



## **Machines and Magic**

*A free setting for the Dark Saga game  
Pre-edition, revision 1*

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## ***The Machines and Magic Setting***



Machines and Magic is a complete setting designed for use with the Dark Saga game system. It is a high-fantasy, high-magic realm where magic and technology has gone wild.

For a free copy of the Dark Saga rules, visit StormShock RPG at [www.stormshock.com/rpg](http://www.stormshock.com/rpg)

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## Setting Overview

Machines and Magic is a high-technology and high-magic realm that explores what would happen if several fantasy and science fiction genres were fused together into one world. It is the ultimate test of the Dark Saga rules.



Figure 1. The Known Lands of Ishtur

## **Regions**

The world of Machines and Magic is known to its inhabitants as the world of Ishtur. It is an Earth-like planet home to hundreds of intelligent races and species.

Though many civilizations on Ishtur are in advanced stages of technology, the use of arcane magic has allowed people to cling to old traditions. The arrival of several starships from distant planets throughout history has also introduced new technology and knowledge to the people of Ishtur.

## **Annuran**

Annuran is ruled by the ruthless god-king Ennurtah, whom the people both worship and fear. He is in constant search of more power and frequently raises armies to conquer neighboring kingdoms. The god-king of Annuran also frequently raises large groups of artisans and workers to build him monolithic monuments.

Slavery is common in Annuran. Criminals, captured soldiers, and poor people are often sold into slavery.

## **Archipelago**

The peaks of the Dragon Spires continue into the seas taking the form of hundreds of small islands. These islands are home to dozens of sea kingdoms and pirates.

## **The Caves**

Dozens of entrances to huge natural caverns. Many of the caverns connect to the Underworld.

## **Cities of the Sun**

This area is dominated by large cities that thrive on seafaring trade. There is much political intrigue within the governments.

## **The City-States**

This is a land was once a large empire which broke up into several independent city-states when it collapsed. Now the fragmented city-states fight each other constantly, each trying to unify the others under its own banner.

The cities of the region are mostly made up of hastily built buildings and many underground buildings. Most people live in squalor because most efforts go towards building defenses and aiding the numerous wars. The lands between the cities are lined with barbed wire, trenches, and artillery.

The coastal areas in the north are often shrouded in deep fog and are hammered by violent storms.

## **Dragon Spires**

The mountains of the Dragon Spires rise sharply upward into jagged points. There are few flat canyons, so the inhabitants are forced to build their homes on the sides of cliffs. Entire cities are carved into the cliffs and the chief mode of transportation is by airship.

## **Dreadlands**

Sinister lords hold power by fear with their armies of undead.

## **Empire of Arnaak**

An empire of powerful warrior tribes torn by years of bloody civil war.

## **Firehome**

The Firehome Mountains are treacherous for their constant volcanic activity. Billowing plumes of ashes rise from the mountains, much of it dropping into Umik's Chasm.

## **Frozen Wastes**

Icy lands inhabited by rugged barbarian peoples.

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## **Great Plains**

Lands with a Native American feel.

## **Goldenwood**

The elves call the enchanted forest of Goldenwood home. Travelers often say that the forest has a mind of its own. Many who enter it are never seen again.

## **Guldur**

Guldur is regarded as the entrance to the Underworld. It is the site of one of the greatest underground civilizations of the ancient world. Now the civilization that created it is gone, but other subterranean races now inhabit the halls. Many ancient riches and secrets still sit undiscovered in the halls of Guldur. The tops of these mountains are too windy and cold for habitation.

## **The Hordelands**

The Hordelands are home to several hostile non-human groups. The land is dotted with forts and warfare is the most common way to settle disputes.

## **The Ice Kingdoms**

Nestled far north between two mountain ranges lies a stretch of icy and lawless wastes known as the Ice Kingdoms. It is a frontier where powerful people often attempt to carve their own kingdoms or raise armies. There are few distinctive boundary markers, so border disputes and land squabbles are common between the established kingdoms.

## **Jungles of Chuklta**

The Jungles of Chuklta are home to several savage cultures. Scattered shrines of an ancient civilization are said to hold great powers. Dinosaurs still thrive in the dense jungles.

## **Kingdoms of Steel**

Lands separated into feudal kingdoms. The ideals of chivalry are embraced.

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## **Magical Wastes**

These are lands long abused by powerful mages. Many extraplanar gates still sit open here, allowing otherworldly beasts to wander into Ishtur. Magic can be unpredictable when used within the Magical Wastes.

## **Nikhralia**

A collection of mysterious permanent settlements controlled by mind-controlling lords. The capital city has been seen by few people from the outside world. It rests at the heart of an ancient meteorite crater. The lords of Nikhralia are believed to guard the Scepter of Kings.

## **Ningud**

Near the enchanted Goldenwood of the elves lives Samupesh, a sorceress of legendary power. She rules and protects her land from the constant threats across her borders.

Travelers entering Ningud often feel as if they were stepping back in history by a thousand years. Samupesh and her people are superstitious towards technology, preferring to research magic instead.

The two peninsulas of Ningud are not tightly controlled by Samupesh. They instead have rich kingdoms and city-states that declare fealty to Samupesh.

## **The Plains of Dust**

Nomadic people wander these vast plains. Some permanent settlements cluster around water sources.

## **Ruins of Borinn**

These are the ruins of a once-mighty kingdom which thrived on magic and knowledge. Ancient knowledge and magic now lie hidden beneath the sands.

