



The Fallen Land

Roleplaying in a Dead World
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Table of Contents

Introduction	3
The Core Mechanics	4
Making a Character	4
Careers	5
Skills	7
Traits	8
Equipment	
Stats	
Career Abilities	
Spellcasting	
Spell List	
Combat	
Miscellaneous Rules	
The Settlement	
Fortune	
The Deathstain	
Raids	
Non-Player Characters	
Past the Walls	
Encounters	
Other Settlements	
Running a Campaign	
Advancement	
Bestiary	

Introduction

The world is a shell of its former self.

Few remember how it began, and those who do have little of their sanity left. They remember the portals opening from the mysterious Realms Beyond, the flood of the Eigoloth host swarming through the hills. They remember whole towns emptied by the Deathstain. They remember vast armies clashing with the Eigoloth in battle. Thousands died on both sides, leaving the land hollow and dead.

There are no kingdoms anymore. There are no great armies, no great kings, and no heroes. No gods wait in the heavens to accept the dead and answer benedictions. Not anymore.

The land is dotted with settlements. The Deathstain still lingers in gray mountains and bare forests, in the drudge zombies and far-spawn that amble about. It lingers in the crops that barely grow, in the vines and roots that wither at the slightest disturbance. Few Eigoloth remain now, having left this world for another. The forests and hills are thick with tribes of savage humanoids, who love nothing more than looting and pillaging.

Life is no longer taken for granted; those who do, don't live long. You came of age knowing your purpose would be to protect your village. But you are no mere farmer. You are a fighter, an explorer, and you will claim what still lays outside the walls. There is food out there to forage, game out there to hunt, relics out there to discover, and enemies out there to defeat.

And maybe, just maybe, you can take back a little piece of the world from the scourge that nearly destroyed it.

What is The Fallen Land?

The Fallen Land is a role-playing game, in which the players take the role of characters defending and providing for a village. In the wake of the Eigoloth invasion, the world is a barren and dangerous place.

The characters can venture into the surrounding land looking for supplies, and bring them back to the help fortify or feed their people. The game allows you to use the resources you find to improve your village.

The Fallen Land is a roleplaying game, but it is also partly a town-building game; the characters' village can improve just like the characters do, becoming stronger. The game provides a system for tracking a village's food levels, health, combat readiness, and fortification.

A campaign in the Fallen Land might have a different timescale than some RPGs; characters might spend months in the village helping to build or improve it, before venturing out once more on another quest. It is a story of weathering danger, and creating a settlement that can survive in a hostile world.

But beware; not every story will have a happy ending.

What You Will Need

Six-sided dice (two per player)

Graph paper

Pencil and paper

At least one player

One Gamemaster (GM)

Miniatures are suggested but not required

Dice

The six-sided dice used by The Fallen Land role-playing game are called "d6s." If you see something tell you to roll "1d6+4" that means to roll a die (six-sided) and add 4. If you see something tell you to roll 2d6+3, that means roll two dice, add them, then add 3 to the total.

The Core Mechanics

Whenever you need to check for success, roll two six-sided dice. If you have a relevant skill, add your points in that skill to the result.

To succeed, you need to get an 9 or higher. This *target number* (TN) represents a challenging task; for something easier (but still risky) or something harder (but not impossible), the GM should lower this target number or raise it. However, TN 9 is a good default, and should be used in most cases.

Snake Eyes

If you roll snake eyes, (two 1s on the dice) you automatically fail at whatever you were trying to do. The exception is a very basic task, which should not be rolled for at all.

Box Cars

If you roll boxcars, (two sixes on the dice) you automatically succeed at whatever you were trying to do. The exception is a truly implausible task, such as balancing on thin air, or swimming up a waterfall.

Opposed Rolls

Sometimes, your efforts are opposed by someone else. In this case, you both roll your respective skills, and whoever gets higher, wins. For example, to sneak past a guard, you would roll your Stealth, and the guard would roll his Perception.

Rolling Doubles

If you see something in the rules about “rolling doubles,” that simply means that both dice you rolled for a check came up the same. For example, if your dice came up 3 and 3 for an attack roll, your total would be 6 (before modifiers) and you would have also gotten doubles. Normally this has no effect, but some traits and abilities give extra benefits or options if you roll doubles.

Making a Character

Making a character for The Fallen Land RPG is very simple. Here is a summary of the steps, which are elaborated on in the following pages:

1. Pick a career
2. Write down your starting trait and starting Vitality
3. Write down your starting skills
4. Spend 1 extra skill point. It cannot be on any of your starting skills.
5. Pick an extra trait
5. Pick equipment
6. Figure out your Defense and Armor stats
6. Check the Spellcasting and Career Abilities section for additional rules on your career, if applicable.
7. Name your character, and add any roleplaying information you wish to add.

Level

Your character starts at level 1. Level is a way of gauging your character's abilities; his combat prowess, his skills, and his power. As you adventure, your characters will increase in level as they grow more skilled.

Example of Character Creation

Joe wants to make a character. After looking over the career list, he decides to play a Steelguard. He writes down the Steelguard's starting Vitality (6) and starting skills (Fighting 2, Athletics 2, Willpower 1) as well as the Martial Training starting trait. He spends his extra skill point on Alchemy (he cannot spend it on Fighting, Athletics, or Willpower, as he already has those as starting skills) so that he can make some alchemical items. He then chooses Advantageous Opening for his extra trait. Next, he rolls 3d6 for his starting gold and gets 11, spending it on a longsword, a shield, and a suit of chainmail (Armor 4). He then figures out his Armor (4 for wearing chainmail armor) and his Defense (8 + 2 for his Fighting, +1 for his shield, for a total of 11). To finish, Joe names his character Rodrick, and records Rodrick's information on his character sheet.

Careers

Choose a career for your character. Your character's career is what he or she is trained to do; whether a fierce warrior or a wise mage, a primitive druid or an expert chemist.

Each career has a special ability; something unique to your career. Each career also has a starting Vitality; effectively, this is how tough your character is. Finally, each career has a set of skills; these are your starting skills if you pick that career.

Alchemist

A mixer of chemicals and reagents, a maker of substances both beneficial and deadly.

Starting Vitality: 3

Starting Skills: Alchemy 2, Lore 2, Willpower 1

Chemist's Touch: An alchemist may make a number of alchemical items per week equal to twice his Alchemy skill. See the Alchemy skill for more information.

Arrowslinger

An archer who favors speed over precision, unleashing a one-man barrage from her bow.

Starting Vitality: 4

Starting Skills: Shooting 2, Perception 2, Willpower 1

Rapid Shot: Can make two ranged attacks per turn from a bow and arrow, each at -1 to hit. These attacks can be targeted however you want; at the same creature or at different ones.

Assassin

A shadowy rogue trained in swift, stealthy kills.

Starting Vitality: 4

Starting Skills: Stealth 3, Fighting 1, Shooting 1

Assassinate: If an assassin hits an unaware opponent (see the Unaware Opponents rule, in the Combat section), and that opponent loses at least 1 Vitality from the attack, he and that opponent each roll 2d6 and add their level to the result. If the assassin rolls higher, his opponent dies immediately.

Berserker

A furious fighter who channels his passion into prowess, crushing his opponents on the field of battle.

Starting Vitality: 6

Starting Skills: Fighting 2, Athletics 1, Willpower 2

Battle Rage: At the start of combat, a berserker can choose to tap into his inner anger and enter a rage. If he does, he deals +1 damage with melee attacks, but takes a -2 penalty to Defense. The rage lasts until the end of the combat, or until the berserker is slain.

Cavalier

A master of mounted combat, foes both horsed and not falling before his sword and lance.

Starting Vitality: 5

Starting Skills: Fighting 2, Riding 2, Athletics 1

Crushing Charge: When mounted, a cavalier can charge into combat, getting +2 to hit and dealing double damage if that attack hits. He may only do this once per combat encounter.

Dervish

A warrior whose whirling blades and frenzied attacks are feared by her foes

Starting Vitality: 5

Starting Skills: Fighting 2, Willpower 2

Whirling Blades: As an action, a dervish can attack each adjacent opponent once with a melee weapon. No other trait can be used in combination with this attack.

Druid

A defender of nature, who draws power from the earth's mana, able to take the form of a variety of animals.

Starting Vitality: 4

Starting Skills: Survival 2, Lore 1, Healing 1, Botany 1

Wild Form: A druid can change shape into an animal at will. See Wild Form, in the Career Abilities section, for more information.

Healer

One who channels healing magic, to keep his allies alive.

Starting Vitality: 4

Starting Skills: Fighting 1, Healing 2, Willpower 1, Lore 1

Restore Vitality: Each day, a healer may heal a number of lost Vitality equal to his or her level + 2. The healer must touch the target to use this ability. This ability refreshes at midnight each night.

Herbalist

A mixer and grower, the herbalist splices together plants, experimenting to create new crops to feed people.

