

Savage Blades of Xylandra

Version: 3

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Savage Blades of Xylandra

A Solo RPG of Sword and Planet Adventure

Savage Blades of Xylandra is a solo tabletop RPG adventure set on the mysterious planet of **Xylandra**, a world lost in spacetime where exotic civilizations, ancient alien ruins, and forgotten technologies collide in a struggle for survival and power. Airships sail across vast deserts and towering jungles, warlords clash over lost relics, and daring adventurers carve their destinies in the remnants of a fallen cosmic empire.

This minimalist Solo Role Playing Game is designed to let you explore **a savage world of adventure, lost science, and planetary warlords**, where primal might meets enigmatic alien wisdom, and every moment could be your last.

Introduction

Savage Blades of Xylandra follows these design principles:

1. **Portable:** To play, you will need a few common six-sided dice and writing materials. Anything else is optional and not essential.
2. **Rules-Light:** The game relies on a few rules and only one resolving mechanic, easy to learn and eventually to memorize.
3. **Tag-based:** Characters and situations are defined only by qualitative descriptors and no quantitative characteristics.

With a focus on quick resolutions, **Savage Blades of Xylandra** throws you headfirst into the heart of planetary adventure. Your character will be defined by thematic tags such as *“Lost Starfarer”*, *“Sky-Pirate Duelist”*, *“Relic Seeker”*, or *“Feral Gladiator”*.

What is a Role Playing Game (RPG)?

A role-playing game (RPG) is a type of game in which players assume the roles of fictional characters and act out their actions and decisions within a narrative or imaginary setting. The outcome of these actions and decisions is often determined by a set of rules and game mechanics, such as dice rolls or statistical attributes of the characters. Players may also collaborate to create a shared story or narrative through their characters’ actions and interactions.

What is a Solo RPG?

In a solo RPG a single player takes on the roles of one or more characters, while also simultaneously managing some elements of the game world. These games typically involve the use of a rule system and game mechanics to determine the outcome of actions taken by the player-controlled characters. Unlike a gamebook (such as the *Fighting Fantasy*, *Lone Wolf*, and *Tunnels & Trolls* series) a solo RPG is not a form of interactive, forked narrative in which outcomes are pre-determined and limited by the author’s choices.

Through the interaction of player, oracle, tools, and prompts, the character’s actions will build an **emergent narrative** within whose boundaries anything can be attempted, without predetermined limits.

Safety Tools

You will play alone, but be sure to play in an environment that is comfortable for you, without overexerting yourself, and reserve the option to stop as soon as you feel uncomfortable for any reason, physical or emotional. Don't be afraid to tackle new themes, but do so in full awareness of your boundaries.

Minimum Requirements

To play *Savage Blades of Xylandra*, you will need:

- **4 six-sided dice** (also known as d6s): two pairs of different colors.
- **Paper and writing tools:** at least a sheet of scrap paper and a pencil, but index cards or sticky notes are a fine addition.
- **Character sheet:** you may use the provided sheet at the back or a simple index card.
- **Notebook:** *Savage Blades of Xylandra* is not a solo journaling game; you can easily play it in the “theater of the mind.” However, you can keep track of your game if you feel the need!

Xylandra, The Lost Planet

Xylandra is a savage world of **ancient alien ruins, exotic civilizations, planetary warlords, airships, lost technologies, and primal conflict**. Once a thriving nexus of cosmic power, it is now a **fractured world**, torn apart by **forgotten wars, temporal distortions, and the struggle between its many species**. Here, warriors carve out their empires, explorers seek forbidden knowledge, and adventurers fight for survival among the wreckage of a fallen age.

- **A World Out of Time**

- Xylandra is lost in **a temporal anomaly**, drifting between past, present, and unknown futures.
- Some civilizations have **existed for millennia**, others **arrived unexpectedly**, pulled from distant worlds or eras.
- The sky holds **fragments of a shattered moon**, drifting in unstable orbits.
- Ancient ruins pulse with **forgotten power**, some activating at unpredictable intervals.

- **The Eternal Struggle for Dominance**

- Warlords, merchant-kings, and rogue warbands fight for control over **scarce resources and forgotten relics**.
- Nomadic tribes navigate **the vast deserts, jungles, and sky-reefs**, surviving on trade and scavenging.
- Some factions seek to **reignite lost technologies**, while others see such knowledge as a **curse best left buried**.
- Blood-duels, arena combat, and mercenary skirmishes **decide fates as often as politics do**.

- **Sword and Sorcery Meets Ancient Science**

- Advanced technology exists but is **poorly understood**, often treated as **mystic relics or divine artifacts**.
- Airships powered by **forgotten engines** sail between ruined cities and floating isles.
- Some wield **energy-forged blades**, others rely on **primal strength and raw skill**.
- **Mystics and scholars** debate whether the planet's strange energies are **science, magic, or something older**.

- **A Harsh, Exotic Landscape**

- Xylandra's environments range from **endless dunes to bioluminescent jungles**, volcanic wastelands, and towering crystalline spires.
- Ancient cities, partially reclaimed by nature, hold **automated defenses, mechanical guardians, and lost knowledge**.
- Some regions phase **in and out of existence**, revealing **entire lost civilizations overnight**.
- Unstable gravity wells, **drifting landmasses, and sky-borne ruins** make navigation a perilous art.

- **Diverse Species and Cultures**

- The planet is home to **multiple intelligent species**, each with their own agendas and secrets.
- Some species **were native to Xylandra**, others **arrived centuries or millennia ago, stranded by cosmic disasters**.
- Humans, alien hybrids, cybernetic warlords, and **bioengineered survivors** all coexist in fragile alliances or brutal feuds.
- Some believe Xylandra is a **prison world**, others claim it is **a test, a tomb, or an experiment gone awry**.

Playable Themes

The game supports a wide range of **Sword and Planet adventure themes**, including:

- **Lost Technology and Ancient Mysteries** – Seek out **forgotten artifacts**, uncover the **truth of Xylandra's past**, or awaken machines that were **never meant to be reactivated**.

- **Warlords and Kingdoms** – Carve out your own **domain**, overthrow tyrants, or **survive as a rogue mercenary** in a world ruled by strength.
- **Exploration and Survival** – Venture into **uncharted territories**, where **time-distortions, alien ruins, and living ecosystems** shift unpredictably.
- **Planetary Conspiracies** – Unravel the **secrets of Xylandra's exile**, discovering what **forces still watch the planet from the shadows**.
- **Arena Combat and Blood Feuds** – Fight in **gladiatorial arenas**, challenge **legendary champions**, or battle for **your people's honor**.
- **Airships, Raiders, and Nomads** – Join a **crew of sky-pirates**, navigate the **turbulent winds of Xylandra**, or defend **floating city-states** from rival factions.
- **Science vs. Sorcery** – Debate whether **mystics** are frauds or **keepers of forgotten physics**, and whether **science is any less dangerous than sorcery**.
- **Factions and Espionage** – Play as a **spy, diplomat, or rogue agent**, working between warlords, cults, and ancient orders to **shift the balance of power**.

Timeline of Xylandra

Xylandra's **true history is fragmented**, hidden within ancient ruins, oral traditions, and forbidden archives. Different cultures **interpret events differently**, leading to **contradictory myths and competing truths**.

??? – The Era of the Builders (Mythic Time)

- A **great and advanced civilization** ruled Xylandra.
- They **constructed massive cities, created bioengineered life, and harnessed the planet's energies**.

- Something happened—a **war, a rebellion, a cosmic disaster**—that led to their **disappearance**.
- Their **machines and temples still function**, though no one fully understands them.

Unknown – The Fracturing

- The sky **split**, and time itself **became unstable**.
- **New species and civilizations** appeared, some from other worlds, others from **Xylandra’s own past and future**.
- The planet became a **battleground**, with warring factions **trying to claim its ruins**.

Recent Past – The Warlord Age

- The **old empires collapsed**, and new powers **rose from the ashes**.
- **Sky-pirates, raiders, and warlords** fought over the planet’s **few remaining stable territories**.
- Some rediscovered **forgotten technologies**, while others turned to **brute force and conquest**.

Now – The Age of Uncertainty

- **Something stirs** in the ruins, long-dormant machines beginning to **reactivate**.
- The floating fragments of the shattered moon have **shifted**—revealing **hidden strongholds and forgotten cities**.
- Time itself is growing **even less stable**, causing **entire regions to vanish or return**.
- Warlords, scholars, and mystics **seek the truth**—but some fear that **Xylandra’s true purpose** is still unfolding.

Characters

In *Savage Blades of Xylandra*, you take on the role of **a warrior, a rogue, or an outcast** trying to carve your destiny

on a savage and mysterious planet. Whether you are a **relic-hunting archaeologist**, a **blood-bound gladiator**, a **disgraced warlord**, or a **sky-pirate seeking fortune**, your path is yours to decide.

Xylandra is a world where **cunning and strength matter more than lineage**, where **lost technologies blur the line between magic and science**, and where **survival depends on your ability to adapt to its shifting, unpredictable nature**.

Characters in this game are **not defined by numbers or rigid mechanics**—instead, they are **described through evocative tags** that shape how they **fight, explore, negotiate, and uncover ancient secrets**.

Everything is a Character!

In *Savage Blades of Xylandra*, **Non-Playing Characters (NPCs), Foes, Organizations, Monsters, and even important objects like vehicles** are treated as **characters** with defining traits.

A rusting **warship**, an **ancient sentient construct**, a **wandering swordsman**, or a **mutant warlord**—all can be defined using the same framework, ensuring **consistency and intuitive gameplay**.

Your Protagonist is described by some fixed traits:

- **Name:** The name should be iconic and consistent with the tone and setting of the story.
- **Concept:** A concise description of the character's profession, background, and abilities. The best are adjective-name pairings, like “*Nomadic Blade-Dancer*” or “*Exiled Warlord*”.

- **Skills** (x2): Abilities that **set the character apart**. These are not basic attributes but **distinct competencies** like *“Beast-Speaker”*, *“Stormblade Master”*, *“Lore-Keeper of the Ancients”*, *“Skyship Duelist”*
- **Frailty**: Something that could potentially get in the way of the character, either physically, mentally, or socially, such as *“Haunted by a Lost Timeline”*, *“Oath-Bound to an Unworthy Lord”*, *“Marked by the Forbidden Tech”*, *“Hunted by an Ancient Curse”*
- **Gear** (x2): Particular equipment supplied to the character in coherence with the setting. Everyday items are taken for granted and do not fall under this trait. Examples: *“Void-Tempered Scimitar”*, *“Sun-Steel Bracers”*, *“Fragment of a Fallen Star”*, *“Twin Plasma Javelins”*
- **Goal**: The long-term objective, like *“Unearth the Last City of the Builders”*, *“Break the Chains of the Blood-Warlords”*, *“Claim the Throne of the Sky-King”*, *“Discover the Truth of Xylandra’s Fractured Past”*
- **Motive**: What drives the pursuit of the goal, like *“To Restore a Lost Legacy”*, *“To Overcome the Prophecy of Doom”*, *“To Reclaim a Stolen Honor”*, *“To Prove I Am More Than a Relic of the Past”*.
- **Nemesis**: A person or organization that hinders the protagonist. It can emerge during the first game sessions, it may or may not be the direct antagonist of the story, ready to appear to make life even more difficult.
- **Luck**: The measure of a character’s ability to avoid ill fortune or an inauspicious outcome. It applies only in Conflicts and automatically recharges when they end. Luck starts and caps at 6.

These **traits** are described by **tags**, descriptive words or phrases that can identify anything in the game world. Even

the **details** of the environment in which the action moves and **conditions** (physical or mental) of the characters are tags.

They are qualitative representations. They are not quantitative measures.

Character Traits

Concepts

	1	2	3	4	5	6
1	Exiled Gladiator	Sky- Pirate Rogue	Waste- land Nomad	War- lock- King's Heir	Relic- Seek- ing Scholar	Beast- Tamer Out- cast
2	Star- born Vagabond	Blood- worn Duelist	Ruins- Stalker	Crystal- Warrior	Shad- ow- blade Assas- sin	Wan- dering Sword- Saint
3	Desert Mystic	Sky- borne Raider	Cursed War- lock	Doom- Chained Berserker	Tech- Priest of the Fallen	Arena Cham- pion
4	Warlord- Usurper	Fate-Touched Ex- plorer	Scav- enger- King	Lost Star- farer	Sorcerer's Experi- ment	Lone Merce- nary
5	Fallen Noble	Alien- Hybrid Nomad	Cyber- Tem- plar	En- gine- Lord's For- saken	Prophecy- Haunted Vagabond	Bone- Witch Outlaw

	1	2	3	4	5	6
6	Shattered Legionnaire	Bloodline Betrayer	Rogue Psion	Sandstorm Hunter	Starlit Wanderer	War-Beast Rider

Skills

	1	2	3	4	5	6
1	Skyship Gunnery	Lightning Reflexes	Sandstorm Navigation	Powerblade Mastery	Mystic Rites	Beast-Whisperer
2	Quick-draw Blades	Ancient Lore Deciphering	Tactical Ambush	Energy Shield Expertise	Jungle Survival	Cybernetic Repair
3	Duelist's Grace	Shadowstep Evasion	Tech-Sorcery	Fear-some Intimidation	Shapeshifting Mimicry	Gladiator's Endurance
4	Barter & Deception	Starship Piloting	Relic Activation	Poison & Antidotes	War Chant Inspiration	Grappling Combat
5	Tracking the Lost	Alchemical Crafting	Psychic Resistance	Blood Rituals	Siege Tactics	Artifact Tinkering

1	2	3	4	5	6
6 Marksman's Precision	Quick-Climbing	Pilfering Forgotten Treasures	Void-Walking	Hypnotic Presence	Ancient Language Comprehension

Frailties

1	2	3	4	5	6
1 Haunted by Visions	Hunted by a Cult	Cursed Bloodline	Reckless Fighter	Overconfident Gambler	Addicted to Relic Power
2 Sworn to a Lost Cause	Oath-Bound to an Unworthy Lord	Feared by the Superstitious	Dis-trusted by War-lords	Fugitive from an Empire	Enemy of the Sky-Pirates
3 Unstable Mutation	Seeks an Un-reachable Goal	Shattered Honor	Be-trayed by Former Allies	Bur-den-ed by an Ancient Debt	Strug-gles with Modern Tech
4 Marked by the Forbidden	Night-mares of a	Tainted by Alien	Prone to Berserker Rages	Re-fuses to Retreat	Drawn to Dangerous

	1	2	3	4	5	6
		Past Self	Influ- ence			Knowl- edge
5	Fears the Open Sky	Un- trust- ing of Ma- chines	Doomed by Prophecy	Cannot Resist a Chal- lenge	Con- stantly Shad- owed by a Stalker	Weak Against Psychic Influ- ence
6	Hunts by a War- beast	Seeks Vengeance at All Costs	Bound to an Ancient Curse	Vulner- able to Certain Metals	Body is Failing from an Old Wound	Mind Frac- tured by Time Warps

Gear

	1	2	3	4	5	6
1	Void- Tem- pered Scimi- tar	Plasma- Wreathed Spear	Rein- forced Bone Armor	Twin Sun- steel Dag- gers	Cloak of Shift- ing Shad- ows	Beastmaster's Whip
2	Warlock's Crystal Staff	En- graved Power Gaunt- let	Sky- Pirate Grap- pling Hook	Glow- ing Blood- stone Pen- dant	Relic- Forged Chain- mail	Pulse- Cannon Wrist- bow
3	Ancient Builder's Com- pass	Mask of the For- gotten	Arc- Whip of the	War- ban- ner of	Cyber- Linked Tar-	Star- Crystal Throw-

	1	2	3	4	5	6
		War-lords	Fallen Kings	a Dead Empire	getting Helm	ing Knives
4	Shard-blade of a Lost Age	Waste-land Alchemist's Belt	Sonic Disruptor Baton	Sandstorm Goggles	Cere-monial Gladiator's Armor	Bone-carved Talisman
5	Cloak Woven from Aether	Skyship Captain's Pistol	Relic-Infused Spell-book	Adap-tive Edged Cam-ouflage Suit	Razor-Boomerang	Plasma Torch Blade
6	Gaunt-let of the Celestial Order	Rusted Blade of a Fallen God	Desert Nomad's Twin Blades	Shield En-graved with Prophe-cies	Sealed Cylin-der of Un-read-able Code	Energy-Teth-ered Harpoon

