	BAG OF BALL BEARINGS	70	LETTER, IGNITES WHEN OPENED
32	VIAL OF HEAVY METALS	71	BOTTLE OF GASOLINE
33	THREE WELL-MADE WIGS	72	PORTABLE TYPEWRITER
34	CRACKED CRYSTAL, LEAKS MOONLIGHT	73	PAIR OF COMFY SOCKS
35	GOLDFISH IN A JAR	74	PETRIFIED SCARAB
36	DOG TAGS FROM THE WAR	75	CAT, FOUND GNAWING AT YOU.
37	WAR PAMPHLET: THE INSOLENT STARS	76	BOOK OF ROAMING FORTRESSES
38	BOOT KNIFE	77	BOOMERANG, LOVES YOU.
39	PAIR OF SHOT GLASSES	78	SUSSURRO PRAYER BOOK

D100 TRINKETS

99

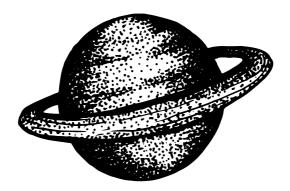
100 SHARD OF A GLASS HEART

Inspiration

Use your rolled items as inspiration for your character. Or stuff em in a sack and forget about them. You never know when they might come in handy.

79	WHITE QUEEN, ITCHES WHEN NEAR IMPERIALS.
80	BOOK OF ECO ANATOMY
81	CRYPTOLOGY CIPHER
82	PHOSPHORESCENT CHALK
83	12 HOUR-LONG CANDLES
84	PIPE AND POUCH OF WEED
85	ORNATE MOTH MASK
86	HALF-EMPTY PACK OF CANARY REDS
87	WARTIME STIMULANTS
88	GLASS ORB, FILLED WITH MOVING SMOKE
89	TWO WEDDING RINGS
90	GAY POETRY, PINING/ GAY POETRY, JOYFUL
91	FALLEN STAR NECKLACE
92	KEY, ROOM 555
93	TWO STONES, DRAWN TOGETHER.
94	CLOTH DOLL, SKEWERED WITH NEEDLES
95	VAMPIRE GLOVES
96	FEATHER FROM AN EXTINCT BIRD
97	GARDEN IN A BOX
98	WEIGHTLESS STONE BLOCK

FOUR LEAF CLOVER PRESSED IN YOUR FAVORITE BOOK



Weapons

WEAPON	DAMAGE	COST
UNARMED	1 + PHY	FREE:)
POCKET KNIFE	1 + REF	2C
SIMPLE	D10	15C
HEAVY	D10 + PHY	50C
RANGED	D10 + REF	50C
QUIVER		2C
GUNS	2D10	120C
MAGS		20C

Attacking!

Attacking with melee is d20 + PHY + Melee, DC 12. Attacking at range is d20 + REF + Accuracy, DC 15.

Armor

Armor adds extra HP to defend from attacks. When attacked, if your dodge fails, the damage goes to your armor first. When armor runs out it is destroyed and needs replaced.

Dodging

When you can dodge an attack, roll d20 + PHY + Athletics or d20 + REF + Acrobatics against a DC 18

ARMOR	HP	COST
FULLPLATE	30	500C
HELMET		20C
PARRY KNIFE		50C
PARRY SHIELD		75C
PIECES	5	30C
PLATING		50C
SHIELD	10	30C

Vehicles

VEHICLE	COST	CREW	PASS.	HP
BICYLE	50C	1	1	10
MOTORCAR	10,000	1	4	50
ROWBOAT	50C	1	3	50
SAILBOAT	10,000C	20	20	300
BI-PLANE	1,000C	2	0	100
AIRSHIP	20,000C	10	20	300

Weapons

- N Simple Weapons Brass knuckles, bats, swords, and whips.
- Heavy Weapons Two handers. Halberds, zweihanders, giant scissors, chainsaws, and scythes.
- Ranged Bows, yo-yo's, needles, and throwing knives.
- Quiver Holds ammo for a single ranged weapon. Need replenished at the end of each session.
- **Guns** Bolt-action rifles, uzi's, revolvers. Can't be dodged.
- Mags Holds ammo for a single gun. Emptied and needs replaced at the end of each encounter.

Armor

- Full Plate Takes up three inventory slots and adds +2 to all dodge rolls. Regains 2d10 HP on repairs. 30 HP. 500c.
- Melmet Can be sacrificed to ignore damage of any ranged attack, including guns.
- Parry Knife/Shield Adds +2 to any dodge roll you make against a melee attack. Can be combined.
- Pieces Each piece of armor takes up an inventory slot and is worth 5 HP. They can be anything you like: pauldrons, chokers, belts, chainmail, or even a lucky hoodie from a friend. Repair costs are 5c per 1 HP.
- Plating Each one takes up an inventory slot and can be sacrificed to ignore damage of a gun attack.
- Shield Takes up an inventory slot and your off-hand. Gives advantage to dodging ranged attacks.

Vehicles

- Crew expect to be paid 2 coins per day
- N Passengers are expected to pay 1 coin per day
- Repairing d10 HP requires 1 day and 20 coins of materials
- Traveling in someone else's vehicle costs 1c per hex.

Technology?

This is not medieval fantasy. It's closer to Final Fantasy than Dungeons & Dragons.

Misc. Stuff

STUFF	COST	INFO
ARSONISTS KIT	75	OIL, RAGS, ETC.
BOOKS	35	ADVANTAGE ON LORE ROLL
BUNDLED ITEMS	1	TORCHES, RATIONS, SMALL STUFF
CLIMBER'S KIT	30	HAND CHALK, ROPE, PITONS, ETC.
CLOTHES (+1)	50	COSTUMES, SEXY CLOTHES, ETC.
CLOTHES (+2)	150	HIGHEST QUALITY, ESTEEM, ETC.
COMMON CLOTHES	20	STYLE YOURSELF
DUNGEONEER'S KIT	50	DOOR STOPS, CALTROPS ETC.
FILM KIT	100	CAMCORDER, VHS, ETC.
FIREFIGHTER'S KIT	75	GAS MASK, EXTINGUISHER, ETC.
FISHING KIT	30	TACKLE, BAIT, ETC.
FOOD	2	YUMMY YUMMY
FOOD (+1)	15	DINERS, DRIVE-INS, ETC.
FOOD (HEALING)	20	MADE WITH LOVE <3
FORGERY KIT	75	INK, PARCHMENT, ETC.
GENDER CARE	150	HORMONES, PROCEDURES, TRAINING
GUARD KIT	75	FLIPBOOK, HANDCUFFS, ETC.
HELPFUL ITEMS (+1)	10	CROWBAR, EXPLOSIVES, ETC.
HERBALISM KIT	30	ACID, ANTI-TOXINS, ETC.
INTERVIEW KIT	100	FIELD MIC, RECORDER, ETC.
MEDICALKIT	75	GAUZE, BANDAGES, ETC.
MISCELLANIA	5	COMMON ITEMS, TCHOTCHKES.
HUNTER'S KIT	50	TRIP WIRE, BELLS, ETC.
PAMPHLET	15	+1 ON LORE ROLL
PETS	100	CATS, DOGS, BIRDS, RATS, ETC.
PHOTOGRAPHY KIT	50	CAMERA, FILM, ETC.
RIDING ANIMALS	150	HORSES, ELEPHANTS, ETC.
ZOOLOGIST KIT	50	PHEREMONES, LEASH, ETC.

Books

Fiction and nonfiction. Books are linked to a specific Lore skill and are measured by their clocks (page 95): easy, medium, and hard. Easy books add +2 to that next relevant skill roll. Medium add +4, and hard add +6.

Bundled items

Small items that can be bundled together into a single inventory slot. Torches, candles, batteries, lipsticks, meals, pet food. Anything that could reasonably fit into your pocket and isn't, like, ridiculously expensive, unique, or special.

Clothes (+1)

Accessories and garbs that add +1 to a certain skill. A special scarf made by a friend might add +1 to Kinship, while a quality sweatband might add +1 to Athletics.

Clothes (+2)

Specially made or unique clothes. These add +2 to a certain skill while worn. A tuxedo might add +2 to Passion or Drama, while a military uniform might add +2 to Authority. Priest robes might grant a bonus to Anima, while academy robes might improve a Lore skill. A doctor's uniform would add a +2 to Medicine.

Common clothes

Any piece of clothing you want to buy. Hoodies, socks, shoes, whatever. Play dress up. Make yourself look all cute.

Food & Lodaina

When you want a meal, drink, or whatever. This also covers you for the night at whatever place you're staying.

Food (+1)

Some meals temporarily add +1 to a stat: Candy bars or energy drinks that boost Reflex, a hearty steak that boosts Physique, etc. Get creative with it.

Food (healing)

A good meal can heal 1-2 HP.

Gender Affirming Care

Anything related to a songbird's transition. This is a monthly cost that covers hormone replacement therapy, voice training, cosmetic surgeries, or anything else desired/required.

Helpful items (+1)

Any situational item that might improve a check or save: crowbars for opening a container, lockpicks for locks, flowers to impress a date, perfume to aid your performance, etc. Adds +1 to the roll.

Kits

Each kit has three item bubbles. When you need an item that could reasonably be found in that kit, mark a bubble and write the item in your inventory. When all three are marked, that's the kit! Time to go buy something else.

Pamphlet

Informational brochures about anything reasonable. Adds +1 to a single relevant Lore roll.

Pets

Any animal that likes to chill with you. Cats, dogs, birds, rats, snakes. If it can follow you around, and you can take care of it, it's yours!

Riding animals

Horses, elephants, giant lizards, tamed spiders. Anything you can ride around. If you don't take good care of them, they'll be very upset and won't let you ride them anymore.

Miscellania

Any random thing you want to buy. Wristwatch or a coffee mug with a cute anecdote on it. Dream journal or a diary. A cute stuffed animal. Accessories for your bag. Or a new bag! A lantern. Whatever.

Freelancers

People for hire. Each grants unique benefits as long as you pay their daily rate. Freelancers share the turn of the songbird employing them. Use clocks (page 95) to track relationships and familiarity.

Hannah Smothers - she/her - 1c/day

A young traveler and collector. Her pack is way too big for her frame, but she doesn't need your help carrying it. She loves to paint and often does so in the early hours out in the wilderness.

Carries three inventory slots for you.

Ichi - they/her - 3c/day

A pickpocket and a thief, but a damn good one. They have a lot of great stories of their life growing up in the city. From a noble family but plays it down.

Add +2 on Touch and Mischief rolls as she coaches you.

The Black Mask - he/him - 1c/day (takes donations)

An anti-facist revolutionary. Travels with songbirds to fund his neighborhood advocacy in the City. And to pay for molotovs. Likes loud music and always wears a mask.

Add +5 damage to fascists as he helps you bash.

Sam Gam - they/him - 7c/day

Loving to a fault and wears their heart on their sleeve. He can't help but form attachments to those he works with. Loves to cook breakfast and always keeps his manners about.

Grants advantage to one roll/day. Carries 1 inventory slot for you.

Henry Von - they/she - 3c/day

Old and joyous. Lives to heal and aid all of her little friends. Loves to be part of the team (to an annoying degree). Carries her brother's favorite stuffed animal (frog) with her everywhere.

Can heal one target for d10 HP twice per session.

Autumn - she/they - 5c/day

Journalist and reporter. Unflinchingly anti-establishment. Fired from every paper in the City. Publishes zines independently.

Add +2 to all Lore rolls as they correct your misinformation.

Make your own

Come up with someone cool and loveable and attach a skill, stat, or unique ability to them.

Freelancers act with the Songbird who hired them, going on their turn and acting in tandem to give their benefits.

Ellia Luna - she/her - 7c/day

Maiden from the City. Enjoys the arts. Great dancer and lover. Skilled with a knife when she needs to be but prefers to keep the peace.

Add +1 HP per night when she rests with you.

Lamplight - they/them - 3c/day

Young orphan. Blind. They love bakeries early in the morning before the sun rises and the smell of oil. Their voice is quiet and they refuse to speak up. Won't take your pity. The lights are for you, not them.

Carries light in the dark places. Bring pastries.

Gregory Hawk - he/him - 5c/day

A beautifully chiseled mercenary who fought the Empire in the last war— or was it the war before that? Marked with numerous scars and remembers the story of each one. If you're lucky, he'll show you the scar mosaic on his back.

Advantage on all combat rolls as he fights alongside you.

Amber Clarivau - she/her - 10c/day

A reserved witch from the Abrellian Academy trying to finish her thesis paper on dreams. She keeps to herself, takes notes on the groups she travels with, and isn't one for pageantry.

Knows 3 random spells and might trade that knowledge.

Clocks

See <u>page 95</u>. Start clocks for Freelancers to track relationships and familiarity.

Tawny Owlfeather - they/them - 3c/day

A gifted-child-turned-fighter. Glasses cracked Clothes are too big. Muscles toned. They'll always take the first watch during nights in the wilderness. Thought they get homesick easily

> Add +1 to all Lore rolls as they chip in to the conversation. Add +1 to your damage roll as they fight alongside you

Jane Doe - she/her - 1c/day

Swears she's not from around here. She's just trying to get home. Has selective amnesia from "falling through a portal" or whatever. She needs to be reminded of her mortality often as she throws herself into danger claiming "this is an isekai! I'm already dead!"

Absorbs 1 point of damage from anything targeting you as she throws herself in the way.

Special Sodas

D100		D100		D100	
1	GIANT GROWTH	38	SHADOW STEP	75	TRANSFORM: RATS
2	HEALING	39	BRIGHT TEA	76	TRANSFORM: SALMON
3	GOBLIN SPEECH	40	WHAT ONCE WAS	77	TRANSFORM: CROW
4	DRAGON BREATH	41	FLIGHT	78	TRANSFORM: BOULDER
5	INVISIBILITY	42	CHIALACRUM	79	TRANSPOSITION
6	SPIDER CLIMB	43	SPIRITS	80	POND WATER
7	SECOND HEAD	44	GEAS	81	MAGNETIZE
8	SPECTRAL GUT	45	HEATED FLESH	82	REFLECTIVE
9	HIDDEN DRAUGHT	46	EVAPORATION	83	TIME WILL TELL
10	SNAIL CLEANERS	47	RABBIT HOLE	84	FURNITURE
11	EXTRA EYES	48	LAST BREATH	85	XENOMORPH
12	ELIXIR OF YOUTH	49	LOVE POTION	86	DINO PARADE
13	DUST OF SUFFERING	50	OCTOPOD	87	HUNGER
14	TEA TRUTH JUICE	51	HEROISM	88	KING MONKEY
15	TURTLE FLESH	52	INVINCIBILITY	89	DISASTERFLEX
16	BIG BOOT PUNCH	53	SOVEREIGN GLUE	90	REGRET
17	BOTTLED LIGHTNING	54	PETRIFY	91	POLLINATE
18	EATEN SUCCESS	55	WATER BREATHING	92	DECAY
19	DREAMING DROUGHT	56	ALTERNATE SELF	93	CRYSTALIZED DRUNK
20	GHOST JUICE	57	ANCHOR	94	VISIBLE THOUGHT
21	LIQUID WHISPERS	58	MOLE POWDER	95	MONOCHROME
22	BOTTLED IMP	59	FLAT	96	FLAURAL SKIP
23	BOTTLED GOBLIN	60	TONGUE OF GOD	97	BOTTLED PENGUINS
24	BOTTLED NEWTON	61	BUG EYES	98	RADIOACTIVE
25	FLOWER JUICE	62	HASTE	99	CORKED PARTY
26	HIVE FLESH DRINK	63	HATE	100	LIQUID NITROGEN
27	TECHNOLYZE	64	LEVITATE		
28	DRUNK POTION	65	JULIET &		
29	KING SLUG	66	BLINK]	Potions?
30	TUESDAY	67	SIMULACRUM		
31	OOZINGTON	68	BIRD SPEAK		Magical tonics come
32	CAT'S GRACE	69	CRAWLER SPEAK		in cans. Pop the top
33	SHATTERED MIRROR	70	DEAD SPEAK		and chug for a weird
34	MEMORY TEA	71	FISH SPEAK		ability. Find them
35	MOLOTOV	72	METAL SPEAK		scattered across the
36	CAPTURE JAR	73	PLANT SPEAK		songbirds world.
37	CELESTIAL SIGHT	74	TRANSFORM: BEES		•

Giant growth

Grow 3x as large.

Healing

Recover d10 HP.

Goblin speech

Speak to fae and be understood by children.

Dragon breath

Breathe a gout of flame.

Invisibility

Lasts for around 1 minute.

Spider climb

Climb walls and ceilings with bare hands and feet for 1 minute.

Second head

Grow a second more intelligent head that talks fast.

Spectral gut

Store one item in your stomach for 3 days.

Hidden drought

Saliva dries whatever it touches to

Snail cleaners

Tiny snails clean out any sickness from your body.

Extra eyes

Grow eyes on the back of your head.

Elixir of youth

Get noticeably younger.

Dust of suffering

Causes agony when mixed with food or

drink.

Tea truth juice

Looks and tastes like tea, but is a truth

serum.

Turtle flesh

Grow a turtle shell.

Big boot punch

Gain super strength for 1 minute.

Bottled Lightning

Run at blinding speeds.

Eaten success

Causes extreme elation then melancholy.

Dreaming drought

Causes 72 hrs of uninterrupted sleep.

Ghost juice

Become ethereal for 30 seconds.

Liquid whispers

Listen to one conversation from anywhere.

Bottled imp

Learn the answer to one biology-related

question.

Bottled goblin

Learn the answer to one art-related

question.

Bottled newton

Learn the answer to one physics-related

question.

Flower juice

Smell good and attract all nearby insects.

Hive flesh drink

Arm becomes a bee's nest until shed.

Technolyze

Meld consciousness with nearest technology.

Canon

Float through air with the force of a cannonball.

King Slug

Turn into a slug until smushed.

Verdus

Return to last Verdus (pg 60).

Oozinaton

Lose your outline. Become ooze.

Cat's grace

Turn into a black cat and grant bad luck to someone.

Shattered mirror

Become unrecognizable, unidentifiable.

Memory tea

Gain a new memory.

Molotov

Destroys fascists.

Capture jar

Throw it at something to trap it inside until released.

Celestial sight

See the nearest source of celestial might.

Shadow step

Meld with shadows for 30 minutes.

Bright tea

See the growing streets of the hungry city.

What once was

See a place as it was sometime in the past.

Flight

Grow wings and fly until it becomes too dangerous.

Chialacrum

Spit up a small, chia-pet version of your love.

Spirits

The spirit of something or someone dead.

Geas

You are bound to complete a random guest.

Heated flesh

Glow red hot.

Evaporation

Turn to steam until you're in significant danger.

Rabbit hole

Find a secret door where there wasn't one.

Last breath

Appear as a zombie.

Love potion

Fall in love with the next thing you see.

Octopod

Throw up a tiny octopus that grows steadily over 24 hours.

Heroism

Your next heroic action will go well <3.

Invincibility

You can suffer no harm for roughly 10 seconds.

Sovereian alue

Glues anything to anything, forever.

Petrification

Turns you into stone. If poured on stone, turns it into flesh.

Water breathing

Lasts until it would be dramatic to run out.

Alternate self

You live through an entire alternate life. Rearrange your stats as you wish.

Anchor

You cannot be moved for a minute.

Mole powder

You can burrow into the earth with ease.

Flat

You become flat and two-dimensional.

Tongues

You comprehend all written languages. Ends when you speak.

Bug eyes

You can see scents.

Haste

Take one extra turn.

Hate

You hate the first person you see after drinking this.

Levitate

You float uncontrollably towards the sky.

Juliet &

You die. For 10 minutes.

Blink

Teleports you to a random location.

Simulacrum

You vomit out a tiny clone of yourself that lives for the day.

Bird speak

Speak with and understand one bird. Ends when they leave.

Crawler speak

Speak to worms and bugs for the day.

Dead speak

Allows a dead person, place, or thing to speak for a while.

Fish speak

Speak with and understand one fish. Ends when they leave

Metal speak

Allows a metal object to speak for a while.

Plant speak

Speak to plants (and only plants) for the rest of the day.

Transform: Bees

Turn into a hive of bees until you find a place to rest.

Transform: Rat

Turn into a rat until killed.

Transform: Salmon

Turn into the fastest salmon until you leave water.

Transform: Crow

Turn into a crow until further notice.

Transform: Boulder

Turn into a large boulder the size of a small boulder until nightfall.

Transposition

You switch places with the object you're staring at.

Pond water

Vomit a pond of water.

Magnetize

Become a super powerful magnet.

Reflective

Reflect everything directed at you for a few moments.

Time will tell

Covers you in moss and sprouts flowers.

Furniture

Turns you into a bed-side table.

Xenomorph

Turns your blood to acid (you are immune to it).

Dino parade

Holds a tub's worth of black tar.

Hunaer

Satiates you for a week.

King monkey

Grow a monkey tail. If cut off, you transform into an ape.

Disasterflex

You become a walking disaster for the rest of the day.

Regret

Share it with someone to learn each other's biggest regret.

Pollinate

The next time you kiss someone they will vomit up a random animal.

Decay

Breathe a gout of 1,000 moths.

Crystalized drunk

Become numb for 30 seconds.

Visible thought

Your thoughts appear above your head as a thought bubble.

Monochromatic

Removes all color from whatever it touches.

Flaural Skip

Causes plants to grow 100 years in an instant.

Bottled penguins

20 penguins spring from this can when popped open.

Radioactive

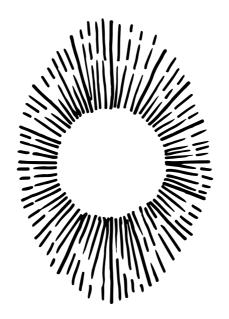
Mutates anything it touches.

Corked party

Releases the sound of a raucous party.

Liquid nitrogen

Freezes most things instantly.



PHYSIQUE.mod

Bullet Plating - 3c/session

Can stop a single bullet before it needs to be replaced.

Cannon arm - 10/use

Flip your hand back and fire a projectile from your wrist. Explodes on impact.

Ultra firsts - 5/session

Your unarmed attacks act as heavy weapons.

Defense - 2/session

+d10 HP armor. Can install more than one but the maintenance cost stacks.

Shield Arms - 3c/session

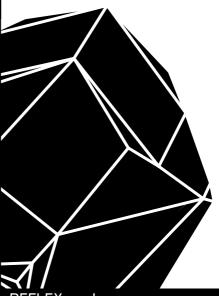
Adds a shield (as equipment) to your arm. You can use both hands freely and still gain its benefits.

Split Arm - 5c/session

Your hand splits into two, able hands that can function together. Can be installed twice, once per hand.

BODY MODS.txt

There are doctors in the City who specialize in body mods for songbirds. Each body modification is tied to a Stat and allows you certain benefits at a maintenance cost, either per use or per session. You can only have one body modification per Stat, simply because you run out of room in the standard human body. Installing more modification slots costs 1,000c per modification



REFLEX.mod

Deft hands - 5/use

Your fingers are multi-tools add +2 whenever picking locks or messing with tech.

Gazelle- 5c/use

Legs replaced with blade-like appendages that grant significantly increased jump height.

Hidden Dagger - 5c/session

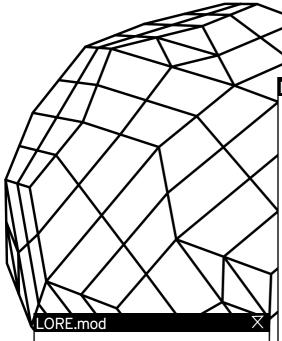
Creates and conceals a thrusting knife (as weapon) in your forearm. Undetectable.

Landing pad - 10/use

Your legs have suppressors allowing you to fall from great heights unharmed.

Quick step - 5/use

Injectors in your adrenal glands allow you to increase your speed at a moment's notice.



Database - 10c/session

Choose a field of study to install in an inventory space. You gain advantage on all Lore rolls involving that field. Can be installed multiple times.

QUERY - 10c/use

Attune with one of the remaining satellites in the atmosphere to query it. Ask it a question and roll Luck to see if it knows the answer. *Random access memory - 1/session* Gain a special inventory slot solely for information, such as books or pamphlets. Memories. Loves.

Random Access Memory - 1/session Gain a special inventory slot solely for imformation, such as books or pamphlets. Memories. Loves.

LORE.mod

Alter appearance - 5/session

Create a second face that you can switch between whenever you're alone.

Implanted Memory - 5c/session

Create and implant a new memory. Can teach you a new skill, spell, or similar.

Radio - 2c/session

Connect to radio waves and access their pirate stations, private communications, and so on.

Sat-Nav - 15/use

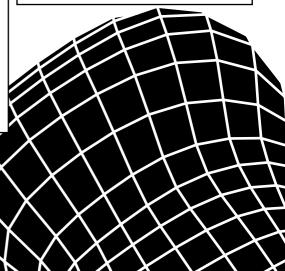
Connect to the nearest satellite still active in the sky. See through its eyes until it kicks you out.

Telecom Link - 2c/use

Allows you to communicate over teledistance with active machines and others with the same mod.

Thermal scanner - 5/use

Scan the area for residual heat signatures and follow them. Limited range.





Spectral

Magic will be replaced with spectral and psychic powers in the future of Songbirds.

Rituals

Rituals require extensive knowledge of runes and enough time to draw them clean and proper. The process of casting a ritual is an art in its own right and commonly done with chalk. Each stick of chalk costs 1c a piece, can draw a single ritual and counts as a bundled item. Each ritual lists its cost in coins and the time (either one scene or one segment) needed to draw its symbols. At the end of each ritual, a magician must add their unique arcane sigil. This is traceable. Most ritual functions change based on where you place your sigil, when the sigil is touched, or if it gets destroyed. Create your own unique sigil somewhere on your character sheet and keep it safe.

Cost

Along with chalk runes, rituals require materials which cost coins. Each spell lists its cost in coins next to its casting time. When drawing a ritual, the coins are spent as soon as the ritual is complete, even if the sigil hasn't been activated yet.

Copying Spells

To learn a new spell, you must have the full, completed ritual in front of you to study, whether in a book or drawn onto some surface. Each time you study the ritual during downtime, fill a segment of an easy clock. When you fill the clock, you can add the ritual to your tome.

Scrolls & Books

Rituals can be cast from sources beyond your own tome, such as scrolls or another's book. But magicians tend to fill their tomes with lies to protect their own magics. When casting a ritual from a source other than your own tome, roll a d20 to determine its veracity, then roll Lore + Arcanum to cast it using the listed DC. If you fail, so does the ritual.

2D10	SCROLLS	BOOKS
2	DC16	TRAPPED, D10 DMG
3-10	DC14	DC14
11-19	DC12	DC12
20	DC8	DC8

Tomes

Book of Black

Living Gate - 4c - scene

Scribe the image of a door you know in the center of this ritual. On completion, it will open to the same place the door does. The door's image can be tattooed by a magus to be made permanent.

Polymorph - 3c -scene / segment

Place your arcane sigil on a target to turn it into a chicken. The chicken has 1 HP and acts as any chicken might unless the target saves on their turn to regain their free will. If drawn as a segment, the target can only save once per segment.

Transfer Weight - 2c - scene

Place your arcane sigil on two targets to swap their weights. This ritual can be completed without use of your sigil by placing the targets' true names inside the runes instead. Everything and everyone has a true name.

Draconomicon

Detection - 4c - segment

While standing in the center of this ritual, you are aware of any spirits within a three mile radius. You know what they are and approximately where they are, and receive sharp emotional impressions from each one.

Geas - 6c - seament

Stand at the center of this ritual to petition a dragon for assistance. If you bring it a dream to eat, it will fulfill a simple request, such as giving you information, finding an item, or deciding on a best course of action.

Lock - 2c - scene

Your arcane sigil magically secures a container or door. You know when it's tampered with or damaged.

Agora Apocrypha

Blackout - 3c - scene / segment

Place your arcane sigil on a surface and all lights in the area will be extinguished. If done over a scene, the area covers a room or two. If done over a segment of time, the area can cover a whole town block.

Earthquake - 6c - scene / segment

This ritual doesn't activate on completion of its runes—it only triggers when your sigil is tampered or damaged. Roll a d10 and halve it to determine the magnitude. If prepared over a segment, don't halve the d10 roll for magnitude. The effects last for a scene.

Flood - 4c - scene

Water spews out of your arcane sigil like an open hydrant and will continue to do so until the sigil is damaged (including damage from the water itself).

Our Crescent Goddess

Astral Projection - 2c -scene

This ritual encircles a target and releases their spirit from their body. While free, their spirit can roam the world unfettered and is protected from other spirits. If the circle is damaged, other spirits may possess the body. If this happens, or if the target's body is removed from the circle for any reason, their spirit cannot return.

Conjure - 3c -scene

Create a portal to summon a creature from the Twilight. To specify a creature, you must scribe their true name within the ritual. If you don't add a name your call will be answered by whomever or whatever happens to be around.

Occult Consultation - 3c - scene

Place your arcane sigil on a material possession of a deceased target to summon their ghost. You may converse with them freely, but the ghost may leave if offended or bored.

Tomes

Demonomicon

Imp Lore - 3c - scene

Place your arcane sigil on a dead surface to summon a diminutive imp from Labyrinthia. It must answer one question truthfully. Labyrinthia has knowledge of all sin.

Circle of Protection - 7c -scene

This ritual encloses a group of up to three living entities in a dome of force that repels all spirits. The circle lasts until your arcane sigil is destroyed. While inside the circle, all spirits are visible to you.

Warding Glyph- 5c - scene / segment

Place your arcane sigil upon a surface to create a warding aura that either attracts or repels something of your choice. True names can be added to focus the ritual, otherwise a physical artifact of the target must be used.

Twilight Symposia

Glass Displacement - 10c - scene

Create a mostly safe pathway between two mirrors. You must have a physical image of (or be able to accurately picture) both mirrors to connect them.

Seeing Glass - 5c - scene / segment

Scry through a glass object to see any place, time, and person long enough to learn a single thing. If prepared over a segment, you can learn up to three things.

