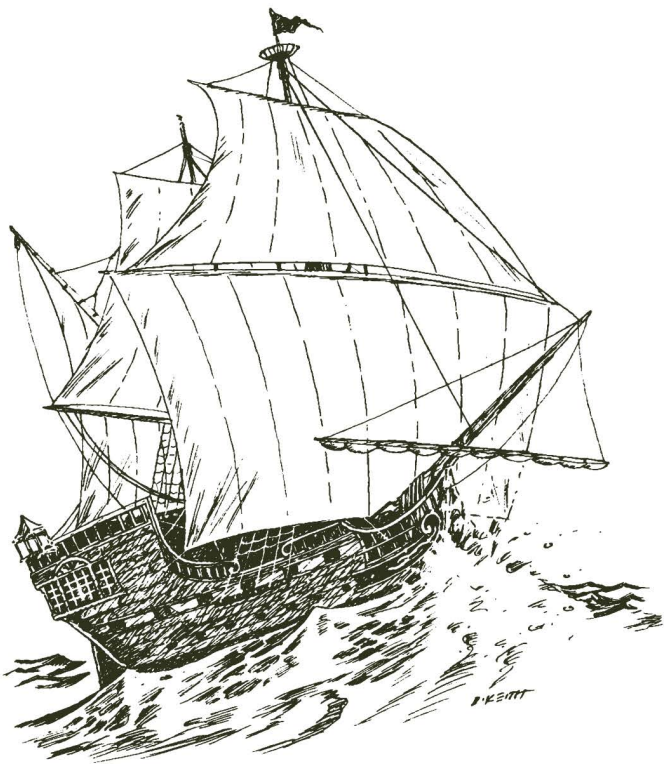





FALL
of
MAGIC

D.K.





MagiC is dying,
and the Magus
is dying with it.
We travel together
to the realm of
UMBRA where
magiC was BORN.



Fall of Magic

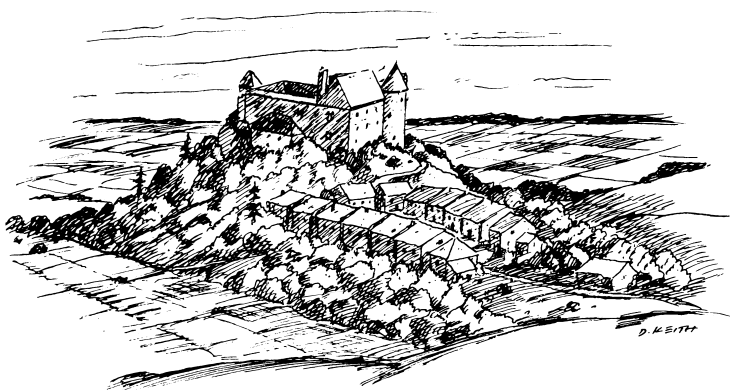
Designed by Ross Cowman

Illustrated by Doug Keith
and Taylor Dow

Fall of Magic is a collaborative storytelling game where we play a group of travelers in the company of the Magus. On the way, we'll encounter strange hosts, fantastic places, and perilous choices as we play to discover who our characters are, how they relate, and how our journey changes them.

In order to play you will need 2-4 players with 2 or more hours of time. In addition, each player will need 1 notecard and something to write with.

A single session will feel like several chapters of a book or the first episode of a fantasy series. In several sessions you can create a your own epic tale.



ABOUT STORY GAMES

Before we begin there are some things we should all understand. Pass the book around and read each of these out loud. Afterwards, make space to see if there is anything the group would like to clarify or discuss.

IT'S LIKE A CONVERSATION

"A good game session should give you that feeling of excitement and connection like a good conversation, and all those same rules about being a good conversationalist apply. Listen. Ask questions. Bear witness to the things that inspire your fellow players and let us know what inspires you."

THINK SMALL

"When it is time to make something up, think small and don't plan too far ahead. Let the story be a wondrous beast we chase but never capture. Ask questions with no clear answer, raise conflicts with no ready solution. By letting go, the story we find together will be more profound than anything you might have planned alone."

