FORCES OF WARMACHINE

CONVERGENCE OF CYRISS

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THE MAIDEN OF GEARS

REVEALED HERSELF TO US,

HER CHOSEN, TO GUIDE US

TO CRAFT THE VESSELS

OF OUR IMMORTALITY.

WE MUST NOW CLEAR THE WAY

FOR CYRISS TO INHABIT CAEN,

THE WORLD BECOME

HER CLOCKWORK MACHINE,

AND ELIMINATE ANY

WHO WOULD IMPEDE

THE GREAT WORK!

— IRON MOTHER DIRECTRIX

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EMBRACE THE PERFECTION OF THE MACHINE

FACTION BACKGROUND

The faithful of Cyriss, the Maiden of Gears, have lived among the people of western Immoren for centuries, quietly working to uncover the laws of the universe. They have long been tolerated as an enigmatic cult of mathematicians, engineers, and stargazers, but in remote temples and facilities the inner circle of the faith were advancing their agenda. There they constructed massive machines with which they intend to complete their Great Work and transform the very face of Caen to bring about the manifestation of their goddess.

As the forces of the Convergence enter the Phase of Alignment, they must march to war against other powers of western Immoren over sites of geomantic potency. Their leaders and soldiers have abandoned bodies of flesh to be transformed into clockwork vessels. Immune to pain or doubt and armed with advanced weapons, these steel armies possess unflinching resolve. The clockwork state is itself their afterlife on Caen, and so they have no fear of death.

Because the Nine Harmonics of Cyriss proscribe the "false minds" of warjacks, Convergence warcasters bring complex vectors to battle. These imposing machines function not of their own unpredictable imperative but solely as pure extensions of a warcaster's formidable will. With an arsenal centuries in the making, the Convergence of Cyriss is prepared to carry out the Great Work no matter its cost.

PLAYING THE CONVERGENCE

A Convergence army operates like a machine: each piece serves its role, and the parts work together to accomplish a greater goal. The faction's pragmatic and calculating nature plays out in the form of widespread synergy, enhancing their own abilities and hindering those of enemies.

On the battlefield each specialized unit combines with the others to create a machine of destruction. Reciprocators and Obstructors lock shields and advance, then slide apart to allow aggressive Eradicators to charge into enemy lines, all while Perforators at the rear launch protean javelins.

Even more than any other WARMACHINE faction, the warcasters of the Convergence dramatically change the nature of play. Vectors take on the stats of their warcaster and gain a field marshal ability distinct to each character. The same army seems to transform and become an entirely different machine with each commander, opening up a wealth of game possibilities.

With so many exciting tactical options and interesting combinations of abilities to experiment with, the Convergence of Cyriss offers plentiful play satisfaction for any tabletop general. Now ready your machinery, confirm your calculations, and…

Let none imperil the Great Work!

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Hundreds had gathered within the vaulted central receiving chamber, a vast circular room that thrummed with the reassuring sound of power fluctuation and the rhythm of countless pieces of interlocking machinery. The attendees formed precise ranks across the grated floor. Most were joined to clockwork vessels, which gleamed in chromed steel. Father Lucant stood atop a raised dais attached to the great dome of massive gears and rotating metal rings making up the Constellation. This was not simply a mechanism but a council of minds—a great and intricate orrery within which orbited hundreds of souls—hosting the essences of priests and thinkers linked into a greater consciousness. All those assembled faced the Constellation.

The spiderlike construct that was Lucant's metal body was surrounded by a radiance that shone through slats in the dais floor. He wore his ceremonial raiment as a ranking priest, eldest of those gathered and an esteemed figure. On the other side of the Constellation stood another witness, the former Iron Father Isolexus, who was stepping down after a nine-year term. He had led the Convergence well and would soon resume his former station overseeing the vast temple complex hidden beneath Caspia.

"Attend us!" The sonorous voice of the Constellation suggested a harmonic chorus and seemed to emerge from all around. "The Convergence gathers to bear witness and honor the elevation of the one who shall lead. All honor Fluxion Isolexus, whose stewardship passes." There was a brief pause as those gathered inclined heads in his direction. The Constellation resumed, "The choice is made."