Starting Vitality: 4

Starting Skills: Healing 1, Botany 2, Lore 2, Willpower 2

Botanic Discovery: Once per month of research, an herbalist may make a check to attempt to invent a new type of plant. This is a Botany check against TN 11, and requires the herbalist to have ventured on some kind of journey to find new plants to use as a base in her experiments. Afterward, a week of research and experimentation is required, after which the herbalist may make the check. See Botanic Discovery, in the Career Abilities section, for more information.

Mage

A spellcaster who uses arcane magic to destroy his foes and bend reality to his will.

Starting Vitality: 3

Starting Skills: Lore 2, Shooting 1, Willpower 2

Spellcasting: A mage can cast arcane spells. See Spellcasting for more.

Merchant

A shrewd individual whose power is not in weapons, but in gold and silver.

Starting Vitality: 4

Starting Skills: Barter 3, Influence 2

Shrewd Bargaining: Whenever a Merchant rolls a Barter check, he may roll three dice and take the two highest for his check result.

Ranger

A hunter and scout, unequaled in his ability to survive in the wilderness.

Starting Vitality: 5

Starting Skills: Fighting 1, Shooting 1, Stealth 1, Survival 2

Tracking: A ranger can follow tracks with a successful

Survival check, and learn about the subject.

Sharpshooter

An archer whose uncanny aim makes him a deadly foe.

Starting Vitality: 4

Starting Skills: Shooting 2, Perception 2, Fighting 1

Precise Shot: With a ranged weapon, can take –1 to hit to get +2 damage on a hit.

Steelguard

A living weapon, encased in steel armor, with unequaled training in hand to hand combat.

Starting Vitality: 6

Starting Skills: Fighting 2, Athletics 2, Willpower 1

Martial Training: Before attacking, a steelguard can choose to get +1 to hit, but deal –1 damage if the attack hits.

Trapper

A master of tripwires and snares. He can cover an area with an array of booby traps that will frustrate any opponent.

Starting Vitality: 4

Starting Skills: Craft (Traps) 3, Stealth 2

Traps: Can create traps that can be rapidly deployed. See Traps, in the Career Abilities section, for more.

Warlord

An intrepid commander, whose legions of followers fight with a fervor that only he can stir.

Starting Vitality: 5

Starting Skills: Fighting 1, Influence 2, Willpower 2

Inspire: You inspire your allies to victory; as an action, you make an Influence check. If you succeed, each of your allies, within Medium range of you, deal +1 dice damage for 1 round with melee weapons.

Skills

You get 1 skill point to spend after picking your career. You cannot spend it on any of your starting skills that you already get points in from your career. Below is a list of the skills available to players.

Alchemy

Alchemy is used to mix ingredients to produce potions and other alchemical items. A character can produce a number of alchemical items per week equal to his or her Alchemy skill. Alchemists may make twice as many items as normal. Each alchemical item has a cost, and a minimum number of points in Alchemy required to make it. Half the cost of each item must still be paid for basic materials. For example, a character with Alchemy 3 could make 3 flasks of flame jelly, paying three times half its cost (or a total of 15 gold). See the Alchemical Items section, under Equipment, for more information.

Athletics

Athletics is used to climb, jump, swim, or perform other feats of physical prowess. A default check would be for climbing a rocky cliff with handholds, swimming through choppy water, or leaping a ten foot gap. For harder or easier tasks, adjust the TN accordingly.

Barter

Barter is used to haggle and negotiate trades. It is a vital skill for merchants, but can be helpful for all characters. A successful Barter check allows you to buy an item for 10% less than its normal value, or sell an item for 10% more than its normal value. If you succeed by 4 or more on your check, you buy / sell for 20% less / more, respectively, rather than 10%.

Botany

Botany is used to raise plants or herbs, prepare them, and, in the case of the botanist, experiment with them. The Botanist may make checks to combine or otherwise alter plants. Other characters may make Botany checks to raise plants more quickly, or keep plants alive during a drought.

Crafting

Crafting represents your character's ability to create items, such as weapons and armor. Crafting is actually a number of separate skills, each one covering a different kind of object. You must increase them separately. The types of crafting are: Bow, Pottery, Traps, Furniture, Weapon, Crossbow, Ship, Book, and Glassmaking. Crafting alchemical items falls under the Alchemy skill.

Fighting

Fighting is used to make attack rolls with melee weapons, like swords and battleaxes. Your Fighting skill also applies to your Defense (see the Stats section) making you harder to hit.

Healing

Healing is used to bind wounds, treat illnesses, and care for the injured. A successful Healing check can help a wounded character recover more quickly, making it more likely that they will recover lost Vitality. See the Healing section, under Combat, for more information.

Influence

Influence is your character's charm and social presence. Influence is used to persuade, deceive, befriend, lead, or inspire. Characters who intend to be leaders should have good Influence skill. A successful Influence check can make you a friend, get a minor favor. A more difficult Influence check can talk you out of being attacked by hostile bandits; however it cannot be used on animals or mindless creatures.

Lockpicking

Lockpicking is used to pick locks. Different locks have different difficulties, but most locks require a TN 11 check to pick successfully. A character who attempts to pick locks without any points in the skill gets an additional -5 penalty to his roll.

Lore

Lore is used to see what you know about a creature or thing. You can make a Lore check when you encounter a strange place, creature, or phenomenon, to see what you

know about it. A success means you at least know what it is. Failing by a little means you might have heard of it. Failing by a lot means you've never heard of it.

Perception

Perception is your character's ability to hear, spot, and notice things. You make Perception checks to hear enemies sneaking up on you. The TN to hear an enemy sneaking up on you, is 9 plus its Stealth skill (if any).

Riding

Riding is used to control a mount or perform difficult tasks while mounted. A character with at least 1 point in Riding can control a mount under normal circumstances. However, a mount being spooked or wounded, or a difficult maneuver, might require a check.

Shooting

Shooting is used to make attacks with bows and crossbows, but not thrown weapons such as javelins.

Stealth

Stealth is your character's ability to sneak around. The TN to sneak past, or sneak up on, an enemy is equal to 9 plus its Perception skill (if any).

Survival

Survival is used to start fires, navigate in the wilderness, forage for food, fish, hunt, or other survival-related tasks. A successful Survival check allows you to find (but not necessarily catch or kill) a rabbit, squirrel, or other small game., enough for one meal for one person. Getting 12 or higher on a Survival check means you found (but not necessarily caught or killed) a deer, which can provide enough food for a small group for a week.

Throwing

Throwing is used to attack with thrown weapons, such as javelins, darts, hand-axes, or daggers.

Willpower

Willpower is your character's mental fortitude and self-control. It is used to defend against mental attacks.

Traits

After you choose your skills, you may choose one trait. A trait is an additional special ability to customize your character. You can only choose traits from this list; you cannot choose another career's starting trait. For example, no other career but the Sharpshooter can choose the Precise Shot trait, and no career but the Mage may choose the Spellcasting trait.

Advantageous Opening

Whenever an opponent rolls snake eyes (automatic miss) on a melee attack against you, you may immediately make a single attack against them, at +4 to hit.

Brutal Finish

When you kill an opponent with a melee weapon, roll an Influence check, opposed by a Willpower check from each opponent that can see you. The GM should roll a single Willpower checks for large groups of identical enemies. Any opponents that fail their Willpower check, take a –1 penalty on their next attack roll.

Convincing Merchant

You get +3 on your Barter check when trying to buy goods at a settlement that produces them, or sell goods to a settlement that wants them. See the Trade, in the Other Settlements section, for more information.

Defense Focus

You can take –1 to hit, to get +1 Defense until your next turn. This applies to all of your attacks, and you can only do it once (you can't take –2 to hit, to get +2 Defense, etc.)

Dual-Wield Defense

Requires the Dual-Wielding trait. You get +1 Defense while fighting with two weapons.

Dual-Wielding

You may fight with two weapons at no penalty, getting one attack with each weapon per turn.

Flaying Strike

After hitting an opponent with a flail or whip, your opponent takes -1 on all attack rolls until your turn.

Low Swing

When using a weapon with reach of 10 feet, or a flail, you can make an attack at -2 to hit. If you hit, your opponent is knocked prone.

Reckless Blow

You are skilled at trading power for accuracy. Before making an attack roll, you may choose to take -1 to hit on that attack, to deal +1 damage if the attack hits. You can only do this once per attack.

Scything Trip

You are skilled in using the scythe to trip opponents. You may take a -2 penalty to hit an opponent; if you do hit, your opponent is knocked prone.

Steel Skin

Your Armor stat is 4 rather than 3 when you are unarmored. This has no effect on your Armor stat while wearing armor, however.

Strong

Your character is particularly strong, and adds +1 die of damage with any melee or thrown weapon. This trait can only be selected at character creation; you cannot take it later on when you level up.

