

# A Hollow Song

## PLAYERS

Create your heroes and end the plague. Pursue romance in all forms. Make circumstances dramatic and horrible, then try to come out on top.

First, choose an **archetype**:

*Brawler, Ranger, Thief, Scholar, Trickster*

Then, choose how your *style*. What sort of song do you sing?

*Chorister, Crooner, Diva, Dirge, Intrumental, Yodeler*

## HEROES

During play, explore these questions. The answers are yours alone.

- What is the Plague of the Muted?
- Who is in your caravan? Why did you bring them?
- What small things give you hope?
- What are the Muted?

## RISK

Whenever a player needs to risk something, they roll dice. GMs don't roll dice. The goal is to roll a number of **six-sided dice**, add up the results, and get a result that is **equal to or greater than 6**. That number never changes.

Roll a d6 automatically. Add another d6 if your **archetype** helps you. Add one more d6 if the action fits with your usual **approach**. Add a d6 if another character is **helping you**.

If you **succeed**, you **narrate the outcome** of your action. (You get to choose if it succeeds or fails.)

If you **fail**, the GM **narrates the outcome**. (It can be good or bad, but you don't get

YOU HAVE COME TO THE STOLEN LANDS IN SEARCH OF A CURE TO THE **PLAGUE OF THE MUTED**. Your caravan's joyous cacophony grows more silent still with each passing day. They told you to find **THE BREATH, THE VOICE**, and **THE SINGER**. With these, you can remake **THE SONG** and save your people.

## DANGERS

There are strange creatures that once roamed only myth

## FINDING THE SONG

The players must explore the Stolen Lands, find the three parts of the Song, and remake it. **THE BREATH** will bring immense power to she who finds it. **THE VOICE** will bring immense pleasure to she who holds it. **THE SINGER** can tell the group how to remake **THE SONG**.

The GM should also figure out and foreshadow where the three pieces of The Song are hidden. Roll a d6 for each one and assign them to a respective part of The Stolen Lands.

## RUNNING THE GAME

The gamemaster has responsibilities. Present obstacles. Juxtapose romantic heroes with desolation. Foreshadow despair, but give them hope with success. Do not pre-plan outcomes. Instead, present them with tough situations and ask them what they do.

Make them...

- Outsmart the legendary Whisperer
- Fight off bands of Muted
- Sneak past sullen Stilt-Fishers
- Fear that The Song cannot be remade
- Summon ancient Echoes for advice

"A Hollow Song" is a one-page game of music and despair by Phantom.  
Version 2 - <http://phantomdotexe.deviantart.com/> @phantomdotexe

*Where once gray was green, and glass was sand, and thorn was flower - that is the **Stolen Lands**. You have been guided here to end the Plague.*

**BROKENBOUGH:** The town changed its name when the last of the birch trees was felled for timber.

**KAYLOS RIVER:** The great river separates the Stolen Lands from the rest of the world. Traders and fishers still ply its waters, but keep away from the rocky shorelines.

**SKY MIRROR:** The lake drained away years ago, but the lakeside manors still remain. On sunny days, the lakebed shimmers as though still flowing with crystal water.

**SAGEBRUSH STEPPE:** As Sky Mirror dried and Brokenbough died, the desperate joined the wild-walkers. The growth of the nomads has been as incredible as it is unsustainable.

**THE GLASS GROTT:** Beneath Sky Mirror lay impossibly deep caves of black glass. A group of miners worked at exporting its crystal, for a time.

**OLD MAN'S BOG:** The steppe turns to bog as one wanders further east. It stretches farther than the eye can see, broken up by swampy woods and stilt-fisher villages.

