

SMELTER

THE MACHINE (INTERMEDIATE VARNA)

Level: 5 **Category:** Between Worlds *Special*
Life Points: 200
Class: Acrobatic Warrior
Str: 11 **Dex:** 11 **Agi:** 11 **Con:** 11 **Pow:** 4 **Int:** 7 **Wp:** 10 **Per:** 6
PhR 70 **MR** 15 **PsR** 65 **VR** 70 **DR** 70

Initiative: 150 Natural
Attack Ability: 180 Red-hot blades or Laser Cannon
Defence Ability: 160 Dodge
Damage: 60 Red-hot blades (CUT/HEAT) or 140 Laser Cannon (HEAT)
AT: Natural Cut 5 Imp 5 Thr 5 Heat 5 Cold 5 Ele 5 Ene 0

Essential Abilities: Superhuman Physical Characteristics, Physical Exemption, Psychological Immunity, Pain Immunity, Inhumanity.
Powers: Natural Weapons; Red-hot blades (Natural Weapons, Heat Damage, -4 AT, Damage Energy), Unnatural Speed (Increased Initiative +20), Natural Armor Physical AT 5 *Open*, Free Movement, Laser Cannon (Innate Psychic Power: Laser, Absurd Potential, Unlimited, 2 turns *preparation*), *Explosive Core*, *Physical Vulnerabilities*, *Vulnerability to Magic*.

Size: 22 Medium **Regeneration:** 4
Movement Value: 11 **Fatigue:** *Tireless*

Secondary Abilities: Acrobatics 200, Jump 200, Notice 80, Search 80

Smelters, also known as tripods, are not The Machine's most powerful troops, but they are amongst the most effective because of the accuracy and power of their long range attacks. They are specially feared by those soldiers that focus their style of fighting on trusting the protection that their heavy armour gives them, as the Smelter's laser-like cannon can cut through all of these defences with extreme ease.

The main body of these creatures takes the shape of a slightly flattened sphere, with three main limbs with multiple points of articulation finishing in long and slender blades. One of these limbs comes from the what would be the creature's backside, while the other two come from the sides, giving ample space for a psychic cannon of considerable size that hangs on the lower side of the creature. Smelters are mainly made of metal, but their limbs are full of muscles and other fleshy tissues, giving them a macabre and disgusting appearance. Their slender frames can be up to four metres tall.

A Smelter's core, inside the main spherical body, generates an enormous amount of psychic energy that disperses as heat. This heat can be focused, either through its cannon, or through the blades at the end of its limbs. Focusing heat on its limbs not only allows them to be more effective on close quarters combat, but allows them to walk on walls or ceiling by thrusting the blades through even the hardest rocks or metal.

Smelters can be found in great numbers for a creation of The Machine of intermediate Varna, and in Dravenor their number is similar to the number of technocrats.

MODUS OPERANDI

Fighting a Smelter can be hellish, as these creatures always try to keep to whatever distance benefits them the most for taking out their enemies from afar. Their specialty is attacking with their laser, then moving away immediately at great speeds to find a new firing spot. Thus, in open areas or when fighting against enemies slower than them who have no ranged means of attack they are almost invincible.

Although they are capable of fighting close, a Smelter will try to avoid this as much as it can, trying to get into a position that allows them to resume their usual tactic of firing from a distance. It will only participate in a melee fight if it has no other option or if it believes it is the best way to guarantee getting away.

While their laser cannons are very powerful, these weapons have a small cooldown period between each shot, barely five seconds, but those can cause the creature to be destroyed. Combined with the fact that the cannon is fully devoid of any armour, this can allow a specially fast warrior, or a very coordinated group, to destroy the Smelter's main means of attack.

Less well known than the cannon's lack of protection is the fact that a Smelter's articulations have the same flaw. Any attack directed at these areas could destroy one of its limbs, taking away the creature's superior agility and speed. Without its cannon and missing a limb, a Smelter would barely be able to fight, answering attacks with its own, stumbling, attacks.

Red-hot blades: While Smelters focus on ranged attacks, they can also fight in close combat by, almost instantly, heating its limbs to extreme temperatures, making them into very effective weapons at cutting through both armour and flesh.

Additionally, these blades allow the creature to hang from walls and ceilings, moving through them at half their usual speed. This ability is of limited use on surfaces that can catch on fire.