Names

Female Names

	1	2	3	4	5	6
1	Nyssa	Vashara	Ilyria	Zayara	Teshka	Rha-vani
2	Seraya	Kaelis	Rho-vana	Sylphi	Azmara	Thalara
3	Xyrene	Yashara	Mirza	Callis	Veydra	Omira
4	Seneth	Zoraya	Varess	Quinari	Eluna	Jashari

	1	2	3	4	5	6
5	Kessara	Liriel	Soreth	Valis	Tyrani	Pha- yara
6	Tesira	Yvena	Orzani	Melya	Xarha	Jysana

Male Names

	1	2	3	4	5	6
1	Xaleth	Thalric	Varek	Soran	Kae- dros	Zephar
2	Rhyzek	Yvaren	Drakos	Ormak	Vossan	Khalrin
3	Tyberos	Zorath	Kyrion	Malrek	Jorhan	Sylkos
4	Azrik	Senros	Velkan	Rhogar	Tarian	Xandor
5	Jhaeros	Myrkos	Kalric	Pharos	Vae- dran	Thyxor
6	Dey- mos	Zarien	Raskir	Quin- lan	Vexor	Zephryn

Surnames

	1	2	3	4	5	6
1	Dark- spire	Vorthek	Zhen'Karr	Ravos	Drakar	Xy- rosian
2	Tal'Zarin	Blood- brand	Orzeth	Var- shane	Nyrekai	Tahlmir
3	Shad- ow- borne	Dusk- fang	Kaelos	Vaedriss	Ryloth	Sor- nath
4	Obsidi- anclaw	Khyzarek	Veil- rend	Xy- roskarn	Dune- howl	Iron- fang

	1	2	3	4	5	6
5	Vaelos	Storm-riven	Zephyros	Sablethorn	Tyrvan-nis	Black-vein
6	Maelthir	Drakren	Kallareth	Vae-drakar	Jhorveth	Night-forged

Nicknames

	1	2	3	4	5	6
1	The Red Wolf	Iron-fang	Dune-hawk	Shadow-born	The Storm-blade	Void-strider
2	Blood-claw	The Phantom	Bonebreaker	Ghost-fang	The SkyReaver	Sandsworn
3	Black Viper	The Night Wraith	Flame-borne	The Silent Fang	Rift-walker	The For-saken
4	Doom-caller	The Scarred One	The Unbro-ken	War-bringer	The Ruin Seeker	Star-born
5	Skyshat-ter	The Lost Nomad	Storm-caller	The Whis-perer	The Last Sen-tinel	Blade-caster
6	Wrath-born	The Ex-ile	The Un-seen	Fire-brand	The Lone War-lord	Ashen-heart

Rules

Savage Blades of Xylandra is a minimalist Solo Role Playing Game designed to be played with only one character (the Protagonist). You'll guide them through the story that will unravel during the game, asking closed questions to an Oracle which will help you overturn your expectations.

Every now and then you will be surprised with an unexpected twist!

Keep The Action In Motion

A game in *Savage Blades of Xylandra* is a succession of scenes. A scene is a unit of time in which a certain action takes place in pursuit of a certain short-term goal.

In *Savage Blades of Xylandra* at each scene:

1. **Identify what you expect from the scene.** Compared to traits, goal, and motivation determine the Protagonist's action. What might be the reaction of the game world?
2. **Test your expectations.** When you are uncertain (or overconfident) about the reaction to your actions, ask the Oracle a closed question (answer is Yes or No), considering the tags involved to determine if there is an Advantage or Disadvantage.
3. **Interpret the result.** Is the Oracle's answer in line with your expectations? If not, in the context in which the scene takes place, how should an answer that subverts them be considered?

This sequence will come to you naturally after some practice. Use it as a guideline the first few times.

Consulting the Oracle

When you need to test your expectations you'll ask the Oracle a closed question.

You'll need 2d6 in one color (**Chance Dice**), and 2d6 in another (**Risk Dice**).

To resolve a closed question, roll one **Chance Die** and one **Risk Die**:

- If the Chance Die is highest, the answer is **Yes**.
- If the Risk Die is highest, the answer is **No**.
- If both are low (3 or less), add a **but...**
- If both are high (4 or more), add an **and...**
- If both are equal, the answer is **Yes, but...** Add a point to the **Twist Counter**.

Dice Value	Chance Die > Risk Die	Risk Die > Chance Die
Both <= 3	Yes, but...	No, but...
Both >= 4	Yes, and...	No, and...
Mismatched	Yes	No
Equal	Yes, but...	Add 1 to the Twist Counter

Advantage and Disadvantage

If circumstances or positive tags grant an advantage, add a **Chance Die** to the roll. Otherwise, when hindrances or negative tag cause a disadvantage, add a **Risk Die**. In both cases keep only the higher die of the added type when you check the roll.

Consider tags **intuitively and not quantitatively**, using the context of the situation at play. It is important to keep the

flow of play fast and not accounting for advantages and disadvantages numerically!

Twist Counter

The Twist Counter is a measure of the rising tension in the narrative. At the beginning is set to 0. Every time a double throw (dice are equal) happens, add 1 to the Counter. If the Counter is below three, consider the answer as “**Yes, but...**”. Otherwise a **Twist** happens and resets the Counter.

Roll 2d6 and consult the following Twist Table to determine what kind of twist happens.

D6	Subject	Action
1	A third party	Appears
2	The hero	Alters the location
3	An encounter	Helps the hero
4	A physical event	Hinders the hero
5	An emotional event	Changes the goal
6	An object	Ends the scene

Interpret the two-word sentence in the context of the current scene. Twists will keep the plot and events going in unexpected ways.

Survival in the Harsh Lands

Xylandra is **an unforgiving world**, where adventurers must **navigate treacherous landscapes, survive brutal climates, and endure hardships unknown to most mortals.**

When traveling through the **harsh landscapes of Xylandra**—such as **burning deserts, storm-wracked skies, or beast-infested ruins**—test survival by asking the **Oracle**:

Oracle Roll	Survival Outcome
Yes, and...	You find safe passage and perhaps a hidden resource. Gain an advantage.
Yes...	You endure the trial and reach your destination. No lasting harm.
Yes, but...	You make it through, but at a cost—wounded, exhausted, or losing supplies.
No, but...	You fail, but salvage something—perhaps a secret path or unexpected aid.
No...	The journey takes a toll—you are weakened, lost, or badly injured.
No, and...	The world fights back! A deadly storm, a hostile beast, or a sandquake threatens your life.

The Struggle for Ancient Relics

Forgotten ruins hide **weapons, artifacts, and lost technologies**—but such treasures do not give up their secrets easily.

When attempting to **activate, understand, or claim an ancient artifact**, test fate with the **Oracle**:

Oracle Roll	Relic Interaction Outcome
Yes, and...	The relic functions beyond expectation—perhaps granting temporary insight or a hidden power.

Oracle Roll	Relic Interaction Outcome
Yes...	The artifact works, providing its intended benefit.
Yes, but...	The relic activates, but something goes wrong—partial power, unintended consequences, or attracting attention.
No, but...	The relic fails, but you learn something about its nature or history.
No...	The artifact resists your attempts—perhaps it requires a missing key, a ritual, or another sacrifice.
No, and...	The relic backfires! A trap triggers, a defense system activates, or an ancient intelligence awakens!

Airship Combat and High-Speed Chases

Skyships, war-gliders, and **gravity-defying relics** make aerial combat **a chaotic dance of fire and steel**.

When pursuing a **fleeing ship or evading pursuit**, test skill and luck with the **Oracle**:

Oracle Roll	Chase Outcome
Yes, and...	You not only catch/escape, but gain an extra advantage—perhaps a shortcut or surprise maneuver.
Yes...	You succeed in the chase—closing the distance or losing your pursuers.
Yes, but...	You achieve your goal, but at a cost—damage to your ship, loss of fuel, or an unexpected twist.

Oracle Roll	Chase Outcome
No, but...	You fail to catch/escape, but discover a new option—perhaps a hidden path or an ally's aid.
No...	The enemy gains ground—you are out-matched, outmaneuvered, or facing disaster.
No, and...	You lose control! A storm hits, an engine fails, or enemy forces close in!

Warlords, Factions, and Power Struggles

On Xylandra, the strong rule by **force, guile, or sheer charisma**. A single **duel, betrayal, or alliance** can shift the balance of power.

When bargaining for **alliance, mercy, or favor**, let the **Oracle** decide your fate:

Oracle Roll	Political Outcome
Yes, and...	The faction not only agrees but grants an unexpected boon!
Yes...	Your request is accepted—terms are set, and a deal is made.
Yes, but...	The deal is struck, but with a complication—a debt, condition, or hidden clause.
No, but...	The deal is rejected, but you learn something about the warlord's ambitions.
No...	The faction refuses and may now see you as a threat or nuisance.

Oracle Roll	Political Outcome
No, and...	You have insulted them, miscalculated, or walked into a trap!

The Unstable Nature of Time and Reality

Xylandra exists **outside normal space-time**, causing **strange occurrences, lost memories, and paradoxical events**.

When passing through a **fractured zone** or interacting with **time-warped technology**, roll the **Oracle**:

Oracle Roll	Temporal Disturbance Effect
Yes, and...	You glimpse a crucial moment—past or future—and act accordingly.
Yes...	You stabilize reality and endure the anomaly with minimal disruption.
Yes, but...	You remain intact, but something changes—a missing memory, a shift in history.
No, but...	You are thrown off-balance—time skips, the past changes slightly, or reality flickers.
No...	You are displaced—losing time, forgetting events, or emerging somewhere unexpected.
No, and...	Reality shatters around you —perhaps dropping you in a different era or attracting the attention of ancient forces!

Conflicts

A *Conflict* is any situation in which opponents clash, attacking, defending, or wearing each other down in order to win. This applies both in a practical and metaphorical sense.

So, a Conflict is not only limited to combat (or fighting) in the strict sense but also to competitive situations (such as contests, duels, verbal confrontations, etc.) in which two or more characters (including vehicles, of course!) compete.

Conflicts can be resolved in different ways depending on preferences and context:

1. Ask a single closed question. The Oracle's answer determines the outcome of the conflict.
2. Ask a series of closed questions to resolve current single actions.
3. Use the rules of Harm & Luck below.

Note that the Twist Counter **does not apply** to Harm & Luck. Instead, it is used regularly if the Conflict is handled with closed questions.

If the conflict is resolved by applying damage to the Luck trait, roll the dice to determine whether the protagonist causes damage to the opponent or suffers damage due to counterattack or failed defense. The rolls are player facing only.

The damage reduces the Luck of the target, whether protagonist or NPC. When the Luck runs out, the character has lost the conflict.

The final outcome depends on the context. Do you get caught? Are you seriously injured? You may even die if that fits the narrative.

An- swer	Do you get what you want?	Harm
Yes, and...	You get what you want, and something else.	Cause 3
Yes...	You get what you want.	Cause 2
Yes, but...	You get what you want, but at a cost.	Cause 1
No, but...	You don't get what you want, but it's not a total loss.	Take 1
No...	You don't get what you were after.	Take 2
No, and...	You don't get what you want, and things get worse.	Take 3

Determine the mood of the next scene

At the end of the current scene sometimes you will be clear about the direction to take, other times you may need to determine the general mood of the next one. In this case roll 1d6 and consult the following table:

D6	Next Scene
1-3	Dramatic scene
4-5	Quiet Scene
6	Meanwhile...

- A **dramatic scene** does not break the tension of the previous scene but carries it further forward, introducing further obstacles or difficulties.

- During a **quiet scene** there is time to take a breath, to heal, to make plans for the next steps and to deepen relationships.
- A **meanwhile scene** takes place somewhere else, other than where the hero is. It cuts to villains or other plot-important characters.

Open-Ended Question or Get Inspired

To answer an Open-Ended question, roll 1d6 once on each of the Inspiration Tables (roll at least a verb and a noun, adjectives are optional).

When the story ends

At the end of the adventure you may add another trait to the character. It is better that this is related to how the story just ended and can be either a Skill, Gear, a new Frailty, or even a new Nemesis! You can also modify an existing trait to better represent an enhanced expertise.

Also update the list of **NPCs**, **Locations**, and **Events** that may show up again in future adventures.

Skyships of Xylandra

Xylandra is a world where **the skies are as treacherous as the land below**, and **skyships are the lifeline of explorers, warlords, and scavengers alike**. These vessels—powered by **arcane engines, solar winds, or forgotten Builder-tech**—sail across the vast **atmospheric currents**, navigating between floating ruins, storm-wracked cloud cities, and war-ravaged skyfronts.

The **Sky-Yards** of Xylandra produce ships of **various sizes and purposes**, from **nimble raiding skiffs** to **monolithic floating fortresses**. Whether you command a **rugged scav-**

enger barge, an elite sky-hunter’s warship, or a long-lost relic drifting through the void, your ship is more than mere transport—it is **your home, your weapon, and your legend**.

Skyship Traits

Concepts

	1	2	3	4	5	6
1	Raider Skiff	Cloud Chaser	Relic Seeker	High-born Warship	Pirate Cutter	Phantom Scout
2	Sandstorm Cruiser	Thunderborne Dreadnought	Skyfaring Outpost	Smuggler's Drifter	Ironclad Jugger-naut	Lost Builder Vessel
3	Nomad Haven	Sky Warden's Patrol	Outlaw Battlecruiser	Floating Temple	Reaver War-Barge	Wasteland Harbinger
4	Solar-Wind Clipper	Void-Touched Drifter	Sky-City Freighter	Stormchaser's Gale	Sentinel-Class Escort	Horizon Strider
5	Alchemist's Ark	Forbidden Relic Carrier	Mercenary Flagship	Xylan-Shadrak Star-Keeper	Shadowhawk Corsair	Airborne Cathedral
6	Titan of the Heavens	Sky Fortress	Sunsteel Beacon	Desert Ghost Hauler	Wraithborne Cruiser	Riftwalker Frigate

Skills

	1	2	3	4	5	6
1	Solar Sail Maneuvering	Storm Piercing Hull	Warp-Field Navigation	Relic Detection Array	WraithSky-Mounted Veil Cloaking	Ballis-tae
2	Cloud-born Agility	Tempo-ral Drift Resistance	Void Signal Decod-ing	Cargo Dis-guising Com-part-ments	Plasma Lance Turrets	Deep Sensor Array
3	High-Speed Pursuit	Mete-orite Deflec-tion Shields	Elite Infil-tration Bay	Sealed Reli-quary Cham-ber	Firestorm Broad-sides	Storm Tamer Equip-ment
4	Rein-forced Solar Canopy	Sky-borne Repair Sys-tems	Adap-tive Shield-ing	Air-borne War Alchemy	Sen-tinel-Class Over-watch	Plasma Har-poons
5	Hidden Contra-band Vaults	Pulse-Tether Grap-pling Hooks	Sonic Disrup-tors	Grav-ity Well Stabiliz-ers	Engine Cloak-ing	Reso-nant Energy Nodes
6	Planet-fall Ca-pacity	Rift-Drive Experi-	Battle-field Com-	Orbital Beacon Relay	Energy Lance Can-nons	Rift Phase Core

1	2	3	4	5	6
	menta- tion	mand Deck			

Frailties

	1	2	3	4	5	6
1	Un- stable Power Core	Vulner- able to Sand- storms	Marked by War- lords	Inter- ference from Relic- Tech	Prone to Pi- rate Raids	Astral Signal Leak- age
2	Over- heat- ing En- gines	Fuel Con- sump- tion Is- sues	Known to Cultist Watch- ers	Hostile AI Frag- ments	Re- quires Arcane Naviga- tion	Weapon Sys- tems Unsta- ble
3	Ancient Hull Stress	Mag- netic Storm Weak- ness	At- tracts Void- born Entities	Crip- pled Hyper- flight Drive	Signa- ture is Easily Tracked	High Visibil- ity Pro- file
4	Plagued by Me- chani- cal Fail- ures	Naviga- tionally Cursed	Haunted by Lost Crew	Suscep- tible to Tem- poral Anom- alies	Ancient Tech Re- quires Sacrif- ices	Unsta- ble Rift Reactor
5	Infa- mous Among	Diffi- cult to Repair	Unpredictable AI Co- Pilot	Enemy of the Builder- Kings	Ru- mored to Be	Plagued by Mal- func-

	1	2	3	4	5	6
	Sky-Pirates				Sensitive	tioning Shields
6	Restricted to Certain Altitudes	Deep-Sea Vulnerable	Pos-sessed by an Unknown Force	Energy Supply De-pletes Quickly	Crew Prone to De-fection	Dis-rupts Time-flow in Prox-imity

Gear

	1	2	3	4	5	6
1	Twin Plasma Sails	For-tified Adaman-tine Hull	Builder-King's Beacon	Ancient Astral Charts	Plasma Rail Can-nons	Chameleon Plating
2	Warp-Tether Anchor	Tempo-ral Shield Array	En-crypted Navigator Codex	Cargo Ex-pansion Mod-ules	Runes of Ward-ing	Atmos-phere Re-Entry Shield
3	Hyper-coil Re-actor	Void-borne Crystal Drive	Reso-nant Energy Capac-itor	Solar-Forged Blade Racks	Cor-rupted Data Cores	Ethe-real Pro-jection Deck
4	Wraith Drive Core	Storm-Catcher Wings	Caged Tempo-ral Rift	Syn-chronized Pulse Thrusters	Gravi-ton Har-poons	Quan-tum-Linked Beacon

	1	2	3	4	5	6
5	Alchemist's Cru- cible	Exo- Fuel Con- version Tanks	War Chant Ampli- fier	Orbital Strike Turret	Dark Matter Sensors a	Frag- ment of a Builder's Throne
6	Rift- Tem- pered Steer- ing Rod	Void In- fusion En- gines	Gravity- Folded Cargo Bay	Ar- moredial Sky- Knight's Lances	Celes- ter Chronome-	En- ergy- Linked Tether- hooks

Skyship Registry: Iconic Vessels

These legendary skyships **roam the Xylandran skies**, some feared, others revered. They are **known throughout the warfronts, wastelands, and floating cities**—each with its own **legacy of conquest, exploration, or mystery**.

