### 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!

## Setting Introduction: 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.

### Core Setting Features

* **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 skyborne 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 Known Eras

**??? – 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 or 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 | Wasteland Nomad | Warlock-King’s Heir | Relic-Seeking Scholar | Beast-Tamer Outcast |
| 2 | Starborn Vagabond | Bloodsworn Duelist | Ruins-Stalker | Crystal-Warrior | Shadowblade Assassin | Wandering Sword-Saint |
| 3 | Desert Mystic | Skyborne Raider | Cursed Warlock | Doom-Chained Berserker | Tech-Priest of the Fallen | Arena Champion |
| 4 | Warlord’s Usurper | Fate-Touched Explorer | Scavenger-King | Lost Starfarer | Sorcerer’s Experiment | Lone Mercenary |
| 5 | Fallen Noble | Alien-Hybrid Nomad | Cyber-Templar | Engine-Lord’s Forsaken | Prophecy-Haunted Vagabond | Bone-Witch Outlaw |
| 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 | Quickdraw Blades | Ancient Lore Deciphering | Tactical Ambush | Energy Shield Expertise | Jungle Survival | Cybernetic Repair |
| 3 | Duelist’s Grace | Shadowstep Evasion | Tech-Sorcery | Fearsome 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 |
| 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 | Distrusted by Warlords | Fugitive from an Empire | Enemy of the Sky-Pirates |
| 3 | Unstable Mutation | Seeks an Unreachable Goal | Shattered Honor | Betrayed by Former Allies | Burdened by an Ancient Debt | Struggles with Modern Tech |
| 4 | Marked by the Forbidden | Nightmares of a Past Self | Tainted by Alien Influence | Prone to Berserker Rages | Refuses to Retreat | Drawn to Dangerous Knowledge |
| 5 | Fears the Open Sky | Untrusting of Machines | Doomed by Prophecy | Cannot Resist a Challenge | Constantly Shadowed by a Stalker | Weak Against Psychic Influence |
| 6 | Hunted by a Warbeast | Seeks Vengeance at All Costs | Bound to an Ancient Curse | Vulnerable to Certain Metals | Body is Failing from an Old Wound | Mind Fractured by Time Warps |

#### **Gear**

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Void-Tempered Scimitar | Plasma-Wreathed Spear | Reinforced Bone Armor | Twin Sunsteel Daggers | Cloak of Shifting Shadows | Beastmaster’s Whip |
| 2 | Warlock’s Crystal Staff | Engraved Power Gauntlet | Sky-Pirate Grappling Hook | Glowing Bloodstone Pendant | Relic-Forged Chainmail | Pulse-Cannon Wristbow |
| 3 | Ancient Builder’s Compass | Mask of the Forgotten Warlords | Arc-Whip of the Fallen Kings | Warbanner of a Dead Empire | Cyber-Linked Targeting Helm | Star-Crystal Throwing Knives |
| 4 | Shardblade of a Lost Age | Wasteland Alchemist’s Belt | Sonic Disruptor Baton | Sandstorm Goggles | Ceremonial Gladiator’s Armor | Bone-Carved Talisman |
| 5 | Cloak Woven from Aether | Skyship Captain’s Pistol | Relic-Infused Spellbook | Adaptive Camouflage Suit | Razor-Edged Boomerang | Plasma Torch Blade |
| 6 | Gauntlet of the Celestial Order | Rusted Blade of a Fallen God | Desert Nomad’s Twin Blades | Shield Engraved with Prophecies | Sealed Cylinder of Unreadable Code | Energy-Tethered Harpoon |

### Names

#### **Female Names**

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Nyssa | Vashara | Ilyria | Zayara | Teshka | Rhavani |
| 2 | Seraya | Kaelis | Rhovana | Sylphi | Azmara | Thalara |
| 3 | Xyrene | Yashara | Mirza | Callis | Veydra | Omira |
| 4 | Seneth | Zoraya | Varess | Quinari | Eluna | Jashari |
| 5 | Kessara | Liriel | Soreth | Valis | Tyrani | Phayara |
| 6 | Tesira | Yvena | Orzani | Melya | Xarha | Jysana |

#### **Male Names**

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Xaleth | Thalric | Varek | Soran | Kaedros | 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 | Vaedran | Thyxor |
| 6 | Deymos | Zarien | Raskir | Quinlan | Vexor | Zephryn |

#### **Surnames**

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Darkspire | Vorthek | Zhen’Karr | Ravos | Drakar | Xyrosian |
| 2 | Tal’Zarin | Bloodbrand | Orzeth | Varshane | Nyrekai | Tahlmir |
| 3 | Shadowborne | Duskfang | Kaelos | Vaedriss | Ryloth | Sornath |
| 4 | Obsidianclaw | Khyzarek | Veilrend | Xyroskarn | Dunehowl | Ironfang |
| 5 | Vaelos | Stormriven | Zephyros | Sablethorn | Tyrvannis | Blackvein |
| 6 | Maelthir | Drakren | Kallareth | Vaedrakar | Jhorveth | Nightforged |

#### **Nicknames**

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | The Red Wolf | Ironfang | Dunehawk | Shadowborn | The Stormblade | Voidstrider |
| 2 | Bloodclaw | The Phantom | Bonebreaker | Ghostfang | The Sky Reaver | Sandsworn |
| 3 | Black Viper | The Night Wraith | Flameborne | The Silent Fang | Riftwalker | The Forsaken |
| 4 | Doomcaller | The Scarred One | The Unbroken | Warbringer | The Ruin Seeker | Starborn |
| 5 | Skyshatter | The Lost Nomad | Stormcaller | The Whisperer | The Last Sentinel | Bladecaster |
| 6 | Wrathborn | The Exile | The Unseen | Firebrand | The Lone Warlord | Ashenheart |

## Rules

*[Title]* 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 *[Title]* 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 *[Title]* 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](#consulting-the-oracle) a closed question (answer is Yes or No), considering the tags involved to determine if there is an [Advantage or Disadvantage](#advantage-and-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**](#twist-counter).

| Dice Value | Chance Die > Risk Die | Risk Die > Chance Die |
| --- | --- | --- |
| Both < 4 | Yes, but… | No, but… |
| Both > 3 | Yes, and… | No, and… |
| Mismatched | Yes | No |
|  |  |  |
| Equal | 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.

### Setting-Related Rules for Savage Blades of Xylandra

Xylandra is a world of **pulp adventure, ancient technologies, lost civilizations, and brutal combat**. The following rules add **genre-specific elements** to enhance the **Sword and Planet** experience, while still relying on the **oracular system** to resolve outcomes.

