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SONNBERGSS

IN

THE

CAGE



Inside the Cage

- ▶ The world is built on the corpses of reality warping entities made of metal and flesh. These are called Giants.
- ▶ Creatures of living time turned the immortal Giants into aging mass. They were called World Serpents.
- ▶ Giants fled from death into their own little words. These are called Planes.
- ▶ The ones that died grew the world from their backs into a patchwork of regions. These are called Faces.
- ▶ Faces gave birth to new lives of flesh, while the metal rusted away. This includes animals, you, and many, many strange things.
- ▶ Rusted metal poisoned the memories and thoughts of Faces, creating monstrosities. These are called nightmares.
- ▶ Faces create pocket dimensions in the places and things that hold heavy emotional weight. These are called Basements.
- ▶ Faces are mostly barren. People gather in tiny communities isolated from one another. These are called Villages.
- ▶ Cultures die out and become ancient. These are called ruins.
- ▶ The Poisoned thoughts spread over villages and regions. These are called cursed cities.
- ▶ Faces remember a place before time. They poke up as physical structures in the world. These are known as Memories.

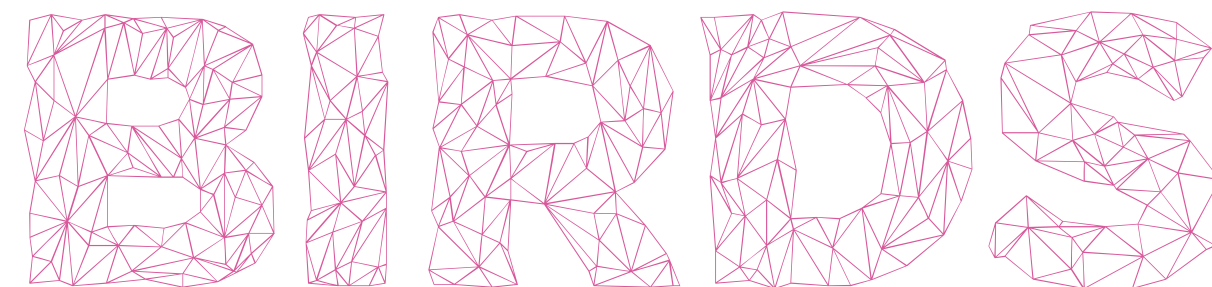
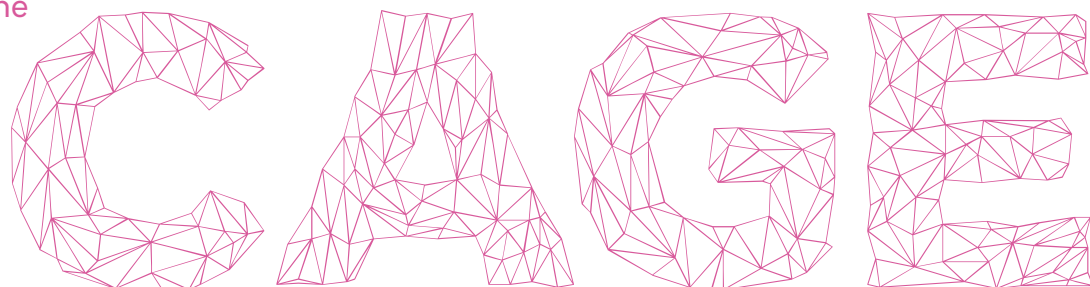
OH THE PLACES YOU'LL SEE...

- ▶ The last bastion of flesh is a viral, modern city, growing neighborhoods like limbs out into the world. It's called Endsville.
- ▶ A world serpent sits digesting the head of a giant, shedding its skin over generations. The Thousand Mage Colleges are built on its scales. She is called Ran.
- ▶ Hawthorne, the sleeping giant, has a door in his head that traps the second World Serpent. A prison city is built around him. It is called Mercy.
- ▶ An ivory tower surrounded by the corpses of warmachines, giving birth to androids and cryborgs. This is called Aberdeen.
- ▶ A village of wax and stone in the middle of the Wood, home to the infinite library and guarded by dreaming owls. This is Tallow.

AND FINALLY YOU...

- ▶ Some people are affected by the Faces, through poison or thought, and are changed. These changes are called Anomalies.
- ▶ Those with anomalies have gifts, mutations, powers, and alterations that make them special.
- ▶ Songbirds use these anomalies to explore dreamy landscapes, form relationships with the people who live there, and explore the poisoned thoughts that hide beneath the surface, cleaning them by defeating our nightmares.

- ▶ This is the



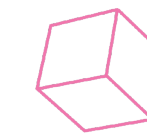
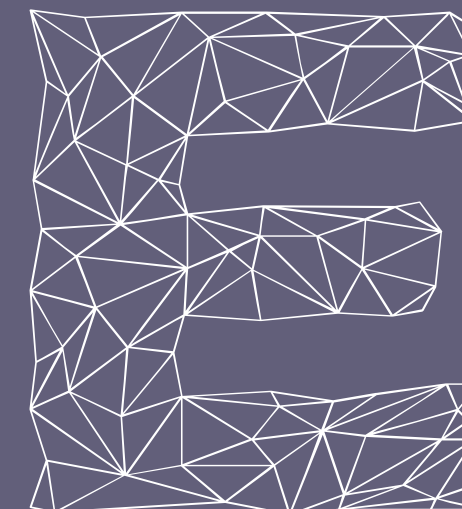
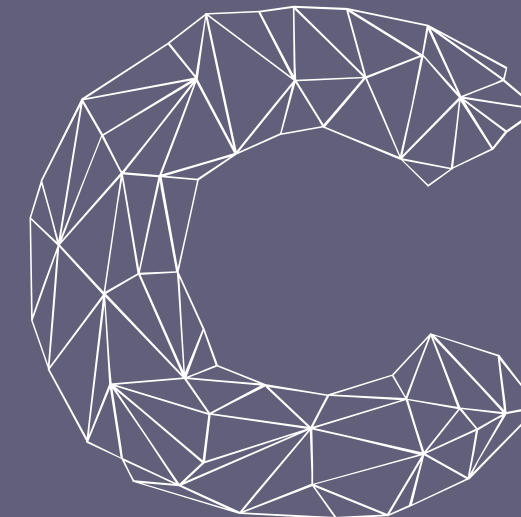
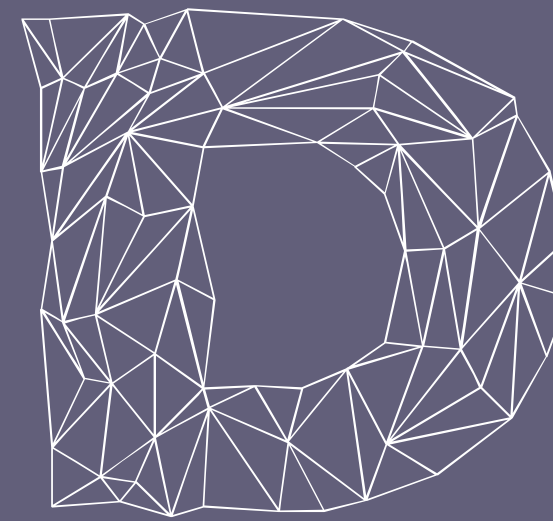


How do you do this?

Songbirds is played with two or more people. The more the merrier, the less the more intimate. Where you play at is called the **TABLE**, even if you don't play at a literal table. You, the real people, are **PLAYERS**. The people you create for the game are called **CHARACTERS**. There may be things that affect one, the other, or both. One person will act as the **MEDIATOR**. Their character is the world around the other characters. Talk about this openly. No need for secrets or silenced questions. The mediator **DESCRIBES** situations, people, places, and asks for help when needed. The players think about how they want their characters to **REACT**. The mediator and players use **CONVERSATION** to determine what is a challenge. The players **ROLL DICE** and try to get high numbers.

The mediator takes the outcome and explains the **CONSEQUENCES**.

EVERYONE HAS FUN.
GOOD LUCK DON'T DIE.



D4

D6



D8



D10

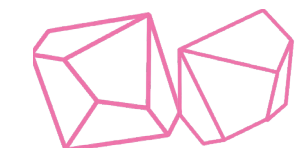


D12



D20

D100



CONTESTS

Whenever you attempt to do something and something stands in your way, roll your STAT dice against the opposition. This is a contest. To win the contest you need to roll higher than your opponent. Bigger dice have the advantage, but smaller dice can still win out. The Mediator will assign a difficulty from easy (d4) to legendary (d20) for you to roll against.

DUEL

When a contest **results in a tie**, each side rolls three d6 and compares them against each other. This represents three different back and forth struggles, like a clashing of blades, or staring fiercely into the eyes of the opponent.

The winner of two or more of the dice rolls is the victor and doubles the amount of Stress dealt. If this too results in a tie, roll again and triple the stress.

SEQUENCE OF EVENTS

When the sequence of events becomes important, all people involved roll Luck and compare. The side with the higher roll gets to go first. If one side is surprised or has a palpable disadvantage, they roll at disadvantage. Ties always go to the Players.

TURNS

Everyone who wants to have a **TURN** during a conflict gets one.

After everyone has had their turn, a **ROUND** has passed.

On your turn, you can perform an **ACTION** and **MOVEMENT**.

Distance is simplified to close, ranged, and distant. Think of them as three separate squares on a piece of paper.

Your **movement** lets you move from one square to an adjacent square.

And **an action can be** anything from making a heated argument, to kissing a cute boy, to hurling a javelin at a horrifying nightmare.

After everyone has a turn, the Mediator checks to see if the Players want to end the conflict. If not, continue.

If they do, then the **Mediator checks** the morale of the opponent and makes a decision.

OPPOSITION

You won't always be rolling against another person. Sometimes the obstacle is an environment, or the weather, or something else non-sentient. Opposition occurs whenever a Character attempts to do something and SOMETHING is in the way. Remember this and try to oppose the Players with more than other characters.

EVERYTHING IS STRESS

The loser of a contest takes the difference between the dice as **Stress**.

Every 10 stress mark a step on your **Descent**.

Each step **will inflict your character** with a condition, or feeling, or emotion, or reaction. Working down towards your end.

Breakpoints are **massive intakes of Stress** (10 or more), critical failures during contests (rolling a one on any die), witnessing death, or failing a Character related goal.

Mark another step on your Descent when you suffer a Breakpoint.

You can **roll each Stat dice once per day** to relieve that much stress while out and about.

You **must describe** what it is you're doing with that Stat to relieve the stress.

More rules for relieving stress and the stress effect tables are later on in the book.

PLAYER VS. CHARACTER

Stress effects may ask your character to act in suboptimal ways. This is because we cannot always predict how we may react to stressful situations.

Songbirds brave the darkest of places and the more horrible of nightmares. Allow them to break a little and ride where it takes them.

TEAMWORK

If you give up your Action to help a friend out with a task, the friend can add their Stat to their contest roll as well.

Some opposition can only be beaten with teamwork.

More than one person can give up their action to help a friend. The Stat dice of all involved are added together when this happens.

DIS/ADVANTAGE

Advantage **allows you to roll two dice** and take the higher of the two.

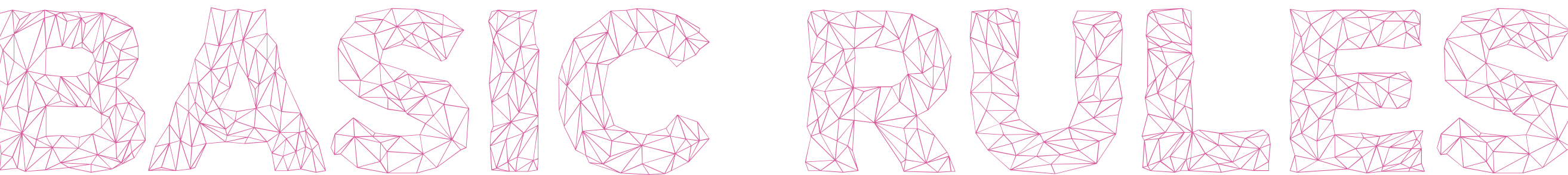
Disadvantage **makes you roll two dice** and take the lower of the two.

This can stack.

CHARACTER CREATION

To make a character, follow these steps:

1. Assign d4, d6, d8, d10, & d12 to Mind, Body, Soul, Luck, and Wealth.
2. Decide which Player begins the game with the Daring Dice (d20).
3. Set your Faith to 1.
4. Give yourself one Heart.
5. Choose a war name.
6. Choose a music genre to describe your aesthetic and life outlook.
7. Pick one of 32 Anomalies.
8. Roll for your starting equipment.
9. Roll for shared history.





Character creation.

Assign a set of dice (d4, d6, d8, d10 & d12), to each of your five base stats: Mind, Body, Soul, Luck, & Wealth.

The bigger the dice, the more capable your character will be with that Stat.

Daring and Faith work as tools that you can use to affect the world or the outcome of certain events, so their Dice are fixed (d20 & d100).

Stats are broad and widely applicable. You're encouraged to think of clever ways to use each one in various situations.

No one Stat is better than another when used to its fullest.

Below are some examples of uses for each Stat.

MIND

- Decipher puzzles
- Follow a trail
- Observation
- Resist mental trespassers
- Read ancient glyphs
- Navigate dangerous terrain
- Protection from insanity

BODY

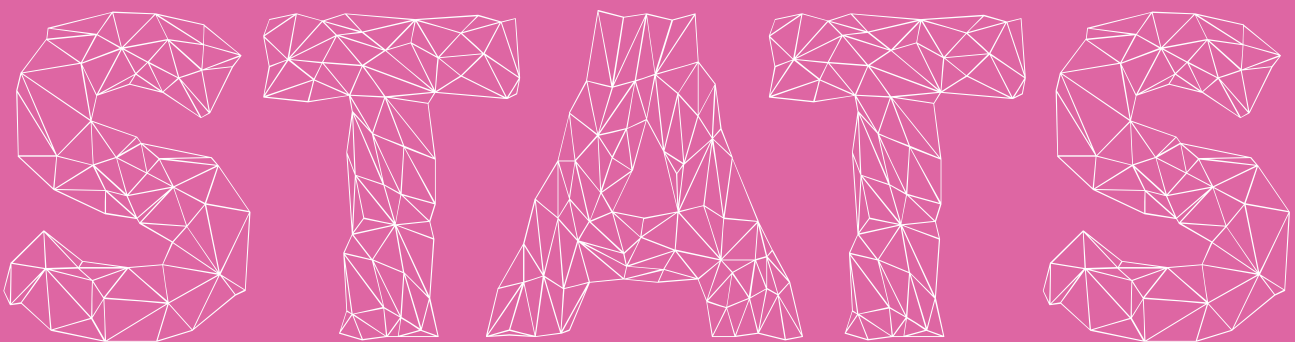
- Punch someone
- Reaction time
- Damage
- Strength
- Carry a friend from harm
- Take a massive beating
- Climb a mountain

SOUL

- Spiritual balance
- Sense motivation
- Bond with people
- Survive horror
- Connection
- Heal from trauma and pain
- Premonitions

LUCK

- Happenstance
- Do I know that person?
- Avoid stressors
- Be chosen for something
- Randomness in life
- Chance
- Will they find me?



