

The Fall

The documentary on the contents.

Introduction

The nations of the world outgrew their cradle. Crafty alchemists, curious inventors, powerful mages, great technomancers, immortal lichs - everyone tried to overcome the limits of the mortal world and obtain the unobtainable, learn everything they were not supposed to know, become bigger than they were meant to be.

Nobody knows for sure what was the last drop, was it some crazy demonologist ritual, some crazy scientist or just gods getting tired of the futile attempts of the bugs called "sentient creatures". But the world ceased to be. Where it used to exist now there's an empty space, and rare interplanar travellers just scratch their heads and move along.

However the world was not destroyed. It was dragged into another location, somewhere where it's not supposed to be. Apparently the World is a tough construct, it did not explode or collapse into nothing. But the new environment is not what everyone is used to see: a dim oval-shaped sun, a huge red moon, oddly-colored sky, constant lightnings among the clouds... There is no way to describe the new celestial view in its full glorious and macabre look, let's just say that the skies have changed forever.

The skies were not the only things that changed. The Fall (which is the name of the event) was followed by deadly plagues, sudden deaths and Taint. Taint touched everything it could and mutated it into terrifying creatures if it was strong enough, or just made it die. The world has changed forever along with its inhabitants. Will you manage to take on the new twisted world or will you die with the weak beings?

Gameplay changes

Combat

Combat has been reworked: the bodies react to damage differently, the weapons differ both in effectiveness against armored/unarmored opponents as well as in attack/prepare speed; so a huge strong weapon does not always bring to a win-win situation. Now a skilled fighter with a dagger can have a lot of attacks against an untrained person with a maul, thus avoiding any damage from otherwise extremely lethal weapon.

Body rebalance:

- Removed bones from fingers/toes to stop creatures from passing out due to broken toes.
- Increased bleeding from heart by a lot, now a heart wound is almost always deadly.
- Removed bleeding and pain receptors from fat.
- Reduced huge amount of pain receptors in bones to adequate amount (so fighters don't pass out from chipped bone; it does not happen in reality due to adrenaline).

Rebalanced weapons:

speed: very slow - slow - average - fast - very fast

damage: very weak - weak - normal - strong - lethal

(**a**) - armored, (**u**) - unarmored

One-handed melee weapons:

Crude knife (*dagger*): very fast, very weak (a), weak (u)

Dagger (*dagger*): very fast, very weak (a), normal (u)

Dirk (*dagger*): very fast, very weak (a), normal (u) < better slashing >

Battle axe (*axe*): average, normal (a), strong (u)

Hand axe (*axe*): fast, very weak (a), normal (u) < better for cutting wood >

Spear (*spear*): fast, strong (a), normal (u) < low overall bodypart damage >

Harpoon (*spear*): fast, strong (a), normal (u) < bigger than hunting spear >

Cleaver (*sword*): average, very weak (a), lethal (u) < no stabbing >

Saber (*sword*): fast, very weak (a), strong (u) < no stabbing >
Side sword (*sword*): fast, weak (a), strong (u)
Rapier (*sword*): fast, normal (a), normal (u) < better stabs than slashes >
Mallet (*hammer*): fast, normal (a), strong (u)
Baton, club (*mace*): fast, weak (a), normal (u)
Mace (*mace*): slow, strong (a), lethal (u)

Two-handed melee weapons:

Great axe (*axe*): slow, lethal (a), lethal (u)
Greatsword (*sword*): slow, strong (a), lethal (u)
Maul (*mace*): very slow, lethal (a), lethal (u)
Sledgehammer(*hammer*): average, strong (a), strong (u)

Materials

Cloth

All thread/cloth types now miss the “fiber” in their name, thus making clothing names shorter and better for the eye (“flax fiber cloth” -> “linen cloth”, “hemp fiber pants -> “hemp pants”).

Leather

The leather is no longer named after creatures. There are 7 types of leather now (all properly tannable):

- furry skin -> fur
- thin skin -> suede
- normal skin -> leather
- thick skin -> hide
- scales -> scale
- carapace -> chitin
- dragon scales -> dragonscale

The end material differs in price and provided protection.