## **Southern Steppes**

Oriental theme.

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## **Swamplands**

Ruins of an ancient empire lie inundated in the Swamplands.

## **Umik's Chasm**

A pit several miles wide and several miles deep. Ash from the Furnace Mountains constantly rains down on the chasm. The bottom of the pit is too hot and the pressure is too high for humans to live.

## **The Undersea**

Beneath the surface of the sea lie great civilizations of aquatic races.

## **The Vast**

The kingdom of Annuran once included The Vast, but its hold over the great desert has long since weakened. Now The Vast is controlled by outlaws and nomadic groups. Only the strong survive in the great desert.

## **Organizations**

There are numerous organizations, alliances, and cults throughout Ishtur. Some of the largest and most organized ones are listed in the following sections.

### **The Alliance of Kings**

The Alliance of Kings is a group of kingdoms and city-states of the Ice Kingdoms that have formed a protection pact. Whenever a member of the Alliance is under the threat of being overrun, other members work to prevent it. The Alliance sometimes work together to fight common threats.

### **The Black Guard**

This is a group of elite mercenaries who travel between the city-states looking for work as infiltrators or spies. They will only take on special covert missions and will never willingly fight in an open battle. The Black Guard sports the latest technology for spying and covert operations.

### **The Gray Wizards**

This nomadic group of wizards travels across the lands in search of exotic items and magic. Many of them set up temporary shops in or near major cities to sell or trade magical items and components. These wizards are a good source of rare items from far away lands.

### **The Ikuta**

The Ikuta is a religious cult working to expand their evil religion by conquest and political intrigue. They have already taken hold of two cities in the City-States region of Ishtur. They look to unite all of the city-states into one kingdom under their rule.

## Races

There are numerous intelligent races on Ishtur. Though they all compete for dominance in the world, humans are by far the most common race in the land. Humans are the race you get if you do not choose a race kit.

During character creation you receive 15 trait points to build your hero's race. Any remaining trait points become skill points.

### Races Quick Reference

*The number in brackets is the number of trait points the race kit costs*

Dwarf [12]  
 Elf [14]  
 Gnome [12]  
 Half-elf [4]  
 Halfling [8]  
 Stout [11]

### Race Descriptions

Below are detailed descriptions of each race. The descriptions of individual traits or skills are given in later sections.

#### **Dwarf** (12 Trait Points cost)

**Description:** Dwarves are short and stocky humanoids.

**Traits:** Endurance, Extended Lifespan (level 2), Half Size, Infravision, Mundane, Poison Resistance, Repulsion

**Bonus Skills:** Language (Dwarven), Giant Dodging, Goblinoid Fighting, Stonework

#### **Elf** (15 Trait Points cost)

**Description:** Elves are a slender and graceful sylvan race that inhabits many of the older forests of Ishtur. They have long pointed ears and tend to be as tall as humans, but much more slender.

Elves live very long lives, many living to be well over 500 years old. At the age of 60, many elves go out and explore the world as a rite of passage. The ones that survive return to live the rest of their lives crafting great works of beauty.

**Traits:** Agility, Charm Resistance, Extended Lifespan (level 5), Frailty, Infravision, Perception

**Bonus Skills:** Elven Combat, Language (Elven), Surprise

**Gnome** (12 Trait Points cost)

**Description:** Gnomes are small humanoids with long noses.

**Traits:** Absent-mindedness, Extended Lifespan (level 2), Half Size, Infravision, Intellect, Mundane

**Bonus Skills:** Goblinoid Fighting, Giant Dodging, Language (Dwarven, Gnomish, and Burrower), Stonework

**Half-elf** (4 Trait Points cost)

**Description:** Elves with some human blood.

**Traits:** Charm Resistance, Infravision, Perception

**Halfling** (8 Trait Points cost)

**Description:** Short, plump people much like chubby human children.

**Traits:** Agility, Half Size, Poison Resistance, Magic Resistance

**Bonus Skills:** Language (Halfling), Weaponry (sling), Throwing, Surprise

**Stout** (11 Trait Points cost)

**Description:** A type of Halfling that prefers to live underground.

**Traits:** Agility, Half Size, Poison Resistance, Magic Resistance, Infravision, Repulsion

**Bonus Skills:** Language (Halfling and Dwarven), Stonework, Surprise, Throwing, Weaponry (sling)

## ***Individual Traits***

The number in the brackets represents the cost of the Trait in Trait Points. The Trait can be improved upon if there is a plus sign next to the Trait Point cost.

Agility [2+]

Charm Resistance [1+]

Endurance [2+]

Extended Lifespan [1+]

Infravision [1]

Insight [2+]

Intellect [2+]

Life Drain [5]  
Magic Resistance [2]  
Mundane [1]  
Perception [2]  
Poison Resistance [1]  
Poisonous Skin [5]  
Presence [2+]  
Strength [2+]

**Agility** (2 Trait Points cost per level)

Description: Characters with Agility are much quicker and have better reflexes than ordinary people. Agility gives you excellent hand-eye coordination, balance, and dexterity. Characters with Agility usually have small or slender builds. This trait is very helpful for professions that rely on stealth and warriors who rely on ranged weapons.

Game play effects: There is no limit to how high you can increase Agility levels. With this Trait, you gain a +1 bonus per level to ranged Attack. You will also gain a +1 Dodge bonus per level.