WEALTH

Wealth is a currency measured by the dice assigned to it, and can be spent to buy items at shops, or retroactively while in danger. So a d4 in Wealth means you have 4 wealth to spend. When buying something retroactively, simply state how you came about buying the item, and how you just knew it was going to be useful right about now. Item currency values are given later on.



DARING

The Table decides who starts with the Daring dice and why. You may roll the Daring dice instead of your normal Stat's dice to aid a friend. After you've rolled, pass the dice to that friend so that they may be inspired by your selfless act.



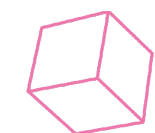
FAITH

Everything has a spirit, from inanimate objects to forces of nature. Everyone starts with one Faith, and it is a measure of your connection to one or more of those spirits.

To be pious you must create Tenents and in the name of a spirit. A tennent is an act, a prayer, or a form of worship that you and the Mediator come up with together. You can gain 3 faith per in-game day by acting on your tennents.

Acts against your spirit or its tenents can harm your faith.

You can call on your faith to aid you by rolling a d100. If you roll lower than your faith, you succeed.





Character creation cont.

The rest of your character is made up of: Heart, Genre, Nom de guerre, Anomaly, and Equipment.

Each one will add to your pool of tools and allow you to interact with the world in different ways.

Each character is unique and special, and these are the tools and abilities that help you carve out that space for yourself.

HEART

Everyone begins with one heart, which can **be exchanged or given** to someone to create a relationship. The more hearts given in a relationship, the stronger it becomes. There's more on relationships on the next page.

GENRE

Choose a music genre or sub genre that **expresses your character's aesthetic**, vibe, and personal outlook on life. You gain an additional stat point at the end of each session if you have acted in the spirit of your Genre. There's a genre collage on the page after Heart.

NOM DE GUERRE

Take a war name to **hide your True Name**.

War Names are nicknames, or titles. Everyone's default is Songbird. Some people adopt a name based on where they're from, or what they like to do. Others just choose whatever sounds beautiful and intimidating.

ANOMALY

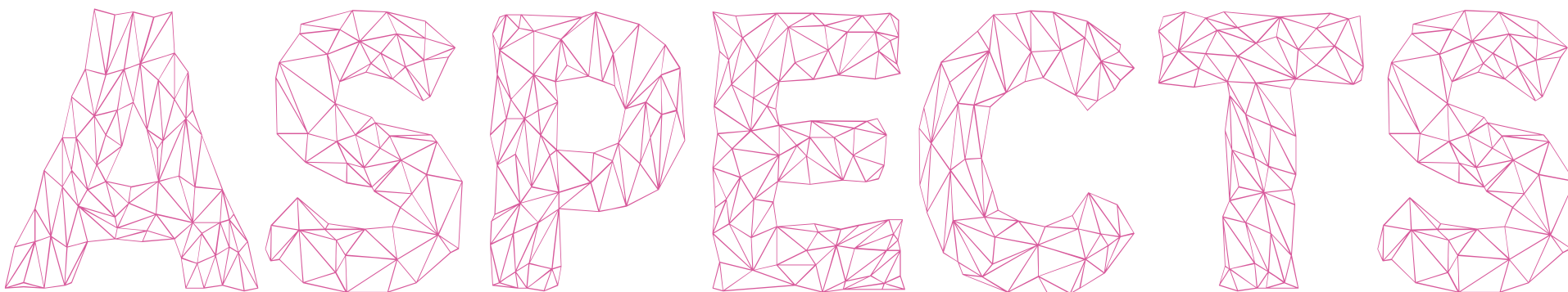
Every Songbird has that **one unique thing** that makes them stand out in this empty world. Whether you learned it in college, were born with it, or found it growing up, it's a special thing that gives you a unique ability and asks you an important question...

These are on the page after Genre.

EQUIPMENT

Randomly **generate your equipment** by rolling one of each dice (d4, d6, d8, d10, d12, d20, d100) and recording the items on your character sheet. If you roll the same number twice, you can take two.

These are on the page after Anomaly.



GIVE A HEART TO SOMEONE IN ORDER TO

- Learn a secret about them
- Gain their trust
- Have them owe you a favor
- Help them out of a bad headspace
- Heal 10 stress from them
- Gain advantage on a roll against them
- Learn hidden information
- Gain a useful tool
- Gain an adventuring companion

IF SOMEONE GIVES YOU A HEART

Heal 10 Stress, and mark it on your sheet (you can hold up to five).

That NPC can call on you for a favor whenever they like.

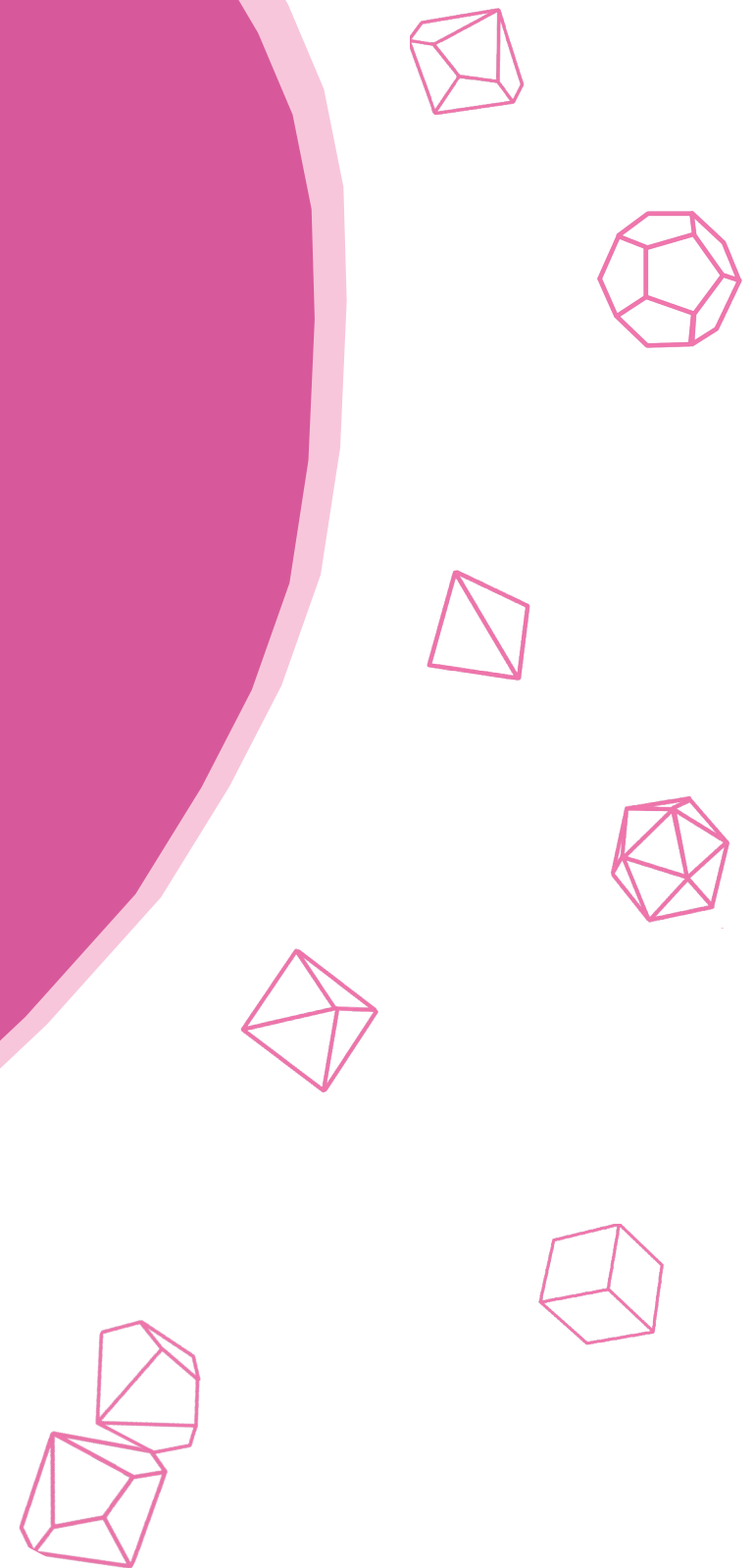
To get out of it you must share a secret or give them your heart as well.

RELATIONSHIPS

Trading hearts creates a relationship between you and an NPC. All of the previous rules apply, but mark this NPC down as a contact. 1/adventure you can call on their help to add a d4 to a contest. Every additional heart you trade with them strengthens the relationship and bumps the dice up a size (d6, d8, and so on).

CAN YOU GIVE YOUR ONLY HEART?

Yeah.
It just means you have no heart for the time being.
:)



WITCH HOUSE SCREAMO EMO
BLACK METAL VAPOR WAVE
SPACE ROCK SAD BOY RAP TRAP
DREAMWAVE SOUNDTRACKS
R&B ALTERNATIVE REGGAE
METAL SOUL TECHNO INDIE
RAP PUNK AMBIENT FOLK
EDM BLUES PSYCHEDELIC ROCK
CLASSICAL COUNTRY GRUNGE

GOBLIN

We all have a goblin inside of us, you've just let yours out, permanently. You can attempt to talk to the goblins of others, but who knows if they'll answer.

1/day you can bring out someone's inner goblin if they fail a Mind contest.

Starting stuff - a vice that you don't wanna give up

Question: What would you never, ever do?

DARKSIDER

You were born on the darkside of the moon and hide the Void of Black Pool in your eyes.

1/day you can attempt to hypnotize someone with a Mind contest. If used against something of animal intelligence it works automatically.

Starting stuff - you know a way to get back to the moon.

Question: What would make you go back to the moon?

STRANGER

You are not of this world and can't remember how you got here. Once you leave someone's sight, they can't remember any distinct features about you unless they know your name. There is someone hunting you. 1/adventure you may see through their eyes.

Starting stuff - a piece of equipment from your old world. It's getting worn.

Question: What was life like before you came here?

HAUNTER

Your hands are invisible and maybe they've always been like that. 1/day you can make your hands visible, evaporating your body in a puff of colored smoke. The hands can do anything you imagine disembodied hands could do. Even possess someone else's hands if they fail a soul contest.

Starting stuff - elaborate gloves to hide your weird hands

Question: Are they even your hands anymore?

SCARECROW

You're a scarecrow, somehow animated. You cannot talk, do not need to eat, breathe, sleep, or anything. You can be unstuffed and restuffed without harm. You can heal stress with a bit of stuffing and string. If you ever find your true love, you can take on a living form to match them if you choose.

Starting stuff - a stick with which to prop yourself up on

Question: Are you a prince?

OUTLANDER

You always know your way home, and only magic can escape your tracking skills. You can leave the group to scout ahead, meaning you don't have to stack your Travel dice. And 1/adventure you can use your Outlander sense to scout the surrounding area without traversing it, revealing nearby landmarks, locations, or identifying basement rooms.

Starting stuff - animal pelt and dog whistle

Question: Why are you alone in the woods so often?

PRINCESS

A title given by a village to a chosen youth who goes out to adventure on their behalf.

There is always a 2 in 6 chance that someone will recognize you. You have a villain that is trying to ruin your life, your village counts as your faith, and 1/adventure something improbable will happen to you, but not because of you.

Starting stuff - an outdated but very regal outfit

WARDOG

You fought in one of the old wars that bleed out in the Wormcoil Waves. These are wars we pretend don't exist. Fought for very little reason, or no reason at all. You know how to fight with any weapon and better than most others. After you succeed a Body contest, you can choose to add d4 extra to the damage.

Starting stuff - military rank and uniform.

Question: Who did you fight for?

SIN

You have a fraction of a demon's power, which is still a terrifying force to wield.

Choose your temptation. 1/day you can make people give in to your sin with a Mind contest. They continue to do so even if it causes them harm. Only another person can snap them out of it.

Starting stuff - a strong guilt...

Question: When did you learn about what you are?

HEARTBREAKER

You have the ability to steal a heart, making someone infatuated with the idea of you.

Your beauty, your words, the way your hair falls or doesn't fall on your face. You're a hunk and a babe. To them at least. And only for as long as you can keep up the charade, because after that they'll hate your guts.

Starting stuff - no heart, because it just gets in the way

Question: Who has your heart?

SONGBIRD MAIDEN

You were blessed by the All-Crow with the gifts of the maiden. You can see through the birds that trust you, talk to all birds no matter how stubborn, and call on the assistance of the birds that care for you. 1/day you can summon a swarm of birds to aid you. The size of the swarm dependant on your avian social standing that particular day.

Starting stuff - a named bird that doesn't need a cage

BURIED

Living earth taken human form, created as guardians for the many magic universities across the Cage. You feed on rocks and earth and do not need to breathe. 1/day you can meld with the earth, able to hide within or pass through it, and have a natural Armor 1 which replenishes after every rest.

Starting stuff - the garb of one of the magic universities

Question: Which university did you work at and why did they fire you?

JINX

You have two Jinx that float around your head, invisible to the rest of the world. One is dependent on you, the other...not so much. You can send the independent one out to jinx anyone you choose, but the dependent one must jinx you in turn. The standard outcome of a jinx is disadvantage on rolls, but it can also be small misfortunes.

Starting stuff - ehhhhh, nothing special

Question: How do you relax?

MOON DOG

You have the shadow of a black dog and a yearning for the moon. When you sleep, your shadow can roam the world freely as a 2D dog, with all the senses and traits a normal dog has. One time, and only once, you get to decide what night the full moon falls on.

Starting stuff - dog treats

Question: Why is the moon so important to you?

DRAGONCHILD

You are a sentient lizard person born of dragon magic. It can be any kind of lizard. You have dragon sense, which tells you when fae are near, makes magic smell like sulfur, and 1/adventure, when you look for magic you'll find it.