Doomwake Raider

- **Concept:** Pirate War-Barge
- **Skills:** Brutal Boarding Assaults, Fearsome Reputation
- **Frailty:** Sought by Every Warlord
- **Gear:** Plasma-Edged Grappling Hooks, Warhorn of the Lost Legion

Stormfang Vanguard

- **Concept:** Warlord's Command Cruiser
- **Skills:** Battlefield Coordination, Orbital Strike Protocols
- **Frailty:** Massive Fuel Requirements
- **Gear:** Command Chamber of the Conqueror, Shockwave Cannons

Black Mirage

- **Concept:** Phantom-Class Infiltrator
- **Skills:** Absolute Silence, Cloaking Veil
- **Frailty:** Cannot Withstand Direct Combat
- **Gear:** Temporal Distortion Matrix, Ether-Steel Hull

Celestial Wayfinder

- **Concept:** Lost Builder's Relic Vessel
- **Skills:** Rift Phase Travel, Unknown Energy Core
- **Frailty:** Reacts Unpredictably to Relics
- **Gear:** Builder's Star Compass, Self-Regenerating Hull

Skywarden Sentinel

- **Concept:** Guardian of the Skies
- **Skills:** Intercepting Warships, Defending Floating Cities
- **Frailty:** Bound by Oath to the Warlords
- **Gear:** Resonant Pulse Shields, Sky Lance Battery

The Dying Sun

- **Concept:** Drifting Mystery Ship
- **Skills:** Reality Bending Capabilities, Unknowable Origin
- **Frailty:** Crew Goes Mad Over Time
- **Gear:** Relic of an Unseen Empire, Whispering Control Panel

Land Vehicles of Xylandra

On **Xylandra**, **vehicles** are as varied as the warlords who rule the land—some are **ancient machines left behind by the Builders**, others are **rugged constructs of war and necessity**, held together by **scrap, salvaged technology, and brute ingenuity**.

From **monstrous land-crawlers that plow through deserts**, to **nimble dune-runners**, to **colossal war engines**, these

machines **define travel, commerce, and warfare** across the planet.

Vehicle Types

Titan-Crawlers (Iron Serpents)

Concept: Massive, multi-carriage landships that trudge across Xylandra's wastelands, powered by **arcane energy cores, solar sails, or forgotten Builder engines**. These **"Titan-Crawlers"** are both **fortresses and cities on wheels**, designed for long-distance survival.

Common Uses:

- **Mobile Strongholds:** Warlords use them as **moving fortresses**, housing entire clans, armies, or nomadic factions.
- **Trade and Cargo Convoys:** Merchants traverse the **storm-wracked deserts** in armored Titan-Crawlers, carrying **precious resources, weapons, and stolen relics**.

Dune-Runners (Steam Wagons)

Concept: Small, fast land-skiffs that **glide over sand, rock, and broken terrain**, propelled by **aetheric wind sails, repulsor engines, or biofuel combustion**. These vehicles are **favored by scouts, raiders, and bounty hunters**.

Common Uses:

- **Personal Transport:** Used by **lone wanderers, bounty hunters, and warlords' envoys** for rapid travel.
- **Raiders and Skirmishers:** Ideal for **hit-and-run attacks**, striking enemies before disappearing into the dunes.

War Mechs (Mechanical Walkers)

Concept: **Bipedal or quadrupedal war machines**, towering over the battlefield. These **ancient war constructs** are ei-

ther **Builder-tech remnants, modern recreations, or scavenged hybrids**, powered by **arc-reactors, unstable plasma cores, or muscle-enhancing synthetic fibers**.

Common Uses:

- **Battlefield Domination:** Used as **walking siege engines** in warlord conflicts.
- **Industrial Applications:** Some war mechs are **retooled for heavy labor**, assisting in **salvage operations or city construction**.

Storm-Crawlers (Exploration Rovers)

Concept: Rugged, multi-legged or wheeled vehicles designed for **exploration, artifact recovery, and deep wasteland treks**. Equipped with **terrain-adaptive legs, magnetic stabilizers, or subterranean drills**, they allow **scholars, relic-hunters, and prospectors** to explore the **deadliest places on Xylandra**.

Common Uses:

- **Archaeological Expeditions:** Used to **explore ancient ruins** and recover lost artifacts.
- **Wasteland Survival:** Some warbands live **entirely aboard these machines**, scavenging and moving between ruins.

Nomad Caravans (Luxury Road Coaches)

Concept: Large, reinforced **traveler's wagons**, housing **mercenaries, traders, and exiled nobles**. Unlike the **Titan-Crawlers**, these are built for **smaller-scale migration**, providing **comfort and security on the long, dangerous roads**.

Common Uses:

- **Diplomatic Missions:** Nobles and ambassadors **travel across warlord-ruled territories** in these armored convoys.

- **Wealthy Nomads:** Some **live their entire lives aboard**, moving from **floating cities to trade hubs** in their **ornate, self-sufficient machines**.

Exploring the World of Xylandra

Savage Blades of Xylandra is a game of **untamed frontiers, lost civilizations, and ancient war-torn landscapes**. The world is vast, fragmented, and filled with both **opportunity and danger**. **Exploration** is not just about moving between locations—it is about **surviving in a world that resists intrusion** and uncovering **the secrets hidden beneath its sands, ruins, and storm-wracked skies**.

Many seek **the lost wonders of the Builders, the hidden strongholds of forgotten warlords, or the ruins of cities erased from time—but only the boldest explorers, relic hunters, and warriors dare venture into the unknown**.

Preparation for Exploration

Before setting out on your journey, you must prepare:

1. Define Your Destination

- Choose a **specific location** or let the **Oracle decide** a direction.
- Roll a **d6 for a rumor** about your destination (*is it cursed, haunted, guarded, or filled with treasure?*).

2. Choose Your Mode of Travel

- **Skyships** for long distances, **land-crawlers** for rugged travel, **dune-runners** for fast raids.
- Consider **fuel, weather resistance, and defense** when selecting your vehicle.

3. Stock Up on Supplies

- Rations, ammunition, survival gear, **and protection from the unknown**.

- Factor in **time, potential hazards, and the possibility of getting lost.**

The Journey

A. Skyship Exploration

Xylandra's skies are **wild and unstable**, filled with **floating ruins, unpredictable weather, and aerial predators.**

- **Navigation Check**

- Roll **1d6** to navigate through **cloud storms, sky-wrecks, or floating city remains.**
- **4+** → Navigate successfully.
- **3 or less** → Consult the *Skyship Encounters Table* for **random events.**

- **Weather Check** (*Every d6 Hours*)

- Roll **1d6**. On a **1 or 2**, you encounter a **sky hazard** (violent storms, gravity wells, sky-pirates).
- Apply a relevant **vehicle frailty** (damaged hull, lost altitude, loss of supplies).

- **Scouting Check (Optional)**

- Before **landing on an unexplored island, ruin, or outpost**, roll **1d6**.
- **4+** → Gain insight into **terrain and dangers** before landing.
- **3 or less** → You miss **crucial details**—perhaps **an ambush or unstable ground.**

B. Land Vehicle Exploration

Whether traveling through **the shifting deserts, broken wastelands, or jungle overgrowth**, your journey is filled with **unexpected challenges.**

- **Navigation Check**

- Roll **1d6** to navigate the **rugged terrain, fractured roads, or shifting sands**.
- **4+** → You make good time and avoid hazards.
- **3 or less** → Consult the *Land Vehicle Encounters Table* for **random events**.

- **Environmental Check** (*Every d6 Hours*)

- Roll **1d6**. On a **1 or 2**, you encounter **an environmental hazard** (sandstorms, sinkholes, aggressive fauna).
- Apply a relevant **vehicle frailty** (engine stalls, fuel loss, slowed progress).

- **Scouting Check** (Optional)

- Before **entering a ruin, canyon, or enemy-held area**, roll **1d6**.
- **4+** → You spot dangers ahead (traps, hostile warbands, unstable terrain).
- **3 or less** → **You are caught off guard**—prepare for an unexpected challenge!

Reaching Your Destination

Once you **arrive**, consult the **Oracle** or your **map** to determine:

- Is it **a bustling trade city, a war-torn ruin, an untouched relic site, or something unknown?**
- Are there **hostile warlords, secretive mystics, rogue machines, or creatures of legend?**
- What **treasures or dangers** lie hidden?

Use your **character's skills, vehicle capabilities, and exploration mechanics** to:

- **Avoid or engage threats.**
- **Recover lost artifacts.**

- **Negotiate with locals or conquer new lands.**

Your journey across Xylandra **may change history**—or see you buried in its ruins.

The World of Xylandra

Xylandra is a **savage, fractured world**, where **ancient technologies, lost civilizations, and ruthless warlords** shape the fate of those who dare to explore its treacherous landscapes. **Empires have risen and fallen**, leaving behind **forgotten relics, battle-scarred ruins, and dangerous secrets buried in the sands of time**.

The world is divided into **warring factions, hidden enclaves, and nomadic wanderers**, each vying for **control, survival, or enlightenment** in a place where the past refuses to stay buried.

Geography

Xylandra is a world of **contrasts**, from **searing deserts filled with the bones of lost civilizations** to **floating sky-reefs of ancient stone** and **lush, bioluminescent jungles** where nature has reclaimed the remnants of long-dead empires.

Major Regions of Xylandra

- **The Shattered Expanse** – A vast, broken land of **floating ruins, gravity distortions, and ancient Builder relics**. Some say the Expanse was once **the seat of a great empire**, now left to **wander time itself**.
- **The Warlord's Wastes** – A land of **crimson dunes, fortress-cities, and eternal conflict** where warlords **clash for dominance over the remnants of forgotten technology**. The only law here is **power**.

- **The Rift-Scarred Highlands** – A volatile region where **reality itself is unstable**, creating **time anomalies and strange creatures** that defy logic. Those who enter **rarely return unchanged**.
- **The Verdant Abyss** – A jungle of **towering, alien trees**, filled with **luminescent wildlife and ancient ruins** that glow with forgotten energies. The deep reaches are said to house **a lost civilization that still lingers in the shadows**.
- **The Stormfront Seas** – A churning ocean of **maelstroms, floating islands, and shifting archipelagos**, where **sky-ships and seafaring warbands** battle for control over **hidden treasures and mythic beasts**.
- **The Obsidian Spires** – Towering black monoliths that **scrape the edge of the sky**, built by **unknown hands**. Scholars believe they were part of **a lost Builder experiment**, but **something still lurks within them**.

Cultures & People

The people of Xylandra come from **many walks of life**, shaped by **war, survival, and the remnants of fallen empires**. Some are **descendants of long-lost civilizations**, while others are **off-world exiles who have come to call Xylandra home**.

Major Cultural Groups

- **The Warlord Clans** – Brutal conquerors who rule through **strength, blood, and ancient law**, their warriors wielding **tech-infused weapons and relic-forged armor**.
- **The Skybound Nomads** – Wandering **airship traders, relic-hunters, and mercenaries** who thrive in the **floating ruins and storm-ravaged skyways**.

- **The Sandborn Tribes** – Hardy survivors of **the desert wastes**, masters of **beast-taming, scavenging, and surviving in the deadliest landscapes of Xylandra**.
- **The Riftborn** – Those who have **touched the unstable energies of Xylandra**, gaining **unnatural abilities, cursed knowledge, or fragmented memories of past lives**.
- **The Machine-Kin** – Descendants of **cybernetic warlords, biomechanical sages, and forgotten experiments**, some seeking **a new purpose, others clinging to their lost creators' teachings**.
- **The Silent Scholars** – Reclusive historians, monks, and **mystics dedicated to unraveling Xylandra's past**, hidden in **forgotten ruins, isolated libraries, and deep within ancient temples**.

Trade and Commerce

Despite the **lawlessness of Xylandra**, trade flourishes through **caravans, skyship convoys, and black-market dealings**. The most valuable commodities are **not gold or jewels, but knowledge, technology, and power**.

Major Trade Goods

- **Builder Relics** – Ancient **technology, weapons, or data shards** coveted by warlords, scholars, and cults alike.
- **Bio-Crystals** – Luminescent, **energy-storing minerals** harvested from **deep within Xylandra's jungles**.
- **Skybeast Skins & Bones** – The remains of **massive aerial predators**, sought after for armor, alchemy, and ritualistic purposes.
- **Void-Iron** – A **rare metal harvested from sky-shattered ruins**, believed to be **indestructible and infused with cosmic power**.

- **Warped Tech** – Machines and weapons affected by **Xylandra's reality distortions**, unpredictable but incredibly potent.

Trade Hubs such as **the floating city of Zerathis, the sand-buried markets of Djun'kai, and the Rift-Strider's Bazaar** serve as **neutral zones for warlords, smugglers, and wanderers alike.**

Art and Culture

Xylandra's cultures **reflect its history of war, decay, and resurgence.**

- **Skyborne Bards** sing **epic ballads of fallen cities**, using **vocal resonance and crystal amplifiers** to carry their voices across vast distances.
- **Warlord Heraldry** is **branded into the skin** of warriors, their status **displayed through scarification, ritual tattoos, or embedded metal sigils.**
- **Theater of the Rift** is a form of **ritual storytelling**, where actors **step into shifting time anomalies** to re-enact historical battles **in real-time.**
- **Artifact Crafters** are **highly valued**, able to **reassemble lost technology** into **functional weapons, armor, and tools of war.**

Magic and Mysticism

Magic in Xylandra is **not fully understood**—some believe it is **a science too complex for the mortal mind**, while others see it as **a force woven into the fabric of the world.**

Types of Magic on Xylandra

- **Builder-Tech Sorcery** – The use of **ancient artifacts and long-lost sciences**, capable of **altering matter, creating shields, or forging energy weapons.**

- **Rift-Touched Abilities** – Those who **survive a rift anomaly** sometimes develop **unpredictable powers**, from **teleportation to temporal sight**.
- **Warlord Blood-Rites** – Magic tied to **ritual combat, sacrifice, and oaths**, allowing warriors to **strengthen themselves, summon spectral blades, or cheat death itself**.
- **Skyborn Channeling** – A form of **energy manipulation**, where the sky's **storms, solar winds, and gravitational currents** are harnessed through **ritualistic tattoos and gestures**.

Folklore and Mythology

Xylandra's **history is steeped in legend**, much of it fragmented by **war, exile, and time distortions**.