Stunning Swing

If you hit an opponent with a blunt weapon, and your opponent loses at least 1 Vitality from the attack, that opponent gets -2 Defense until your next turn.

Sweeping Blow

After killing an opponent in melee, you may make an immediate free melee attack against another adjacent opponent with the same weapon. This can happen again if your second attack also kills an opponent.

Tough as Nails

Your character is naturally tougher than normal. You get

+2 Vitality. This trait can only be selected at character creation; you cannot take it later on.

Twin Blade Frenzy

Requires Dual-Wielding and Dual-Wield Defense, and that your character is 6th level or higher. While wielding two weapons, you may make as many melee attacks as you want each turn; however, if you miss with an attack, you cannot make anymore melee attacks that turn.

Withering Barrage

You must be an Arrowslinger and be at least level 4 to take this trait. You may make three attacks per turn with a bow and arrow, each at a -2 penalty. These attacks can be targeted however you want.

Shield Smash

While wielding a morningstar, if your attack roll comes up doubles, you may roll opposed Fighting checks with your target. If you win, your morningstar's spikes sink into your opponent's shield, and tear it away from his grasp. Your opponent loses his shield, and his Defense is reduced accordingly.

Spear Feint

When wielding a spear, you may make an Influence check before an attack roll, opposed by the opponent's Perception roll.

Mage's Fervor

Requires Spellcasting. Whenever you cast a spell that costs more than 0 Mana to cast, you may roll a d6. On a 1, you regain 1 lost Vitality.

Equipment

Your character will need weapons, armor, trail rations, and camping supplies to survive their adventures.

Starting Money

For a new character, roll 3d6x10 for your starting gold. You can spend this money on weapons, armor, and other items. Note that in the Fallen Land, many settlements will not have gold at all; the characters will have to barter with items of approximately equal value to buy things.

Coinage

Most of the time, gold pieces are used. However, if you must sub-divide, there are 10 silver pieces to a gold piece, and 10 copper pieces to a silver piece.

Melee Weapons

Weapon	Damage	Hands	Cost	Special
Fist	1	1	0	Non-lethal
Dagger	1	1	5	
Whip	1	1	25	Wrap-Around
Club	1	1	0	
Handaxe	1	1	10	
Longsword	2	1	20	
Battleaxe	2	1	20	
Mace	2	1	15	
Morningstar	2	1	20	
Quarterstaff	2	2	5	Reach
Flail	2	1	20	Wrap-Around
Broadsword	3	2	40	
Spear	3	2	10	Reach
Glaive	3	2	15	Reach
Halberd	3	2	15	Reach
Great Axe	3	2	40	
Scythe	3	2	40	
Spiked Chain	3	2	60	Wrap-Around
Warhammer	2	1	20	
Greathammer	3	2	20	
Guisarme	3	2	20	

Ranged Weapons

Weapon	Damage	Hands	Cost	Range
Javelin	2	1	5	Close
Thrown Axe	1	1	5	Close
Shortbow	2	2	25	Medium
Crossbow	3	2	35	Medium
Longbow	3	2	50	Far
Hand Crossbow	2	1	60	Medium

Damage. Each weapon has a damage value; this is the number of dice you roll when you land

Hands. Weapons require either one or two hands to use. A two-handed weapon, obviously, requires both hands to use, and thus cannot be used with a shield, or another weapon. If you insist on trying to use a two-handed weapon in one hand, you can still attack with it, but you get -4 to hit. Bows require two hands to shoot; you cannot fire a bow one handed at all. Crossbow must be loaded with two hands, but can be fired with one hand.

Reach. A reach weapon can reach farther than average. If an opponent moves into melee combat with you, you may make a single free attack against them, before they can attack you. However, if you choose to do this, and your attack misses, their attack against you gets +2 to hit.

Non-Lethal. If this weapon is used to incapacitate someone, they are simply unconscious, with no risk of dying.

Range. Ranged weapons have ranges: Close (25 feet), Medium (50 feet), Far (100 feet), and Very Far (200 feet or more). At it's range or closer, the weapon gets no penalty to hit. For each range category farther away, however, it gets -1 to hit. So a Medium range weapon shooting at a Far target would get -1 to hit. That same weapon shooting at a Very Far target would get -2 to hit.

Wrap-Around. This weapon is particularly good at sneaking around an opponent's shield. If you attack an opponent who is using a shield with it, you get +1 to hit.

Armor

Armor makes you harder to hurt. When not armored, your Armor stat is 3. When wearing armor, it changes to whatever the value of the armor you are wearing is. You cannot wear more than one suit of armor at a time.

Armor Type	Armor	Cost	Special
Brigandine	4	40	-1 Defense
Chainmail	4	70	–
Scale Mail	4	40	-1 Defense
Banded Mail	5	80	-2 Defense
Full Plate	5	110	-1 Defense
Shield	–	5	+1 Defense

Brigandine: A leather coat with small panels of metal sewn to the inside.

Chainmail: A shirt of small metal loops woven together. Usually comes with leather leggings, gloves and a belt.

Scale Mail: Many metal scales form this flexible but tough armor, the most common among soldiers. Includes metal gauntlets and a helmet.

Banded Mail: Made up of bands of metal, banded mail is rigid and cumbersome to fight in, but provides protection rivaled only by full plate. Includes metal gauntlets and a helmet.

Full Plate: The pinnacle of armor, a suit of full plate protects every inch of the wearer's body from harm. Includes a helmet (usually with a closed visor) and metal gauntlets.

Alchemical Items

Particular mixtures of chemicals, in the right hands, can produce various substances that can both aid and harm. A character with points in the Alchemy skill can craft the alchemical items below, provided he has sufficient points in Alchemy. The creator of an alchemical item must pay half the item's cost for materials. A character can create a number of alchemical items per week equal to his Alchemy skill, or double his Alchemy skill in the case of

an alchemist.

Flame Jelly – Cost 10 – Requires 2 points in Alchemy

This glass bottle of dark red fluid can be thrown, dealing 3 fire damage to one target. It also burns an area for 1d6 rounds, dealing 1 fire damage to all who pass through the area while it burns. Range of Close.

Shock Arrow – Cost 4 – Requires 2 points in Alchemy

This arrow deals an extra 1 electricity damage on a hit. It is used up when fired, whether it hits or not.

Acid Flask – Cost 6 – Requires 1 point in Alchemy

Can be thrown, dealing 1 acid damage to 1d6 targets. Range of Close.

Healing Salve – Cost 10 – Requires 3 points in Alchemy

When used on a wound, roll a d6. On a 4+, the salve restores 1 lost Vitality 1 hour after application. Otherwise, it does nothing.

Other Items

Adventurers need more than chainmail and longswords to survive in the wilderness. Characters can purchase other equipment as follows:

Item	Cost	Description
Backpack	5	Used to carry items
Bedroll	5	A primitive sleeping bag
Book	5	+1 on Lore about book's subject
Compass	15	Always shows magnetic north
Flint and Steel	3	Used to start fires
Glass Vial	1	Holds a small amount of liquid
Grappling Hook	7	Used for climbing
Hammer	5	Used as a tool.
Healing Kit	20	+2 on Healing checks, ten uses.
Horse	50	A horse bred for riding and work
Iron Rations	1	Three meals of nonperishable food
Lock and Key	15	A lock and key
Manacles	5	Used to restrain prisoners
Rope	5	50 feet of strong hemp rope
Shovel	8	Used for digging holes
Soap	1	Used for washing and cleaning
Spyglass	200	Used to view far-off features
Torch	1	A torch that burns for 1 hour
Trapmaking Kit	20	Contains materials to make traps
Wagon	200	A wagon for carrying goods
Waterskin	4	Holds 1 gallon of water
Whetstone	2	Used to sharpen a sword

Trade Goods

Other settlements are rare, but they exist. Characters might want to trade with new settlements, or even try to become merchants. Below are the “base” prices for a few different kinds of trade goods; but keep in mind that prices will vary by region and demand. A place that produces salted fish will sell it for three-quarters the base price or less; a place that does not produce honey will pay the base price for it, or possibly even more.

Trade Good	Quantity	Cost (gold)
Nuts	Per pound	3
Common spices	Per ounce	5
Exotic spices	Per ounce	15
Salt	Per pound	2
Dried Fruits	Per pound	30
Salted Meats	Per pound	10
Salted Fish	Per pound	15
Honey	Per gallon	10
Pine Mead	Per gallon	10
Ale	Per gallon	5
Sugar	Per pound	5
Wheat	Per 50 pounds	5
Textiles	Per 50 pounds	10
Furs and Hides	Per 50 pounds	25
Cheese (common)	Per pound	5
Cheese (exotic)	Per ounce	10

Stats

Your character also has a few stats that have to be filled out before play. Figure them out, and record them on your character sheet.

Vitality

Vitality is your character's ability to take physical punishment. How much Vitality you have depends on your career.