Laser Cannon: The Machine's own "free interpretation" of the light turrets used long ago by the Empire of Solomon, although this model uses psychic crystals to power the weapon. Thus, even though the laser is created through science and not psychic powers, it is affected by reductions to Psychic Potential. The Laser Cannon is considered to be a use of the Laser Psychic Power with an Absurd Potential, with the exception that it ignores up to 60 points of Potential Nullification from any source, and it reduces the enemy AT by 4 instead of 2. This attack also applies any modifiers that can be applicable to physical projectiles, such as penalties from cover or changing targets.

Explosive Core: In order to use its abilities, the core of a Smelter needs to accumulate great amounts of heat, so an attack against it while it is heating up can cause an immense explosion. If the Smelter is destroyed on the same turn when it was going to use its Laser Cannon, but before firing it, or if it suffers critical damage on its core (Which causes a -40 penalty to the attack) with effects over 50, the creature explodes at the start of the next round. Anyone near it suffers an attack with final ability of Absurd if they were at 20 metres or closer, Almost Impossible if they were at 5 metres or closer, or Impossible, if they were right next to the creature. This attack is Heat based, and has a damage of 140.

Physical Vulnerabilities: The body of Smelters is built with highly resistant alloys, giving them a high AT against any non-Energy attack. However, the correct working of the cannons requires them to be exposed to the air, which allows them to cool down after each shot, which is why their armour does not cover the Smelter's main weapon. Any attack targeted at the cannon has a -40 penalty to the attack roll. The cannon has 20 life points that it shares with the Smelter's life point pool, though any damage over

20 is dismissed. To guarantee a greater degree of mobility and jumping ability, the creature's articulations are also exposed. These articulations (considered knees for any penalties towards attacking them) are very fragile, and any critical attack against them causes the Smelter to suffer a -60 penalty to its defence rolls and reduces its movement in half.

Vulnerability to Magic: Smelters share the vulnerability to Magic that all of The Machine's troops have. Not only does their MR have a value of 15, but every mystic attack causes double damage to them.

KNOWLEDGE OF DRAVENOR

Generic Knowledge

There are combat tripods amongst The Machine's troops equipped with heat cannons that do nothing but run around and shoot.

Intermediate Knowledge

Their many articulations and their cannons are very vulnerable to attacks.

Hitting their core while they fire can make them explode.

The flesh on their articulations has a nauseating smell, so it is possible to detect them through the horrible pestilence that surrounds them.

Advanced Knowledge

The effects of the Smelters cannons can be nullified with anti psychic measures.

Smelters avoid water and keep away from the coast. It seems like they have trouble firing if they are soaked in water.

HUSK

THE MACHINE (LESSER VARNA)

Level: 3 **Category:** Between Worlds *Special*
Life Points: 570 Damage Resistance
Class: Freelancer
Str: 8 **Dex:** 5 **Agi:** 5 **Con:** 7 **Pow:** 3 **Int:** 4 **Wp:** 8 **Per:** 5
PhR 45 **MR** 0 **PsR** 50 **VR** 45 **DR** 45

Initiative: 55 Natural
Attack Ability: 100 Teeth and Claws
Defence Ability: Damage Resistance
Damage: 50 Tooth and Claws (CUT)
AT: Natural Cut 3 Imp 3 Thr 3 Heat 3 Cold 3 Ele 3 Ene 3

Essential Abilities: Physical Exemption, Psychological Immunity, Pain Immunity.

Powers: Natural Weapons; Teeth and Claws (+10 Damage, -1 AT), Reanimated Body, Special Models, *Quasi-Undead*, *Magic Vulnerability*.

Size: 15 Medium **Regeneration:** Special
Movement Value: 5 **Fatigue:** *Tireless*

Secondary Abilities: Athletics 100, Climb 80, Notice 80, Search 20

For most people in Dravenor, Husks are creatures that only appear once the big battles start, as if they were The Machine's reinforcements that it saves up until it needs to push again. But the real reason why these troops can't be found from the start of the battle is their terrible origin; they are built by inserting microcores inside the corpse of the recently deceased (usually through clouds of these tiny artificial organisms, dispersed on areas with many corpses they can invade). These "tiny machines" adhere to the body's nervous system, where, through electric discharges, they reanimate the corpse, forcing them under the control of the nearest Praetorian or Technocrat. It wouldn't be inaccurate to call them "artificial zombies", corpses raised in service of The Machine to be used as weapons.