## 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**.

### Environmental Threats

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.

### Recovering a Relic

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. |
| **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**.

### Chasing a Skyship or Outmaneuvering an Enemy

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. |
| **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 outmatched, 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.

### Negotiating with a Warlord or Faction Leader

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. |
| **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**.

### Experiencing a Time or Reality Distortion

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.

| Answer | 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 scavenger 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 | Highborn Warship | Pirate Cutter | Phantom Scout |
| 2 | Sandstorm Cruiser | Thunderborne Dreadnought | Skyfaring Outpost | Smuggler’s Drifter | Ironclad Juggernaut | Lost Builder Vessel |
| 3 | Nomad’s 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 | Xylandran 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 | Wraith Veil Cloaking | Sky-Mounted Ballistae |
| 2 | Cloudborn Agility | Temporal Drift Resistance | Void Signal Decoding | Cargo Disguising Compartments | Plasma Lance Turrets | Deep Sensor Array |
| 3 | High-Speed Pursuit | Meteorite Deflection Shields | Elite Infiltration Bay | Sealed Reliquary Chamber | Firestorm Broadsides | Storm Tamer Equipment |
| 4 | Reinforced Solar Canopy | Skyborne Repair Systems | Adaptive Shielding | Airborne War Alchemy | Sentinel-Class Overwatch | Plasma Harpoons |
| 5 | Hidden Contraband Vaults | Pulse-Tether Grappling Hooks | Sonic Disruptors | Gravity Well Stabilizers | Engine Cloaking | Resonant Energy Nodes |
| 6 | Planetfall Capacity | Rift-Drive Experimentation | Battlefield Command Deck | Orbital Beacon Relay | Energy Lance Cannons | Rift Phase Core |

#### **Frailties**

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Unstable Power Core | Vulnerable to Sandstorms | Marked by Warlords | Interference from Relic-Tech | Prone to Pirate Raids | Astral Signal Leakage |
| 2 | Overheating Engines | Fuel Consumption Issues | Known to Cultist Watchers | Hostile AI Fragments | Requires Arcane Navigation | Weapon Systems Unstable |
| 3 | Ancient Hull Stress | Magnetic Storm Weakness | Attracts Voidborn Entities | Crippled Hyperflight Drive | Signature is Easily Tracked | High Visibility Profile |
| 4 | Plagued by Mechanical Failures | Navigationally Cursed | Haunted by Lost Crew | Susceptible to Temporal Anomalies | Ancient Tech Requires Sacrifices | Unstable Rift Reactor |
| 5 | Infamous Among Sky-Pirates | Difficult to Repair | Unpredictable AI Co-Pilot | Enemy of the Builder-Kings | Rumored to Be Sentient | Plagued by Malfunctioning Shields |
| 6 | Restricted to Certain Altitudes | Deep-Sea Vulnerable | Possessed by an Unknown Force | Energy Supply Depletes Quickly | Crew Prone to Desertion | Disrupts Timeflow in Proximity |

#### **Gear**

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Twin Plasma Sails | Fortified Adamantine Hull | Builder-King’s Beacon | Ancient Astral Charts | Plasma Rail Cannons | Chameleon Plating |
| 2 | Warp-Tether Anchor | Temporal Shield Array | Encrypted Navigator’s Codex | Cargo Expansion Modules | Runes of Warding | Atmosphere Re-Entry Shield |
| 3 | Hypercoil Reactor | Voidborne Crystal Drive | Resonant Energy Capacitor | Solar-Forged Blade Racks | Corrupted Data Cores | Ethereal Projection Deck |
| 4 | Wraith Drive Core | Storm-Catcher Wings | Caged Temporal Rift | Synchronized Pulse Thrusters | Graviton Harpoons | Quantum-Linked Beacon |
| 5 | Alchemist’s Crucible | Exo-Fuel Conversion Tanks | War Chant Amplifier | Orbital Strike Turret | Dark Matter Sensors | Fragment of a Builder’s Throne |
| 6 | Rift-Tempered Steering Rod | Void Infusion Engines | Gravity-Folded Cargo Bay | Armored Sky-Knight’s Lances | Celestial Chronometer | Energy-Linked Tetherhooks |

### 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 either **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.

## Setting Information: 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 **skyships 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 ancient 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** (Skyborn defy their rule) | **Tense** (Distrustful of their knowledge) | **Cold** (Superstition prevents outright war) | **Cordial** (Employ their services) | **Hostile** (See them as abominations) |
| **Skyborne Freeholds** | **Hostile** (Warlords threaten their freedom) | — | **Neutral** (Some value knowledge, others fear it) | **Tense** (The Cult opposes relic salvaging) | **Cold** (Many have suffered at their hands) | **Cordial** (Both are outcasts of society) |
| **Rift Scholars** | **Tense** (Seen as meddlers) | **Neutral** (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 Builder-Gods** | **Cold** (Occasionally trade, but do not trust) | **Tense** (Despise their scavenging) | **Hostile** (View them as desecrators) | — | **Cordial** (Employ them to recover lost artifacts) | **Tense** (Regard them as cursed souls) |
| **Ironfang Mercenary Guild** | **Cordial** (Frequent war contracts) | **Cold** (Rarely hire them) | **Cold** (Only work for coin, not knowledge) | **Cordial** (Paid to protect holy sites) | — | **Hostile** (Their unpredictability makes them unreliable) |
| **Ghosts of the Fracture** | **Hostile** (Hunted by warlords) | **Cordial** (Occasionally trade) | **Friendly** (Share common interests) | **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 & Foes

### 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. |
| 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. |
| 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. |
| 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. |

### Travel Encounters

Use this table when **journeying across Xylandra**, whether by **land, air, or Rift-walking**.