You may add a +1 bonus per level for Skills that rely heavily on coordination or quickness. For example, you may want to add the Agility bonus to balance or tumbling rolls.

**Charm Resistance** (1 Trait Points cost)

Description: Natural protection from mind control

Game Play Effects: 30% resistance to sleep or charm related magic. Can be upgraded once for a 90% resistance.

**Endurance** (2 Trait Points cost per level)

Description: Characters with Endurance are very healthy and fit. They can take much more physical punishment than ordinary people. Endurance gives you very good health and stamina. Characters with Endurance are usually stout and rugged looking. This trait is very helpful for warriors who regularly participate in bloody battles.

Game Play Effects: There is no limit to how high you can increase Endurance levels. With this Trait, you gain 5 more starting hit points per level.

You may add a +1 bonus per level for Skills that rely heavily on stamina, natural resistance to toxins, or mental concentration. For example, you may want to add the Endurance bonus to poison resistance or force march rolls.

**Extended Lifespan** (1 Trait Point cost per level)

**Description:** These characters will live far beyond the lifespan of the average human.

**Game Play Effects:** This trait can be purchased as many times as you like. For each time it is purchased, the maximum age of the character can expect to live increases by about one hundred years.

At middle age, decrease physical skills every number of years equal to the level of this trait. For example, if you purchase this trait once, you will begin to take away one skill point worth of skills every year starting at the age of one hundred. If you purchased this trait 3 times, your character can expect to live to about 400 at most. That means at age 200, you would begin to take away one skill point worth of skills every 3 years.

### ***Infra-vision (1 Trait Point cost)***

**Description:** Can see in the dark

**Game Play Effects:** See up to 60 feet in darkness

### ***Insight (2 Trait Points cost per level)***

**Description:** Characters with Insight have great willpower, common sense, and intuition. Insight gives you a profound understanding of the world around you. Characters with Insight don't have any specific physical appearance, but often look serene or calm. This trait is especially helpful to priests or advisors.

**Game Play Effects:** There is no limit to how high you can increase Insight levels. You may add a +1 bonus per level for Skills that rely on willpower, intuition, or deeper understanding. For example, you may want to add the Intellect bonus to sensing motives or fighting mind control effects.

Characters with divine gifts also gain 5 extra favor for every level of Insight they have.

### ***Intellect (2 Trait Points cost per level)***

**Description:** Characters with Intellect are very smart and learn quickly. Intellect gives you extraordinary reasoning and learning skills. Characters with Intellect don't have any specific physical appearance, though their mannerisms often hint at their intelligence. This trait is especially helpful to wizards and scholars.

**Game Play Effects:** There is no limit to how high you can increase Intellect levels. With this Trait, you can start with the ability to speak an extra language for each Intellect level you gain. You will also gain an extra Skill Point per level for every 10 earned.

You may add a +1 bonus per level for Skills that rely on reasoning, logic, or learning. For example, you may want to add the Intellect bonus to alchemy or spellcraft rolls.

Characters with ability to cast arcane spells also gain 5 extra mana for every level of Intellect they have.

**Life Drain** (10 Trait points cost)

Description: A negative life-force surrounds the character, draining all nearby living plants and animals.

Game Play Effects: Anyone within 30 feet of the character will suffer 1 hit point of temporary damage per round. This is only temporary damage which returns as soon as the afflicted character moves out of the 30 foot range. The temporary damage comes in the form of nausea and sudden weakness.

**Magic Resistance** (2 Trait Point cost)

Description: Resistance to magic

Game Play Effects: With this trait, you gain a +4 bonus to Willpower against magic.

**Mundane** (1 Trait Point cost)

Description: Mundane characters are nonmagical by nature.

Game Play Effects: With this Trait, you gain a +4 bonus to Willpower against magic.

As a side effect, Mundane characters may not cast magical spells except illusionist spells. Attempts to use magical items have a 20% chance of failure per activation of the magical item.

**Perception** (2 Trait Points cost)

Description: Sensitive senses allow the character to notice things that most people don't notice.

Game Play Effects: There is a 20% chance the character will notice a concealed door just by walking within 10 feet of it. When actively searching, there is a 35% chance he or she will find secret doors and a 50% chance of finding concealed doors.

**Poison Resistance** (1 Trait Point cost)

Description: Resistance to poisons

Game Play Effects: +4 bonus to rolls against poison

**Poisonous Skin** (5 Trait Points cost)

Description: Skin that is poisonous to the touch.

Game Play Effects: Those who touch a character with poisonous skin bare-handed suffer 3 hit points of damage per round in contact.

**Presence** (2 Trait Points cost per level)

Description: Characters with Presence have something that draws people to them like a charming personality, physical attractiveness, or leadership skills. Characters with Presence seem to have an aura of popularity. This trait is especially helpful to performers and leaders of all types.

Game Play Effects: There is no limit to how high you can increase Presence levels. You may add a +1 bonus per level for Skills that rely on persuasion, diplomacy, or performance. For example, you may want to add the Presence bonus to intimidation or bluffing rolls. Powerful holy women and men may add the bonus to their rolls when purging undead or evil.

Characters with the ability to influence others through songs or stories also gain 5 extra inspiration for every level of Presence they have.

**Strength** (2 Trait Points cost per level)

Description: Characters with Strength are much stronger than ordinary people. Strength gives you raw physical power and is usually characterized by large muscles or a lot of bulk. This trait is very helpful for warriors of all sorts.