Defense

Defense is your character's ability to protect himself in combat. Your Defense is equal to $8 + \text{your Fighting skill}$. Other modifiers include $+1$ for a shield, and -1 to -3 depending on what armor you are wearing, if any.

Armor

The higher your armor, the more resistance you are to being hurt by attacks. Your Armor is equal to the value of the armor you are wearing. If you do not wear armor, your Armor is 3. Armor cannot be higher than 6 under any circumstances.

Career Abilities

This section elaborates on the abilities of the druid and trapmaker career.

Wild Form

A druid character has the ability to change shape into an animal at will. A druid can shape herself into any of the following animals, gaining abilities while in that form. A druid can spend a maximum of 4 hours per day in wild form; a druid who reaches this maximum, cannot wild form until 24 hours have passed.

Wolf: Gains the ability to follow scents, can bite for 2 damage.

Bear: Can make two claw attacks, each at no penalty, dealing 2 damage each.

Bird: Can fly at a speed of about 10 miles an hour. Gets +2 on Perception checks. Cannot attack (not effectively, at least) in bird form.

Elk: Can attack with antlers, dealing 2 damage normally, or 5 damage on a charge (this is instead of the normal +1 damage on a charge). A druid must be level 3 or higher to take elk form.

Chameleon: Body changes to make texture of background, giving +4 to Stealth checks made to hide. Still retains humanoid shape.

Traps

A trapmaster character can create traps for his enemies. Setting up a trap requires 1 minute, and requires expenditure of a trap-making kit. There is a 50% chance (roll a d6: 1–3 no, 4–6 yes) that a trap's materials can be recovered after use, so as to be used to make another trap later.

A trap must have a trigger, such as a tripwire, pressure plate, or weight. The player determines how the trap is set

up; the GM determines if the trap is plausible.

Larger traps can also be constructed, such as concealed pit traps, but this requires 1 hour.

Crossbow Trap

Deals 2 dice damage, attacks at +4, single target

Swinging Axe Trap

Deals 3 dice damage, attacks at +2, single target

Pit Trap

Deal 2 dice damage, target ends up at bottom of pit. Pit is 10 feet wide and 15 feet deep.

Botanic Discovery

Once per month of research, an herbalist may make a check to attempt to invent a new type of plant. This is a Botany check against TN 11, and requires the herbalist to have ventured on some kind of journey to find new plants to use as a base in her experiments. Afterward, a week of research and experimentation is required, after which the herbalist may make the check.

On a success, the herbalist can pick one of the options below. On a failure, the experiments came to naught; but the herbalist can try again, and gets +1 on the next check for each previous failure. Once success is achieved, these bonuses go away, but it means the herbalist will eventually succeed.

Potential discoveries are below. Be sure to note them under special abilities on your Settlement sheet, if they affect your settlement.

Superior Roots: Whenever your settlement is affected by a drought, be it major or minor (see the Fortune table in the Settlement section) there is a 50% chance that it does not affect your village.

Spellcasting

Mages are able to cast spells. They are only able to cast a certain number of spells at a time, and as they increase in level, they are able to cast more powerful spells.

Mana Points

A spellcaster casts spells by spending mana points. A spellcaster has a number of mana points equal to three times his or her level. So, a 5th level mage would have 15 mana points.

Each spell has a cost in mana points to cast. Casting the spell temporarily reduces your mana points by that spell's cost. *A spellcaster cannot spend more than her level of mana points on a single spell.* So a spell with cost 3, for example, requires a mage of 3rd level or higher to cast it.

For each hour of rest, a mage regains a number of spent mana points equal to his or her level. So a 3rd level mage who rests for 4 hours would regain 12 lost mana points.

To bring it all together, say a 3rd level mage (who has 9 mana points) casts the spell Force Dart (cost 1). This leaves him with 8 mana points. Later, he casts the spell Minor Feast (cost 2), using up 2 mana points, leaving him with 6. After that, he casts the spell Force Dart two more times, reducing his mana total by 1 each time. He now has 4 mana points left. He decides to rest for 2 hours, which recovers 6 lost mana points and returns him to 9 mana.

Some spells cost 0 mana points to cast. These spells can be cast at any time, including when the spellcaster's mana points are at 0.

Spells Known

A spellcaster knows three spells at 1st level. Each level thereafter, a spellcaster learns one new spell. So a spellcaster's total number of spells known is equal to his or her level + 2.

Spell List

Wisp of Light (Cost 0)

This spell creates a mote of light that follows the spellcaster and sheds light out to a 20 foot radius. However, it gives ranged attacks against the spellcaster +1 to hit. It can be dismissed at will, and lasts up to 1 hour.

Burst into Flame (Cost 0)

The spell sets fire to a small, inanimate, combustible object that the caster touches.

Translate (Cost 0)

This spell allows the caster to understand and communicate in any language, potentially valuable for communicating with survivors who speak a different language.

Mental Message (Cost 0)

Immediately sends a message to any living creature within one mile. That creature may respond once. Both messages must be twenty five words or less.

Augment Awareness (Cost 1)

This spell gives the caster and his or her allies +1 on all Perception checks for 1 hour.

Force Dart (Cost 1)

This spell creates a white ball of energy that strikes a target within 100 feet, dealing 1 die of damage. The spell hits unerringly, and only misses if the target has total cover from the caster.

Perimeter Alarm (Cost 1)

This spell wards an area of 25 by 25 feet for 12 hours. If a creature enters the area, the caster of the spell is mentally alerted and woken.

Minor Telekinesis (Cost 1)

This spell allows the caster to affect objects weighing up to 10 pounds (or exert up to 10 pounds of force) anywhere within line of sight, within 30 feet of the caster. The spell lasts for 1 minute. Particularly adept tasks have only a

50% chance of success, and the spell cannot be used to directly harm or injure a creature.

Shock (Cost 1)

One creature within 30 feet of you takes 1 die of damage. If the target is wearing metal armor (chainmail, brigandine, plate, scale mail, or banded mail) they instead take 2 dice of damage.

Arcane Armor (Cost 1)

This spell lasts for 8 hours when cast, and gives an unarmored subject Armor 3 instead of Armor 2 for that time. If armor is worn, the benefit of the spell is negated.

Locate Food and Water (Cost 1)

This spell makes the caster aware of any food or water within 200 feet of him or her. This includes edible plants, streams, potential game, and so on. The spell lasts for 10 minutes, so the caster can move around. The spell only locates potential food and water, however, it does not gather it.

Moment of Clarity (Cost 1)

You may cast this spell at any time. One creature within 30 feet of you, or yourself, gets +2 on the next check he or she makes. This includes attack rolls. The spell lasts for 1 minute, and if the bonus is not used in this time, it is lost.

Drowse (Cost 1)

One creature within 30 feet of you with 2 Vitality or less must make a Willpower check or fall asleep for 1d6 rounds. Upon awaking the creature may act again as normal. The spell cannot affect undead creatures such as drudge zombies.

Cling (Cost 2)

This spell allows the caster or a person touched by the caster, to walk on walls or other vertical surfaces for 1 minute. When the spell ends, the subject falls if not supported.

Dispel (Cost 2)

This spell can dispel any one magical effect, within 100

feet of the caster. Both you and the caster of the spell you are trying to dispel, each roll 1d6, and add your respective levels. If you roll higher, the effect is dispelled. Otherwise, it isn't. The caster of the spell might not be aware you are trying to dispel the spell; in that case, the GM should roll for his defensive roll.

Minor Feast (Cost 2)

This spell creates enough food for one meal. The food is warm, and can be any common food the spellcaster knows of. The spell also conjures simple dishes and cutlery, which disappear 10 minutes after the food is eaten.

Fluctuation of Fate (Cost 2)

You can cast this spell as an immediate reaction to any attack roll made within sight of you. That attack roll gets a bonus of 1d6-2 or 1d6-5 (your choice when casting the spell) as you cause a small twist in fate.

Earthbind (Cost 2)

This spell forces a single target within 30 feet of the caster to make a Willpower check, or be unable to move for 1 round. The subject cannot walk, run, attack, or take any other actions involving movement. The subject can still speak, and attacks against the subject get +2 to hit. If this spell is cast on a flying creature, and it fails the Willpower check, it falls immediately, taking damage from falling as normal. This spell works on magical flight as well, automatically dispelling the effect if the subject fails its Willpower check.

Lesser Summoning (Cost 2)

This spell summons a creature of your choice adjacent to you. It acts immediately, and acts on your turn thereafter. The creature remains for 1 minute, after which it disappears into thin air. The creature you summon may take any form you wish, within reason (it is up to the GM what is and is not acceptable). The summoned creature has Vitality 2, Armor 3, and Defense 8. It attacks at +1 to hit for 2 damage.

Smoke Cloud (Cost 2)

This spell creates a cloud of smoke 20 feet wide and 20

feet tall, that lasts for 10 rounds, or 5 rounds if there is wind blowing. The smoke blocks line of sight and any attack made through or into it take a -5 penalty to hit.