Barrier Force - 7c - scene

Place your arcane sigil on a living creature to create a magical barrier around them that reflects the next spell, attack, or dangerous circumstance that involves them.

Guide to Revenge

Bomb - 5c - scene / segment

Place your arcane sigil on any container to turn it into an explosive. If brewed over a scene, the explosive can do a small amount of damage. If brewed over a segment of time, the explosive can cause significant damage.

Potion - 10c - scene / segment

Etch your arcane sigil in a ritual concoction of components to create a potion! The effect of the potion is determined by the creator (that's you). If brewed over a scene, the effect lasts for a short amount of time. If brewed over a segment, the effect lasts for a scene.

Glue - 7c - scene / segment

Place your arcane sigil on two separate objects to combine them. If prepared over a scene, items can be combined. If prepared over a segment, living things can be combined.

Herbology

Summon Snake - 3c -scene

Create a snake from any surface, living or dead. The snake takes on the characteristics of the surface. Snakes can read magic, store spells in their scales, and never get lost. You can only create one snake from any given surface.

Animat Plant - 7c -scene

This ritual gives human-like sentience to any plant you place your sigil upon. They are extremely intelligent, have no loyalty to you, and want what any plant desires: sunlight, water, safety.

Plant Lore - 5c - scene

Place your sigil on something to transform it into a living, moving, text. The text contains the Thing's entire lore. Their everything. This would take as many years to read as the thing has been alive, and finding specific facts is difficult but not impossible.

\$ongs

Unlike rituals which require time and materials, Songs demand your full attention: you can't take any other actions while performing, and the song lasts as long as you can keep it going. Some songs take effect immediately and gain no benefit from extended performance. Each song lists its name, the cost in coins to begin it, and the cost in coins to keep performing if it has an extended effect.

Songs don't need to be vocalized. They can be performed with instruments, dance, or other more esoteric methods. Some songbirds even meditate and become a conduit for the music to surround them. How you create your songs is up to you.

Distractions

Since songs are performances, keeping your concentration is important. If someone tackles you, grapples you, or otherwise attempts to physically distract you, roll a saving throw to keep concentration. Other distractions might become important in certain contexts, such as a loud noise that pulls attention away from the song. The GM will decide if a particular distraction is enough to warrant a saving throw.

Learning New Songs

To learn a song, start an easy clock and fill a segment every time you practice it. When it's full, you know the song. Unlike other magic or skills, practicing doesn't take any special roll—you just need to keep at it. The hardest part is finding any of the songs in written form, or finding a being willing to teach such powerful magic.

The Songbird's Dream - 4

Those who fall asleep to this song heal an extra d10 HP.

Blackbird's Crv - 3

Cost?

Roll a d10, then restore that much HP to any number of listeners, distributed as you like.

songs is a gift to the spirits. The coins are taken or gifted through your own ritual, vanishing into the ether. If a cost is ignored, roll Luck to see if a spirit corrupts your song or steals your performance in

retaliation.

The coin cost for

Holy, Holy, Holly - 4

The singer chooses a target and grants them a d10 to add to any roll they choose. It lasts until they decide to use it.

Sights Unseen - 2/dungeon round

All secret doors, disguised folks, or magically obscured things within hearing range of this song are revealed for the duration.

Pastoral Journey - 2/combat round

Those who hear this song cannot commit violence for its duration.

The Hum of the Infinite Library - 2/dungeon round

The singer chooses a target and doubles their Lore for the duration.

Valorborn Ballad - 3/combat round

Those who hear this song add +2 to damage for the duration.n.

The Tempest - 3/combat round

When this song ends, it deals d10 damage to everyone within earshot (besides the singer), plus an additional d10 for every conflict round it was performed beyond the first.

The Moon's Lullaby - 4/dungeon round

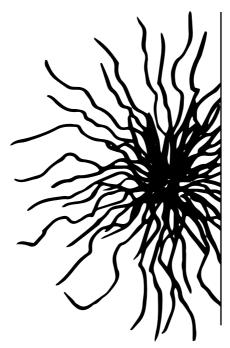
The singer can see into the chthonic network, the space between our and every other world.

Green Teeth and Claws - 3/combat round

All plants within hearing range grow wildly and become intelligent for the duration. They seek to protect the singer and fulfill their own needs (sunlight, water, safety).

Draconic

To speak the words of the dragons is to speak the language of nightmares. Draconic words cost HP, not coins, and are more powerful and harder to control. When spoken, both the word and its listed HP cost take effect immediately (even if it brings you to death's door). Draconic words affect all within earshot except the speaker.



Learning New Words

To learn new draconic words, you must meet a dragon and convince it to plant the word in your head instead of eating your dreams. There are no rules for this. I don't even know if it's possible.

Hunger - 6 HP

All who hear this word must eat everything edible on their person or take d10 damage. Each item requires a conflict round to eat completely.

Thirst - 8 HP

All who hear this word must drink every liquid on their person or take d10 damage. Each liquid requires a conflict round to drink.

Burn - 7 HP

All flammable objects within hearing range of the speaker catch fire. Wearing a burning object deals 1 damage per object, per round.

Flee - 10 HP

All who hear this word must run for the next d10 conflict rounds (everyone rolls individually), or take the same amount of damage.

Crumble - 8 HP

All who hear this word must crumble (emotionally), crying for the past mistakes that led to this moment, or take d10 damage.

Cower - 10 HP

All who hear this word must find a hiding spot on their next turn or take d10 damage.

Rage - 6 HP

All who hear this word must melee attack the nearest target on each of their turns or take 1 damage to refuse. Save ends.

Destroy - 8 HP

All who hear this word must take their next action to destroy their surroundings (breaking stuff, smashing windows, hammering walls) or destroy an item in one of their inventory slots.

Obliviate - 10 HP

All who hear this word take 4d10 damage.

Freedom - 8 HP

Any physical restraints holding the speaker turn to dust, any person restraining them lets go, and any other obstruction to their freedom is rendered useless.

Gore Art

The art of blood and retaliation. Gore Art is fast, visceral, reactive magic that relies on loss of blood and the threat of pain to spur it on. The mages who practice it wear white to flaunt the fruits of their studies, splatters of bright shining red. Casting Gore Arts costs HP or Stress, not coins or anything else. The only limit is your own life force.

Learning the Arts

The arts listed on the next page are the focus of your current studies, though there are surely more. Learning more Arts requires surviving the harshness of life and coming out the other side. When you recover a Stress, you can start an easy clock for an Art you're studying, or advance an existing Art's clock. White mages who master the basic Arts are expected to create their own, carving new spells from their bodies to stain the tapestry of magic for all time.



Retaliate

When you lose HP, you can choose to spend 1 more to deal the damage back at whatever hurt you.

Transfuse

When you lose HP, you can choose to spend 1 more to heal an ally for that much automatically.

Sharpen

You can create a blood weapon that deals heavy damage + the HP you spend on cast.

Guillotine

Spend half your max HP to kill someone you've already injured.

Iron Maiden

Spend any amount of HP to grant that much HP as armor to an ally.

Virtuous Scarlet

When an ally is at death's door, you can use their blood to summon a guardian to protect the body. The guardian has HP equal to the ally and will do anything to secure the ally's safety.

Smile, the Shark

Still Life

Mark a Stress and stand very still to paralyze one target. Lasts until you move.

Vicious, red beast. Maw of spiraling pearly whites.

And a want, no, a When you compulsion for more the shark.

blood.

HP - 2d10

Attacks every target that harmed you for d10.

Blood in the Water

When you are at death's door, your spilled blood summons Smile, the shark. Smile stays until you regain HP or until you die.

Sensitivity

When a target loses blood, the target's body becomes hypersensitive, causing them to take double damage but gain advantage on Passion rolls.

Red Strings

Soak your hands in blood, old or new. Make the blood show you where it came from. The more blood the more accurate.

Demon Hand

The Demon King has many, many hands. Those few songbirds who give in to the hands may be granted one of their very own. This demon hand allows them to tug at His tails and parlay for assistance. To reach into his pocket and try to pluck from it magic, without provoking his wrath.

Unlike other magics, Demon Hand techniques cost nothing to use. Instead, they rely on the changing whims of the Demon King and the quickness of your hand. When you want to use a technique, mark a tally on your character sheet and roll d10. Rolling over your current tallies means the Demon King lends you his power and the magic works. Rolling under means the Demon King grunts or farts and ignores your request. Remove a tally and try again later.

Hand Signs

Demon Hand Techniques either take effect immediately and end shortly after, or last until your hand sign falters. You can sustain a hand sign physically (as in you, the player, holding that sign as you play) or with your songbird's concentration. If someone tackles, grapples, or otherwise attacks you while holding a sign, save to keep concentration. Lesser distractions can also be a threat to concentration if the sign is particularly difficult. The GM and fellow songbirds will decide if a particular distraction is enough to warrant a save.





Now You See Me

Cover a target with your hand to make them invisible. Lasts until you are no longer covering them with your hand.

Sleight of Hand

With a swipe of your hand, you can make any object smaller than a knife disappear into the Demon Hand pocket dimension. You must cast this technique again to retrieve it.

Bind

Assign a target to each of your hands and interlock your fingers. Their fates are linked until your hands come apart.

Hearing

Cupping your ear allows you to hear any single conversation you know is happening.

Pause

Position your arms like the arms of a clock at the current time. Time will pause for you, momentarily.

Conduit

Hold someone's hand. Anything that happens to you, happens to them. Lasts until you let go.

I'm Watching You

Point at your eyes and then at a target. That target cannot willingly leave your sight until you blink.

Destruction

Encircle the target object or person you want destroyed with one hand. When you close your hand, they are destroyed.

Command

Cup your hand around your mouth to issue a one-word command. Affects anyone you want as long as they hear it. Save ends.

Summon

Create your own unique hand sign to summon your own unique demon. They stick around as long as you can hold the hand sign.



Gaining Summons

Some summons dwell in the planes that overlap our own. Adjacent worlds. Others lie just beyond this world, in the upper atmosphere. Summons can only be contacted at their temples, and only those who prove themselves worthy of receiving a summon's true name will be able to contact them at all. This requires more than a skill check or a saving throw. This is something you figure out on your own. Becoming a summoner is a rare and dangerous feat.

Chronos

The being from Out Of Time. To summon them, give up a year of your life. Chronos, the white fox, escapes through a portal and freezes time for you. This lasts long enough for you to get where you need to be and no longer. Afterwards, Chronus returns through the portal and time resumes.

Dusk

The disgraced prince of the Twilight. His services go for 300 coins. He flies from your shadow, a humanoid creature standing twenty feet tall. With him comes the twilight hours, the sun descending in his presence and allowing his shadow hounds to join him. They can track anything you've seen or touched by entering your shadow and rummaging through your memories. Once they have the scent, the disgraced prince returns to his world and leaves his pack with you until you've reached your destination.

Siren

The vampiric angel, hanging from the Clarion Edge. She can be called upon to devour 30 HP from those around you. If nothing looks appetizing, she'll happily devour you instead. Her winged arms and claws unravel from the air. Her three faces shift in and out of reality.

Bahamut

The king of dragons can be called upon only if a significant source of magic is given up as an offering. A flock of little, yellow birds flutter down and explode into the golden form of His Majesty. He will destroy anything in your path. He will clear any obstacle. Crush and burn it. You alone will be allowed to pass untouched.

Ultima

The ultimate machine of the Ecos. A repository of all their knowledge. To summon it you must spend a week in meditation, find the lost signal in the outer atmosphere, and allow it into your mind. Once connected, you will learn all the information you seek. Each piece of information takes up an inventory slot.

Phoenix

The smiling giant pinned to the dark side of the moon. Avion can be called upon with the gift of a fallen star or a piece of the sun. Or your own heart. His smile grants you a burning halo that lets you fly like a shooting star. When you would die, the halo is consumed, saving you and replenishing all HP and Stress. You may also ask Avion to bestow his halo on someone freshly dead to bring them back to life. Their heart is replaced with a ball of fire that must be stoked and cared for

The Dark Hand

One of the Demon King Agoroph's many, many hands. It reaches through only the deepest wounds. When you're at death's door, Agoroph can grip your heart as payment to resuscitate you. His hand remains protruding from your chest as he pumps your blood for you. His price is severe and inescapable. The next time you're at death's door, Agoroph will allow you to die and steal your soul to Labyrinthia, where you will search endlessly for the hands to reunite the Demon King.

Gruel. The Slime Lord

It lives inside you. In all spaces dark and cramped. Hidden. Secret. It lives within veins and ducts and blood. It pulses and wiggles when you're in pain. It laps at your eyes when you cry. To summon Gruel you must have at least 1 Stress left to give and then you must take time to lament. Bellow your deepest, most animal cry. Abandon all sense of shame. Gruel will explode from you. Will become you. And his acidic body will erode all until you are calmed and satisfied.

City of Ash

The remnants of the Eco kingdom are being chewed slowly to extinction. An endless ash burns across the city's surface. In exchange for a permanent Stress, the ash will rain down around you and burn until there is nothing but black soil and sulfur. The fire will never go out in your lifetime.

The Great Red Wolf

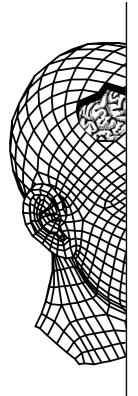
Volfe serves violence, yes, but also Love. Attracted to it like sharks are to blood. Volfe grows soft and docile with love. Wants to cherish it. To summon Volfe you must lose your love, whatever it may be. And Volfe, against time and nature, will do whatever it takes to bring it back. Even if she must drag you through the Cave herself. As payment, her fangs will mark you for the rest of your life, and upon death, you will become her chew toy.

Tears of the Princess

A solemn, calming rain that washes away death, vileness, and monstrous spirits. To summon Her tears, you must listen for her song and join in. If you do, clouds escape your lungs and darken the sky. The rain falls to the rhythm of her song. Flora stained blue. Rivers rise. And, for now, everything is peaceful.

Her Final Song

The lost secret of the Ecos. A fabled song said to awaken the ancients slumbering deep beneath the earth. To summon Her Final Song, you must give up one of your senses. Forever. If the song is summoned in the presence of an ancient, they will awaken and serve the song. Serve you. Unless She is present. Otherwise, the song has no effect beyond its beauty and historical significance (you still pay its price).



The Empire believes it can make people psychic. It kidnaps children into its military facilities and does whatever it can hide from the public eye. Whatever it can justify in the name of the "greater good." It's worked a few times. And so they continue.

Songbirds can unlock latent psychic abilities through the traumatic experience of taking massive damage and surviving. Even then, it's a rare occurrence. A psychically-attuned songbird can do things like reading surface-level thoughts, lifting small objects with their mind, spontaneously combusting things, entering dreams, and shielding themselves and others from other psychics or tracking.

They can just do those things. No cost. To an extent. Whenever a psychic does something extra, dangerous, or otherwise BIG, they overheat, sparking a fever and rolling d10 + Stress for psychic backlash below. Examples of BIG things include lifting large objects, reading deeper thoughts without permission, puppetting living things, turning a building into a bonfire, rending limb from torso, etc.

D20 PSYCHIC BACKLASH

1-5 D10 PSYCHIC DAMAGE

6-15 FEVER

16-18 VOMIT

19 MILK DREAM

20 NIGHTMARE EXCURSION

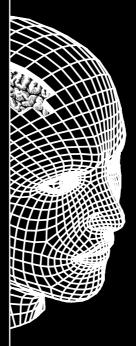
Psychic Powers

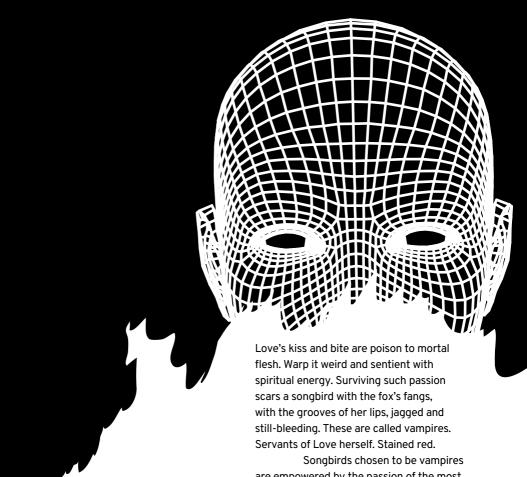
- Psychic Damage Ignores armor. Causes nose bleeds and massive headaches.
- Fever The overheating causes a raging fever. Mark Stress.
- Vomit You retch up an entire gallon of viscous milk and are unable to act. Save ends.
- Milk Dream Waves of white milk flow around you, creating hallucinations. Illusions. They play out your worst memories over and over. Save ends.
- Nightmare Excursion Something escapes from your brain. A nightmare of your own creation crawls from your head. It will eat everything you love.

nightmare

A living mass of milk. Faces from the psychic's life grow from its horrid shape. Speak in voices familiar but distorted.

HP - 3d10 *Attacks* one target you love for 2d10.





Songbirds chosen to be vampires are empowered by the passion of the most intense full moon, blood-red. They can no longer heal through traditional or magical means, no longer require food or drink to survive, and aren't required to sleep. Ever. Instead, they are sustained through levels of closeness with others.

Vampirism



A vampire heals 1HP when they kiss, touch, or are physically close with another human. The human loses 1HP from the affection and can only benefit the vampire once per session. This includes cheek-to-cheek touches all the way to sex.

Desire

Sinking your teeth in to feel the red in your mouth. A vampire deals d10 damage when biting another, and gains that much HP themselves. This creates a Blood Memory in the other person, taking up an inventory slot, which only fades after a week of being away from the vampire. A person with a full inventory of Blood Memories becomes a vampire themselves.

Devour

Eating. Bite by bite. The ultimate act of passion. A vampire can devour a chunk of a target to take on an aspect of them. What that does to the target is dependent on many factors, but it's enough to maim a living human. This creates a Blood Memory in the vampire, allowing them to use the target's power. Whether that's a Stat, Skill, or unique trait or ability. A vampire can then devour a Blood Memory to heal fully.







Inari

The white fox. Feral servant of death. She plagued the world, dragging the Living kicking and screaming into the Cave. Now She sleeps in the sky, curled and silent.

"She asks of me nothing but the minimum:

- To drink the blood of the wolf. To take its tongue in place of my own and speak, in its voice, not mine, that I love her, forever and always.
- To rend from my mortal flesh a limb upon which she can gnaw, phantomiming her will through my spirit with her teeth.
- To kiss the dead as I Send them. To receive their love, which I may carry with me until it is needed."

- Final testament of John Clair

The Twins

Caustic duo. The world their sandbox, but they don't always agree with each other. They interpret places (and people) differently. Creating duplicates. Reimaginings. Rips in the world.

"You regard the Twins in contradictions. You invoke them by being between two ideas. Taste them in cracked mirrors. Glimpse them in their interpretations. Of you. Because there is another. And by crawling backwards into liminality you bring it close. To now. To you. Close enough to grab. To put a fate in your hands. Can you steal your own eyes?"

- Book of Ool, Chapter VII

Volfe

A tapestry called "His Blasphemy" hangs in the Museum of Modern Art and depicts Mars, the bloody wolf, and the white fox fucking as they tear each other apart. On the shoulder of every anti-facist.

"Volfe imagines a new death every morning and enacts it. Imagines his corpse eaten by crows. Feels it. Imagines a cut so deep and white. Licks it. Imagines every wound. Inhabits them. Imagines new colors. Spills them. Imagines you. Becomes them."

- The Martian Manifesto

Dear Mother

"Please don't pray to the sea," sailors beg. "Let mother sleep." Passionate and devastating. Loving and suffocating. The rain, the rivers, and the mountain snow.

"The sea is only kind when she is away. Her affection is water in your lungs. And once you've felt her love, you can sense the subtle shifts in her temper as she tosses in sleep. Feel the breath of her ancient snores. Your mind is always prepared for her anger and shakes itself inside your skull when she awakes. You will never be surprised and always afraid. Loved."

- Love, Collected Poems



Dormin

Rats and secrets and disease. Caves are the etched pathways of his brain. Dungeons, his twisted dreams. And we are his intrusive thoughts. Made to be painful and crushed.

"Listen close:

- Draw the spiral.
- Attend to it.
- Adorn yourself in it.
- Quide the ants to it. They must follow its path.
- Spread it.
- Watch as animals become trapped by it.
- Watch as the rats come and bring nightmare stairs.
- Let them puppet his intrusive thoughts.
- They will guide you into his mind."
 - The Guide to Underground Structures

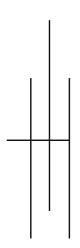


The Shared Dream

A cryptic series of dream fragments, shared amongst a small number of people. A tower grows from a wound in the earth. Black dogs gather around it and howl endlessly for love.

"You must sleep deeper than mortal dream. You will see an owl. Follow it. It leads to arch and stair. It guides you deeper still. The stratified wastes descend into and beyond time. It is there. The secret of the shared dream. No one has reached it vet."

- Itchi's Guide to the Dreamlands

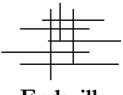


The Malding Teeth

Three witches stir secrets into delectable poisons to feed nightmarish prophecies through the Twilight Realm. Living shadows that mold into the cracks of mental fortitude and push what is human and sweet from all life until there is merely bone and rotted leaf.

"The fae hold no emotion and so they take from us all that makes us human and good and our freedom, still, is a gift they give us and they can take it at the snap of a finger if only they felt the need from one of our sour, sour lips."

- The Guide to Underground Structures

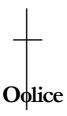


Endsville

The dreaming city where we all go in dreams. The passing thoughts of the psychonauts and the last remaining vestige of Aberdeen, our once ruthless and vile queen. It builds monuments from our history to mock the past. It never stops growing.

"This city grows and pulses with the night cycles of a thousand worlds. Houses collapse, burn, evaporate as one world wakes, while others grow, build, and rise up to meet the skyline of the sleepers."

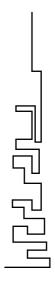
- Endsville: An Unorthodox Setting Guide



The skeleton of a giant rests and rots at the bottom of the abyss. Claimed by the sea. She weeps for her daughters. She weeps for her palace. She weeps. Tears of black ink. It hurts. Is pain pulped and bleeding.

"Astral Giant. Mother of all Lunar Elves. A tower of metal and flesh cloaked in the blackest lunar smoke. She's grown scared in the Abyss, even if it comes from her to begin with."

- The Sun King's Palace, 1st edition



Her Lady of Revenge

The sewers underneath Mercy are a maze of towering pipes and aqueducts. The Worm God Serum lives here, and Our Lady the princess weeps in her prison. Her schemes span eons and meddle with causality, leading you to her.

"Oh, Her lady of misery—
We have searched far and wide—
Climbed the vestibule, entered the worm
And out the otherside...
Your cries bring tears
And eyes search for souls—
We will never free you.
We will never free you,
Unless we search inside..."

- Love, Collected Poems



Agoroph lurks in Labyrinthia, an endless sigh of melancholy that washes the soft stone walls and the climbing moss in emotions of deepest purple. From his blood. Gore becomes Art and Art becomes Gore. His many, many hands reach for freedom.

"Find the horns and snap them. Follow the beast they create. Its desperate howls are the cryptography of Labvrinthia. The chthonic halls that travel between all worlds."

- Scrawled in the margins of Itchi's Guide to the Dream Lands



Bright, the Hungry

There's a mouth at the bottom of the abyss that chews and swallows the world. Its veins are roads that bleed bricks and imps into every town. Its endless chewing is the madness of the gods. It will end us all.

"To gossip is to spin magic from your lips. To spread it is to gather your faun under you. To lie is to be the fang of blasphemy. And to live, cold and quiet, is to erupt as a massacre."

- Prayers of Volfe, 2nd Edition

D12 THE YEAR OF THE ... KNOWN FOR ... 1 EATEN MOON THE BLACK MOON EMPTY SEA LOWEST SEA LEVELS 3 FULL SUN SUMMER EXISTS! EATEN SOUL DEATH'S SONG FADES OUT, SLOW EMPTY MOON NO FULL MOONS FULL SEA HIGHEST SEA LEVELS, MOON BIG EATEN SUN THE BLACK SUN EMPTY SOUL **DEATH'S SONG BEGINS SLOW** TONS OF FULL MOONS FULL MOON EATEN SEA SEAS BEGIN TO FREEZE EMPTY SUN WINTER ALL YEAR **FULL SOUL** DEATH'S SONG REACHES ITS CLIMAX

D 8	THE MONTH OF	D	8	DAYS OF THE WEEK
1	LUNUS	1		HELDO
2	NONES	2	2	VERDUS
3	MARTH	3	}	ERCURDI
4	KEZIA	4	ļ	MIDDO
5	ABRELLUM	5	,	UHLDO
6	HORRUN	6	•	KRONO
7	SEVRIS	7	•	SELENDO
8	THE BLUE MOON	8	3	CHOOSE ONE

Time



Death's song waxes and wanes over twelveyears, unsure if it's one continuous song with breaks and highs or if it's one song on repeat. But she sings and as she sings the world moves and changes. We get closer to the moon, the sun, tilt towards and away, fall into darkness. But still we measure by the tune.

Seasons

Our planet is a cold one, spending the majority of the year in Cholia, the season where the winds cease and the snow falls. Lakes freeze and the plants shrivel and hide. The quiet season.

Oolane is when things thaw and harvests begin. The winds roar out from the sea, bringing with them rains and thunder. The biggest, darkest clouds cover the land and lightning dances between the world.

Esoon is a time of gray and fog and consistent drizzle. The muddy months. The months where crops are plucked and picked and collected. The winds are cold off the seas as they begin to freeze themselves shut.

The Blue Moon is a week that lands outside of every year, between Sevris and Lunus. During this time the moon's hue is a dull blue. It's considered the time of the wyrd, where the world is not itself and neither are we.

HELDO	VERDUS	ERCURDI	MIDDO	UHLDO	KRONO	SELENDO
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	18	20	21
22	23	24	25	26	27	28

Segments

A day is segmented into three pieces: morning, evening, and night. You can accomplish one big task during each of these segments, but you should probably use one of them to sleep. Big tasks are things like travel, exploration, dungeon crawling, downtime, and rest. Things take longer than you'd expect, and if you've ever struggled with the limited time in your weekend, you can understand how even something like "house maintenance" can be a weekend-long ordeal.



The Golden Rule

The golden rule of Songbirds, as a game book, is that between sessions, game time passes at the same rate as the real world. A typical Songbirds campaign will feature a session or two of adventure followed by the characters resting and going about daily life in the meantime, only to cover bigger downtime events and find the next adventure in the following session.

Rest

To rest, you need a comfortable place, such as your City apartment, a hotel, or some kind of settlement. While resting, you heal 1 HP and recover 1 Stress each session. Resting doesn't have to mean sitting in bed: it can be catching up with friends, enjoying some solitary time, practicing a hobby, or watching a movie. It's chill, low-effort, and not exhausting. You're "off the clock", at least for now.

The Silver Rule

Not every session ends neatly. Sometimes things stop abruptly or an adventure is broken up between several sessions. When this happens, make a Return roll (d20 + Kinship, DC 10). This single roll represents you traveling to a safe place to rest, replenishing supplies and hit points, and then traveling back to the site of the adventure. Failing a Return roll means you lose d6 HP on the return, and might have other complications depending on the situation.

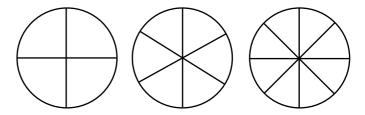
Scenes

A scene is how you measure the play-by-play moments in Songbirds. It's a discrete amount of time that allows for an action to be taken by everyone present, a dungeon room to be explored, a conversation to happen, an object to interact with, and so on.

Clocks

A clock is a way to track a task. To make one, draw a circle and divide it into segments based on how difficult or involved the task is. Easy clocks are four segments, medium clocks are six segments, and hard clocks are eight segments. Various actions will say when to make a clock and when to fill a segment. When a clock is full, the task is complete!

Whenever a songbird has a goal, like learning a new skill or removing a memory, the GM makes a clock for it. When they spend time working on that goal, mark a segment on the clock. You can only mark a given clock once per session or in-game day (ask your GM), unless you come up with cool and interesting ways to work towards your goal.



Downtime

These are some example actions you can take in the City or the safety of a settlement. They each take up a segment of time.

Cavorting

When you spend a night on the town and carouse, roll d10 and spend that much coin. If you roll equal to or under your Physique, it's a rousing good time. Recover a Stress. If you roll over, recover a Stress and roll below to see what horrible circumstances your partying got you into.

D10 OH NO...

- 1 RANDOM BAR BRAWL! MAKE A PHYSIQUE CHECK OR WAKE UP BEATEN TO SHIT.
- 2 NEW TATTOO! ROLL A SAVE. SUCCEED AND IT'S SUPER COOL, FAIL AND IT'S REALLY EMBARRASSING.
- 3 INVEST ALL YOUR SPARE COINS IN A SCHEME. ROLL A SAVE. SUCCEED AND DOUBLE YOUR MONEY, FAIL AND YOU LOSE IT ALL.
- 4 DRANK TOO MUCH. SAVE OR BEGIN THE SESSION INTOXICATED (-2 TO ALL ROLLS AND NO PROFICIENCY/EXPERTISE).
- 5 WENT FOR A WALK. YOU WAKE UP FAR, FAR AWAY FROM YOUR PLACE. PAY D10 COINS TO GET HOME.
- 6 ROBBED! ROLL D10. YOU LOSE WHATEVER ITEM IS IN THAT INVENTORY SLOT.
- 7 JAIL ! LOCKED UP UNTIL SOMEONE PAYS D10 X 10 COINS IN FINES.
- 8 YOU SAID SOMETHING TO THE WRONG MAGICIAN AND NOW YOU'RE UNDER A GEAS TO ACCOMPLISH SOME SILLY QUEST.
- 9 WHAT DID YOU DRINK? YOU'RE UNDER THE EFFECTS OF A RANDOM SODA.
- 10 WHO'S THAT? WAKE UP IN BED NEXT TO SOMEONE YOU DON'T RECOGNIZE. SAVE TO SEE IF THEY'RE COOL OR NOT.