Lucant raised his staff and spoke. "Let all of the awakened honor the Maiden as we continue the Great Work. Praise be to the Bringer of Perfection. Let us pray for her guidance and inspiration as we enter a new era." A thousand silvered heads bowed, and there was prayer amid the sounds of the greater machinery.

At the center of the chamber before the Constellation stood six floating columns, each spotlighted from above. Atop these waited the aspirants, those identified as the most qualified to take leadership. All were prominent fluxions with impressive lists of accomplishments. After a pause of precisely twenty-three seconds—twenty-three being the ninth prime number—all but one column began to lower slowly, and the brightness above them dimmed as they descended toward the grated floor. It was a surprise to no one which platform remained, the light upon it intensifying. This was the clockwork priestess Directrix, whose regal form with its cloak of blades gleamed mirror-bright in the concentrated light. Her awe-inspiring chromed vessel was a masterpiece both as a weapon of war and as a majestic work of art.

Some of her followers claimed that looking on Directrix's visage was akin to gazing on Cyriss herself. Rivals felt her vessel's form bordered on the blasphemous—her headdress resembled the symbol of the goddess. For his part, Lucant acknowledged some vanity in her chosen aspect but saw mostly devotion. There was no denying well-engineered perfection. The housings for her servitors, the ingenious way interior geomantic drives adjusted her center of gravity so she was not unbalanced by the massive housing for the multiple arms of her bladed cloak—there was much to admire in her form. To Lucant, the superficial aspects of the vessel were of less interest than the mind within.

The Constellation spoke again. "Iron Mother Directrix is chosen. May Cyriss guide her. Henceforth it is she who commands your obedience." Rows upon rows of steel warriors and priests of flesh knelt and held their posture in humble acknowledgement. Lucant merely inclined his head, a sufficient recognition of her authority.

His optics traced along those gathered and saw among the machined forms some individuals still afflicted with biology. These included dozens of living priests, some junior, others rising to prominence and aspiring to eventual transformation. Standing in a place of special honor near Directrix's platform was a young woman—Aurora, Numen of Aerogenesis.

Her entourage stood apart, distinct in their armored and winged forms. Aurora was still confined to the body in which she had been born into the world, encased now in her winged warcaster armor. She was very young, but her entire life had been spent among the Convergence, and her accomplishments were already notable. Her face was impassive as she stared up at Directrix, showing no outward sign that the soul of the newly recognized leader of their faith was her biological mother. Lucant knew the relationship between mother and daughter was strained, although he felt no empathic response to this fact. He had forgotten most aspects of his mortal existence. Aurora bowed with the others, albeit after a small delay.

Lucant looked back to Directrix, who accepted their obeisance and bid them rise. She was young to inherit leadership, only two decades transformed. Great responsibility now lay on her shoulders. In a few years the Convergence would unleash their arsenal and begin to transform Caen. The Machine would be advanced, and that would require warfare and bloodshed. They needed a warrior to lead them, one with drive and ruthlessness. Directrix possessed the requisite qualities.

Twenty-six times Lucant had stood in this place, heard the words that welcomed a new leader, and watched the

gathered assembly offer their respects. He had been the first to lead; only a handful remained from that time. Lucant was surprised to feel a strange emotion stir in the cold recesses where his soul was preserved. Was it exhilaration? Fear? Both? He knew they stood at a significant point of transition. His thoughts traced back to the beginning, twenty-four decades earlier. To the origin of things, when everything he knew had been transformed.

FOUNDRY OF ENUMERATION, SOUTHERN WYRMWALL MOUNTAINS, 360 AR

It was within a similar vaulted chamber thrumming with power that Enumerator Ghil Lucant had stood awaiting the signal to engage the machinery that was his charge. There were many technicians in attendance, but he was responsible for the most critical station. The levers he held connected to an acceleration reactor primed to send geomantic energy through massive shielded conduits. These empowered the fusing apparatus hanging from the ceiling over the central platform, where a volunteer lay strapped into the transference station, the thick metal bier bent to accommodate him.

The man's face was in stark relief beneath the bright lights, his eyes closed, his lips moving in constant prayer to the goddess. He knew his life was about to end. He was a priest, like Lucant himself, someone who had devoted himself to Cyriss. The proof of the man's piety was never more evident than now. Lucant felt small and cowardly in comparison. This man had offered his life in the hope of taking them closer to transcending the flesh and becoming one with the machine.