Metals

The ores and metals have been reworked to make iron a harder-to-get early and easily accessible as technology level grows, which originally makes bronze easier to make, but later iron becomes a more accessible resource.

Also some of the modern or redundant alloys/metals are removed or renamed.

- There's just one type of pewter.
- Electrum is renamed to "green gold".
- Aluminum is not available (yet).
- Gold + nickel = "white gold".
- 2 copper bars + arsenic block = 3 arsenical bronze bars.
- All alloy reactions got "from bars" and "from ore" variants.
- Iron ore is smelt into "pig iron" in Smelter.
- You have to build Finery Forge (under furnaces) to turn iron ore or pig iron into wrought iron.
- All metal prices are raised.
- Brass is considered to be a valuable metal and is an alternative to gold.
- Metal ores
 - copper (azurite, chalcocite, malachite, stannite).
 - iron (hematite, magnetite, pentlandite, sphalerite, stannite).
 - lead (anglesite, galena).
 - nickel (nickeline, pentlandite).
 - tin (cassiterite, stannite).
 - zinc (calamine, sphalerite).
 - copper, gold and silver also occur in native form.

Races

Playable races

Vaulters

These bearded builders and artificers have managed to predict the Fall and build shelters to avoid the influence of the event. Unfortunately only a small part of shelters survived, so now they struggle to rebuild their nation and recover the lost knowledge and strength.

Starting biome: *Mountain*

Settlement type: *Mountain halls*

Common nobility:

Expedition leader -> Mayor - appoints other nobles.

Customs official - trades with caravans.

Accountant - counts stocks.

Chief physician - enables health system, performs diagnosis.

Physician - reports to chief physician, performs diagnosis.

Foreman - meets orders, approves managed orders

Land holders:

Trade supervisor (trading post)

Overseer (vault city)

Chancellor (fortified realm)

Legal system:

Judge -> Magistrate - enables law system, listens to crime reports.

Champion - leads demonstrations, raises morale.

Inquisitor - administers punishment.

Military

Security chief - main squad leader, commands constables.

Security captain - appointed by sec. chief, commands constables.

Neutral races

Tribals

The human society barely survived the Fall. Most of humans were killed or turned into tainted creatures, and those who survived in old vaulters' fortresses and in caves are now reduced to a primitive and tribal life. Nonetheless the natural curiosity and flexibility of the human race guaranteed them a place under the new dim sun. They usually build primitive towns of dugouts around abandoned vaults or caves which they praise and call "the cradle".

Crooked men

Not all of the tainted men are twisted beyond salvation. Some of them managed to keep their humanity and organize into big communities. It's almost like nothing has changed for them: they are still sometimes cruel, sometimes forgiving, sometimes clever, sometimes stupid humans as they used to be before the fall. Other surviving races don't like their company though. There's a myth that they sold their soul to outworlders. Thus crooked men dwell in abandoned cities, not fearing the Taint and slowly rebuilding what they once lost.

Enclave

The Enclave is a secretive political, scientific, and militaristic elven organization that is descended directly from the last remaining high elves, who managed to stay untainted and protect a part of the untamed wilds for their living, and claims to be the legally-sanctioned continuation of the world government and the last bastion of hope. The Enclave is mostly comprised of descendants of high nobility of old elven cities, elite members of ranger squads, as well as a few remaining mages. They sworn to protect the remains of the world from Taint and cleanse the world from twisted creatures. The Enclave takes pride in being the last known concentrated bastion of pure, untainted civilization and being the most technologically advanced faction in the world. They refuse to believe in the fact that some of their mages caused coming of The Fall as well.

Hostile races

Raiders

After the Fall all kinds of goblinoids banded together in rather large groups led by a single instinct. They could not miss the opportunity to enslave the other races using the terrifying events happening around the world. To their surprise, most of the nations were able to band together and organize resistance, so what was supposed to be a blitzkrieg now turned into a full fledged war.

Ghouls

These wretched humanoids dwell in tainted and twisted areas of the new world. Originally called elves, they used to be very close to the nature and animals and they gathered their power and magic from a force of their forests. When the Fall happened, these creatures were one of the first to take the full impact of the Taint and the following mutations transformed them into almost mindless beasts bent on destruction of now alien civilized races.