Classes

When you take classes at one of the many Universities in the City, spend 100 coins and choose a LOR skill as the focus of the class and start a series of 4 medium clocks. You can attend classes once per session and once between sessions to fill in a slice of the clock. When filled, gain mastery (+5) in the skill.

Contact

To make new contacts or maintain old ones, start a clock for the contact and fill in a segment. When the clock is full, the contact will trust you enough to do a favor for you. This could be anything from lending you money, traveling with you, or giving you privileged information. The more important the contact, the harder the clock.

Crafting

To craft equipment and adventuring gear, pay d10 coins for materials, start a clock, and roll a check using whatever skill is applicable. The GM sets the clock's difficulty based on what you're crafting. Success and you mark a segment. Failure and you need to find help to continue.

Creating

To create something practical, artistic, or otherwise interesting, pay d10 coins for materials, start an easy clock, then roll a check against the relevant DC below to fill a segment. You can't create adventuring gear this way—that's what crafting is for.

DIFFICULTY	DC	SELLING PRICE
SIMPLE	6	1
WEAK	8	2
LACKING	10	D10
AVERAGE	12	2D10
ABOVE AVERAGE	14	2D20
COMPLEX	16	D100
EXPERT	18	D100 * D20

Dating

When you go on a date, roll d10 + Charisma.

D10 HOW WAS IT?

- 1 THE WORST DATE OF YOUR LIFE. YOU NEVER WANT TO TALK TO THAT PERSON AGAIN. LOSE 1 HP.
- 2 IT'S A VERY AWKWARD DATE. YOU MADE A JOKE AND THEY TOOK IT VERY PERSONALLY. LOSE 1 HP.
- THE DATE GOES FINE. THERE'S NO CHEMISTRY AND NO SPARK, BUT THEY'RE A DECENT PERSON. HEAL 1 HP.
- 4 YOU HAVE A NICE TIME AND MAKE A GOOD FRIEND. THERE WON'T BE ANY FURTHER ROMANTIC DATES. HEAL 1 HP.
- YOU KNOW THIS PERSON! YOU'VE DATED BEFORE AND IT DIDN'T
 WORK. YOU CATCH UP OVER DRINKS AND GO HOME EARLY FOR
 SOME ALONE TIME. HEAL I HP.
- IT'S NOT A DATE. THEY'RE WITH THEIR FRIENDS AND YOU ALL HANG OUT. ROLL A CHA CHECK, DC 10. FAIL AND YOU WERE A "THIRD WHEEL". LOSE 1 HP. SUCCEED AND YOU FIT IN WELL, HEAL 2 HP.
- 7 THEY BAIL ON YOU HALFWAY THROUGH THE DATE WITH A WEIRD EXCUSE. LOSE 2 HP.
- 8 THEY ARE ACTIVELY CRUEL TO YOU AND THE STAFF AT YOUR DATE SPOT. IT FEELS GOOD TO THROW A DRINK IN SOMEONE'S FACE. +2HP.
- YOU FIND SOMEONE YOU WANT TO GET INTIMATE WITH BUT THEY
 AREN'T READY. THEY SEEM MORE THAN WORTH A SECOND DATE.
 MAYBE A THIRD. +DIO HP.
- SPARKS! CHEMISTRY! IT'S LIKE A WEIRD ROMANTIC MOVIE. ROLL A SAVE. SUCCESS MEANS YOU FIND LOVE, OR SOMEONE WHO WOULD BE NICE TO LOVE. HEAL 6 HP, AND YOU'LL SEE THEM AGAIN. FAILURE MEANS IT WAS JUST SOME PLAYER WHO KNEW THE RIGHT THINGS TO SAY, BUT YOU STILL HEAL 2 HP FOR THE GOOD SEX.

Doctor

Doctors can heal 1 or more HP for 10c each, and help you recover a Stress for 100c.

Gambling

When you want to make some quick cash, place a bet and roll d10.

D10 BIG MONEY, BIG MONEY, BIG MONEY...

- 1 YOU LOSE BIG! YOU LOSE YOUR BET, PLUS HALF YOUR REMAINING COINS.
- 2 YOU LOSE SO BADLY. ROLL LUCK FOR EACH MAGIC ITEM YOU HAVE TO SEE IF YOU HAD TO TRADE THEM TO PAY THE BET.
- 3 PENNY SLOTS. +10C.
- 4 WEIGHTED SPORTS BET. DOUBLE YOUR COINS.
- 5 DOMINATED AT CARDS, DOUBLE YOUR COINS AND ADD 50 MORE.
- 6 STRING OF BAD LUCK WITH THE DICE. LOSE HALF YOUR BET.
- 7 DOUBLE OR NOTHING. DOUBLE YOUR BET AND ROLL AGAIN, OR LOSE IT ALL NOW.
- 8 THE BIG FIGHT! YOU WON BY BETTING ON THE UNDERDOG. ADD 100C TO YOUR BET—YOU MADE DOUBLE THAT.
- 9 NOTHING BUT NET! YOU JUST KEPT WINNING. YOU MADE YOUR BET TIMES TEN
- 10 JACKPOT! YOU MADE YOUR BET TIMES 100!

Maidens

When you hire a maiden, spend 10c, and they read your fortune using tarot.

Memoir

When you sit to write your autobiography, journal, diary, or any other work of non-fiction about your life, start a hard clock. Roll Drama or Passion, DC 15, to fill a piece. When it's complete, you could totally publish it.

-Moon Pool

When you visit a moon pool, spend 30c and heal d10 HP.

Movie Day

When you go to the movies, spend 5c and roll on the table below to see how it goes.

D10 HOW WAS THE MOVIE?

- ABSOLUTE TRASH. WORST MOVIE EVER. YOU GET NOTHING FROM 1 THIS. ACTUALLY, Y'KNOW WHAT? GAIN 1 STRESS FROM THIS, UNLESS IT WOULD KILL YOU. BUT GOD! IT WAS SUCH A SHIT FILM.
- 2 IT WAS AS GOOD AS SNOW DOGS, WHATEVER THAT MEANS TO YOU.
- YOU MEET YOUR EX AT THE THEATER. THE MOVIE WAS FINE BUT
 THEY WERE WITH THEIR NEW PARTNER AND OBVIOUSLY TRYING TO
 MAKE YOU JEALOUS. TELL US ABOUT THEM.
- THE MOVIE WAS OKAY BUT YOU HAVE AN IDEA FOR A BETTER ONE.

 4 SAVE OR SPEND THE NEXT SEGMENT OF TIME TRYING TO WRITE A
 MOVIE ONLY TO FIND OUT IT'S ACTUALLY VERY HARD.
- 5 THE MOVIE WAS OKAY. RECOVER 1HP FROM THE GOOD POPCORN.
- 6 IT WAS WEIRD. IT REMINDED YOU TOO MUCH OF YOUR CHILDHOOD. ROLL LUCK TO GET SOME CATHARSIS AND REGAIN 1HP.
- 7 IT WAS GREAT! OMG, IT HAS YOU BUZZING. TELL US ALL ABOUT IT AND REGAIN D10HP.
- 8 YOU DIDN'T PAY ATTENTION. YOU SPENT TOO MUCH TIME CHATTING WITH YOUR FRIENDS. RECOVER D10HP.
- 9 ONE OF THE BEST FILMS YOU'VE EVER SEEN. TELL US ABOUT IT AND RECOVER 1 STRESS.
- 10 PERFECT. 10/10. INSPIRED. FLAWLESS. TELL US ABOUT IT AND GAIN AN ADVANTAGE DICE TO USE WHENEVER YOU WANT.

Orgy

When you want to have lots of sex, roll d10. If you roll equal to or under your Charisma, you have a good time and heal d10 HP. If you roll over, heal d10 HP and roll below to see what happens.

D10 WHAT HAPPENED?

- 1 YOUR EX WAS THERE. ROLL A SAVE. FAIL AND THEY MADE IT AWKWARD. SUCCEED AND YOU TWO GET ALONG.
- 2 YOU FINISHED EARLY AND MADE AN AWKWARD EXIT. LOSE 1 HP FROM EMBARRASSMENT.
- 3 PERFORMANCE ANXIETY! YOU DIP OUT TO COLLECT YOUR THOUGHTS. YOU DON'T HEAL ANY HP AFTER ALL.
- THE DRUGS HIT HARDER THAN EXPECTED AND YOU THROW UP ON SOMEONE WHILE THEY ARE ENJOYING YOU. YOU WON'T BE ASKED BACK.
- 5 SOME DUDE IS MAKING A SCENE AND YOU HELP KICK HIM OUT. LOSE 1 HP FROM THE ALTERCATION.
- 6 SOMEONE HAS A BAD TRIP AND YOU SPEND THE EVENING HELPING THEM COME DOWN. SAVE TO SEE IF YOU BECOME FRIENDS.
- AN OLD SCHOOLMATE IS THERE AND KEEPS CALLING YOU BY YOUR
 OLD NICKNAME (MAKE IT FUNNY). LOSE 1 HP
 FROM EMBARRASSMENT.
- 8 YOU REALIZE YOU'RE NOT IN THE MOOD BUT STICK AROUND FOR THE DRUGS AND THE NUDITY. HEAL HALF AS MUCH HP.
- 1T'S ACTUALLY A SWINGERS PARTY, IF YOU DIDN'T ARRIVE WITH SOMEONE, PEOPLE ARE UPSET. LOSE 1 HP FROM THE MISUNDERSTANDING.
- 10 YOU START CRYING. I DON'T KNOW WHY. BUT THE CRYING FEELS GOOD. SAVE TO SEE IF SOMEONE NOTICED/CARED.

Partying

Find or start your own, spend 10c, and roll d10 under your Physique. If you succeed, the party rocked! Recover D10 HP and a stress. If failed, recover the stress and gain the exhausted condition.

Pub Crawl

When pub crawling, everyone rolls d10 + Constitution. If it's 10+, the night is super fun, you get reasonably drunk, and recover 1 Stress. Otherwise, roll on the table below to see how the night went.

D10 HOW DID THE NIGHT GO?

- 1 DISGUSTINGLY DRUNK. YOU THREW UP EARLY IN THE NIGHT. WHAT'S ON YOUR MIND? IF YOU DON'T MIND SHARING.
- 2 INSOMNIAC DRUNK. YOU DON'T SLEEP THAT NIGHT. KEPT AWAKE BY THE BIG SADS. POOR THING.
- AMNESIAC DRUNK. YOU DON'T REMEMBER ANYTHING. ANOTHER PARTY MEMBER GETS TO TELL YOU HOW IT WENT. SAVE OR BE HUNGOVER (SAME AS POISONED).
- 4 YOU GOT WILD AND RAUCOUS. KICKED OUT OF YOUR FAVORITE BAR. FOR LIFE!
- 5 YOU MET SOMEONE, BUT THEY GHOSTED YOU, KINDA SUCKS :< -1HP.
- 6 YOU WAKE UP WITH A BRUISE?? WHAT HAPPENED? ARE YOU OKAY?
- 7 YOU WAKE UP IN A STRANGER'S HOUSE. THEY LEFT A NOTE AND SOME COFFEE. +1HP.
- 8 YOU WAKE UP SOMEWHERE OUTSIDE THE CITY. A PARTIALLY-FADED MAP DRAWN ON YOUR WRIST.
- **9** YOU COMMITTED A CRIME. KINDA COOL, I GUESS. PAY 100C FINE.
- SPRAINED YOUR ANKLE DOING SOME DARING STUNT. YOU'RE

 10 INJURED (ALL PHY AND REF ROLLS HAVE DISADVANTAGE FOR A
 WEEK).

Research

To look up information, roll a Lore check. The GM determines the difficulty based on how obscure the information is.

True Names

Finding a True Name is always a hard clock and requires unique methods of research for every segment filled. These are hardly ever recorded, and when they are, their sources are obscure, untranslated, and ancient.

Repairs

You can repair your armor by spending 1c for supplies and taking the time to sit and mend. One segment of time is enough to repair d10 HP on a single piece of armor.

Sex

First, have someone who wants to hookup with you, then roll a d10 trying to get under charisma. Success means you both had a great time-recover a stress and erase a condition. Failure means something distracted you and you spent the rest of the night talking instead-recover D10 HP.

Shopping

You can spend time purchasing items and other things from the equipment section. If you're looking for something specific, the GM might call for a save or a more specific skill check to see if the item is nearby.

Quick Magic Shop

When a gang wants a magic shop, the GM asks them what items they would buy if they could. If they list stuff in the book, write it down. If they come up with something new, write it down. Make a list. Then show them the "default magic shop." Everything inside costs 1,000 coins, or you can barter interesting items to the shop owner instead. The shop has the following:

- +1 Weapon, +3 against something specific. Sword has a place to write its cool name.
- Animated shield floats near the owner and has 10 HP.
- Slaying Arrow has a spot to write a true name. Hitting that target with this arrow kills them instantly.
- Immovable Rod a rod that becomes stationary in space when activated.
- Sovereign Glue one use, can and will stick to anything it's applied to forever.
- No Invisibility Cloak makes the wearer invisible.

 Whenever they buy something, replace it with one of the items you wrote down before.

Slumber Party

When you have a slumber party, either share some *hot goss*, vent about something on your mind, or play a round of never-have-l-ever with the other attendees to recover 1 Stress.

Streaming

When you want to stream on Dupe (the premium streaming channel), start a clock and roll d10 under charisma. If you succeed, fill in a slice-your stream went well and you're on your way to becoming a streamer. If you fail, you'll need to come up with something new to try next time. When the clock is complete, you have built a small audience. You can increase your audience by completing more clocks. Each time you grow your audience, roll below:

D10 STREAMING STUFF

- SOMEONE ABSOLUTELY HATES YOU AND EVERYTHING YOU DO. THEY PLUNDER YOUR STREAM, LOOKING FOR WAYS TO HUMILIATE AND DEMEAN YOU. EACH TIME YOU ROLL THIS, THEY DO SOMETHING DRASTIC.
- 2 A FELLOW SONGBIRD WATCHES YOUR STREAM AND WANTS YOUR HELP WITH A FRACTURE.
- 3 YOU GAIN A SURGE IN FOLLOWERS, WOAH! AUTOMATICALLY MARK ANOTHER SEGMENT AND GAIN 1LP AS PAYMENT.
- YOU'RE FEATURED ON THE FRONT PAGE FOR YOUR NEXT STREAM.

 4 EVERY SUCCESSFUL CHARISMA TEST FOR THE REST OF THE SESSION NETS YOU ANOTHER SLICE OF A CLOCK.
- YOUR STREAM IS WATCHED BY A BIG-TIME STREAMER. DO

 SOMETHING TO IMPRESS THEM OR LOSE A SEGMENT AS THEY TAKE
 THEIR AUDIENCE WITH THEM.
- A CLOTHING COMPANY WANTS TO SPONSOR YOU. EACH TIME YOU ROLL A NATURAL 20 EARN 1LP AS YOU MAKE A NAME FOR THE BRAND.
- 7 SOMEONE MAKES A TAKEDOWN POST ABOUT YOU, REVEALING SOME SENSITIVE INFORMATION FROM YOUR PAST. SAVE TO SEE IF IT'S TRULY VILE OR IF IT WAS JUST SOMETHING YOU KEPT SECRET. WHAT IS IT?
- 8 SLOW WEEK. LOSE 1 SEGMENT AS PEOPLE JUST DON'T SEEM THAT INTERESTED RIGHT NOW.
- 9 A PREDATORY SPONSOR WANTS YOU TO HOCK THEIR RIDICULOUS PRODUCT. THEY'LL PAY YOU 10LP.
- SOMEONE HAS BECOME A HUGE FAN. THEY SHOW UP TO YOUR EVERY STREAM AND BECOME A REGULAR NAME AMONGST THE CROWD. SAVE TO SEE IF THEY'RE COOL OR WEIRD.

Study

If you are currently taking a class and choose to study, roll d10. If it's under your LOR, fill in an additional slice of the clock you are currently working on towards your skill mastery. If you roll over, you do not recover your quaranteed Stress for that session.

Tattoo

What're you getting? The tattoo scene is vibrant with a culture all their own. Flash sheets can be done immediately but more complex pieces require you to start a clock. A tattoo costs 10c per slice required to finish it, and takes a full downtime action per segment required. Each tattoo recovers 1 stress once completed.

Training

Training a skill requires a trainor, someone who knows it better than you do. To gain proficiency with a skill, start an easy clock. To gain expertise, start a hard one. To fill a segment of the clock, talk through or roleplay a training scene with your trainer. Then roll a Stat check, DC 12, using the Stat associated with the skill. Success means you make progress. Failure means you learn something.

Work

You might have a day job. When you take a shift, earn 2d10 coins and roll d10. If it's equal or under you Charisma, the shift went well. Otherwise it sucked. Tell us why.

Workout

When you take time to work on your body, choose your activity and either PHY or REF, then start a hard clock. You can work out once per session and once between sessions to fill in a slice of the clock. When filled, increase the Stat by 1.



Travel

- Nou need to eat at least a meal each day or mark Stress. This also includes drinking water.
- You need to sleep for at least a segment every day or mark Stress.
- N You can travel 1 hex on foot in a segment.
- This is increased to 2 hexes on an animal or vehicle.
- Nou can push yourself to travel 1 extra hex per day. Save every day you do this or suffer consequences: you mark Stress from the exertion, your mount dies, your vehicle breaks down, and so on.

Random Encounters

TERRAIN	DAY	NIGHT
DESERT	10	4-10
PLAINS	9-10	8-10
FOREST	8-10	8-10
SWAMP	6-10	6-10
HILLS	8-10	7-10
WASTES	6-10	4-10
SEA	9-10	7-10
MOUNTAINS	7-10	5-10

Roll random encounters every hex and only roll a reaction roll if the reaction isn't obvious.

Reactions

2D10	HOW DO THEY REACT?
2	ANTAGONISTIC
3-8	CAUTIOUS AND AVOIDANT
9-14	INDIFFERENT
15-19	CAUTIOUS BUT CURIOUS
20	FRIENDLY

D10	DESERT	PLAINS	FOREST	SWAMP	HILLS	WASTES	SEA	MOUNTAIN
-	CAMEL	HORSE	FOX	WIL-O- WISP	HORSE	SHAMBLER	MERCHANT	AVALANCHE
2	SCORPION	TRAVELER	CRITTER	VISAGE	TRAVELER	ZOMBIE	GOONS	FLAIL SNAIL
3	GIANT SNAKE	GOONS	STINGER	GIANT SNAKE	GOONS	SKELETON	MANTA RAY	WOLF
4	GIANT BAT	BANDITS	VISAGE	STINGER	BANDITS	VISAGE	WHALE	GRIFFON
2	ANTLION	NOIT	GIANT SNAKE	DIRE	WOLF	GOBLIN	ORCA	ROC
9	GOBLIN	SONGBIRD	BEAR	BEAR	ROC	LANDMINE	SHARK	GARGOYLE
7	LAND SHARK	GOBLIN	GOBLIN	GOBLIN	GOBLIN	SONGBIRD	ALBATROSS	GOBLIN
80	WYVERN	ROC	LOOKOUT	LOOKOUT	TOMB- STONE	WAR MACHINE	GIANT OCTOPUS	MANTICORE
6	WYRM	DRAGON	DRAGON	DRAGON	GIANT	HUSK	THE FISHER	DRAGON
01	ROLL 2!	ROLL 2!	ROLL 2!	ROLL 2!	ROLL 2!	ROLL 2!	ROLL 2!	ROLL 2!

Exploration



Traveling through a hex might not reveal anything. Each hex is vast and hides many secrets. You can take a segment to explore a hex carefully on foot. Doing so reveals the first tier of information for a hex, such as the most prominent landmark, a local village, the closest Dungeon, or possible treasure.

Be mindful! Some hexes may require more than one segment of exploration to uncover their secrets.

Ancient Forest

The ground cracks and crumbles, opening up into the ancient forest that lies below. Decades of fungal growth have suffocated the canopy and solidified it. Beneath lie pale white pillars of wood that hold the modern world up, and a sparse growth of brush. The purest water flows from underground streams. Termites the size of children burrow mazes through the massive trunks.

If another action is spent in exploration, roll d10:

D10	STUFF
1-7	TREASURE IV
8	MINOR MAGIC ITEM
9	MAJOR MAGIC ITEM
10	TREASURE IV + MINOR MAGIC ITEM

Burial Ground

Brutalist stone graves twice the size of any human, filled with the remains of the ecos and their servants. Roll d10:

D10	STUFF
1-8	TREASURE I
9	TREASURE 2
10	MINOR MAGIC ITEM

D10	DESERT	PLAINS	FOREST	SWAMP	HILLS	WASTES	SEA	MOUNTAIN
-	SNAKE PIT	TAVERN	LOOKOUT TOWER	LOOKOUT TOWER	TAVERN	RUINS	TRENCH	LOOKOUT TOWER
7	SHRINE	TRAVELING MERCHANT	MAIDEN TEMPLE	MAIDEN TEMPLE	TRAVELING MERCHANT	FAILED TERRAFORMING	OIL FIELD	MAIDEN TEMPLE
ю	BURIAL GROUND	CARAVAN	SETTLEMENT	MOON BEACON	BURIAL GROUND	STARRY NIGHT	CORAL REEF	MARS TEMPLE
4	MOON BEACON	BURIAL GROUND	DUNGEON ENTRANCE	DUNGEON ENTRANCE	SETTLEMENT	MOVING CASTLE	LIVING	LUNAR CRATER
22	TREMOR PLATFORM	MOON BEACON	THORN TREE	THORN TREE	RUINS	FAMILY HOME	DESERTED ISLAND	MOON BEACON
9	OASIS	RUINS	RUINS	WOLF WARNING	DUNGEON ENTRANCE	LUNAR CRATER	WHIRLPOOL	RUINS
7	MELON PATCH	DUNGEON ENTRANCE	OBELISK	MAGUS	MAIDEN TEM- PLE	MARS TEMPLE	TRAVELING MERCHANT	BURIAL GROUND
ω	SHIP GRAVEYARD	MOON- FLOWER FIELD	DRAGON TEAR	DRAGON TEAR	MARS TEMPLE	OPEN WOUND	CARAVAN	METEOR CRASH SITE
6	GIANT ANT HILL	LOOKOUT TOWER	HOUSE OF WOLVES	CULT	HOUSE OF WOLVES	MOON BEACON	SHIP GRAVE- YARD	GIANT
01	METEOR CRASH SITE	MAIDEN TEMPLE	ANCIENT FOREST	SHIP GRAVEYARD	OPEN WOUND	METEOR CRASH SITE	OPEN	OBSERVATORY

Caravan

A line of wagons and carriages (or ships if on water) Roll d10:

D10 STATUS

- 1-6 ATTACKED AND IN RUINS, TREASURE I.
- 7-9 CURRENTLY BEING ATTACKED. ROLL ENCOUNTER.
- 10 IN GOOD CONDITION. WILL PAY TREASURE III FOR AN ESCORT.

Coral Reef

A multitude of colors shift beneath the water. Sharks and schools of fish swim through the shallow depths.

Cult

A stone plinth rises from a mound of earth. Blue blood dries on the chained corpse of a man. His eyes are open to the canopy above, but reflect the blue moon. If disturbed, he glows blue and speaks a prophecy (roll to see what's in the next hex).

Deserted Island

A small, uninhabited island. There's enough food for two people to live comfortably.

Dragon Scale

A diseased dragon sheds its scales as it flies. Where they land, they awake as sentient creatures. A bulbous, fungal mound writing with vine-like tentacles.

Dungeon Entrance

See page 120.

Failed Terraforming

Dirty brown grass grows in clumps around vicious, man-eating plants. The land has refused mortal efforts to reclaim it. The land hates and wants nothing more than to die. If another segment is spent exploring this hex, the terraforming machine is revealed in the middle, still idling. If shut down, the hex will return to a natural state.

Family Home

It's the house you grew up in. The Wastes grew it for you. To entice you. This is a mimic.

Giant

The bones of an ancient being. Hands removed. The organs already grew legs and walked away. Seeing this automatically raises your Lore by 1 (even if it's already at 5).

Giant Ant Hill

The trail of bugs leads back to their home. Follow them to find the source of the food they are carrying back.

House of Wolves

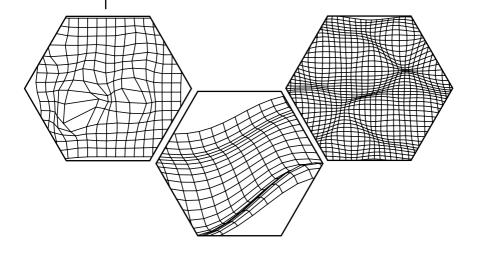
A cave or other roofed structure where a pack of wolves rest. A Volfe can vouch for a group of mortals to ensure safe passage and a place to stay in this, or an adjacent hex. If they don't, all random encounters in this hex include an additional d10+1 wolves.

Living Island

Fortles are massive, magical envoys through the Astral Sea. They form when a magician binds their spirit with a tortoise. The tortoise grows large and sprouts a structure from its mighty shell: a tower, a fort, or a home. When adrift at sea, these Fortles are called "living islands." Roll d10:

D10 STATUS

- 1-6 EMPTY, ABANDONED.
- 7-9 RANSACKED BY BANDITS. MAJOR MAGIC ITEM IN THE RUBBLE.
- 10 OCCUPIED BY A MAGICIAN. KNOWS 3 RANDOM SPELLS.



Lookout Tower

The Lookouts carry on the legacy started long before the songbirds. Their towers rest on hills, in trees, and off the sides of mountains, watching over settlements and protecting the City. They are monster hunters and nightmare wranglers. They are always looking for assistance. Roll d10:

D10 STATUS

- 1 RUINS. THE TOWER WAS ATTACKED LONG AGO AND NO ONE REPAIRED IT.
- 2 DESTROYED. THE TOWER WAS RECENTLY DESTROYED. SOME-ONE MIGHT RETURN TO FIX IT.
- 3 DISREPAIR. TWO LOOKOUTS WORK TIRELESSLY TO FIX THEIR BROKEN TOWER.
- 4 EMPTY. THE TOWER IS IN GOOD HEALTH BUT NO ONE'S LIVED IN IT FOR YEARS.
- 5 AWAY. THE TOWER IS EMPTY, BUT LIVED IN. LOOKOUTS MUST BE BUSY.
- 6 ACTIVE. THE TOWER IS ALIVE WITH NOISE AS LOOKOUTS PRE-PARE FOR A HUNT.
- 7 SOMBER. THE LOOKOUTS BURY A DEAD MEMBER AFTER A BRUTAL MISSION.
- 8 QUIET. FOOD ROASTS OVER THE FIRE. THE SMELL OF COFFEE. IT'S A QUIET DAY FOR THE LOOKOUTS.
- 9 SCAFFOLDING. A GROUP OF LOOKOUTS BUILDS A NEW TOWER HERE. MOST OF THEM ARE STILL TEENAGERS.
- 10 NEST. A GRIFFIN HAS TAKEN THIS TOWER AS HER OWN AND ROOSTS HERE. THERE ARE THREE EGGS READY TO HATCH.

Lunar Crater

Sometimes the earth mimics the moon, influenced by her dreams. These craters look like terraformed patches of ground, are made entirely of moon rock and have very low gravity.

Magus

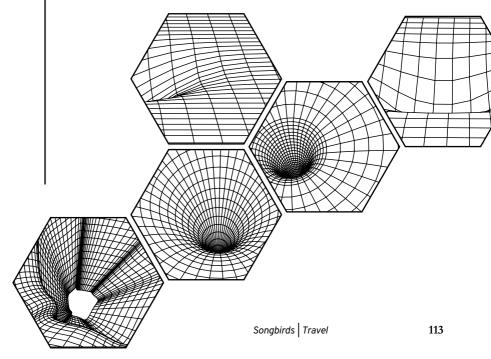
Ancient magicians of considerable prowess sometimes undertake an operation to etch and tattoo their rituals onto their own body, into their own skin, and sometimes onto the surface of their brain. There are very few Magi alive at any one time, but those that survive the operation gain access to magic in a powerful, instantaneous way. A Magus will have three random spells and mastery in three skills.

Maiden Temple

Maintained by the songbird maidens, these temples serve to worship and venerate different aspects of the singular deity, the Moon. Roll d10:

D10 TYPE

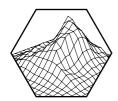
- 1-2 DEATH. WHERE DEAD ARE PREPARED FOR CREMATION AND SOMETIMES BURIAL.
- 2-4 MAUSOLEUM. WHERE THE DEAD ARE STORED AND LOCKED UP.
- 5 MUSEUM. WHERE THE ASHES OF THE DEAD ARE USED TO CREATE MEMORIALS.
- 6 MEDICAL. WHERE MAIDENS PROVIDE HEALING IN EXCHANGE FOR DONATIONS.
- 7 HOUSING. WHERE MAIDENS HOUSE HOMELESS OR OTHER FOLKS WHO NEED A PLACE TO STAY.
- 8 KNOWLEDGE. WHERE MAIDENS KEEP AND MAINTAIN AS MANY BOOKS AS THEY CAN.
- 9 SECRETS. WHERE MAIDENS ALLOW PEOPLE TO CONFESS THEIR SECRETS TO THE MOON.
- 10 ECLIPSE. A SECT OF MAIDENS WHO WORSHIP THE TWILIGHT REALM.



Mars Temple

There are those few who worship Mars and his bloodlust. Those who venerate violence. Forever in the red-shift, bathed by the dull glow of a blood moon. Roll d10 to see who the temple has attracted:

D10 WHO GOES THERE?