Summon Steed (Cost 2)

This spell summons a horse from thin air, which serves the caster loyally for twelve hours, before disappearing into black mist. The horse is otherwise as a normal horse.

Curse (Cost 3)

This spell forces the target to succeed on a Willpower check, or take a -1 penalty on all checks (including attack rolls) for 1 hour.

Ghost Step (Cost 3)

This spell causes the caster to become ethereal for 2 rounds. An ethereal creature cannot be harmed by physical attacks and can only be damaged by magic spells. While ethereal, the caster cannot cast any spells or make physical attacks. This spell is usually used for escape by spellcasters when the tide of battle has turned against them.

Flaming Blade (Cost 3)

This spell causes any one melee weapon to burst into magical flame, dealing an extra 1 die of fire damage whenever it hits with an attack. This fire lasts for 1 minute.

Bleed (Cost 3)

This spell causes one creature within 30 feet of the caster to take 1 die of damage each round for 1d6 rounds. This spell has no effect on creatures that don't have blood.

Sigil of Unity (Cost 3)

This spell creates a floating, glowing symbol in the air above the caster's head, giving all allies within 100 feet of the caster a +1 bonus on all attack rolls. It lasts for 10 minutes. Multiple sigil spells are not compatible: a spellcaster cannot have more than one cast at time. Casting a new sigil spell cancels the old one.

Invisibility (Cost 3)

This spell turns invisible you or one creature you touch. You stay invisible for up to 10 minutes; you can end the invisibility whenever you want. You can cast spells or attack while you are invisible (and opponents are unaware against your attacks), but each time you do, there is a 50% chance that the invisibility will dissipate. This happens after your attack, so it will still get the unaware attack bonus.

Quadrant of Force (Cost 3)

This spell creates a floating, glowing platform made of pure force. It can travel at up to 2 feet per second in any direction, as directed by the spellcaster. It lasts for 10 minutes. It is 4 feet in diameter and can support up to 500 pounds. It can be used to try to crush an opponent against a wall or the floor, dealing 2d6 damage to them and requiring a roll to hit to succeed. However, on a successful hit, there is a 50% chance the platform will shatter and dissipate, dealing no damage.

Flight (Cost 4)

You or a creature you touch becomes able to fly for 1 minute, at a rate of up to 5 feet per second. When the spell ends, the subject floats back to the ground at 5 feet per second. You can cast other spells while flying. Keep in mind that a flying creature is still just as vulnerable to ranged attacks.

Sigil of Retribution (Cost 4)

This spell creates a floating, glowing symbol in the air above the caster's head. It lasts for 10 minutes. During this time, any creature that damages an ally of the caster within 100 feet of the caster, takes 1 die of damage themselves. A roll for damage, counts as damaging the ally; actual loss of Vitality is not required. Multiple sigil spells are not compatible: a spellcaster cannot have more than one cast at time. Casting a new sigil spell cancels the old one.

Scathing Fire (Cost 4)

This spell deals 5 dice of fire damage to up to 1d6 enemies (or 2d6 if the enemies are tightly packed, GM's discretion).

Arc of Lighting (Cost 4)

This spell causes lightning to arc between two targets, dealing 4 dice of damage to each one.

Earthspike (Cost 4)

This spell causes a single black stone spike to spring from the earth below the target's feet. It must be cast outdoors. Make an attack roll against the target's Defense, adding your level as a bonus instead of Fighting or Shooting. If you hit, the target takes 5 dice of damage.

Greater Summoning (Cost 5)

This spell works like Lesser Summoning, except the creature summoned has Vitality 6, Armor 5, Defense 10, and attacks at +3 to hit for 3 dice damage.

Annihilate (Cost 7)

Your entire body crackles with dark energy as you cast this spell, causing you to lose 1 Vitality immediately. However, this is a small price to pay, as the spell then deals 8 dice of damage to any one target within 100 feet of you.

Black Diamond (Cost 7)

So named for the small black diamond the caster crushes while casting it, this deadly spell is only used in the most dire and desperate of circumstances, setting the very souls of two creatures into a mortal struggle. Both the caster and the target roll 2d6, adding no modifiers of any kind. Whoever rolls lower, dies immediately. On a tie, both the caster and the target die.

Resurrection (Cost 7)

This very powerful spell has the potential to return a dead person to life, completely regenerating their body and restoring life to it. At least part of the corpse is required. However, when casting the spell (which takes 1 minute to complete and requires several obscure herbs and gems) the caster risks his own soul in a journey to the land of the dead. The caster must make a Willpower check against TN 10 as the spell nears completion, or die. If this happens, the spell fails, and the subject is not returned to life.

Contingent Dispelling (Cost 7)

This spell outlines the caster with a faint purple aura that lasts 1 hour. If any spell is cast with the caster as a target, that spell is immediately countered, and this spell is used up, causing the purple aura to disappear. No check is required; the first spell cast on the character is simply countered automatically.

Combat

Combat is where warriors become heroes. The myriad horrors that lurk outside the village walls accept no parley, but for the bite of iron or the burn of fire.

Rounds and Turns

Combat is measured in rounds and turns. Each round lasts six seconds, and contains one turn from each combatant. Combat begins when someone starts attacking, and ends when one side is dead, incapacitated, or surrenders.

Initiative

Initiative (the order that characters take their turns in) is decided by the GM, and it depends on the situation. If the characters were quiet and caught the enemy by surprise, they would certainly act first. If they were the ones who initiated the combat, they would also probably act first. If the party was ambushed, the enemy would act first. Remember to use the Unaware Opponents rule (below) if there is an ambush or surprise attack.

Players themselves act in clockwise order around the table, starting to the left of the GM. They can delay their turns if they want to better coordinate their actions, but clockwise order keeps things simple and quick.

Actions

On their turn, a character may move a short distance, and take one action. Actions include attacking, casting a spell, or something else. Some actions, like talking, are free and do not use up an action.

Attacking

For a melee attack, roll 2d6 and add your Fighting skill. If the result is equal to or higher than your target's Defense, you hit. Otherwise, you missed.

For a ranged attack, roll 2d6 and add your Shooting or Throwing skill, depending. If the result is equal to or higher than 9, you hit. Otherwise, you missed.

Two Weapon Fighting

If you are fighting with two weapons, you may make two attacks. Each attack is at a -2 penalty, unless you have the Dual-Wielding trait. You must have enough hands to attack with both weapons: you cannot fight with two great swords, for example, because a greatsword is a two-handed weapon.

Damage

After you hit, roll a number of dice equal to your weapon's damage. For each die that comes up equal to or higher than your opponent's Armor value, you deal 1 damage to your opponent. Damage is subtracted from your opponent's Vitality.

Anything that gives you a bonus or penalty to damage, changes the number of dice you roll. For example, if something gives +1 damage, that means you roll an additional d6 for damage. +3 damage would mean you roll three additional d6 for damage. -2 damage would mean you roll two fewer d6s for damage.

For example, a dervish slashes a drudge zombie (Armor 5 and Vitality 2) with her scimitar. The scimitar does 2 damage, plus 1 damage because the dervish has the Strong trait. So the dervish rolls 3 dice, getting 4, 5, and 6. Since the 5 and 6 are equal to or higher than the zombie's armor, it loses 2 Vitality from the attack, killing it.

Critical Hits

If you roll boxcars on your attack roll, your attack automatically hits, and is a critical hit. It deals double damage (roll twice as many damage dice). Double the damage dice *after* applying all other bonuses and penalties.

Vitality

Vitality is a mix of your character's energy and toughness. When your character loses Vitality, they may be wounded, they may be getting scratched, bruised, slashed, or they may simply be getting tired out.

Unconsciousness and Death

At 0 Vitality, enemy creatures and NPCs die. A player character reduced to 0 Vitality is rendered unconscious. When this happens, roll 1d6 immediately. On a 1, the character dies immediately. On a 2–5, the character dies after 1d6 minutes without medical treatment (which stabilizes the character). On a 6 or higher, the character is stable. A stable character awakens after 1d6 hours, and returns to 1 Vitality upon awakening.

Healing

A character with lost Vitality rolls 1d6 each day: on a 6, they regain 1 lost Vitality. A successful Healing check from an ally improves the chance to 5 or 6.

Charging

You can charge recklessly toward an opponent. You must be somewhat distant from your opponent to charge; you cannot charge them if you are already in melee with them. If you charge, you get one attack, at +1 to hit, and you deal +1 damage if you do hit. However, if you miss, your opponent gets a free attack against you.

Feinting

You can feint against an opponent, trying to trick them so that they cannot defend effectively from your attack. To do so, roll an Influence check, opposed by your opponent's Perception check. If you roll higher, you get +2 to hit on your attack. If you tie or fail, you get no bonus.

Prone

A character who is tripped or otherwise knocked down is prone. Attacks against a prone character get +2 to hit. Getting up from prone requires a full round. Creatures with three or more legs get +2 to avoid being knocked prone, if a roll is allowed.