SOCIAL FANTASY

"Fall of Magic is social because play centers around characters, relationships, and exploration of culture. It is fantasy because things are possible that are not possible in our daily lives. This world will come to life if we treat the characters like they were alive. Make them diverse, nuanced, and sometimes contradictory. Use this space to reimagine and explore without the restrictions and stereotypes around race, class, and gender that we experience outside of the game."

SAFETY FIRST

"Lastly, your emotional safety is more important than any game, so if something comes up in the story or at the table that makes you feel uncomfortable or is ruining your fun let us know. We can change that detail, fade to black, or take a break if needed. Likewise, check in with your fellow players before introducing an element to the story that you know might be difficult or triggering."

Setup

Sit down around a table and pass each player a notecard and something to write with. Make sure everyone can read the scroll from where they are sitting.

1. THE SCROLL

Unroll the scroll so the title and introduction are visible. As the game progresses, keep the unused parts of the map rolled up. Peeking ahead is fine, but in general, only our current area should be visible.

2. INTRODUCTION

Have someone read the introduction out loud.

“Magic is dying, and the Magus is dying with it. We travel together to the realm of Umbra where magic was born.”

3. CHOOSE YOUR NAME

Each player chooses a name from the options listed on the map and writes it down on their notecard. Each character should have a different name.

4. CHOOSE YOUR TITLE

Each player chooses a title from the options listed on the map and adds it to their notecard. It is fine if players choose the same title. Your title is a combination of a Location plus one of the three options listed before the Location.

Someone may ask, “Is a Raven like the bird?” or “What is a Crab Singer?” To this we reply, “It means what you want it to mean.”

Ellamzura
Knight of Stormguard

Kabu
Apprentice of
Ravenhall

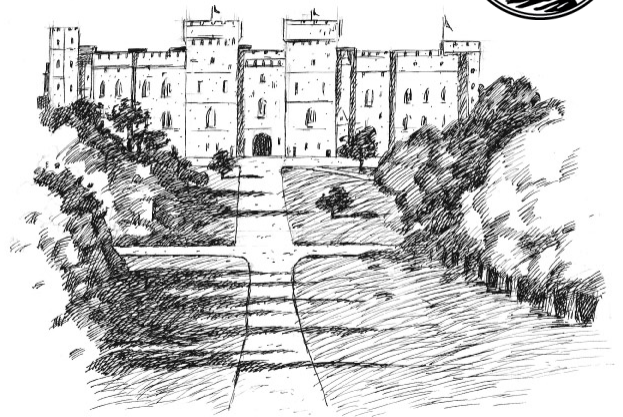
5. CHOOSE TOKENS

Everyone chooses a character token. Then we choose one more to represent the Magus whom we all share.

6. PLACE THE MAGUS

Place the Magus on Ravenhall, where our journey begins.

ravenhall

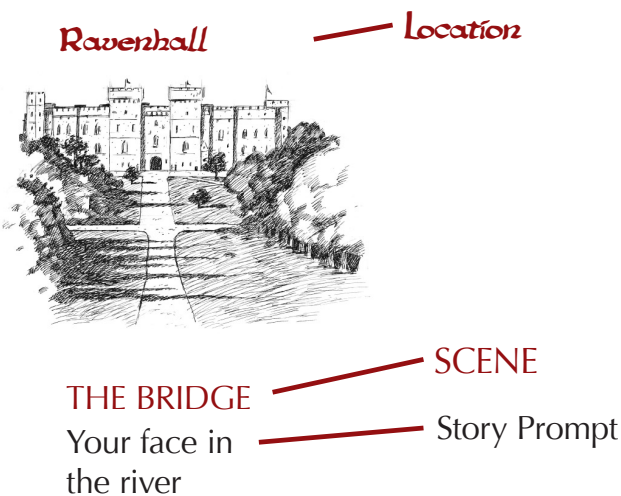


Playing the Game

In Fall of Magic we take turns, one at a time, telling a small part of the story. During your turn, other players may contribute ideas, make suggestions, and act out other characters, but you get final say over what happens during your turn. We each also get final say over what is true about our own character.

PARTS OF THE SCROLL

Here are some of the terms used to describe the different parts of the map.



2. DESCRIBE THE SCENE

Next, describe that Scene from the perspective of your character. What is this place like? What do you see and hear? What is going on right now? What is your character thinking and feeling? How you do this is up to you.