Game Play Effects: There is no limit to how high you can increase Strength levels. With this Trait, you gain a +1 bonus per level to melee Attack. You will also gain a +1 bonus per level for melee or thrown weapon Damage.

Halve the Strength bonus and round up if you are using it for an off-hand attack. Multiply the Strength bonus by 1.5 and round down if you are using it for a two-handed attack.

You may add a +1 bonus per level for Skills that rely heavily on physical strength. For example, you may want to add the Strength bonus to climbing or grappling rolls.

**Individual Flaw Traits**

The number in the brackets represents the cost of the Trait in Trait Points. The Trait can be improved upon if there is a plus sign next to the Trait Point cost. An ampersand next to the Trait means that the Trait includes other Traits.

Absent-mindedness [3+]  
 Clumsiness [3+]  
 Frailty [3+]  
 Half Size& [3]  
 Ignorance [3+]  
 Repulsion [2+]

## Weakness [2+]

**Absent-mindedness** (3 Trait Points cost per level, Gain 6 Skill Points per level)

Description: Characters with Absent-mindedness don't have good common sense or intuition. Characters with Absent-mindedness don't have any specific physical appearance, though they often appear rash or irresponsible. Many young arrogant rogues or power-hungry wizards tend toward Absent-mindedness.

Game Play Effects: Absent-mindedness is the opposite of Insight. You may increase your Absent-mindedness level up to a maximum of 5. With this flaw, you apply a -1 penalty per level for Skills that rely on willpower, intuition, or deeper understanding. For example, you apply the Absent-mindedness penalty to sensing motives or fighting mind control effects.

Characters with the Absent-mindedness flaw cannot gain divine gifts.

**Clumsiness** (3 Trait Points cost per level, Gain 6 Skill Points per level)

Description: Characters with Clumsiness are much slower and clumsier than ordinary people. With Clumsiness, you have terrible hand-eye coordination, balance, and quickness. Characters with Clumsiness are usually have obese, stout, or have bad eye-sight. Characters usually pick up this flaw when they choose professions that don't require much mobility.

Game Play Effects: Clumsiness is the opposite of Agility. You may increase your Clumsiness level up to a maximum of 5. With this Trait, you have a -1 penalty per level to ranged Attack. You will also have a -1 Dodge penalty per level.

You have a -1 penalty per level for Skills that rely heavily on coordination or quickness. For example, you will add the Clumsiness penalty to hiding or acrobatic maneuvers.

**Frailty** (3 Trait Points cost per level, Gain 6 Skill Points per level)

Description: Characters with the Frailty are out of shape. They can take much less physical punishment than ordinary people. Frailty gives you very bad health and stamina. Characters with Frailty are usually thin and feeble looking. Wizards and intellectuals tend towards this flaw because their studies do not demand much physical activity.

Game Play Effects: Frailty is the opposite of Endurance. You may increase your Frailty level up to a maximum of 5. With this Trait, you lose 2 starting Hit Points per level down to a minimum of 1 Hit Point.

You have a -1 penalty per level for Skills that rely heavily on stamina, natural resistance to toxins, or mental concentration. For example, you apply the Endurance penalty to poison resistance or force march rolls.

**Half Size** (3 Trait Points cost per level, Gain 6 Skill Points per level)

Description: Characters with the Half Size flaw trait are half the size of regular humans (about 3 feet tall).

Game Play Effects: Half Size includes the Weakness flaw trait. Characters with the Half Size flaw automatically have the Weakness flaw.

Shorter characters also walk at a slower rate than taller ones. Characters with Half Size move at half the rate of a regular person.

**Ignorance** (3 Trait Points cost per level, Gain 6 Skill Points per level)

Description: Characters with Ignorance reason poorly and learn slowly.

Characters with Ignorance don't have any specific physical appearance, though their actions and mannerisms often hint at their lack of intelligence. Warriors and laborers who don't have to make many decisions tend toward Ignorance.

Game Play Effects: Ignorance is the opposite of Intellect. You may increase your Ignorance level up to a maximum of 5. With this flaw, you start the game knowing only how to speak, but not read or write one language. You will also lose one in ten Skill Points per level for every 10 earned.

You add a -1 penalty per level for Skills that rely on reasoning, logic, or learning. For example, you apply the Intellect penalty to alchemy or spellcraft rolls.

You cannot learn arcane spells if you have the Ignorance flaw.

**Repulsion** (2 Trait Points cost per level, Gain 4 Skill Points per level)

Description: Characters with Repulsion do not fit into society well. Characters with Repulsion tend to appear reserved, rude, or unattractive. Outcasts and rogues who don't fit among most of society tend towards Repulsion.

Game Play Effects: Repulsion is the opposite of Presence. You may increase your Repulsion level up to a maximum of 5. With this flaw, you add a -1 penalty per level for Skills that rely on persuasion, diplomacy, or performance. For example, you apply the Repulsion penalty to intimidation or bluff rolls. Powerful holy women and men apply the penalty to their rolls when purging undead or evil.

You cannot inspire others through song or stories if you have the Repulsion flaw.

**Weakness** (2 Trait Points cost per level, Gain 4 Skill Points per level)

Description: Characters with Weakness are much weaker than ordinary people. Weakness is usually characterized by a small or frail physical build. Wizards and other intellectuals who choose to sacrifice physical strength for extra mental skills typically have this flaw.

