

anyone / thing falling into a large hole joins The Fall after an undisclosed amount of time; many talk about "falling for days" and losing track of time.

eventually they will catch up with large boulders / islands, endlessly falling. on some of these Rocks settlements thrive;  
most are just People; living out their life in endless freefall, some born in The Fall, some having fallen from their own place.

The Fall is about 50 miles across and vaguely circular. The Edge is covered in a dust similar to charcoal, black but with a slight shine similar to a beetle's carapace.

Edgedust can be used to purify things (like water; burns everything except water), when processed properly can clean wounds (but often with odd sideeffects). the narcotic effect of its' raw dust warps the mind, aiding paranoia and the like

Edge Runners falling close to the edge of Fall (it's about 50 miles across), gathering dust from The Edge, used in medicines and narcotics,

Edgerunners get the best loot but shorter lifespans; stuff that hits The Edge slows dramatically and more likely to hit them as they scoop off Edgedust (in very small quantities; too much pressure & your arms come off!) and being close to so much raw Edgedust eventually sends them mad.

Fall-Farmers living on the underside, dodging stuff falling slower'n the Rock, categorising and discarding stuff.

Riggers

slowing their descent to travel to newer falling stuff; many are hit by items from Above.

Or they adjust their windresistance to fall faster to Rocks older than them as archeologists, believing stuff coming towards must be older and of Historical Note

Tinkers (engineers; most settlements have 'em. most of the tech in The Fall is bodged together by a Tinker).

bodies are often buried on the Rock to aid growing grass and crops; reincarnation is a staple belief in The Fall, of course there's those who believe in THE Creator, who fell into the Fall and lives at The Bottom.

some nice monster ideas; Edgespiders. make a web hard as steel and live on the toxic/mind shattering Edge. people slow as they see this web coming toward 'em.. and the spiders grab 'em

imagine great pools of water, fallign in an endless sphere, harvested by machinery made by tinkers.

or a submarine, endlessly falling. ships, cars, buildings. Riggers and Edgerunners often "harvest" these things, finding items of importance and usefulness and returning them to a Rock