Dregs

Small twisted humanoids with glowing eyes, the dregs hide in caves and abandoned cities and sometimes steal from civilized settlements. They can rarely be found vagabonding in dark alleys of various cities, ready to do any dirty work..

Bestiary

Birds

Buzzard

A common small bird of prey.

Known for: *mottled feathers.*

Biomes: *wetlands, forests, shrublands, savanna, grassland, deserts.*

Eagle

A bird of prey with a great eyesight and a high-pitched scream.

Known for: *high soaring.*

Biomes: *wetlands, forests, shrublands, savanna, grassland, mountains, tundra, deserts.*

Raven

A black carrion eater, the ravens are a common sight of many places because they can eat almost anything. They are known for their love of shiny things.

Known for: *curious nature.*

Biomes: *forests, wetlands, shrublands, savanna, grassland, mountains, tundra.*

Insects

Ant

An oversized insect which lives in hot areas and in underground burrows. While not so dangerous alone, ants as a group can be deadly to any settlement.

Known for:

Biomes:

Antlion

A dangerous large insect which hides in desert sands. They build their nests deep underground and ambush travellers jumping out of sand.

Known for:

Biomes:

Arachnid

A large underground chitinous monster with eight legs and sharp, venomous fangs. It produces strong webs out of extremely valuable black silk.

Known for:

Biomes:

Magma crab

A small rock-eating creature that lives in molten rock. It scurries on little feet and swims through liquid rock with sharp wings. It uses magma to digest rock and spits out burning globs.

Known for:

Biomes:

Preying mantis

Preying mantises are six foot tall creatures resembling six-legged thin insects with huge, bladed forearms. They're powerful predators that tend to hunt in small packs, rather like lions, and are extremely dangerous. Their movements are quick enough to be difficult to track with the human eye, and their speed combined with the bladed arms means they can cut through even thick logs with a single strike.

Known for:

Biomes:

Scarab

A thick-shelled medium-sized beetle. These insects are dangerous in groups and often appear in big numbers in deserted areas and caves, causing a lot of trouble to anyone unlucky enough to find them in their stockpiles.

Known for:

Biomes:

Scorpion

A dangerous insect with a yellow shell, sharp pincers and a poisonous barbed tail.

Known for:

Biomes:

Scutterer

A scutterer is an unknown tainted insect. This eyeless eight-legged creature usually hangs out in dark areas and catches prey by jumping on its back. Scutterers are very fleshy and can catch fire very easily; it would be wise to stay away from them, since their ichor is incredibly toxic.

Known for:

Biomes:

Slug

A large slimy creature encased in chitin carapace, slugs are often found in dark and wet areas.

Known for:

Biomes:

X

An alien organism.

Known for: ???

Biomes: ???

Mammals

Bats

These flying critters once considered a vermin now grew in size and became quite popular pets. They catch spiders and other stinging and biting insects with joy, and they never bother their masters. One may notice that they always compete for territory under roof with cats.

Known for: *nocturnal nature, leathery wings, funny faces.*

Biomes: *mountains, caverns 1, caverns 2.*

Cats

Nobody knows how these cute fluffy creatures managed to survive the Fall. Some speculate that the cats have some kind of connection to the Outer Worlds which they use as a fuel for their intuition, others say that people just love the cats too much and made sure they survive... The only fact that has no explanation is why some of demonic creatures are so fearful of the cats. The cute creatures seem to feel themselves very comfortable in the new environment as though as they were always a part of it.

Known for: *aloofness, cunning, ties with outer worlds.*

Biomes: *deserts.*

Chimeras

A large omnivorous predator found in many parts of the world. Chimera species are a hybrid of a dog and a bear. Although there were successful examples of people taming them, they are known as fierce animals able to kill anyone daring to cross their territory.

Known for: *ferocity.*

Biomes: *everywhere besides glacier and deserts.*

Cows

A strong herbivore with short horns. The cows were mostly domestic animals, but after the Fall a lot of them broke free and now roam the grasslands. They are prized for their milk and meat.