Ellamura is walks her horse across the bridge. It is made of polished stone and very wide. Though it is early in the day, the bridge is already crowded with travelers from all over the kingdom.

3. USE THE STORY PROMPT

Underneath each Scene is a Story Prompt and before your turn ends you must use the Story Prompt to add an additional element into your description of the Scene.

When you are done, pass the turn.



Halfway across the bridge Ellamura pauses; leans over the rail to gaze at her reflection in the water. Her skin is dark brown, her eyes are warrior's eyes. She pulls off her helmet and grey-streaked hair falls about her shoulders. "How did I ever get to be this old?" she thinks to herself...

GOOD IDEAS

- Start with a physical description of the place
- Use touch, smell, or taste in your description
- Ask lots of questions, "What does the Rose Garden look like" or "What is going on at the Bridge right now?"
- Leave plenty of space for quieter players to speak
- Speak in character.
- Ask someone to play a part of your scene, like a fisherman, the wind, or a flock of birds.
- Describe a brief moment in detail
- When you revisit a Scene and show what has changed.
- Skip ahead to the part that interests you.
- Go back to something interesting we skipped
- Ask for ideas.

EACH TURN

On your turn **Move your Character Token** and **Describe the Scene** from their perspective. Before your scene ends **Use the Story Prompt** to add an additional element to your scene.

Italicized text is used for short examples of play. Visit falloffmagic.com for longer video examples with commentary by the designers.

1. MOVE YOUR CHARACTER TOKEN

Place your token on any of the Scenes at the Magus's current Location.



*I'm going first, my character is Ellamura - Knight of Stormguard. The Magus begins at Ravenhall so at the beginning my options are, **THE BRIDGE**, **SCRYING POOL**, **ROSE GARDENS** and **THE MENAGERIE**. I place my token on the bridge.*

TRAITS +

Story Prompts with a + symbol are Traits. After Describing the Scene. Select one of the Traits listed and describe how that is true about one of the characters. (Yours or that of another player) Then, write that Trait down on that character's notecard.

ROSE GARDENS

- +Beautiful
- +Legendary
- +Fierce



A small crowd of townsfolk has gathered in the Rose Gardens. I ask one of them, a young boy "Why is it that so many are gathered here?" The boy says, "Haven't you heard? The Magus has chosen an apprentice." Then the boy gets this excited look on his face, "Look! They have arrived!"

Then I see Kabu step out of this balcony they have olive skin, shockingly red hair, and a face that is neither masculine nor feminine. They overlook the Rose Gardens, waving as the crowd cheers. Kabu, I'm giving you 'Legendary'.

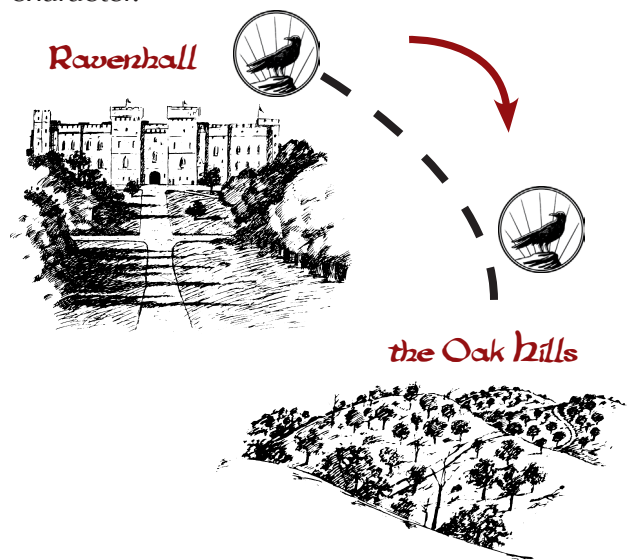
Kabu
Apprentice of
Ravenhall
+Legendary

MOVING THE MAGUS

On your turn, if your character is already on the map, you may opt to move the Magus instead, advancing us along the dashed path to a new Location. (Remember to roll up the canvas to hide the places on the map we've just left.)

After moving the Magus, remove the other character tokens from the map. Then, describe that Location and its Story Prompt from the perspective of the Magus.

When you play the Magus, show us who they are, what they are thinking, and how we travel together, just as you would your own character.