Game Play Effects: Weakness is the opposite of Strength. You may increase your Weakness level up to a maximum of 5. With this Trait, you have a -1 penalty per level to melee Attack. You will also have a -1 penalty per level for melee or thrown weapon Damage. This same penalty also applies to bows and slings of all types.

You have a -1 penalty per level for Skills that rely heavily on physical strength. For example, you will add the Strength penalty to climbing or grappling rolls.

## Professions

Bard [22]  
Fighter [22]  
Paladin [22]

### **Bard** (22 Skill Points cost)

Description: Skilled orators and performers with the ability to inspire and sway moods.

Skills: Agility, Climb, Countersong, Eavesdrop, Hit Points, Identify Item, Influence Reactions, Inspire, Intellect, Local History (select a region), Pick Pockets, Presence, Read Languages, Weaponry (choose 2 weapons)

### **Fighter** (22 Skill Points cost)

Description: Fighters are the most common profession in the war-torn sections of Machines and Magic. These are people who have received weapons training for combat.

Skills: Hit Points (level 3), Strength, Agility, Endurance, Weaponry (level 3), Weaponry (for 4 other weapons)

### **Paladin** (22 Skill Points cost)

Description: Noble knights who fight for justice and the church.

Skills: Church Ties, Cure Disease, Discipline, Disease Immunity, Healing Touch, Hit Points (level 3), Insight, Presence (level 2), Protective Aura, Sense Evil, Strength, Weaponry (choose 4 weapons)

## Individual Skills

The number in the brackets represents the cost of the Skill in Skill Points. The Skill can be improved upon if there is a plus sign next to the Skill Point cost.

Agility [3+]  
Agriculture [1]  
Aim [2+]  
Animal Care [1]  
Church Ties [-6]  
Circle of Power [4]  
Climb [1+]  
Countersong [1]  
Cure Disease [2+]  
Discipline [1+]

Disease Immunity [2]  
Eavesdrop [1+]  
Elven Combat [1]  
Endurance [3+]  
Evade [2+]  
Faith [5]  
Fast Attack [6]  
Giant Dodging [3]  
Goblinoid Fighting [3]  
Healing Touch [2+]  
Hit Points [1+]  
Identify Item [1]  
Influence Reactions [1]  
Insight [3+]  
Inspire [1]  
Intellect [3+]  
Language [1]  
Local History [1]  
Pick Pockets [1+]  
Presence [3+]  
Protective Aura [2]  
Read Languages [2]  
Sense Evil [2]  
Stonework [3]  
Strength [3+]  
Surprise [1]  
Throwing [4+]  
Weaponry [2+]  
Wilderness Lore [1]

**Agility** (3 Trait Points cost per level)

**Description:** Characters with Agility are much quicker and have better reflexes than ordinary people. Agility gives you excellent hand-eye coordination, balance, and dexterity. Characters with Agility usually have small or slender builds. This trait is very helpful for professions that rely on stealth and warriors who rely on ranged weapons.

**Game Play Effects:** There is no limit to how high you can increase Agility levels. With this Trait, you gain a +1 bonus per level to ranged Attack. You will also gain a +1 Dodge bonus per level.

You may add a +1 bonus per level for Skills that rely heavily on coordination or quickness. For example, you may want to add the Agility bonus to balance or tumbling rolls.

**Agriculture** (1 Skill Point cost)

Description: Basic knowledge of farming.

Game Play Effects: The character has a knowledge of basic farming chores.

**Aim** (2 Skill Point cost)

Description: The character possesses superb marksmanship

Game Play Effects: Gain a +1 bonus to Attack when using ranged weapons.

Can be upgraded indefinitely. Each upgrade adds another +1 bonus to Attack for ranged weapons.

**Animal Care** (1 Skill Point cost)

Description: Ability to tend to sick or wounded animals, or maintain healthy animals.

Game Play Effects: Able to nurse wounded animals back to full health twice as fast as natural healing. Knows enough to raise all types of animals as pets.

**Church Ties** (Gain 6 extra Skill Points for taking on this restriction)

Description: Ties to the church restrict the lifestyle of the character.

Game Play Effects: The character must tithe (donate) 10% of his income to the church. This includes money and items.

The character is not allowed to retain monetary wealth. Any wealth that is not needed to maintain current possessions or pay henchmen must be donated.

The character only own up to 10 magical items. Any extra must be donated to the church.

The character may not hire or be associated with characters known to have opposite morals.

If any of these rules are violated, the church may excommunicate the character, also stripping away 6 skill points worth of skills from the character.

Excommunication can also result in other ill effects such as imprisonment, death, or bad reputation.

**Circle of Power (4 Skill Points cost)**

Description: Ability to generate a circle of divine power around a weapon.

Game Play Effects: The character can generate a circle of divine power surrounding her weapon. All hostile magic within 30 feet of the weapon is nullified when the weapon is drawn and held with strong faith.

Upon selecting this skill, the character must go on a quest to find the weapon she will use to generate the circle of power. If she gains the weapon, that weapon and only that weapon may be used to create the circle.

**Climb (1 Skill Point cost)**

Description: Ability to make tough climbs, such as walls and cliff faces.

Game Play Effects: Characters without this skill have a 60% chance of succeeding every 10 feet they climb. This skill adds 10% to the base climb percentage each time it is purchased.

**Countersong (1 Skill Point cost)**

Description: Ability to nullify the effects of opposing songs or propaganda.