This process not only reanimates the body and raises it as new kind of soldier, but it also modifies it on a genetic level. As the damages suffered are not important as long as there's enough of a corpse to keep it moving (and the microcores themselves are almost impossible to damage through normal attacks), the victim's skeleton is restructured, and the internal organs are reinforced with metallic alloys that use the iron in the blood. Some of the microcores then solidify on the bone under the fingertips, creating claws to be used by the Husk. Aside from all these alterations, the most visually evident change is the cold blue glow on the Husk's eyes, the same flow that can be seen on their veins, shining through their skins.

The strength of these creatures does not come from their individual ability, as one by one they would only be dangerous to a rookie, but on their resistance to damage and their numbers, which allow them to throw themselves at their targets like a wave of flesh and metal that consumes everything on their path.

The reason why these creatures are not usually produced, being only used when The Machine needs more troops fast and it has a stockpile of recent bodies, is that the process is a waste of raw materials. A body reanimated as a Husk could be used to create several other creatures, and Husks have a limited lifespan. The reanimation process does not interrupt the normal degrading process of death, and the genetic alterations and electric discharges compromise the integrity of the body, making Husks unable to live for even a week. Whenever possible, The Machine tries to recover the Husks that are still active after a battle before degradation sets in, taking away the microcores to use whatever is left of the body to build drones, spiders and other troops.

The stats on this sheet describe a standard Husk, built using an adult human body in good condition, although different Husks might have slightly different stats.

MODUS OPERANDI

Husks are barely more intelligent than a raging animal. As a rule of thumb, they simply throw themselves at any enemy within their reach, trying to claw and bite until they kill their target or are themselves destroyed. Special models usually have a special talent to understand their own abilities and how to use them, but they aren't any more intelligent. Praetorians and Technocrats controlling Husks can mark a direction for the horde to move, but the tactics used by the Husk remain the same.

Teeth and Claws: When a Husk reaches its target, it attacks with big swings of its arms, trying to hit with the claws at the end of its hands, as well as trying to bite and tear at the flesh if they can. These attacks are a Natural Weapon attack.

Reanimated Body: Bodies infected by microcores must be previously deceased, thus, there is no way to bring back the person they once were, and the Husk is little more than an artificial walking corpse. Thus, the creature is immune to pain and any psychological effects, but as a corpse it still degenerates. This degeneration is catalysed by the genetic alterations of the body, and the corpse's degradation is accelerated, to the point where a week after its creation, it lays dead and unusable.

Quasi-Undead: Husks, despite being troops of the Machine like any other, can be affected by powers or abilities that target undead. Thus, they can be controlled by necromantic spells, but only if they are further than 100 metres away from a Technocrat or any other Higher Varna creature that is giving it its orders.

Vulnerability to Magic: Husks not only possess a fairly low MR of 0, but any mystic attacks causes double damage to them.

SPECIAL MODELS

If needed, The Machine has been able to create special types of Husks using microcores. All of these special models are battlefield experiments, so it is rare, though not impossible, to simply find them around.

-Detonators: The microcores used for these Husks contain a small amount of a powerful liquid explosive, which they release inside the corpse, turning them into remote controlled bombs that can detonate at will. As the flesh of the corpse is filled with this liquid, its skins and eyes take an intense reddish tint instead of the normal blue glow of other Husks. Usually they are mixed in with other groups of Husks so they can be protected until they reach vulnerable structures where they detonate, however any powerful blows could make them explode before The Machine sends the ignition signal. A detonator can explode when it would normally take its actions, although it will also explode if it receives any critical, regardless of the critical level. The explosion has a radius of ten metres, with a final ability of Absurd and a Heat damage of 140. Against targets right next to the detonator, the attack's final ability is instead of Almost Impossible.

-Spitters: Some microcores contain substances than, when in contact with the Husk's internal organs, react creating a potent acid. This acid is redirected outside via the now unused digestive tract, being sprayed through the mouth at high pressures, and causing powerful burns on impact. This is a ranged attack at a maximum of 10 metres. If it hits, the target will have to roll a PhR check against 120, suffering damage equal to the degree of failure. Each attack requires more acid to be created by mixing the liquid inside the microcores and the Husk's internal organs, which damages the Husk, which suffers 30 points of damage each time it spits acid.

-Burrowers: These Husks have carefully crafted claws, with a shape that makes them ideal for burrowing underground, and the microcores covering the end of these claws are durable enough to even burrow through rocks, as long as they are not too hard. Their bodies can also contort in unique ways, allowing them to move through tight spaces. All of these abilities make Burrowers able to move underground, although they are reduced to Movement 3 when doing so, and they also have a special grapple attack with Strength 8 thanks to their ability to contort, allowing them to more easily trap their targets.