Unaware Opponents

If you attack someone who is unaware of you (because you beat them in a Stealth vs. Perception check, or they

are sleeping, or some other reason), you get +4 on your attack roll, and deal +2 damage if you hit).

Miscellaneous Rules

This short section contains rules for hazards such as falling and starvation.

Falling

A character who falls loses 1 Vitality per 10 feet fallen, and ends up prone if they fell more than 10 feet. A character can fall 10 feet on purpose, and take no damage, but he must intentionally jump down, and end up prone, to avoid taking the damage.

Starvation

A character loses 1 Vitality for every 2 days he goes without food or water. Characters can die this way.

The Settlement

The Fallen Land isn't just about the characters; it's about the settlement that they support and fight for. Throughout their adventures, the characters will find ways to improve their settlement, and will have to find ways to protect it from misfortune of all kinds; hordes of enemies, drought, or the Deathstain itself.

Creating A Settlement

First, as a group, decide where the settlement is. Your settlement might be on a hill, in a forest clearing, on the edge of a great cliff, or on the shore of a vast sea.

Your settlement starts with ten houses, five farms, a meeting hall, and a blacksmith. Your settlement also starts with a population of $40 + 1d6$, 5 Food, 5 Wood, and Fortification 0. Calculate your village's Manpower normally (see below).

Draw a map of your village, preferably on graph paper. A house takes up 1 square. A farm takes up 2x2 squares. A meeting hall takes up 1x2 squares. A blacksmith's shop, or other craftsman's building, takes up 1 square. Each character should have a home, marked on the map. It is likely characters share their homes with other people.

Decide who leads the settlement. It might be the characters, it might not. A settlement leader has Fighting 3, Lore 1, Survival 2, Barter 2, and Persuasion 3. He/she also has 5 Vitality, Armor 4, and Defense 10. The settlement leader might be the one who gives the player characters their missions and quests.

Population

Your settlement's Population is how many people live in your village. This number changes throughout the game, and it affects your Manpower (below). Your population must have enough houses to house them.

Manpower

Your village's Manpower is its surplus working strength; what labor is available beyond that necessary to work the farms and wood camps. It is an abstract value, equal to one-tenth of your population, rounded down. For example, if your Population is 48, your Manpower is 4.

Food

Food is an abstract value representing how well-fed your settlement is. It starts at 5, which is average. You need a number of farms equal to one-tenth your population (rounded down) to keep your people fed; for each month this is not done, you lose 1 Food per 10 people not fed. Likewise, if you have excess farms, you get 1 extra food per farm not needed to feed people.

For example, if you have a settlement with population 47, you need at least 4 farms to feed them. If the population increases to 51, you now need 5 farms to feed them. If you have 61 people in your village but only 5 farms, you lose 1 Food at the end of the month. If you have 42 people in your village but have 6 farms, you gain 2 food at the end of the month, because you only need 4 food to feed those 42 people.

Reaching 0 Food is very bad. If your settlement reaches 0 Food, it loses 3d6 people per month that Food is at 0. Should a settlement drop to 5 or fewer people, the characters are effectively on their own.

Wood

Your village needs a supply of lumber to stay alive. Wood is used to build new buildings; either as a building material, or to make tools to farm new land, or Your village might have lumber camps working to gather more lumber; each of these camps supplies +1 Wood per month.

Fortification

Your village's Fortification depends on how much of it is walled. Your village does not start out with any walls. If less than 50% of your settlement's perimeter is walled, it's Fortification is 0. If 50 to 90% of your settlement's perimeter is walled, your Fortification is 3. If your

settlement is completely enclosed by walls, your Fortification is 4. Each tower your settlement has adds 1 to its Fortification, as does having superior armaments.

Downtime

The Fallen Land is not a world of rollicking adventure and constant excitement. Even for the player characters. From time to time, the characters will enter downtime.

Downtime happens whenever the players and GM agree to it. Time passes; a day, a week, a month. Usually downtime will last between a week and a month. Characters can train, or pursue their own projects.

When downtime happens, do the following:

- 1) Decide how long it lasts.
- 2) Decide what each character is doing during the downtime.
- 3) If necessary, track changes in your village (see below)

Building New Buildings

You can use Wood to build new buildings. Subtract the building's cost from your village's Wood stockpile. Once you decide to build a building, it takes one month to complete. Each month you can build a total cost in buildings equal to your village's Manpower stat.

For example, if your village had

Farm (cost 2): A new farm helps provide

Months Pass

Each month, things change in your village. Below is a checklist of what changes:

1. Roll on the Fortune table.
2. If you do not have at least 1 farm per 10 people in your population, decrease Food by 1 per 10 people not fed.
3. Decide what buildings to build the next month.
4. Buildings worked on this month, are completed.

Fortune

The world is a cruel place. Scourges, droughts, plagues, and raids can befall any settlement, leaving it devastated. And yet, a small sliver of luck can still be found.

At the start of each in-game month, the GM rolls once on the Fortune table to see what fortune, or misfortune, befalls your settlement.

- 3d6 Misfortune
- 3-4 The Deathstain
 - 5 Major raid (Strength 3d6, see Raids)
 - 6 Major drought (-3 Food)
 - 7 No growth (-1d6 Population)
 - 8 Plague (see below).
 - 9 Minor raid (Strength 2d6, see Raids)
 - 10 Minor drought (-1 Food produced this month)
 - 11 Nothing
 - 12 Lucky crop (+1 Food)
 - 13 Prolific growth (+1d6 Population)
 - 14 Survivors (possibly +2d6 Population)
- 15-16 Exceptional productivity (+1 Wood)
- 17-18 Bountiful crop (+2 Food)

Plague. A plague reduces the settlement's Population by 1d6 per week, until a cure is found.

Minor Drought. A lack of rain, a heatwave, or something else causes crops to struggle; the settlement gets -1 Food.

Survivors. Survivors come across the village. They may or may not be friendly at first, but it is unlikely they will be outright hostile. If they join the settlement, they add +1 to the village's Population. They might also have news of lands beyond, or stories to share.

The Deathstain

This horrible disease is what destroyed civilization in the first place. It came with the Eigoth, a world-warping plague that killed thousands and left the survivors all but defenseless against the Eigoth raiders.

The Deathstain claims 1d6 victims within the first day of its arrival, and 1d6 victims per week after that. There is no known cure; players will need to go on a quest to find one.

A successful Healing check can reduce the number of victims per week by 1, or by 2 if the check succeeds by 4 or more. However, this exposes the character to the disease, and at the end of the week there is a 50% chance they have contracted the disease.

The Deathstain is relentless. It's four-day incubation period makes it difficult to spot new victims. Characters who catch it lose 1 Vitality each day. Their joints swell and their throat grows insatiably dry. Upon reaching 0 Vitality, intense pain grows in the base of the skull, elbows, and feet, lasting for nearly an hour. After that, the victim goes unconscious, never to wake again.

Finding a cure for the Deathstain is particularly difficult; it is not of this world, and thus worldly remedies have little effect on it. It is likely that the players will have to search for an Eigoth temple just to find clues of how to stop the disease.

Raids

Hordes of goblins. Swarms of zombies. Packs of ogres. A village's life can end slowly from starvation, or violently from an enemy army. For every village in the fallen land, there are scores of wanderers who eagerly covet it.

When a raid happens, first check to see if the characters have warning of the raid. Roll 1d6 + Manpower: on a 6 or higher, a lookout spots the raiders' camp, and the characters can take action against it. Otherwise, the raiders either did not camp nearby before their raid, or simply were not spotted. In that case, the raiders attack the village soon and without warning.

To resolve a raid, compare the strength of the raid, to the sum of your settlement's Manpower plus your settlement's Fortification. Your settlement takes damage equal to the amount the strength of the raid exceeds this sum; if it doesn't, your settlement takes no damage. Damage is subtracted from Fortification and Manpower equally, with any remainder going to Fortification. Reduce population by 10 for each 1 Manpower lost.

Characters can also take action during a raid to reduce a raid's Strength by 1 or 2; it's up to the Gamemaster, and the specifics of the situation.

Example: a settlement with Manpower 5 and Fortification 4 is attacked by a raid of Strength 14. The players set an ambush and kill many of the raiders; the GM rules that their very successful raid reduces the raiders' Strength to 12. This is now compared to the village's Manpower plus its Fortification. Subtracting 9 from 12 yields 3, so the settlement loses 2 Fortification and 1 Manpower; the damage is split evenly between the two, with the remainder going to Fortification as per the rules. The settlement's population is reduced by 10, and its walls will likely need heavy repair.

Non-Player Characters

Not everyone in the town is a hero. Most of them fall into two classes; warriors and commoners. On average, one-tenth of a village's population are warriors; the commoners may have weapons, but fight as militia, and are not as skilled or as disciplined.