Game Play Effects: Gain a 50% chance of nullifying the effects of an opposing song, propaganda, or song-based magic.

**Cure Disease (2 Skill Point cost)**

Description: The Character gains the ability to cure diseases

Game Play Effects: The character can cure one disease per week. Purchasing this skill additional times allows the character to cure an additional disease each week. This skill can be purchased an unlimited number of times.

**Discipline (1 Skill Points cost per level)**

Description: Discipline helps characters fight instincts and temptations.

Game Play Effects: There is no limit to how high you can increase Discipline levels. With this Skill, you gain a +1 bonus per level to Willpower.

**Disease Immunity (2 Skill Points cost)**

Description: The Character has gained immunity to all natural diseases.

Game Play Effects: The Character is immune to all forms of natural diseases. This does not apply to magical diseases or curses.

**Eavesdrop (1 Skill Point cost)**

Description: The character can concentrate on picking up conversations through doors or detect slight noises.

Game Play Effects: The character has a 30% chance of successfully picking up a conversation or sounds through doors or some walls. This skill can also be used to detect slight sounds that people will not ordinarily hear. This skill can be increased indefinitely for a +10% gain per upgrade.

**Elven Combat (1 Skill Point cost)**

Description: Trained in elven fighting techniques.

Game Play Effects: Gain +1 Attack when using bows of any type except the crossbow, and when using the short sword or longsword

**Endurance (3 Skill Points cost)**

Description: Characters with Endurance are very healthy and fit. They can take much more physical punishment than ordinary people. Endurance gives you very good health and stamina. Characters with Endurance are usually stout and rugged looking. This trait is very helpful for warriors who regularly participate in bloody battles.

Game Play Effects: There is no limit to how high you can increase Endurance levels. With this Trait, you gain 5 more starting hit points per level.

You may add a +1 bonus per level for Skills that rely heavily on stamina, natural resistance to toxins, or mental concentration. For example, you may want to add the Endurance bonus to poison resistance or force march rolls.

**Evade (2 Skill Points cost)**

Description: The basic skill of avoiding attacks.

Game Play Effects: Gain +1 defend against all types of attacks. Can be upgraded indefinitely for an extra +1 defend with each upgrade.

**Faith (5 Skill Points cost)**

Description: The character has studied the beliefs and principles of a specific faith and deity.

Game Play Effects: The character must choose a deity to serve. The character must abide by the rules and restrictions of the faith she chooses or this skill and all skills based on this skill can be stripped away from her. With this skill, the character can now purchase skills from the Faiths and Deities section of this manual.

**Fast Attack** (6 Skill Points cost)

Description: The Character can attack more often than most enemies.

Game Play Effects: Gain a free attack every two rounds of combat. This Skill can be improved once so the Character can gain 2 attacks per round.

**Giant Dodging** (3 Skill Points cost)

Description: The character is trained in dodging large opponents

Game Play Effects: Gain +4 bonus to Dodge when fighting creatures that are more than twice the size.

**Goblinoid Fighting** (3 Skill Points cost)

Description: Skill in fighting against goblinoid creatures.

Game Play Effects: +1 Attack and +1 Damage when fighting against orcs, half-orcs, goblins, and hobgoblins.

**Healing Touch** (2 Skill Point cost)

Description: Ability to heal people by touch.

Game Play Effects: The Character can heal up to 2 Hit Points worth of damage once per day. This Skill may be purchased an unlimited number of times, each time adding 2 more Hit Points to the maximum amount that can be healed.

**Hit Points** (1 Skill Point cost)

Description: How much damage the body can physically withstand.

Game Play Effects: This skill can be raised indefinitely. Each time this skill is purchased, the Character gains 2 hit points.

**Identify Item** (1 Skill Point cost)

Description: The character has a chance of identifying items of legend or myth by examining it.

Game Play Effects: By examining an item, the character has a 50% chance of identifying it if it has significance in legends, myths, or stories.

**Influence Reactions** (1 Skill Point cost)

Description: The character has the ability to influence the reactions of others by talking or negotiating with them.

Game Play Effects: The character has a 30% chance of getting favorable results when reasoning with others.

**Insight** (3 Skill Points cost)

Description: Characters with Insight have great willpower, common sense, and intuition. Insight gives you a profound understanding of the world around you. Characters with Insight don't have any specific physical appearance, but often look serene or calm. This trait is especially helpful to priests or advisors.

Game Play Effects: There is no limit to how high you can increase Insight levels. You may add a +1 bonus per level for Skills that rely on willpower, intuition, or deeper understanding. For example, you may want to add the Intellect bonus to sensing motives or fighting mind control effects.

Characters with divine gifts also gain 5 extra favor for every level of Insight they have.

**Inspire** (1 Skill Point cost)

Description: Ability to provide inspiration before combat

Game Play Effects: The character can inspire others before combat so they gain a +1 to all attack rolls. Inspiration takes at least a minute or two and cannot be done during combat.

**Intellect** (3 Trait Points cost per level)

Description: Characters with Intellect are very smart and learn quickly. Intellect gives you extraordinary reasoning and learning skills. Characters with Intellect don't have any specific physical appearance, though their mannerisms often hint at their intelligence. This trait is especially helpful to wizards and scholars.

Game Play Effects: There is no limit to how high you can increase Intellect levels. With this Trait, you can start with the ability to speak an extra language for each Intellect level you gain. You will also gain an extra Skill Point per level for every 10 earned.