- 1-5 MERCENARY BAND. THEY PRAY FOR BATTLE. THEY CARRY TROPHIES OF THEIR VICTORIES AND MANY OF THEIR OWN DEAD.
- DRAGON MUTANT. HEAD BLOOMING WITH FUNGAL SCALES. THEY GROW UP THE ARMS, WARPING THE HAND INTO CLAWS. THEY CAN'T EXPLAIN IT, BUT THEY MUST WAIT FOR THE NEXT BLOOD MOON. ALL WILL BE REVEALED TO THEM THEN.
- ONE OF THE ELEVEN MARTIAN PRINCESSES, SEEKING CONSORT, ENTERTAINMENT, AND SERVITUDE FROM THE MOST POWERFUL AND FEARSOME OF TRAVELERS, SPIRITS, NIGHTMARES, AND ANIMALS.
- 10 VAMPIRE. THIS NIGHTMARE SEEKS WORSHIP AND DOES SO UNDER THE GUISE OF A MAIDEN OF MARS.

Melon Patch

A special fruit grows deep in the desert. It's the size of a fist and filled with a sugary drink. If you drink it, restore a Stress.

Meteor Crash Site

A small crater. Roll d10 to see what fell from the sky:

D10 WHAT'S INSIDE?

- 1-5 THE MOON. LUNAR ROCK.
- 6-8 OBSIDIAN (100 COINS).
- 9 EMERALDS (1,000 COINS).
- 10 AN EYEBALL. IF PLANTED IT WILL GROW.

Moon Beacon

Ancient stone pillars carved with intricate runes. They commune with the Moon and track its changes, glowing blue to shed guiding light during the darkest phases. Magic's potency increases exponentially while around a glowing beacon.

Moonflower Field

Tall-stalked flowers supporting a bulbous white body, cratered like the Moon, decorated by a multitude of navy blue petals. When the petals rub together they create a beautiful chorus. Travelers mistake them for distant singing. The "voice" of the chorus becomes eerily human during the full Moon.

Moving Castle

Spirits bound to fortresses by the rituals and trickery of spellcasters. Towers, buildings, castles. Traveling on quadrupedal legs, hovering, teleporting. Roll d10 when encountering one:

D10 STATUS

- 1-6 EMPTY, ABANDONED.
- 7-9 RANSACKED BY BANDITS, MINOR MAGIC ITEM IN THE RUBBLE.
- 10 OCCUPIED BY A MAGICIAN. KNOWS 3 RANDOM SPELLS.

Oasis

A patch of life in the barren desert. Fresh water, possibly fresh food and fruit. There are no random encounters here, even if you rest for the night.

Obelisk

Pillars of black rock that formed naturally many ages ago. They grow above sources of great psychic energy. The Oolithian Academy believes these are proof that the world knows magic and holds its own spells.



Observatory

Owned and operated by the Oolithian Academy. These mighty, telescoped structures stare up at the Moon and sky, trying to unlock the mysteries of the world and beyond.

Oil Field

The black ocean, a stretch of sea overtaken by oil. It ruptures from the ground below due to the City's tampering. These are ecologically devastating, creating hex-wide areas uninhabitable by sea life.

Open Wound

Nightmares sometimes produce wounds. Fissures that cut through the earth, bubble with blue blood, and scab over, purple and yellow.

Ruins

The remnants of a village, settlement, or fort. Destroyed by the undead and other horrors, only to be reclaimed by time. Roll d10 to see what's left behind:

D10	STUFF
1-8	TREASURE I
9	TREASURE 2
10	MINOR MAGIC ITEM

Ship Graveyard

Several sailing ships left to rot. Most are wrecked or in ruins, dragged here from their crash site. Roll d10 to see what is left

D10	STUFF
1-8	TREASURE 2
9	WORKING BI-PLANE
10	AIRSHIP, NEEDS REPAIRED

Shrine

Small structures of clay and terracotta, built ages ago. Home to moon lizards and spell thieves.

Snake Pit

A whirlpool of quicksand filled with poisonous snakes. They congregate here. Roll d10:

D10	WHAT'S IN THERE?
1-4	EMPTY. JUST COLORFUL SNAKES.
5-7	PRIESTS WATCH OVER THE PIT. THIS IS A HOLY SITE.
8-9	DRACONOLOGISTS RESEARCH THE PITS, TRYING TO CONNECT THEM TO DRAGON ACTIVITY.
10	A HUMAN CHILD WITH PATCHES OF REPTILIAN SCALES IS BIRTHED

Starry Night

A celestial phenomenon featuring waves of dancing lights that look like the strokes of a painter's brush. Usually deep blues, purples, and flashes of green.

Tavern

A traveler's inn. Safe to rest at. Prices are as listed in the equipment section (page 50).

Thorn Tree

A mighty willow tree teaming with wreaths of thorns. On full moons, the entire tree blooms open towards the god of death, and inside there are d10 human children. Born through unknown magics. If these trees are cut into they bleed blue blood.

Traveling Merchant

A magician with a cart and a mount to pull it. They sell items from the equipment table for slightly elevated prices.

Tremor Platform

A large, metal piston, powered to pound into the ground every hour on the hour. The vibrations attract Ant Lions, hopefully making adjacent hexes safer. All encounter here are Ant Lions.

Trench

An entrance into the Abyss beneath the water. Pure blackness. If there's an encounter here, it will be a Kraken.

Whirlpool

Naturally occurring through the Sunbroke Sea. Roll d10:

D10 IS SOMETHING STUCK IN THERE?

- 1-5 NOTHING IS TRAPPED INSIDE.
- 6-8 A MERCHANT SHIP IS BEING PULLED IN AND SIGNALS FOR RESCUE.
 - 9 TWO SHIPS FIRE UPON EACH OTHER. THEY ARE BOTH BEING PULLED IN.
- THE WHIRLPOOL BUBBLES AND FOAMS AND CEASES. DIO LARGE
 BUBBLES DRIFT UP TO THE SURFACE, EACH WITH A
 HUMAN CHILD INSIDE.



Wolf Warning

Wolf markings to denote a dragon's hunting grounds.

D10 NOTABLE TRAITS

- 1 CANALS IN PLACE OF STREETS
- 2 LARGE REPLICA MOON
- 3 VERDANT PARK, HOME TO LIONS
- 4 SITE OF LARGE EMPIRE SKIRMISH
- 5 SUMMONER TEMPLE
- 6 ENTRANCE TO INFINITE LIBRARY
- 7 MOON ICONOGRAPHY BANNED
- 8 OOLITHIAN ACADEMY OUTPOST
- 9 SITE OF MARTIAN TOMB
- 10 BUILT ATOP ECO RUINS

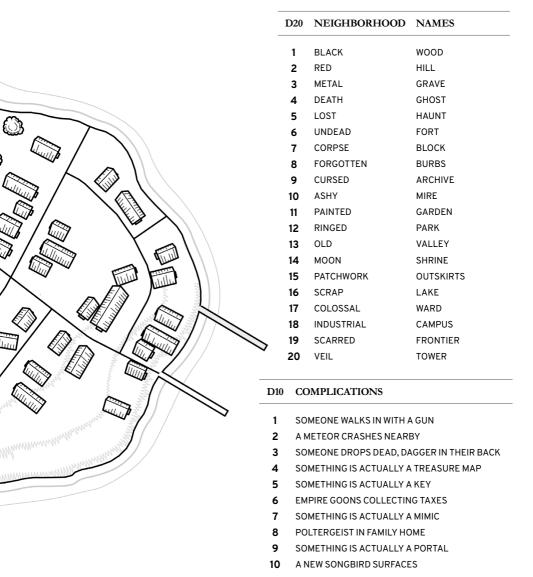
D10 KNOWN FOR ITS...

- 1 DELICIOUS CUISINE
- 2 ARTISTS AND WRITERS
- 3 FALLEN SONGBIRD
- 4 SUSPICIOUS FLOWERS
- 5 FORBIDDEN MAGIC
- 6 EDUCATION
- 7 MAGICAL WINES
- 8 HIGH FASHION
- 9 POLITICAL INTRIGUE
- 10 STRONG DRINK

D10 WITH A PROBLEM

- 1 VAMPIRE
- 2 CULT SEEKS CONVERTS
- 3 RECENT MURDER
- 4 PLAGUE
- 5 CORRUPT OFFICIALS
- 6 POWERFUL WIZARD
- 7 ECONOMIC DEPRESSION
- 8 FLOODING
- 9 UNDEAD STIR
- 10 YOJIMBO (THE MOVIE)



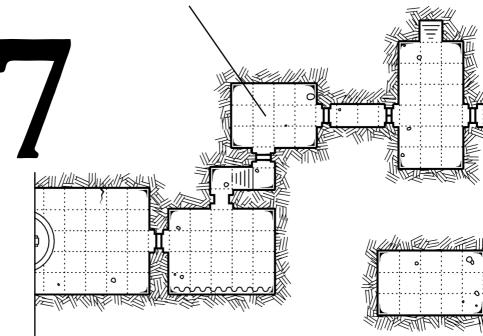


Neighborhoods

Dungeons

The backrooms of the world. Abandoned malls, forgotten shops, secret alleys, doors where they shouldn't be, secret military labs, dark labyrinths, metal halls, parking garages, basements, quarantined skyscrapers, massive storage lockers, warehouses, cursed paintings, haunted diners, non-euclidean architectural growths, wounds in the world. Dungeons form around a Nightmare. They sprout up like weeds.

Dungeons are smooth stone, chipped brick, sharp metal, cold plastic, carpeted floors, wilted wallpaper, impossible hallways, fluorescent lights, dead ends, stairwells, empty elevator shafts, walls of flesh, flooded halls, shifting shadows, industrial wounds, brutalist pillars, shimmering puddles, maintenance corridors, infinite cubicles, glassy windows to nowhere, pipes and cables. A modern horror growing malevolent.



Nightmares

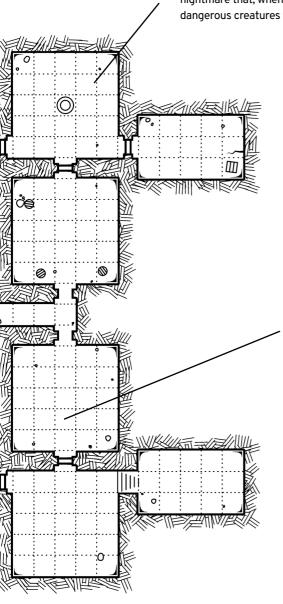
Nightmares are gnashing, gnawing, violent things. They are born from fears. Living anxieties, mutated traumas, personified horrors. They may look like an animal, but they aren't. They are something much older and much more dangerous. Every dungeon will have a nightmare that, when defeated, "completes" the dungeon. These are dangerous creatures that want to chomp and chew. Typically found

at the end of a dungeon, hidden somewhere within, or wandering the halls with reckless abandon. These foes push the limits of the Songbirds and often leave their lasting mark through violence.

Procedure

Dungeons are created room by room as they are explored. They are not solid places. They shift and change and yet are still connected. Still one, singular nightmare. Without a map, backtracking is impossible. Without light, exploring is impossible. When entering a dungeon:

- Spend a Light . This gives you enough time to explore the entire room. If there's conflict, spend another Light.
- Roll to see what's in the room and cross that entry off of the list.
- Resolve the room through conflict, conversation, or fiction.
- Then ask the players what they'd hate to see in the next room. Write it in the place of the current entry to continue building the dungeon with their own nightmares.
- N Repeat.



Lights & Darkness

Darkness breathes and fills. It's a force. It has weight. It can hide and harm. A neighborhood has lanterns. The City has Eco tech. Songbirds carry lights. Fire. Things that thin the darkness. Make it breathable and livable. Dungeons are the halls of the moon's nightmares and rarely bear light.

- Without an active light, Songbirds mark a Stress while in darkness.
- Light can be a torch, a flashlight, or a lantern. Each counts as a "bundled item," meaning that 1c buys 3 Light.
- ${\tt N}$ While in the dungeon, spend a Light to move to a new room and search it.
- N At the end of an encounter, spend a Light.
- If the Lightbearer is grappled, they must save or spend a Light.

Light Sources

Lanterns or torches are easy to come by, but they take up an inventory slot and a hand. Light sources only go out:

- N If you want them to.
- If you are knocked prone, grappled, or killed.
- If the GM rolls it on the encounter table.

The Open Maw

Whenever the gang is in total darkness within a dungeon, the GM rolls a d10. If they roll over the gang's Light, the Terrifying Presence enters the room. Turn order continues as normal, but at the end of every songbird's turn, the Terrifying Presence rolls on the table below.

D10 IT...

- 1 MARKS A STRESS.
- 2 STEALS A POINT OF CHARISMA.
- 3 RANDOMLY EMPTIES AN INVENTORY SLOT.
- 4-6 SUFFOCATES YOU. NO SAVE UNTIL YOU ARE IN LIGHT.
- 7-9 HORRIFIES YOU. NO SAVE UNTIL YOU ARE IN LIGHT.
- 10 PULLS YOU INTO THE BLACK . YOUR GANG IS NOT HERE.



Making Dungeons

Red & Blue featured tables for creating dungeons, but they were very generic and mostly cribbed from the dragon game. The idea behind the rework is to present one, massive, connected dungeon. The nightmare of the moon. The things that will always be there under the surface. Every dungeon you run or make in Songbirds will feature an entrance to this space. But it also works to make your own smaller dungeons by rolling randomly on the tables, or just stealing the rooms you like.

Entrances

Mark one off when it's used and fill in a new one to replace it. Ask the players "what's a creepy place for a dungeon to be?" if you need additional help..

D20 WHERE IS THE DUNGEON?

- 1 THE BASEMENT OF THE LOCAL DELI.
- 2 A BATHTUB THAT IS DEEPER THAN POSSIBLE.
- 3 FMPTIFD STRIP MALL.
- 4 A NEW STAIRCASE THAT GROWS IN A FAMILY HOME.
- 5 A PAINTING THAT CHANGES AND BECKONS YOU TO ENTER.
- 6 AN ISLAND THAT RISES FROM A SMALL BODY OF WATER.
- 7 QUARANTINED APARTMENT.
- 8 A NEW ALLEY THAT OPENS BETWEEN TWO BUILDINGS.
- 9 BEHIND THE SCREEN OF A MOVIE THEATER.
- 10 MIRROR THAT REFLECTS AN EERIE WORLD.

Interior

These are not classic, Gygaxian dungeons. It's not stone hallways and stone rooms. It's more like the backrooms. Liminal spaces. Foggy windows that don't go anywhere, bad wallpaper, strange architecture. So! Keep that in mind. Make it funky.

Backtracking

Without a cartographer, backtracking through the Nightmare is impossible. Returning through the door you came in through counts as going deeper in and reveals a new room. When backtracking, the cartographer of the gang rolls d20 + Kinship vs. a 12DC. Failure means you find the room you're looking for but spend d10 Light. Success means you find the room and spend only 1 Light.

Exiting the dungeon uses the same roll (d20 + Kinship vs DC12) but failure means rolling on the table below.

D10	YOU
1-4	SPEND D10 LIGHT TO FIND THE EXIT.
5-7	MARK A STRESS.
8-9	LOSE D10HP
10	DUNGEON BLUES

Rooms

Roll d10 for each new room and stock accordingly.

D10	ROOM
1	HEAVEN'S HOLLOW (SAFE ROOM).
2	HAZARD.
3-7	EMPTY.
8	EXPANSE
9	TRAP
10	ENCOUNTER

Heaven's Hollow

Fully stocked and furnished pizza parlor. Interior is worn and weathered. A singular overhead light flickers gently. A safe room. A soft tune plays on the jukebox, left on by the last songbirds to leave. No harm can come to songbirds inside. They can rest, sleep, and perform downtime activities at their leisure. A Slice of Za takes up an inventory slot and counts as food (healing).

Share a Drink

When you take some time to share a drink (alcoholic or not) with someone while in the Bar, recover a Stress. Can only be done once per Bar visit.

Jukebox

When you play a song from the Jukebox, spend 1c and describe (or play) the song you want to hear. While enjoying the song, recover 1hp. If you dance with someone, you both recover d10. Can only be done once per Bar visit.

Camaraderie

When you spend time with a friend, new or old, roll a d10 on the table below and regain that much HP.

D10 TRUTH OR DARE?

- 1-4 TELL A TRUTH ABOUT YOUR SONGBIRD.
- 5-7 DARE YOUR FRIEND TO DO SOMETHING SILLY IN THE BAR.
- 8 SHARE SOMETHING THAT HAUNTS YOUR SONGBIRD, BIG OR SMALL.
- 9 ASK YOUR FRIEND TO SHARE SOMETHING THEY KEEP SECRET. JUST BETWEEN YOU TWO.
- 10 TELL A FUNNY STORY ABOUT YOUR ADVENTURES TO LIGHTEN THE MOOD.

D20	MEGAROOMS	D20	D20 HAZARDS	D20	TRAPS	D100	I SEARCH THE ROOM	D20	D20 ENCOUNTER
-	SIDEWALK	-	STUCK DOOR.	-	SPRUNG TRAP	1-10	NOTHING.	-	ZOMBIES
7	AIR VENTS	7	BARRED DOOR.	7	LANDMINES	11-15	PAMPHLET.	7	SKELETONS
ო	ENDLESS PIT	ო	LOCKED DOOR.	ო	CLAYMORES	16-20	ВООК.	ო	MIMIC
4	ENDLESS STAIRS	4	SECRET DOOR.	4	AUTOMATIC TURRETS	21-25	WEAPON.	4	RUG OF SMOTHERING
ស	RUINED CITY	Ŋ	PORTCULLISES.	ស	MKV	26-30	ARMOR.	Ŋ	ANIMATE ARMOR
9	PIPES	9	LIVING PAINTINGS.	9	COLLAPSING ROOF	31-35	D10 COINS.	9	MIDOZER
7	APARTMENT	7	DARKNESS	7	COMPACTORS	36-40	3D10 COINS.	7	GARGOYLE
œ	ESCHER STAIRS	œ	DEAFENING SOUNDS.	œ	GATES	41-45	LIGHT.	œ	DOPPELGANGERS
6	PIRANESI	6	BROWN MOLD.	6	KILL HOLES	46-50	46-50 QUIVER OR MAG.	6	WALL OF FLESH
5	ASHLAKE	9	GREEN SLIME.	9	FURNITURE	51-60	FOOD.	9	GHOST
=	SUSPENSION WIRE	=	YELLOW MOLD.	=	ELECTRICITY	61-65	F00D +1.	=	BANSHEE
12	ASTRAL CORPSE	12	FLOODING	12	PITTRAPS	92-99	FOOD, HEALING.	12	CULTISTS
13	RHYTHMIC CRUSHER	5	GRAVITY	5	FLOODING ROOMS	71-75	CLOTHES, +1	<u>13</u>	FLAIL SNAIL
4	DESERT.	4	CIRCLES.	4	LASER GRIDS	76-80	HELPFULITEM, +1.	4	FLYING SWORDS.
15	OCEAN	7	WEBS	5	SAW BLADES	81-85	GEMS.	5	GIANT BATS
16	LABYRINTH.	9	PUZZLES.	9	GUILLOTINES	86-95	MINOR MAGIC ITEM	9	GIANT SNAKE.
17	FISH-EYE	11	CURSES	11	PHASR	26-96	MAJOR MAGICITEM	1	GOONS
8	PLATFORMING	8	RIDDLES	8	GOODBYE	86	ART.	8	HUSKS
19	SUNFLOWERS	6	DORMIN ROT	6	VOMIT	66	ARTIFACT CLUE	6	LAND SHARK
20	MOOM	20	DUNGEON BLUES.	20	LRADS	100	ROLL TWICE	20	MANTICORE

Hazards

Dungeon hazards are naturally occurring entities, living or otherwise. They hinder progress, cause harm, or otherwise make traversing the dungeon a pain in the ass.

Living Paintings

These are artistic anomalies, where paintings left in (or created in) dungeons grow in non-euclidean ways. They can be entered and explored. Paintings of the past can be explored and tampered with. The things inside the painting don't know it's a painting and react with hostility if their world is questioned.

Illusory Walls

Appear as normal walls but can be passed through like air. They disperse when interacted with and can form anywhere in a dungeon, obscuring paths untread or already tread.

Darkness

A living darkness that moves like a cloud shadow across dungeons. Light can't penetrate them. Saps d6 ticks of light before dissipating.

Deafening Sounds

Dungeons catch sounds and play them back in order to confuse and disorient. These sounds echo down halls, blurring all else.

Mold

Grows in cracks and crevices of the dungeon. Release toxins and putrid scents when interacted with. Some are constantly spewing poisons into the air creating a blinding green mist.

Dormin Rot

A unique mold that only grows in dungeons. Its spores enter the lungs and grow fungal patterns that meld with organs until the host blooms into a small garden all their own. This is painful. Dormin Rot spread through the City once, long, long ago, when the fae still ruled. The scars are still there if you know where to look.

Slime

The digestive fluids of the dungeon. Squeezes itself into small spaces or hangs from ceilings and waits for someone to pass by before collapsing around their head to suffocate them and digest them slowly.

Flooding

Water or otherwise. Anywhere from ankledeep to completely filled with fluid.

Gravity

Rooms and halls can shift in and out of the planet's typical gravity, making things lighter or heavier.

Circles

Perfect circles are traps laid by fae, more often than not. They can form naturally in dungeons using mushrooms or the patterns of water drips on carpet. Passing through a circle mutates you. Sorry.

Webs

Spider-like webs form naturally in dungeons, ranging from a minor annoyance when they get caught in your hair, or a hazard when they cloq up entire hallways and rooms.

Doors

Locked, chained, barred, no door handle at all. Someone shoved a wedge under it from the other side. It's covered in grease and impossible to get a hand on.

Puzzles

Arranging pieces, carrying an item from one room to the next, riddles, finishing a drawing, doing a strange dance, following ridiculous directions. Puzzles are the way a dungeon likes to entertain itself by making the inhabitants do silly rituals in order to progress.

Curses

Passing through a doorway might turn you into a chicken. Or answering a riddle wrong might mutate you. Objects can be cursed and activate when interacted with. Treasure can be cursed and plague you when removed from the dungeon. Curses can be broken by going on a scavenger hunt to gather the right materials and performing a ritual.

Riddles

Some objects in dungeons have sentience or can at least be spoken to. These objects tend to trade questions for questions, secrets for secrets, lies for lies.

Empty Rooms

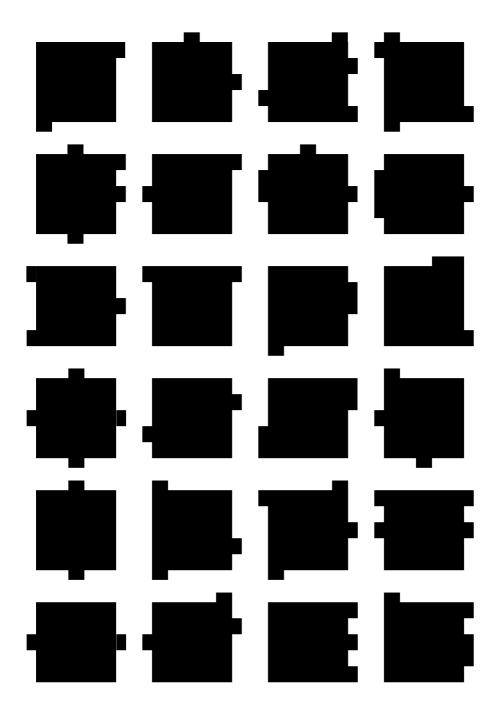
Spooky things, haunted areas, spirits, omens of what's to come. The dungeon is a horrible place that feeds on fear and anxiety. Environmental horrors stir that anxiety until the moment the nightmare is encountered. You will sculpt these to fit your dungeon, but these are all horrors encountered by previous Songbirds.

- A haunting visage of a party member stands in the corner. Blair witch style. Their body is scarred.
- Someone holds the door from the other side. But when the door opens, no one is there.
- 3. A radio buzzes a familiar, but distorted tune.
- 4. A child snickers and runs into the next room.
- 5. A room full of mannequins that move subtly when out of sight.
- A poorly scribbled map of the dungeon in blood. The next room says "danger." (Encounter)
- A songbird carves a trophy from a wicked beast. Their horror'd eyes will not meet yours. They will not leave this dungeon.
- 8. A tight, suffocating alley of a hallway that gets tighter and tighter.
- A scarecrow replica of a player has its mouth stuffed with dead birds.
- Sound and light play out under the door. A sign says "please knock."
- 11. A room full of bodies and a gun with a single bullet left.
- 12. A large tentacle slithers out of the room, pulling something dead.
- 13. A pit trap has caught a songbird.

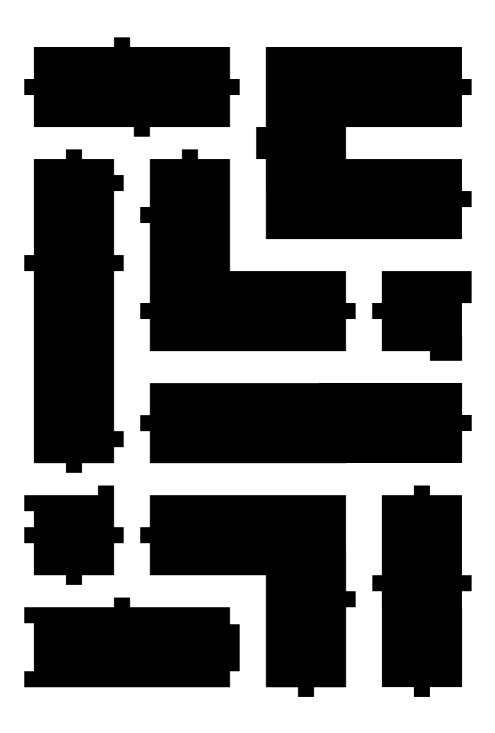
- 14. A deafening screech echoes down the halls, twisted with mortal yells.
- Duplicate of a previous room.
 Dangerous objects are props instead.
 People are dolls.
- 16. Kennel. Handful of cages are open.
- 17. Dog barks echo from a distant room.
- Room filled with sand, slowly being siphoned out. At the bottom are several treasures.
- Deafened room, No sound.
- 20. Observation room where you can see another songbird activating a trap.
- 21. Museum of victims. Includes you.
- 22. False crypt. Cardboard coffins filled with puppets and dolls of the party.
- 23. Nightmare Art of songbird's fear.
- 24. Elevator shaft. Elevator far above.
- 25. Animal that doesn't belong.
- 26. Laundry room. A machine tumbles with a heavy object.
- 27. Room full of bloody ratholes
- 28. A flashlight lays-in a darkened room.
- 29. Stairs down.
- 30. Women's Washroom. Voice behind a locked stall will sell/trade items as long as no one tries to peak.
- 31. Men's washroom. Songbird hangs in a stall.
- Classroom blackboard. Answers questions and finishes sentences that are written on it.
- 33. Locker room. Has lockers for the party members and other creatures in the dungeon. One is making noise and has a key inside.
- 34. Grand piano with sheet music for a new Song.
- 35. Clock tower says it's the next day.
- 36. Soda machine.
- Duplicate room (actually same room linked across space/time).

- 38. Bathtub filled with blood.
- 39. Dead end.
- 40. False dead end. Secret door.
- 41. Mirror shows a sinister creature behind you.
- 42. Hole in wall says "stick your hand in."
- 43. Well. Something shiny at the bottom.
- 44. Aviary. Sleeping but easily disturbed
- 45. Fleshy hallways pulses with anxiety.
- 46. Rats scatter from a corpse.
- 47. Library/study. Keeper of the books is a songbird tainted by the abyss.
- Daycare. You can leave things here to be repaired/looked after. Chance of them being different upon return.
- 49. Cat café. Chill. Cats might steal stuff from you, though.
- 50. Tomb of Love. Chimera sleeps.
- 51. Moon pool room, Heals.
- 52. Skeleton of a dragon. Still causes fear.
- 53. A newly awoken Songbird.
- 54. A large, gridded board game floor. Features pieces that look like the gang. Chill place.
- 55. Gust of cold wind freezes all liquids.
- 56. Door covered by corpses.
- 57. Painting pocket dimension
- 58. A room adorned in spirals.
- A jigsaw puzzle that when complete shows the room as it is, only something is watching you.
- 60. Bathhouse.
- 61. Wishing well. Answers wishes strangely.
- 62. Tarot room. Gotta do a reading to proceed.
- 63. Secret cubby hides a journal of someone born in the dungeon.
- 64. Ancient runes.
- 65. Fae tomb.
- 66. Fox.
- 67. 1000 bats.
- 68. The aging room (not real).

- 69. Traveling Merchant (he-he, what're ya buying?).
- 70. A sprung trap. Will-o-wisps are there.
- 71. Aquarium.
- 72. A diorama of the dungeon, showing your current location and the location of a few other things.
- Snow globes of places you've been previously. Shaking them causes problems for that place.
- 74. Rail station.
- 75. Gondola.
- 76. Café.
- 77. Dance room. Entire wall is a mirror.
- 78. Clogged toilet has item in it.
- 79. Cursed magic tome.
- 80. Dryads.
- 81. Orgy room.
- 82. Graveyard.
- 83. Foggy room. Cold.
- 84. Chain-link fence maze. Someone drags a stick across it.
- 85. Campsite. Fresh. No one is there. Gear still present.
- 86. Mage used their own blood to try to finish a teleportation ritual. They lie dead in the center.
- 87. Angry neighbors upstairs.
- 88. Locked room. Someone's having a breakdown inside.
- 89. Locked safe.
- 90. Flooded stairwell.
- 91. A kid sits on a catwalk above you, taunting you.
- 92. Garden
- 93. Sleeping dragon.
- 94. 100 open tomes.
- 95. Burning room.
- 96. A big, salivating mouth.
- 97. Doll factory.
- 98. Songbird thinks you're doppelganger.
- 99. "Friendly" Sphinx restrains herself.
- 100. Tentacle grapples songbird...



For when you need the shape of a room~



Expanse

The default assumption is that a room costs one tick of light to traverse. But expanses go beyond. They can be confusing, labyrinthine, or just cover miles of distance. To traverse a Mega Room, the cartographer rolls a medium dreams test. Success means you navigate it efficiently, spending only 1 light. Failure means you waste time finding the exit and spend d10 light. If a room isn't complicated and is just big, it will list its cost in ticks.