| DD6 | 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 **Skyborne Freehold airship** offers trade—or is it a trap? |
| 15 | A **storm rolls in**, carrying whispers of voices long forgotten. |
| 16 | A **rift anomaly** briefly **rewinds time**—you relive the last hour. |
| 21 | A **wounded Rift Scholar** begs for protection from something unseen. |
| 22 | A **desert outpost in ruins**, recently attacked—who was responsible? |
| 23 | A **creature from the bestiary** stalks you in the distance. |
| 24 | A **Builder ruin activates**, revealing an **unknown language on its walls**. |
| 25 | A **pack of Chitin-Fanged Ravagers** emerges from the dunes. |
| 26 | A **rift surge** momentarily **opens a window into another world**. |
| 31 | A **merchant caravan** approaches—do they carry relics, or are they spies? |
| 32 | A **legendary warbeast** is spotted on the horizon. |
| 33 | A **Bone-King warband** offers you a chance to join their ranks—through combat. |
| 34 | A **Ghost of the Fracture** appears, warning you of an impending disaster. |
| 35 | A **Cult of the Builder-Gods procession** passes through, singing a haunting song. |
| 36 | A **Rift anomaly warps your weapons**—for better or worse. |
| 41 | A **skyship battle** breaks out overhead—someone is losing. |
| 42 | A **nightmare beast** stalks you from just beyond the firelight. |
| 43 | A **city swallowed by sand** briefly emerges from the dunes. |
| 44 | A **strange mechanical humanoid** watches you from afar. |
| 45 | A **Blood-Kissed Death Vulture** circles overhead—who is it waiting for? |
| 46 | A **nomadic tribe offers shelter**, but they seem uneasy about something. |
| 51 | A **mercenary group** is on the hunt—are you their target? |
| 52 | A **mysterious sigil** appears on the ground, glowing faintly. |
| 53 | A **warlord’s herald** delivers a message—an ultimatum or a challenge. |
| 54 | A **lost artifact pulses with power** beneath the sands. |
| 55 | A **shifting ruin** appears out of thin air—should it be explored? |
| 56 | A **long-dead battlefield** begins to echo the screams of its past. |
| 61 | A **rift crackles**, temporarily swapping your location with another. |
| 62 | A **storm reveals a structure previously hidden from sight**. |
| 63 | A **mysterious voice** comes through your radio—speaking in an ancient tongue. |
| 64 | A **Riftborn beast** emerges, its body flickering in and out of existence. |
| 65 | A **distant city is in flames**—is it an attack or something worse? |
| 66 | A **legendary warrior challenges you**, claiming you are fated to battle. |

### Ruin Encounters

Use this table when **exploring Builder ruins, warlord tombs, and other lost places**.

| D66 | Encounter |
| --- | --- |
| 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. |
| 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 ruin 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 **portal flickers**, showing glimpses of another world. |
| 31 | A **Builder control panel still functions**, but the language is unknown. |
| 32 | A **shadow moves where there should be none**. |
| 33 | A **crystalline skeleton** lies at the center of the room. |
| 34 | A **mysterious voice** asks you to **finish what it started**. |
| 35 | A **treasure chest is locked**, but strange energy radiates from within. |
| 36 | A **warlord’s corpse sits on a throne**, gripping an artifact tightly. |

### Skyship Encounters

| D66 | **Skyship Encounters** |
| --- | --- |
| 11 | A drifting **abandoned skyship**, seemingly intact but eerily silent. |
| 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. |
| 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. |
| 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. |

### Land Vehicle Encounters

| D66 | **Land Vehicle Encounters** |
| --- | --- |
| 11 | A **Titan-Crawler convoy** blocks the road, carrying valuable cargo. |
| 12 | A **Bone-King warband** patrols the region, demanding tribute. |
| 13 | A **sandstorm** erupts, cutting visibility to near zero. |
| 14 | A **scavenger outpost** offers supplies—but at a steep price. |
| 15 | A **rift anomaly warps the terrain**, forcing a dangerous detour. |
| 16 | A **crippled war machine** lies abandoned—salvageable, but cursed. |
| 21 | A **nomadic tribe** offers guidance through the wasteland. |
| 22 | A **band of raiders** sets up an ambush near an old warzone. |
| 23 | A **Bone-King chariot squad** challenges you to a race—or combat. |
| 24 | A **desert worm’s tunnels collapse**, swallowing the road ahead. |
| 25 | A **mercenary unit** is on the hunt for a rogue warlord. |
| 26 | A **heavily damaged war rig** signals for help—trap or truth? |
| 31 | A **buried relic city** is uncovered by the shifting sands. |
| 32 | A **fugitive from the Riftlands** pleads for transport. |
| 33 | A **rumbling from beneath** suggests something massive is awakening. |
| 34 | A **Titan-Crawler graveyard** is discovered, filled with old war relics. |
| 35 | A **hunted warbeast** crashes into your path, wounded but dangerous. |
| 36 | A **Bone-King herald** arrives with an ultimatum—submit or flee. |
| 41 | A **rival faction** lays claim to this road—negotiation or battle? |
| 42 | A **strange mist rolls in**, hiding unknown dangers. |
| 43 | A **Skyborne Freehold vessel** lands, searching for allies. |
| 44 | A **trading caravan** offers exotic goods, but their origin is suspicious. |
| 45 | A **fractured reality pocket** causes time to loop. |
| 46 | A **lone vehicle follows you**, refusing to reveal itself. |
| 51 | A **Builder war construct** emerges from a buried ruin. |
| 52 | A **rift-warped vehicle** appears from nowhere, its crew long dead. |
| 53 | A **plague spreads through a nearby settlement**, leading to quarantine. |
| 54 | A **mercenary bounty hunter** tracks an unknown target. |
| 55 | A **Bone-King general** seeks a duel to determine the fate of a territory. |
| 56 | A **storm breaks out**, threatening to strand your vehicle. |
| 61 | A **roadside ruin pulses with power**, awakening forgotten machines. |
| 62 | A **rift ghost** appears, warning of an incoming disaster. |
| 63 | A **land war between two factions** unfolds before your eyes. |
| 64 | A **traitor from your past** resurfaces, seeking revenge. |
| 65 | A **famous relic hunter** has gone missing—only their vehicle remains. |
| 66 | A **time distortion** causes a previous version of your vehicle to appear. |

### Desert Journey Hazards

| D66 | **Desert Journey Hazards** |
| --- | --- |
| 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 sand-hunters** erupts from beneath, attacking indiscriminately. |
| 15 | Shifting dunes uncover **ancient ruins**, half-buried and pulsing with strange energy. |
| 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. |
| 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 **merchant caravan** approaches, eager to trade—but their prices are steep. |
| 42 | A **Skyborne Freehold scout ship** crashes nearby—who was after them? |
| 43 | A **desert nomad warns** of an upcoming war between rival factions. |
| 44 | A **rift anomaly appears**, twisting space around it unpredictably. |
| 45 | A **sacred burial ground** is near—disturbing it is unwise. |
| 46 | An **ancient Builder obelisk** rises from the sand, glowing faintly. |
| 51 | A **sudden sand quake** reveals the ruins of an old battlefield. |
| 52 | You find **deep claw marks in the sand**—something massive passed through. |
| 53 | A **Bone-King gladiator** seeks a duel to prove their worth. |
| 54 | The sky darkens as **a massive storm wall** approaches. |
| 55 | The wind carries a voice from the past—someone you thought long dead. |
| 56 | A **massive worm-like beast** bursts from the dunes, devouring the unwary. |
| 61 | A **mysterious traveler** seeks passage through the dunes. |
| 62 | A **holy site of the Cult of the Builder-Gods** is nearby—trespassers are unwelcome. |
| 63 | A **group of scavengers** offers useful supplies—for an impossible price. |
| 64 | A **strange, floating structure** hovers just beyond the horizon. |
| 65 | A **buried relic weapon** still pulses with energy beneath the sands. |
| 66 | A **rift opens**, dragging part of the desert into another realm. |