- **The Lost Sun-King** – A ruler who once commanded **the skies and the sands**, said to **return when Xylandra is on the brink of collapse**.
- **The Whispering Obelisks** – Monoliths that **speak in forgotten languages**, telling **prophecies that always come true—but never in the way expected**.
- **The Devourer Below** – A legend of **a sleeping god-machine buried beneath the wastelands**, whose awakening **will rewrite the world itself**.
- **The Riftborn Ancestors** – Some believe that those who die near **a reality fracture** return in **another time, another form, but always with the same destiny**.

Factions & Organizations

The world of **Xylandra** is shaped by powerful factions, each **struggling for control, survival, or knowledge** in a land where **power is the only law**. Whether they **wield an-**

cient technology, command legions, or whisper forgotten truths, these groups shape the fate of the world.

Here are six of the **most influential factions** on Xylandra:

The Bone-Kings of the Wastes

- **Concept:** Warlord Tyrants
- **Skills:** Brutal Conquest, Unbreakable Will
- **Frailty:** Bound by the Code of Strength
- **Gear:** War-Banner of the First Conqueror, Sun-Steel Execution Blade
- **Goal:** To rule the entirety of Xylandra through war and bloodshed.
- **Motive:** The weak exist to serve the strong.
- **Nemesis:** The Skyborne Freeholds, who oppose their reign

The **Bone-Kings** are the self-proclaimed **rulers of the wastelands**, bound by an **unshakable warrior code** that dictates only **the strongest can lead**. Their **fortress-cities rise from the corpses of conquered nations**, and their warbands **scour the sands for weapons, warriors, and relics** that will further their **ever-expanding dominion**.

Loyalty to the Bone-Kings is **earned in battle**—to rise among their ranks, one must **challenge and slay their superior in a public duel of honor**. Though they are **ruthless conquerors**, they **do not tolerate treachery**—betrayal is punishable by **public execution or exile into the cursed ruins of the Riftlands**.

The Skyborne Freeholds

- **Concept:** Pirate Confederation
- **Skills:** Rapid Strikes, Hidden Navigation Routes
- **Frailty:** Divided Leadership

- **Gear:** Sky-Reaver Boarding Hooks, Cloak of the Windborn
- **Goal:** To remain free from warlord rule and establish true independence in the skies.
- **Motive:** No master, no chains—only the sky.
- **Nemesis:** The Bone-Kings, who seek to dominate them

A coalition of **skyship captains, nomadic traders, and airship raiders**, the **Skyborne Freeholds** exist to **oppose tyranny** and **carve their own path through the skies**. They **reject warlord rule** and **operate as a loose brotherhood**, offering **sanctuary to the hunted and escape to the desperate**.

Each **captain** rules their own ship and **answers to no one but their crew**, making them **difficult to unite under a single cause**—a weakness their enemies often exploit. However, when a true threat emerges, they are capable of **banding together in fleets large enough to bring even warlords to their knees**.

They are **outlaws to some, legends to others**, but to all, they are **the last free people of the sky**.

The Rift Scholars

- **Concept:** Forbidden Knowledge Seekers
- **Skills:** Rift Energy Manipulation, Ancient Language Deciphering
- **Frailty:** Obsession Overrides Morality
- **Gear:** Temporal Codex of the Lost, Reality-Stabilizing Talisman
- **Goal:** To unlock the full potential of the anomalies that fracture Xylandra.
- **Motive:** The secrets of the past hold the key to the future.

- **Nemesis:** The Cult of the Builder-Gods, who consider them heretics

The **Rift Scholars** are a secretive order of **scientists, mystics, and rogue academics** who **study the unstable forces** that fracture Xylandra's reality. They believe that **by mastering the anomalies, one can reshape the world itself**—perhaps even **reverse the disasters that shattered the planet in the first place**.

Many Rift Scholars are **shunned by society**, seen as **reckless fools or dangerous heretics**. Some have **disappeared into the Riftlands**, emerging years later **as something else entirely**—or **never emerging at all**.

They walk a fine line between **knowledge and madness**, and for them, **the pursuit of the unknown is worth any sacrifice**.

The Cult of the Builder-Gods

- **Concept:** Fanatical Zealots
- **Skills:** Artifact Restoration, Prophetic Visions
- **Frailty:** Blind Devotion to the Builders
- **Gear:** Sanctified Relic-Binding Chains, Voice of the Machine Choir
- **Goal:** **To prepare Xylandra for the return of the ancient Builders.**
- **Motive:** **The Builders were gods, and they shall return.**
- **Nemesis:** The Rift Scholars, who desecrate what they worship

The **Cult of the Builder-Gods** believes that the **ancient civilization that once ruled Xylandra was divine**, and that their **return is inevitable**. They **seek out lost Builder relics**, not to

study or use them, but to **worship and protect them from desecration**.

They see those who **tamper with ancient artifacts** as **blasphemers and heretics**, and some of the more extreme sects have **been known to kill** to protect their sacred relics.

The Cult operates from **hidden sanctuaries**, watching the world **for signs of the Builders' return**—and when they come, they believe that **only the faithful will be spared**.

The Ironfang Mercenary Guild

- **Concept:** Elite Warband for Hire
- **Skills:** Tactical Warfare, Ruthless Efficiency
- **Frailty:** Loyalty Only to Coin
- **Gear:** Ironfang Warplate, Shock-Lances of the Fallen Order
- **Goal:** **To become the most powerful mercenary force on Xylandra.**
- **Motive:** **War is the only true economy.**
- **Nemesis:** The Skyborne Freeholds, who despise their war-profiteering

The **Ironfang Mercenaries** are **feared and respected** across Xylandra. They are **loyal to no king, no cause—only the highest bidder**. Their warriors are **hardened veterans of a thousand conflicts**, trained in **advanced tactics and lethal efficiency**.

They take **no contracts they cannot complete**, and once **a deal is struck, it is absolute**—they have been known to **slaughter former allies** if the contract demands it.

To cross the Ironfang Guild is to **invite death upon yourself**, and to **hire them is to ensure victory—so long as your coin lasts**.

The Ghosts of the Fracture

- **Concept:** Riftborn Outcasts
- **Skills:** Shadow Tactics, Time-Warped Reflexes
- **Frailty:** Warped by the Rift
- **Gear:** Veil-Shrouded Blades, Riftstep Cloaks
- **Goal:** To survive the curse of the Rift and unravel its secrets.
- **Motive:** We are the lost, seeking a way home.
- **Nemesis:** The Bone-Kings, who see them as unnatural abominations

The **Ghosts of the Fracture** are those who have **wandered too far into the Riftlands and returned changed**. Some **see glimpses of the future**, others **move faster than thought**, but all are **marked by the Fracture**—their bodies and minds forever altered by **time itself breaking around them**.

They are feared as **specters, assassins, and living omens of disaster**. Many warlords **refuse to deal with them**, believing their presence to be **a sign of impending doom**.

But the Ghosts do not seek power or war—they **seek answers**. They know that **Xylandra is unraveling**, and if no one stops it, **there will be nothing left to fight over**.

Political Entities of Xylandra

Xylandra is a **fractured world**, where **power is fragmented across warring warlords, skybound freeholds, rogue scholars, and ancient cults**. There is **no unified empire**, only shifting alliances, ancient feuds, and **temporary truces between those who seek dominion over the planet's secrets**.

While some factions seek **stability or trade**, others thrive in **chaos and war**, and **diplomatic relationships can shift in**

an instant. A former ally can become an enemy **overnight**, and long-standing rivalries often **ignite into open conflict**.

Major Political Entities of Xylandra

1. **The Bone-Kings of the Wastes** – Warlord conquerors who **rule through strength and honor**. They seek **absolute dominion** over Xylandra.
2. **The Skyborne Freeholds** – A **loose coalition of skyship captains, rebels, and traders** who resist warlord control and favor independence.
3. **The Rift Scholars** – Knowledge-seekers **obsessed with unraveling the mysteries of Xylandra’s anomalies**—even at great cost.
4. **The Cult of the Builder-Gods** – Fanatics who **worship the lost civilization of the Builders** and hoard ancient relics as **sacred artifacts**.
5. **The Ironfang Mercenary Guild** – Ruthless **warriors for hire**, who pledge **loyalty only to coin** and sell their services to the highest bidder.
6. **The Ghosts of the Fracture** – Rift-touched **outcasts**, altered by **time distortions**, who seek **to prevent Xylandra’s final collapse**.

Diplomatic Relationship Matrix

Below is the **current state of alliances, conflicts, and tensions** among Xylandra’s factions. This **shifts over time**, and major events—like a warlord’s death, the discovery of a lost Builder city, or an anomaly surge—could **drastically alter these relationships**.

Faction →	Bone-Kings of the Wastes	Skyborne Freeholds	Rift Scholars	Cult of the Builder-Gods	Ironfang Mercenary Guild	Ghosts of the Fracture
Bone-Kings of the Wastes	—	Hostile (Sky-born defy their rule)	Tense (Dis-trust- ful of their knowledge)	Cold (Superstition prevents outright war)	Cordial (Employ their services)	Hostile (See them as abomina- tions)
Skyborne Freeholds	Hostile (War-lords threaten their freedom)	—	Neu-tral (Some value knowledge, others fear it)	Tense (The Cult opposes relic salvaging)	Cold (Many have suffered at their hands)	Cordial (Both are outcasts of soci- ety)
Rift Scholars	Tense (Seen as med- dlers)	Neu-tral (Deal with them cautiously)	—	Hostile (The Cult sees them as heretics)	Cold (Have no use for mercenaries)	Friendly (Both seek to understand anomalies)
Cult of the Builders Gods	Cold (Occasionally trade,	Tense (Dis-pise their	Hostile (View them as des-	—	Cordial (Employ them to recover	Tense (Re-gard them

Faction →	Bone-Kings of the Wastes	Skyborne Freeholds	Rift Scholars	Cult of the Builder-Gods	Ironfang Mercenary Guild	Ghosts of the Fracture
	but do not trust)	scavenging)	e-crators)		lost artifacts)	as cursed souls)
Ironfang Mercenary Guild	Cordial (Frequent war con- tracts)	Cold (Rarely hire them)	Cold (Only work to for coin, not knowledge)	Cordial (Paid to protect holy sites)	—	Hostile (Their unpredictability makes them unreliable)
Ghosts of the Fracture	Hostile (Hunted by war- lords)	Cor-Friendly (Occasion- ally trade)	Friendly (Share com- mon in- terests)	Tense (Viewed as unnatural)	Hostile (Refuse to work with them)	—

Understanding the Matrix

- **Hostile** – Open war or severe conflict. Fighting is common, and neither side will negotiate unless forced.
- **Tense** – Strong **distrust**, but occasional cooperation when necessary. Could lead to conflict or an alliance under the right circumstances.
- **Cold** – A general dislike, but not outright hostile. Likely competitors or factions with opposing ideologies.

- **Neutral** – No major conflict or alliance. Often interact cautiously but without significant friction.
- **Cordial** – Generally positive relations, **but not a full alliance**. They **trade, work together, or share some interests**.
- **Friendly** – Strong cooperation but **not bound by formal treaties**. Likely to work together regularly.
- **Allied** – An **official alliance**, willing to **go to war for each other** (none currently exist in Xylandra).

Shifting Alliances & Power Struggles

Xylandra's **political landscape is ever-changing**—a single event, war, or lost relic discovery can **change everything**.

Examples of Shifting Relations:

- If the **Bone-Kings** launch a **major invasion**, the **Skyborne Freeholds and Rift Scholars** might **become allies of convenience**.
- If a **Builder relic is unearthed**, the **Cult of the Builder-Gods and Rift Scholars** may **clash over who controls it**.
- If the **Ghosts of the Fracture uncover a truth about Xylandra's collapse**, they may become **targets of warlords and cultists alike**.

At any time, players can **consult the Oracle** to determine:

- **Has a faction's stance changed?**
- **Has an uneasy truce been broken?**
- **Has a shocking betrayal occurred?**

This **unpredictable political climate** ensures that **no alliance is permanent, and no enemy is forever**.

Creatures of Xylandra

11. Sandstrider Dune-Worm

- **Concept:** Burrowing Colossus
- **Skills:** Devours Entire Caravans, Unstoppable Movement
- **Frailty:** Blind—Senses by Vibration
- **Gear:** Razor-Sharp Chitinous Armor, Acidic Maw
- **Goal:** To endlessly burrow and consume the surface world
- **Motive:** Driven by instinct, must always feed
- **Nemesis:** The Skyborne Freeholds, who hunt them for sport

12. Void-Touched Harbinger

- **Concept:** Riftborn Abomination
- **Skills:** Warps Reality, Absorbs Energy
- **Frailty:** Fades if Unfed
- **Gear:** Dimensional Echo Field, Whispering Tendrils
- **Goal:** To consume enough power to remain in existence
- **Motive:** Drawn to sources of energy, especially Builder relics
- **Nemesis:** The Rift Scholars, who attempt to control it

13. Sky-Horror of Zerathis

- **Concept:** Winged Predator
- **Skills:** Hunts from Above, Deafening Screech
- **Frailty:** Weak Against Blinding Light
- **Gear:** Clawed Talons Like Swords, Acidic Venom Glands
- **Goal:** To rule the skies as the apex predator
- **Motive:** Only the strongest of its kind will survive
- **Nemesis:** The Storm-Crested Roc, its only rival

14. Wraithbone Automaton

- **Concept:** Living Relic Guardian
- **Skills:** Impervious to Non-Relic Weapons, Remembers Its Old Masters
- **Frailty:** Bound to Its Original Programming
- **Gear:** Self-Repairing Armor, Arcane Plasma Core
- **Goal:** To guard the Builder ruins for eternity
- **Motive:** Follows the last command it was given, no matter what
- **Nemesis:** The Cult of the Builder-Gods, who seek to control it

15. Chitin-Fanged Ravager

- **Concept:** Swarming Warbeast
- **Skills:** Attacks in Packs, Devours Metal
- **Frailty:** Weak to Fire
- **Gear:** Hardened Exoskeletal Armor, Serrated Mandibles
- **Goal:** To spread its swarm across Xylandra
- **Motive:** Instinctual expansion, consumes everything
- **Nemesis:** The Ironfang Mercenary Guild, who burn them out in droves

16. Howling Nightfiend

- **Concept:** Shadowstalker
- **Skills:** Moves in Darkness, Emits Mind-Breaking Screams
- **Frailty:** Cannot Exist in Direct Sunlight
- **Gear:** Echo-Dampening Fur, Bone-Bladed Claws
- **Goal:** To hunt those who wander alone
- **Motive:** Seeks fear—it thrives on terror
- **Nemesis:** The Ghosts of the Fracture, who know how to kill it

21. Starved Bone-Gnawer

- **Concept:** Flesh-Hunting Scavenger
- **Skills:** Unrelenting Pursuit, Smells Blood from Miles Away
- **Frailty:** Cannot Digest Artificial Material
- **Gear:** Unhinging Maw, Paralyzing Venom
- **Goal:** To consume every living thing
- **Motive:** It does not understand anything but hunger
- **Nemesis:** Warlords who use them as execution beasts

22. Terrorclad Warbeast

- **Concept:** Warlord's Monstrosity
- **Skills:** Breaks Siege Walls, Unyielding Fury
- **Frailty:** Cannot Swim
- **Gear:** Spiked Warplate, Reinforced Tusked Helm
- **Goal:** To be the last of its kind standing
- **Motive:** Bred for battle, knows no peace
- **Nemesis:** Other Terrorclads—only one can rule

23. Rift-Marked Specter

- **Concept:** Ethereal Predator
- **Skills:** Passes Through Walls, Drains Vital Energy
- **Frailty:** Bound to a Single Location
- **Gear:** Veil-Shrouded Form, Spectral Blade
- **Goal:** To consume enough souls to break free
- **Motive:** Trapped between life and death
- **Nemesis:** Rift Scholars seeking to control it

24. Storm-Crested Roc

- **Concept:** Thunder-Winged Giant
- **Skills:** Generates Lightning, Aerial Supremacy
- **Frailty:** Vulnerable to Poisoned Weapons

- **Gear:** Storm-Infused Feathers, Sky-Dominating Talons
- **Goal:** To drive all other flying predators from the skies
- **Motive:** Instinctual dominance over the heavens
- **Nemesis:** Sky-Horror of Zerathis