Lucant had felt similar shame on the three previous occasions he had assisted identical procedures. Many more attempts had been made, stretching back decades before he had been awakened to the inner mysteries. It had been humbling, his process of immersion, realizing how far he had been from a true understanding of Cyriss. Now he felt he was in his proper place, that he had come to know the goddess. But the man on the bier humbled him anew.

It was impossible not to feel dread as power accumulated beneath Lucant's fingertips and the thick soles of his insulated boots. The floor began to tremble. He felt nothing but admiration for Optifex Pelcior and did not begrudge him the fear that caused him to quicken his prayers, his pale face breaking out in sweat. It was one thing to weigh the idea of sacrifices for the greater good in the abstract and quite another to lie on that bier and feel the building energy of the Foundry of Enumeration, knowing it would soon pour into your body.

Fluxion Helicratus, the master of the foundry, turned to Lucant. His expression was impossible to perceive beneath his enclosed metal helmet with its thick optical lenses protecting his face and eyes. He inclined his head and lowered his right hand. Lucant engaged the levers. First he pulled the one that would deliver Pelcior a carefully measured dose of a lethal solution through a slender tube inserted into his wrists. For a moment the optifex's body strained against its straps as his muscles seized. Lucant's hands clenched in sympathy until the priest slumped and lay still, his head falling listlessly to the side. Immediately Lucant engaged the reactor. The lights surged and quickly dimmed, and the air filled with a churning sound followed by a higher-pitched sizzling and thrumming. Arcs of electricity shot from the upper apparatus to run along gleaming conduits, momentarily engulfing Pelcior's body in bluish-white light.

> **ARCS OF ELECTRICITY SHOT FROM THE UPPER APPARATUS TO RUN ALONG GLEAMING CONDUITS, MOMENTARILY ENGULFING PELCIOR'S BODY IN BLUISH-WHITE LIGHT.**

The thrumming intensified and blazing light filled the central apparatus. A twisted array of conduits connected the body to a glass and steel cylinder set within an insulated aperture. Topped with a detailed cast relief of the face of the goddess, this was the essence chamber prototype, whose crystalline lattice would receive the noumenon, the soul. The container filled with light that pulsed with an irregular rhythm. The fluxion peered at his gauges and then nodded to Forge Master Lucidia, who stood nearby. She quickly and efficiently disengaged the cylinder from its housing using long-handled tongs. Lucidia was an elderly woman now, perhaps in her seventies, but her hands did not tremble. Her slender face was heavily wrinkled and her hair white and thin, cut short so as not to interfere with her work.

She walked with her burden to the inert clockwork vessel waiting on the opposite side of the platform and slid the cylinder into a round opening in its chest. The face of the goddess atop the cylinder aligned with the outer toothed ring on the vessel to create the symbol of Cyriss as it slid home. The clockwork vessel came to life, its eyes lighting as its head raised and its limbs animated. What had been an empty machine was now alive. Lucant had seen this before, and it prompted the same awe each time—but also apprehension.

There was a brief burst of excited conversation among the priests and engineers in the chamber. Quickly they shifted their attention to the dozens of technical tasks required to wind down the machinery safely. Lucant saw to his own responsibilities, powering down the central reactor and

adjusting peripheral apparatus. These tasks had become rote and required little thought, so his attention stayed mainly on the central platform where Fluxion Helicratus and Forge Master Lucidia attended the clockwork vessel, now inhabited by the soul and mind of Optifex Pelcior. Several junior priests quietly carried away his corpse, which would be tended to by another priest who would see it disposed of with due respect.

As soon as the transfer was complete, Helicratus had started a clock, a precise instrument whose ticking arm would serve as the measure of their success or failure. Lucidia had begun an interrogation to gauge how well Pelcior had weathered the transition. Despite countless refinements they had implemented, no one present dared to hope. The transfer of a soul into its essence chamber always seemed successful at first. The greater problem had proven to be permanently fixing the soul in place.