Usually they remain close to the ground in small groups, and when they feel the weight of a target over themselves their claws come out, trying to grab their victim together and bury them alive. For every additional Burrower Husk beyond the first that tries to grab a target, they add +1 to their trapping roll, up to a max of +4. Once they successfully do so, it takes them 3 rounds to fully bury their victim.

MICROCORES

Microcores are The Machine's attempt at reproducing advanced nanotech. They are larvae of almost microscopic size, able to enter bodies and alter their characteristics. Like the average larvae, they are made of flesh and crystal, although their size is much smaller.

Microcores aren't really many smaller larvae, but rather a single larva separated into thousands of tiny fragments, which cannot go far away from each other. While this system makes it much easier to infect bodies, larvae that go through this process lose some of their effectiveness, and can only be used for inferior creations like the Husks.

Due to their almost microscopic size, noticing a swarm of microcores is very difficult, requiring an Impossible Notice check or an Absurd Search check merely to see them, not even fully realizing what they are. Only someone with the ability to perform Inhuman actions who passes an Inhuman Search check would be able to fully perceive these creatures and what they are.

Microcores have no defensive abilities to speak of, but due to their size a conventional attack would only kill a few hundred of the swarm, with no greater effect on the whole swarm. However, other attacks like supernatural area attacks, bombs or flames could destroy a swarm instantly.

KNOWLEDGE OF DRAVENOR

Generic Knowledge

There are some troops amongst The Machine's forces that look humanoid and only appear during big battles. They are not individually as dangerous as other troops, but they always found in great numbers.

Intermediate Knowledge

There are many different types of Husks, but one must be specially careful along those with red eyes, as they can explode.

If an area where Husks have been spotted shows signs of the soil having been excavated, you should be careful with attacks from underground, or you'll find a very dangerous surprise.

Advanced Knowledge

Husks are actually corpses reanimated by The Machine's technology.



Hollows

Even for The Machine's standards, the creatures known as "Hollows" are a completely immoral atrocity, a monstrosity with an effectivity only comparable to the perversion they represent. They are a special kind of Husk that Mazikeen has started developing in the last couple of decades, a line of research with the objective of infecting a still alive target with microcores, turning them into involuntary agents of The Machine, all while slowly killing them.

Hollows can only be made of flesh and blood individuals, and they must be of good health, as the initial infection often kills those who are not tough enough. Thus, infecting children, the elderly or the sick, as well as most animals, is simply impossible.

Hollows retain most of their hosts' abilities (To what degree is indicated on Evolution of a Hollow Infection), except those of magical nature. They are unable to use spells or invocations, or any magical artifact, except those with powers that are independent from the wielder's will.

It is important to note that a Hollow isn't really a person being controlled, it is a full member of The Machine that has the body of an infected as its physical form, using its knowledge and personality to effectively impersonate them. They cannot be "freed" from control even if they receive orders against their original nature, and truly it is a whole different being, one that has killed its host and disguises himself as the host. Perhaps the most terrible thing is that the consciousness of the Hollow, their original self, still remains somewhere. For these people it is as if they were imprisoned inside their own minds, seeing images and hearing sounds through small openings, but being unable to intervene. They can only watch as they manipulate, betray and kill all who surround them, even their loved ones. Sometimes, during moments of despair, they can show some small measures of the sadness they feel, but these are merely leftovers of their former selves. Once, a Hollow shed a single tear while choking his son, but he didn't stop until the son laid dead.

As simulating the personality of their host requires a Hollow to disconnect from the network of The Machine, Hollows have problems communicating with the hive mind, and usually they just carry out orders given earlier. Thus, the Mother uses only rarely, with very specific objectives in mind, such as taking the place of high officials or important agents so their underlings will follow specific instructions.

Hollows are, without a doubt, one of The Machine's most powerful weapons, but something in them upsets Mazikeen, using them only sparingly. Maybe it is because they are a long term waste of raw materials, or because there are difficulties in connecting them to the hive mind. It might even be because they temporarily have something akin to a personality and feelings. Whatever the case, the Mother simply restricts their creation.

INITIAL INFECTION

For the infection to be successful, many microcores must slowly go into the body through the nose, ears or mouth, in a process that takes around fifteen minutes. Thus, the infected tend to be sleeping, as the process is not itself painful, although there's nothing stopping The Machine to restrain a prisoner and force the transformation in a lab.