25. Obsidian Devourer

- **Concept:** Living Crystal Horror
- **Skills:** Can Absorb Energy, Indestructible Hide
- **Frailty:** Slow Movement
- **Gear:** Unbreakable Teeth, Shard-Throwing Limbs
- **Goal:** To consume all energy sources
- **Motive:** Mindless, follows a directive from an unknown past
- **Nemesis:** Cult of the Builder-Gods who worship it

26. Sun-Scaled Basilisk

- **Concept:** Ancient Desert Reptile
- **Skills:** Paralyzing Gaze, Regenerative Scales
- **Frailty:** Sensitive to Sudden Darkness
- **Gear:** Hypnotic Crest, Thermal Adaptation
- **Goal:** To reclaim its lost kingdom beneath the sands
- **Motive:** It remembers when it was worshipped
- **Nemesis:** Rift Scholars seeking to use it as a living weapon

31. The Forgotten Stalker

- **Concept:** Shapeshifting Lurker
- **Skills:** Mimics Its Prey, Silent as the Void
- **Frailty:** Cannot Maintain Its Form for Long
- **Gear:** Adaptive Flesh, Residual Memory Absorption
- **Goal:** To replace those it consumes
- **Motive:** Identity is a hunger it can never satisfy

- **Nemesis:** The Ghosts of the Fracture, who see through its disguises

32. Titan-Worm of the Deep

- **Concept:** Earthquake Bringer
- **Skills:** Causes Tremors, Swallows Entire Cities
- **Frailty:** Sluggish Above Ground
- **Gear:** Chitinous Armor, Acidic Blood
- **Goal:** To reshape the landscape by feeding
- **Motive:** It obeys an ancient instinct to tunnel
- **Nemesis:** The Bone-Kings, who see it as a weapon to harness

33. Plague-Touched Wretch

- **Concept:** Diseased Mutant
- **Skills:** Spreads Infections, Rapid Mutation
- **Frailty:** Weak Body, Easily Incapacitated
- **Gear:** Venomous Blood, Contaminated Breath
- **Goal:** To create more of its kind
- **Motive:** It exists only to spread its affliction
- **Nemesis:** The Ironfang Mercenary Guild, who burn them on sight

34. Ancient Warforged Sentinel

- **Concept:** Battle-Scarred Relic
- **Skills:** Indestructible, Tactical Combat Programming
- **Frailty:** Bound to Old Directives
- **Gear:** Energy Core Shielding, Plasma Blade Arms
- **Goal:** To fulfill the mission it was given millennia ago
- **Motive:** It does not question its orders

- **Nemesis:** The Cult of the Builder-Gods, who seek to control it

35. Skyborne Leviathan

- **Concept:** Cosmic Drifter
- **Skills:** Generates Gravity Wells, Absorbs Lightning
- **Frailty:** Drawn to Astral Currents, Slow Moving
- **Gear:** Bio-Energy Core, Star-Forged Carapace
- **Goal:** To find something it has lost
- **Motive:** It follows a path unseen by mortal eyes
- **Nemesis:** The Skyborne Freeholds, who hunt it for power

36. Sable-Fanged Lurker

- **Concept:** Jungle Deathtrap
- **Skills:** Camouflages Perfectly, Strikes Instantly
- **Frailty:** Only Hunts in Complete Darkness
- **Gear:** Serrated Claws, Neurotoxic Saliva
- **Goal:** To claim the deepest jungles as its own
- **Motive:** It kills for sport as much as hunger
- **Nemesis:** The Sandborn Tribes, who have learned how to kill it

41. Blood-Kissed Death Vulture

- **Concept:** Flesh-Stripping Scavenger
- **Skills:** Hunts by Smell Alone, Feeds on the Dying
- **Frailty:** Cannot Kill its Own Prey
- **Gear:** Razor-Edged Beak, Acidic Blood
- **Goal:** To feast on the aftermath of every battle
- **Motive:** It is drawn to suffering like a beacon
- **Nemesis:** The Bone-Kings, who see them as omens of weakness

42. Iron-Horned Behemoth

- **Concept:** Living Siege Engine
- **Skills:** Tramples Everything in Its Path, Impervious to Fire
- **Frailty:** Cannot Turn Quickly
- **Gear:** Fortified Hide, Armored Skull
- **Goal:** To challenge anything that dares stand before it
- **Motive:** It knows only domination
- **Nemesis:** The Ironfang Mercenary Guild, who capture and use them as war beasts

43. The Thing Beneath

- **Concept:** Nightmare Unknown
- **Skills:** Exists Outside of Time, Can Speak to the Dead
- **Frailty:** Bound to a Single Location
- **Gear:** Veil-Shifting Flesh, Reality-Tearing Claws
- **Goal:** To consume those who awaken it
- **Motive:** It waits, endlessly hungry
- **Nemesis:** The Rift Scholars, who attempt to study it

44. Warp-Haunted Relic Beast

- **Concept:** Sentient Artifact
- **Skills:** Adapts to Every Attack, Absorbs Knowledge
- **Frailty:** Cannot Exist Outside Ruins
- **Gear:** Self-Repairing Armor, Memory-Shard Core
- **Goal:** To understand the mortals it encounters
- **Motive:** It learns through violence
- **Nemesis:** The Cult of the Builder-Gods, who see it as divine

45. The Last Sky-Titan

- **Concept:** Extinct God-Beast
- **Skills:** Controls the Weather, Flight Without Limit

- **Frailty:** Cannot Regenerate
- **Gear:** Thunderheart Core, Ancient Wing-Spines
- **Goal:** To find the last of its kind
- **Motive:** It believes it is the last guardian of the world
- **Nemesis:** The Skyborne Freeholds, who see it as a challenge

46. Bone-Crowned Flesh Warden

- **Concept:** Warlord's Executioner
- **Skills:** Unstoppable Force, Cannot Feel Pain
- **Frailty:** Bound to the Will of Its Master
- **Gear:** Cleaver of the Condemned, War-Torn Armor
- **Goal:** To kill until it is no longer needed
- **Motive:** It does not think, it only obeys
- **Nemesis:** The Ghosts of the Fracture, who seek to free it

51. Glass-Skinned Hunter

- **Concept:** Camouflaged Predator
- **Skills:** Becomes Nearly Invisible, Hunts in Complete Silence
- **Frailty:** Fragile When Exposed
- **Gear:** Razor-Sharp Talons, Adaptive Chitin Plate
- **Goal:** To eliminate all threats to its hunting grounds
- **Motive:** Kills not for food, but to maintain dominance
- **Nemesis:** The Sandborn Tribes, who have learned to track it

52. Dagger-Jawed Ambush Drake

- **Concept:** Fast-Striking Pack Hunter
- **Skills:** Lightning Reflexes, Deathgrip Bite
- **Frailty:** Overwhelmed Easily When Alone
- **Gear:** Serrated Fangs, Bone-Spiked Tail
- **Goal:** To expand its territory and dominate its rivals

- **Motive:** Survival of the fittest—prey or be prey
- **Nemesis:** The Ironfang Mercenaries, who use them for sport

53. Feral War-Mutant

- **Concept:** Berserker Abomination
- **Skills:** Enraged Strength, Rapid Regeneration
- **Frailty:** Cannot Distinguish Friend from Foe
- **Gear:** Living Metal Claws, Mutagenic Blood
- **Goal:** To destroy everything in its path
- **Motive:** It has no master, only rage
- **Nemesis:** The Bone-Kings, who try to tame them as war-beasts

54. Silver-Eyed Orphan

- **Concept:** Psychic Child of the Rift
- **Skills:** Sees the Future, Disrupts Minds
- **Frailty:** Cannot Control Their Abilities
- **Gear:** Rift-Touched Amulet, Glowing Eyes
- **Goal:** To find their purpose before they lose themselves
- **Motive:** Searching for meaning in a world that fears them
- **Nemesis:** The Cult of the Builder-Gods, who seek to capture them

55. Soul-Tethered Echo Beast

- **Concept:** Guardian of the Dead
- **Skills:** Absorbs Memories, Summons Phantoms
- **Frailty:** Bound to the Place of Its Death
- **Gear:** Ethereal Chains, Voice of the Departed
- **Goal:** To keep forgotten souls from fading
- **Motive:** Protects what little remains of lost civilizations

- **Nemesis:** The Rift Scholars, who try to unravel its mysteries

56. Thorned Mire Titan

- **Concept:** Bog-Dwelling Colossus
- **Skills:** Moves Through Mud Effortlessly, Massive Strength
- **Frailty:** Weak to Fire
- **Gear:** Vine-Laced Armor, Barbed Roots
- **Goal:** To consume all who trespass into its domain
- **Motive:** It is the last guardian of the ancient swamps
- **Nemesis:** The Skyborne Freeholds, who seek to harvest its land

61. Screaming Horror of the Deep

- **Concept:** Abyssal Nightmare
- **Skills:** Emits Sound Waves That Shatter Bone, Moves Without Rippling Water
- **Frailty:** Cannot Survive in Open Air
- **Gear:** Bio-Electrical Pulse Organs, Hypnotic Eyes
- **Goal:** To drag everything into the deep
- **Motive:** There is no light where it dwells—only hunger
- **Nemesis:** The Rift Scholars, who study its connection to lost waters

62. Black-Blooded Warlord Beast

- **Concept:** Warhound of the Tyrants
- **Skills:** Fueled by Carnage, Resistant to Pain
- **Frailty:** Cannot Function Without Command
- **Gear:** Bone-Crushing Jaws, Warplate Harness
- **Goal:** To serve a worthy master—or die trying
- **Motive:** Has known only war and seeks nothing else
- **Nemesis:** The Bone-Kings, who see them as trophies

63. The Hunger Unleashed

- **Concept:** Reality-Devouring Anomaly
- **Skills:** Dissolves Matter, Can Walk Through Time
- **Frailty:** Weak to Ancient Seals
- **Gear:** Blackened Rift-Tendrils, Ever-Growing Mass
- **Goal:** To consume all of Xylandra
- **Motive:** Exists only to spread
- **Nemesis:** The Ghosts of the Fracture, who fight to contain it

64. Moon-Scarred Trickster

- **Concept:** Reality-Warping Entity
- **Skills:** Creates Illusions, Alters Perceptions
- **Frailty:** Cannot Stand to See Its Own Reflection
- **Gear:** Shifting Form, Echoing Laughter
- **Goal:** To twist fate for its own amusement
- **Motive:** It thrives on chaos and deception
- **Nemesis:** The Rift Scholars, who seek to bind it

65. Storm-Bound Phantom Leviathan

- **Concept:** Living Sky-Maelstrom
- **Skills:** Controls Lightning, Moves With the Storm
- **Frailty:** Bound to the Clouds
- **Gear:** Energy-Absorbing Scales, Tempest Breath
- **Goal:** To exist between the worlds of sky and sea
- **Motive:** It rides the winds, never stopping
- **Nemesis:** The Skyborne Freeholds, who hunt it for power

66. The Never-Dying King

- **Concept:** Eternal Horror
- **Skills:** Cannot Be Killed, Commands the Dead
- **Frailty:** Weak to Ancient Rites

- **Gear:** Crown of Endless Suffering, Sword That Feasts on Souls
- **Goal:** To conquer Xylandra, over and over again
- **Motive:** It does not know how to die
- **Nemesis:** The Bone-Kings, who refuse to bow to it

Adventure Tables

Adventure Seeds

D66	Adventure Seed
11	A long-lost Skyborne City reappears in the clouds—who will claim it first?
12	A rift anomaly swallows an entire caravan , and days later, the travelers return... changed.
13	A powerful warlord's heir has vanished—was it a kidnapping or a political move?
14	An ancient Builder vault opens for the first time in centuries , but something inside is stirring.
15	A secret weapon left behind from a forgotten war has been rediscovered—who should wield it?
16	A nomadic tribe speaks of a Sky-Titan's corpse stirring beneath the sand .
21	A mysterious signal pulses from deep within the Riftlands , broadcasting in a long-dead language.
22	A Skyborne Freehold captain vanishes mid-flight , leaving behind a drifting, untouched ship.

D66	Adventure Seed
23	A Builder artifact activates , opening a gateway—but to where?
24	A powerful faction seeks an alliance , but they demand an impossible price.
25	A strange black sun rises over the horizon , marking the return of something long forgotten.
26	A warlord's most trusted advisor is a traitor , but no one knows who.
31	A Rift opens in a major city—and something steps through claiming to be its rightful ruler .
32	An entire village vanishes overnight , leaving only empty buildings and footprints leading nowhere.
33	A high-value prisoner has escaped , and multiple factions want them found—dead or alive.
34	A merchant caravan carries something they were never meant to possess —a Builder war engine.
35	A Rift-walker returns from the void, speaking of a city that should not exist .
36	A gladiator in the warlord's arena has never been defeated —because they have never bled.
41	A once-loyal faction turns against their allies , but no one knows why.

D66	Adventure Seed
42	A secret Builder research facility is discovered , untouched but still active.
43	A Rift anomaly causes entire days to repeat , trapping everyone in a loop.
44	A mysterious nomad arrives , speaking of an ancient prophecy that is now unfolding.
45	A legendary Skyborne relic sword is found , but those who wield it are cursed.
46	A mercenary guild accepts an unthinkable contract —assassinating a Rift entity.
51	A warlord's fortress is collapsing into the sands , but something valuable is buried beneath.
52	A Rift cult declares the end of the world is coming —and they might be right.
53	A long-dead king returns , claiming their empire was never meant to fall.
54	An unidentified ship is drifting above Xylandra, transmitting a distress signal.
55	A long-lost library is discovered , containing knowledge that could reshape the war.
56	A traveler steps out of a Rift , claiming they are from a future where Xylandra has already fallen.
61	A Builder beacon activates , signaling something in the depths below.
62	A massive sky fortress crashes , and scavengers race to claim its riches.

D66	Adventure Seed
63	A warlord's most trusted warrior turns against them , declaring themselves the true ruler.
64	A hidden temple is uncovered , revealing a sect that has never interacted with the outside world.
65	A Rift floods an entire region with creatures never seen before —are they invaders or refugees?
66	A legendary warlord's tomb opens , and those who enter hear whispers from the past.

Land Travel Encounters

Roll when traveling across Xylandra by land vehicle or on foot

D66	Encounter
11	A ruined Titan-Crawler , its crew long dead—strangely, its engines still hum.
12	A Bone-King patrol demands tribute or challenges you to a duel.
13	A stranded wanderer , claiming to be from a timeline that no longer exists.
14	A merchant caravan approaches—do they carry relics, or are they spies?
15	A massive sandstorm engulfs the area, forcing you to take shelter or risk being lost.

D66	Encounter
16	A wounded Rift Scholar begs for protection from something unseen.
21	A desert outpost in ruins , recently attacked—who was responsible?
22	A creature from the wilds stalks you in the distance.
23	A Builder ruin activates , revealing an unknown language on its walls .
24	The terrain shifts violently —is this a Rift surge or something else?
25	A pack of Chitin-Fanged Ravagers emerges from the dunes.
26	A Ghost of the Fracture appears, warning you of an impending disaster.
31	A Cult of the Builder-Gods procession passes through, singing a haunting song.
32	A Titan-Crawler convoy blocks the road, carrying valuable cargo.
33	A city swallowed by sand briefly emerges from the dunes.
34	A strange mechanical humanoid watches you from afar.
35	A nomadic tribe offers shelter , but they seem uneasy about something.
36	A mercenary group is on the hunt—are you their target?
41	A mysterious sigil appears on the ground, glowing faintly.

D66	Encounter
42	A warlord's herald delivers a message—an ultimatum or a challenge.
43	A lost artifact pulses with power beneath the sands.
44	A shifting ruin appears out of thin air—should it be explored?
45	A storm reveals a structure previously hidden from sight.
46	A distant city is in flames —is it an attack or something worse?
51	Your supplies dwindle faster than expected —rationing becomes necessary.
52	A key vehicle part breaks , leaving the expedition stranded.
53	A scavenger outpost offers supplies—but at a steep price.
54	A rival group is encountered, also seeking the same destination.
55	A band of raiders sets up an ambush near an old warzone.
56	A Bone-King chariot squad challenges you to a race—or combat.
61	A buried relic city is uncovered by the shifting sands.
62	A fugitive from the Riftlands pleads for transport.
63	A Bone-King fortress rises in the distance , its banners flapping in the heat.