Starting stuff - three languages,

Question: What magic do you dream about every night?

CHAMELEON

You are an escaped reflection from the Plane of Shattered Mirrors. You have no face of your own. But you can change your appearance to that of another's if you study them for ten minutes. Your clothes and other effects do not change.

Starting stuff - two fully fledged identities

Question: Do you fear the Mother of Light or the Eater of Shadows more?



To get a random anomaly:
Roll d4 for page, d8 for anomaly
Drop a dice on the page and see what it hits
The person to your right picks your anomaly

VOIDHEAD

There's a vortex on your forehead. It spins clockwise for spirits, counterclockwise for madness, and throbs for misfortune. You can activate it to absorb Stress.

You can hold as much as your Mind stat. When, or before it's full, you can release a Nightmare from your head that is as powerful as the amount of Stress you've absorbed.
Question: When did you first notice the void?

TREASURE HUNTER

You live for the thrill of the adventure. It's a supernatural presence around you. Whenever you're in danger, things slow down. If you throw yourself into danger on purpose, you gain an advantage die. You can use it whenever you like. But if you collect three, you can automatically succeed a contest without rolling.

Starting stuff - lucky gold coin
Question: What makes you terrified?

DROWNED

A water elemental and arcane assistant to a powerful wizard. You must be submerged in water for an hour a day to retain your shape or you slowly get smaller. You can communicate with plants, freeze a barrel of water with a touch, and traverse water with the speed of a dolphin. Starting stuff - arcane identifying goggles (work 3 in 6)

Question: What happened to your wizard?

FAMILIAR

You are a creature no bigger than a house cat, seeking the ancient mysteries hidden in the minds of giants. It feeds you. Calls to you. But it is dangerous to seek out, especially in your fragile form. Luckily you can bond with someone 3/day, granting them Armor 1, healing Stress equal to their Mind Dice, and granting them the Daring die.

Starting stuff - friendship bracelet
Question: What magic are you looking for?

BURNED

You are sentient fire, born of magic as a servant to a wizard or by complete accident. Your body is condensed and humanoid but super heated.

You feed by feeding the fire inside you. You can't be submerged in water and if you ever are unable to breathe, you will die instantly.

You can use your action to catch flammables on fire, superheat an object, or spend Faith to deal extra fire damage when you attack.

Question: What causes you to burst?

MAGICAL GIRL

You were chosen by a great force to carry out a heroic destiny, which counts as your Faith. To aid you with this destiny you were given a small, talking animal companion which can sniff out magic and detect nightmares. If you have the Daring die, you can turn into your Magical Form, which grants everyone a Daring die for the duration of the encounter.

Starting stuff - weapon you can summon
Question: What does the force ask you to do?

UNCHILD

You were kidnapped and raised by trolls. In fae culture this means many strange norms and customs. Your hair grows at an exponential rate, needing trimmed every day to keep it above the hips, and your skin glows like a dying flashlight in the dark. 1/adventure you can become a troll, growing twice as large and gaining monstrous features to destroy your opponents.

Starting stuff - golden crown, beautiful garb, and you can speak the fae language
Question: Who took your place?

GRAVEDIGGER

You woke up in a shallow grave with dreamlike memories of how you got there and your life before. There's a horrible scar from whatever killed you and you know that you're still wanted.

1/adventure something from your past will make itself known to you, either physically or through memory.

Starting stuff - the weapon used to kill you and a briefcase full of cash (20 wealth)
Question: who betrayed you?

SCAPEGOAT

You have the ability to transfer Stress done to you into a scapegoat so that you may avoid all forms of harm. Scapegoats can look like anything you like, but each one is the size of a goat, costs 1 wealth, and can sustain 1 Stress. You can have as many as you can herd around and fit into whatever space you occupy.

Starting stuff - you get a free scapegoat to start
Question: What are your scapegoats?

BLACK CAT

You had 9 lives and have lost d8. The number remaining is inked on the back of your neck. There are people who take pleasure in ticking that number down. For every life you have lost, you have a d4 that you can add to any roll. This is your past experience aiding you.

Starting stuff - one child per life lost, somewhere in the world.
Question: Why don't you live with your kids?

OWL CULTIST

You were born within the Infinite Library and were sent out into the world to gather knowledge for the Library's growth. You know a lot about a number of topics equal to your mind stat. When you decide on a topic, write it down. If a Mind contest/save involving a topic comes up, you may roll a d20 instead of your Mind stat.

Starting stuff - owl mask and cultists robes
Question: Do you even want to go back?

JR. SPACE CADET OFFICER

You come from screaming metal and burning skies, falling onto this world as an enigma. Your gear is all but ruined and it doesn't help that you aren't sure where the hell you are...

With your horrible experiences in space, you have advantage on any contest that tries to disturb your mind.

Starting stuff - empty laser pistol, pair of long-range communicators, busted space ship
Question: Is it worth repairing your stuff?

RUNAWAY PIRATE

You sailed the Sunbroke Sea under one of the Pirate Queens, but something led to your downfall. Now you're on the run, staying out of the port cities and definitely off the water. Your nautical knowledge is unmatched and you can find passage in any port city. 2/day you can inspire people to act on your orders, giving them an additional d4 added to contest rolls.

Starting stuff - compass, dueling pistol, sword
Question: What made you run away?

VESSEL

Your body was prepared as a container for a powerful spirit but you escaped the cult that held you captive. The damage was done though. Your body has the magical tattoos that can bind a roaming spirit to your body. If you hold a spirit inside of you, a fraction of its power goes to you.

Starting stuff - a strange cult is hunting you down to finish their ritual
Question: Would you ever let a spirit inhabit your body?

ROBOT

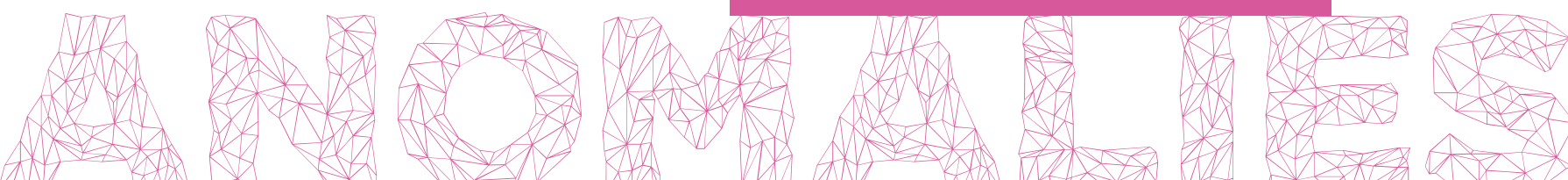
You're a pile of scrap tossed out of the Queen of Air's palace. You're a little faulty, but branded useless by one of the super powers of this world. Good news though; you don't have to breathe, but you still have to eat and power down to recharge your batteries. Your strength is super human, able to damage structures, lift cars, and run at great speeds.

Starting stuff - magnifying eyes
Question: What's the Queen of Air like?

FALLEN

Dead, sentient air fell to the ground, forever left to wander and search for purpose. You're sought out by magical people in order to study and use you as spell components. You can levitate 1/day for about five minutes, and 1/adventure you can create or remove a room's worth of air.

Starting stuff - nothing but the clothes on your back
Question: What is your purpose?



To get a random anomaly:
Roll d4 for page, d8 for anomaly
Drop a dice on the page and see what it hits
The person to your right picks your anomaly



Equipment.

EQUIPMENT TRAITS

There are no detailed equipment lists in Songbirds. The game takes place in a **modern age**. ANYTHING that you could find today, you can find in Songbirds.

Equipment is instead **made up of traits**. A trait is a **single-word descriptor** that can define the look, feel, use, or complexity of a piece of equipment. Some examples are provided on the chart.

A trait denotes what an item can do and **gives no bonuses** to roles.

COST

When it comes to purchasing new gear and weapons, the **first trait costs 1 wealth**, the second trait costs 2 wealth, the third costs three, and so on and so forth.

There are no limits to how many traits an item can have.

LETHALITY

The only thing that separates a piece of gear from a **weapon is the Lethal trait**. Giving any item the Lethal trait will make it usable as a weapon.

CREATING ITEMS

The most basic of gear will have a single trait.

A flashlight or a torch will be made up of “shining” or “bright”.

A small rope could be made of “climbing”.

Clothes are made of how you want to be seen. “Prim” or “Proper”. “Brutal” or “Sly”. “Beautiful” or “Devastating”.

“Armor” is a trait on its own, and can be taken more than once. The rules for cost still apply, and when written it will appear as “Armor 2”. There’s more on armor later.

CREATING WEAPONS

Weapons are made using “Lethal” and a trait to denote how it deals damage. “Slashing”, “Piercing”, “Ranged”, “Explosive”, etc.

Both a dagger and a sword might be “Lethal” and “Slashing”. But in order to do dagger things with it, such as hide it in your boot, you’ll have to add “small”. Or to cut down large foes, you can add “Massive” to the sword.

You are limited on by your mind...and your Wealth.

Fancy	Deafening	Shining	Unbreakable
Mounted	Historic	Chaotic	Lawful
Crushing	Mighty	Reloading	Corrupt
Healing	Spiritual	Abysal	Thin
Justice	Bane	Long	Silent
Scoped	Expensive	Massive	Sluggish
Ranged	Thrown	Protection	Dueling
Quick	Slashing	Underwater	Flaming
Deft	Light	Extended	Rending
Resounding	Shattering	Bludgeoning	Gifted

Starting equipment. Roll d4, d6, d8, d10, d12, d20 & d100.

1 Cloak with hidden compartment	2 Dagger	3 Canary in a cage	4 100' of yarn, 2 silver bells, and chalk	5 3 temporary wealth
11 Hound	12 Lockpicks (3)	13 Rifle + bayonet	14 Bombs (2)	15 Knight Armor (armor 3)
21 Wizard's hat + empty spellbook	22 Key to a locked door	23 A second life (name, clothes, papers)	24 Pirate brand	25 Passport from a distant land
31 Thieves guild insignia	32 Mood ring - reads otehr people's moods	33 Duelist revolver	34 Bag of sleeping powder	35 Detective badge and trench coat
41 Eye of a nearly forgotten deity	42 Bottle of pills, no prescription	43 Anxiety meds	44 Pack of cigarettes + bottle of cheap whiskey	45 Flashbangs (2)
51 Heat-vision sunglasses	52 Small backpack but can fit a human inside	53 Padlock and key	54 Messenger bird + invisible ink	55 Healing balm (2 uses)
61 Heat-resistant gloves + welding goggles	62 Portable Ram	63 Ferret + big coat to hold them in	64 Moderately strong magnet	65 Snorting powder that reveals secret doors (2 uses)
71 Pill makes you immune to damage for 5 seconds	72 Detailed drawing of a demonic ritual circle	73 Spell scroll that requires translation	74 Several thousand dollars in a duffel bag	75 Glass jar with a lying spirit in it
81 Iron-claw arm, attaches at hip	82 Silent boots	83 X-ray goggles	84 Terrifying mask with razor-sharp teeth	85 Power gauntlet
91 Bell that when rung summons the nearest ghost	92 Super adhesive glue, fast drying	93 Vial of tooth rotting powder	94 Several military medals, they may not be yours	95 Military-grade sleeping pills (2)

1-20 are common things. The rest are special items that can spark ideas in character creation.

6 Hoodie (armor 1)	7 Pistol	8 Sword	9 Bag of ball bearings, a pickaxe, and gunpowder	10 Shield 1
16 Bow + 5 arrows	17 Poison vial (1 use)	18 Expensive wrist watch	19 Spyglass + guild cloak	20 Flashlight + 6 batteries
26 Letter from a prince	27 Grandfathers greatsword	28 A ring worth twice as much as you think	29 Trophy from a deadly monster	30 Friend in a high place
36 Long-range listening device	37 Friend who's a booze wench	38 Set of noble clothes (armor 1)	39 Brutal murder axe	40 Vial of gold dust
46 Bag of random potions (3)	47 Vial of strong acid (one use)	48 Fireproof quilt	49 GPS tracking device and tracker	50 Bottle of gasoline and a matchbook from a bar
56 Small lockbox keyed to your fingerprint	57 Shotgun + 2 shells	58 Reading glasses that let you read one other language	59 Two walkie-talkies	60 Eagle + falconry glove
66 Assistant (small, will carry stuff)	67 Pill that will keep you up for 72 hours	68 Injection that makes you astral project	69 3 wigs and masks	70 Dying MP3 player with your favorite song on it
76 Poisonous frog that likes you for some reason	77 Orb of light that floats around your head	78 Retractable wrist-shield 3	79 Forcefield bracelet (armor 4)	80 Megaphone
86 College professor on speed dial	87 Locket with a photograph of an older you in it.	88 Helmet gives you prophetic dreams sometimes	89 Secret admirer that sends you love letters	90 Fairy in a jar will attract the nearest dragon if released
96 Acid-proof raincoat	97 Portable typewriter and several ribbons of ink	98 Sack of gold coins from an era long past	99 Agora Apocalyptica, a book that describes the end of the world in great detail.	100 Small documentary crew (2) who have been paid for the week to follow you.