Known for: *haunting moos.*

Biomes: *temperate grassland, shrubland, savanna.*

Direwolves

These savage canine predators have managed to survive thanks to their cleverness and pack nature. They are prized for their ability to learn commands and obey their masters. They are pretty difficult to train if caught in the wild though, and a direwolf trainer is a very respectable position.

Known for: *ferocity, pack instincts, intelligence.*

Biomes: *temperate forests, taiga, tundra, mountains.*

Doomclaws

An enormously large, agile and strong bipedal monster with curved horns and scythe-like claws.

Known for: *ferocity.*

Biomes: *caverns, savage areas.*

Grunts

A hooved animal living in dirt. It has a large snout with four sharp tusks and spikes on its back. It will aggressively defend itself.

Known for: *short tempers.*

Biomes: *wetland, tropical areas, deserts.*

Raccoons

A small omnivorous animal with a bright mask of fur. It is nocturnal and found in not very harsh areas. It's a curious animal and is known to steal from civilized areas.

Known for: *mischief.*

Biomes: *tropical and temperate rivers, lakes, swamps, forests.*

Sabertooth cats

A large feline with long sharp fangs. They often travel in prides with a strong pride leader and they are very dangerous predators.

Known for: *ferocity, long fangs, massive paws.*

Biomes: *grassland, shrubland, savanna, tundra, mountains.*

Skags

A large dog-like predator found in desolate places. It lives in groups of females and one male with a large spiked mane. They hunt together and are capable of felling extremely large prey.

Known for: *roars.*

Biomes: *deserts.*

Wildebeest

A strong herbivore with curved horns and a wavy beard. They travel in herds and are quite territorial. They are often tamed and farmed for wool, milk and meat.

Known for: *beards, curved horns, milk.*

Biomes: *grassland, shrubland, savanna.*

Yaks

A strong herbivore with curved horns and a long wool. They dwell in cold and mountain regions and can survive in extreme conditions..

Known for: *long wool, curved horns..*

Biomes: *tundra, mountains.*

Reptiles

Gators

A tainted bipedal reptile, often hunted for its hide. Gators are pretty dangerous and abundant in many regions of the world after The Fall.

Known for: *sharp teeth, scaly hides, scary eyes.*

Biomes: *grassland, shrubland, savanna, caverns 1.*

Lizards

These sleek reptiles can be found in many regions. They adapted to new conditions well. They are often domesticated both for their scales and their funny looks.

Known for: *aloofness, sticky tongues, long tails.*

Biomes: *grassland, shrubland, savanna, caverns 1 (savage).*

Pythons

A thick snake found in the trees. It kills its prey by using its long body to constrict them.

Known for: *thick body.*

Biomes: *tropical forests.*

Salamanders

A tainted bipedal reptile with ability to breathe fire. This type of gators is too dangerous to be hunted casually, so its hide is pretty expensive and considered to be a luxury.

Known for: *sharp teeth, scaly hides, scary eyes.*

Biomes: *not freezing, savage.*

Tortoises

A large reptile with a round shell. Tortoises are long-lived and well-mannered reptiles, and all this romp around them did not change their habits or lifestyle.

Known for: *great size, thick shells, hasteless life*

Biomes: *tropical shrubland, tropical savanna, tropical ocean.*

Vermin

Eating your food and pestering:

* *corpse fly, frog, glimmerbee, lizard, rat, pond turtle, spider, squirrel.*

Fished by your people:

* *brown trout, bullhead, char, flounder, guppy, herring, knifefish, lamprey, mackerel, mussel, oyster, perch, sailfin molly, salmon, sea trout, seahorse, stone loach, squid.*

Corpse flies

A tiny flying insect found around rotting meat and garbage. These bugs are widely considered to be a nuisance.

Known for: *annoying buzzing, fleshy bodies.*

Biomes: *not freezing, any lake, caverns 1, caverns 2.*

Glimmerbees

This tainted honeybee glows at night like a firefly. Not to attract a mate, but as a warning display. Their sting contains a powerful psychotropic poison that may completely incapacitate any human-sized animal and leave larger ones in a dangerously distracted state. These bees seem to be astrally sensitive, and particularly attracted to certain flowers that create their own background counts. Their honey contains a mild amount of

their same poison, and is occasionally used in magical initiation rituals to provide experience in confronting one's own fears.