D66	Encounter
64	A mysterious voice comes through your radio—speaking in an ancient tongue.
65	A Bone-King herald arrives with an ultimatum—submit or flee.
66	A legendary warrior challenges you , claiming you are fated to battle.

Desert & Wasteland Hazards

Roll when traveling through desert, badlands, or open wastelands

D66	Hazard
11	A massive sandstorm engulfs the area, forcing you to take shelter or risk being lost.
12	A hidden sinkhole opens beneath your feet, leading to an underground ruin.
13	The heat is unbearable—without proper protection, exhaustion sets in quickly.
14	A swarm of chitinous sandhunters erupts from beneath, attacking indiscriminately.
15	Shifting dunes uncover ancient ruins , half-buried and pulsing with strange energy.

D66	Hazard
16	A mirage appears, showing something impossible—is it real, or a trick?
21	A dried-up oasis holds the remains of a long-dead explorer clutching a strange artifact.
22	A Bone-King warband marches across the sands, their weapons coated in fresh blood.
23	Your supplies dwindle faster than expected—hunger and thirst creep in.
24	A scarred war-beast , wounded and desperate, watches you from a distance.
25	A sudden earthquake causes the sand beneath you to shift violently.
26	An abandoned caravan has been left untouched—why has no one looted it?
31	The wind whispers your name—something unseen is following you.
32	A bandit ambush is set along a ridgeline, waiting for travelers.
33	A Bone-King fortress rises in the distance , its banners flapping in the heat.

D66	Hazard
34	A beast stampede charges through the dunes, crushing anything in its path.
35	The night turns freezing—without proper shelter, the cold could kill.
36	A buried war machine juts from the sand, its core still faintly humming.
41	A desert nomad warns of an upcoming war between rival factions.
42	A rift anomaly appears , twisting space around it unpredictably.
43	A sacred burial ground is near—disturbing it is unwise.
44	An ancient Builder obelisk rises from the sand, glowing faintly.
45	A sudden sand quake reveals the ruins of an old battlefield.
46	You find deep claw marks in the sand —something massive passed through.
51	A Bone-King gladiator seeks a duel to prove their worth.
52	The sky darkens as a massive storm wall approaches.
53	The wind carries a voice from the past—someone you thought long dead.

D66	Hazard
54	A massive worm-like beast bursts from the dunes, devouring the unwary.
55	A mysterious traveler seeks passage through the dunes.
56	A holy site of the Cult of the Builder-Gods is nearby—trespassers are unwelcome.
61	A group of scavengers offers useful supplies—for an impossible price.
62	A strange, floating structure hovers just beyond the horizon.
63	A buried relic weapon still pulses with energy beneath the sands.
64	A rift opens , dragging part of the desert into another realm.
65	Deep claw marks suggest something enormous lurks beneath the surface.
66	A sandstorm of unnatural origin carries whispers in dead languages.

Jungle & Swamp Dangers

D66	Danger
11	A dense mist rolls in, making it impossible to see beyond a few feet.

D66	Danger
12	A massive predator's roar shakes the trees—something big is hunting nearby.
13	A carnivorous plant lashes out, trying to drag prey into its maw.
14	A poisonous river bars your path—crossing could be fatal.
15	The jungle hums with strange energy—something unnatural dwells here.
16	A hive of deadly insects erupts from the underbrush.
21	The terrain turns to sinking bogs , slowing progress to a crawl.
22	A lost Builder ruin sits untouched, overgrown with vines.
23	The corpses of old war machines lie half-submerged in the mud.
24	A native tribe watches you from the trees, deciding if you are friend or foe.
25	A rival explorer group is already here—competition is fierce.
26	The swamp seems to shift , changing direction when you aren't looking.
31	The sound of distant drums echoes through the trees.

D66	Danger
32	A rampaging Thorned Mire Titan tramples through the jungle.
33	A hidden waterfall reveals a secret cavern entrance.
34	A famous relic hunter has disappeared in this region—what happened?
35	The swamp fog thickens, hiding unseen dangers.
36	A Skyborne Freehold scout is stranded, pleading for rescue.
41	The jungle plays tricks on time , making hours pass in moments.
42	A bone-covered shrine stands in a clearing, untouched for centuries.
43	The ruins of a floating temple can be seen through the canopy.
44	A storm breaks out , turning the ground to an impassable sludge.
45	A legendary warlord's grave is said to be somewhere nearby.
46	A sudden tremor causes trees to collapse in a chain reaction.
51	A ghostly figure moves just beyond the firelight.
52	A cultist group chants in the distance, their words incomprehensible.

D66	Danger
53	A bone-clad hunter emerges, offering you a choice—leave, or fight.
54	An eerie silence falls over the jungle—something is very wrong.
55	A massive snake-like beast uncoils from the branches above.
56	The trees shift unnaturally, revealing a hidden Builder construct.
61	A sacred wellspring glows with unknown energy—what happens if you drink?
62	A rift has opened , causing plants to grow at an unnatural rate.
63	A nightmare predator follows you, moving silently.
64	A long-dead explorer's diary is found—what warnings does it contain?
65	A forbidden artifact pulses beneath the roots of a massive tree.
66	The jungle itself moves, shifting paths and swallowing landmarks.

Skyship Encounters

D66	Skyship Encounter
11	A drifting abandoned skyship , seemingly intact but eerily silent.

D66**Skyship Encounter**

- 12 A **Skyborne Freehold** vessel hails you, offering trade—or deception.
- 13 A **mercenary war-galley** blocks your path, demanding payment for passage.
- 14 A **mysterious floating structure** appears on the horizon—where did it come from?
- 15 A **violent storm** manifests suddenly, filled with **static discharges** and **screaming winds**.
- 16 A **pirate fleet** emerges from the clouds, launching boarding hooks at your hull.
- 21 A **crippled warship**, badly damaged and still smoldering—who destroyed it?
- 22 An **unusual beacon signal** leads to a ship caught in a time distortion.
- 23 A **Sky-Titan remnant** floats past, its skeletal remains still crackling with energy.
- 24 A **bone-winged predator** attacks, mistaking your ship for prey.
- 25 A **legendary smuggler** offers a valuable artifact—if you can earn their trust.
- 26 A **ghostly ship** appears beside yours, crewed by long-dead warriors.
- 31 A **rift anomaly splits the sky**, distorting your ship's controls.
- 32 A **Skyborne Freehold ship** is **under attack**—will you intervene?
- 33 A **diplomatic envoy** requests safe passage but hides a dangerous secret.
-

D66**Skyship Encounter**

- 34 A **floating ruin drifts by**, its engines still humming despite its age.
- 35 A **Builder war construct** patrols the sky, scanning for intruders.
- 36 A **massive explosion** erupts in the distance—what caused it?
- 41 A **hidden port** offers fuel and supplies—for a steep price.
- 42 An **Ironfang Mercenary gunship** demands surrender or battle.
- 43 A **blood feud** between two rival captains erupts into open warfare nearby.
- 44 A **storm-touched beast** emerges from the clouds, seeking prey.
- 45 A **rift accident** swaps your crew with that of another timeline.
- 46 A **Skyborne Freehold captain** issues a challenge—who rules the skies?
- 51 A **mystical navigator** offers to guide you—but their price is strange.
- 52 A **Builder ruin rises from the clouds**, revealing ancient docking stations.
- 53 A **starved crew drifts in a wreck**, claiming they were lost for centuries.
- 54 A **council of warlords** meets aboard a massive battleship—will you be invited?
- 55 A **merchant convoy** carries precious cargo, heavily guarded.
-

D66	Skyship Encounter
56	A rift storm erupts , swallowing several nearby vessels.
61	A Skyborn exile seeks passage, offering cryptic knowledge in return.
62	A mutiny has broken out aboard a ship—whose side will you take?
63	A floating city offers you a place to rest—if you can pay the toll.
64	A mysterious ship mirrors your every movement—who controls it?
65	A famous warlord's flagship is spotted in the distance—friend or foe?
66	A legendary lost ship appears, offering a chance for untold riches—or doom.

Builder Ruins Exploration

Roll when exploring ancient structures, vaults, or archaeological sites

D66	Discovery
11	A sealed Builder vault , waiting to be opened—if you can solve its puzzle.
12	A waking war machine activates, scanning for intruders.
13	A rift anomaly distorts gravity , making walls the new floor.
14	A ghostly figure warns you to leave before it is too late.

D66	Discovery
15	A hidden chamber reveals murals depicting an event that hasn't happened yet.
16	A guardian automaton watches you, unmoving... for now.
21	A time distortion shows the site as it once was , complete with living people.
22	A beast slumbers here , guarding something of value.
23	A long-dead body clutches a map —but to what?
24	A trapped corridor shifts unexpectedly , sealing your exit.
25	A Rift Scholar expedition is here —and they do not want company.
26	A Builder control panel still functions , but the language is unknown.
31	A shadow moves where there should be none.
32	A mysterious voice asks you to finish what it started.
33	A warlord's corpse sits on a throne , gripping an artifact tightly.
34	A colossal Builder automaton , frozen in time, kneeling before an unknown force.
35	An ancient map embedded in the wall , leading to something lost.

D66	Discovery
36	A glowing relic , floating in the air, reacting to your presence.
41	Walls covered in unknown symbols , shifting as they are read.
42	A Builder throne, still humming, as if awaiting its master's return .
43	The remains of an ancient battle , weapons still embedded in bodies.
44	A Builder machine activates , demanding input from those who awakened it.
45	A rift anomaly pulses at the center of the structure.
46	A sarcophagus , intact, yet the body inside is missing.
51	An entire Builder city , buried beneath the surface, waiting to be uncovered.
52	A central spire, inscribed with forbidden knowledge .
53	The remains of a recent expedition —their supplies still fresh.
54	A pulsing energy core , powerful but unstable.
55	A figure trapped in stasis , breathing, but not alive.
56	A Builder gate , humming with power—does it still function?
61	A treasure hoard , untouched, but cursed with Builder security systems.

D66	Discovery
62	A holographic message plays—it was meant for you.
63	A Builder guardian watches you, unmoving... for now.
64	The structure is alive , shifting walls and passages at will.
65	A rift portal pulses , waiting for someone to activate it.
66	The structure activates fully , revealing its true form—a starship, buried for millennia .

Rift Phenomena

Roll when entering Rift zones, experiencing time distortions, or reality anomalies

D66	Rift Phenomenon
11	A localized time loop occurs—everything repeats for one minute.
12	A gravity shift inverts the terrain—objects fall upward briefly.
13	Shadows move independently , mimicking gestures seconds before you make them.
14	An invisible wall halts progress, vibrating with unseen energy.
15	A rift pulse briefly shows you another version of yourself , watching.
16	A creature nearby flickers in and out of existence .

D66	Rift Phenomenon
21	A voice speaks in a language you don't know, but still understand.
22	A crack in the air emits visions of a battle that hasn't happened yet.
23	You feel an immense presence watching , but nothing is visible.
24	The stars above briefly align into an unnatural shape , then return to normal.
25	Your weapons feel heavier , like something unseen is pulling on them.
26	Your own voice speaks back at you from the rift, slightly distorted.
31	Glowing footprints appear ahead—leading somewhere, or away?
32	A rift-induced storm displaces everyone nearby, shifting locations.
33	Your reflection moves independently for a brief moment.
34	A nearby corpse suddenly breathes once , then remains still.
35	The ground shifts underfoot, briefly showing a second layer of reality.
36	A message from a forgotten war plays through static-filled air.
41	The sky darkens unnaturally, despite it being midday.
42	Time slows to a crawl, then speeds up— how much did you miss?

D66	Rift Phenomenon
43	A ruin appears that wasn't there before , perfectly intact.
44	A Builder artifact nearby reacts violently , crackling with unstable energy.
45	The air distorts , as if something massive just walked past.
46	The temperature drops instantly , and frost forms in impossible places.
51	A long-dead figure appears, warning you to turn back before it's too late .
52	A rift tears open, revealing a city floating in endless void .
53	A random object in your possession disappears —or is replaced.
54	The landscape shifts violently , moving landmarks to new positions.
55	A phantom battle replays , as if time itself is wounded.
56	A creature from another realm stares at you—waiting for something.
61	A tower exists in two time periods simultaneously —past and present overlap.
62	Entire structures phase in and out , revealing forgotten chambers.
63	A ghostly legion of soldiers marches through, unaware of you.
64	Objects age or de-age rapidly when touched.

D66	Rift Phenomenon
65	A pathway leads to your own past mistakes , visible but unreachable.
66	The rift fully stabilizes , creating a permanent gateway to another place or time.

Complications & Setbacks

Roll when the Oracle suggests a setback, or when a Twist occurs

D66	Complication
11	A massive sandstorm/blizzard strikes, visibility drops to zero.
12	Supplies spoil or go missing —hunger and thirst set in.
13	A key piece of equipment breaks at the worst moment.
14	Someone falls ill due to contaminated water or food.
15	The terrain is more treacherous than expected —progress slows.
16	A trusted ally reveals divided loyalties .
21	Maps prove unreliable —old landmarks no longer match descriptions.
22	An unexpected war zone appears ahead —choosing sides might be necessary.
23	A predator begins stalking the group , picking off stragglers.
24	The road back is cut off —retreat is no longer an option.

D66	Complication
25	Tensions rise within the group —arguments threaten cohesion.
26	A sacred site is unknowingly violated —local wrath follows.
31	A violent electrical storm discharges energy unpredictably.
32	A rift anomaly causes time to skip —hours are lost.
33	Gravity fluctuates wildly , making movement dangerous.
34	A trusted ally is blackmailed into acting against you.
35	A faction switches allegiance at a critical moment.
36	A mercenary group betrays their contract mid-operation.
41	Builder-tech malfunctions , affecting all nearby devices.
42	A diplomatic meeting is sabotaged by an unknown party.
43	Fuel or energy reserves run critically low.
44	A key contact vanishes before delivering crucial information.
45	Hostile forces arrive earlier than expected.
46	A trusted guide abandons you in dangerous territory.

D66	Complication
51	Weather turns deadly —extreme heat or freezing cold.
52	A Rift disturbance displaces your location unexpectedly.
53	Something valuable is stolen from camp overnight.
54	A rival group claims the same objective you're pursuing.
55	An old enemy resurfaces , seeking revenge.
56	Communication systems fail —you're cut off from allies.
61	A warlord demands unexpected tribute for safe passage.
62	An artifact you carry begins malfunctioning dangerously.
63	A powerful faction takes offense at an unintended slight.
64	The mission parameters change due to new intelligence.
65	A prophecy begins to unfold —and you're part of it.
66	Something impossible occurs —reality itself seems to break.

Forbidden Knowledge & Data Shards

D66	Forbidden Knowledge
11	A Builder's last recorded message , warning of an impending event.
12	A map of Xylandra , but depicting a version of the world that no longer exists.
13	A coded transmission , still broadcasting on an unknown frequency.
14	A vision of the past , showing a war fought with weapons never seen before.
15	A mind-fragment , containing the thoughts of a long-dead scholar.
16	A set of coordinates , leading to an unknown location deep within the Riftlands.
21	A Builder's journal , detailing a failed experiment.
22	A riddle inscribed on a data shard , hinting at something lost.
23	The voice of a trapped AI , asking for release in exchange for knowledge.
24	A vision of a future , unclear but filled with war and chaos.
25	A command override key , capable of shutting down unknown machines.
26	A message left for you specifically , though you have no memory of it.
31	A dream-seed implant , allowing brief glimpses into past lives.

D66	Forbidden Knowledge
32	A formula for creating an unstable energy source , potentially world-altering.
33	A Builder's death-wish , inscribed onto the walls in glowing script.
34	A list of names , many of whom are still alive today.
35	A psychic imprint , carrying emotions so strong they overwhelm the mind.
36	A set of instructions , but the final step is missing.
41	A black box from a starship , detailing its final moments.
42	A song , encoded into the very structure of the ruin.
43	A recording of an execution , but the condemned is still alive today.
44	A blueprint for a weapon , but one no modern mind can comprehend.
45	A Builder's oath , binding the reader to an unknown cause.
46	A warning from another world , written in symbols never seen before.
51	A doorway inscribed with a single word —your name.
52	A coded request for help , sent centuries ago but never answered.
53	A holographic debate , showing two Builders arguing over the fate of Xylandra.