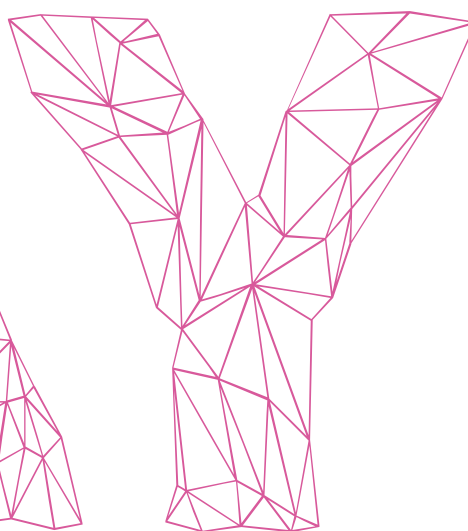
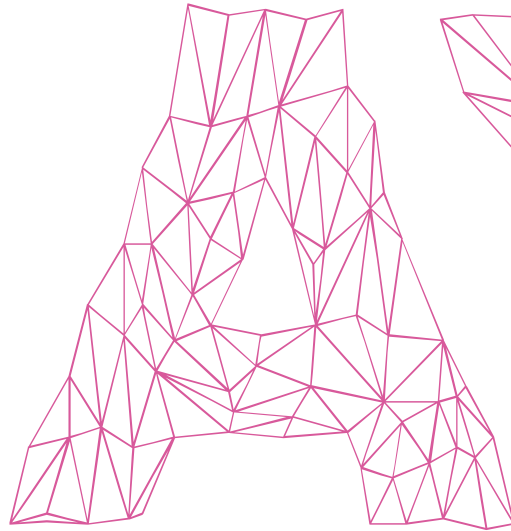
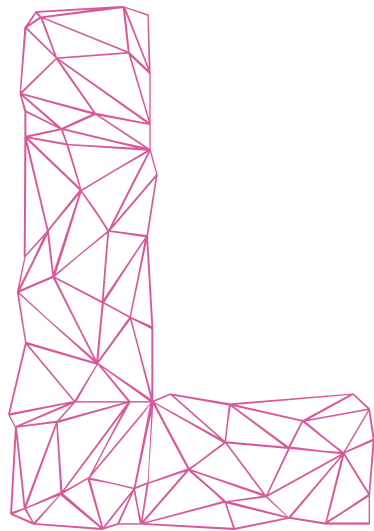
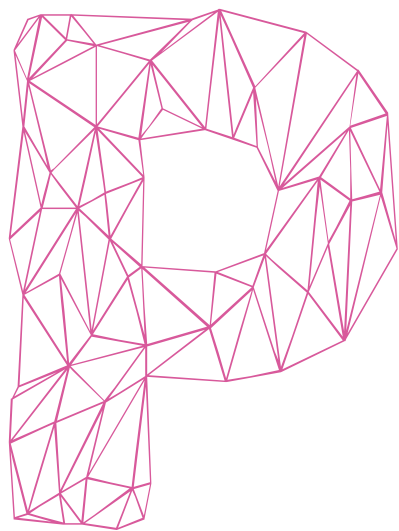
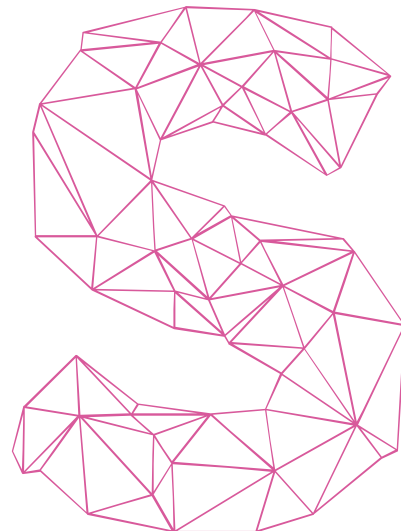
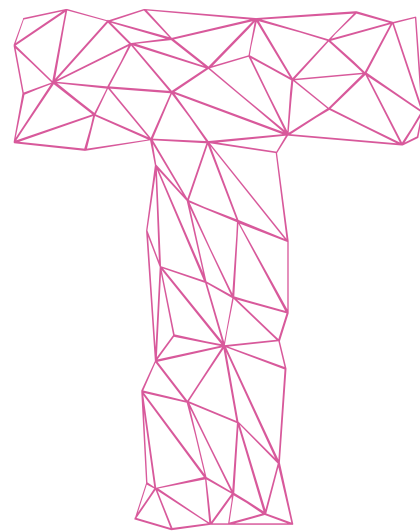
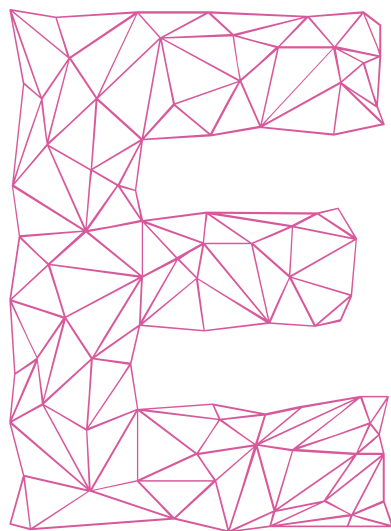
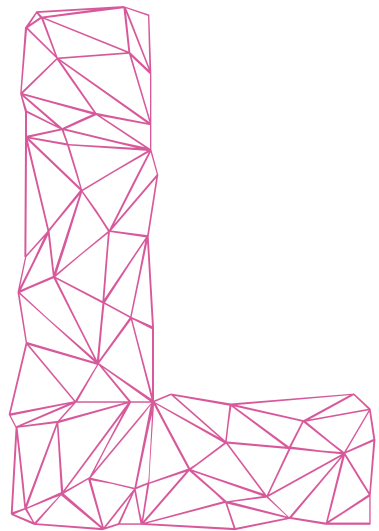
Weapons get the lethal trait and a damage trait, other items function as they sound.



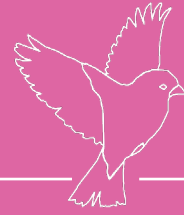
Game time.

DO WE KNOW EACH OTHER?

After character creation, have everyone roll a d20 to determine how you know the person sitting to your right.



1 We used to date but it was kinda lame.	2 You've always looked up to me, for some reason.	3 We had a class together at one point and never looked back	4 I saved your life once, remember?
5 I liked your outfit and now we trade clothes or whatever.	6 We both dated the same girl for a while but she ghosted us. :(7 Childhood friends who grew apart. But now look at us!	8 We were raised together. Like siblings.
9 We both survived a horrible incident outside of Endsville.	10 We have the same therapist.	11 We both work the night-shift at that sushi bar.	12 We were both reading the same book on the beach, hoping the other would notice.
13 You helped me deal with a bully.	14 I look to you as a mentor.	15 Seedy tavern LARP. You were the hooded figure. I was the wizard.	16 We both want to see a dragon.
17 You promised me you'd show me the other side of the sea someday.	18 You promised my caretaker that you'd protect me.	19 We take care of abandoned pets together.	20 You were my shift supervisor before you quit. I was impressed and followed.



Evolving.

EXP(ERIENCE)

Just having an Anomaly is not enough to make you a Songbird. **Songbirds do things.** So if you want to keep the title, you need to act.

You must gain 1 experience point each session of play or you are stripped of your Songbird title and sent out into the Wood to live your life as a hermit.

SONGBIRD DUTIES

You can **gain 1 exp from** each of the following only once per session:

- Traveling through dangerous lands
- Visiting a new location and studying it (take notes!)
- Cataloguing a new creature/monster (what's cool about it?)
- Taking a step on your Descent
- Starting a new relationship
- Defeating a Nightmare
- Reaching a milestone in your campaign

You **tally exp gained** at the end of a session, subtracting one as the tax to keep being a Songbird.

SPENDING EXP

You can **turn in 3 exp** to gain a Skill. Skills are **three-word phrases** related to something you did or accomplished during the session. There are some examples on the next page. If it makes sense, you can apply one skill to a contest roll to gain +1 to the roll. An inventory slot can hold as many skills in it that can physically fit. No writing outside the lines.

You can **convert any exp you gained** into Wealth at the end of a session.

You can **permanently increase a Stat** die by spending 10 exp

Runs like hell	Punched a bear	Ate six meals	Survived great fall
Escaped the law	Please save me	Always well rested	Hunter of fae
Climbed through veins	Magic serum drinker	Upside-down climb	Fought seventy guys
Silent whispered footsteps	Ready to go	Forest floor navigator	Walks thin line
Rebelled against King	Friend to spiders	Nighttime street stalker	Courteous to all
Can't read face	Drank the poison	Found the hidden	Commanded an army
Avoids ancient curses	Talks like royalty	Believer of secrets	Teller of truths
Bit the bullet	Chased the cat	Reached the seafloor	Burned it all
Lifts big things	Appears very friendly	Ender of worlds	Reads old books
Got a deal	Romanced a stranger	Stole a heart	Met the Nothing

EVERYTHING IS STRESS

The loser of a contest takes the difference between the dice as Stress.

Every 10 stress mark a step on your Descent.

Each step will inflict your character with a condition, or feeling, or emotion, or reaction, working down towards your end.

Example: you want to tell the haughty Queen of Scrap that she's a stupid idiot. Knock her down a peg in front of her people. You roll d8 for Mind against her d20. You roll a 6. She rolls a 12. You mark 6 stress.

BREAKPOINTS

Breakpoints are massive intakes of Stress (10 or more), critical failures during contests (rolling a one on any die), witnessing death, or failing a Character related goal.

Mark another step on your Descent when you suffer a Breakpoint.

Example: you find yourself face to face with a horrifying painting, filled with the most gruesome and gut-wrenching images. You lose the Soul contest by 12. Mark the next Descent box on your character sheet and roll to see what happens.

INJURIES

Injuries are a negative, physical form of Skills. Three word descriptors of debilitating wounds that you receive after gaining 5 or more stress from a failed Body contest.

"Twisted right ankle" and "strained shoulder muscle" are examples. Whenever one would affect a contest you are participating in, take -1 to the roll.

Injuries require medicine, magic, or rest to heal.

RELIEVING STRESS

You can roll each Stat dice once per day to relieve that much stress while out and about.

You must describe what it is you're doing with that Stat to relieve the stress.

Example: you've just escaped the gnashing jaws of a war machine and are catching your breath with the rest of the gang. You have a d12 in Soul so you decide to sit for a moment and picture a peaceful glen where everyone you love is safe and cared for. Meditation. You roll an 8 on the d12 and remove that much stress.

GROUP THINK

Bonding with your Party members is a way to relieve extra stress. When two or more Characters share a meal, play a game together, or whatever, they can all roll the appropriate Stat dice and add them all together to relieve that amount of Stress.

FIXING A HOLE

Other ways to relieve stress while in the field include: food, beverages, drugs, and animal companions. The strength of which is relative to the dice assigned to it. The more expensive the food, beverage, or drug is, the bigger the dice you can roll when relieving stress.

Wealth	Stress	Slots	War
1	d4	2	d4
2	d6	4	d4 +1
4	d8	6	d6
6	d10	8	d6 +1
10	d12	10	d8
15	d20	12	d8 +1

ANIMAL COMPANIONS

Animal companions come in three types that serve different purposes.

Companion heal Stress as any other stress relief, only they don't disappear after you use them. And you can name them. What's your pet like? They use the pricing and Stress dice from the table.

Beasts of Burden add additional slots to carry items based on the slot column on the table. They cannot heal Stress.

War animals can fight with you and can help you deal extra Stress when attacking, equal to the War column on the chart. They cannot heal Stress.

DECOMPRESSING

When you're back from the field, in a village, or back home in your own house, you can decompress from the trip by doing a variety of different things.

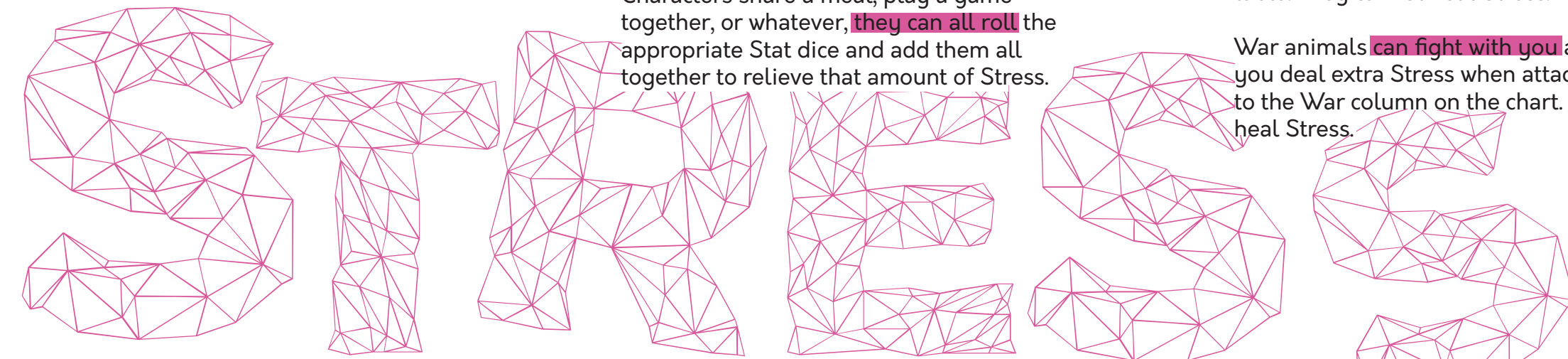
Getting a good night's sleep, eating three square meals, showering, and relaxing removes 10 Stress a day.

Some other ways include: going on dates, having a party, visiting a therapist, rigorous exercising, and hobbies.

Each of these will have different flavors and possible things to explore, but the general rule is that a Player participating in one of the extracurricular activities has to roll a d6 and do the following:

- 1. Truth** - Everyone at the Table gets to ask an "is it true" question of the Character
- 2. Dare** - A Character gets to dare the one who rolled the dice to do something
- 3. Ghost** - The Player reveals something that haunts their Character
- 4. Secret** - The Player reveals a secret about their Character
- 5. Funny** - The Player tells a funny story from/about a previous adventure
- 6. Family** - The Player reveals a little about their family dynamic

Each one of these activities removes 10 stress a day.





The Descent.

There are ten steps on the Descent. Each one forces you to act, gives you a condition, or makes you struggle. When you take your first step on the Descent, you roll a d4 to see how this Stress is going to compound on you.

1. Sickness - your immune system cannot take the Stress and begins to reject you.

3. Anger - everything is irritating and it's hard to not be violent.

2. Dread - your mind can't take it as you see just how small you truly are.

4. Melancholy - your soul is weakened and a deep, untameable sadness clings to you.

After rolling for your Descent, follow the path from 1 to 10 as you spiral out of control.

SHIELDS

Shields are tools that can prevent Stress from a physical source. A shield can stop a number of attacks equal to its rating before it breaks. So a Shield 2 can stop two physical attacks before breaking. A shield costs 2 wealth per rating.

ARMOR

Any piece of clothing can become Armor by giving it the Trait "Armor". From full plate knight's garb to your favorite hoodie. Armor can prevent a number of Stress equal to its rating, even from non-physical sources. So Armor 3 can prevent 3 Stress.

SICKNESS

1. Feel your hands slick with sweat. Fix that.
2. Deal with the heat wave that rolls over you. Take off armor. Clothes.
3. Stop your hands and arms from trembling. Take -1 to rolls.
4. Cool your fever or step down your Descent.
5. Cough up all the sand in your throat. Waste your turn.
6. Brace yourself or fall hard as the floor tilts sharp.
7. Warm yourself or freeze in place. The fever has worsened.
8. Bend over and throw up your last meal. Wastes your turn.
9. Fall into the nearest player and hold on. Waste both of your turns.
10. Become twice as heavy, unable to support your fatigued muscles.