In order for the infection to take root, the host must fail a PhR check against 120, though failing by more than 40 points results in death, turning the body into a normal Husk instead of a Hollow. After this, the host must take a PsR check against 120. If the resistance check is successful, the microcores are unable to establish a connection and die, which usually results in the victim waking up with a cough, not knowing the danger they were in.

EVOLUTION OF A HOLLOW INFECTION

A Hollow follows some patterns in the evolution of their infection, which are dependant on how long it has been since they were created.

-Initial Stage (Up to four hours after initial infection): During the first three or four hours of infection, the Husk cannot do anything, as the body is still adapting to the microcores. Usually, the victim remains in a state similar to a coma (part of the reason why infection tends to be more successful during sleep), and they cannot be awakened. In theory, a victim could still be saved at this stage, saving them by destroying the microcores, but the methods to successfully do this without killing the host are currently unknown.

-Full Infection Stage (From the first to the third day): During this small timeframe the Hollows are fully operative. After waking up they act completely natural, being almost impossible to tell that anything is wrong. Their movements, abilities (with the exception of magical abilities) and manners of speech work as normal, making the transformation hard to notice. However, this is because the microcores haven't yet fully connected to The Machine's hive mind, something they do to stall degradation, so they are not yet able to send any information to the Mother.

-Degradation Stage (From the fourth to the sixth day): At this time the body starts to slowly degrade, taking into the telltale signs of Machine infection. They are usually still very difficult to detect, but they start showing defects such as spots, blueish marks, and geometrical markings on their skins, though they can usually be covered. They also start having difficulty talking and keeping their façade, such as getting stuck on words, forgetting things that happened or being unable to mimic feelings. They can still use their hosts abilities, both physical and mental, but they apply a -10 penalty on the fourth day, -30 on the fifth and -60 on the sixth. They can now connect to The Machine's network, but the information they can send and receive is very limited.

-Final Stage (From the seventh to the eighth day): The Hollow's body can no longer take any more, and it can't keep its façade, initiating a fast degradation, transforming from a Hollow into an already decayed Husk, and finally falling apart. During this time it can no longer speak fluidly, though it can still articulate a handful of words.

CHAMELEON

THE MACHINE (MINOR VARNA)

Level: 3 **Category:** Between Worlds *Special*

Life Points: 100

Class: Assassin

Str: 3 **Dex:** 8 **Agi:** 8 **Con:** 6 **Pow:** 4 **Int:** 6 **Wp:** 10 **Per:** 10

PhR 45 **MR** 5 **PsR** 55 **VR** 45 **DR** 45

Initiative: 100 Natural

Attack Ability: 100 Electrified Hook

Defence Ability: 70 Dodge

Damage: 20 Electrified Hook (THR)

AT: Metallic Body Cut 2 Imp 2 Thr 2 Heat 2 Cold 2 Ele 2 Ene 0

Essential Abilities: Acute Senses (Sight), Unnatural Size (-4), Physical Exemption, Psychological Immunity, Pain Immunity.

Powers: Natural Weapons; Electrified Hook (Grapple: 10), Electric Discharge (Esoteric Effect, PhR 140, Double Damage), Metallic Body, Mimicry (Chameleon Camouflage), Free Movement, Independent Eyes (Radial Vision, Full Night Vision), Occultation Systems, *Vulnerability to Magic. Core.*

Size: 5 Small

Regeneration: 1

Movement Value: 6

Fatigue: *Tireless*

Secondary Abilities: Notice 120, Search 120, Hide 120, Stealth 120.

Chameleons are The Machine's specialized stealth agents, focusing on infiltration and spying. While they do not have the fighting prowess of the Hounds, their skill at obtaining and relying information has made these creatures to cause more deaths than any other minor Varna.

Their name comes from their natural ability to mimic their surroundings, and from their eyes, which are able to move independently from one another. However they look nothing like the reptiles that give them their names, looking closer to snakes with four long retractable limbs. These slender limbs are act as legs, and they can become shorter or longer as needed, which, when added to the suction cups all along their bodies allows them to easily move silently over any kind of surface.

These creatures are reasonably intelligent, and while they cannot communicate, they can make complex plans in order to infiltrate or get near their targets without being noticed.

Chameleons are very rare, as they are costly to build, requiring hard to come by Daimah corpses, and they are of limited use in a fight. All of this makes the Mother create only as many Chameleons as she deems necessary to keep a constant flux of information from her enemies.