It is midday and we are riding through the Oak Hills. The late summer sun is sweltering, and the heat seems to be getting to everyone except for the Magus. She rides bareback on a Stag wearing a wool cloak embroidered with arcane symbols in gold thread. She has no hair at all on her head and her amber skin is covered with twisting floral tattoos that wrap around her neck and face.

(Second player:) I think then Kabu rides alongside the Magus, completely soaked and just dripping with sweat. "Magus, this is terrible, can we stop soon? I'm dying out here, and while I don't think she'd ever complain about it, I can tell that Ellamura is suffering as well!"

(First Player again:) "The Magus looks at you at first somewhat perplexed. Then this look of realization crosses her face, as if she is just now remembering what it is like to suffer in the heat.

"Of course Apprentice, we will stop. I am sorry, I forget sometimes what it was like to be ..." and her voice just trails off as she gets this far off look in her eyes.

Journey Onward

This section contains information you will need for the journey to come.

PERIL

A numbered Story Prompt is a Peril. Describe the first line as you would a regular Story Prompt. When you are finished roll a die and describe the result.

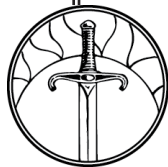
SCOUTING AHEAD

The danger you fear

1-2. Ambush

3-5. News from the East

6. Sunbreak



The rain comes down hard as we break camp in the morning, Mudslides are common this time of year and Ellamura decides it best to ride ahead despite the conditions of the mountain pass. (rolls a die resulting in 2, Ambush) As she rides up the trail a muddy rope pops up between two trees knocking her to the ground and a group of armed fighters swarm around her. She pulls her sword half out of its sheath then stops, She recognizes many of their faces, Knights who forsook their vows. "I swore never to shed the blood of a sister of Stormguard." She sheaths her sword and lets them take her captive.

CHANGE

A leaf symbol indicates a Change. Before you end your turn, change or remove something from your notecard. This could be your name, your title, or a trait. Then describe why your character thinks this is true.

MARKETPLACE OF MAGIC



An unusual price



Kabu haggles with a cat-eyed merchant in the Marketplace of Magic. "Perhaps you could give me a discount. You know I am the chosen Apprentice of the Magus. I'm a student of magic!" they say. The merchant is unimpressed, "Humph! You are in Istallia now kid. You can't throw a rock in this town with out hitting a student of magic." Kabu realizes that maybe they're not as big of a deal as they thought they were. I'm removing the trait, 'Legendary'

Kabu

Apprentice of
Ravenhall
+Legendary

THE DEEPWAY

The torch icon marks the Deepway, a road that leads to an additional section of map located on the back of the scroll.

When moving the Magus, you may use the Deepway to travel to the map on the back of the scroll. Find the matching torch icon on other side and continue from that point along the dashed road.

Mouth of the Deep



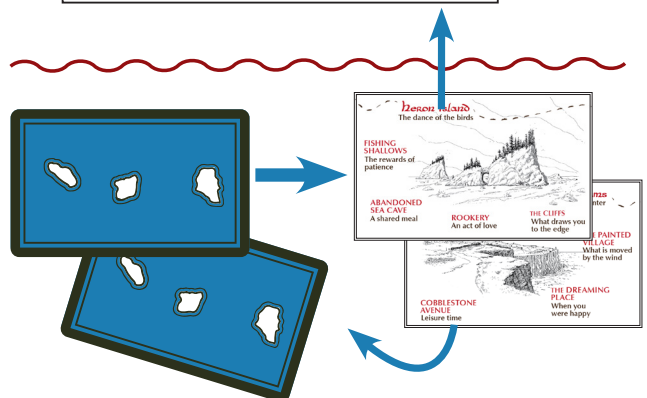
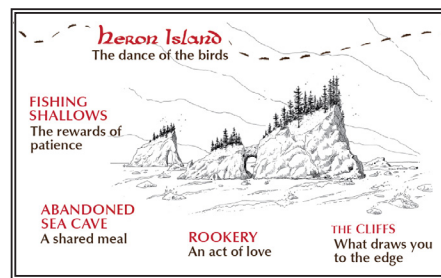
We are at the Mouth of the Deep and it is my turn. I decide to move the Magus along the path through the Deepway. I remove the tokens from the map and flip the scroll over, continuing from the torch icon on the back to the Hanging City.