Sidewalk to Nowhere

Slabs of concrete suspended by wires from a ceiling you'll never see, or supported by wobbly stacks of stone that descend into unlimited darkness. Careful of collapses.

Air Vents

Twisting metal encasings, pathing their way through gargantuan other-space, entangled like a ball of mating serpents. Cramped, echoey, cacophonous even. Either way too hot or way too cold as manufactured air is pushed through them.

Endless Pit

A cylindrical or rectangular opening, ranging from a tiny duct to a football field of empty space. There are no stairs etching the sides, just little anomalies of design that only the most foolhardy climber would believe were a path.

Endless Stairs

Spiral or straight. Down or up. An exhausting endeavor of repetitive stress. Their width waxes and wanes. Archways the size of houses, or tight squeezes that make you suck in your chest.

Ruined City

A mess of semi-familiar architecture. It's recognizable as a city, though its use as one may be unidentifiable. Big blocky skyscrapers, floating rectangular shapes shifting in and out of surfaces. The rooftops are a parkour-ridden sphere of near-falls. The ground level is a daunting, claustrophobic maze.

Pipes

A mess of metal and plastic tubes. Some big enough to drive a car across, others like tight ropes barely hanging on. A dexterous journey that pushes the balance of a body to its breaking point.

Apartment Complex

The interior of a large building. Empty room after empty room. Signs of life not necessary. Just empty architecture. Needlessly complex.

Escher Stairs

Stairs of all angles, directions, and altitudes, kissing stone to stone as they shift and change their course.

Piranesi

Impossible archways. Pathways of stone and metal. Interiors of buildings so large you can see for miles and miles. Lots of little alcoves, nooks, and crannies to get sidetracked by. Only one contains the exit.

Ash Lake

Wide expanse of flat water. Smooth fog dances across the surface. Pillars dot the area like support structures for something greater up above. Perhaps they hold up the entire world.

Suspension Wire

Large enough to walk across with ease. Hangs across an impossible space, sagging and sagging before raising and raising. Wind makes it sway gentle. Its groans are earcracking and devastatingly haunted.

Astral Corpse

The body of a fae, traversable like the wilderness. Its body has wilted and bloomed. Organs melted into beasts. Skeleton polished iron.

Rhythmic Crushers

Metal slamming into metal. Clanks and bangs and crashes. Machines churning, cogs grinding. Time-consuming not for its size, but for the caution it requires to slide under a block of steel that can pulp you.

The Desert

An expanse of shifting, holographic sands. The air above is a hollow echo of all the voices that have passed through here before, reverberating like balls of life from surface to surface.

The Ocean

Water. As far as the eye can see. Doors to this room open sometimes beneath the surface, sometimes far above the surface, and occasionally on small platforms right at the water's level.

Labyrinth

A maze. Dead ends, twisting paths. Even with your hand on the left wall at all times, this is gonna take a while.

Fish-eyed Room

A room warped like a fish-eye lens; smaller and scrunched on the peripheral, expanded and bloated near the center. This can be warped dimensions or warped perception.

Platforming Canyon

A canyon of oscillating platforms, tiny steps, and handholds. Leap from one to the other with careful precision, or perish.

Sunflower

Fields of gloaming flowers, taller than you and impossible to see beyond. Doors stand randomly in clearings.

Moon

The surface of her. She is so beautiful. She is so kind to let you here. Please be generous. Doors only open to those who leave gifts.

Traps

Tests of physique and reflex. Crushers, mashers, shooters, gutters. Dungeons are a mouth trying to digest you. They are a wound seeking to disinfect you. Traps can be triggered by motion sensors, trip wires, heat sensors, pressure plates, loud noises, or proximity.

Landmines

Hidden beneath a surface. A disturbed stone, a lumpy carpet, a floor of shifting sand or soil. Landmines go off when pressure is applied to them from any direction. 2d10.

Claymores

Like landmines but easier to spot. The sensors on their face spread out in a red triangle of light. 2d10.

Automatic Turrets

Plastered at the ends of hallways, hiding in ceiling compartments, mounted in the corners of rooms. Turrets scan rooms, react to movement, or track heat, 2d10.

Multiple Kill Vehicle

A click is all you hear before the MKV propels out of the ground in the middle of the gang. It's the size of a small dog and fitted with propulsors, gun barrels, or explosives. Propulsor variants rocket towards the nearest target and crash into them to halt progress, pinning them to the ground as they snap and hiss. Gun variants fire off one hundred rounds in an instant, spraying in all conceivable directions except for right below them. Bomb variants give a moment's pause before exploding an entire room or hallway. 4d10

Collapsing Roof

Lower to meet the floor over the course of a scene. They mash everything inside. Rooms seal during this process, allowing nothing to enter or exit.

Compactors

Similar to collapsing roofs, only the walls come together at the center of the room to do the mashing.

Gates

Gates split groups of people by dropping between them. Portcullises or walls that change the architecture of the dungeon.

Kill Holes

Tiny slits in walls that conceal guns, darts, and other projectiles. Darts can be paralytic or poisonous instead of causing damage.

Furniture

Trapped furniture, like a door, a chest, a couch, etc. These are activated when the furniture is interacted with, a door opened, a chest searched, a couch sat upon. They are rigged to fire something at whoever interacted with them, or can be paired with another trap as its activation. Opening a door might slam a gate down behind you, splitting you from your group. Opening a chest might reveal a poison dart primed to fire.

Electricity

Doors, floor tiles, net traps, walls, and fences can all be electrified. The electricity makes a slight hum that is noticeable. d10.

Pit Traps

Pit traps are placed in rooms or in hallways to catch the unaware. The floor opens up to reveal a deep pit that is nearly impossible to escape from, or a series of spikes meant to impale, or piranha-infested waters, or acid. Some open up, swallow their prey, and then lock behind them to remain hidden.

Flooding Rooms

Flooding rooms seal themselves and fill with either water, sand, or acid over the course of two or three turns.

Laser Grids

Fae-tech lasers that crisscross rooms or hallways. Stationary or moving, low to the ground or cascading in wild patterns. Dodging them requires an acrobatic mind and body.

Saw Blades

Hidden in walls or ceilings. They are always active and follow a strict pattern of movement, or remain in the same spot spinning away. 4d10.

Guillotines

Swinging blades, chopping blocks. They are always active and follow a strict pattern of movement, dropping or swinging on a rhythm. 4d10.

PHASR

Mounted in rooms and hallways, activated by proximity, timer, or motion detectors. These strange orbs reflect and redistribute light at targets to blind them. A sound and sizzle like old flash photography, followed by blinding light.

GOODBYE

Plates and sensors in walls that heat up the water molecules in someone's skin, causing an intense and painful burning sensation.

They have a slow windup and cool off and create a thrumming drone when turning on. 2d10.

Vomit

A piercing sound. The frequency induces vomiting from the listening. Radiating from a speaker, siren, or other audio device. Easily destroyed but hard to reach.

LRADs

A low throbbing hum that forces all who hear it to save or become possessed by the Nightmare.

Treasure

When the GM wants to assign a bounty, fill a room with treasure, or just needs some quick loot, they can use the table below. Treasure rating I is for basic bounties or finding coins in a small area, whereas Treasure rating V is for the deep wealth stolen by the Dungeons.

TREASURE	COINS	GOODS	MAGIC
1	D10 * 10	NULL	NULL
2	2D10 * 10	D10 GEMS	NULL
3	D10 * 100	D20 GEMS	1 MINOR
4	2D10 * 100	D20 GEMS + 1 ART	1 MAJOR
5	D100 * 100	D10*10 GEMS, D10 ART	1 ARTIFACT

Coins

Financial stress is a great source of energy for angry spirits to feed on, so they send goblins to snatch wealth and hoard it beneath the earth. The coins gathered in a Nightmare might be from an array of different cultures. Some may even be extinct.

1. Silver Crown

The oldest silver coin, minted by King Stoic, the last king of the City. They feature a crown on one side and a blank reverse. The words "under the eyes of the king" are etched around the edges.

2. Bronze Scales

The Docks have their own currency and their own government that decides how they run things. To certify this union underneath the City's government, the Docks minted their own coins from the unrefined bronze the City used to pay them with. These coins carry weight amongst sailors and pirates alike.

3. Hierarch Silver

There haven't been Lunar Hierarchs born since the King died. Still, Hierarch Silver is considered the most "real" coin in circulation. They are scarce and collectors hoard them jealously.

4. CS Gold

City Standard Gold is the newest monetary initiative and considered the default there. These coins are found in every nook and cranny of the City, though their circulation beyond its walls is still in its infancy.

5. Double Heads

A trick coin that was eventually adopted as part of the City Standard Initiative. These are copies of Hierarch Silver but feature the caricatures of two Hierarchs instead of the singular Hierarch on the heads and their symbol on the tails.

6. Phoenix Tips

The rarest known coins in existence. Ancient. Used in fae times to grant passage to the Moon. When you find any Phoenix Tips, make a Luck check to see if the entire batch is counterfeit. If not, they're worth 10c each.

7. Silver Serpents

Old coins with a serpent coiling around both sides. The originators of "heads" and "tails."

8. The Doct Script

A heavy series of coins from a bygone era before the City stood at all. Rectangular-ish, flat and sharp at the edges. Worthless to all except the most devoted of collectors.

9. Dragon Eyes

The first human currency, used to exchange goods between fae and mortals. Smooth rock-like coins, with a finger-sized hole carved out of them.

10. Fairy Bones

The carved iron bones of elves and other fae. Each "coin" is worth 100 CS Gold. Traded primarily amongst dragon slayers and the elder songbirds.

Gems

The Moon covets its gems. They are her children. Horrors carry them from ruins and towns back into the Nightmares below.

1. Sapphires

Found only on the Sunbroke Sea. Miners set up underwater bases to mine the beautiful blue stones. Mermaids use them to barter with dolphins and sharks. 10c each.

2. Emeralds

Mined from the Ender Mountains and polished by the various temples resting on the peaks. These green gems are condensed spiritual energy and are used in spiritual cleansings. 35c each.

3. Rubies

Ruby mines stretch below the City and into Aberdeen below. Superstitious academics believe the rubies were the last warning left by the Eco. 20c each.

4. Moonstones

Debris from the moon brought by the Eco long ago. These are limited, rare, and extremely valuable. High ranking wizards at the Oolithian Academy have found that the stones have psuedo-intelligence. 100c each.

5. Jurnals

A rough, vantablack shape. These stones are found near Eco gravesites. Bio-chemists believe they are diseased tumors that grow inside of the Eco's eyes. 50c each.

6. Clenzens

Smooth, sea-green stones with a blue ooze that moves gently inside. Clenzens are found on riverbeds and are often protected by the fish of the region as religious icons.

7. Star Shards

Meteor showers will bring with them geometric, white crystals that embed in the countryside. Star Shards hold the power of a random spell inside of them. 250c each.

8. Runemarks

Runemarks form when a spell lies dormant on a stone surface for much too long. The concrete or rock molds with the runes drawn on it. Jewelers deal with them as gemstones. 25c each.

9. Cat's Eyes

Yellow stones with a green iris inside. Often carved and placed in marriage necklaces or other ceremonious jewelry. 30c each.

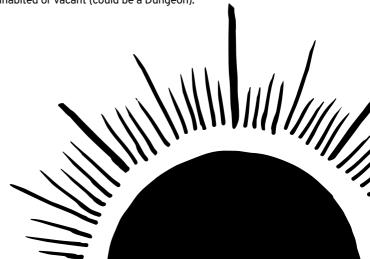
10. Mushroom Rock

A fungal gem that grows as a result of Cuernosis (a fungal disease) in plants. The disease causes plants to grow small, craterous stones. 55c each.

Art

Dungeons spontaneously generate art on canvas, or stone, or wood. This simulacrum of artistry is prized within the City, held above even above the most legendary human painters. Despite debates about its safety and cultural value, Dungeon art continues to sell. When you find a piece of Dungeon art, roll d1000 (four d10s, each one representing a digit) to determine value.

If all numbers rolled are the same (3333, 7777, etc.) the painting is an entrance to a pocket dimension. Roll Luck to see if it's inhabited or vacant (could be a Dungeon).



Minor Magic Items

Bomb

A stick of dynamite or a pipebomb. Used to blow holes in walls and monsters alike.

Buddy Bot

Little orb that floats around your head. Holds an extra inventory slot.

Door Jam

When this is kicked under a door, the door can't be moved.

Glorious Kerchief

Allows a pet to fly when tied around their neck.

Holographic Skate Tee

Reflects a projectile attack once before being scratched.

Pumped Up Kicks

Allow you to jump really high when pumped up.

Random Soda

Roll for a random soda or two.

Skeleton Dice

Pair of d10s. Always roll the combination you want.

The Unscratchable Itch

When wearing this glove, your hand can pass through all matter as if it were water

Trivial Pursuer

This robot allows you to automatically succeed one Lore check every session.

Unbreakable Stick

It's a stick about as long as you'd imagine. Only it can't be broken.

Zardoz's Magical Gum

Chew this candy and blow a bubble with it. It acts as a hot air balloon as long as you keep it inflated and intact.

Major Magic Items

Action Figure

Bonds to you. Whatever happens to it happens to you.

Anarchist's Hoodie

Makes you invisible or silent (your choice) while the hood is up. 1-in-10 chance of finding a bomb in the pouch each day.

Attachable Robot Arm, One of?

Looks and acts like Doc-Ock's arms in Spiderman 2.

Bigger Bombs

Cartoonish bombs with long fuses. Blows up carts, cars, and buildings.

Cat Keyboard

Can be programmed with a song you know to play it hands-free.

Freeze Ray

Freezes anything. Save ends. Needs recharging in direct sunlight after use.

Lab Assistant's Cloak

1-in-10 chance of finding the item you want in a pocket. Otherwise, you pull out a lab rat.

Pair of Mood Rings

Share emotions with the other wearer.

Portable Hole

Cartoonish black hole that leads to small dark pocket dimension.

Red Landline Phone

Connects you with the person you most want to talk to.

Switchblade of Returning

Returns to you whenever you flick your hair or wink seductively.

The Princess's Camera

Take a picture of yourself. If you die, you revert to that version of yourself in that exact spot.

Artifacts

Objects of terrible power and unmitigated horror. Created in the depths of Dungeons by the soured dreams of Death. To destroy an artifact, you must return it to the Dungeon that created it and close that Dungeon. Dragons can also destroy artifacts by willingly consuming them.

Unending Rod

A third of the Lunar Lance, the weapon that killed Love. The Unending Rod can extend infinitely, always remains the same weight, and can retract instantly when commanded.

Unstoppable Rod

A third of the Lunar Lance, the weapon that killed Love. The Unstoppable Rod can't be stopped when thrown. It is currently somewhere on the Moon.

Immovable Rod

A third of the Lunar Lance, the weapon that killed Love. The Immovable Rod can only be moved by its current owner. When left somewhere, even in the air, it is immovable.

Phoenix Bracer

Fits perfectly to any wrist. The wearer spontaneously combusts every morning and reforms intact. It always hurts, removing d10 HP permanently until death. Sleeping with someone transfers the bracer to them. If you die with the bracer on, it returns to the last person who had it.

The Emperor

A solid-steel tarot card of the once-reigning Emperor Stoic. The holder of this card can speak with beasts and beasts will listen. They must listen. You're their Emperor, after all.

If you use the card on a human, it works but part of you becomes bestial. Start a hangman on your character sheet. Add a body part each time you use the card on a fellow human. When you finish the hangman, you are lost to your beasthood and the card leaves you. You must serve the Emperor's next holder for your remaining life.

Ring of Melancholia

One of the eight rings of sin. Carved from fairy bone and topped with one of Death's crystalized tears. No matter where you go, a fog will follow. Everyone within the fog is slowly taken by melancholy. First a lingering sadness, then fatigue, and then crushing malaise.

For each person affected by the fog, you gain 1 permanent max HP. All who die in the fog rise to serve you.

Leaf's Bag

An unassuming green backpack. It can hold 10 inventory slots inside. Every week, an inventory slot folds in on itself. To get the item in that slot, you must enter the bookbag.

When all the bag's slots have folded, they fold again. Inside the bookbag, non-euclidian hallways etch into an abyssal pocket dimension.

Time inside the bookbag is warped. Every folded inventory slot doubles the amount of time that passes in the outside world while you're in the bookbag.

Skeleton Key

Made from princess bones. An old fairy tradition. When touched to a lock, the lock reshapes itself to fit the skeleton key. If used on a door, there is a 1-in-10 chance the door then opens to the House of Bones, a strange Nightmare of Death. Where all princesses are lost for eternity.

Portal Cloak

A white cape with three black spots. You can remove the spots and place them on any surface. When something passes through one spot, it exits through the other two spots simultaneously.

Conflict

Rounds

A conflict is any scene that is tense, dangerous or violent. Where things go slow motion and every moment matters. During conflict, time is measured in rounds. A round allows a person to move (closer or further from something), perform a minor action (such as removing an item from inventory or opening a door), and take a major action.

Actions

- Attack swinging a sword or firing a gun or whatever.
- Use Magic unless the spell specifies a longer casting time.
- Dash gain an extra movement for the current turn. Use this to reach your goal.
- Dodge adds +2 to your dodge roll if you're targeted.
- Help gives ally an extra d10 to their damage.
- Search you can take your turn to search the area for whatever.
- Use an Object you can take your action to down a potion or use some other object (like a magic item or bomb).

Fighting

- Initiative = d20 + Reflex vs DC10 to go before your opponent.
- \mathbb{N} Melee = d20 + Physique + Melee vs DC12.
- Ranged = d20 + Reflex + Accuracy
 vs DC15.
- Dodging = D20 + Agility or Athletics vs DC18.

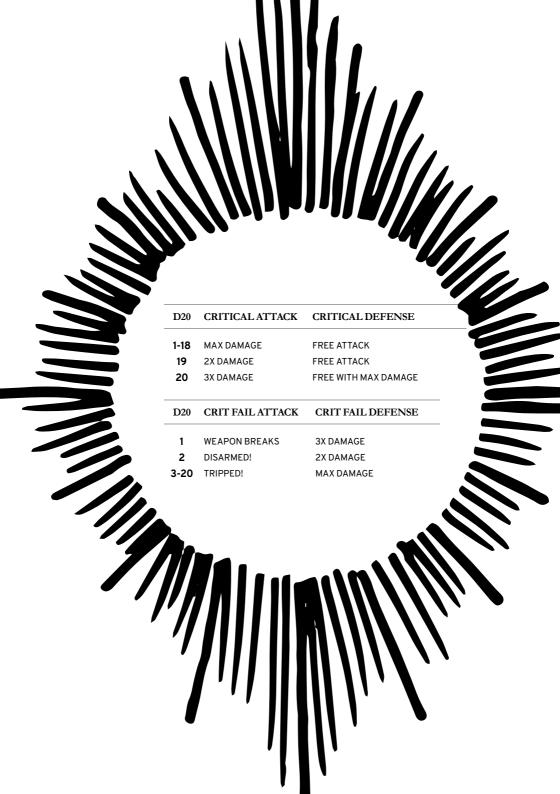
Critical Hits & Failures

Whenever you roll a natural 20 or a natural 1 during an attack or a dodge, roll an additional d20 and consult the charts to the right.

- Max Damage Attack deals the maximum amount of damage.
- 2x Damage Roll the damage and double it.
- 3x Damage Roll the damage and triple it!
- Weapon Breaks Your weapon breaks!
 Time to replace it.
- **Disarmed!** Your weapon is knocked from your grasp.
- Tripped! Attacks automatically hit you until your next turn.

Free Attack

When someone tries to flee out of your reach, you can use your minor action (if you have it) to make a free attack at them, even if it's not your turn. Most Spirits can also make opportunity attacks, so be careful.



Spirits

8

- HP How long they can hold a physical form.
- Armor Absorbs damage first, just like yours.
- Attacks How many people they attack, how many times they attack each round, and how much damage those attacks do.

Colossus

Bigger things have their stats split into parts, each with their own HP, hit DC, and turn in initiative. Their physical form isn't lost until the head or torso is at 0 HP. For every limb reduced to 0 HP, the DC to attack the torso and head is reduced by 1.

TARGET	MELEE	RANGED
LIMBS	DC 15	DC 18
TORSO	DC 12	DC 15
HEAD	DC 18	DC 20

Critical Hits

If you or your gang land three total critical hits on a Spirit, it loses its physical form immediately.

Memories

When you kill a spirit with a "memory" listed in its stat block, save or add that memory to your inventory. If you kill another human, they always leave you their memory. No save.

albatross

Colossal nightmare birds. They feed on negative emotions, linking to a single person and following them up to a week's travel away from their place of origin. An Albatross will return unless it's put to rest after defeat, or its remains are fully consumed by the one it's linked to.

HP - Wings 3d10, Tail d10, Torso 3d10, Head 3d10

Attacks one target with nightmare limbs and claws for 2d10. *Remember! Colossal things qet multiple turns.*

animated armor

A soldier executed for desertion will be bound to their armor by the Empire's shadow mages. They endlessly patrol where they fell, growing hungry for flesh. Animated armor will reform unless the ritual emblem they are bound to is burnt clean from the armor itself.

HP - d10

Attacks one target with a broken service weapon for d10.

ant lion

Large, venomous insects that burrow beneath the sand to conserve energy, only waking when startled by the tremors of a passerby. They dig pits to trap and paralyze their prey, and use their still-living bodies as cocoons for their transformation. When they hatch, their lacewings are worth 30c apiece.

HP - 3d10

Attacks one target with a paralyzing sting. Save ends. Or-

Bites a paralyzed target with spiraling jaws for 2d10.

bandits

Folk pushed to the brink. Left to starve in settlements by the Empire, or deserters who can't find rest. Led by a charismatic or cruel commander. Form gangs with banners and names. No more than thirty members.

HP - 1

Mobs one target for d10

banshee

A feminine person, betrayed, scorned, and killed by someone they trusted. They cannot rest, even if their revenge is successful. Their remains must be taken care of and buried proper for the spirit to rest, otherwise they will return.

HP - 3d10

Pierces all targets with a horrifying scream. Save ends. Or-

Slashes a horrified target with glass nails for 3d10. Or-

Gives one target at death's door a beautiful kiss for 2 Stress. Banshee heals and gains d10 max HP.

bear

The kings and queens of the jungle. Mythic beasts that make rifles quiver. Hides covered in arrows. Scars that are older and deeper than you. Eyes of the sweetest honey.

HP - 6d10

Savages three targets with claws and jaws for 3d10 each. Or-

Mauls one target with three attacks for 3d10 each.

Memory - gain a point of Physique but you can't dodge arrows.

black knight

Holy ranking of the League of Nations. Pharomancers and warlords. Spread disease to unruly settlements and raise their dead as militia to spread the hegemon. Always accompanied by 2d10 zombies.

HP - 3d10 + 30 armor

Attacks 1 target with poisoned blade for 2d10. Or-

Casts a scroll of fireball to burn all targets for 3d10. Save for half.

camel

The living network of the desert. Long-lived, hard working, and very loving creatures. They can always find water when left to their own devices. Will lead you into danger if you are cruel to them or if they just don't like your vibes. **HP** - d10

Memory - you can't be led to water.

critter

Little guys. Squirrels, rodents, and so on. Some might have greater cultural importance but this is a catch all for all the little guys you might run into. *HP* - 1

crocodile

The daughters of dragons. The fiercest protectors and worshipers of the land and its rivers. To disrespect the waters is to suffer their wrath. Villages near rivers, lakes, and swamps will snare extra critters to give as gifts to these reptilian queens.

HP - 3d10

Seizes one target in bone-snapping jaws and grapples. Save ends. Or-

Death rolls a grappled target for 3d10.

cultist

The most extreme followers of the otherworldly patrons. Work in secrecy under cover of night. Always searching for arcane knowledge for rituals. They amass sacrifices to pay the cost of their rituals, hoping to summon avatars of their patron.

HP - 1

Restrains one target with manacles and grapples. Save ends. Or-

Sacrifices one *grappled* target with ritual dagger for 3d10. Or-

Stabs one target with a chipped knife for d10.

dire raccoons

Raccoons grown to human size in their unnaturally long life. Stalk settlements, listening to human squabbles and exacerbate those squabbles through mischief: stealing goods, moving things around, and etching sloppy letters. Their cursed snickers echo from the shadows.

HP - 3d10

Flee from physical violence. Will barter trinkets for their life.

Will steal trinkets off of you. Roll d10 to see what inventory slot they target.

doppelgangers

Weird pseudo-reconstructions of humans. Forged in the Dungeons and the dreams of the moon. Easy to overlook if you're not paying attention. Seek to kill and replace their original image. Their remains must be burnt at night or they will return.

HP - 1

Stabs one target with two bladed hands for d10 each.

Killing a doppelganger of someone you know puts the memory of their corpse in your inventory. No save.

dragons

Colossal antlered lung dragons with seven sets of legs. They can be feathered or scaled. Immortal spirits. Invincible.
Born from a mortal who ingests a fallen star and has the legacy to survive the transformation. Their tears contain their memories. Their claws, scales, and horns shed over time, falling as gifts to the lands they inhabit.

Dragons reflect their lands, and can be poisoned by masses of toxic thoughts from settlements or the destruction of the natural world. When a well regarded person dies in their domain, the dragon will shed a tear for them, which falls into the land as living art. Many outside the Empire believe that if a dragon eats your corpse, you will pass gently to the afterlife.

A dragon can give up their life to become part of the land. They only do this when their lands are truly suffering, becoming a river, a mountain, or some other formation that hopefully ends the strife. Dragons are attracted to and protective of fallen stars: these are their eggs.

When you first see a dragon you gain a permanent point of Lore.

ecos

The precursor species that inhabited the planet before humans. Tall, monochromatic bipeds with elongated forearms, and reflective catlike eyes. They created and left behind Eco tech, a magi-tech powered by a strange liquid energy that led to the industrialization and advances of modern society.

Ecos are immortal, but as they age their organs polymorph into critters and other animals, escaping from their body as they return to the land. The Book of Ool holds that when the Ecos left, they fled to the stars, and built a city on the dark side of the moon.

If you ever meet an Eco, you gain a permanent point of Reflex.

fist of god

A heinous force for the League of Nations. Denoted by the large cross they carry and plant whenever they are to begin "judgment." The Fist of God is a group of twenty soldiers sent by the Queen on her most dangerous of quests. Razing settlements, gathering prisoners of war, and performing executions on the Queen's biggest detractors.

HP - 3d10 + 20 Armor

Attacks three targets with holy weapons for d10 each. Or-

Passes flensing judgment on one target for 3d10.

When the cross is planted, the Fist of God gains 10 HP, heals 1 HP at the start of each conflict round, and adds +d10 fire damage on all attacks.

flail snail

Large, mutated snails with armored shells and several flail growths where eyes would go. Attracted to settlements, roads, and other structures left in the wilderness. They smash and smash until nothing is left, then move on to the next.

HP - 3d10 + 20 Armor Swipes flails at all targets for 2d10. Or-Demolishes a structure for 6d10.

flying sword

Swords possessed by the spirits of those who wielded them. The longer they remain in this world, the more they grow: flesh and eyes and arms. Their remains must be buried properly, naming the spirit of the possessor, or the sword will return.

HP - d10 Slashes all targets for d10. Or-

Flurries at one target three times for d10 each.

fox

Rare and endangered from League of Nation hunts. These mythical animals live in every climate and hide when the sun is up. They are the remaining spirits of Inari. Her children. They eat curses and guide kind spirits to the afterlife. To kill one is to be cursed by Inari. *HP* - 1

Flees from violence.

gargoyle

When the rich abuse and brutalize their staff, they condemn their poor spirits to the buildings they labor in. Gargoyles are the vengeful servant class of large manors, castles, and forts. They seek to destroy, murder, and eat those who subjugated them. A gargoyle's remains must be brought to their actual homes (wherever they lived) and buried, or they will reform.

HP - d10

Spirits away one target into the air and grapples. Save ends. Or-

Drops a grappled target for 2d10. Or-**Bashes** one target with gnarled fists for d10.

ghosts

A ghost remains because of love, whether misplaced, unrequited, or true. A love between two or more people, or the love for a family, a place, or an object. The ghost's memories fade in and out as they remain in this world. To depart they must learn what happened to their love.

HP - 1

Embraces one target and possesses them. Save ends.

giant

Massive humanoids. Naked. Sleeping. Their skin is warm and alive but invincible to mortal blades. Impenetrable. They become the land over their long slumber, only causing trouble with their coughs, sneezes, farts, or as they shift to get comfortable.

giant bat

Mutated bats with giant ears and gaping maws filled with teeth and forked tongue. They grow elongated arms and legs, and wield weapons haphazardly against their prey.

HP - d10

Dive bombs one target for d10.

giant octopus

Colossal and beautiful. Travel from the deep seas to the surface out of curiosity. Have a language and society. Are often mistaken as violent for "checking out" human vessels as they sail. Or grabbing a human to bring them back to the city at the bottom of the sea...

HP - Limbs (8) - d10, Head -6d10 **Drags** a sailing ship into the depths for 3d10.
Or-

Wraps a target in a suckered limb and grapples. No save.

giant snake

When a princess dies, if her love doesn't die with her, her spirit will find safety in a snake and grow large with it. The scales of the snake hold the history of her kingdom, her life and love and dreams. Giant snakes seek out magic tomes and mage brains to eat, devouring them whole to grow even larger and add to the history within their scaled text.

HP - 10d10

Hypnotizes one target with brilliant eyes. Save ends. And-

Punctures one target with a poisonous bite. Save ends. And-

Crushes a target in its constricting coils. Save ends.

goblins

Spirits that inhabit objects, like pots, pans, and rocks. Almost any little thing can become a goblin if a spirit fancies it. Goblins are often the spirits of children or jovial elders, who've found that the fun in spirithood is playing pranks on the living and general tomfoolery. They're never looking to kill or even harm severely. They just want to have a laugh.