MODUS OPERANDI

While they are perfect at their spy role, Chameleons are very easily overwhelmed if forced to fight without the support of other troops, so a Chameleon will never initiate direct combat, even if it would be favourable to it. If discovered, a Chameleon will try to flee, fighting only if there is no possible way out or if it has an obvious and overwhelming numerical advantage. Rarely, a Chameleon might use its electrified hook to support some other troops, using its stealth to take its opponents by surprise.

Immune to Pain: Chameleons are almost fully machines, unable to feel any kind of pain, natural or supernatural, or any penalty derived from it.

Metallic Body: While Chameleons are not designed for combat or taking hits, they are mostly metal, which grants them a small measure of physical AT.

Mimicry: The most relevant characteristic of Chameleons is their ability to mimic their environment, taking a similar colour and texture to that of the surface it is on. They merely need to remain stationary for a few seconds. After two rounds, their camouflage activates, and an Almost Impossible Notice or Absurd Search check will be needed to find them. If they move, the check lowers in difficulty, becoming an Absurd Notice or Very Difficult Search check, as they remain difficult to spot.

Independent Eyes: The eyes of a Chameleon are a very efficient mechanism. Each one moves freely, independent from the other. Both eyes are also prepared to see even in the darkest conditions. This gives them both radial vision and the ability to ignore all penalties for natural darkness, and applying only half the penalty when dealing with supernatural darkness.

Electrified Hook: The only means of attack for the Chameleons is their electrified hook. Using this natural weapon a Chameleon can perform a trapping manoeuvre with no penalties and a Strength of 10. The Strength value for the check increases by 1 per every two additional Chameleons helping, up to a limit of Strength 15. Once they manage to trap their target with at least a Minor Trap, each turn that the target doesn't free itself they will send electrical discharges through the hooks' cables. Those at the end of one of these discharges must roll PhR against 140 or suffer double the failure degree as damage. The difficulty of the check increases by 5 points per every additional Chameleon, up to a max of 165.

Vulnerability to Magic: As any other of The Machine's troops, Chameleons have a vulnerability to Magic, with only 5 MR, and any mystic attack causes double damage.

Core: Chameleons have a small core on their back, near what would be their neck. Any critical hit on the core, no matter how low the critical level, will destroy the creature, causing a shockwave that will impact any physical creature within 5 metres with Strength 12.

KNOWLEDGE OF DRAVENOR

Generic Knowledge

Some of The Machine's creations can become almost invisible in order to spy you, you must be careful everywhere.

Intermediate Knowledge

Dust is a Chameleon's natural enemy. If covered in dust, they can be very easily detected.

Advanced Knowledge

A favoured role for these creatures is to work as spotters for Colossi, as their ability to sneak around undetected makes them perfect to relay target coordinates to the metal giants.

Very strong noises are disorienting for Chameleons, and they can take some time to react after hearing thundering noises.

LEVIATHAN

THE MACHINE (INTERMEDIATE VARNA)

Level: 4 **Category:** Between Worlds *Special*

Life Points: 175

Class: Acrobatic Warrior

Str: 9 **Dex:** 8 **Agi:** 8 **Con:** 10 **Pow:** 4 **Int:** 5 **Wp:** 10 **Per:** 6

PhR 60 **MR** 10 **PsR** 60 **VR** 60 **DR** 60

Initiative: 100 Natural

Attack Ability: 150 Tentacles and Blades

Defence Ability: 125 Dodge

Damage: 80 Tentacles and Blades (CUT/THR)

AT: Abyssal Metallic Body Cut 6 Imp 6 Thr 6 Heat 6 Cold 6 Ele 0 Ene 0

Essential Abilities: Exemption, Psychological Immunity, Pain Immunity.

Powers: Natural Weapons; Tentacles and Blades (+30 Damage, -4 / -5 AT), Amphibian Movement (Aquatic Movement), Abyssal Metallic Body (Physical AT 6, *Limited*), *Vulnerability to magic*.

Size: 19 Medium

Regeneration: 3

Movement Value: 8

Fatigue: *Tireless*

Secondary Abilities: Athletics 180, Notice 80, Search 80, Track 60, Hide 80

Leviathans are the logical consequence of waging war on an archipelago, troops able to move through water at high speed and equipped with weapons able to destroy the hull of even the biggest ships.

These creatures look like an enormous fish of flesh and metal, over four metres in length, with sharp blade-like fins and two appendages at each side of their bodies. On its tail, dozens of tentacles help it move around, with two of them ending in sharp blade-like thorns.

