

FROM MAGIC TO STEAM

Introduction

With the depletion of the world's life blood, mana, the denizens of the world were forced to find alternatives to sustain their way of life.

While some societies retained their magical tradition, some expanded on their skills and developed new technologies or advanced those of others.

Dwarves advanced gun powder from a curiosity used in fireworks to an explosive

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aid in mining and ultimately a propellant in warfare.

Elves, especially druids, held on to their magic, but looked upon the technologies of others with great curiosity and amusement. Halflings seemed content to make use of whichever magic or technology suited their momentary needs.

Humans were most active in trade since they were the most tolerated by all other denizens. Through trade, humans spread about the technological advancements of the world.

The mana: mana is a natural magical element of the world. It's the currency in which a cleric can call their god and that wizards use to make their spells. But is also the life of the universe itself, that is why it must be used with the utmost care since each spell can drive the universe closer to death.

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In the beginning there were 2 siblings Baldur (lawful) the god of light and Erebus (chaotic) the god of darkness, the battle between these two primordial deities created Gaia the world. With it the elemental gods came into existence.

Pyro lord of flames (chaotic).

Aqua Lady of water (neutral).

Ventus lord of winds (lawful).

Terra lady of the lands (neutral).

The two siblings, realizing with the creation of these new deities and the world that together they could be much

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more decided to finally have a truce, and the six beings became the pantheon. To populate the world, they created races.

Humans: the most adaptable that would do anything to tame the elements.

Elves: connected to nature they would create beauty harmoniously to the world.

Dwarves: connected to the earth they are experts in metal craft.

Halflings: beings that like comfort and a simpler life they would rarely leave their fields.

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Along with them chaotic races were created like goblins and beings that were wild like lions.

With the guidance of the gods the world developed and with their blessing the many races discovered magic.

Some devoted themselves to the gods and could cast divine magic and some to studying the magic of the world learning the arcane forces.

The world prospered small kingdoms were raised and fell until the four empires were formed.

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Avalon: the elven kingdom ruled by the elf king, humans also inhabit it, but dwarves are rarely found there.

The Stone Kingdom: ruled by the dwarf king, the kingdom of dwarves. Elves and humans are rarely found here.

Platinum: the human nation, ruled by the human king, members of every race can be found here. The most innovative kingdom always pushes the boundaries of what is possible.

The Republic Fields: the halfling republic, you will find only halflings there since the other kingdoms have an

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agreement to never go into their fields without being invited. In exchange they dedicate themselves to helping any kingdom with food shortage should they have a tough winter.

The great archimages: They were the greatest mages to ever live, but they found the dangerous truth the mana on the planet used to cast spells like any other resource was not unlimited. That was a test from the gods on how the races of the world would approach their resources. They went public with their discoveries and abandoned magic, becoming the first scientists in the

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world. Those pioneers figured out concepts of medicine, chemistry and steam power that helped people to use less magic. Due to that laws were established both for arcane and divine spell casters in which they would only be able to use their powers under emergencies. The wizards were forced to join the academy, an organization that oversees and regulates magic. The ones who did not became outlaws and are hunted to this day.

Observation: even the divine spells of clerics use the world mana since the gods need to consume it to grant their

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priests a divine spell. If a cleric abuses their privilege of divine prayers the higher ups of the church can give them a harsh punishment.

The development of steam powered vehicles: transportation in the world was easier in the days of magic and fixing that was the top priority, the archimages took their research in steam power and began developing rail roads, steamboats, air ships and even steam powered vehicles like cars. That was a relief for the world since teleportation magic, although cheaper consumed more of the world's mana.

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The birth of modern medicine: the transportation crisis was fixed but the diseases became a new problem, priests could no longer just heal the poor and other people. So, the archimages together with the high elemental priest and the next in line to take his position began research to create the modern medicine. They created all sorts of medicines, techniques to help the body recover over time naturally with minimum lasting damage. Along with other healing practices like surgeries.

With the birth of fire weapons, the main problems fixed, the people began to try

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to get an offensive power like magic to fight the forces of chaos and keep the balance. The solution was gun powder, used originally for fireworks, it was quickly adapted into fire arms, matchlock and pistols became the replacement for spells.

Matchlock (reload)	1d6 + 2
Pistol (reload)	1d6+1

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Wizards: mana is precious and a limited resource so wizards only cast a spell in a true emergency to compensate they can carry small swords, pistols and cross bows.



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Due to the nature of the world, magic potions would be rare, but there are medicines that help healing. To the discretion of the gm, they IF taken before a long rest, can add from 1, 2, 3, 4 or 5 HP to the natural healing of the body. A character that takes a medicine 3 nights in a roll must do a test to avoid getting dependent on them a result of 1-3 in the d6 prevents the dependence. If the PC fails, he must take the medicine every night, failing to do so will make all his tests the next day become difficult ones (roll 3d6 and take the two lower results).

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