DREAD

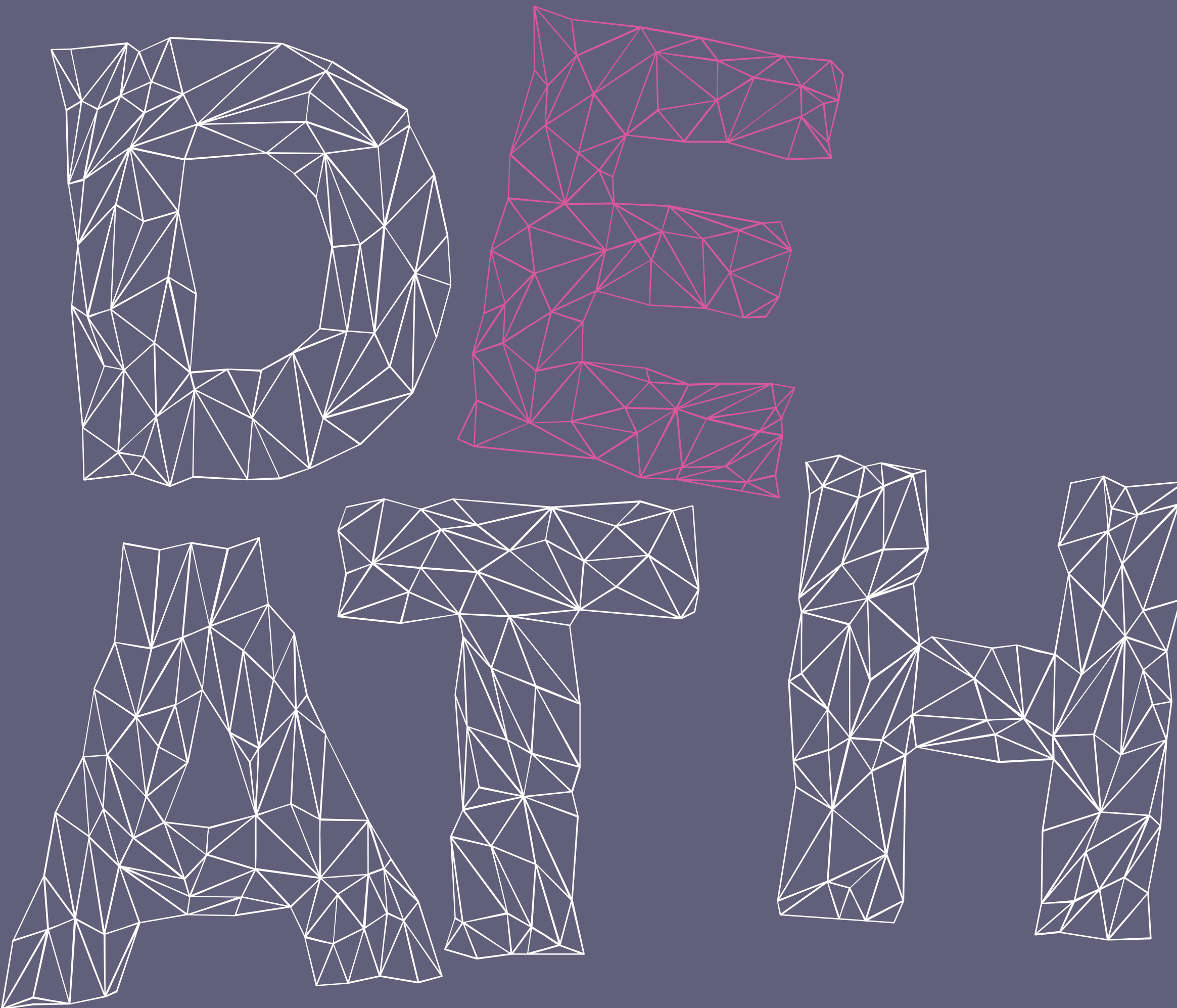
1. Pause and doubt yourself. Waste one of your actions.
2. Act now! Do anything!
3. Get encouragement from any source or remain inactive.
4. Run! Scream! Save yourself!
5. Witness your death and avoid it at all costs.
6. Give up and go home. You need sleep.
7. Relax. You're hyperventilating. Or take 5 Stress.
8. Get someone to tell you the meaning of life. Skip your turn.
9. Have a panic attack. Get someone to help you out of it or take 1 Stress a turn.
10. Realize life is an illusion. You live inside the eye of a giant. Cope with that.

ANGER

1. Release all the adrenaline from your body or tense up.
2. Answer everything sarcastically or you can't talk.
3. Punch the nearest object. No other options.
4. Curse yourself and your failures or take 5 Stress.
5. Don't talk. If you do, take 5 Stress.
6. Blame someone else for your failure. They take 5 Stress.
7. Argue with the party. They're so dumb. They all take 5 Stress.
8. Storm off! You need to find a safe place to scream.
9. Throw away whatever you're holding. Break something valuable.
10. Break down! Scream! Cry! Why is life so unfair? Be inconsolable.

MELANCHOLY

1. Find comfort before acting again.
2. Eat to fill the hole inside you before acting again.
3. Stare at the wall and sink into it. Metaphorically.
4. Take an order or remain indecisive for the turn.
5. Feel nothing. You are numb. You cannot give any cares to anyone.
6. Find something that makes you feel or take 10 Stress.
7. Yawn. Lay down. Take a nap.
8. Breakdown and lament something every turn until you cry it all out.
9. Avoid all human contact. Isolate yourself by the end of this turn or take 10 Stress.
10. Become catatonic. Do not move, act, or communicate.



Death happens

When you're taking a step down the Descent and you're vulnerable and someone or something takes advantage of that.

When you're alone with a Nightmare.

If you take 100 Stress and have no Heart.

If an Opponent has the Fatal trait (example: a guy has a baseball bat with Fatal 10, he has to do 10 Stress in one Contest to kill you) (fatal traits are telegraphed)

If you reach the bottom of your Descent and no one is around to help you.

HOW TO

MEET
DR. T. F.

YOUR ROLE

The game is a conversation between the Players and the World. As the Mediator, the world comes from you, so it is impossible for the Players to know everything that is, or could be possible. And that's where your job exists.

You present the bare minimum at the start of a session. A problem, an NPC that needs help, or an interesting question, and the Players react.

From there it's a back and forth. They act, you react, and when things peter out, you act and they react. Push and pull.

YOUR FRAMEWORK

Songbirds is easiest to run when set up as an episodic quest, adventure, or story. Like a Samura Jack, Adventure Time, or Cowboy Bebop.

Beginning sessions with travel to a person in need, or an interesting destination, and then allowing things to snowball from there.

On smaller scale, for a one shot, all you need to prepare is a Basement. Start the session in the entrance and let the players navigate.

On a larger scale, further pages will detail the tools needed to create a sandbox world for your Players to explore. The persistence of such a world can lead to adventures that aren't possible inside of the Episodic limit.

YOUR PRINCIPLES

Present information about locations, NPCs, and monsters. Even if it seems obvious to you.

You're encouraged to share internal thoughts of NPCs and even monsters. Make motive and process seeable.

Have the world react to the player. When they act, the rest of the world takes notice, in big and little ways.

Have the world demand something of the players. Put problems that need solving in front of them.

Ask questions
What do you want to do?
What is your character thinking?
What interests you right now?
Where do you want to go?

When in doubt...
Give them the answer they are looking for, even if you have to ask what that answer is. Let them do what they want to do, but make it cost something.

ULTIMATELY...

Your goal is to present a weird world for the Songbirds to explore, challenging them with Stress and tempting them with rewards.

RISKS/REWARDS

The risk to being a songbird is taking lots and lots of stress, possibly falling into a mindless void, and/or losing life and limb. It's serious business.

But in Songbirds, Opposition is created in a very easy-to-use/easy-to-read format. You can turn anything into Opposition, from storms to thugs, and from a pack of wolves to a confusing city block. (more on this later)

The rewards for being a Songbird come in three distinct flavors:

Wealth - which replenished the wealth you have and then goes on to fill your inventory.

Boons - these are titles, grants, abilities, or ranks awarded by a person or a group for services rendered, usually granting access to something you otherwise wouldn't have, or giving you a good story to tell.

Anima - dreams are wild. Giant's dreams are doubly so. And the things that they concoct are physical objects down in the Basements of their minds. These objects hold significant power. Retrieving them is the kind of job that can keep you fed for the rest of your live, no matter how long or short it is.

There are some premade ones later on in this section. But mine your favorite media for inspiration when creating your own.

THE DESCENT

The meat of this game comes from the push and pull of the Descent. Taking risks means gaining rewards, but it also means possibly taking stress...which coincidentally grants an award. It can be a tension-filled moment when faced with opposition, knowing that if you take 1 more Stress you're taking that next step on the Descent and who knows what it's going to do to you.

Play this up.

The buy in for this game is wanting to feel this tension. Wanting to watch a character be changed by the world and affected by it.

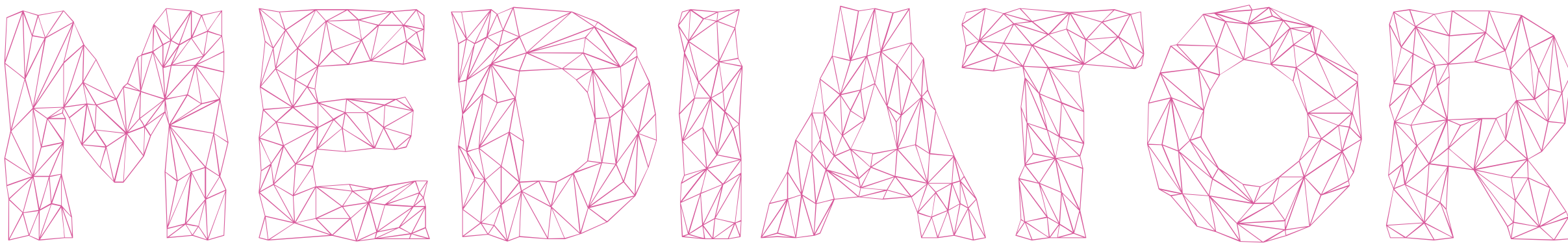
Always be on the lookout for moments to ask players:

How does your character feel about this?

What does your character think about while this is happening?

What keeps them going?

Was it all worth it?



CALENDAR

The calendar for Songbirds is simple.
7 days a week (Sunday - Saturday)
4 weeks a month.
1 month a season.

The important part isn't the science or the realism. The important part is the ability to easily keep time and show a passing of time.

You can adjust it to be 12 months, or two months to a season, or anything in between.

It lets the party track their own time. Give them a blank calendar (or one with some stuff on it, like festivals, migration dates, etc) and let them mark days off and write down special events of their own.

BIRTHDAYS! Let the party roll randomly (or just choose) their birthday on the calendar. On that day, let them take control. What do they want? What do they long to do?

DAYS/HOURS

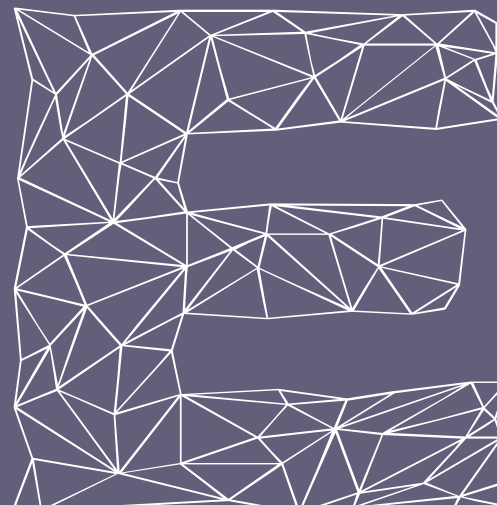
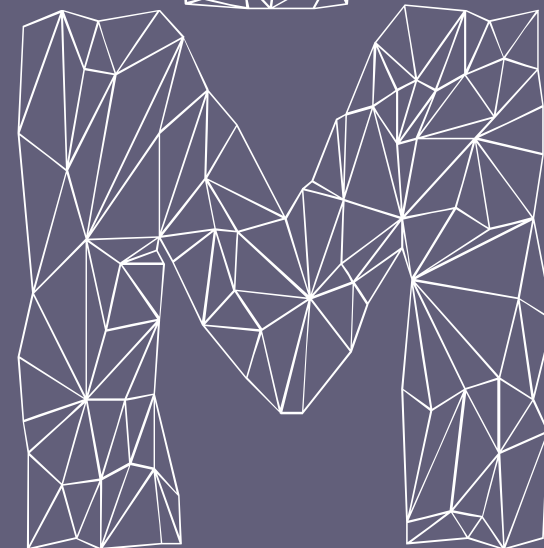
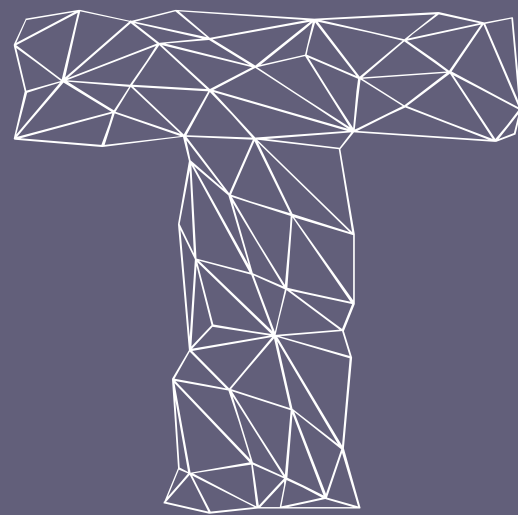
The day is split into three sections, each measured by a d8. Morning, afternoon and night. This distinction is important when:

The party asks "what time is it?" If you're unsure, roll all three dice and add the hours. Or, if you know the general time and want to know the hour, just roll 1d8 and add it to the baseline of that time. Morning is 1-8. 9-16 is afternoon. 17-24 is night.

Measuring time during decompression.

You need to sleep for one of the d8's. During the other two d8's you can generally do one big thing or two smaller things.

You decide if it's a big or small thing and the Mediator decides how much you can do accordingly.