In order to reach higher speeds with the least possible amount of resistance to water, Leviathans have canals inside them that allow for water to flow through, which they later expel at high pressure to gain an additional impulse. These canals are, however, a weakness, as they are always filled with saltwater, which is a very good conduit for electricity.

Leviathans are extremely effective, with even a small group of them being able to put in peril even the biggest fleet. Obviously, The Machine uses them with frightening efficiency to attack supply routes and keep the enemy frontlines unsupplied and isolated. Leviathans themselves are, however, not particularly intelligent, and unless there's a Technocrat or Praetorian nearby they can't easily coordinate their attacks.

These creatures have been ravaging Dravenor for many years. They were first spotted during the battle for Elciana, where a group of Leviathans slowed down the arrival of reinforcements, making the battle even more perilous for the survivors, and they have remained one of the biggest thorns on the side of the Interreign's armies ever since.

MODUS OPERANDI

As The Machine's foremost aquatic troops, these creatures take on various roles. They tend to be deployed to destroy transport ships, though sometimes they simply remain hidden on the sea floor, waiting for any ship to go through the area, and then attacking it.

Regardless of the mission, their method of attack against ships remains the same. Leviathans throw themselves at the lowest parts of the hull, endlessly rotating like a drill in order to penetrate any armour. Once they make a hole, they extend their fins as they get out, in order to increase the size of the hole, something which is usually enough to sink a ship. After this is done, they attack any

soldiers in the water, where they have a clear advantage over their targets, charging them, striking them with their blades and then moving into position for a new charge.

When they must fight another sea creature, commonly because they have been deployed alongside the boats to protect them from Leviathan attacks, they try to use superior numbers to eliminate any aquatic danger. They will only flee or change their objective if their attacks prove unable to cause any damage.

Immune to Pain: Leviathans are almost fully machines, unable to feel any kind of pain, natural or supernatural, or any penalty derived from it.

Abyssal Metallic Body: In order to take the high pressure of the depths, Leviathans are equipped with a highly resistant carapace. However, as they contain saltwater inside the numerous canals within their body, this is no protection against electricity-based attacks. This gives them an AT of 6 against any attacks not based on Energy or Electricity.

Amphibious Movement: Leviathans mostly operate on water, where they move with absolute freedom. In water they move at their full speed, using Athletics to increase their Movement. On land (or on a ship's deck), however, they can move using their many limbs, but their Movement is halved.

Tentacles and Blades: In order to attack, Leviathans use their fins and the two tentacles ending in thorns. These are designed to punch through the thickest ship armour. This not only grants them a higher damage, but they also ignore up to 4 points of the enemy AT.

Piercing Charge: By gaining momentum for at least two rounds, a Leviathan can expel high pressure water behind itself to move at great speed, while rotating like a drill as it surrounds itself with its tentacles, becoming able to even more easily penetrate armour and cause damage. As long as it has taken at least two rounds to charge in the water, a Leviathan gains a bonus of +30 to its attacks roll, doubles its Strength bonus (gaining Damage 90 for its attack) and increases by one point (to 5) the amount of AT it ignores.

Vulnerability to Magic: As all other of The Machine's troops, Leviathans have a very low MR and all damage dealt to them by mystic means is doubled.

KNOWLEDGE OF DRAVENOR

Generic Knowledge

In the seas there are things that wreck and sink ships.

Intermediate Knowledge

Electricity is a Leviathan's natural enemy. Some say they don't even dare to go out hunting during storms, to avoid the effects of lightning striking the sea surface.

Advanced Knowledge

The first Leviathans had a different shape, similar to that of lobster with huge pincers. While the Leviathans new models evolved into a new form, the few original Leviathans that can still be found are bulkier and more dangerous.

While all individuals instances of the same kind of troop are theoretically the same, there is a legendary Leviathan, operative since the battle of Elciana, that has gained some fame amongst sailors. They call it Rackham, and it is said that, somehow, it is the deadliest of its kind.