### Jungle & Swamp Dangers

| D66 | **Jungle & Swamp Dangers** |
| --- | --- |
| 11 | A **dense mist** rolls in, making it impossible to see beyond a few feet. |
| 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. |
| 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. |
| 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. |

### Rift-Anomaly Distortions

| D66 | **Rift-Anomaly Distortions** |
| --- | --- |
| 11 | A **localized time loop** occurs—everything repeats for one minute. |
| 12 | A **gravity shift** inverts the terrain—objects fall upward for a brief moment. |
| 13 | A **doorway to nowhere** appears, whispering your name. |
| 14 | Shadows move on their own, mimicking gestures seconds before you make them. |
| 15 | An **invisible wall** halts progress, vibrating with unseen energy. |
| 16 | A **rift pulse** briefly shows you **another version of yourself**, watching. |
| 21 | A creature nearby **flickers in and out of existence**, as if it never belonged. |
| 22 | A voice speaks **in a language you do not know, but still understand.** |
| 23 | A crack in the air emits **visions of a battle that hasn’t happened yet.** |
| 24 | You feel an **immense presence watching**, but nothing is visible. |
| 25 | A rift opens **just long enough to pull something through**—but what? |
| 26 | The stars above **briefly align into an unnatural shape**, then return to normal. |
| 31 | Your weapons feel **heavier**, like something unseen is pulling on them. |
| 32 | Your own voice **speaks back at you** from the rift, slightly distorted. |
| 33 | **Glowing footprints** appear ahead—**leading somewhere, or away?** |
| 34 | A **rift-induced storm** displaces everyone nearby, shifting locations. |
| 35 | Your reflection **moves independently for a brief moment.** |
| 36 | A nearby corpse suddenly **breathes once**, then remains still. |
| 41 | The ground shifts underfoot, briefly showing a **second layer of reality.** |
| 42 | A **message from a forgotten war** plays through static-filled air. |
| 43 | The sky darkens, despite it being midday, then returns to normal. |
| 44 | A flicker of movement suggests **someone—or something—is following you.** |
| 45 | A person **steps out of the rift, claiming to be you from another timeline.** |
| 46 | Time slows to a crawl, then speeds up—**how much did you miss?** |
| 51 | A ruin appears that **wasn’t there before**, perfectly intact. |
| 52 | A Builder artifact nearby **reacts violently**, crackling with unstable energy. |
| 53 | The **air distorts**, as if something massive just walked past. |
| 54 | The temperature drops **instantly**, and frost forms in impossible places. |
| 55 | The ground itself **sings**—a deep, harmonic resonance. |
| 56 | A long-dead figure appears, warning you to **turn back before it’s too late.** |
| 61 | A rift tears open, revealing **a city floating in endless void.** |
| 62 | A **random object in your possession disappears**—or is replaced. |
| 63 | The landscape **shifts violently**, moving landmarks to new positions. |
| 64 | A phantom **battle replays**, as if time itself is wounded. |
| 65 | A creature **from another realm** stares at you—waiting for something. |
| 66 | The rift **fully opens**, **threatening to pull everything nearby inside.** |

### Builder Ruin Discoveries

| D66 | **Builder Ruin Discoveries** |
| --- | --- |
| 11 | A colossal **Builder automaton**, frozen in time, kneeling before an unknown force. |
| 12 | A massive stone door, sealed with **a puzzle that must be solved**. |
| 13 | An ancient **map embedded in the wall**, leading to something lost. |
| 14 | A **console still active**, its last command awaiting input. |
| 15 | A **glowing relic**, floating in the air, reacting to your presence. |
| 16 | Walls **covered in unknown symbols**, shifting as they are read. |
| 21 | A Builder throne, still humming, as if **awaiting its master’s return.** |
| 22 | A deep chasm below the ruin—**was this once an underground city?** |
| 23 | A massive chamber filled with **suspended, frozen figures**. |
| 24 | The **remains of an ancient battle**, weapons still embedded in bodies. |
| 25 | A message carved into the wall, signed by someone **still alive today.** |
| 26 | A **Builder machine activates**, scanning for intruders. |
| 31 | A **Builder automaton reactivates**, speaking in a long-dead tongue. |
| 32 | A **rift anomaly pulses** at the center of the ruin. |
| 33 | A strange **beacon starts transmitting**, alerting someone… or something. |
| 34 | A **sarcophagus**, intact, yet the body inside is missing. |
| 35 | A **massive war machine**, still functional, waiting for a pilot. |
| 36 | A vast **chamber of murals**, depicting an event **that hasn’t happened yet.** |
| 41 | An **entire Builder city**, buried beneath the surface, waiting to be uncovered. |
| 42 | A central spire, inscribed with **forbidden knowledge**. |
| 43 | The remains of **a recent expedition**, **their supplies still fresh.** |
| 44 | A **pulsing energy core**, powerful but unstable. |
| 45 | A **Builder archive**, but the records seem… corrupted. |
| 46 | A figure **trapped in stasis**, **breathing, but not alive.** |
| 51 | The ceiling above you is **actually the sky—this ruin was once a tower.** |
| 52 | A Builder **gate**, humming with power—**does it still function?** |
| 53 | A deep pit, at the bottom, **something stirs.** |
| 54 | A **treasure hoard**, untouched, but cursed with Builder security systems. |
| 55 | A **holographic message** plays—**it was meant for you.** |
| 56 | A **Builder guardian** watches you, unmoving… for now. |
| 61 | The ruin is **alive**, shifting walls and structures at will. |
| 62 | A **Builder warlord’s armor**, waiting for someone to claim it. |
| 63 | A **massive energy barrier** seals off part of the structure. |
| 64 | A **rift portal pulses**, waiting for someone to activate it. |
| 65 | The entire ruin begins to **sink into the earth** as you explore. |
| 66 | The ruin **activates fully**, revealing its true form—a **starship, buried for millennia.** |