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

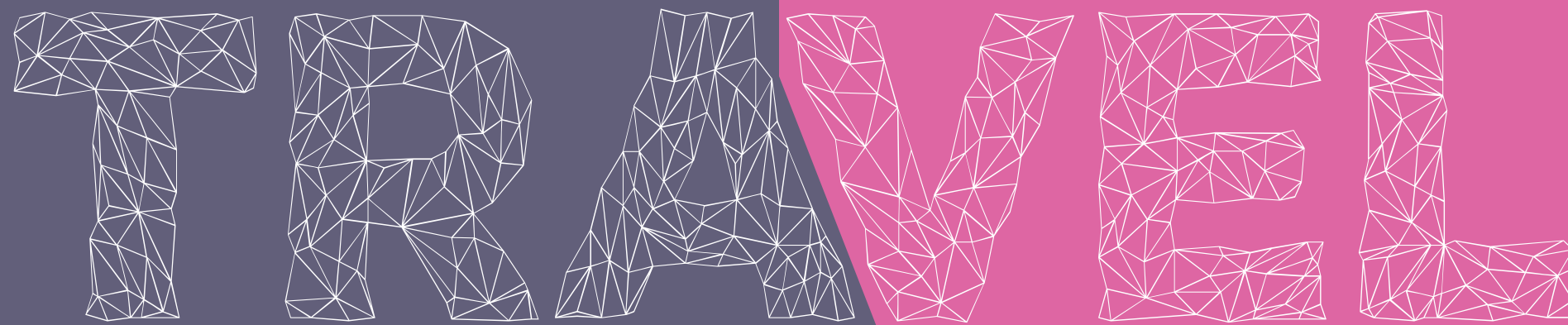
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

DICE STACKING

The onus of travel is on the Players, not so much the Characters. Each person at the table, including the Mediator, will need a twenty-sided die. The Mediator chooses a spot on the table and places their die. Then elects the next person to stack their dice on top. That person chooses the next, and this happens until all Players have stacked their dice or 6 dice have been stacked.

If the dice tower falls, then the party encounters a major setback and must make contests against the dice of the tower. The last person to stack a dice rolls to determine what setback occurs and then, one at a time, the players will make the appropriate contest vs. the d20's until all d20's have been used.

If the tower doesn't fall, then the players make it to their destination without gaining Stress. The party must ask each other at least one question. This simulates the bonds and experiences that happen during travel through a strange land.



SETBACKS

1. Misread the map and now you're in the middle of a Minefield. Every 10 wealthy abandoned is one dice removed. How do you cross a minefield?
2. Skeletal force marches unending across the land. They won't bother you by the sight of their ghastly visages is enough to shake even a seasoned soldier. How do you keep your cool?
3. Massive bombing raid on some distant city. You can see it all and there's not much to be done about it. Make a Soul contest to keep your cool.
4. Wasteland left behind by a magical experiment gone wrong. There are half-mutated folk that need help. This land will be scarred for all time. If you decide to stay and help you'll have to stack the dice again, but don't make any contests now.
5. Cross through the Court of Thrones, where all the failed Dreadlords are doomed to sit for all time. This is not a pleasant sight and is quite dangerous terrain.
6. A plain of beached whales, slowly dying. There's nothing to be done for them. They whisper secrets from your past to you as you pass.

Make your own setbacks and send them to me on twitter [@theBestPupper](https://twitter.com/theBestPupper)

QUESTIONS

1. You met someone on the road, why did they fill you with determination?
2. What sight did you pass that made you smile?
3. What natural phenomenon happened that gave you hope?
4. What memory did you keep going back to when the trek got tough?
5. Who do you think about at night?
6. You kept watch on the first night. What did you do to keep yourself occupied?
7. You got a letter from home. Who was it from? What did it make you feel?
8. What tiny token of yours ended up becoming invaluable to this journey?

POPULATION

Every NPC is made up of three things:

What they Say - this is what they wear on their sleeve, the most obvious things about them and how they act, how they present themselves

What they Don't Say - this is the subtext of their actions, what they believe, what they desire, or fear, what gives weight to their words

What they Actively Hide - this is their secret and one that they keep close to the chest, sometimes they don't even know that they're hiding it

Think of these as deeper levels of an NPC, and accessing them is about gaining trust, forming friendships, and being a decent person to them. Trading hearts through confessions, and promises, and love is how you can delve into an NPC and create a lasting bond.

WHAT THEY SAY

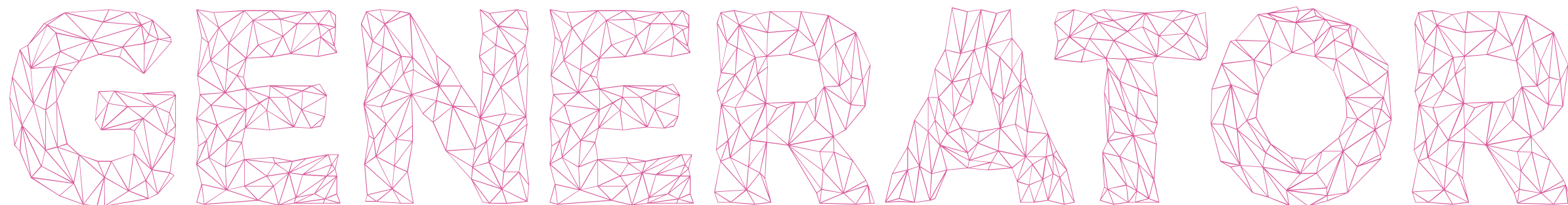
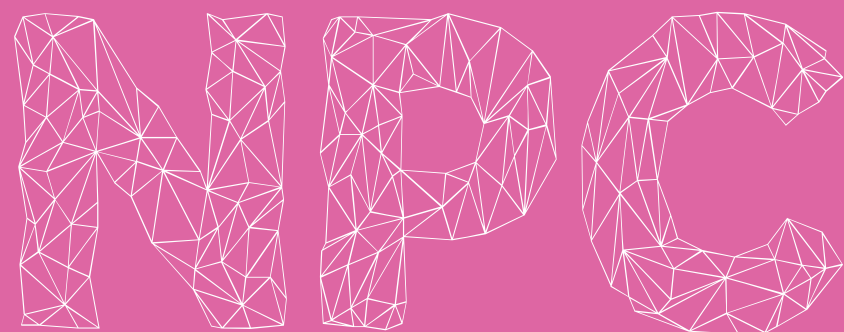
1. "I want to be left alone..."
2. They are a master at their craft
3. They accomplished something great a long time ago
4. They are bright and vibrant
5. "I really think you're brave for wearing that..."
6. "Did I ask for your opinion?"
7. "I don't take orders from anyone!"
8. They talk too loud for any situation
9. "If you can't handle me at my best--"
10. "I'm not a kid anymore!"
11. "I don't trust any of my friends anymore."
12. "What's the point in anything anyways?"
13. "I won't just be another cog in the machine!"
14. They can't meet your eye during conversation
15. Their body type doesn't match their manner
16. "I need to get out of here...see the world..."
17. "There's nothing you can do to help me."
18. They are gay and really fucking proud of it.
19. "I was like you, but I decided I'd rather settle down."
20. They keep silent whenever possible.

WHAT THEY DON'T SAY

1. They need to be the center of attention
2. They can't handle the limelight
3. They are afraid to fail again...
4. They think you're really, really cool
5. There's something else they'd rather be doing right now
6. Something is occupying their mind, like, all the time
7. They couldn't care less about you or anyone else
8. They've seen a lot of people like you and don't get close
9. They feel like an outsider here...
10. They can't bring themselves to say no
11. They're a compulsive liar
12. They don't know what they want out of life anymore
13. They really need a rebound after their last relationship
14. They miss their parents...
15. They lost a loved one to the nightmare
16. This place is unfamiliar to them and they're homesick
17. They aren't as smart as they make themselves out to be
18. They think of life as a story, or a game
19. They isolate themselves on purpose
20. They're leaving soon and it's just now hitting them that they're going to miss this place and all of these people, so they're kind of existential, but hopeful

WHAT THEY ACTIVELY HIDE

1. They are deeply paranoid
2. They are related to one of the characters
3. They are figuring out their sexual identity and are really unsure right now
4. They committed a horrible crime in the past
5. They have an unrequited love
6. They are uncomfortable with their body
7. They are fighting against a general anxiety about everything they do
8. They struggle with depression
9. Intrusive thoughts of anger and/or violence
10. They are not their assigned gender and are figuring it out
11. They were cursed by a witch as a child
12. They were hurt by a loved one long ago and have never allowed themselves to love again
13. They are an Absurdist, but their mind can maybe be changed...
14. They are looking for any reason to trust you and become clingy
15. They were raised to be pious and struggle with it into adulthood
16. They suffer from an addiction.
17. They suffer from PTSD
18. Their relationship with their parents is complicated
19. They were cursed by a witch as a child
20. They've suffered a Soul Death and have yet to recover...



VILLAGE

STATS

Use the building blocks of a character to create villages. Measuring the various parts of a village this way allows you to:

1. Have a general grasp at where the village's focus lies and where they falter.
2. Use the stats whenever a contest is called for against the Village.

You can treat it as a character. Personify it. Give it a feeling and a personality.

CITIES AND SLUMS

When you want to go big or go low, you can adjust the stats to match.

Give a village a d20 in one stat and it turns into a City.

Get rid of the d12 for another d4 and you shrink the village down.

Give it all d4's and it becomes an abandoned rest stop on the highway.

THREE THINGS

You can give a Village three things to create a basic depth.

What it says. This is the current look of the town. How it presents itself to outsiders.

What it doesn't say. This is the thing that only people living in the Village would know. The real shit.

What it actively hides. This is the Villages secret. A tragic past, or a horrifying one. This is the kind of thing that you won't find on accident.

VAULT

This is the place or person that the village stores their secret, or locks it behind. It is rarely a physical vault. It might be hiding behind an NPC, or buried in some location, or hiding in plain sight.

CREATION

NAMES

Having trouble naming a village? Pick one from each list. Or roll some d20s.

BLACK	1	WOOD
RED	2	HILL
METAL	3	GRAVE
DEATH	4	GHOST
LOST	5	HAUNT
UNDEAD	6	FORT
CORPSE	7	BLOCK
FORGOTTEN	8	BURBS
CURSED	9	ARCHIVE
ASHY	10	MIRE
PAINTED	11	GARDEN
RINGED	12	PARK
OLD	13	VALLEY
MOON	14	SHRINE
PATCHWORK	15	OUTSKIRTS
SCRAP	16	LAKE
COLOSSAL	17	WARD
INDUSTRIAL	18	CAMPUS
STARVED	19	FRONTIER
VEIL	20	TOWER



Where is the party at the beginning
of a session. roll d100

1.	Resting after a tough fight with a monster
2.	Resting after a run in with beastmen
3.	In the midst of a battle with a monster
4.	In the midst of a fight with beastmen
5.	Criminals have a PC hostage, threaten to kill if not given gold
6.	Running from something much bigger than them
7.	Hiding from the dragon that just flew over
8.	Hiding from people who want them dead
9.	Hiding from a monster that killed a hireling
10.	Waking up from a long rest
11.	Packing up camp cause there's nothing here
12.	Packing up camp cause THEY almost caught up
13.	Setting up camp after a long day
14.	Hunting for food because everyone is starving
15.	On the trail of a monster
16.	Being hunted by a nightmare (unknown)
17.	Being watched from afar (unknown)
18.	Caught between a rock and a hard place
19.	Caught in a thunderstorm
20.	Caught in a blizzard
21.	Caught in a typhoon
22.	Caught in a monsoon
23.	Coming into a village in the early morning, bloody and hungry
24.	Coming into a village in in the dead of night, bloody and hungry
25.	Coming into a village at high noon, bloody and hungry
26.	On horseback on the Only Road
27.	Riding a carriage with strangers on the Only Road
28.	Hitching a ride with a caravan on the Only Road
29.	On horseback when bandits attack
30.	On a caravan beseiged by monsters
31.	On a caravan beseiged by bandits
32.	In the wreckage of a crashed caravan
33.	In the smoldering ruins of a village
34.	In the blasted wreckage of a keep
35.	In the vine-eaten nest of a keep
36.	At the precipice of a body-covered battlefield
37.	At the edge of an ongoing battle
38.	Staring at a mass of burning bodies on a battlefield
39.	In the middle of a field as two armies prepare to clash
40.	In an abandoned keep as the rain comes down outside
41.	At the edge of a druid circle
42.	Being watched by druids
43.	At a fork in the road
44.	Looking at a wanted poster with your face on it
45.	Waking up with wolves rummaging through your stuff

46.	Waking up, upside down, hanging from a tree
47.	Hooked to an endless chain being led down the Only Road
48.	In an pit, being fed scraps
49.	In an fighting ring, vying for freedom
50.	In a wagon full of prisoners
51.	In a pie eating contest
52.	Looking at a map in a foreign language in a tavern
53.	In a tavern having a pint
54.	Sitting on a cliffside, listening to the waterfall
55.	Lying in a field of sunflowers
56.	Watching the full moon rise
57.	In a 12ft tall wheatfield, the sound of the farmer's shredder approaching
58.	Sleeping in an Inn as a wench steals your coin purse
59.	Feeling the point of a crossbow bolt pressed to the back of their skulls
60.	Playing cards with clones of themselves from a dark realm
61.	Way too close to a dragon's lair
62.	Covering your eyes in the presence of a nymph
63.	Facing trial in the center of an unjust town
64.	In a standoff with a Saint and a Psychonaut
65.	Delivering food to a dilapidated orphanage
66.	Being rewarded by ratfolk for a dirty deed
67.	In a keep being sieged by soldiers
68.	In a castle attacked by a duo of dragons
69.	With the Lookouts on a dangerous hunt
70.	Stalked by an assassin who was paid handsomely to eliminate a PC
71.	Being teased by a cruel Nymph
72.	About to make a deal with a demon in exchange for too much gold
73.	Being called as a witness to a ridiculous crime in a forsaken village
74.	At a ghost party, dancing or being edgy
75.	At the mercy of a dragon
76.	With an old friend by the riverbank, enjoying the spoils from a recent victory
77.	In the middle of a Basement facing down a foe that could kill them, roll initiative
78.	In a field when the fire starts
79.	At camp when arrows fly overhead, roll initiative
80.	Inside the belly of a dead purple worm, trying to dig their way out
81.	In a quaint tavern as a bar brawl breaks out
82.	In a nice Inn when evil cultists bar the door from the outside and set it ablaze
83.	In an ancient crypt, saying their words to a fallen comrade
84.	At the center of town as several innocent men are about to be hung
85.	Looking upon an active volcano ready to erupt
86.	Coming across a sealed treasure chest sleeping in the road
87.	Parting ways with a dear friend on the Sunbroke Coast
88.	Leaving a village who treated the party like family
89.	Leaving a village on horseback as the town guard makes chase
90.	Polymorphed into cattle being herded by a crazy farmer
91.	Coming upon the ruins of a teleport circle
92.	At a crossroads with a demon as he tries to weasel his way out of a bargain
93.	Interrupting a trek with a bathroom break
94.	Crawling out of a Basement empty handed
95.	In a circle of protection, waiting for something to come get them
96.	Under the sagging roof of a burning bar, hiding from the rain
97.	Enjoying a relaxing swim in a pond
98.	Picnic on a grassy knoll
99.	Dragging a friend from the cellar of a once haunted Inn
00.	Looking at the one thing they want the most...