Level: 2 **Class:** Entre Mundos *Especial*
Life Points: 1,500 Damage Resistance
Mentalist: Mentalist
Str: 1 **Dex:** 10 **Agi:** 5 **Con:** 8 **Pow:** 4 **Int:** 1 **Wp:** 13 **Per:** 5
PhR 45 **MR** 0 **PsR** 60 **VR** 45 **DR** 45

Initiative: 65 Natural
Attack Ability: 0 Unarmed
Defence Ability: Damage Resistance
Damage: 0 Unarmed (IMP)
AT: Natural + Metallic Body Cut 4 Imp 4 Thr 4 Heat 4 Cold 4
 Ele 4 Ene 0

Psychic Projection: 120 **Potential:** 100
Free PP: 0 **Innates:** 0
Psychic Disciplines: Electromagnetism
Psychic Powers: Magnetic Manipulation, Electric Arc (+30)

Essential Abilities: Access to one Psychic Discipline, Psychic Unbalance: Electromagnetism, Physical Exemption, Psychological Immunity, Pain Immunity.
Powers: Levitation (Mystic Flight 6), Metallic Body, Movement Perception, Disconnected, *Vulnerability to magic.*

Size: 9 Medium **Regeneration:** 0
Movement Value: 6 **Fatigue:** *Tireless*

Secondary Abilities: Notice 180, Search 120

“Surprisingly similar to a mystic Defence Seal, yet much more durable. I sincerely hope this is only due to how the technology that was assimilated was, and not because they can learn from true magic... Or else we are going to be dealing with a very serious problem going ahead.”

Ahanel Galanis, Researcher

Looking like simple metallic spheres surrounded by veins, Orbs are a kind of lesser defensive troop specialized in ranged combat. They usually float around the air, moving slowly while they shoot electric discharges against their targets.

The creation of an Orb is a slow and complex process, although they are still in production because they require almost no organic components, being more machine than even drones or spiders. The only organic component is blood, which circulates through a complex system of tubes similar to the circulatory system, and which acts as the orbs neural network. At the centre of the sphere, as the final step, a psychic crystal is placed, serving as its energy source.

Orbs are amongst the creatures most “removed” from The Machine in their connection to the Hive Mind, as their systems cannot be connected except when receiving orders from a very short distance. This fact, something very uncommon in such an intertwined system as The Machine, is speculated to be due to the design focusing on using the smallest amounts of organic materials possible. Whatever the reason, the truth is that if there is no greater Varna creature nearby, no farther away than two hundred metres, Orbs will simply shoot at any nearby moving creature until they kill it or they are destroyed in turn, without any kind of strategy.

Due to their limitations when not commanded by higher hierarchy troops, The Machine does not use Orbs during offensive actions. Their most common use is instead to be used as sentries in a facility or factory, as a defensive measure..

MODUS OPERANDI

While commanded by Technocrats or Praetorians, these creatures can be surprisingly effective, using their flight to remain outside of range of any enemies while focusing fire on carefully chosen targets. On their own, however, their only tactic is to float at a certain height and shoot towards any enemy that comes close enough.

Immune to Pain: Orbs are almost fully machines, unable to feel any kind of pain, natural or supernatural, or any penalty derived from it.

Metallic Body: Being almost fully metallic, Orbs are highly resistant to damage, which grants them a certain measure of AT, although not against Energy based attacks. This, however, also means that they are completely unable to heal from damage by themselves, requiring external repairs.

Levitation: Inside them, Orbs have small generators that allow them to move through the air, though they are not particularly fast. These generators grant them a Mystic Flight speed of 6.

Electric Arc: The only means of attack of an Orb is the Electric Arc Psychic Power, which they constantly use against any enemies. They can use this power with a base Potential of 130, plus an extra degree of success if they are able to cast the power. This, of course, means that any power able to nullify a Psychic Matrix of the relevant potential would nullify this attack.

Movement Perception: Orbs are unable to perceive the world in a normal way. Instead, they use a sort of movement sensor to find dangers and targets. If something moves within a 300 metres radius of them, they can attempt to detect it with their perception skills as if they could see them, even if there isn't an actual line of sight to them, though supernaturally sealed walls stop this ability. They are also completely unable to detect stationary objects and creatures, or intangible creatures without a mass.

Disconnected: Due to their disconnection from the hive mind, Orbs require the presence of a higher Varna creature (Technocrats or higher) or they will simply attack the closest target. This higher Varna creature must be no farther away than 200 metres.

Vulnerability to Magic: Orbs share the same vulnerability as all other creatures of The Machine. Not only is their MR 0, but they suffer double damage from all mystical attacks.

KNOWLEDGE OF DRAVENOR

Generic Knowledge

There are Machine spheres that attack with lightning from a distance.

Intermediate Knowledge

These creatures can only detect things that are currently moving. If you remain in place, they will not see you.

Low temperatures freeze the Orbs' nervous system, making them slower to react.

Advanced Knowledge

In some very few occasions, Orbs have been seen attacking other Machine troops.