THE LOST ISLANDS

When you enter the Sightless Sea, shuffle the Lost Island Cards and place the deck face down below the scroll.

When you move the Magus to an Island, draw two cards. Place one on the map and the other on the bottom of the deck.

Then describe the newly revealed Location and its Story Prompt from the perspective of the Magus like usual.



Draw two cards. Put one face up on the map and discard the other to the bottom of the deck.

JOURNEY'S END

Whether our journey was short or long it pays to give the same attention to the end of our session as we gave to the beginning. Here's how.

CALL "LAST ROUND"

Keep an eye on the time and when the end of the session approaches, suggest a final round of turns. This gives us all a chance to wrap things up for a satisfying conclusion.

ROLL THE SCROLL

Roll up the scroll. Holding it up, suspended it by the dowels as you roll helps to keep it centered. Then, bind it with the cord by wrapping it around twice and tucking the knotted end under the wrappings.

REFLECT

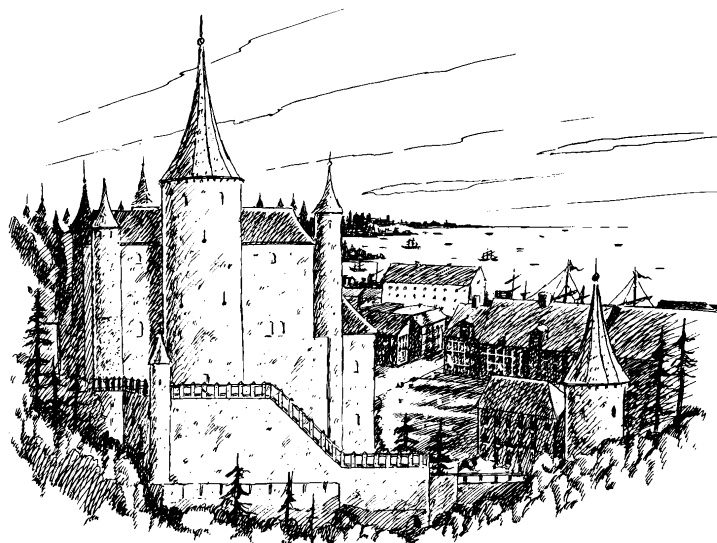
When we're done with play make some space for casual conversation and reflection on the story we have created together. Here are some suggestions of what to talk about.

- A moment you enjoyed
- An appreciation of another player
- A surprise
- An epilogue for your character
- What challenged you
- What you might try differently
- An emotion, or memory the game evoked

FUTURE SESSIONS

If play is to continue to a further session, pack up the character cards in the box for next time, making a mental note of where we left off.

Don't worry the exact sitting order or which character was on which Scene. Just start fresh next time.



Watch example of play videos at
FALLOFMAGIC.COM



Credits

DESIGN

Lead Design, Development, Graphics, Layout,
and Production by Ross Cowman

Additional Development by Jackson Tegu

Edited by Jackson Tegu

Map Illustrations by Doug Keith

Lost Island Illustrations by Taylor Dow

Deepway Design: Jason Morningstar and
Rachel E.S. Walton

Lost Island Design: Robert Bruce,
Orion Canning, Terri Cohlene, Taylor Dow,
Gary Montgomery, Mo Omeh, Veles
Svitlychny, Jackson Tegu, Caroline Hobbs,
and Marc Hobbs

User Experience Consultant: Twyla Campbell

MANUFACTURING

Scrolls: My'kel Bird, Sophie Pockets,
Rose Lee Moses

Silk Screening: Mark Malsbery and
Gene Lauria

Metal Tokens: Campaign Coins

Paper Components: by Print NW

Boxes: Marion Paper Box Company

TRANSLATION

French—Morgin Caris, Gherhard Sildoenfein,
Philip Espi, Frédéric Toutain, Luke Wayland,
Cédric Ferrand

Italian—Daniele Di Rubbo

Japanese—Andy Kitkowski,
Toshiya Nakamura, Tomohisa Naka,
Taka'aki Ayukata

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heart of the
deernicorn