HP - 1

Pranks one target for d10 (or whatever effect is funny, hehe).

goons

The Legion of Nations is home to many fascist, liberals, and their sympathizers. Through propaganda or indoctrination, their army is plentiful with goons, cops, and city quards.

HP - 1

Menaces one target with the City's weaponsfor d10.

griffon

Mythic leaders of critters in the hills and mountains. The proud marriage of the majesty of the horse and the nobility of the eagle. A visit from a griffon is a blessing of good luck.

HP - 6d10

Strikes three targets with beak and talon for d10 each. Or-

Tears one target's throat for 3d10.

horses

Domesticated and wild. Friends to humans. Companions on long trips. Beautiful and loyal. A horse can't forget a face or a scent and will always find water if left to its own devices. **HP** - d10

Memory - no horse will trust you.

husks

Eco technology. A war machine that stands womanly and fierce. Powered by biology and machinery in tandem. In the last war, the League of Nations used them to raze large swathes of land. Now they wander the old battlefields, headless and aimless.

HP - Two arms + two legs - 3d10 each, 6d10 torso. 30 Armor

Fires a missile salvo at all targets for 3d10. Or-

Locks onto one target with a gigaton laser. Save or vaporize. Nothing is left. Or-**Crushes** one target with heavy heel. Save or die a messy death.

land shark

Hungry desert predators, slipping through sand dunes like ocean waves. They drag their prey under the sand to suffocate them before devouring them over the course of weeks.

HP - 3d10

Drags one target beneath the sand and grapples. Save ends. And— **Suffocates** any target beneath the sand.

legionnaire

Elite soldiers of the Legion of Nations. They fight on the front lines, pushing the boundary of the Queen's reach. They burn the forests and settlements and guard the workers while they pave roads through places they don't belong.

HP - d10

Strikes one target in the Queen's name with two attacks for d10 each.

lion

Huntresses of the plains. Apex predators of the wilds. Their pelts are immune to blades and arrows. They form prides to oppose human encroachment into their lands, mainly those from the Legion of Nations.

HP - 3d10

Pounces on one target with three attacks for d10 each.

lookouts

Monster hunters and animal protectors from the Illwood. Their multi-colored, magicallywoven cloaks denote their age and ranking within the organization. They build tree forts and wooden towers through hilly and forested areas to watch for beasts and fires.

HP - d10

Snipes one target with arrows for d10

manta ray

Massive sea animals that swim peacefully through the sea, drifting near and living within flooded ruins or shipwrecks. Sailors see them as a sign of treasure or lost goods.

HP - 6d10

Flees from violence.

manticore

Spirits warped into the form of a hunting cat with a human face, a lulling singing voice, and a spiked tail. These are often the victims of unjust deaths, left to wander the world in search of their own reparations. The injustice must be corrected for the spirit to rest.

HP - 6d10

Sings all targets to sleep with its haunting lullaby. Save ends. Or-Stings one target for 3d10. Or-Fires a spike volley at all targets for d10.

Memory - Add +1 damage against the Legion.

merchant

Traveler and collector of strange wares. Always willing to trade. Always has weirder things than you'd imagine. *HP* - 1 Flees from violence.

midozer

Football-sized pill bugs that attach to flesh and turn themselves and the limb to stone. All damage done to them is done to whoever they are attached to.

HP - 1

Fuses to one target and turns to stone.

mimic

Nightmare creatures born inside of Dungeons. They take the forms of objects, like chests, doors, or other dungeon dressings. They use their long arms to grab songbirds and pull them into their rows of sharp teeth.

HP - d10

Chomps one target for d10.

orca

Ship sinkers and apex predators. Their sleek black hides obscure them in the night, and their intelligence makes them skilled and vicious hunters. Often playing with their food, going so far as to psychologically torment them before going in for the kill.

HP - 6d10

Attacks one target for 3d10.

poltergeist

Some spirits cling to where they die and grow vicious in their age. They become the place and everything in it. Can control it, manipulate it, and pull it partially into the dream of Death. The only way to truly remove a poltergeist is to burn the place it inhabits.

HP - ??

Tosses nearby objects at all targets for d10.

Memory - advantage to vibes checks when indoors.

psychonaut

The Queen's psychic warriors. Kidnapped and trained from childhood. Only a small percentage show any psychic awakening after years of torturous training, and an even smaller percentage of those survive to become Psychonauts. They wear unique plug suits that link with their nervous systems, and metal helmets that hone their psychic powers to a razor's edge.

HP - 3d10 + 30 armor Read minds. Save ends. Attacks all targets with powerful psychic abilities for 2d10. Or-Mind crushes one target with all their might for 6d10.

rocs

Mighty birds the size of buildings. Their homes are hidden away and their hunting range spans miles upon miles. Often snatch up farm animals or lone travelers.

HP - 10d10

Grabs one target in its talons and grapples. Save ends. And-

Tears the heart of one target with its beak for 6d10.

rug of smothering

Living rug. Waits for its prey to step on it before springing to life, wrapping around and smothering them. All damage done to them is also done to their smothered prey.

HP - d10

Wraps around one target, grappling them. Save ends. Or-

Suffocates one grappled target.

scorpion

Mutated beasts filled with neon poison. They radiate light in the dark of the night so you can see them while they stalk you.

HP - 3d10

Stings one target and paralyzes. Save ends. Or-

Crushes one target with two claws for d10 each. Or-

Snips two targets with a claw for d10 each.

shade

Floating black cloaks filled with smokey shadow. Born from places of concentrated death. Bells don't ring in their presence. Anything a shade kills becomes a shade as well.

HP - d10

Curses one target with death. Save ends.

shambler

A mass of twisted soldier corpses. Their weapons fused with their injuries in a disgusting amalgamation. They moan from their many mouths, always seeking the end. A shambler will reform if each of the soldiers that makes it up is not given a proper burial.

HP - 6d10

Bellows a mournful wail at all targets. Save ends. Or-

Stabs at all targets with bayonets for d10.

Memory - you recognize those who saw horrors in the last war.

shark

Revered as gods of the sea. They protect travelers, are attracted to love, and can even bond with humans.

HP - 3d10

Rips limbs off one target for 6d10.

Memory - you always smell of blood.

skeleton

The unsleeping dead. Often coated in moss and grave flowers.

HP - 1

Attacks one target with bones or ancient weapons for d10.

songbird

Injured. Their gang was brutalized. They need your help to get fixed up so they can go back to check for survivors.

HP - d10

Adds d10 damage to one of your attacks.

spionera

High ranking saboteurs and ambassadors for the Legion of Nations. They always have a weapon concealed on their person. If they don't want to be seen, they won't be.

HP - 3d10

Smoke bombs all targets. Or-

Backstabs one target for 3d10. Rolls on the crit damage table. Or-

Pierces three targets with throwing knives for d10 each.

stinger

Massive mosquitos that latch onto flesh to drain its blood. They can hear heartbeats and wait for the slow rhythm of sleep before flying down for a drink.

HP - 1

Latches onto one target, draining d10 HP.

When killed, a Stinger inflicts bleed on the latched target.

the fisher

Eco technology. A forty-foot tall mech that wanders the sea for preservation: helping the lost, freeing trapped animals, healing injured ones. It carries a big net over its shoulder, full of waste collected from the water.

tombstone

A small hill of earth and grave markers. It slides and crawls across the earth to collect more dead. Created when monarchs are buried in elaborate mausoleums. They think they still rule, even in death.

HP - 10d10

Summons 2d10 skeleton helpers. And-**Deafens** all targets with the peal of the mausoleum bell. Save ends.

traveler

Someone without a home or trying to return to home. Possibly lost. Without an escort or a caravan or company, they are taking a big risk in the wilderness. Roll Luck to see if they're hungry and make a reaction roll to see how they feel. Flees from violence. HP-1

visage

Sometimes Death hears your thoughts. Sees your dreams. And creates your nightmares. A corpse that looks like you, lying mangled in your path. The image of your friend, massacred. Maybe a warning for a trap up ahead. Maybe a moment of sympathy from our sleeping god. But horrifying nonetheless.

When you encounter a visage, roll another random encounter to see how the visage died. Then save. Success means you gain a permanent point of Charisma. Failure means you are horrified until calmed.

wall of flesh

Buildings can come alive if they're subject to enough death. Rapid deaths. Massive deaths. Places of natural disaster. Buildings that have collapsed. The spirits congeal and inhabit these places. Behind the wood and plaster walls are organs and arms that grab. To put a Wall of Flesh to rest, the people killed within must be given a proper burial.

Buildings that come alive become non-euclidean. Hallways build into the space of the dead's lives. Their dreams and hopes and memories. The building is a museum of them. A museum that doesn't like intruders.

HP - 10d10 *Punishes* all intruders for d10.

war machines

Eco tech. Their bio-machines. Not originally built for war but repurposed by the Queen to spread destruction. Mechs and tanks. Ballistics. Autonomous killing drones. Those left for long enough in the wastes lose track of whatever their object was and roam quest-less, looking for a directive.

HP - Limbs 3d10 (up to eight), torso 6d10, head 3d10

Scours all targets with laser for 6d10.

whales

The sea herself. The singers of her songs. Big shapes under the water. The keepers of ancient lore. The myth goes that Saint Morose was swallowed by a whale and ate it from the inside, devouring its brain to learn sacred knowledge. Then used that knowledge to kill Love.

Coastal civilizations worship the whale and praise when one is beached that they may partake of its flesh. They use every piece of the whale, leaving nothing to waste. They thank the sea for this gift, but quietly as to not wake her.

HP - 10d10

Memory - you can't hold a tune.

will-o-wisps

Small spirits. Balls of light that suffered horrible deaths and now feed off pain and suffering. They lead the living into traps, beasts, and other dangers. If a will-o-wisp touches you, mark a Stress as it drains your life. They wait for you to be on death's door, then swirl around you, chuckling all the while. *HP* - 1

wolf

They speak the ancient tongue. Remember a time before us. Before Ecos. They know the truth and will never share it. Their eyes can mark you for life. The Eco believed the wolves were their fathers. The fathers of all of us. Leaving gifts for them and following them wherever they led.

HP - d10 *Bites* one target for d10.

When a group of wolves attack as a pack, they pool their damage dice together, moving as one to tear a target apart.

wyrm

Mighty, mighty devourers of the earth.
Cavern carvers. Desert destroyers. They
fell from the moon and are trapped here.
Forever. They sense the sound of footsteps
through the sand. They are disgusted by
the rumble of machinery in their lands. They
dance to the sound of two moon flowers
swaying together.

The first time you see a Wyrm, you gain a permanent point of Charisma.

HP - 10d10

Devours all targets with its gaping maw, swallowing them whole. Or
Devours all vehicles and structures in its

path.

wyvern

The twisted spirits of those who hunt dragons. Strike dragons. Try to poison dragons. When they die their spirits are trapped here and grow long and wiry. Scaly. Vicious and forever hungry. The only way they can find rest is to be devoured by the dragon that they sought to smite.

HP - Wings d10, Torso 3d10, head d10, tail d10.

Attacks one target with its tail for 2d10. Or-Lashes two targets with claws for d10. Or-Scorches all targets with fire breath for 2d10.

zombie

When a body isn't given the proper rituals or burned, the spirit lies dormant until nightfall. Under the gaze of her. Our moon.

HP - 1

Mauls one target for d10.

Make Your Own

Health

1 HP - smaller animals, weak monsters, fodder.

d10 HP - most humans, animals, and smaller monsters.

3d10 HP - bigger animals, unique humanoids, monsters.

6d10 HP - big beasties.

10d10 HP - the biggest and baddest.

Damage

Easy Beasties - d10 Medium Beasties - 2d10 Hard Beasties - 3d10 Legendary Beasties - 5d10

Status Effects

Bleed

-1 HP at the start of each of your turns until the bleeding is stopped.

Blinded

All navigation or targeting fails unless you make a DC 12 Reflex check first.

Burning

Burns through an inventory slot per turn. When there are no slots, take d10 damage.

Confused

All rolls that don't succeed are considered critical fumbles

Deafened

You're unable to communicate vocally. Be guiet.

Death

Start a hangman. Fill in a piece at the beginning of your turn. When you finish it, you die.

Devoured

You are inside a creature. It crushes you for one Stress per turn until you're freed.

Drowning/Suffocating

Mark a Stress at the start of your turn.

Exhausted

-2 to all rolls until a downtime activity is completed.

Grappled

You can't move or dodge attacks.

Horrified

You must use your turn to move as far away from the thing that horrified you as possible.

Invisible

Invisible targets require a DC 12 Perception check to see.

Mournful

You are overcome with melancholy and are unable to do anything on your turn but lament.

Paralyzed

You can't move or take an action on your turn.

Passenger

Something is latched onto you. It doesn't stop you from moving or taking your action.

Poisoned

You have disadvantage on all rolls, including saves. Medicine and magical healing automatically cures.

Possession

Act on the possessor's turn and work with them to accomplish their goal.

Prone

Melee attacks against you count as crits if they hit.

Rage

You must attack the person or creature nearest you.

Sleeping

Attacks against a sleeping target auto-hit and count as crits.

Macro Play

9

Creating a Gang

- Roll an archetype
- N Roll 2 skills
- N Roll 1 trait
- N Roll on the equipment table
- N Repeat for each songbird in the gang
- N Mark hit points (5 + PHY)
- N Mark your save (10)
- Choose your luck (heads/tails)

acro play is Songbird's version of Solo-play. It allows a single person to create an entire party of characters, develop their personalities, and go on adventures. As you explore, you might meet new party members, lose party members, and discover new abilities.

Macro play focuses on simplifying play into single dice rolls, random tables, and coin flips. Everything from travel, encounters, and dungeon crawling can all be solved with a single dice roll that decides success, allowing you to fill in the particulars and see how it changes the gang. Random tables are used to spark ideas, adjudicate actions, and create drama. And coin flips are called on to determine luck and random chance. You might be called to flip a coin to see if a songbird dies, or if treasure is found, or if you meet a new friend.

Archetype

The stats of the entire party are added up to create the Gang's stats. So each archetype presents just a small portion of the stats.

Health

HP functions as Health for the entire group. Your gang's starting HP is 5 + PHY. This means getting more party members with PHY will increase your HP. When the gang's HP is reduced to 0, roll on the table below. Add +1 for each Stress marked in the gang.

D10 ARE WE DEAD???

- 1 GANG MEMBER MARKS A STRESS. RECOVER 1HP.
- 2 WICKED SCAR. GANG MEMBER GAINS +1 CHA.
- 3 GLIMPSE THE CAVE. GAIN +1 LOR.
- 4 FLIP A COIN TO SEE IF A GANG MEMBER IS DISMEMBERED.
- 5 SPLIT EYE. YOU CAN NOW SEE BEYOND MAGICAL ILLUSIONS.
- 6 VESSEL. FLIP A COIN. GOOD OR BAD?
- 7 OVERWHELMED. RETURN TO THE CITY IMMEDIATELY.
- 8 PERIL! FLIP A COIN TO SEE IF A SINGLE GANG MEMBER DIES.
- 9 DEVASTATION. FLIP A COIN TO SEE IF A GANG MEMBER DIES A MESSY DEATH.
- 10 FLIP A COIN FOR EACH GANG MEMBER TO SEE WHO SURVIVES.

Stress

Each member of the gang has a Stress. When it's marked, they will need to rest, relax, and participate in downtime before adventuring again. Stress increases the likelihood of making mistakes while adventuring, giving +1 to the "Are We Dead?" roll. If a Stressed gang member is pushed to adventure and takes another stress, flip a coin to see if they die.

D10	D10 ARCHETYPE	D10	D10 EQUIPMENT	D10	D10 SIMPLE WEAPON	D10	D10 HEAVY WEAPON
-	BRUISER - +2 PHY	-	START WITH A SPELL	-	KNIFE	-	HALBERD
7	ACADEMIC - +2 LOR	7	PIECE OF ARMOR (+5HP)	7	BRASS KNUCKLES	7	BUSTER SWORD
ო	TRICKSTER - +1 REF, +1 CHA	ო	5C	ო	BASEBALL BAT	ო	ZWEIHÄNDER
4	CHARMER - +2 CHA	4	SIMPLE WEAPON	4	KATANA	4	GIANT SCISSORS
Ŋ	ACROBAT - +2 REF	Ŋ	HEAVY WEAPON	Ŋ	WHIP	Ŋ	CHAINSAW
9	SOLDIER - +1 PHY, +1 REF	9	SHIELD	9	BOW	9	SCYTHE
7	MAGICIAN - +1 LOR, +1 CHA	7	HELMET	7	THROWING KNIVES	7	POWER GAUNTLETS
œ	HEARTBREAKER - +1 PHY, +1 CHA	œ	TRINKET	œ	NEEDLES	œ	DRAGON SLAYER SWORD
6	LIBRARIAN - +1 REF, +1 LOR	6	RANDOM KIT	6	VO-YO	6	REVOLVER
9	KNIGHT - +1 PHY, +1 LOR	9	PET	9	SKATEBOARD	9	BOLT-ACTION RIFLE

D10	D10 RANDOM KIT	D10	D10 RANDOM SPELL	D10	D10 PETS
-	ARSONISTS KIT	-	POLYMORPH	-	САТ
7	CLIMBER'S KIT	7	LOCK	7	D0G
ო	DUNGEONEER'S KIT	က	CONJURE	ო	RAT
4	FILM KIT	4	HOLY, HOLY, HOLLY (SONG)	4	BIRD
Ŋ	FIREFIGHTER'S KIT	Ŋ	SIGHTS UNSEEN (SONG)	Ŋ	SNAKE
9	FISHING KIT	9	FLEE (DRACONIC)	9	TURTLE
7	FORGERY KIT	7	CIRCLE OF PROTECTION	7	FROG
œ	GUARD KIT	œ	POTION	œ	RABBIT
6	HERBALISM KIT	6	BARRIER FORCE	6	FERRET
9	ZOOLOGY KIT	9	SUMMON SNAKE	9	HAMSTER

Jobs

D100		D100		D100	
1	BARISTA	38	STREET ARTIST	75	DJ
2	3RD-SHIFT GROCER	39	PERFORMER	76	APIARY ASSISTANT
3	TEACHER'S AID	40	BUSYBODY	77	OWLERY ASSISTANT
4	ACADEMY SCRIBE	41	PALM READER	78	CONSTRUCTION
5	PERSONAL CHEF	42	CARTOGRAPHER	79	MAIL COURIER
6	ZOOLOGIST	43	EXPLORER	80	ACOLYTE
7	URBAN RANGER	44	DANGER ARTIST	81	OUTLAW
8	ENTERTAINER	45	DANGER TOURIST	82	AMNESIAC
9	MECHA HISTORIAN	46	CARTOMANCER	83	ARCHIVIST
10	VETERAN	47	URBEX	84	BARBER
11	BAKER	48	CITY-SLICKER	85	BARKEEP
12	JOURNALIST	49	ASST. BODY MODDER	86	CLOCK WORKER
13	DELIVERY DRIVER	50	PRO EATER	87	CODEBREAKER
14	DETECTIVE	51	SLEEP SPECIALIST	88	CULT ESCAPEE
15	DOG WALKER	52	DREAM INTERPRETER	89	DECKHAND
16	CAT TRAINER	53	BASEBALL PLAYER	90	ARCHAEOLOGIST
17	RESEARCH ASSISTANT	54	SPEED SWIMMER	91	DRIFTER
18	DOCTOR-IN-TRAINING	55	MARATHON RUNNER	92	CELEBRITY
19	MECHANIC	56	STREET SWEEPER	93	SPY
20	PAINTER	57	HAIBANE	94	FISHER
21	ILLUVIAN CARETAKER	58	CARETAKER	95	GAMBLER
22	SNAKE WRANGLER	59	GRAVEDIGGER	96	RECLUSE
23	DOOR MAKER	60	PHARO-ASSISTANT	97	INHERITOR
24	ARCHITECT	61	PHYSICIST	98	ASST. LOREMASTER
25	FAILED ASTROLOGIST	62	BIOLOGIST	99	INTERN
26	DROPOUT	63	HOTEL MANAGER	100	RUNECARVER
27	THEATER ACTOR	64	LANDLORD		
28	DOMINATRIX	65	INVENTORY MGMT		
29	WAX ARTIST	66	FORUM MODERATOR		
30	MUSEUM TOUR GUIDE	67	STUDENT FILMMAKER		
31	STREET URCHIN	68	POET		
32	HACKER	69	ESSAY WRITER		
33	BURGLAR	70	BOTANIST		
34	FOOD CRITIC	71	GROCERY STOCKER		
35	DISAPPEARER	72	FARMER		
36	PULP AUTHOR	73	DOOMSDAY PREPPER		
37	MUSICIAN	74	PIANIST		

Names

D100		D100		D100	
1	AINSLEY	38	EVELYN	75	NOVA
2	ALEXA	39	EZRA	76	OCEAN
3	ALFIE	40	FINLEY	77	PARKER
4	ALI	41	FLYNN	78	PLAITH
5	AMARI	42	FOX	79	POOLE
6	AMORY	43	FRANKIE	80	QUINN
7	ARCHER	44	GENE	81	RAMSEY
8	ARI	45	GLEN	82	REESE
9	ARIEL	46	GREY	83	REMI
10	ASHLEY	47	GWEN	84	RILEY
11	ATHENA	48	HADLEY	85	RIPLEY
12	AUBREY	49	HARLOW	86	RIVER
13	BAGEL	50	HARPER	87	ROAN
14	BAILEY	51	HAVEN	88	ROBIN
15	BAKER	52	HENRIETTA	89	RORY
16	BELLAMY	53	HONOR	90	ROWAN
17	BLAIR	54	INDIGO	91	SAGE
18	BLUE	55	ISLA	92	SALEM
19	BOWIE	56	JACKLYN	93	SASHA
20	BRAT	57	JADE	94	SHILOH
21	BRIAR	58	JAMIE	95	TRINITY
22	BUNNY	59	JEAN	96	VALENTINE
23	CAMPBELL	60	JEREMY	97	VIOLET
24	CAREY	61	JESSIE	98	WALL
25	CARMINE	62	JORDAN	99	WINTER
26	CAROL	63	JUDE	100	WREN
27	CHRIS	64	KAI		
28	COLEEN	65	KEEGAN		
29	CREAM	66	KYRIE		
30	DAFFODIL	67	LANDON		
31	DARK	68	LANE		
32	DOM	69	LEAH		
33	EDEN	70	LENNON		
34	EITH	71	MOCKINGBIRD		
35	ELLIOT	72	MOON		
36	EMBER	73	NEO		
37	EMERSON	74	NICO		

Alternate Skills

D100		D100		D100	
1	ACADEMIA	38	FIREMAKING	75	PURGE
2	ACCURACY	39	FISHING	76	PUTRESCENCE
3	AGILITY	40	FLETCHING	77	RESISTANCE
4	ALCHEMY	41	GAMBLING	78	RUN
5	ANIMA	42	GLYPH EATER	79	RUNECRAFTING
6	APPRAISE	43	GORE ARTS	80	SERENITY
7	ARCANUM	44	GUILTY ARTS	81	SEXY
8	ARCHAEOLOGY	45	GUTS	82	SHADOW MAGIC
9	ASSASSIN	46	HANDS	83	SLAYER
10	AUTHORITY	47	HEALING	84	SLEEP
11	BEASTS	48	HERBLORE	85	SLIME MAGIC
12	CALCULUS	49	HYPNOSIS	86	SMITHING
13	CARTOMANCY	50	IF	87	SPEECH
14	CHARM	51	INSIGHT	88	STALKER
15	CONSTITUTION	52	INVENTION	89	STRENGTH
16	CONSTRUCTION	53	KINSHIP	90	SUMMONING
17	COOKING	54	LIGHTNING DEFENSE	91	SURGERY
18	COOL	55	LORE	92	THIEVING
19	CRAFTING	56	MAGIC DEFENSE	93	TOUCH
20	CREEPY	57	MELEE	94	TRANSCENDENCE
21	CYBERNETICS	58	MINING	95	TRAPS
22	DARKNESS	59	MISCHIEF	96	VIBES
23	DEATH	60	MONSTER RANCHER	97	VICE
24	DEXTERITY	61	MOON	98	VIRTUE
25	DISGUISE	62	MUSIC	99	VITALITY
26	DIVINATION	63	MYTHOS	100	VOCALS
27	DODGE	64	NATURE		
28	DOGMA	65	NAVIGATION		
29	DRAGON ART	66	NECROMANCY		
30	DREAMS	67	PASSION		
31	DUNGEONS	68	PERCEPTION		
32	ECO TECH	69	PHYSICAL DEFENSE		
33	EXORCISM	70	PILOTING		
34	EXPLOSIVES	71	POETRY		
35	EYES	72	PRAYER		
36	FARMING	73	PSYCHIC		
37	FIRE DEFENSE	74	PUPPETEER		

Academia

Navigating the academic landscape.

Accuracy

Aiming and/or precision at range.

Agility

Speed, quickness.

Alchemy

Mixing and knowledge of potions.

Anima

Your connection and communication with the spirits of the world.

Appraise

Knowing and setting the worth of items.

Arcanum

Knowledge read from the 18 Tomes (name one).

Archaeology

The history of the world as told through the items of the dead.

Assassin

Being an assassin. Y'know, like, killing political opponents and stuff.

Authority

Politics, intimidation, and relation to authority.

Beasts

Animals and the natural world.

Calculus

Supernatural understanding of angles and mathematics.

Cartomancy

The art of using cards for divination, magic, and fortune.

Charm

Sweep them off their feet.

Constitution

Endurance, resistance to poison, iron gut.

Construction

Building things with your hands and tools.

Cooking

Kiss the chef.

Cool

Oh yeah, you're so fuckin' cool. :sunglasses:

Crafting

Creating tools and other objects.

Creepy

Being a real creep. Scaring the fuck out of folks.

Cybernetics

Body mods, implants, and other cybertronic knowledge.

Darkness

You know the dark. What lurks there and what it hides.

Death

See the dead everywhere you go. Their spirits cling.

Dexterity

Flexibility and fine-control of the body.

Disguise

How to disappear completely.

Divination

Asking the powers-that-be for answers.

Dodge

Moving out of the way of dangers.

Dogma

Intensity of belief or a personal religion. A code or script.

Dragon Art

Mimicking the dances of dragons to invoke magical power.

Dreams

Tapping into the hidden world. Oneiromancy.

Dungeons

Knowledge of architectural flow, traps, treasures.

Exorcism

Knowledge of and the removal of curses.

Explosives

Ability to build, defuse, and detect explosives.

Eyes

Grants extra eyes. See where others can't.

Farming

Reaping, sowing, and selling of produce.

Fire Defense

Protection from fire. Talk to fire.

Firemaking

Pyromancy. Listen to fire.

Fishing

You can turn anything into a fishing spot, surely.

Fletching

Creating arrows and other projectiles. Sometimes out of very little.

Gambling

Betting it all, literally and metaphorically.

Glyph Eater

Ability to take in and digest magics.

Gore Arts

Practice of using the blood for supernatural means.

Guilty arts

Developing and using a secret martial art.

Guts

Bravery and facing insurmountable odds.

Hands

Grants extra hands. Hold what others can't.

Healing

Knowledge of the body for healing purposes.

Herblore

You know the secrets that plants and fungi hide from flesh.

Hypnosis

The magic of eyes, sound, and manipulation.

If...

What if the world was different? The AU skill. Change things.

Insiaht

Looking inside yourself and others for secrets and answers.

Invention

Creating something new, often from nothing.

Kinship

Connection to your friends and loved ones. Past, present, future.

Lightning Defense

Protection from lightning. Talk with storms.

Lore

Knowledge of the world. General history.

Magic Defense

Identifying spells cast on you and avoiding them.

Melee

Close quarters combat. Bare knuckle brawl.

Mining

Digging holes, identifying metals, making money.

Mischief

Causing mischief >:3c.

Monster Rancher

Raising, helping, and communicating with monsters.

Moon

That pale, blue orb. Hear her sing.

Music

Instrumental proficiency and history of musicians.

Mythos

The myths of this world and knowledge of the secret world.

Nature

Connection with the natural world.

Navigation

Knowing where you are and where you're going.

Necromancy

Raising the dead. Caring for the dead.

Eco Tech

Knowledge of the precursor technology.

Passion

Your animal magnetism.

Perception

The little things give you away.

Physical Defense

Shrugging off pain.

Piloting

Controlling and maneuvering vehicles.

Poetry

Knowledge of all events and wars through bardic tomes.

Prayer

Reaching out to a spirit, god, or demon of your choice.

Psychic

Telepathy, psychomancy, and telekinesis.

Puppeteer

Reaching out and touching the strings that connect us all.

Purge

Evacuating the mind, body, or an object's essence.

Putrescence

Revel in the filth of the world. You are one with it.

Resistance

Revolt of the mind and body against the forces working against it.

Run

Escaping from danger.

Runecrafting

Knowledge and use of runes to cast magic.

Serenity

Finding peace inside while the outside is a mess.

Sexy

Using your sexual wiles for the betterment of yourself and others.

Shadow Magic

Knowledge of and access to the Shadow Tome.

Slayer

Monster hunting and killing.

Sleep

Oneiromancy. Knowledge and control of sleep.

Slime Magic

There's goo everywhere. You can see it and commune with it.

Smithina

The trade of creating armor, clothes, and weapons.

Speech

Oratory prowess and rhetorical domination.

Stalker

Knowledge of Zones, sector cities, and the dangers of the world.

Strength

Physical power and the will to use it.

Summoning

Bringing forth things, creatures, and people from other worlds.

Surgery

Steady hands, knowledge of biology, and medical training.

Thieving

Burglary, locks, planning, and plotting.

Touch

You've got the touch (good with your hands).

Transcendence

Leaving your body behind to enter the hidden world.

Traps

Creating environmental dangers, mechanical and technological.

Vibes

Reading the aura of people, places, and things.

Vice

Drugs of all varieties. Knowledge, use, all of it.

Virtue

Encyclopedia of what cultures value and don't.

