

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.

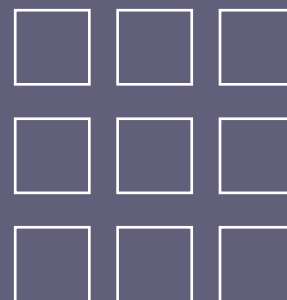
Then you’re going to pick (randomly or not) 10 of those songs. You can use dice or the internet to do so.

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

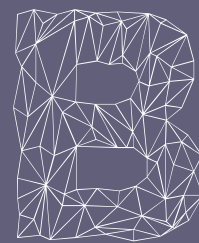
1. Tomorrow Never Knows
2. I’ll Be Back
3. I’m Down
4. If I Needed Someone
5. Across the Universe
6. Golden Slumbers
7. Sexy Sadie
8. You Know My Name
9. Ooh! My Soul
10. Blackbird

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:

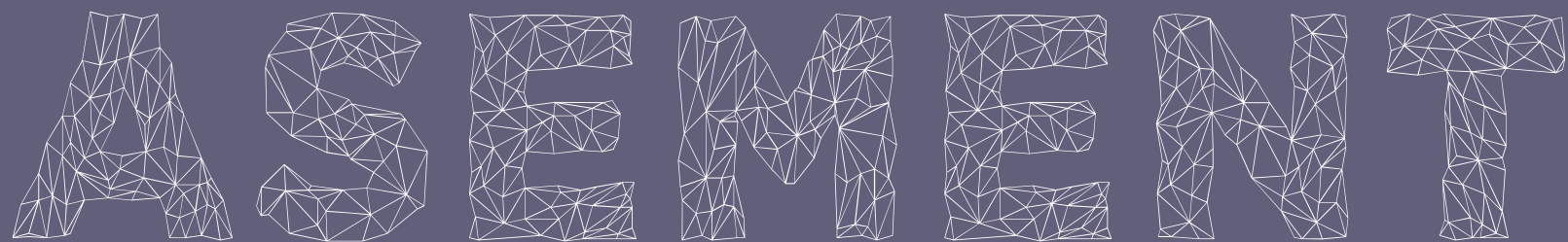
- Something to uncover
- A Nightmare to fight
- A toy to playwith
- A character to fall in love with
- A creature to talk to
- An item far too dangerous to wield
- A bargain that's difficult to make
- A sacrifice that must be made
- A trick or horrific curse
- Collectibles & additional Wealth
- An enemy 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.