> **"THIS IS THE HOLY WORK DIRECTED BY THE MAIDEN OF GEARS. THIS WORK MAY OUTLAST US BOTH, IF THAT IS HER WILL."**

Once Lucant finished his primary tasks he was able to send his subordinates away and join his superiors on the central platform. As one of the senior ranking priests and a project lead he was expected to be there, but he was careful not to distract the pair at this crucial juncture. Even when they were not interacting directly, he could sense tension in their postures and the way they pointedly ignored one another. Lucidia continued her interrogation while Helicratus checked his gauges and wrote on his ledger, occasionally making small critical sounds.

The clock continued to tick. Lucant counted the minutes, feeling some hope as they passed the one-hour mark. Pelcior's artificial voice continued to answer calmly. Could they have succeeded?

The optifex's responses halted mid-sentence, and Lucant felt his heart sink. The blue-white soul light shining through the face of Cyriss dimmed as the vessel's posture slumped. It was inert once more. Pelcior's soul had passed from the machine. It would linger, ephemeral and invisible, for a day or two before departing to Urcaen, but it no longer inhabited the essence chamber designed to receive it.

Helicratus clicked the button to stop the advancing clock and removed his helmet to reveal aging features beneath a balding crown. The pale man was long past his prime, although he was at least ten years younger than Lucidia.

"An additional seven minutes and thirteen seconds," he said, noting the results in his ledger. He nodded to Lucant, who inclined his head in return. "A significant improvement. Excellent work, Forge Master Lucidia, Enumerator Lucant. Convey my compliments to the teams."

"Thank you, Fluxion," Lucant replied without enthusiasm, knowing it was his hand that had pulled the lever that had ended Pelcior's life.

Forge Master Lucidia was more open about her feelings. She faced the fluxion and pushed back the goggles she wore, glowering. She asked, "How is this a success? We achieved nothing." Lucant stepped aside as they began a familiar row.

Helicratus made a visible effort to restrain his aggravation. "Progress is progress, Forge Master. This project will not be completed in a day, a week, or a year."

"You need not remind me," she snapped. "I have given this project twenty-five years." Most of Lucant's interactions with Lucidia had given him cause to see her as a kind and gentle teacher, a woman of patience. The difficulty of this work had placed considerable strain on the relationship between the two leaders. In the last two years Lucidia had grown increasingly outspoken about her dissatisfaction with their progress.

"And I have given twenty-nine." Helicratus spoke in the tone of a man with unshakeable conviction. "It is of no matter. This is the holy work directed by the Maiden of Gears. This work may outlast us both, if that is her will." He made a pious gesture invoking the goddess with his right hand. Helicratus had been the first to decipher the enigmas that had initiated the Anima Corpus Procedure, a fact that had initially filled Lucant with awe. The longer he spent with the fluxion, however, the more he thought the man's best years were behind him. He had displayed diligence, piety, and dedication, but what Lucant had not seen was the spark of genius.

"It *will* outlast us both if we continue like this," Lucidia countered. "Optifex Pelcior had many years ahead of him. We did him a disservice in allowing him to volunteer. The unreadiness of the machine was as clear to me today as it was three months ago, but you would not listen."

Such words bordered on insubordination, and the fluxion's face reddened. "Enough, Forge Master. You denigrate the man's sacrifice."

The older woman was in no mood to be silent. She pressed on, "I saw the same anomalies in my interrogative assessment as last time. His personality matrix showed a non-trivial deviation. The quotient of self-will and motivating ideation was drastically diminished."

Helicratus' eyes narrowed. "Irrelevant, as I told you before."

"How can you assert that without examining the evidence?"

"I need not see your analysis!" The fluxion had abandoned any pretense of calm.

"Allow me to formally assert that you are wrong and this procedure is fundamentally flawed. There is a reduction of free will in the post-transfer state. I suggest a drastic revision."

"No! No more major revisions. Our principles are sound. I will hear no more on this."

Lucant did not ordinarily interrupt their arguments, but he could not repress the thought that came to him. He said, "Might it not be that what you perceive as a reduction in free will is simply the guiding hand of the goddess?"

They both turned to him, startled. Fluxion Helicratus seemed to grasp the content of the words and his scowl became a smile. Nodding, he said, "Yes, good point. Enumerator Lucant speaks wisdom. We are answering a divine imperative to become closer to the goddess. It is her hand at play. You lack the proper training to apprehend."