Vitality

Youthfulness, metaphorical or literal.

Vocals

Singing voice. Beautiful or sublime.

Traits

D100 TRAITS

- 1-10 SIMPLE & CLEAN GAIN 5 MORE HP.
- 11-20 SKILLFUL CHOOSE TWO MORE SKILL PROFICIENCIES.
 - 21 EXPERT CHOOSE A SKILL YOU'RE PROFICIENT WITH AND GAIN EXPERTISE WITH IT.
 - 22 NUMBER GO UP INCREASE A STAT BY 1.
 - 23 CONTORTIONIST YOUR BODY CAN FIT WHERE IT DOES NOT BELONG.
 - 24 SEABORN YOU HEAR THE SEA SING AT NIGHTS, FROM LAKES, RIVERS, AND THE PLACE WE SHALL ALL RETURN.
 - PORTENT AT THE BEGINNING OF EACH SESSION ROLL 2D20'S AND RECORD THE NUMBERS.

 YOU CAN USE THOSE NUMBERS IN PLACE OF EITHER YOUR ROLLS OR ANOTHER'S. CROSS THE NUMBERS OUT ONCE USED.
 - 26 HIDDEN WORLD YOU CAN ALWAYS FIND A DOOR TO LABYRINTHIA, THE LABYRINTH BETWEEN WORLDS. 1/SESSION.
 - 27 HEARTLESS YOU CAN TAKE A HEART AND PLACE IT IN YOUR INVENTORY. WHILE YOU HOLD IT, YOU AND THE OWNER GAIN ADVANTAGES WHEN WORKING IN EACH OTHER'S FAVOR.
 - 28 MOON POOLS YOUR EYES ARE DEEP AND MYSTIC. YOU CAN HYPNOTIZE PEOPLE WITH THEM. SAVE ENDS.
 - 29 INARI YOU ARE A VESSEL FOR A SHARD OF THE FOX GOD.
- 30 LIP READER YOU CAN ACCURATELY READ LIPS.
- 31 FALSE IDENTITY YOU HAVE A SECOND IDENTITY, INCLUDING DOCUMENTS, ACQUAINTANCES, AND DISGUISES.
- 32 INSPIRE 1/ENCOUNTER YOU CAN GRANT SOMEONE A D10 TO ADD TO ANY CHECK OR SAVE.
- TURN UNDEAD PRESENT YOUR HOLY SYMBOL AND FORCE ALL UNDEAD TO MAKE A SAVING THROW OR BE TURNED.
- 34 DRUIDIC YOU KNOW THE SECRET LANGUAGE OF THE DRUIDS AND CAN SPEAK WITH TREES.
- 35 NO WEAKNESS REROLL DAMAGE IF IT'S A 1 OR A 2.
- 36 DIG DEEP MARK A STRESS TO RECOVER ALL HP.
- 37 SECOND WIND 1/ENCOUNTER, TAKE A SECOND TURN AFTER YOUR FIRST.
- 38 HER TONGUE YOU CAN TASTE SUPERNATURAL EVIL (SPIRITS, DEMONS, ETC.) WITHIN 60FT.
- 39 HOME TURF CHOOSE A FAVORITE BIOME. YOU CANNOT GET LOST WHILE IN THAT BIOME AND CAN HUNT FOR A +1 FOOD.
- 40 VOLFE YOU HAVE A WOLF COMPANION.
- 41 THIEVES' CANT YOU KNOW THE LANGUAGE OF SYMBOLS.
- 42 DEVIL'S SIGHT YOU CAN SEE 30FT INTO TOTAL DARKNESS. BUT IT HAS TO BE TOTAL DARKNESS.
- 43 ELDRITCH SIGHT YOU CAN SEE THE REMNANTS OF RECENT SPELLS OR MAGICS.
- 44 RUNIC EYES YOU CAN READ MAGIC WRITING AND CODES.
- 45 TWO MINDS YOU CAN TOUCH A CREATURE AND PERCEIVE THEIR SENSES FOR A MINUTE.
- 46 MASK OF FACES YOU CAN SUBTLY ALTER YOUR FACE (EYE COLOR, HAIR COLOR, ETC.).
- 47 CURSE 1/SESSION YOU CAN CONCOCT A SIMPLE CURSE OF YOUR OWN MAKING. SAVE ENDS.
- 48 IMP A DIMINUTIVE IMP LIVES IN YOUR SHADOW AND CAN PERFORM BASIC TASKS FOR YOU.

D100 TRAITS

- 49 LUCKY YOU YOUR SAVE IS NOW A 9. ROLL A 9 OR ABOVE TO SAVE.
- 50 ELFEN LIED YOU HAVE AN ETHEREAL HAND THAT CAN EXTEND UP TO 30FT. FROM YOU AND LIFT UP-TO 10LBS.
- 51 LUCKY NUMBER ROLLING 7 COUNTS AS A CRITICAL FOR CHECKS AND SAVES.
- 52 SIXTH SENSE YOU CAN SMELL EMOTIONS.
- 53 NOW YOU SEE IT... YOU CAN EAT OBJECTS AND REGURGITATE THEM WITHOUT HARM.
- 54 RAN'S CURSE YOU HAVE A SNAKE COMPANION (CUDDLY).
- 55 MARTIAN YOU CAN TURN INTO A WOLF 2/SESSION. DEAL DAMAGE AS HEAVY WEAPON.
- 56 SECRET SECRETS 1/SESSION YOU CAN DETECT ANY NEARBY SECRET OR HIDDEN DOORS.
- 57 MARS THE RED CORPSE SMILES UPON YOU.
- 58 JACKIE CHAN YOU CAN TREAT ANY OBJECT AS A SIMPLE WEAPON.
- 59 DEUS EX YOU MAY ESCAPE DEATH JUST ONCE. ERASE THIS ABILITY AFTERWARD.
- 60 FEATHER FALL 1/SESSION YOU CAN FALL FROM A GREAT HEIGHT WITHOUT HARM.
- 61 ECO BLOOD YOU HAVE ADVANTAGE ON SAVES AGAINST CHARMS AND SLEEP.
- 62 ENDURANCE 1/SESSION, WHEN REDUCED TO OHP, DROP TO 1HP INSTEAD.
- ACTOR YOU CAN MIMIC THE VOICE OF A PERSON OR SOUNDS OF A CREATURE YOU'VE STUDIED FOR 1 MINUTE. SAVE REVEALS.
- 64 PHOTOGRAPHIC MEMORY YOU CAN ACCURATELY RECALL ANYTHING YOU'VE SEEN OR HEARD.
- 65 HAUNTED GAIN A RANDOM SONG.
- 66 DRAGON TOUCHED GAIN A RANDOM DRACONIC WORD.
- 67 ACADEMIC GAIN A RANDOM SPELL.
- 68 SPIRIT CALLING A SPIRIT HAS LINKED ITSELF TO YOU. YOU CAN SUMMON IT 1/SESSION TO HELP.
- 69 HALO SHEDS DIM LIGHT AROUND YOU AND GRANTS 5 ARMOR. CAN BE GIFTED TO SOMEONE TO GRANT 10 ARMOR.
- 70 DANGER DAYS WHEN YOU THROW YOURSELF INTO HARM'S WAY, GAIN ADVANTAGE TO YOUR NEXT ROLL. THIS CAN STACK.
- 71 GOBLIN TALK YOU CAN SPEAK THE LANGUAGE OF GOBLINS. MEANING, YOU CAN SPEAK TO THE GOBLIN INSIDE EACH OF US.
- 72 PROP HUNT 1/SESSION YOU CAN TAKE THE FORM OF AN OBJECT, LIKE A PIECE OF FURNITURE. YOU CAN STILL MOVE IN THIS FORM.
- 73 HOUND WHEN YOU GET A SCENT, YOU CAN FOLLOW IT FOREVER.
- 74 FULL HEART YOU HAD DISADVANTAGE ON SAVES AGAINST FEAR AND BEING HORRIFIED. BUT YOU HEAL DIOHP PER NIGHT IF YOU SHARE A BED WITH SOMEONE.
- 75 2D 1/SESSION YOU CAN BECOME 2-D.
- 76 STRANGER ONCE YOU LEAVE SOMEONE'S SIGHT, THEY ARE UNABLE TO REMEMBER ANYTHING CONCRETE ABOUT YOUR FEATURES.
- 77 CHAINED 1/SESSION YOU CAN SEE THROUGH THE EYES OF THE CHAINED PRINCESS AND FEEL HER MELANCHOLY.
- 78 BIRDY YOU CAN SUMMON BIRDS EQUAL TO YOUR CHA. THEY WILL HAPPILY LISTEN TO YOU.
- 79 VORTEX THERE IS A VORTEX IN YOUR PALM. IT CAN HOLD ITEMS FOUAL TO YOUR PHY

D100 TRAITS

- 80 PYRO FIRE LISTENS TO YOUR WHISPERS AND COWERS AT YOUR ANGER. ALMOST IMPOSSIBLE TO CONTROL.
- 81 SCAPEGOAT YOU CAN CREATE STRESS DOLLS FOR 20C AND A BIT OF TIME. ANYONE CAN TRANSFER A SINGLE STRESS INTO IT. IF THE DOLL IS DESTROYED. THE STRESS IS RETURNED.
- **82** RETRY THE FIRST TIME YOU'D DIE, ADD IT AS A MEMORY TO YOUR INVENTORY INSTEAD. YOU CAN USE IT TO GET +2 TO A ROLL 1/SESSION.
- 83 TATTOOS YOU CAN INTERACT WITH TATTOOS, SPEAKING WITH THEM, RESHAPING THEM, FOL-LOWING THEIR PATH TO WHEREVER IT LEADS.
- 84 GILLS YOU HAVE A SET OF GILLS SOMEWHERE ON YOUR BODY. YOU MUST BE SUBMERGED IN WATER FOR AT LEAST AN HOUR EACH DAY. CAN BREATHE UNDERWATER.
- 85 UNCHILD 1/DAY, YOU CAN TAKE ON THE FORM OF A MONSTROUS TROLL. THIS TROLL DOES NOT REMEMBER WHO YOU ARE EASILY.
- 86 INFINITE LIBRARY GAIN EXPERTISE IN ANY LOR SKILL OF YOUR CHOICE.
- 87 STRENGTH 1/SESSION, DOUBLE YOUR PHY FOR A SHORT TIME.
- 88 DEMON YOU HAVE A COMPLEX AND INTRICATE DEMON SUMMONING RITUAL TATTOOED ON YOUR BACK.
- 89 VISUAL CALCULUS WHEN YOU ENTER A PLACE YOU'VE BEEN BEFORE, YOU IMMEDIATELY NOTICE IF SOMETHING IS DIFFERENT.
- 90 RIDDLE OF STEEL YOU CAN SPEAK WITH BLADES, LEARN THEIR HISTORY, KNOW WHERE THEY'VE BEEN AND WHAT THEY'VE SEEN.
- 91 WHISPERS YOU GAIN +10 TO PERCEPTION ROLLS INVOLVING SOUND IF YOU REMAIN QUIET.
- 92 MARATHON YOU CAN RUN A MARATHON AT RECORD PACE. BUT ONLY ONCE.
- 93 STEED YOU HAVE A HORSE COMPANION.
- 94 POISONED YOUR BLOOD IS POISONED. BE CAREFUL.
- 95 REFLEXES REROLL 1'S WHEN MAKING A SAVE.
- 96 LUCKY 1/ENCOUNTER, ALLOW ANYONE NEAR YOU TO REPOLL A ROLL OF THEIR CHOICE.
- 97 FIGHTING STANCE YOU HAVE A FIGHTING STYLE ALL YOUR OWN. GAIN +2 TO ROLLS WHEN FIGHTING ONE-ON-ONE.
- 98 DARKNESS THERE IS A TENDRIL OF DARKNESS WRAPPED AROUND YOU. IF COAXED, IT WILL DO YOUR BIDDING.
- 99 KISS YOUR KISS HEALS 1HP.
- 100 BIG BRAIN CHOOSE OR CREATE THREE MORE LANGUAGES THAT YOU KNOW.

Motivations

D20 MOTIVATIONS

- 1 I AM SEARCHING FOR MY COOLER, OLDER BROTHER. HE WENT MISSING SEVERAL MONTHS AGO.
- 2 I AM SEEKING REVENGE ON THE SPIRIT THAT KILLED ME/SOMEONE DEAR TO ME.
- 3 I CAN'T STAY IN MY HOMETOWN AFTER MY EX GOT MARRIED TO AN ABSOLUTE JERK.
- 4 I NEED A DISTRACTION FROM THE MELANCHOLIC MONOTONY OF LIFE.
- 5 I WANT TO SEE THE OCEAN. I WANT TO FEEL ALIVE.
- 6 THERE ARE PEOPLE WHO RELY ON ME TO SUPPORT THEM.
- 7 I HAVE TO BE THE CENTER OF ATTENTION. I NEED PEOPLE TO THINK I'M COOL.
- 8 I SEEK TO UNDERSTAND MY OTHERWORLDLY PATRON AND WHY THEY CHOSE ME TO TORMENT.
- 9 A DRAGON FLEW OVER MY TOWN AND ITS MAGIC CHANGED EVERYTHING. I MUST FIND IT.
- 10 I AM PLAGUED BY RESTLESS NIGHTMARES OF A TOWN, I MUST FIND IT.
- 11 I WANT TO SEE THE WORLD AND LEAVE MY MARK.
- 12 I WANT TO FEEL HAPPY, BUT I DON'T KNOW HOW. I'M SCARED OF IT.
- 13 I HAVE A LOVE SOMEWHERE, I DO THIS FOR THEM.
- 14 I FEEL CHOSEN BY DESTINY, LIKE EVERYTHING IS PREDETERMINED.
- 15 IF I'M NOT BEING PUSHED TO MY LIMITS, I'M WASTING MY TIME.
- 16 I WANT TO FALL IN LOVE WITH ANYONE, ANYWHERE, ANYTHING.
- 17 I WAS COMPLACENT AT HOME AND SAW MY LIFE SLIPPING OUT OF MY GRASP, SO NOW I'M HERE.
- 18 I NEED TO HELP THOSE LESS FORTUNATE THAN ME OR MY OWN ISSUES BEGIN TO BUBBLE UP.
- 19 MY FATHER LEFT WHEN I WAS YOUNGER AND I ALWAYS WONDER IF HE TRIED TO COME BACK.
- 20 MY FAILURE STRAINS EVERYTHING I DO. IF ANYONE KNEW WHAT I'VE DONE THEY'D HATE ME.

Roles

Each gang member, in macro or micro play, should take a role within the group. Each one offers a job, a responsibility, or a benefit to the group as a whole. Some groups will only have 3-4 songbirds in them and won't be able to take on all the roles. That's alright. I'm fine with that: 3

Leader

A leader is more of a rock within the group that others can lean on for spiritual and emotional guidance. When there is a messy death, a leader can make the save for the entire gang, adding their Kinship as a bonus. They can also grant advantage to a macromove roll to help another gang member.

Lightbearer

Light and darkness are very important to the life of a songbird. Lightbearers hold and keep track of the Light of a gang. They are often at the front of the pack, or somewhere close, allowing everyone to navigate the nightmare spaces safely. Lightbearers can spend a Light while in the dungeon to grant a d10 to a gang member's roll.

Cartographer

Backtracking is impossible without the cartographer. They are responsible for making sense of the nightmare space of a dungeon, of keeping chalk lines and string tethered to mark paths. When the gang decides to backtrack or leave the dungeon, the cartographer roll d20 + Kinship vs. DC 12.

Historian

Calendar keeper, birthday reminder, and general timeline keeper. Historians are important to the, well, history of a gang. They mark special occasions, do the planning for holidays, and gather everyone's gifts for birthdays. When a songbird's birthday approaches, the historian can ask each player to write down a single gift each. These do not cost a single coin.

Lookout

Navigators and watchers. Lookouts roll the dice when it comes to travel and wilderness activities. They also roll random encounters. Lookouts can add their Kinship to all LOR rolls about the wilderness. They're really cool people, okay? Just, like, okay?

Stenographer

Note-keeper, holder of the "little black book" of contacts, keeper of the clocks. Stenographers keep lists of people and places the gang has met or been, and also tracks the clocks that are currently being filled in by gang members. Stenographers can add their kinship to rolls revolving around locating a person or place.

Travel

A songbird's job requires traveling. Whether taking the train to a dungeon in the city, walking across the plains to a dungeon, or sailing to a weird island that appeared out of nowhere (also a dungeon). When traveling on foot, by animal, or by vehicle, spend 1c per hex per person traveling and the Lookout rolls d10 + Nature on the chart below to see how the journey goes.

D10 TRAVEL ACTIVITIES

- 1 LOST! YOU'VE GOTTEN YOUR GROUP LOST. SORRY. TIME TO BACKTRACK.
- STRESSED. THE TRIP WAS BRUTAL. SOMETHING BAD HAPPENED, SOMEONE GOT CONFUSED, IDK. EVERYONE SAVES OR MARKS A STRESS.
- 3 ENCOUNTER. THERE'S AN ATTACK, A RUN-IN, A SHOWDOWN. EVERYONE ROLLS DIO AND LOSES THAT HP.
- 4 INJURY. THERE WAS A SLIGHT ACCIDENT ON THE TRIP. EVERYONE SAVES OR LOSES 1HP FROM THIS SLIPUP.
- 5 EXHAUSTED. THE TRIP WAS ROUGHER THAN EXPECTED. EVERYONE SAVES OR BECOMES EXHAUSTED.
- 6 WHOOPS. THE LOOKOUT MADE A SLIGHT MISTAKE. IT TAKES ANOTHER SEGMENT OF TIME TO REACH YOUR DESTINATION. HEHE.
- 7 WASTED TIME. THERE WAS A HICCUP OUT OF YOUR CONTROL. IT TAKES ANOTHER SEGMENT OF TIME TO REACH YOUR DESTINATION.
- 8 PERFECT. YOU ARRIVE SAFELY AFTER SOMEONE OR EVERYONE TALKS ABOUT THEIR FAVORITE SITE, SOUND, OR SMELL ON THE TRIP.
- 9 BONDING MOMENT. YOUR TRIP WAS SMOOTH AND RELAXING. EVERYONE RECOVERS 1HP, OR GAINS 1 TEMPORARY ARMOR.
- 10 EXCELLENT NAVIGATOR. YOU DID GREAT, LOOKOUT. GAIN ADVANTAGE ON A ROLL OF YOUR CHOICE.

Camping

When camping, everyone consumes food and the Lookout rolls d10 + Beasts on the chart below.

D10 CAMP ACTIVITIES

- 1 TERRIBLE STORM. IT'S IMPOSSIBLE TO SLEEP. RECOVER NO HP OR STRESS. HOW DO YOU OCCUPY YOUR NIGHT?
- 2 RESTLESS NIGHTMARES. SAVE OR NO SLEEP FOR YOU. WHAT PLAGUES YOUR THOUGHTS?
- CRITTERS. SEVERAL RACCOONS SNATCH AT YOUR BAGS WHILE YOU SLEEP. ROLL D10 ON YOUR INVENTORY SHEET TO SEE WHAT THEY GRAB.:EYE:
- 4 RANDOM ENCOUNTER! YOU'RE AWOKEN BY A RANDOM ENCOUNTER. OOPS. EVERYONE ROLLS DIO AND LOSES THAT HP.
- 5 GENTLE RAIN. RELAXING. RECOVER 2HP FROM THE SLEEP.
- 6 BEAUTIFUL NIGHT SKY. YOU CAN SEE THE STARS. YOU CAN HAVE A DREAM JOURNEY.
- 7 STRANGE SIGHTING. A LARGE SATELLITE IS CLOSE. YOU WATCH THE WORLD SHIFT AROUND YOU. WHAT'S DIFFERENT NOW?
- FLASHBACK, TO AN EARLY ADVENTURE, WERE YOU ALL
 TOGETHER BACK THEN? WHAT HAPPENED TO MAKE IT STICK
 WITH YOU ALL THIS TIME?
- 9 SHARE A MOMENT. EACH PLAYER CAN TALK ABOUT A MEMORY. REGAIN 1HP PER.
- 10+ COMET. STREAKS ACROSS THE SKY. CRASHES NEARBY. DARE TO DREAM? DARE TO CHECK IT OUT?

Dungeon Delving

Here is a way to abstract dungeon crawling for solo or macro-play. Instead of going room-by-room with a map and such, just delve. This turns dungeon crawling into just a few rolls which can be narrated and role-played as opposed to crawled.

Delve

When delving into a dungeon, the Cartographer rolls d10 to determine how big the dungeon is (spend that many Light), then rolls d10 + Dungeon and consults the chart below. If you can't spend that many, roll 2d10 + Dungeon and take the lowest number for the chart below. Add +1 on each subsequent roll to mimic getting closer to the goal. After the first roll, rolls pass clockwise around the group (or from top to bottom on discord).

D10 DELVING

- 1-4 ENCOUNTER. EVERYONE ROLLS DIO + MELEE, ACCURACY,
 ARCANUM, OR ANOTHER SKILL THAT CAN AID. IF IT'S 12 OR HIGHER,
 YOU GET THROUGH THE ENCOUNTER WITHOUT HARM. OTHERWISE,
 TAKE THE DIFFERENCE OF YOUR ROLL AND 12 AS DAMAGE.
- 5-6 TRAP. EVERYONE SAVE OR TAKE D10 DAMAGE. WHAT WAS IT? WHAT ABOUT IT HURT?
 - 7 TREASURE I. GET SOME TREASURE!
- 8-9 ENVIRONMENTAL HAZARD. EVERYONE ROLL A SKILL CHECK OF THEIR CHOICE, DC 15, OR TAKE DIO DAMAGE. WHY IS THIS PLACE SO DANGEROUS TO YOU? WHAT IS KEEPING YOU FROM MOVING FORWARD?
- 10-12 ENCOUNTER. EVERYONE ROLLS DIO + MELEE, ACCURACY, ARCANUM, OR ANOTHER SKILL THAT CAN AID. IF IT'S 10 OR HIGHER, YOU GET THROUGH THE ENCOUNTER WITHOUT HARM. OTHERWISE, TAKE THE DIFFERENCE OF YOUR ROLL AND 10 AS DAMAGE.
- VISAGE. THE DUNGEON SHIFTS AND GROWS WITH YOU. ROLL A

 13-15 SAVE OR BE HORRIFIED. WHAT DOES IT SHOW YOU? HOW DOES IT MAKE YOU FEEL?

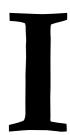
TREASURE. THE CARTOGRAPHER ROLLS D10 + PERCEPTION. 1-5. TREASURE II

- 16-17 6-10. TREASURE III 11-15. TREASURE IV 16+ TREASURE V
- HEART OF DARKNESS. THE SOURCE OF THE DUNGEON. EVERYONE MUST ROLL DIO + KINSHIP AGAINST DCIO. IF THE MAJORITY OF THE GANG SUCCEED, THE DUNGEON IS CLOSED WITHOUT INCIDENT. OTHERWISE, EVERYONE TAKES DIO DMG AND CLOSES IT. LEAVING THE DUNGEON IS SAFE NOW <3.

Appendix

A: Inspirations & stolen valor

- Into the Odd this was the first OSR-related project I read that really opened my mind. My first game was a hack of it. It's also where I got the idea to put bi-planes in my games.
- **Wonder & Wickedness** still my favorite arcane supplement. Best magic-related thing. My go-to.
- Whitehack clean layout and a few great ideas that are well worth the read.
- Number 1 kill puppies for satan Vincent really put his whole bussy into this one. One of the best written game texts.
- Alchemy & Ooze this PDF has d100 potions in it that are a blast to use. Never failed me in my games.
- Disco Elysium the skill system has been a constant source of inspiration for me.
- Fallout New Vegas the perks are genius and are a major inspiration when it comes to character creation.
- Persona 5 made me rethink the fun and enjoyment in downtime activities, and the dungeon-to-life balance.
- Blades in the Dark clocks are super useful when tracking random things. I like to use them for character growth outside of leveling, which has become a staple of my games over the last few years.
- Red Giant I blame this game for reigniting my love of Songbirds and daring me to make a third edition.
- **& Treasure** Gearing's treasure book is an inspiration and helped me figure out how to do treasure for Songbirds.
- D&D Been playing this since I was thirteen so it's hard for it to not be a source I return to on occassion.
- Fear & Hunger This game has stolen my mind and has led to many TTRPG-Thoughts that are present in this game <3</p>
- Apocalypse World It's hard to ignore the impact the Bakers have had on this industry. The downtime activities were heavily inspired by "moves" in PbtA games.



B: Music to game to

- Those Days Are Gone, Free Throw (2014)
- No Closer to Heaven, The Wonder Years (2015)
- N Lost, Picking Flowers in the Woods, BMSR (2005)
- Moenie and Kitchi, *Gregory and the Hawk* (2008)
- M Hesitation Marks, Nine Inch Nails (2013)
- N Sunshower, Taeko Ohnuki (1977)
- N Kind of Blue, Miles Davis (1959)

C: Touchstones

- Mononoke, Nakamura
- N Howl's Moving Castle, Studio Ghibli
- Nausicaä of the Valley of the Wind, Miyazaki
- N Ran, Kurosawa
- Psychonauts, Double Fine
- N Haibane Renmei, ABe
- N Seconds, Frankenheimer
- Dark Souls, From Software
- N Bloodborne, From Software
- Mushishi. Urushibara
- N The Last Guardian. Team Ico
- N Ico. Team Ico
- N Shadow of the Colossus, Team Ico
- Candy Mountain, Frank and Wurlitzer
- N Stalker, Tarkovsky
- N Chainsaw Man, Fujimoto
- Puella Magi Madoka Magica, Magica Quartet
- N Blame!, Nihei
- N Adventure Time. Ward
- N Summer Wars, Hosoda
- N Life is Strange, Don't Nod
- Batman: The Animated Series, Timm and Radomski
- N Berserk, Miura

D: Mutations

D100	MUTATIONS	D100	MUTATIONS	
•	MUDDET	25	FOYTALL	
1 2	MUPPET.	35	FOX TAIL.	
_	BECOME OLD.	36 27	EYES GLOW LIKE CANDLES.	
3	FROG.	37	ROTATE HEAD LIKE AN OWL.	
4	ANIMATE FURNITURE.	38	FRUITS BASKET.	
5	GROW 1D4 MORE ARMS.	39	SMELL COLORS.	
6	CHIMERIC ANIMAL AMALGAMATION.	40	SEE EMOTIONS.	
7	WHILE ASLEEP YOU WEIGH NOTHING. YOU FLOAT LIKE A BALLOON.	41	MUST BE SUBMERGED IN WATER OR YOU'LL DRY OUT.	
8	YOUR HEART IS A BIRD AND FLIES FROM YOUR CHEST. BETTER KEEP IT SAFE.	42	IF YOU RUN AT A WALL OR DOOR, 1-IN-6 CHANCE OF PHASING THROUGH.	
9	SKIN BECOMES BARK.	43	TENTACLE.	
10	YOU ARE ACTUALLY A CAKE.	44	VAMPIRISM.	
11	BECOME BIGFOOT.	45	LYCANTHROPY.	
12	RUSSIAN NESTING DOLL OF YOUNGER VERSIONS OF YOURSELF.	46	ONE OF THE OTHER PLAYERS MUST SPEAK FOR YOU.	
13	HAND IS ACTUALLY DEAD ARCHMAGE.	47	FEEL SMELLS.	
14	WOLF HEAD.	48	LIVER TURNS INTO A TROUT.	
15	SPIDER LEGS.	49	HOLE IN HAND.	
16	REPRODUCE BY BUDDING.	50	PHEROMONES - REPELS INSECTS.	
17	AKIRA MILK DREAMS.	51	YOU TURN INTO A STUBBY DOG.	
18	MUSHROOM HEAD.	52	SPIDERMAN WEB SHOOTERS.	
19	GROW GILLS.	53	PIG TAIL.	
20	SKIN IS BLUE.	54	STRETCHY LIMBS.	
21	KAFKA'S METAMORPHOSIS.	55	DETACHABLE HAND.	
22	RORSCHACH EYES.	56	MOSS GROWS WHERE YOU TOUCH.	
23	BULL HORNS.	57	CAN ONLY EAT COINS AND GEMS.	
24	SINGLE HORN OUT OF FOREHEAD.	58	YOU SMELL LIKE A BAKERY.	
25	PHOTOSYNTHESIS - HEAL IN SUNLIGHT.	59	YOU'RE INVISIBLE WHILE YOU SLEEP.	
26	SNAKE JAW.	60	YOUR SHADOW RUNS AWAY.	
27	SUNLIGHT IS POISONOUS.	61	DIVINE ICONOGRAPHY HURTS YOU.	
28	SNAKE SKIN.	62	DENSE BONES (VERY HEAVY).	
29	PICA - YOU CRAVE DIRT.	63	GASEOUS BLOOD.	
30	STOMACH MOUTH.	64	YOUR SKIN IS IMMUNE TO ACID.	
31	PORTAL IN FOREHEAD.	65	GROW SOMEONE'S EYE ON YOUR BODY.	
32	LIVING BOMB.	66	GROW BEARD EVERY MORNING.	
33	CONTORTIONIST LIMBS.	67	DISTORTION, SHUFFLE ALL OF YOUR STATS.	
34	GROW FEATHERS.	68	OSMOSIS, ABSORB FOOD/LIQUIDS.	