You may add a +1 bonus per level for Skills that rely on reasoning, logic, or learning. For example, you may want to add the Intellect bonus to alchemy or spellcraft rolls.

Characters with ability to cast arcane spells also gain 5 extra mana for every level of Intellect they have.

**Language** (1 Skill Point cost)

Description: Mastery of a spoken language

Game Play Effects: Can choose a language from this list:

Burrower  
Dwarven  
Elven

Gnoll  
Gnomish  
Goblin  
Halfling  
Hobgoblin  
Kobold  
Orcish

**Local History** (1 Skill Point cost)

Description: Knowledge of the history of a certain region.

Game Play Effects: The character knows a lot about the history of a certain region. When purchasing this skill, the player must select a specific region.  
Gives the character

**Pick Pockets** (1 Skill Point cost)

Description: Skill in stealing items off of others without them knowing.

Game Play Effects: The character has a 30% chance of stealing an item off of another character without her knowledge. This skill can be upgraded up to 90%, with each upgrade increasing the chance of success by 10%.

**Presence** (3 Skill Points cost)

Description: Characters with Presence have something that draws people to them like a charming personality, physical attractiveness, or leadership skills. Characters with Presence seem to have an aura of popularity. This trait is especially helpful to performers and leaders of all types.

Game Play Effects: There is no limit to how high you can increase Presence levels. You may add a +1 bonus per level for Skills that rely on persuasion, diplomacy, or performance. For example, you may want to add the Presence bonus to intimidation or bluffing rolls. Powerful holy women and men may add the bonus to their rolls when purging undead or evil.

Characters with the ability to influence others through songs or stories also gain 5 extra inspiration for every level of Presence they have.

**Protective Aura** (2 Skill Point cost)

Description: An aura surrounds the Character, protecting her against enemies of opposite morals

Game Play Effects: A 10-foot radius aura of protection surrounds the Character, causing Characters of opposite morals to receiving a -1 Attack penalty when in the aura. The Characters receiving the penalty can spot the source of the aura easily.

**Read Languages** (1 Skill Point cost)

Description: Ability to get the meaning out of strange languages

Game Play Effects: The character has a 20% chance of deciphering the meaning out of a language he has never seen before. This skill can be increased indefinitely and the chance of success increases by 10% with each upgrade.

**Sense Evil** (2 Skill Point cost)

Description: The Character has an uncanny ability to sense the presence of evil.

Game Play Effects: The Character can detect the presence of strong evil or evil intent up to 60 feet away by concentrating for a round.

**Stonework** (3 Skill Points cost)

Description: Talent in knowing information about underground passages by sight

Game Play Effects: Character has a 50% chance to determine approximately how deep underground he or she is.

When within 10 feet of an underground phenomenon, can detect stone traps, pits, and deadfalls with 50% accuracy, detect sliding walls or rooms with 70% accuracy, and detect new constructions or slopes with 90% accuracy.

**Strength** (3 Skill Points cost)

Description: Characters with Strength are much stronger than ordinary people. Strength gives you raw physical power and is usually characterized by large muscles or a lot of bulk. This trait is very helpful for warriors of all sorts.

Game Play Effects: There is no limit to how high you can increase Strength levels. With this Trait, you gain a +1 bonus per level to melee Attack. You will also gain a +1 bonus per level for melee or thrown weapon Damage.

Halve the Strength bonus and round up if you are using it for an off-hand attack. Multiply the Strength bonus by 1.5 and round down if you are using it for a two-handed attack.

You may add a +1 bonus per level for Skills that rely heavily on physical strength. For example, you may want to add the Strength bonus to climbing or grappling rolls.

**Surprise** (1 Skill Point cost)

Description: Can surprise opponents easily

Game Play Effects: Must be wearing non-metal armor and cannot have anyone without this surprise bonus with him or her. Adds a +50% chance of surprise or +25% if a door must be opened before the attack.

**Throwing** (2 Skill Points cost per level)

Description: Skill in throwing weapons in combat.

Game Play Effects: There is no limit to how high you can increase Throwing levels. With this Skill, you gain a +1 bonus per level to Attack (but not Damage) with all thrown weapons in the Armory list.

**Weaponry** (2 Skill Points cost per level)

Description: Knowledge in weaponry gives a character skill in using a single weapon in combat.

Game Play Effects: There is no limit to how high you can increase Weaponry levels. With this Skill, you gain a +1 bonus per level to Attack and Damage with one weapon from the Armory list.

**Wilderness Lore** (1 skill point cost)

Description: The character knows enough about a certain region to survive without any tools.

Game Play Effects: Characters purchasing this skill must choose a type of terrain. The character will then know how to forage for food and find shelter in such terrains.

When trying to find enough food for several people, the character must roll a percentage check for each hour foraging. There is a 50% per hour of finding enough food for an additional person.

## ***Faiths and Deities***

There are many types of faiths and deities across the realms of Ishtur. This section is only open to any character who has the faith skill.

### **Note:**

The faiths and deities aspect of Machines and Magic is only provided here to supplement the fantasy style of the game. All faiths and deities presented here were made up. Furthermore, deities in this game are not like real-world gods. Deities in Machines and Magic are characters who have reached a level of power beyond mortals.

Characters with the faith skill may choose new skills from skills in this section.

## **Deities**

Deities of Ishtur are legendary heroes or villains who have ascended to the next level of power beyond mortality. Characters who serve them well can draw upon their powers.