There are two careers for non-player characters (besides the players' careers): commoner (starting vitality 2) and warrior (starting vitality 3). A commoner gets any 3 skills at 1, whereas a warrior gets Fighting and Shooting at 1. The GM can add skills to particularly notable or different NPCs; for example, a warrior watching from a tower might have Perception 2 and Shooting 1.

In general, half of a settlement's population is capable of helping to defend the village. Of these, one fifth are warriors, the rest are commoner militia.

Past the Walls

As you explore the area around your settlement, you will unveil more and more of the landscape. Your characters will slowly map out the world around them.

The world map is a sheet of hex graph paper, separate from your settlement map. Each hex represents a square mile. Your town begins in one of those hexes, near the center. Each hex represents an area 5 miles across.

Your characters can travel 2 miles per hour. It takes a full day of exploration to reveal a square; otherwise, it is just traveled through. You can reveal a full square for free if the square contains mountains, and you climb to the top of one of the mountains.

Each time the characters

Only generate land type for characters traveling through, and roll once for features.

Roll 2d6 for land type.

2d6	Land Type
2	Swamp
3	River
4-7	Forest
8-10	Plains
11	Hills
12	Mountain

After that, roll 3d6 once on the features table if the characters spent a full day exploring the square. Note that the GM will likely have to come up with material to supplement the entries on the table.

3d6	Features
3	Orc camp
4-5	Goblin camp
7-8	Abandoned town or city
9-11	Nothing
12-15	Ruins

16-17 Survivor camp, with 3d6 survivors

18 Another settlement

Encounters

Every 8 hours the characters are outside the walls of their settlements, roll 2d6. If the result of the roll is 10+, the characters encounter something (or something encounters them). The Gamemaster decides when exactly the characters are attacked, and what the circumstances are. Roll 3d6 on the table below to determine what it is the characters encounter. The GM might want to make adjustments to the For random numbers of monsters, the minimum number is 0 unless otherwise specified.

3d6	Encounter
3	1 Eigoloth lord and 1d6 Eigoloth soldiers
4	1d6-4 throatfangs (minimum 1)
5	2d6 demon wolves
6	1d6 farspawn
7	1 stainwraith
8	3d6 goblins lead by 1 hobgoblin
9	1d6+1 xolok worms
10	1d6+2 drudge zombies (3d6 if in a swamp)
11	1 flesh crab
12	1 ogre
13	1d6+3 bandits, with a camp 1d6 miles away
14	3d6 goblins led by goblin mage
15	1 arachnoceros
16	
17	
18	2d6 hobgoblins, 1d6 ogres led by hobgoblin lord

It is suggested that the GM uses this encounter table and rules. Straying from them from time to time, or substituting in different creatures of equal strength or power, is fine. But the fallen land is meant to be a dangerous place, and so

Other Settlements

The Deathstain left little behind. Whole cities emptied, gray stone castles left full of the dead instead of the living, strange creatures from another world standing on the rocky outcroppings of the withered hills, looking down on the barren wooden wreckage that was once a village. Crops grow black as if burned, without a flame nearby to scorch them. But the characters' settlement has survived (so far). Why would they be the only ones?

Settlement Stats

Each other settlement has a name, a population, a leader, a militia size (usually one-third the size of the settlement), and a fortification value. It also has two things that it produces, and two things it wants for. These are trade goods, and thus are trade opportunities for the characters. A simple Barter check after a while spent in settlement, can reveal what things the settlement wants. An example settlement is below.

Watherford
Led by: Orrik Wather
Population: 92
Militia: 32
Fortification 3
Produces: Corn, Cheese
Wants: Fish, textiles

Trade

Trading with other settlements is based heavily on what they want and what they produce. When trying to sell something a settlement wants, you get +2 on your Barter check to negotiate a higher price. When trying to buy something a settlement produces, you get +2 on your Barter check to negotiate a lower price. A character with the Convincing Merchant trait gets +3 on these checks instead of +2.

Running a Campaign

A campaign in the Fallen Land can last for years in-game. The characters might not always be adventuring; you might switch between building and maintaining the settlement over months, to adventuring over days, hours, minutes, and precious seconds.

Shifting the scale of time should be done with a transition; after the characters have completed an adventure or goal, nothing might happen for several months. Make sure to roll once a month on the Fortune table, though; it serves as an excellent catalyst for adventure.

Though the settlement is the premise and focus of the campaign, it does not have to be its only aspect. The characters might journey to search for the source of the Eigoloth invasion, or to search for legendary nodes and leylines that, when activated, might be able to repel the Deathstain once and for all. The Gamemaster should feel free to expand the world and its lore, just like in any roleplaying game.

Adventure Hooks

One question a GM might have: what should the characters adventure for? Below are any number of ideas for adventures.

- Find more survivors to increase the settlement's population. In a fallen world, people are power.
- Rumors of a magic item in the nearby mountains that can give good weather to improve crop growth.
- Workers are disappearing without a trace at a lumber camp a few miles from the town.
- Fires can be seen in the distant mountains; who lit them? Who lives there?
- There might be a cure for the Deathstain out there, somewhere, beyond the farthest hills.
- Several captured bandits speak of cultists in the nearby hills, mad ones who wish to open a gate to summon a fresh wave of Eigoloth to the world.
- Bandits are waylaying caravans on a trade route with

another settlement.

- A ruined city might contain magical artifacts to help protect the town.
- Your village needs a blacksmith to make metal tools. Perhaps one survived out there.
- Your settlement is all but destroyed. Staying is not an option. There is a ruined castle to the north that might provide shelter for your people. But first you must clear it of the beasts that dwell there...
- A group of survivors speaks of a settlement over the hills and far away. They have commodities the settlement has wanted for months now; sugar, honey, fresh textiles, and more. A rich trade opportunity awaits with this new village. First, however, they need help defending themselves from a hobgoblin horde...
- The Eigoloth came here for a reason. What is it?

Describing a Dying World

A Gamemaster running The Fallen World should try his best to convey the idea of a decaying world, one beset by gray dust, fading light, choked trees, and vine-laced ruins. At the same time, there are still forests, fields, and even villages uncorrupted by the Deathstain scourge, and their vibrant colors contrast life with death.

The creatures the characters encounter range from the mundane goblins and orcs of standard fantasy, to the terrifying and otherworldly Eigoloth. Be sure to describe their unnaturalness, how it seems to warp the very air around them. Make the characters feel like they are fighting something truly alien and foreign.

Be sure, also, to reflect the hardships faced by those who live in the characters' settlement. Describe their weathered hands, grimy faces, blank expressions. Don't make things overly grim; there is still some hope, or people wouldn't stick around. But make it clear that the settlement is struggling. Remind the characters survival will be difficult, and make them think of the people in their settlement as more than a Population stat.

Sticking to the Rules

The Fallen Land provides a lot of framework for you; random encounter tables, ways to generate terrain, and so on. That said, feel free to break with them, if you're the Gamemaster. The characters might find ruins, but it's up to you what's in them. And if the characters encountering something is part of your plans, don't wait for it to come up on the

This is also a matter of how deadly you want the campaign to be. If you (and the players) want to play hardcore, rules-as-written, and try to survive as long as possible, you can. Be a merciless GM if you want. The settlement might make it.

That said, if the entire settlement is wiped out by an orc raid, you might say a few survivors made it out, and now the characters need to evade orcs, survive in the wilderness, and find another settlement. Or you can say they are overrun, and that's that. It's your game.

Advancement

As the characters adventure, they gain experience, becoming tougher and more skilled. A steelguard's combat prowess grows, an alchemist learns to research new formulas, a ranger learns to hunt with unrivaled precision, and a wizard grows in arcane power.

Experience Points

Experience Points (XP) represent a character's progress toward the next level of experience. Each session, the GM should award each character 1 experience point, assuming it was a productive session lasting 2 to 4 hours. For a very short or unproductive session the GM should not award any XP.

When a character has Experience Points equal to the next level, they lose all their Experience Points, and increase their level by 1. So it would take 2 XP to advance to 2nd level, 3 *more* XP to advance to 3rd level, 4 *more* XP to advance to 4th level, and so on.

When you advance in level, note your new level on your character sheet. Your Vitality improves by 1, and you may improve two different skills by 1, or you may select a new Trait.

For example, Joe plays his 1st level steelguard character Rodrick for one session, earning 1 XP. He plays Rodrick for another session, earning another 1 XP. He now has 2 XP, This is equal to his next level, so his XP goes back to 0, and his level increases to 2. His Vitality increases by 1, and he can either improve two different skills, or select a new trait. He selects the former, and raises his Fighting and Alchemy by 1 each.

Bestiary

Many terrible monsters roam the desiccated terrain of the fallen land. Some are yet to be discovered. This section contains statistics for some of the creatures the characters will encounter in their adventures.