D100 Sonbird Plotooks to help you.

1. You find a magical scarecrow - true love's kiss will turn it back into a prince
2. Certain townsfolk start turning see-through
3. King of the Sea is summoning all of the jellyfish in the area to harvest them for a spell
4. Spirit wolves rush into town. They grab the metalworker and drag him into the forest.
5. Your father is an evil wizard, and he's back...
6. Pirates arrive in town in disguise. They're asking about a girl.
7. A blue armored woman arrives on a flying skiff. She has a gas mask on.
8. A young witch comes to town to make a name for herself
9. A spirit is eating people in town. You can hear their screaming in the woods.
10. A fighter plane lands right in front of the party, with the intent to kill.
11. You remember a spell your grandmother taught you.
12. Pirates lay an ambush in your home
13. Tsunami.
14. A baby is born and the party must name it.
15. In your dream you are visited by a legendary warrior who shows you something great.
16. Injured soldiers wash up in the river through town.
17. Airships make a crash landing in a dangerous forest.
18. A large spirit blocks and prominent path.
19. Party guests are held hostage by pirates.
20. Spirits sneak into your garden and plant seeds that will grow into magical plants.
21. Library's burning and they need to get the books out.
22. Beneath the river there is an underwater city built into the bank.
23. An ancient mecha is awoken, too large for its own good.
24. A wizard gifts you his old cottage. It's in the most beautiful meadow and dreadfully cursed.
25. A dog starts following you. It may or may not be a polymorphed wizard.
26. A brilliant light shines from the Inn, pointing into the clouds.
27. The Wicked Witch of the Waste arrives in town.
28. There are caves under the village, deep and old and ancient.
29. Bombs. They are everywhere. A blitzkrieg.
30. The Wicked Witch's henchmen are scouting the town
31. A white dragon is hiding in town, disguised as a boy.
32. A gargantuan creature watches the village at night.
33. Refugees from a natural disaster need your help.
34. A young girl vanishes overnight. All that is left is her hat.
35. You're hired to sabotage a military super-weapon
36. Pirate apologize to you for something.
37. A princess is found in the wreckage of a crash. She says "burn the cargo".
38. A monster from the old world is alive deep beneath the city.
39. A war machine is growing beneath the city. Evil warriors guard its secrets.
40. Some army wants you to develop a new military super-weapon.
41. A strange spirit hermit lives in a small shack out in the woods with her wolf and her owl.
42. Several large military craft descend on the city.
43. A hidden library exists under the city. Only royalty can enter.
44. The town floods.
45. A fish, thought to be extinct, appears on the shore.

46. There's a fortress on the sea where the military keep their prisoners. There's a powerful artifact there.
47. An acid lake. The remnants of a submarine are used as a meeting place for a cult.
48. A shooting star falls to the ground. It's actually a magical artifact.
49. Raining spores. Very dangerous without protective gear. Very beautiful
50. Witches in the woods turn humans into animals.
51. A poisoned, demon boar rushes into the village on a rampage.
52. A cursed warrior comes to town.
53. The wind vanishes...then...EARTHQUAKE
54. A beautiful girl waits at the bar for you. You've never seen her before.
55. An old woman comes speaking a prophecy.
56. There is a god in the forest if you know where to look
57. You're accused of being a spy
58. A princess in disguise asks you for safety.
59. An airship flies low over the city and crashes nearby in a fiery explosion
60. The grandest tree in the area is home to every bird in town
61. Pirates are in your room when you return, eating all your food.
62. A tree grows on the grave of a fallen soldier
63. A Queen invites you to her castle. It's strange and magical and trapped.
64. One of the party members is struck with a curse that turns them into an old person
65. A dragon crashes, bleeding and dying, into town
66. Orphans hide in caves under the village. They come from all over the region.
67. A beautiful nymph sings at the tavern
68. Cursed food turns the townsfolk to pigs
69. The only thing that can return a fallen human back to life is the mouth of the largest beast in the land.
70. A flying cowboy comes to town looking to challenge you
71. It rains oil
72. A flare in the distance...an SOS
73. The military calls all wizards to war
74. The army have a trap set for you
75. Pirates ask you to join their crew.
76. Your younger sister shows up...
77. A fire demon is flickering out. Will you feed him?
78. A phone rings in your room. It's a signal from the military. They're calling in an airstrike.
79. Samurai come to town and they are not friendly
80. A witch and her twin are feuding and it's interfering with the town
81. The villain wrote a screenplay.
82. Several pirates have a wanted poster with your name on it.
83. An abandoned vehicle sits outside of town. It looks like your mom's...
84. Secret police are watching you.
85. Lightning strikes the inn as a spell is miscast by a man in black.
86. The forest floor is actually growing on the top of another forest, untouched by time.
87. Sand slips from cracks in the sky
88. A lost leader returns.
89. A river spirit comes to town, polluted and in need of assistance
90. An occupational force rounds everyone up in town. Destroys their weapons.
91. A new, Italian restaurant opens in town <3
92. A field of a hundred windmills
93. Large insects want to investigate the town. They are not harmful.
94. A legendary wizard grows intensely depressed and is ruining the town because of it
95. Doves bring messages to all in the village. Most have grave news.
96. Something's living in your attic.
97. Pirates have a fashion contest.
98. A man arrives with a telegram
99. A girl floats down out of the sky and lands as gentle as a feather
00. There's a secret door in the tavern that descends to an underground city

THE FORMULA

Songbirds is designed to make opponents fun to make and easy to read. Each one is made up of this formula:

[Name] is a [difficulty][class] with [toy] who [verbs].

NAME

The specifics matter, even when facing a minion. Never send “royal guard 1” after your players. Send “Saint Thomas, first guard of house auran” after them. The details will give you more to play with and will help treat these opponents as more than just fodder.

DIFFICULTY

Difficulty refers to which dice type is used. The bigger the dice, the more damage they’ll do and the more stress they can take.

d4 – minion
d6 – easy
d8 – medium
d10 – hard
d12 – heroic
d20 – legendary

All other stats follow a descending order. So a minion only has the d4 and their other stats are useless. Easy opponents have d4’s for the rest. Medium have a d6 then d4’s. Hard have a d8, a d6, then d4’s. So on and so forth.

CLASS

Tells you which stat will get the biggest die, and which stat they will be targeting when opposing the party.

Mind – twister
Body – brusier
Soul – corrupter
Luck – trickster

TOY

Is a tool, ability, or function that the opponent can use against the Party. These are physical things, like weapons, traits, or attributes that the Party can see. Be specific. Instead of a “baseball bat”, have the opponent carry a “large baseball bat wrapped in chains”.

VERBS

Gives the most base motivation/action that the opponent will try to do when challenged. Again, the specifics can make a huge impact here. The bandits don’t just “attack”, they “try to break bones”. The royal advisor doesn’t just “make snide remarks”, he “attempts to end your entire career”.

STRESS/MORALE

Stress works both ways when it comes to opponents. You can build it up or break it down. Every opponent’s Stress score is equal to the maximum roll on their difficulty dice. Defeating opponents can be about beating them down, or helping them out. And depending on their Morale, each one can be more difficult than the other.

When Morale is called into question, roll the Opponents difficulty dice and try to get above their current stress. Some opponents are less likely to give up, but fighting to the death isn’t common-place.

ADDITIONAL TOOLS

Don’t be afraid to give oppononents more than one Toy to use, or more than one verb. Sometimes it’s better to think of a list of standard moves that an opponent might use. Other times it may seem more useful to gives them the “three things” that all NPCs have. What they say, what they don’t say, and what they actively hide.

Also, give your Opposition one skill per difficulty rank.

Minions get 1 while Legendaries get 6.

CHALLENGES

How many opponents should you send after the party at one time? If you look at their difficulty dice as a static number (d4 = 4, d12 = 12), you can use this to build out groups of opponents in a point-buy system.

The number of points for a challenge should be around 10 x the number of characters in the party. Or 10 points per player. A party of 4 characters will have 40 points that you can use to generate a challenge.

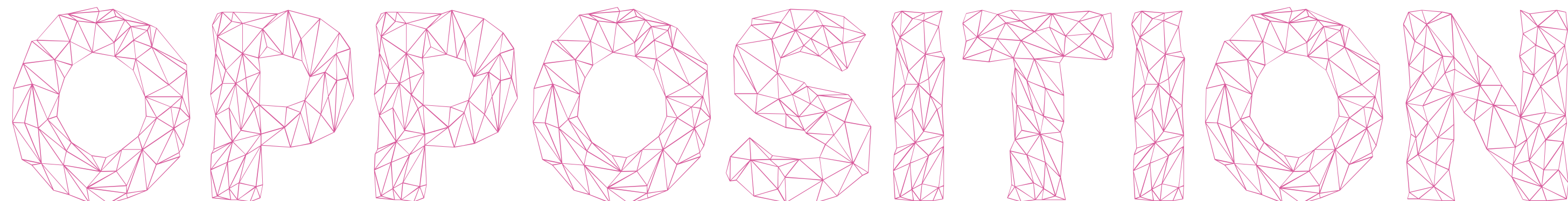
That’s 2 legendary opponents. Or 10 minions. Or A heroic, a medium, two easies, and two minons. There are a wide range of combinations to challenge your Table with.

EXAMPLE OPPOSITION

Blitz the goblin is a an minion bruiser with a bike chain who whistles while hunting you down. (*insult to injury*)

Blake Street in Goblintown is a hard twister with flashy neon signs that blind and confuse you as you walk the city. (*Dead end turn, distracting flashy lights, worn down signs, & deafening surrounding noise*)

Carthus the Magnificent is a Legendary Corrupter with the divine power of hate behind him, who destroys your sense of self. (*sinister ugly words, hate you entirely, ignores all snark, overlooks you benefits, blessed by hate, city appointed magistrate*)



INTERPRETATION

Basements are based in the subconscious of mythic creatures, hiding in the memories of legendary artefacts, and materializing from the dreams of ancient magic. To create them, we want to act on an idea:

You are not an idea generator, you are an idea interpreter.

Sitting alone in front of a blank piece of paper will do us no good. What we need is information coming in.

How do we get that information though?

THE BEATLES

Songs. Albums. Musicians. We are going to be making Basements out of different songs that we pull, laying them out as “rooms” in this subconscious space, and connecting them with hallways and relationships.

I will be using the Beatles for this example, but any artist will do. It helps to choose an artist that:

Has interesting song titles/lyrics

You have an emotional connection with

A LIST OF SONGS

Using Spotify or Google, go through your artist and write down song titles. As many as you can. Ones that strike your eye or sound evocative.

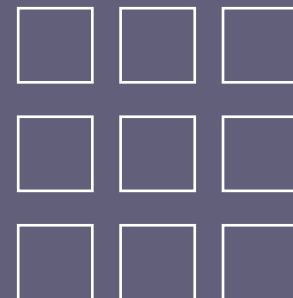
Then you’re going to pick (randomly or not) 10 of those songs. You can use dice or the internet to do so.

Example: I did it just now and got these 10 Beatles songs.

1. Tomorrow Never Knows
2. I’ll Be Back
3. I’m Down
4. If I Needed Someone
5. Across the Universe
6. Golden Slumbers
7. Sexy Sadie
8. You Know My Name
9. Ooh! My Soul
10. Blackbird

THE MAP

Make a 3x3 grid of squares on a piece of paper to function as the map. 9 rooms in total, with enough space between them to connect them later on.



You may not end up with 9 rooms in the end, but it helps with initial planning to assume so.

CORE

You have 10 songs and 9 rooms to fill. This allows you to search for a through-line with the songs you chose, or maybe it’s a theme the artist usually tackles. But finding this hook, or core of the Basement can tie together the rooms.

Example: For this Basement I wrote that “Thanks to strange whispers from a hole out in the fields, local people have adorned bird masks and feathers and flocked to the hole, forming a cult.” I got this from Blackbird. (Taking titles literally can lead to results)

BASEMENT

Lay the rest of the rooms out in order of the Songs you’ve chosen. Don’t worry about how they flow into each other yet, we’ll figure that out later. For now we just want the ideas down on paper.

After laying them out, write what each room is, or does, or holds inside of it. Think about the title, the Core, the themes, the lyrics, and trust where your mind wanders.

Example: My first room is Tomorrow Never Knows. It makes me think of the future, or time travel of some kind. So I came up with this. “Murals adorn the walls showing the gruesome fates of each party member. They changes with each new decision they make.”

CHALLENGE

During or after laying out the rooms, we can assign challenges to each room. What contests will the Characters have? Who will they run into? What is hiding here? Here is a list of things to include in a Basement:

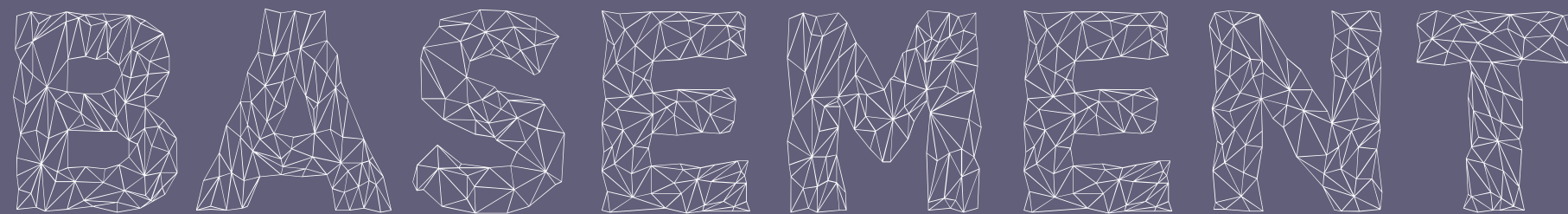
- Something to uncover
- A Nightmare to fight
- A toy to playwith
- A character to fall in love with
- A creature to talk to
- An item far too dangerous to wield
- A bargain that’s difficult to make
- A sacrifice that must be made
- A trick or horrific curse
- Collectibles & additional Wealth
- An enemy looking to make things right
- Past relationships resurfacing
- Old allies who have turned coat
- Ghosts, Demons, a vault...