### Traps & Security Measures of the Ancients

| D66 | **Traps & Security Measures of the Ancients** |
| --- | --- |
| 11 | A **pressure plate** triggers a burst of plasma energy from hidden vents. |
| 12 | A **floor panel vanishes**, dropping victims into a shifting labyrinth below. |
| 13 | A **gravity reversal field** hurls intruders toward the ceiling—spikes included. |
| 14 | A **hallway compresses**, slowly crushing anything inside. |
| 15 | A **Builder automaton activates**, scanning for “unauthorized lifeforms.” |
| 16 | A **holographic maze** confuses and misleads explorers. |
| 21 | A door **demands a blood sacrifice** to open. |
| 22 | A **static field freezes** any object passing through, suspending it mid-air. |
| 23 | The ruin’s **entire layout shifts**, preventing escape. |
| 24 | **A wall of sentient metal** grows spikes when touched. |
| 25 | A **false relic** triggers a psychic attack, inducing hallucinations. |
| 26 | **Whispering voices** compel intruders to turn back—or go insane. |
| 31 | **Reconstructing sentinels** rebuild themselves after being destroyed. |
| 32 | A **hidden pulse weapon** neutralizes all modern technology within range. |
| 33 | A **rift-locked door** requires knowledge of a long-lost language to open. |
| 34 | A **Builder inscription** curses those who attempt to read it. |
| 35 | A **hall of mirrors** distorts reality, trapping explorers in their own reflections. |
| 36 | A **trap feeds off fear**, growing stronger the more panicked the intruders become. |
| 41 | A **security override countdown** begins upon intrusion—failure to deactivate leads to unknown consequences. |
| 42 | A **vortex opens**, sucking the unprepared into another dimension. |
| 43 | A **Builder AI awakens**, demanding ancient passcodes. |
| 44 | A **hallway loops infinitely**, resetting all progress every 60 seconds. |
| 45 | A **plasma net** descends from above, trapping anyone in its path. |
| 46 | The ruin’s **doors seal shut**, forcing intruders to complete a trial before escape. |
| 51 | A **latent psychic entity** attacks those with weak minds. |
| 52 | A **Builder construct** judges the worthiness of intruders—only the “worthy” may proceed. |
| 53 | A **liquid metal pit** expands, seeking to consume anything nearby. |
| 54 | A **statue animates**, wielding weapons powered by ancient energy cores. |
| 55 | A **self-replicating swarm** of nanites attacks anything organic. |
| 56 | A **dimensional anomaly** rewinds time upon failure, forcing explorers to relive their mistakes. |
| 61 | A **teleportation trap** randomly relocates intruders throughout the ruin. |
| 62 | **Disintegration beams** activate when movement is detected. |
| 63 | A **voice echoes** throughout the ruin, warning intruders of their impending doom. |
| 64 | A **security failsafe** activates, collapsing sections of the ruin to trap invaders. |
| 65 | **A hidden guardian emerges**, blending in with the environment until it strikes. |
| 66 | The **ruin itself awakens**, shifting and sealing away certain paths permanently. |

### Forbidden Knowledge & Data Shards

| D66 | **Forbidden Knowledge & Data Shards** |
| --- | --- |
| 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. |
| 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. |
| 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 Cities & Ghost Settlements** |
| --- | --- |
| 11 | A city of **bone and metal**, where only whispers 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.** |
| 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.** |
| 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.** |
| 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.** |

### Time-Warped Structures

| D66 | **Time-Warped Structures** |
| --- | --- |
| 11 | A **cathedral frozen in time**, with its priests caught mid-sermon. |
| 12 | A tower where **one floor exists in the past, another in the future.** |
| 13 | A **fortress that repairs itself** whenever it is damaged. |
| 14 | A ruin that **reverts to its original form** when the sun sets. |
| 15 | A structure **where every entrance leads to a different time period.** |
| 16 | A mansion whose **inhabitants live in loops, endlessly repeating their last day.** |
| 21 | A monument that **records events that have yet to happen.** |
| 22 | A war camp where **soldiers from a lost era still patrol.** |
| 23 | A battlefield where **the ghosts of warriors continue their eternal fight.** |
| 24 | A castle that **was never completed, yet exists in its finished state.** |
| 25 | A ruined temple whose **inscriptions change every time you read them.** |
| 26 | A house where **the furniture ages at a different speed than the walls.** |
| 31 | A **watchtower that records time incorrectly**, showing days that never existed. |
| 32 | A chamber where **any object placed inside instantly rusts away.** |
| 33 | A throne room where **a king still rules—though he died centuries ago.** |
| 34 | A structure that **vanishes and reappears in a different era every week.** |
| 35 | A library filled with **books that rewrite themselves with each visit.** |
| 36 | A tavern where **travelers from different times meet unknowingly.** |
| 41 | A town square where **a festival is eternally taking place, with no exit.** |
| 42 | A set of ruins that **rebuilds itself every night, only to collapse by dawn.** |
| 43 | A vault where **objects from different centuries are stored together.** |
| 44 | A forge where **weapons are made using techniques lost to time.** |
| 45 | A lighthouse that **guides ships from timelines that no longer exist.** |
| 46 | A room where **every mirror shows a different moment in history.** |
| 51 | A theater where **the same play has been running for a thousand years.** |
| 52 | A crater filled with **machines from the future, still running.** |
| 53 | A tomb where **the inscriptions are all written in tomorrow’s date.** |
| 54 | A pathway that **leads travelers to their own past mistakes.** |
| 55 | A garden where **plants bloom and decay within minutes.** |
| 56 | A house where **the original owner is still living, unaware they are centuries old.** |
| 61 | A prison where **the inmates are all versions of the same person.** |
| 62 | A hidden hall where **younger versions of yourself can be glimpsed.** |
| 63 | A battlefield frozen in time, **one step and the war resumes.** |
| 64 | A cityscape where **buildings move forward and backward in history.** |
| 65 | A reliquary where **every artifact is from a different civilization.** |
| 66 | A gateway standing alone in the desert—it leads to **the end of time.** |

### Ancient Builder Relic Functions

| D66 | **Ancient Builder Relic Functions** |
| --- | --- |
| 11 | A **gravity core** that lets the wielder walk on walls. |
| 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 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. |
| 21 | A **set of gloves** that allow the user to phase through solid objects. |
| 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 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. |
| 35 | A **shimmering gauntlet** that slows time in a small radius. |
| 36 | A **small cube that hums** when near ancient ruins, seeking something. |
| 41 | A **bracelet that stores voices**, replaying them at will. |
| 42 | A **weapon that refuses to function** until its wielder speaks a forgotten phrase. |
| 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.** |
| 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. |

