

DOWNFALL: NEW WORLDS

Since publishing Downfall in 2015, I've seen a lot of unique and compelling Havens created using the game's list of Elements. Although the same Elements produce different worlds every game, sometimes you want something totally new.

BONUS ELEMENTS

Here is a new list of Elements that you can use to replace or supplement the Elements on page 12 of the game text.

As always, each player secretly chooses an Element from the list or makes their own. Using the three Elements, create the physical world and the Haven that exists within it.

ELEMENTS

| | | | |
|---------------|------------------|----------------|------------------|
| <i>Abyss</i> | <i>Labyrinth</i> | <i>Plague</i> | <i>Stars</i> |
| <i>Bone</i> | <i>Laughter</i> | <i>Rainbow</i> | <i>Synthetic</i> |
| <i>Bronze</i> | <i>Lava</i> | <i>River</i> | <i>Thunder</i> |
| <i>Clay</i> | <i>Leaves</i> | <i>Ruins</i> | <i>Tower</i> |
| <i>Edge</i> | <i>Marble</i> | <i>Rust</i> | <i>Trench</i> |
| <i>Garden</i> | <i>Mirror</i> | <i>Salt</i> | <i>Tunnel</i> |
| <i>Glass</i> | <i>Mist</i> | <i>Sewage</i> | <i>Vibration</i> |
| <i>Glow</i> | <i>Mold</i> | <i>Ship</i> | <i>Walls</i> |
| <i>Hive</i> | <i>Oil</i> | <i>Song</i> | <i>War</i> |
| <i>Iron</i> | <i>Paper</i> | <i>Spirits</i> | <i>Whisper</i> |

or make your own