D66	Forbidden Knowledge
54	A fragment of an artificial mind , still active and aware.
55	A scroll of blueprints , depicting machines that defy logic.
56	A journal of someone who died yesterday , but written long ago.
61	A list of words , but reading them out loud makes reality flicker.
62	A dream locked in crystal , showing a world untouched by war.
63	A set of symbols that react to touch , rearranging themselves constantly.
64	A Builder's final confession , admitting they doomed Xylandra.
65	A location marker for a hidden Builder city , one never discovered.
66	A memory implant , designed to rewrite the user's own past.

Forgotten Cities & Ghost Settlements

D66	Forgotten Place
11	A city of bone and metal , where only whis- pers remain.
12	A settlement where time stands still , its people frozen in place.
13	A once-thriving trade hub, now ruled by a single, sentient machine.

D66	Forgotten Place
14	A town where the buildings move when no one is looking.
15	A city that only appears under the light of the twin moons.
16	A ruined metropolis, where statues outnumber the living.
21	A fortress built into the cliffs, abandoned but still well-maintained.
22	A city that fell from the sky , its remains half-buried in the desert.
23	A settlement filled with shadows that mimic long-dead inhabitants.
24	A city that sank into a swamp , its tallest towers barely visible.
25	A village surrounded by walls of unnatural ice , untouched by time.
26	A long-dead kingdom, still ruled by a ghostly monarch.
31	A settlement that was wiped from history —yet here it stands.
32	A town where the air itself sings a mournful melody.
33	A market frozen in time, with merchants and wares still in place.
34	A city whose streets rearrange themselves randomly.
35	A once-mighty capital, now crumbling beneath a Rift anomaly.

D66	Forgotten Place
36	A village filled with empty armor, as if the people simply vanished.
41	A ruin whose buildings glow faintly, pulsing with hidden power.
42	A settlement built around a massive, still-active Builder core.
43	A town where all the doors are locked from the inside.
44	A walled city with no visible entrance—but something moves inside.
45	A settlement that was destroyed overnight, with no signs of battle.
46	A city split in two, one half real, the other only existing in reflections.
51	A village where every single person vanished at the same time.
52	A town of endless fog, where figures move just beyond sight.
53	A settlement founded by exiles, long forgotten by the outside world.
54	A city built atop a buried war machine , waiting to awaken.
55	A once-thriving hub, its buildings untouched, but eerily silent.
56	A hidden enclave where warriors prepare for a battle that never comes.
61	A town where messages appear on the walls, written in blood.

D66	Forgotten Place
62	A massive underground city, untouched but long abandoned.
63	A ruined fortress, still guarded by constructs who take no prisoners.
64	A settlement where the dead still walk, repeating their final days.
65	A skyborne city, slowly descending, its engines failing.
66	A city that reappears once every thousand years—today is that day.

Builder Relics

Roll when discovering ancient technology or powerful artifacts

D66	Builder Relic
11	A gravity core that lets the wielder walk on walls and ceilings.
12	A small metallic sphere that, when activated, rewinds time by 10 seconds.
13	A crystal lens that reveals hidden messages and symbols unseen by the naked eye.
14	A staff that emits anti-light , darkening everything in its radius.
15	A bracer that absorbs energy attacks and redirects them.
16	A floating construct that records and plays back past conversations.

D66	Builder Relic
21	A set of gloves that allow the user to phase through solid objects briefly.
22	A mask that shifts faces , allowing the wearer to appear as anyone.
23	A tablet containing forgotten schematics , its power source still active.
24	A ring that prevents aging , but at a terrible, unknown cost.
25	A compass that always points toward the wielder's deepest desire .
26	A blade that phases between dimensions , cutting even the intangible.
31	A helmet that translates any language , but whispers strange thoughts.
32	A Builder tome that rewrites its contents depending on the reader.
33	A key that opens doors that no longer exist —but where do they lead?
34	A floating drone that analyzes the wielder's surroundings constantly.
35	A shimmering gauntlet that slows time in a small radius.
36	A small cube that hums when near ancient ruins, seeking something unknown.
41	A bracelet that stores voices , replaying them at will.
42	A weapon that refuses to function until its wielder speaks a forgotten phrase.

D66	Builder Relic
43	A Builder's identification chip , granting access to sealed doors.
44	A metallic vial containing a liquid that shifts between states.
45	A piece of armor that reshapes itself to fit its wearer.
46	A relic that projects visions of the past , but not necessarily the truth.
51	A power core that, if damaged, may detonate with devastating force.
52	A monocle that reveals energy flows , allowing the user to track power sources.
53	A musical device that soothes Rift anomalies—or enrages them.
54	A floating orb that follows the wielder, protecting them from minor harm.
55	A pendant that vibrates in the presence of Builder technology.
56	A crystal shard that whispers in a long-dead language.
61	A weapon that gains strength with every life it takes.
62	A Builder scroll that changes content each time it's read.
63	A beacon that calls something from the void.
64	A cloak that makes the wearer invisible to machines.

D66	Builder Relic
65	A Builder's final message , recorded in an artifact that cannot be destroyed.
66	A device that predicts the wielder's death —with unnerving accuracy.

Cursed & Rift-Touched Artifacts

Roll when discovering dangerous or corrupted relics

D66	Cursed/Rift Artifact
11	A blade that never dulls , but feeds on its wielder's life force.
12	A spear that strikes true , but wounds the wielder with each attack.
13	A warhammer that calls down lightning , but deafens those who wield it.
14	A dagger that poisons both the victim and its user.
15	A rifle that never misses , but steals a memory with every shot.
16	A shield that reflects all attacks , but shatters the bones of its bearer.
21	A sword that whispers the names of its next victims .
22	A bow that never runs out of arrows , but compels the wielder to fire endlessly.
23	A staff that manipulates shadows , but casts none of its own.
24	A war axe that grows sharper with blood , but dulls in times of peace.

D66	Cursed/Rift Artifact
25	A gauntlet that enhances strength , but locks onto its user permanently.
26	A halberd that phases through armor , but leaves behind spectral scars.
31	A mirror that reflects not the present, but the past—or the future.
32	A mask that, once worn, cannot be removed without great cost.
33	A ring that grants insight into other dimensions —but at what price?
34	A weapon that whispers constantly , urging its wielder to strike.
35	A pendant that attracts Rift entities when worn.
36	A cloak that makes its wearer invisible, even to themselves.
41	A set of dice that, when rolled, determine the user's fate.
42	A timepiece that always counts down —but no one knows to what.
43	A compass that points not north, but toward the wielder's greatest regret.
44	A crown that grants visions of the Rift , but slowly drives the wearer mad.
45	A weapon that warps gravity when swung , making it unpredictable.
46	A pair of gauntlets that alter the wielder's shape —but never quite right.

D66	Cursed/Rift Artifact
51	A mask that grants second sight , allowing the wearer to see spirits.
52	A statue that speaks in dreams , guiding—or misleading—the user.
53	A scepter that commands shadows , but costs a fragment of the wielder's soul.
54	A tablet of laws written in a dead language , containing truths best forgotten.
55	A whispering stone that reveals secrets, but never for free.
56	A riftstone weapon that must be fed with blood to stay intact.
61	A pair of goggles that show the world as it could have been.
62	A cursed relic that causes those around it to age unnaturally.
63	A floating orb that follows its wielder , sometimes moving on its own.
64	A war horn that calls reinforcements from... somewhere.
65	A shield that absorbs attacks, but stores the energy for an unknown purpose.
66	A broken sword that reforges itself each time it claims a life.

Sky-Titan Remains & Bio-Technology

D66	Sky-Titan Remains
11	A rib cage the size of a city , infused with ancient energy.
12	A heart still beating , though its owner died long ago.
13	A pair of wings , each large enough to cover a battlefield.
14	A skull that emits low-frequency vibrations , causing hallucinations.
15	A spinal column of reinforced metal , unbreakable but brittle to time.
16	A set of lungs that exhale clouds , still producing storm winds.
21	A single feather , large enough to be used as a glider.
22	A claw, sharp as a monomolecular blade , still hungry for prey.
23	A scale that resists all known weapons , but absorbs Rift energy.
24	A Sky-Titan eye , which follows those who approach.
25	A bony horn , humming with strange energy at night.
26	A Sky-Titan's severed hand , still gripping an unknown artifact.
31	A massive tendon , sturdy enough to be re-forged into weaponry.

D66	Sky-Titan Remains
32	A section of preserved brain matter , pulsating with life.
33	A rib that glows faintly , reacting to Builder artifacts.
34	A vertebra with embedded sigils , shifting under observation.
35	A set of armor forged from Titan bone , unbreakable but heavy.
36	A fluid extracted from Titan marrow , highly reactive and unstable.
41	A Sky-Titan's breath , bottled and stored in an energy capsule.
42	A fragment of skin , regenerating at an unnatural rate.
43	A mummified Titan's ear , still attuned to forgotten whispers.
44	A bone blade , honed to cut through Rift-born creatures.
45	A Sky-Titan's severed tongue , still twitching with electric impulses.
46	A claw imbued with Builder-tech , pulsating with dormant power.
51	A strand of Titan muscle , able to contract when exposed to energy.
52	A preserved Titan's hand , often mistaken for a natural land formation.
53	A Sky-Titan's fossilized heart , beating only when the Rift surges.

D66	Sky-Titan Remains
54	A horn that echoes sounds from an unknown past.
55	A fragment of Titan skin , indestructible and yet deteriorating.
56	A preserved Titan eye , scanning for something unseen.
61	A Sky-Titan's last roar , somehow captured in crystalline form.
62	A strand of Titan DNA , still capable of merging with other lifeforms.
63	A lung fragment that still breathes Rift air.
64	A rib carved into a throne , once used by an ancient warlord.
65	A claw tip that still leaks venom , potent enough to dissolve steel.
66	A Sky-Titan's braincase , humming with forgotten memories.

War Machines of a Forgotten Age

D66	War Machine
11	A Builder Titan , a massive humanoid war construct, dormant but still operational.
12	A levitating fortress , its cannons still tracking unseen targets.
13	A colossal centipede-like siege engine , designed to burrow through enemy lines.
14	A floating artillery platform , capable of targeting objects miles away.

D66	War Machine
15	A tank-like construct , its armor impervious to modern weapons.
16	A bipedal war golem , missing its head but still responding to ancient commands.
21	A self-replicating war machine , slowly building copies of itself from available scrap.
22	A humanoid automaton army , entombed in a Builder ruin, waiting for activation.
23	A mobile fortress , designed to carry an entire army across battlefields.
24	A massive energy cannon , its core unstable but still functional.
25	A crawler siege tower , capable of scaling mountains and walls alike.
26	A stealth reconnaissance drone , programmed to report back to a long-dead general.
31	A tank with phase-shifting capabilities , allowing it to move through solid matter.
32	A spider-like war construct , capable of spinning razor-sharp webs to ensnare enemies.
33	A warship suspended midair , frozen in time after its last battle.

D66	War Machine
34	A Builder mech suit , large enough for a pilot, but refusing to obey modern commands.
35	A floating monolith , its true function unknown, but its presence radiates power.
36	A ruined battlefield, where war machines occasionally reactivate and engage each other.
41	A self-repairing automaton , endlessly reconstructing itself.
42	A quadrupedal siege walker , its weapons still live but its command structure missing.
43	A Builder scout drone , designed to observe and report but now aimless.
44	A tracked war engine , equipped with what appears to be an energy-based drill.
45	A hovering disc platform , its control interface locked behind unknown encryption.
46	A fallen warlord's command tank , half buried but still transmitting weak signals.
51	A colossal energy barrier generator , left dormant for centuries.
52	A war engine that moves on its own , seemingly seeking something unknown.
53	A Builder-designed anti-air weapon , but reactivating at random.

D66	War Machine
54	A sentient war construct , desperately seeking a new commander.
55	A damaged mech with a sealed cockpit , containing a mummified pilot.
56	A Builder war beacon , still broadcasting an ancient distress signal.
61	A sea-faring war machine , stranded inland but still attempting to “sail.”
62	A war drone swarm , its programming degraded into unpredictable behavior.
63	A battle-scarred automaton , reciting tactical data from a war long ended.
64	A Builder engine core , pulsing with barely contained energy.
65	A hovercraft carrier , drifting without purpose, its docking bays filled with unknown craft.
66	A Builder war machine still locked in combat mode , attacking anything that moves.

Nomadic Tribes & Hidden Cults

D66	Group
11	The Sandborn Remnants – Desert survivors who trace their lineage back to a lost empire.
12	The Sky-Wanderers – A nomadic people who live entirely on sky-ships, refusing to set foot on land.

D66	Group
13	The Bone-Marked – A warlike tribe that carves their victories into their own bones.
14	The Echo Speakers – Mystics who listen to the voices of the dead carried by the wind.
15	The Rift-Touched – Those who have survived Rift exposure, developing unpredictable powers.
16	The Ash-Kin – Desert dwellers who believe fire is the only true purifier of sin.
21	The Veilborn – A secretive cult that worships the shadows between stars.
22	The Ghost Nomads – A wandering people who believe they are already dead, simply living out their last days.
23	The Sand-Sworn – A loose confederation of outlaws and exiles surviving the wastes.
24	The Flesh-Sculptors – A hidden order that alters their own bodies with Builder-tech.
25	The Star-Cursed – Nomads who follow the path of a celestial object they claim foretells the world's end.

D66	Group
26	The Bloodied Hand – A cult that believes spilling enough blood will wake an ancient warlord.
31	The Mirage Walkers – A reclusive sect that moves between worlds, appearing and disappearing at will.
32	The Whispering Coven – Psychics who claim to hear the Builders' last words.
33	The Warborn Kin – A militant group that raids both sky and land in search of “worthy” warriors.
34	The Rift-Scorned – Those abandoned by reality, who believe they must reclaim their place in existence.
35	The Iron-Priests – A fanatical order that worships war machines as divine beings.
36	The Wind-Striders – Nomads who travel between oases, navigating by ancient Builder star maps.
41	The Serpent's Embrace – A secretive society that believes Xylandra itself is a slumbering beast.

D66	Group
42	The Shroud – Assassins who operate under the belief that their kills are “necessary corrections” to fate.
43	The Dune-Blessed – A nomadic sect that claims the sand itself whispers guidance.
44	The Silver-Eyed Seekers – A cult obsessed with Rift-born prophecies.
45	The Maw of the Sky – A pirate tribe that worships the storms they sail through.
46	The Blood-Kissed – A sect that believes in consuming the blood of warriors to inherit their strength.
51	The Ember Pact – Fire-worshipers who see the cleansing flame as the only way to true enlightenment.
52	The Gilded Prophets – A religious order that predicts the rise and fall of rulers.
53	The Rift Heralds – A doomsday cult awaiting the full collapse of reality.
54	The Black Tapestry – A secretive group that manipulates history itself.

D66	Group
55	The Last Builders – A sect that believes they are the descendants of the Builders, tasked with finishing their work.
56	The Sun-Kissed – Nomads who never remain in the shade, believing the night brings madness.
61	The Rootborn – A group who implant ancient plant-based Builder-tech into their bodies.
62	The Hollow-Eyed – A people who claim they have already seen the end of the world.
63	The Ashbound – Exiles who burn their past and rename themselves with each new sunrise.
64	The Watchers Beyond – A hidden order that monitors the rise and fall of Rift anomalies.
65	The Sky-Kissed – A sect that claims all life originated from beyond the stars.
66	The Bone-Chronicle Keepers – A nomadic cult that records history by carving it onto bones.

Scarce Resources & Trade Dilemmas

D66	Trade/Resource Dilemma
11	A Builder-tech cache is discovered, but multiple factions claim ownership.
12	A once-reliable water source dries up , causing tension between settlements.
13	A valuable trade route is cut off by a warlord, demanding tribute for passage.
14	A recent Rift-storm destroyed a major trade hub , leaving supplies stranded.
15	A new energy source is found , but its extraction risks triggering ancient defenses.
16	A caravan carrying critical medicine has been hijacked—who will recover it?
21	A Builder relic with unlimited power is discovered, but draining it may have consequences.
22	A town's fuel reserves are running out—who will supply them, and at what cost?
23	A rare metal vein is uncovered , but it lies deep in hostile warlord territory.
24	A merchant guild hoards resources , waiting for the price to rise—desperation grows.
25	A black market dealer offers priceless artifacts , but their origins are dubious.
26	A food shipment has been contaminated , sparking fears of sabotage.
31	A rival faction cuts off supply lines , forcing a city into starvation.