### Dangerous Rift-Born Artifacts

| D66 | **Dangerous Rift-Born Artifacts** |
| --- | --- |
| 11 | A **blade that phases between realities**, sometimes cutting things that aren’t there. |
| 12 | A **mirror that reflects not the present, but the past—or the future.** |
| 13 | A **mask that, once worn, cannot be removed.** |
| 14 | A **ring that grants insight into other dimensions**—but at a cost. |
| 15 | A **weapon that whispers, urging its wielder to strike.** |
| 16 | A **pendant that attracts Rift entities** when worn. |
| 21 | A **set of bracers that allow dimensional movement**, but cause sickness with extended use. |
| 22 | A **scroll that records events before they happen.** |
| 23 | A **Builder cube that hums with power**, but the source is unknown. |
| 24 | A **rifle that fires energy from another world**, but warps the user in return. |
| 25 | A **crystal that stores memories**, but drains them from the user. |
| 26 | A **cloak that makes its wearer invisible, even to themselves.** |
| 31 | A **set of dice that, when rolled, determine the user’s fate.** |
| 32 | A **timepiece that always counts down—but no one knows to what.** |
| 33 | A **compass that points not north, but toward the wielder’s greatest regret.** |
| 34 | A **crown that grants visions of the Rift**, but slowly drives the wearer mad. |
| 35 | A **weapon that warps gravity when swung**, making it unpredictable. |
| 36 | A **pair of gauntlets that alter the wielder’s shape**—but never quite right. |
| 41 | A **mask that grants second sight**, allowing the wearer to see spirits. |
| 42 | A **statue that speaks in dreams**, guiding—or misleading—the user. |
| 43 | A **scepter that commands shadows**, but costs a fragment of the wielder’s soul. |
| 44 | A **tablet of laws written in a dead language**, containing truths best forgotten. |
| 45 | A **whispering stone** that reveals secrets, but never for free. |
| 46 | A **riftstone weapon** that must be fed with blood to stay intact. |
| 51 | A **pair of goggles that show the world as it could have been.** |
| 52 | A **cursed relic** that causes those around it to age unnaturally. |
| 53 | A **floating orb that follows its wielder**, sometimes moving on its own. |
| 54 | A **war horn that calls reinforcements from… somewhere.** |
| 55 | A **shield that absorbs attacks, but stores the energy for an unknown purpose.** |
| 56 | A **broken sword that reforges itself each time it claims a life.** |
| 61 | A **locket that contains the last words of the dead.** |
| 62 | A **quill that writes messages on its own**, detailing events yet to come. |
| 63 | A **coin that grants a wish**—but only once, and at great cost. |
| 64 | A **sigil that marks its bearer as Rift-touched**, attracting the attention of unseen forces. |
| 65 | A **lantern that reveals creatures lurking in the dimensional rifts.** |
| 66 | A **key that unlocks any door**—but the user cannot control where it leads. |

### Cursed Weapons of the Lost Wars

| D66 | **Cursed Weapons of the Lost Wars** |
| --- | --- |
| 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 peace. |
| 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 **pair of daggers that return to the wielder**, but demand vengeance in return. |
| 32 | A **longsword that drains the life of those it cuts**, including allies. |
| 33 | A **mace that crushes bones**, but makes its wielder feel every break. |
| 34 | A **whip of living metal**, which hungers for flesh. |
| 35 | A **blade that cuts reality itself**, but leaves wounds in time. |
| 36 | A **javelin that always returns**, even when unwanted. |
| 41 | A **crossbow that fires pure energy**, but must be recharged with pain. |
| 42 | A **scythe that harvests souls**, but never willingly lets them go. |
| 43 | A **war pick that pierces anything**, but leaves the wielder defenseless. |
| 44 | A **saber that shines in moonlight**, but dims in sunlight. |
| 45 | A **katana that predicts its opponent’s moves**, but clouds its wielder’s judgment. |
| 46 | A **mace that turns its victims to stone**, but slowly petrifies its wielder. |
| 51 | A **spiked gauntlet that drinks blood**, giving the user strength but causing addiction. |
| 52 | A **glaive that carves through magic**, but burns its user’s hands. |
| 53 | A **blade forged from Rift energy**, unstable and unpredictable. |
| 54 | A **gun that fires silent shots**, but lets the wielder hear every scream. |
| 55 | A **war club that grows heavier with each kill**, soon becoming unusable. |
| 56 | A **knife that binds souls together**, making deaths linger unnaturally. |
| 61 | A **rapier that pierces illusions**, but makes the wielder see false visions. |
| 62 | A **spirit-bound sword** that demands a name before use. |
| 63 | A **battleaxe that corrupts metal**, rusting all nearby weapons. |
| 64 | A **polearm infused with builder energy**, causing localized anomalies. |
| 65 | A **shortsword that stops time for a heartbeat**, but ages the wielder. |
| 66 | A **cannon that fires Rift tears**, but warps reality around its user. |

### Sky-Titan Remains & Bio-Technology

| D66 | **Sky-Titan Remains & Bio-Technology** |
| --- | --- |
| 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 reforged into weaponry. |
| 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. |
| 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 Machines of a Forgotten Age** |
| --- | --- |
| 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. |
| 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. |
| 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. |
| 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. |