Known for: *busy nature, buzzing, hallucinogenic venom.*

Biomes: *not freezing, mountain.*

Spiders

These tiny arachnids can be found almost anywhere after the Fall. Their tiny hairy legs crawl up trees, cave walls and even tables in many homes. On the bright side, weavers' guild no longer has any issues with raw materials for their craft. It's advisable to wear thick gloves gathering their webs, their bites are quite painful.

Known for: *hairy legs, sticky webs, silk.*

Biomes: *all temperate, all tropical, mountains, caverns 1, caverns 2.*

Beasts

Megabeasts

Dragon

A gigantic reptilian beast representing a particular element.

- **Black dragon** - breathes black dragon venom (pain, swelling, blisters, nausea).
- **Blue dragon** - breathes blue dragon venom (paralysis).
- **Green dragon**
- **Red dragon** - breathes fire.
- **White dragon** - breathes freezing frost.
- **Dracolich** - breathes dracolich essence (necrosis, nausea), undead.

Semimegabeasts

Titans

Forest titan

A towering living tree in a shape of a man.

Mountain titan

A towering mountain titan in a shape of a man. It's made from rock and its eyes and mouth are glowing with inner flame.

Sea titan

A towering sea titan with four massive legs and smaller chest-mounted arms. It has a powerful tail and huge maw.

Gardening

Crops

Barley	any grassland, shrubland, savanna	lager beer
Corn	tropical grassland, shrubland, savanna	bourbon
Oats	temperate grassland, shrubland, savanna	oatmeal stout
Rhyme	any grassland, shrubland, savanna	dark beer
Rice	tropical grassland, shrubland, savanna	rice vodka
Sugarcane	tropical grassland, shrubland, savanna	liquor
Wheat	any grassland, shrubland, savanna	whiskey

Forest berries

Bloodberry	temperate forest, shrubland	blood wine
Grapes	tropical forest, shrubland	grape wine
Raspberry	any forest, shrubland, grassland	raspberry wine
Strawberry	any forest, shrubland, grassland	strawberry wine

Forest mushrooms

Amanita	any forest	amanita wine
Toadstool	any forest	toadstool brew
Truffle	any forest	truffle vodka

Subterranean plants

Albino wheat		grotto beer
Cave fungus		shroom wine
Quarry bush		oil, soap
White reed		deep ale, thread

Root-crops

Mandrake	any grassland, shrubland, savanna, forest	mandrake liqueur
Potato	any grassland, shrubland, savanna, forest	potato vodka
Radish	any grassland, shrubland, savanna, forest	
Turnip	any grassland, shrubland, savanna, forest	

Textile plants

Cotton	any grassland, shrubland, savanna	thread, oil, soap
Flax	any grassland, shrubland, savanna	thread, oil, soap
Hemp	tropical grassland, shrubland, savanna	thread, oil, soap

Dye-containing plants

Dandelion
Blue blossom
Brown lichen
Green-stem lichen
Purple bloom
Red rose
Shadowleaf
White algae

Workshops

Alchemical lab

Skill: soap making.

Make arsenic bars from orpiment/realgar boulders.

Make sulfur bars from brimstone boulders/pyrite uncut gem.

Make saltpeter bars from niter boulders.

Make blackpowder bars from coal, sulfur and saltpeter.

Make pearlash, plaster and soap.

Gunsmith's Forge

Skill: weaponsmithing.

Make ammo for pistols/rifles from blackpowder bars and metal bars.

Make pistols and rifles from metal bars.

Quern

Skill: milling

Mill a specific type of mill (flour/dye/sugar).

Furnaces

Calcinator

Skill: furnace operating.

Make 10 bonemold blocks from 10 bones and fuel.

Make 10 concrete blocks from a boulder, a sand bag and fuel.

Make 10 colored blocks with 10 concrete blocks, a dye bag and fuel.

Finery forge

Skill: furnace operating.

Make wrought iron bars from pig iron bars (requires fuel).