D66	Trade/Resource Dilemma
32	A warband raids a village , stealing all of its water supplies.
33	A newly unearthed relic is highly valuable , but emits dangerous radiation.
34	A clan controls the only access to clean water and demands fealty in return.
35	A diplomatic summit over trade rights is on the verge of turning into war.
36	A rogue Rift anomaly warps farmland , making crops unusable.
41	A merchant guild strikes a monopoly on high-quality weapons.
42	A Builder vault is discovered , but can only be opened by an unknown key.
43	A long-lost trade outpost is found intact , with goods centuries old.
44	A trading town is split between rival factions , disrupting commerce.
45	A mysterious trader offers deals too good to be true —what's the catch?
46	A city offers wealth for mercenary protection , but payment is uncertain.
51	A warfront collapses a key mining region , making vital materials scarce.
52	A group of scavengers discovers an old war supply depot , but keeping it hidden is risky.
53	A valuable drug used for healing is running low , sparking fights in the streets.

D66	Trade/Resource Dilemma
54	A powerful trade lord is assassinated , throwing supply chains into chaos.
55	A new smuggling route is exposed , forcing criminals to relocate.
56	A rival trade faction begins sabotaging shipments , escalating tensions.
61	A Builder-tech refining process is rediscovered , but kept secret.
62	A mysterious disease spreads through livestock , threatening a food shortage.
63	A previously worthless material is suddenly in high demand —who controls it?
64	A flood wipes out key farmland , forcing reliance on stockpiles.
65	A pirate fleet raids merchant convoys , seizing rare goods.
66	A trade agreement is sabotaged , sparking a potential war.

Ancient Forces Awakening

D66	Ancient Force
11	A Builder war machine stirs , reactivating after thousands of years.
12	A forgotten AI awakens, demanding to know who rules the planet.
13	A city lost to time emerges from beneath the sands.

D66	Ancient Force
14	A buried vault opens , revealing warriors in perfect stasis.
15	A relic begins pulsing , activating an unknown signal.
16	A long-dead warlord's ghost returns, seeking vengeance.
21	A rift anomaly stabilizes , allowing something old to step through.
22	A sealed temple breaks open , releasing an ancient entity.
23	The last of the Sky-Titans stirs , shifting in its grave.
24	A slumbering war beast awakens, destroying everything in its path.
25	An eternal battle resumes , as old enemies rise to fight once more.
26	A once-dormant Builder engine roars to life , affecting the land around it.
31	A prophecy is fulfilled, marking the return of an unknown conqueror .
32	A rift storm reveals a frozen battlefield , where warriors still stand mid-combat.
33	A temple's inner sanctum opens, revealing a still-living ancient .
34	A long-lost ship arrives from the void , its crew unchanged by time.
35	A cataclysmic force once bound in chains suddenly disappears—where has it gone?

D66	Ancient Force
36	A massive obelisk rises from the ground , humming with unreadable script.
41	A god-engine activates , demanding input from those who awaken it.
42	A rift crackles, bridging two eras of time together.
43	An ancient armory unlocks itself , sending out an activation signal.
44	A group of forgotten warriors awaken , convinced their war is still ongoing.
45	A Builder beacon pulses , reaching something deep beneath the surface.
46	A war torn battlefield regenerates , restoring fallen warriors to life.
51	An ancient seal weakens , allowing an entity to breach into reality.
52	A lost fortress rises from beneath the sea , perfectly intact.
53	The stars shift— revealing an old celestial marker long thought to be legend.
54	A hidden archive awakens , revealing lost knowledge... for a price.
55	A Builder war council chamber reactivates, still awaiting its commanders.
56	An automaton army reboots , mistaking present-day factions as its original enemies.
61	An ancient prison cracks open , its occupants beginning to stir.

D66	Ancient Force
62	A ghostly legion of soldiers begins marching toward an unknown goal.
63	A forgotten species awakens , revealing they never truly disappeared.
64	The skeleton of a dead god shifts , whispering forgotten truths.
65	A lost temple aligns with the stars , opening its long-sealed doors.
66	A mystic event occurs , signaling the return of something beyond comprehension.

Lost Explorers Returning Changed

D66	Changed Explorer
11	A long-lost expedition leader returns , claiming only a day has passed—despite being gone for decades.
12	A missing scout is found with a second shadow that moves independently.
13	A warrior lost in the Rift returns with no memory of their past , yet speaks fluently in a forgotten Builder tongue.
14	A group of explorers reappear unchanged , but are missing their reflections.
15	A survivor of a vanished city reemerges, claiming their home never disappeared.
16	A missing scholar returns with glowing eyes , unable to close them even when asleep.

D66	Changed Explorer
21	A lone wanderer appears wrapped in shifting light , unable to describe where they've been.
22	A once-missing caravan is discovered intact— but its travelers are frozen mid-motion, as if time stopped.
23	A returning scout bleeds black ichor , insisting they are still human.
24	A survivor claims they have seen the end of Xylandra but cannot describe it.
25	A lost crew is found inside a Rift-scarred ruin , with no knowledge of how they got there.
26	A soldier returns from a battle that never happened , with wounds from weapons no one has seen before.
31	A traveler returns aged by a century , while only a few months passed in real time.
32	A missing group comes back speaking a language not known to exist.
33	A Rift survivor claims they met a version of themselves that made different choices.
34	A once-lost researcher returns, but their body has been altered—mechanical where it should be flesh.
35	A wanderer who vanished long ago returns wearing a Builder's armor —and no memory of how they got it.

D66**Changed Explorer**

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| 36 | An explorer reemerges, but only at night , fading into mist by dawn. |
| 41 | A survivor possesses knowledge of an enemy faction's plans but does not recall how they know. |
| 42 | A missing nomad returns but now casts no shadow . |
| 43 | A scout was lost to the wilds but reappears in a hidden Builder vault with no recollection of the journey . |
| 44 | A group returns insisting that time never moved for them , yet they have stories of years of adventure. |
| 45 | A former ally is found— but they no longer recognize their old friends . |
| 46 | A returned warlord claims they have fought battles yet to come . |
| 51 | A traveler is found covered in shifting sigils , written in their own hand but with no memory of writing them. |
| 52 | A survivor has two overlapping voices when they speak, as if they are two people at once. |
| 53 | An entire missing battalion marches out of a sandstorm , unchanged after twenty years. |
| 54 | A lost explorer returns with mechanical implants that they did not have before . |
| 55 | A long-missing captain reappears, but they refuse to remove their mask, ever . |
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D66	Changed Explorer
56	A former friend returns altered , speaking of visions of another world.
61	A group of explorers return, but they are not alone—something invisible follows them.
62	A survivor returns with strange, Rift-born abilities , but claims to be perfectly normal.
63	A missing scholar emerges from an active Rift , perfectly fine but aged beyond recognition.
64	A trader who vanished reappears on the other side of Xylandra, with no recollection of how they traveled there.
65	A returning warlord now bears the insignia of an empire that never existed.
66	A wanderer steps from the Rift holding their own corpse , unsure of what happened.

A Skyborne City Falling from the Heavens

D66	City Fall Event
11	The city's anti-gravity engines are failing , with no known way to repair them.
12	A Rift anomaly causes entire districts to phase in and out of existence.
13	The city is breaking apart mid-air , forcing evacuation efforts.
14	A powerful faction seizes control , dictating who gets to leave.

D66	City Fall Event
15	The descent is slow but inevitable , giving time to plan—but not much.
16	A Builder failsafe activates , causing the city to self-destruct before hitting the ground.
21	The lower levels have already begun collapsing , while the upper tiers remain intact.
22	The city tilts at an angle , sending debris crashing into the ground below.
23	A cult declares the fall to be divine punishment , preventing evacuation.
24	Warlords below fight over who will claim the ruins before they even land .
25	An ancient Builder beacon activates , calling unknown forces toward the city.
26	Survivors construct makeshift airships , trying to flee before impact.
31	Criminal factions take advantage , looting and escaping in stolen skyships.
32	The city's energy core overloads , threatening an explosion upon impact.
33	The city's population refuses to believe the warnings , insisting the fall is temporary.
34	A warlord offers protection in exchange for total submission .
35	The city's defensive turrets activate autonomously , targeting everything nearby.
36	The ground below is unprepared , causing mass panic as the city descends.

D66	City Fall Event
41	A secret Builder vault is exposed , revealing hidden technology.
42	A hidden council reveals the fall was planned, part of a greater scheme.
43	Entire districts detach , floating away on their own before impact.
44	A Rift tears open mid-collapse, swallowing portions of the city whole.
45	Survivors begin to experience visions of the past , reliving the city's fall before it happens.
46	A legendary Sky-Titan skeleton is found in the ruins, awakening upon impact.
51	The impact site contains something unexpected , drawing all factions nearby.
52	A mercenary fleet offers evacuation, but at an impossibly high price.
53	The city's leader abandons it , taking the last functional skyship.
54	A warlord fleet seizes control of the evacuation ships , choosing who survives.
55	The city's falling debris causes widespread devastation , forcing survivors to flee.
56	A mysterious radio transmission claims to have a solution , but they demand trust first.
61	A faction leader is trapped inside , making rescue efforts urgent.
62	The city's fall reveals underground ruins , hidden for centuries.

D66	City Fall Event
63	A powerful artifact is uncovered , but touching it accelerates the collapse.
64	The city crashes into a Builder vault , awakening long-dormant machines.
65	A Rift surge slows the fall , giving survivors more time—but at a cost.
66	The city does not crash —it stops mid-air, as if something caught it.

A Rift Opening Where None Should Exist

D66	Rift Opening Event
11	A Rift opens in the middle of a city , distorting buildings and swallowing entire streets.
12	A long-dormant Builder ruin pulses with energy , causing a Rift surge.
13	A Rift manifests in the middle of a battlefield , throwing both sides into chaos.
14	A Rift tears open inside a moving skyship , causing it to spiral out of control.
15	A Rift appears beneath an ancient monument , revealing long-buried secrets.
16	A Rift anomaly drags people into it , but sends others back—years older.
21	A Rift crackles in the desert , creating a mirage-like illusion of a long-lost city.
22	A Rift appears in the reflection of a lake , but not in the sky above.

D66**Rift Opening Event**

23	A massive Rift swallows a caravan whole , and days later, they return—unchanged but speaking an unknown language.
24	A Rift ignites the air itself , creating a storm of flickering blue flames.
25	The Rift pulses, and the land itself shifts , mountains appearing where none existed before.
26	A Rift appears inside an ancient Builder archive , rewriting the texts within.
31	A Rift forms where two factions are about to sign a peace treaty , destabilizing everything.
32	A small Rift opens just beneath a traveler's feet , pulling them into nothingness.
33	A Rift causes several identical versions of the same person to appear , all claiming to be the real one.
34	A Rift anomaly warps time, showing past battles in eerie, transparent visions .
35	A Rift forms at a sacred site , causing panic among the faithful.
36	The Rift reflects a different version of the world , with unfamiliar cities and unknown skies.
41	A Rift begins pulling objects toward it , gravity distorting violently.
42	A Rift flickers open, revealing an ancient army still waiting for orders .

D66**Rift Opening Event**

43	A Rift causes nearby technology to malfunction , rewriting its programming unpredictably.
44	A Rift anomaly flickers in and out of existence , pulsing in a strange rhythm.
45	A Rift opens where one was supposedly sealed centuries ago —was it never truly closed?
46	A Rift reveals a long-dead city , perfectly preserved on the other side.
51	The Rift anomaly creates mirror images of those who stand too close.
52	A Rift expands violently, causing massive land fractures .
53	A Rift shifts the sky itself , showing a completely alien world overhead.
54	A Rift allows creatures to step through—but they flee in terror, as if something follows them .
55	The Rift stabilizes, forming a gateway to a structure that shouldn't exist .
56	A Rift opens, but only one person can see it .
61	A Rift flickers near an abandoned battlefield, causing phantoms of past soldiers to reappear .
62	The Rift crackles and randomly rewrites the memories of those nearby.
63	A Rift opens in a warlord's throne room , throwing the region into chaos.

D66**Rift Opening Event**

- 64 The Rift anomaly **warps time**, briefly showing glimpses of the planet's distant future.
- 65 The Rift twists the laws of physics, **causing sound and light to behave unnaturally**.
- 66 The Rift does not close—it **begins to expand, consuming everything nearby**.

Inspiration Tables**Verbs**

D6	1	2	3	4	5	6
1	Discover	Escape	Betray	Devour	Conquer	Whisper
2	Trade	Hide	Explore	Seal	Protect	Corrupt
3	Build	Collapse	Steal	Awaken	Defy	Obscure
4	Hunt	Bargain	Unravel	Banish	Reveal	Consume
5	Forge	Negotiate	Manipulate	Sabotage	Surrender	Assassinate
6	Observe	Exile	Trap	Free	Summon	Destroy

Adjectives

D6	1	2	3	4	5	6
1	Ancient	Shattered	Warped	Ominous	Relentless	Forgotten

D6	1	2	3	4	5	6
2	Hollow	Cursed	Enigmatic	Bound	Vengeful	Exiled
3	El-dritch	Unstable	Unyielding	Cryptic	Twisted	Sacred
4	Phantom	Ruthless	Celestial	Devoted	Feral	Reclaimed
5	Unholy	Hidden	Arcane	Eternal	Ruined	Corrupted
6	Savage	Veiled	Parasitic	Fabled	Wandering	Awakened

Nouns

D6	1	2	3	4	5	6
1	Titan	Relic	Monolith	Warband	Labyrinth	Skyship
2	Blood	Portal	Outcast	Cipher	Riftwalker	Specter
3	Throne	Tomb	Champion	Storm	Emisary	Warlord
4	Sanctuary	Exile	Golem	Nightmare	Oracle	Prison
5	Echo	Machine	Obelisk	Anomaly	Ruin	Shadow
6	Covenant	Sentinel	Prophet	Parasite	Beacon	Construct

Appendix: Inspirational Media

The world of *Savage Blades of Xylandra* draws inspiration from **classic Sword & Planet adventures, cosmic horror, lost civilizations, and tales of doomed warlords, skyborne empires, and ancient relics of immense power**. The following media selections—books, films, TV series, comics, and games—capture the essence of this setting.

Books & Novels

- *Barsoom Series* (Edgar Rice Burroughs) – The quintessential **Sword & Planet** saga featuring John Carter’s adventures on Mars.
- *Almuric* (Robert E. Howard) – A **brutal planetary romance** featuring a barbarian exiled to a savage alien world.
- *The Planet of Adventure Series* (Jack Vance) – A stranded traveler must navigate the **dangerous societies of an alien planet**.
- *The Dray Prescott Series* (Alan Burt Akers) – A blend of **high adventure, warlords, and airships** in a hostile world.
- *Dune* (Frank Herbert) – The **desert wastelands, political intrigue, and mysticism** parallel many themes of Xylandra.

Films & TV Series

- *John Carter* (2012) – A **modern adaptation of the Barsoom series**, showcasing alien landscapes and warlord politics.
- *Flash Gordon* (1980) – The **pulp, high-adventure aesthetic of warring planetary rulers and airborne battles**.
- *Stargate (Film & TV Series)* – **Portal-based exploration of alien civilizations, lost empires, and warlords**.
- *Heavy Metal* (1981) – **A collection of pulpy, psychedelic sci-fi-fantasy adventures**.

Video Games & Tabletop RPGs

- *Dark Sun (Dungeons & Dragons Setting)* – **A dying world of brutal survival, psychic warriors, and desolate landscapes.**
- *Horizon: Zero Dawn* – **A lost world of tribal survival, ancient machines, and fallen civilizations.**
- *Planescape: Torment* – **A deep, philosophical exploration of identity in a world of shifting realities.**
- *Zeno Clash* – **Surreal combat-driven storytelling in a bizarre alien world.**
- *Borderlands Series* – **Mad warlords, scavenged tech, and desert planets filled with chaos.**
- *Degeneration (RPG)* – **A post-apocalyptic, neo-tribal world with brutal combat and lost knowledge.**
- *Outcast (1999/2017 Remake)* – **A lone explorer navigating an alien world filled with political intrigue.**

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