If a character violates a restriction of his deity, the deity may take away all privileges associated with the faith. If the character repents, the church of the deity may be able to give the character a quest to prove himself once again. If such a quest succeeds, the character will regain all of his faith privileges.

### **Maesenah** (*Guardian of the Forests*)

Description: Maesenah is the chief goddess of the elves. She watches over and helps to protect the forests they live in.

Restrictions: Characters must not harm forests.

Miracles: Plant

### **Umik**

Description: Umik is the elemental god of fire.

Restrictions: Followers must avoid water.

Miracles: Fire

## Faith Skills

These skills are available to anyone with the faith skill.

### **Faith Points** (1 skill points cost per level)

Description: The character gets more faith points to perform more miracles.

Game Play Effects: The character gains one faith point for each level of this skill purchased. This skill may be upgraded indefinitely.

### **Perform Miracles** (5 skill points cost per level)

Description: Characters with this ability can perform miracles in the name of the deity they worship.

Game Play Effects: The character gains the ability to perform miracles. This skill may be increased up to the 10<sup>th</sup> level. The character may cast spells of a level equal to or below the level of this skill. The character also gains 5 starting faith points with the first purchase of this skill.

## Miracles

These skills are available to anyone with the faith skill and the perform miracles skill. Lost faith points fully return after prayer and a good night's rest. To perform a miracle, the character must expend as many faith points as the level of the miracle. For example, a character with 5 faith points may cast womb of the earth twice, but will not have enough faith points to cast it a third time until she rests.

The time it takes to perform a miracle is one round per level of the miracle. Characters can only perform miracles within the disciplines granted by his deity.

### **Forager's Blessing** (level 1 plant)

Description: This miracle is often performed on a group of foragers before they head out to find food. It helps them find food.

Game Play Effects: Foragers return with twice as much food as they would normally find.

**Womb of the Earth** (*level 2 plant*)

Description: This miracle transforms a forest clearing temporarily into fertile farmland.

Game Play Effects: When cast in a forest clearing, the clearing becomes fertile farmland. Any plants in the area are miraculously moved to the side of the clearing. Within hours after the field is harvested, the clearing returns to the state it was in before the miracle was performed.

## The Armory

This section contains comprehensive lists of all items in the world of Machines and Magic.

### Armor

#### Armor Quick Reference

Shield (+1 armor)  
Leather Armor (+2 armor)  
Studded Leather Armor (+3 armor)  
Scale Mail Armor (+4 armor)  
Chain Mail Armor (+5 armor)  
Banded Mail Armor (+6 armor)  
Plate Mail Armor (+7 armor)

#### Armor Descriptions

##### Shield (+1 armor)

Description:

##### Leather Armor (+2 armor)

Description:

##### Studded Leather Armor (+3 armor)

Description:

##### Scale Mail Armor (+4 armor)

Description:

##### Chain Mail Armor (+5 armor)

Description:

##### Banded Mail Armor (+6 armor)

Description:

**Plate Mail Armor (+7 armor)**

Description:

**Weapons**

**Weapons Quick Reference**

AK-47 (\$800)

Broadsword

Short Sword

Sling

**Weapons Descriptions**

**AK-47 (\$800)**

Description: The most common type of assault rifle.

Game Play Effects: A fully automatic assault rifle that causes +8 damage.

Type: Ranged

Range: 300 yards

Rate of Fire: 10 per round

Capacity: 30 shots

Hands: Two

**Broadsword**

Description: A medium-length sword with a broad blade.

Game Play Effects: This one-handed sword offers +8 damage when used in melee combat.

Type: Melee

Hands: One

**Short Sword**

Description: A 15-inch blade.

Game Play Effects: This one-handed sword offers +5 damage when used in melee combat.

Type: Melee

Hands: One

**Sling**

*Description:* A strip of leather used to hurl stones.

*Game Play Effects:* This strip of leather offers +4 damage when used to hurl a stone in missile combat.

*Type:* Missile

*Hands:* One

## The Bestiary

The Bestiary is a comprehensive listing of all of the known monsters in Machines and Magic.

### Monsters

#### Anti-Druid Goblin

#### Anti-Druid

*Description:* Anti-druids are wilderness priests who have sinned greatly against their beliefs and have been favored by an evil deity. They vary in appearance, but are generally dark skinned, foul smelling, and reclusive. They have poisonous skin and plants wilt wherever they walk.

Anti-druids carve a domain out of the wilderness area they once protected. Instead of open combat, they prefer to defeat trespassers by stealth and trickery.

*Information:*

*Location:* Any secluded wilderness area

*Encounters:* Very rare, solitary

*Active:* Any time

*Diet:* Omnivore

*Morals:* Evil

*Game Stats:*

*Traits:* Intellect, Poisonous Skin, Life Drain

*Skills:* Hit Points (level 6)

*Items:* A few coins, Adventurer stuff

*Combat Stats:*

*Attack:* +2

*Defend:* 0

*Damage:* +6

*Armor:* +2

*Willpower:*

*Hit Points:* 16

*Morale:* 65%

**Goblin**

Description: A short green-skinned humanoid. Goblins have long had a hatred for civilized cultures.

Game Stats:

*Traits*: Half Size

*Skills*: None

*Items*: Short Sword

Combat Stats:

*Attack*: +3

*Defend*: 0

*Damage*: 0

*Armor*: 0

*Willpower*: 0