Each creature's entry contains its Defense, Armor, and Vitality stats, as well as its method of attacking. If a creature attacks at +1 for 2 damage, that means it gets one attack per turn at +1 to hit, for 2 dice of damage. If a creature attacks at +3/+3 to hit, that means it makes two attacks per turn, each at +3 to hit.

Be sure to read the description for each one, as it will include not only descriptions of each creature, but also those creatures' special abilities and maneuver in combat.

Arachnoceros

Defense 9, Armor 5, Vitality 8

Attack +2 (4 damage, horns)

An arachnoceros is a huge, spider-like creature. Its dark brown, furry body is held up by long spindly legs. It looks quite like a daddy longlegs spider, with one key difference; long sharp horns protruding from the front of its head, flanking its eight beady eyes. Arachnoceros get -1 on any roll to avoid being tripped or knocked over. An arachnoceros who has clear ground to charge at an opponent with its horns gets an extra +2 to hit and deals +1 damage.

Bandit

Defense 8, Armor 4, Vitality 2

Attack +1 (crossbow or battleaxe, 2 damage)

When the Deathstain came, many chose to take advantage of their neighbors in the new, lawless world. Bandits live in small groups, occasionally led by a leader with Vitality 6 and +3 to hit. Their camps are relatively primitive, but are often full of stolen goods and treasure. They tend to waylay caravans and rarely attack unless they outnumber

their enemy at least two to one.

Demon Wolf

Defense 9, Armor 4, Vitality 3

Attack +2 (bite, 1 damage)

Demon wolves are cruel hunters who hunt for sport as well as food. Their coal-black fur and maroon-colored eyes distinguish them from common wolves, which they have almost hunted to extinction. A pack of demon wolves generally ranges between six and ten individuals. They often spend hours tracking and following their prey by scent, before surrounding and attacking them in force. If two demon wolves are "flanking" an opponent, they each get +1 to hit.

Dire Rat

Defense 10, Armor 3, Vitality 1

Attack +1 (bite, 1 damage)

Dire rats are small creatures usually found underground or poking around in ruins. They are rarely a real danger, and mostly just a nuisance. They are one to three feet long, not including tail, and they are usually encountered alone or in small groups.

Drudge Zombie

Defense 6, Armor 3, Vitality 2

Attack +1 (claws, 1 damage)

Drudge zombies are among the most common foes found in the Fallen Land. The undead remnants of those who died from the Deathstain plague, they are most commonly found in swamps, but are nearly ubiquitous. Their gray flesh oozes with pink, sponge-like sores, and strange ribbons of flesh hang from their bodies. They move at about the average pace of a human walking; when very agitated they can move at a clumsy jog. The only sound they make is a strange snarling, quiet but sinister, when they have spotted prey.

Eigoloth Lord

Defense 14, Armor 5, Vitality 20

Attack +6 (famine-scythe, 5 damage)

Eigoloth lords are among the strange and terrifying commanders of the Eigoloth armies. They appear almost as a severed human hand, with a body growing the top of it, a strange, featureless head, and four arms, two of which wield a massive scythe emitting black vapor. An Eigoloth lord is rarely encountered without a retinue of several Eigoloth soldiers.

Eigoloth Soldier

Defense 12, Armor 4, Vitality 4

Attack +3 (fork-blade, 3 damage)

Eigoloth soldiers are gaunt, with forked forearms that rejoin at their clawed hands. They carry trident-like swords that they used to catch enemy blades; whenever an Eigoloth soldier is missed in melee combat, there is a 1 in 6 chance the weapon used to attack is destroyed.

Farspawn

Defense 8, Armor 4, Vitality 6

Attack +3 and +3 (tentacles, 3 damage plus reality warp)

Farspawn are strange beasts brought by the Eigoloth, standing about ten feet tall, with a strange fanged mouth, multiple eyes, and myriad tentacles. Anyone struck by a farspawn must make a Willpower check or be confronted by the strange, reality-warping nature of the Eigoloth, taking a -4 penalty to all attack rolls for one round.

Fire Troll

Defense 8, Armor 4, Vitality 6

Attack +2 (claws, 3 damage)

Can breath fire once an hour, hitting 1d6 enemies for 2 fire damage)

Regeneration. Regenerates 1 lost Vitality per round, on its turn, until incapacitated and stabbed in the forehead.

Fire trolls roam the swamps of the Fallen Land. They are notorious for burning their prey to death, before eating what's left. Unlike normal trolls, their regeneration is unsullied by fire and only ceases functioning if they are

stabbed through the forehead.

Fissure Slime

Defense 3, Armor 3, Vitality 6

Attack +1 (acid spray, 2 damage)

Fissure slimes and strange greenish blobs of slimes that are occasionally found underground. They are most common near reality fissures where the Eigoloth first broke into the world. They are always hungry, and hunt using sprays of acid to dissolve their prey.

Flesh Crab

Defense 9, Armor 4, Vitality 4

Attack +1 (claws, 2 damage)

A fleshcrab is a spongy bulb of flesh with tentacles pushing through the ceiling of its body, waving in the air. It's four crab-like legs leave deep gouges in soft soil it transverses. They generally feast on small animals or insects. They also have a peculiar taste for birch tree bark, and can sometimes be found in birch groves. They are an unnatural scourge brought by the Eigoloth, and are impossible to domesticate or even communicate with.

Goblin Mage

Defense 7, Armor 3, Vitality 4

Attack +0 (staff, 1 damage)

Mana 9, Spells Known: Force Dart, Invisibility, Curse, Flaming Blade, Minor Feast

Goblins practice magic far more than their larger cousins, who distrust it. A goblin mage tends to be the leader of a group, using his magic to feed and protect his warriors.

Goblin

Defense 9, Armor 4, Vitality 1

Attack +1 (scimitar, 1 damage)

Goblins are small, prolific humanoids, and the bane of any settlement. They stand between 3 and 4 feet tall, and weigh between 40 and 60 pounds. They have brown skin, black greasy hair, and monkey-like faces, as well as long

pointed ears and small beady eyes. They are usually grubby, and their armor, weapons, and rations are not well kept. A goblin is not hard to kill; however they are almost never alone.

Hobgoblin Lord

Defense 11, Armor 4, Vitality 6

Attack +4 (longsword, 2 damage)

Clad in full plate armor, wearing a horned helmet, a hobgoblin lord is a terrifying leader who inspires both fear and loyalty from his underlings. Hobgoblin lords often lead large armies of hobgoblins, but can be found in charge of small groups as well.

Hobgoblin

Defense 8, Armor 4, Vitality 2

Attack +2 (longsword, 2 damage)

Hobgoblins were a hardy race before the world fell, and they are even tougher now. Weathered brown skin, patchy sideburns and goatee, and rusty armor characterize the goblin's larger cousin.

Ogre

Defense 6, Armor 4, Vitality 6

Attack +1 (club, 5 damage)

Standing about twelve feet tall, ogres are brutish creatures that often ally with goblins or hobgoblins. On their own, ogres are solitary creatures, and mostly hunt small animals, or forage for berries. Their favorite meal, however, is sentient humanoids. They are not intelligent by any means, and their dullness is perhaps their greatest weakness.

Stainwraith

Defense 9, Armor 5, Vitality 4

Attack +4 (draining touch, see below)

Malevolent spirits formed from the Deathstain's most agonized victims, stainwraiths suck the very life from their enemies. Anyone hit by a stainwraith's touch

instantly loses 1 point of Vitality. That lost point of Vitality does not heal naturally, and can only be restored magically.

Survivor

Defense 8, Armor 4, Vitality 2

Attack +1 (crossbow or longsword, 2 damage)

Survivors are common in the Fallen Land. They often live in small camps, groups of family and friends that have been together for a long time. They often protect their camps with makeshift alarms or booby traps, and are often distrustful of new people; though few are outright hostile, like bandits are.

Throatfang

Defense 7, Armor 4, Vitality 6

Attack +4 (fang, 3 damage, can reach foes in Close range)

A throatfang is a strange creature, that shoots out a fang-like appendage from its throat to impale and reel in prey. A throatfang can stab at any creature within Close range. If it hits, and the target loses at least 1 Vitality from the attack, it begins reeling that target in, dragging it into melee range, where it can attack with smaller claws to eviscerate its captive.

Xolok Worm

Defense 8, Armor 4, Vitality 4

Attack +3 (bite, 2 damage)

These creatures spring from holes in the ground, to attack prey. Xolok worms catch their opponents unaware when they do this, increasing their attack to +7 to hit and 4 damage. A successful Perception check (TN 10) for each character, allows him or her to not be unaware against the Xolok worm's first attack. After surfacing, Xolok worms will attack until each of them has killed one victim, before slithering back underground and devouring it. For these purposes, a character reduced to 0 Vitality is dragged underground and devoured.

In a world all but emptied by the Deathstain...

...rent asunder by Eigoloth armies...

...left forgotten by the gods...

Can your friends survive?

Can your village?

Can you?