### Hostile Fauna & Predators

| D66 | **Hostile Fauna & Predators** |
| --- | --- |
| 11 | A **Sky-Ripper Hawk**, a massive aerial predator that dives at high speeds to impale prey. |
| 12 | A **Chitinous Deathstalker**, a scorpion-like ambush predator with paralytic venom. |
| 13 | A **Howling Mirefang**, a swamp-dwelling beast that mimics human voices to lure victims. |
| 14 | A **Sable-Furred Shadowcat**, a silent jungle predator that can blend into darkness. |
| 15 | A **Dune Leviathan**, a sand-burrowing colossus that surfaces to devour entire vehicles. |
| 16 | A **Warpfang Jackal**, a pack-hunting Rift-touched beast that flickers in and out of reality. |
| 21 | A **Storm-Blooded Drake**, a flying reptilian creature that absorbs and discharges lightning. |
| 22 | A **Black-Boned Ravager**, an emaciated but unkillable predator that hunts eternally. |
| 23 | A **Void-Maw Serpent**, a Rift-mutated snake that opens dimensional portals with its bite. |
| 24 | A **Terrorclaw Warbeast**, a bioengineered monstrosity bred for combat but escaped captivity. |
| 25 | A **Glass-Spined Ambusher**, a quadrupedal hunter covered in razor-sharp transparent quills. |
| 26 | A **Blood-Drinker Moth**, a massive insect that paralyzes prey and drains them over hours. |
| 31 | A **Grave-Touched Stalker**, a wolf-like beast that feeds only on those marked for death. |
| 32 | A **Stoneback Charger**, a thick-plated herbivore that tramples anything it perceives as a threat. |
| 33 | A **Skyborne Devourer**, a winged monstrosity with multiple stomachs and acidic breath. |
| 34 | A **Titan-Worm Broodling**, young compared to its massive parent, but still large enough to consume a war machine. |
| 35 | A **Warped Flesh Golem**, a creature of unknown origin that seems neither fully alive nor dead. |
| 36 | A **Bone-Thief Vulture**, a scavenger that collects bones to build eerie nests. |
| 41 | A **Feral Sand-Reaper**, a sickle-clawed raptor that hunts in the open deserts. |
| 42 | A **Scream-Faced Horror**, a Rift-touched beast whose distorted visage induces madness. |
| 43 | A **Iron-Horned Behemoth**, an armored quadruped that rams straight through walls and vehicles. |
| 44 | A **Sky-Titan Larva**, a juvenile version of a long-extinct predator, still massive and deadly. |
| 45 | A **Seraphic Devourer**, a Rift-born creature whose bioluminescence hypnotizes prey. |
| 46 | A **Crystal-Toothed Gnawer**, a burrowing creature that consumes metal as easily as flesh. |
| 51 | A **Razor-Winged Hunter**, an airborne predator whose feathers cut like blades. |
| 52 | A **Obsidian-Tusked Warhog**, a massive, territorial beast that uproots the land in its path. |
| 53 | A **Prowling Rift-Hound**, a beast whose existence wavers between two places at once. |
| 54 | A **Swamplurker Anomaly**, a creature that cannot be photographed or recorded, yet is undeniably real. |
| 55 | A **Blood-Drenched Burrower**, a creature that only emerges at night to stalk prey. |
| 56 | A **Vine-Sworn Horror**, a plant-infested corpse animated by an ancient, unknowable force. |
| 61 | A **Frostbound Stalker**, a predator adapted to extreme cold that freezes its victims before consuming them. |
| 62 | A **Fire-Wreathed Warfang**, a beast that ignites its own body when enraged. |
| 63 | A **Gilded Mantis-King**, an insectoid monster that sees itself as ruler of all lesser creatures. |
| 64 | A **Warp-Spined Aberration**, a bio-mechanical horror that twists between states of matter. |
| 65 | A **Death-Bell Warden**, an entity that only appears to those on the verge of death. |
| 66 | A **World-Eater Spawn**, a newborn version of something that should not exist. |

### Nomadic Tribes & Hidden Cults

| D66 | **Nomadic Tribes & Hidden Cults** |
| --- | --- |
| 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 skyships, refusing to set foot on land. |
| 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. |
| 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. |
| 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. |
| 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. |

### Extreme Weather Events

| D66 | **Extreme Weather Events** |
| --- | --- |
| 11 | A **massive sandstorm** capable of burying entire cities for days. |
| 12 | A **sudden heatwave**, forcing travelers to find shade or risk death. |
| 13 | A **supercharged electrical storm**, discharging raw energy across the landscape. |
| 14 | A **hurricane of ash**, blotting out the sky for days. |
| 15 | A **rift-storm**, where time momentarily fractures, causing glimpses of past and future. |
| 16 | A **solar flare event**, causing all Builder-tech to malfunction. |
| 21 | A **storm of razor-sharp ice shards**, shredding anything exposed. |
| 22 | A **blood-rain phenomenon**, an omen of approaching war. |
| 23 | A **sudden flood**, washing away settlements and war camps alike. |
| 24 | A **gravity fluctuation**, causing everything in a radius to become weightless. |
| 25 | A **skyquake**, where the clouds seem to crack and roar. |
| 26 | A **maelstrom of Rift-energy**, causing bizarre and unpredictable effects. |
| 31 | A **black sun event**, where the sky darkens unnaturally during the day. |
| 32 | A **wave of freezing air**, turning liquid to solid in mere moments. |
| 33 | A **mirage storm**, where illusions take on terrifying realism. |
| 34 | A **chain lightning storm**, where the bolts strike in rhythmic patterns. |
| 35 | A **storm that reverses its winds every few minutes**, making travel impossible. |
| 36 | A **silent storm**, in which lightning flashes but no sound follows. |
| 41 | A **rain of molten rock**, leaving the ground scorched and unstable. |
| 42 | A **cloud formation that resembles an ancient warlord’s face**, seen as an omen. |
| 43 | A **sky-rift opens**, exposing another sky—one filled with unknown stars. |
| 44 | A **crimson fog** that erases all sound within its reach. |
| 45 | A **flash freeze storm**, turning even deserts into frozen wastelands for hours. |
| 46 | A **storm that reverses aging** for brief periods, revealing a glimpse of the past. |
| 51 | A **meteor shower**, with one particularly massive impact near your location. |
| 52 | A **thunderstorm with whispers in the wind**, warning of unseen dangers. |
| 53 | A **wave of corrosive mist**, eating away at anything it touches. |
| 54 | A **storm of light and shadow**, shifting visibility and distorting perception. |
| 55 | A **perfectly circular storm**, its eye revealing an unnatural calm. |
| 56 | A **pillar of light descends from the sky**, its purpose unknown. |
| 61 | A **storm that only affects Builder-tech**, disabling or empowering devices at random. |
| 62 | A **cloud that absorbs energy**, silencing engines and weapons alike. |
| 63 | A **star shifts position**, leaving navigators lost and confused. |
| 64 | A **wave of dense mist**, hiding the land below for miles. |
| 65 | A **storm that turns day into night, and night into day.** |
| 66 | A **storm that never moves, forever trapped in a single location.** |

### Scarce Resources & Trade Dilemmas

| D66 | **Scarce Resources & Trade Dilemmas** |
| --- | --- |
| 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 an ancient defense system. |
| 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. |
| 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. |
| 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. |