Example: For “Tomorrow Never Knows”, since it’s the first room, I want to give the Party an easy test of Soul. They’re looking at their deaths, which can be rough.

RELATIONSHIPS

Connect the rooms together with lines to represent pathways, “x’s” to represent locked pathways, and “S’s” to represent secret passageways.

On the next page is a sample Basement.



THE BEATLES BASEMENT

Thanks to strange whispers from a hole out in the fields, local people have adorned bird masks and feathers and flocked to the hole, forming a cult.

Roll d6 after entering each room to see how many crowboys (minion bruisers) there are.

1. Murals adorn the walls showing the gruesome fates of each party member (Easy Soul contest). They change with each new decision the player makes.

2. A Giant Owl (Hard Bruiser) is locked inside. It is near starved and raging mad.

3. There are several chained, depressed princesses here. Their sadness creates a never-ending rain cloud that drizzles the room. All but 1 of them are assassins (Medium Bruisers) in unlocked manacles.

4. Make a Legendary Mind contest. If you fail you can't leave this room without someone else's help.

5. The walls of this room act as portals to your childhood home as something horrible happens (Hard Soul contest).

6. The doors to this room are golden curtains (Legendary Mind) that when passed through put you to sleep.

7. This room is filled with bird cages, most of them empty. If you touch a cage then it becomes filled with a new bird and your soul is transported into it, leaving your body open for the rogue thoughts that created this Basement. The rogue thoughts puppet your body and try to get EVERYONE to touch a cage.

THOUGHTS...

This Basement ended up only being 7 rooms instead of 9, which is completely normal as some songs will work together to make a single room.

(Tomorrow Never Knows makes me think of the future, time travel of some kind.)

(I'll Be Back makes me think of the Predator, and owls are predators and birds, so it fits.)

(I'm Down is a song about a girl messing with a guy's heart, but it makes me think of Down from Blink 182, which makes me think of rain, so that's why this room is like this.)

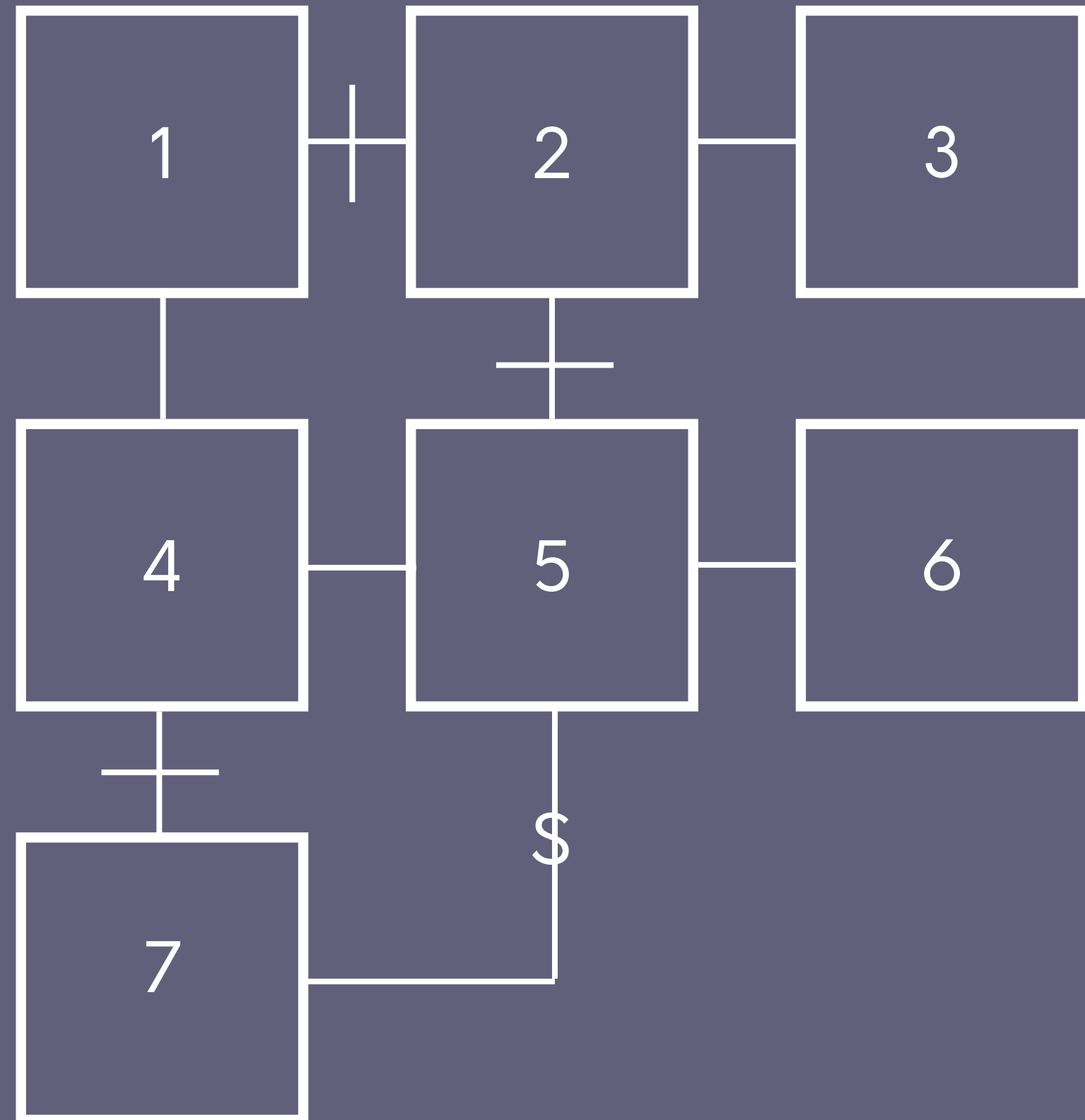
(If I Need Someone makes me think of needing the other players for something.)

(Across the Universe makes me think of magical travel and home.)

(Golden Slumbers...)

(You Know My Name makes me think demons, Ooh! My Soul makes me think something about soul stealing or swapping.)

I'd put a randomly rolled Anima in this room.



- 1
Honeymoon dream
Normal sword that has the ability to ignore armor and deal 10 extra stress, but breaks afterward.
- 2
Evil man's mind
Helmet, allows you to transfer consciousness with one sentient being you see
- 3
Hug it out!
Gloves, anything successfully grappled by these gloves becomes pacified until let go
- 4
Crowd noise
Hand canon, the gunshot can sound like anything other than a gunshot
- 5
Airstrike
Boots, allow you to float continuously up, they don't allow you to go down
- 6
Gigantic
Large, aperture-science-esque orb canon, an make one thing LARGE but it must make another thing SMALL
- 7
Frightful silence
Cloak, as long as the PLAYER doesn't talk, their CHARACTER is completely silent
- 8
Sigmar's ult
Door-sized, gold medallion, will spin infinitely but requires at least two people to spin
- 9
the Maw of god
Gauntlet, stores one item inside the palm. If another item is put in, stored item is propelled out at dangerous speeds.
- 10
Museum of war
Old war banner, turns whatever it's draped over to stone.

- 11
Dreadclaw
Indestructible wolverine claws, the arm that it is affixed to grows a foot of hair a day
- 12
Vault of the fallen
Old war banner, keeps whatever its draped over alive.
- 13
the end.
Orb, once cracked causes d100 stress to all those around.
- 14
Goblin Emperor
Crown of animate emotion. Wear it and your emotion will be personified as an animal of appropriate color.
- 15
Dreadbringer
Title, 1/day you can put a living target to sleep (Mind contest) or cause horrid nightmares (Mind contest with advantage)
- 16
Witchfire
Ball of living fire that can locate any fire nearby, and can talk to fire
1/day.
- 17
Hive Fleet Issue
Badge, allows you to communicate to insects and makes them more likely to follow direct orders
- 18
Vindicator's Daughters
Pair of bracers, makes your brain twice as large, if two people wear them they can share thoughts
- 19
Lunar Matora
Half-moon stained-glass shield, shines brightly in the dark and smiles when the wearer is in danger
- 20
Hound
Helmet fit for a dog, gives them super strength

- 21
Hulk
Leather armor, makes you grow twice as large and twice as strong when you become jealous. You also become green.
- 22
Malediction
Hand cannon, 1/day it deals additional Stress equal to the Stress you have acrued.
- 23
Dark Sorcerer
Staff, can link with a target to read their thoughts, and if they fail a Mind contest you can put a thought into their head.
- 24
Whirling Zephyr
A fold up, Tiny, hot air balloon that can carry a single person.
- 25
Zebra
Long barrel rifle that alternates between dealing Stress and relieving Stress.
- 26
Tyrantosaur
Boots, 1/day you can move 4x as fast and crash through objects
- 27
Unbowed
Prosthetic limb, has Armor 1, and can act as a Shield 1. Repairs itself overnight.
- 28
Danger Days
Pair of goggles that let you see who has an intent to harm you. They glow red.
- 29
Reverberation
Orb, when cracked everyone makes a d20 Body contest to keep ahold of what's in their hands.
- 30
Benevolent Sacrifice
Broach, breaks upon suffering a Breakpoint. It neglects the effect but you keep the Stress.

ANIMA

These are the magic items of this world. And they need to be weird, or interesting, or all-together not something you'd expect.

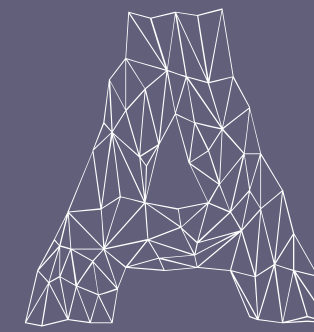
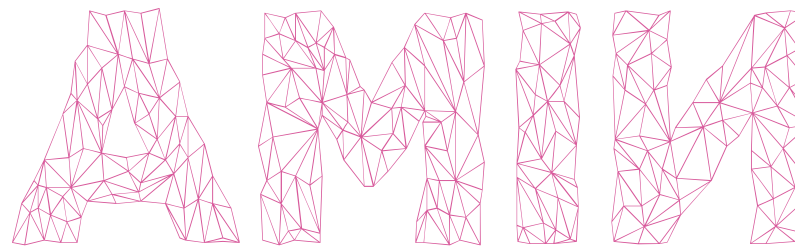
The fun in an Anima is that you shouldn't be entirely sure how it works, or when/where you'd use it for it to be effective.

They promote clever problem solving, but also gives outside-the-box tools to solve the often odd problems the world will throw at the party.

When creating you own: Keep the abilities within a 1/day limit if the power is useful but not game-breaking.

Keep the abilities to a one-use item if they are game-breaking.

Make them weapons, yes, but also boons, clothing, items, and even living creatures.



ADDITIONAL TOOLS

The safety tools present on the next page are not the only ones out there. Check online and consult with players and Mediators before joining games.

The primary goal is always to make you feel welcome and safe. If there are any signs that this may not be true, do not participate with those people. You deserve to enjoy your time.

X-CARD

Songbirds uses the X Card as a preemptive tool as much as a reactive tool. The X Card is something a player or a mediator can hold up, or put on the table, or send through their favored communication platform, whenever they are feeling uncomfortable, or whenever they feel like the current topic might make them uncomfortable.

This can be used in response to another player's words as much as the mediators.

THIS IS TO BE RESPECTED.

It, unlike other portions of the game, is not a conversation. Sometimes the mediator or a player can overstep and it's important to respect the boundaries set around you. IF you can't, throw this book away and don't play it.

CONSENT CHECKLIST

Get your phone or your laptop, google "digital RPG consent checklist" and follow the instructions to make your own copy to send to your players so they may fill it out anonymously and NOT have to hand you their sheet of paper.

THIS IS REQUIRED OF ALL GAMES. If you are at a con, or entering a new group at a game shop, or at someone's home and these were not made available to you, then it is not the kind of game that this book can condone.



Special thanks.

These people made this book possible

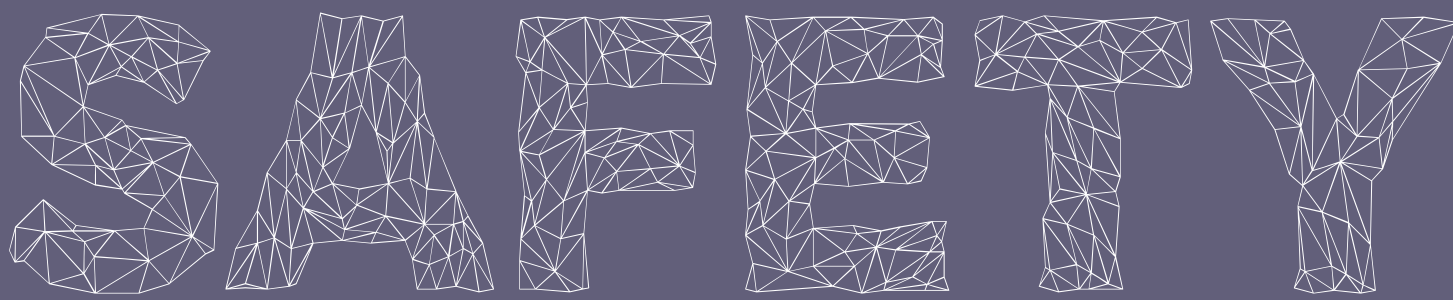
Emily (my torch)
Micah (@micaholism on twitter)
Redfurs (redfurs#4842)
Coleen (my best friend)
Alex (ya boi)
Bert (the og bird)
Kit (aya, rip)
Matt (that famous hippo)

Without them this would have fallen
as ashes to the floor...



Appendix N.

FLCL
Evangelion
Steven Universe
Adventure Time
Over the Garden Wall
The Legend of Zelda
Destiny 2
Moonrise Kingdom
The Royal Tenenbaums
Coraline
Castle in the Sky
Haibane Renmei
Grimgar
Your Lie in April
Your Name
Silent Voices
Dark Souls
Bloodborne
Stalker
Thom Yorke
Pokemon Blue
Jojo's Bizarre Adventure
Avatar: the Last Airbender
Aquarium, by David Vaan
Carl Jung
Protest the Hero
Akira Kurosawa
Blade Runner
Cowboy Bebop
Samurai Champloo
Kingdom Hearts
Final Fantasy X



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
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