D100 MUTATIONS

- 69 GLUE HANDS.
- 70 THUNDEROUS BURPS.
- 71 AUTOBIOGRAPHY. IMPORTANT SCENES OR EVENTS GROW INTO FULL COLOR TATTOOS.
- 72 GHOST ARM, MIGHT LISTEN TO YOU.
- 73 MAGIC TRICK YOU CAN VOMIT A DECK OF CARDS ONCE PER DAY.
- 74 BLOOD BECOMES STUFFING. ORGANS ARE ALL CROCHETED.
- 75 CAN PLACE A FIST-SIZED OBJECT IN ORBIT AROUND YOUR HEAD.
- 76 YOUR SHADOW IS MONSTROUS.
- 77 YOU BUILD UP IMMENSE STATIC ELECTRICITY.
- 78 YOUR ACTIONS ARE NARRATED.
- 79 YOU CAN RELEASE AIR TO DEFLATE YOURSELF SLIGHTLY.
- 80 CANNOT WILLINGLY ENTER AN OCCUPIED BUILDING WITHOUT BEING INVITED.
- 81 TINY HOMUNCULI GROW FROM YOUR SHOULDERS. ONE IS REVOLTINGLY EVIL, THE OTHER PIOUS AND DULL.
- 82 SORCERER HAIR. LONG AND WILD, REACTS TO YOUR EMOTIONS, DRAMATIC AND FLASHY.
- 83 YOU ARE AFFLICTED WITH RAIN, STORMS, HAIL, AND SLEET AT UNSEASONABLE TIMES.
- 84 SLEEPWALK TOWARDS THE OCEAN WHEN YOU SLEEP.
- 85 WHEN YOU TAKE DAMAGE. YOU BELIEVE YOU'RE DEAD UNTIL PROVEN OTHERWISE.
- 86 RAYMAN HANDS.
- 87 BLACK SMOKE COMES FROM YOUR EARS WHEN YOU THINK DEEPLY OR STUDY SOMETHING.
- 88 YOU CRY WHEN NEAR SOMEONE EMOTIONAL.
- 89 AGE 2D10 YEARS.
- 90 BALLOON TO TWICE YOUR SIZE, BUT LIKE, LITERALLY LIKE A BALLOON.
- 91 GLITCH NATURAL 1S AND 20S CAUSE YOU TO GLITCH.
- 92 DRAGON SCALES ON FACE.
- 93 TURN INTO A BIRD.
- 94 YOU CAN SLEEP OR WAKE WHENEVER YOU LIKE.
- 95 YOUR EYES CHANGE COLOR EVERY TIME SOMEONE LOOKS AT YOU.
- 96 METAL RUSTS SLOWLY IN YOUR GRIP.
- 97 TURN INTO A PIG.
- 98 TURN INTO A BLACK CAT.
- 99 TURN INTO AN OCTOPUS.
- 100 EXPLODE INTO POWDER WHEN STARTLED. REFORM IN 30 SECONDS.

E: D20 Rolls

17, 17, 3, 1, 10, 10, 16, 16, 12, 13, 7, 12, 18, 5, 6, 12, 19, 5, 18, 12, 15, 3, 5, 15, 3, 3, 13, 19, 6, 11, 11, 5 7, 8, 8, 5, 17, 3, 7, 3, 17, 18, 10, 18, 13, 15, 18, 18, 8, 3, 20, 12, 8, 7, 18, 4, 17, 4, 4, 5, 18, 5, 1, 7 17, 19, 13, 1, 10, 8, 1, 6, 7, 19, 11, 11, 13, 14, 6, 5, 11, 5, 5, 3, 12, 10, 3, 11, 6, 6, 5, 3, 19, 13, 20, 18 10, 12, 5, 3, 6, 3, 6, 5, 7, 9, 16, 17, 9, 2, 2, 3, 19, 9, 17, 4, 8, 7, 14, 12, 11, 16, 1, 9, 16, 20, 4, 6 2, 7, 4, 8, 3, 12, 7, 12, 8, 8, 13, 7, 18, 4, 19, 8, 10, 17, 5, 20, 13, 9, 3, 13, 6, 3, 7, 5, 7, 19, 13, 10 15, 15, 18, 12, 13, 20, 11, 10, 13, 2, 11, 20, 14, 14, 13, 2, 1, 13, 6, 15, 16, 2, 7, 11, 13, 3, 6, 11, 13, 20, 18, 5, 9, 17, 15, 16, 3, 20, 18, 7, 20, 14, 13, 10, 5, 5, 4, 20, 10, 7, 5, 9, 1, 12, 17, 8, 10, 20, 19, 6, 6, 15, 1 15, 17, 8, 18, 4, 10, 6, 12, 9, 19, 4, 2, 6, 5, 14, 10, 1, 1, 13, 14, 10, 1, 9, 17, 3, 1, 19, 4, 3, 16, 3, 20 18, 4, 19, 19, 8, 12, 7, 5, 3, 10, 4, 17, 1, 4, 12, 5, 2, 14, 3, 10, 2, 20, 16, 3, 5, 12, 16, 20, 18, 2, 4, 20 4, 14, 19, 7, 1, 1, 5, 4, 4, 9, 11, 6, 9, 16, 16, 4, 19, 14, 7, 9, 5, 17, 4, 14, 20, 9, 18, 13, 6, 11, 11, 3 9, 5, 3, 4, 18, 9, 17, 19, 19, 14, 12, 15, 2, 19, 20, 18, 8, 16, 16, 4, 1, 4, 13, 5, 6, 6, 7, 9, 6, 7, 16, 16 6, 16, 7, 7, 20, 6, 19, 4, 11, 13, 5, 6, 14, 1, 13, 9, 7, 18, 11, 19, 4, 1, 8, 16, 1, 4, 13, 6, 20, 1, 14, 11 5, 16, 5, 16, 9, 3, 7, 16, 8, 7, 5, 6, 10, 1, 6, 17, 17, 10, 18, 2, 3, 17, 13, 12, 9, 14, 9, 15, 6, 15, 9, 5 2, 16, 9, 8, 14, 8, 7, 15, 15, 15, 11, 10, 7, 15, 14, 1, 1, 18, 16, 6, 10, 7, 15, 12, 7, 13, 20, 18, 16, 12, 5, 18 4, 8, 2, 7, 9, 7, 8, 10, 6, 9, 4, 20, 14, 11, 8, 14, 17, 5, 18, 13, 10, 3, 11, 19, 8, 9, 2, 13, 14, 18, 6, 20 8, 19, 14, 15, 13, 3, 1, 2, 11, 1, 1, 11, 14, 11, 16, 13, 13, 18, 12, 4, 3, 8, 11, 6, 4, 10, 6, 3, 11, 16, 9, 14 13, 20, 6, 12, 1, 18, 18, 6, 8, 17, 3, 17, 6, 19, 15, 2, 5, 6, 9, 7, 7, 4, 17, 19, 13, 11, 18, 19, 15, 18, 13, 4 17, 1, 7, 4, 9, 14, 6, 20, 10, 17, 5, 14, 20, 4, 5, 9, 4, 19, 9, 4, 9, 15, 7, 6, 17, 8, 5, 14, 10, 20, 14, 16 1, 16, 1, 6, 2, 6, 8, 8, 20, 17, 3, 3, 1, 20, 12, 2, 1, 9, 12, 12, 8, 13, 15, 1, 4, 17, 16, 6, 20, 15, 17, 11 4, 1, 8, 9, 10, 17, 5, 4, 20, 9, 1, 1, 16, 16, 15, 6, 16, 1, 19, 4, 13, 3, 2, 6, 14, 1, 4, 14, 6, 4, 9, 2 12, 9, 18, 15, 7, 10, 15, 11, 10, 17, 4, 6, 12, 8, 9, 6, 9, 9, 8, 3, 19, 9, 8, 9, 7, 13, 12, 20, 8, 14, 15, 1 2, 17, 5, 15, 14, 19, 10, 1, 15, 12, 12, 10, 14, 19, 2, 2, 12, 17, 18, 13, 6, 11, 18, 17, 11, 19, 9, 12, 15, 5, 15, 12, 7, 6, 9, 9, 8, 20, 11, 11, 19, 13, 14, 3, 5, 6, 12, 3, 6, 12, 13, 12, 3, 2, 9, 19, 16, 9, 18, 5, 10, 8, 2, 11 20, 14, 6, 16, 6, 8, 17, 1, 11, 9, 4, 1, 19, 12, 8, 13, 17, 14, 14, 3, 16, 2, 5, 8, 17, 15, 11, 12, 6, 20, 13, 2 1, 20, 18, 2, 6, 7, 12, 4, 8, 7, 5, 20, 15, 9, 18, 9, 5, 19, 18, 20, 10, 6, 9, 13, 4, 1, 6, 11, 8, 12, 7, 1 10, 19, 17, 4, 3, 19, 9, 11, 1, 13, 5, 5, 16, 7, 13, 3, 9, 10, 2, 18, 19, 17, 13, 15, 3, 1, 8, 20, 15, 16, 4, 12 5, 9, 17, 20, 1, 18, 2, 8, 12, 20, 6, 8, 5, 18, 16, 17, 15, 5, 4, 17, 12, 13, 20, 15, 5, 12, 2, 19, 16, 11, 6, 10 20, 2, 3, 13, 4, 5, 18, 15, 6, 6, 11, 5, 8, 4, 7, 1, 16, 18, 10, 18, 14, 18, 15, 19, 20, 4, 10, 13, 4, 15, 6, 4 13, 2, 20, 6, 2, 12, 16, 5, 17, 16, 17, 3, 8, 15, 3, 7, 8, 4, 2, 15, 12, 17, 16, 20, 15, 15, 13, 15, 17, 2, 14, 1 1, 3, 11, 11, 6, 8, 2, 5, 18, 7, 12, 1, 19, 11, 17, 16, 18, 6, 20, 2, 3, 11, 10, 10, 5, 9, 9, 5, 2, 9, 15, 4 19, 13, 11, 15, 14, 11, 19, 15, 10, 8, 11, 4, 3, 17, 2, 11, 2, 3, 7, 15, 11, 7, 14, 2, 9, 3, 17, 12, 17, 6, 12, 14 1, 1, 13, 12, 12, 18, 8, 13, 5, 8, 13, 16, 18, 1, 2, 13, 3, 4, 3, 10, 6, 17, 1, 7, 16, 8, 20, 7, 19, 10, 9, 20 6, 1, 11, 1, 5, 1, 8, 1, 3, 18, 1, 20, 14, 20, 10, 1, 12, 18, 6, 12, 8, 18, 11, 3, 3, 12, 12, 10, 3, 14, 15, 13 20, 12, 19, 16, 1, 5, 6, 1, 6, 1, 6, 6, 3, 6, 7, 4, 6, 18, 3, 11, 10, 17, 10, 18, 19, 9, 12, 16, 19, 10, 2, 19 12, 4, 8, 17, 10, 5, 3, 10, 1, 7, 17, 19, 9, 7, 2, 2, 20, 13, 4, 17, 3, 15, 6, 12, 16, 2, 11, 16, 3, 14, 8, 18 9, 20, 10, 12, 18, 7, 10, 1, 9, 16, 1, 9, 3, 1, 3, 15, 19, 13, 8, 6, 20, 20, 19, 13, 1, 4, 8, 12, 6, 5, 15, 3 5, 18, 8, 14, 19, 7, 9, 8, 14, 11, 12, 20, 13, 6, 4, 19, 16, 16, 14, 5, 9, 9, 19, 19, 9, 6, 2, 18, 4, 16, 2, 11 19, 12, 20, 16, 5, 5, 6, 20, 4, 3, 14, 2, 12, 5, 19, 5, 4, 9, 7, 12, 17, 7, 14, 9, 3, 19, 14, 6, 13, 6, 2, 11 10, 4, 2, 7, 3, 20, 2, 16, 6, 17, 17, 1, 18, 5, 10, 3, 7, 11, 20, 14, 5, 12, 5, 8, 7, 6, 1, 20, 6, 8, 13, 1 19, 15, 3, 6, 1, 20, 19, 7, 1, 12, 20, 2, 6, 12, 15, 15, 9, 11, 15, 10, 18, 11, 3, 2, 5, 7, 11, 12, 3, 18, 7, 18

F: D10 Rolls

10, 2, 3, 1, 3, 1, 9, 1, 8, 1, 5, 8, 2, 8, 10, 3, 3, 5, 1, 5, 4, 7, 2, 9, 9, 6, 9, 1, 7, 9, 10, 10 7, 10, 5, 3, 10, 4, 9, 1, 6, 1, 1, 8, 1, 2, 3, 6, 6, 4, 4, 7, 9, 10, 1, 2, 8, 8, 7, 10, 3, 9, 8, 6 10, 6, 9, 1, 8, 6, 10, 3, 3, 1, 3, 1, 3, 5, 4, 3, 10, 10, 5, 1, 1, 10, 2, 7, 3, 5, 5, 7, 4, 2, 5, 8 4, 10, 5, 10, 7, 8, 4, 3, 6, 9, 4, 9, 7, 2, 1, 6, 4, 4, 8, 9, 8, 2, 10, 6, 9, 8, 2, 9, 10, 4, 4, 2 10, 4, 2, 7, 9, 5, 6, 8, 2, 2, 1, 6, 8, 1, 1, 9, 4, 9, 9, 5, 8, 7, 2, 8, 3, 2, 7, 5, 3, 6, 4, 3 10, 8, 6, 1, 8, 2, 2, 6, 2, 5, 2, 3, 2, 4, 1, 9, 2, 7, 3, 2, 8, 3, 5, 8, 3, 1, 3, 8, 10, 4, 1, 5 1, 1, 6, 5, 2, 9, 5, 5, 5, 5, 5, 5, 4, 5, 10, 2, 2, 9, 9, 5, 10, 5, 2, 5, 5, 4, 8, 3, 6, 1, 7, 6, 3 7, 1, 9, 7, 3, 8, 4, 5, 8, 7, 3, 8, 8, 3, 9, 3, 8, 4, 4, 5, 2, 6, 1, 1, 2, 9, 1, 3, 1, 6, 4, 6 8, 9, 5, 8, 5, 3, 10, 10, 3, 4, 6, 2, 9, 9, 1, 9, 10, 5, 4, 9, 10, 10, 8, 6, 3, 5, 2, 9, 1, 4, 8, 10 1, 2, 6, 7, 2, 2, 10, 1, 4, 7, 8, 7, 10, 3, 5, 2, 7, 2, 3, 6, 2, 5, 9, 5, 3, 1, 3, 10, 3, 3, 10, 7 8, 10, 7, 6, 1, 4, 4, 5, 10, 7, 10, 9, 8, 1, 1, 2, 6, 3, 10, 2, 2, 9, 4, 4, 3, 3, 1, 10, 6, 3, 4, 4 6, 7, 8, 7, 9, 10, 7, 2, 10, 5, 8, 9, 8, 4, 2, 2, 6, 9, 7, 5, 4, 2, 3, 1, 2, 6, 6, 5, 2, 6, 5, 5 2, 9, 1, 1, 8, 2, 8, 10, 1, 7, 8, 2, 3, 2, 5, 8, 6, 10, 7, 4, 5, 5, 2, 9, 8, 10, 4, 2, 9, 9, 7, 4 4, 4, 3, 7, 8, 7, 10, 4, 7, 2, 8, 2, 2, 5, 9, 7, 5, 8, 6, 2, 7, 8, 1, 6, 10, 6, 2, 4, 6, 3, 1, 7 4, 4, 5, 8, 3, 3, 5, 3, 2, 10, 4, 3, 3, 8, 10, 4, 3, 4, 6, 10, 9, 10, 5, 5, 5, 10, 5, 1, 10, 8, 8, 2 7, 7, 10, 5, 9, 6, 7, 2, 4, 10, 5, 2, 3, 10, 9, 8, 3, 9, 4, 5, 4, 8, 7, 5, 2, 3, 7, 4, 7, 1, 6, 10 3, 7, 4, 9, 6, 8, 8, 3, 5, 7, 8, 10, 2, 7, 7, 1, 5, 1, 7, 9, 5, 3, 5, 3, 2, 1, 3, 5, 1, 1, 9, 9 8, 1, 2, 4, 9, 2, 10, 8, 8, 2, 5, 2, 3, 8, 4, 3, 6, 10, 10, 8, 1, 9, 7, 3, 10, 7, 5, 2, 1, 1, 5, 10 8, 2, 5, 9, 3, 3, 3, 2, 4, 8, 4, 3, 5, 6, 1, 6, 8, 5, 5, 3, 10, 8, 8, 5, 5, 1, 5, 1, 3, 2, 3, 3 3, 9, 9, 3, 9, 4, 6, 10, 3, 7, 3, 1, 2, 3, 4, 4, 9, 3, 8, 6, 7, 2, 1, 6, 2, 7, 3, 10, 10, 1, 6, 3 2, 3, 9, 3, 10, 1, 6, 8, 7, 4, 2, 5, 9, 1, 7, 7, 3, 3, 9, 8, 3, 4, 9, 9, 3, 2, 4, 4, 4, 2, 5, 3 8, 1, 3, 4, 9, 7, 5, 5, 7, 9, 8, 5, 1, 8, 2, 8, 7, 3, 8, 8, 6, 2, 5, 9, 3, 6, 4, 3, 6, 7, 2, 2 1, 2, 2, 8, 2, 1, 5, 1, 5, 8, 9, 10, 8, 10, 10, 9, 7, 6, 4, 7, 4, 5, 8, 6, 2, 8, 8, 6, 2, 10, 3, 7 8, 8, 4, 1, 4, 9, 10, 2, 1, 10, 3, 5, 5, 3, 10, 10, 2, 3, 7, 9, 10, 7, 9, 10, 4, 8, 1, 1, 9, 8, 6, 5 9, 8, 9, 9, 8, 8, 8, 8, 4, 7, 7, 5, 7, 1, 9, 7, 4, 2, 6, 1, 2, 9, 6, 7, 6, 7, 1, 8, 3, 9, 6, 3 2, 9, 7, 8, 10, 2, 3, 1, 2, 3, 8, 10, 9, 6, 3, 4, 3, 4, 9, 2, 5, 4, 8, 6, 9, 1, 9, 10, 2, 10, 9, 6 6, 1, 3, 2, 10, 6, 4, 6, 8, 1, 1, 2, 5, 2, 4, 7, 6, 10, 10, 3, 1, 9, 2, 9, 4, 4, 10, 6, 10, 3, 2, 2 1, 2, 1, 7, 3, 7, 1, 5, 8, 7, 7, 5, 5, 9, 2, 9, 8, 6, 5, 1, 7, 5, 10, 4, 9, 3, 5, 10, 3, 5, 5, 2 10, 3, 10, 6, 7, 6, 2, 7, 4, 6, 6, 1, 9, 5, 3, 1, 1, 2, 4, 3, 7, 9, 3, 1, 8, 4, 5, 5, 2, 6, 9, 8 9, 5, 8, 7, 6, 1, 7, 8, 2, 2, 3, 4, 3, 6, 6, 10, 8, 6, 4, 4, 3, 10, 8, 6, 9, 7, 6, 7, 1, 3, 4, 4 8, 10, 9, 6, 4, 7, 8, 5, 10, 5, 1, 2, 7, 10, 3, 4, 3, 10, 5, 8, 1, 3, 9, 5, 1, 2, 10, 6, 4, 9, 4, 5 6, 7, 2, 2, 5, 8, 9, 4, 1, 10, 6, 1, 5, 5, 9, 8, 9, 3, 5, 6, 1, 7, 6, 7, 3, 3, 5, 8, 1, 10, 8, 7 7, 5, 10, 1, 1, 10, 7, 3, 2, 2, 6, 5, 5, 4, 2, 3, 2, 9, 6, 3, 6, 4, 3, 5, 7, 4, 10, 2, 4, 4, 3, 6 7, 2, 8, 6, 10, 3, 10, 8, 2, 3, 9, 10, 4, 10, 1, 2, 9, 8, 7, 10, 10, 10, 2, 9, 1, 6, 3, 1, 6, 4, 9, 10 10, 3, 7, 1, 1, 2, 8, 5, 3, 9, 10, 2, 9, 8, 6, 6, 4, 5, 4, 4, 3, 6, 8, 7, 8, 8, 1, 4, 8, 5, 8, 5 10, 6, 2, 9, 4, 9, 6, 2, 5, 4, 6, 2, 9, 4, 8, 2, 3, 8, 3, 6, 10, 2, 10, 3, 2, 8, 6, 10, 7, 5, 2, 5 5, 3, 1, 5, 6, 1, 4, 9, 4, 8, 2, 2, 3, 10, 8, 2, 6, 5, 1, 7, 8, 7, 7, 1, 10, 9, 10, 5, 6, 6, 2, 5 6, 5, 3, 9, 3, 6, 2, 2, 5, 6, 2, 10, 3, 8, 4, 1, 2, 5, 1, 2, 8, 7, 7, 3, 10, 10, 5, 2, 3, 10, 7, 1 5, 8, 7, 10, 9, 5, 8, 3, 2, 3, 8, 9, 10, 6, 1, 4, 2, 2, 3, 2, 6, 5, 6, 3, 5, 10, 8, 5, 2, 10, 2, 5 4, 6, 8, 10, 7, 2, 5, 7, 1, 6, 5, 3, 1, 2, 7, 5, 9, 4, 8, 5, 7, 7, 4, 7, 3, 6, 9, 9, 1, 6, 7, 7

G: Mixing Sodas

D100	RESULT
1	EXPLOSION! YOU ARE AT DEATH'S DOOR.
2-3	BOTH SODAS CANCEL EACH OTHER OUT, USELESS.
4-8	COMBINATION CREATES SENTIENT POISONOUS CLOUD.
9-15	COMBINATION CREATES NEW WEATHER IN AREA.
16-25	THE SMELL ATTRACTS GIANT BEES TO AREA.
26-35	COMBINATION CREATES DUNGEON SLIME
36-90	BOTH SODAS TAKE EFFECT JUST FINE.
91-99	ONE SODA LASTS TWICE AS LONG.
100	ONE OF THE SODA'S EFFECTS IS NOW PERMANENT.

H: Drugs

Taking drugs increases a Stat temporarily for a segment of time and drains 1 HP.

Alcohol, nicotine (smoked and otherwise) and prescription amphetamines are legal in the City and cost:

- Cigarettes 10c per pack
- Alcohol 25c for a fifth, 15c for a pint
- M Amphetamines 125c per bottle

Other drugs have to be located at your own discretion.

Alcohol

Hanz Schnaps, Fireworks whiskey. Add +1 to Physique, -1 HP.

Nicotine

Old Guards or Bloody's (Reds). Add +1 to Charisma, -1 HP.

Amphetamines

Juice, Speed. Add +1 Reflex, -1 HP.

Gravidaphed

Cream made from "nightmare stuff." Add +1 Lore, -1 HP.

I: Level 0 - Pre-Songbirds

To create a "level O" songbird means to create a regular person before they're chosen to be a songbird. This could be a great way to start a low-stakes game, or a game focused on slice-of-life in the world of songbirds (or, maybe, your own more-modern setting).

- Assign 5 points to your stats
- Set your HP to 1 + PHY
- Hobbies! Choose 1 skill proficiency
- N Roll a job. +2 when applicable

Equipment

You begin with the clothes on your back, 3c, and a Pouch. Pouches have 3 slots. When you need an item that could reasonably fit into a pocket or small pack, pull it from your pouch and mark a slot. Pouches can be bought for 10c.

Becoming a Songbird

The easy solution is to say that you become a songbird after marking 3 Stress and dropping to 0hp. But the likelihood of any individual person becoming a songbird is quite low. To model this, use the massive damage table, replacing results of 96-100 with "You awaken in the Songbird Mausoleum with your new gift/curse." This means that only those that roll on the Massive Damage table have a 5% chance of becoming a songbird. Low odds.

Funnel

Here's a great experiment! Have each player create multiple Level 0 characters and run them through an encounter with a colossal spirit. See if any songbirds are born. If not, you've just filled the area with a new tragic story to tell.

J: Different Stats

The typical Songbirds stats are Physique (PHY), Reflex (REF), Lore (LOR), and Charisma (CHA). But here are some other stats for other hacks/ideas I've been working on. The idea is always to boil down what it is people are measured by in-universe. This can be more nebulous, but it's important to ground the system in the world of whatever game you're playing. The expectation placed on the person in a world can be a good place to start.

Pigeons

For a more slice-of-life style game, about regular people in whatever setting you can imagine.

- N Hands quickness, finesse
- Eyes perception, flirtation
- N Face emotions, drama
- Nerves instinct, anxiety

Original Songbirds

In the first and second editions of Songbirds, the stats were much different. If you want to use those stats instead, here you go:

- Mind decipher, follow, observe
- N Body react, damage, take
- N Soul spirit, sense, connection
- N Luck happenstance, chance, randomness

.hack//snow

I've been thinking about a smash-together project of .dungeon and songbirds because I really love the setting of .dungeon. So you could use those stats:

- Build system mastery, character optimization, the crunch.
- Meta knowledge of the game, its setting, and its development.
- Presence your senses, charisma, and immersion in the virtual world.
- Hands your reaction time, hand-eye coordination, and precision.

K: Alternate Rules

Narrative Stress

If you want a slice-of-life game, Stress can instead be a measure of narrative. Meaning that when a character marks all 3 Stress, instead of that representing only death, it could also mean retirement, moving away, giving up, or moving on to the next chapter of life.

Linking Skills

Players can decide which skills go under which Stats, using either skill list presented in this book. They can be left free-floating, not attached to any particular stat. Or they can be assigned as the player sees fit. This allows for a greater degree of flexibility when it comes to skills. The original skill list and their associated Stats work the way they do because that's how I envisioned the skills working, but additional flexibility can lead to a deeper understanding of an individual character. What does it mean for melee to be linked to LOR for instance?

Resilient Characters

When a character drops to OHP, they immediately mark a stress and recover all HP. This makes it less likely for characters to die out of nowhere.

Using 2d6 instead of d20

It's possible to use 2d6 instead of a d20 when playing Songbirds. A d20 is "swingy," which means that it is equally likely to roll a 1 as it is any other number on the dice. This always makes dice rolls a tossup! Rolling a d20 leaves things up to fate for an important moment in your character's life.

When rolling 2d6, it's more likely that you'll roll a result of 6-8 than any other number. After adding bonuses from Stats and Skills, this means you'll often end up with a result of 10 or more. Meaning you'll usually succeed at normal tasks, and almost always succeed at simple, routine, and easy tasks.

L: Old Empty Rooms

D100	ROOMS	D100	ROOMS
1-25	TRAP.	62	GAME ROOM.
26	PRISONER ROOM.	63	LOUNGE ROOM.
27	FORTIFIED GUARDROOM.	64 STABLE FOR HORSES.	
28	SECRET VAULT DOOR.	65	WRITING ROOM.
29	LODE WHERE ORE IS MINED.	66	CREATOR'S CRYPT.
30	OBSERVATION ROOM.	67	STAIRS DOWN.
31	ARMORY.	68	MOON ROOM.
32	BANQUET ROOM.	69	RITUAL TEMPLE.
33	FURNISHED BEDROOM.	70	DOG KENNEL.
34	CHAPEL FOR WORSHIPING LOVE.	71	TRICK OBJECT.
35	WELL (DRY).	72	CAT CHAMBERS.
36	WELL (FULL).	73	FALSE CRYPT (TRAPPED).
37	HOLDING ROOM.	74 DUPLICATE ROOM.	
38	THRONE ROOM.	75	NECROMANCY ROOM.
39	TORTURE CHAMBER.	76	SPY ROOM.
40	TRAINING CHAMBER.	77	DRAGON OBSERVATORY.
41	TROPHY ROOM.	78	SALON.
42	MUSEUM.	79	SEALED BURIAL MOUND.
43	BATH HOUSE.	80	FACES CARVED INTO WALL.
44	TRAP WORKSHOP.	81	GIANT STATUES (WEIRD).
45	SUMMONING ROOM.	82	ETCHED WARNING.
46	TRAPPED STORAGE ROOM.	83	STATUE OF A DEITY.
47	PRAYER ROOM.	84	GREAT MARBLE ARCH.
48	BARRACKS.	85	STANDING STONES.
49	LABORATORY.	86	DEAD MAGIC ZONE.
50	ELEVATOR.	87	TALKING GARGOYLES.
51	DECORATED FOYER.	88	CRYSTAL GROWTH ROOM.
52	CLASSROOM.	89	SPIRIT TREE (ANCIENT).
53	CRYPT.	90	PORTAL TO HELL.
54	DINING ROOM.	91	WISHING WELL.
55	DIVINATION ROOM.	92	HAUNTED HALL.
56	EXIT.	93	RIVER.
57	GALLERY OF PAINTINGS.	94	PETRIFIED ADVENTURERS.
58	LIBRARY.	95	DEAD DRAGON.
59	PLANAR GATE ROOM.	96	DESERT.
60	AVIARY.	97	LAKE.
61	Z00.	98-00	MUSHROOM FIELD.

M: Tricks

D20	OBJECT	D20	TRICK
1	воок.	1	AGES ANYONE WHO TOUCHES IT.
2	BRAIN IN JAR.	2	ASKS THREE QUESTIONS.
3	BURNING FIRE.	3	BESTOWS RESISTANCE TO FIRE.
4	CRACKED GEM.	4	CREATES A FORCE FIELD.
5	DOOR.	5	SHRINKS/ENLARGES CHARACTER.
6	FRESCO.	6	GIVES DIRECTIONS, TRUE AND FALSE.
7	FURNITURE.	7	FLIES ABOUT.
8	SCULPTURE.	8	CONTAINS AN IMPRISONED CREATURE.
9	FUNGUS.	9	LOCKS ALL DOORS.
10	PAINTING.	10	PLAYS GAME OF CHANCE FOR PRIZE.
11	PLANT.	11	TURNS YOU INTO A MOUSE.
12	POOL OF WATER.	12	TURNS INTO A MONSTER.
13	RUNES ON WALL.	13	WAILS LOUDLY WHEN TOUCHED.
14	SKULL.	14	TALKS, IS P CHILL.
15	ENERGY SPHERE.	15	TELEPORTS YOU AWAY.
16	STATUE.	16	SWAPS TWO PEOPLE'S MINDS.
17	STONE OBELISK.	17	UNLOCKS ALL DUNGEON EXITS.
18	SUIT OF ARMOR.	18	INDUCES GREED.
19	TAPESTRY.	19	INCREASES OR REDUCES GRAVITY.
20	TARGET DUMMY.	20	MIDAS TOUCH.