### The Price of Overextending in the Wilds

| D66 | **The Price of Overextending in the Wilds** |
| --- | --- |
| 11 | Supplies run out faster than expected—**rationing becomes a necessity.** |
| 12 | A key vehicle part **breaks**, leaving the expedition stranded. |
| 13 | The guide becomes sick or injured—**navigation is now unreliable.** |
| 14 | A sandstorm buries a large portion of supplies—**excavation will take time.** |
| 15 | A Rift disturbance **alters the path ahead**, forcing a costly detour. |
| 16 | Unexpected **hostile weather conditions** make travel nearly impossible. |
| 21 | A group of **scavengers claim this land** and demand a toll. |
| 22 | A Rift-born creature **begins stalking the group**, testing their defenses. |
| 23 | The terrain is more treacherous than expected—**progress slows to a crawl.** |
| 24 | A party member falls ill due to **consuming unsafe water.** |
| 25 | Supplies are mysteriously vanishing—**is there a thief among the group?** |
| 26 | A landmark expected to be there **has disappeared entirely.** |
| 31 | A rival group is encountered, also seeking the same destination. |
| 32 | The wilds prove more dangerous than anticipated—**injuries mount.** |
| 33 | The rations have spoiled—**hunger begins setting in.** |
| 34 | Maps prove unreliable—**old landmarks no longer match descriptions.** |
| 35 | An unexpected war zone appears ahead—**choosing a side might be necessary.** |
| 36 | Equipment malfunctions due to a **Builder-tech interference field.** |
| 41 | The road back is no longer safe—**the group must push forward or perish.** |
| 42 | A predator **begins picking off weaker members of the group.** |
| 43 | The group’s camp is **attacked overnight**—supplies are damaged. |
| 44 | Unfamiliar plant life proves **toxic**, causing severe illness. |
| 45 | The expedition leader begins acting strangely—**is it Rift exposure?** |
| 46 | A sacred ground is unknowingly trespassed—**local tribes are angered.** |
| 51 | A vehicle runs out of fuel—**another must be sacrificed for parts.** |
| 52 | A Rift opens, temporarily **displacing part of the expedition elsewhere.** |
| 53 | Tensions rise among the group—**a mutiny could be brewing.** |
| 54 | The temperature **plummets or skyrockets**, making survival difficult. |
| 55 | An artifact being carried **begins altering reality around it.** |
| 56 | A strange mist rolls in—**those who enter vanish without a trace.** |
| 61 | A cryptic warning appears in the night—**someone or something is watching.** |
| 62 | An ally disappears in the night—**only their footprints remain.** |
| 63 | A warlord’s patrol demands the group turn back—**or pay the toll.** |
| 64 | An ancient **Builder ruin is uncovered**, but venturing inside could be lethal. |
| 65 | A long-dead battlefield still holds **dormant war machines.** |
| 66 | The wilds claim another victim—**only a hollow husk remains.** |

### Sudden Betrayals & Shifting Loyalties

| D66 | **Sudden Betrayals & Shifting Loyalties** |
| --- | --- |
| 11 | A trusted ally reveals themselves to be a **spy for a rival faction**. |
| 12 | A **mercenary group switches sides** in the middle of a battle. |
| 13 | A **warlord retracts their offer of alliance**, demanding submission instead. |
| 14 | A **long-time friend is blackmailed**, forcing them to act against you. |
| 15 | A **loyal officer vanishes overnight**, leaving behind cryptic warnings. |
| 16 | A faction **previously neutral** suddenly declares war on you. |
| 21 | A high-ranking diplomat is revealed to be **an assassin in disguise**. |
| 22 | A pirate captain offers allegiance but **demands complete control of operations**. |
| 23 | A powerful ally **demands an impossible favor** in return for their loyalty. |
| 24 | A major trade partner is caught **secretly supplying your enemies**. |
| 25 | A formerly exiled leader **returns with a new army**, seeking revenge. |
| 26 | A long-time rival offers a truce, but **their true intentions remain unclear**. |
| 31 | A faction ally is revealed to be working with **multiple sides** in the conflict. |
| 32 | A **captain mutinies**, believing you’ve led them to ruin. |
| 33 | A **battle turns unexpectedly** as an allied force suddenly retreats. |
| 34 | A secret alliance is revealed **just before a decisive war council meeting**. |
| 35 | A defector claims to have vital intel but **asks for asylum in return**. |
| 36 | A sworn enemy offers **help in return for an oath of protection**. |
| 41 | A powerful family **switches their allegiance** based on shifting profits. |
| 42 | A trusted faction ally **breaks a peace treaty**, striking first. |
| 43 | A spy is caught within your ranks—**but they refuse to say for whom they work**. |
| 44 | A faction once thought destroyed **returns stronger than before**. |
| 45 | A once-loyal soldier **challenges you to a duel over a perceived slight**. |
| 46 | A faction leader offers a partnership **but betrays you at the worst moment**. |
| 51 | A merchant guild suddenly **backs your enemy**, disrupting trade. |
| 52 | A diplomat **vanishes before signing a crucial treaty**. |
| 53 | An enemy faction **turns against their former allies**, seeking a new balance of power. |
| 54 | A faction sends **a double agent**, feeding both sides with false information. |
| 55 | A group of trusted soldiers **suddenly deserts**, citing a higher calling. |
| 56 | A powerful noble offers allegiance, but **requires an impossible price**. |
| 61 | A secret agreement comes to light, **causing immediate unrest**. |
| 62 | A faction seeks peace **but is assassinated before negotiations can begin**. |
| 63 | A warlord’s own lieutenants **turn against them**, shifting the battlefield. |
| 64 | A supposedly dead rival **is revealed to be alive, orchestrating events from the shadows**. |
| 65 | A once-faithful guide suddenly **abandons you in hostile territory**. |
| 66 | An **ancient oath of loyalty is broken**, triggering unexpected consequences. |

### Ancient Forces Awakening

| D66 | **Ancient Forces Awakening** |
| --- | --- |
| 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. |
| 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? |
| 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. |
| 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. |

### 23. Lost Explorers Returning Changed

| D66 | **Lost Explorers Returning Changed** |
| --- | --- |
| 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. |
| 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. |
| 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.** |
| 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. |

### 24. A Skyborne City Falling from the Heavens

| D66 | **A Skyborne City Falling from the Heavens** |
| --- | --- |
| 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. |
| 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. |
| 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. |
| 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 | **A Rift Opening Where None Should Exist** |
| --- | --- |
| 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. |
| 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.** |
| 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. |
| 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**

| Verbs | 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**

| Adjectives | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Ancient | Shattered | Warped | Ominous | Relentless | Forgotten |
| 2 | Hollow | Cursed | Enigmatic | Bound | Vengeful | Exiled |
| 3 | Eldritch | 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**

| Nouns | 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 | Emissary | 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 Prescot 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.**
* *Degenesis* (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.**

## License

Savage Blades of Xylandra

© 2025 Roberto Bisceglie

This work is licensed under the Creative Commons Attribution-ShareAlike 4.0 International License. To view a copy of this license, visit http://creativecommons.org/licenses/by-sa/4.0/ or send a letter to Creative Commons, PO Box 1866, Mountain View, CA 94042, USA.