Lucidia sighed, seeming to have lost her enthusiasm for the argument. She said, "Although you are priests, you are also scientists. We must neither ignore the facts nor manipulate them to suit a hypothesis." She turned on her heel and left. Helicratus simply shook his head.

The fluxion also departed soon thereafter, leaving Lucant to supervise the final tasks. His mind lingered on Lucidia's words. Before he had become a priest of Cyriss he had been a mathematician, an astronomer. He would never have discovered the planet that was now his namesake if he had accepted easy explanations. It had been his scrutiny of previously established data that had led to his breakthrough. That discovery had brought him in turn to the attention of the inner circle and earned him an invitation to the Foundry of Enumeration. It had been the careful analysis of data that had guided him to his life's purpose.

What if Lucidia was right?

Lucant had initially been pleased with the degree to which Fluxion Helicratus had come to rely upon him. Given it had been only four years since his days as an outsider, he had risen in rank quickly, a fact he knew was resented by older priests who had failed to distinguish themselves. As his work on the Anima Corpus Procedure had expanded, he had begun to see that Helicratus, although wise, was more of an efficient administrator than a brilliant thinker. The innovative work at the Foundry originated with Forge Master Lucidia.

On recognizing this he had sought her out to learn some of the more advanced fabrication methods employed by her team. She had seemed pleased at his interest and they had developed a good rapport. Approaching her had meant crossing an unspoken divide between the facility's clergy and lay engineers. Although she was the second-highest ranking leader in the temple, responsible for materials fabrication, Lucidia was not ordained. This in itself was not unusual, as the duties of forge master required highly technical skills and a pragmatic approach often at odds with the theoretical studies many priests preferred.

The animosity between Fluxion Helicratus and Forge Master Lucidia had affected everyone within the subterranean temple complex. Those who labored in its sterile metal halls and slept in its unadorned monastic dormitories were divided into two camps. Lucant had walked a line between them, hoping to learn from both. The technologies and machinery of the Foundry of Enumeration were still awe-inspiring. Although he had proven to be a quick study, he was far from mastery. He had made a positive impression on the engineers, who saw he was adroit at repairing their intricate machines—it was rare to find a project lead willing to get his hands dirty disassembling oiled gears and pistons in the innards of servitors, vectors, and geomantic converters.

Several days after the failed procedure he was doing just this sort of work alongside several temple engineers when he was interrupted by a summons from the forge master. He put down his spanner and went to meet her at once, not bothering to change his soiled vestments. He found her down in the armory, where the sect stored battle-ready vectors to defend the facility.

She smiled in greeting and waved for him to approach. She wore similar protective garb as most engineers, with no insignia of rank. Nevertheless her posture suggested authority, as did her appraising eyes. She said, "Enumerator Lucant, I am glad to see you."

"Of course, Forge Master." He inclined his head respectfully.

Behind her, a pair of Galvanizers moved in response to her thoughts, striding forward on a trio of rugged legs. The machines looked distinct from the steamjacks that were their equivalent outside the cult. They hummed with voltaic power, which also flickered into blue light along their power coils, and he could hear the clattering of their internal mechanisms. Additionally, there was no noxious smoke pouring from exhaust pipes, as they did not use coal-fed steam engines. Instead, they relied on an energy field generated by geomantic accumulators deep within the facility.

She followed his gaze and asked, "Do I remember correctly that you can control vectors?"

He stood straighter. "That is correct." He felt some pride in having been found to possess the warcaster ability, a facility as rare among the inner circle as elsewhere.

"Have you seen battle?"

She was clearly appraising him for something. Lucant answered, "Only once, which you may recall; you were there. We had to chase off bogrin settling too close to the upper entrance two years ago."

"Ah yes, of course. I remember now." He had a feeling she had known all along. "Some combat experience is better than none. I have prepared an expedition, one that could use your expertise. It will be dangerous, but it could provide us certain answers."

Lucant considered this. "What sort of expedition?"

She looked at him levelly and said, "I intend to capture an iron lich, one of the sentient dead serving Cryx. The bait has been placed."

He was so startled he blurted, "What? Why?"

She chuckled and said, "It occurred to me years ago that there are others more adept in manipulating the human soul than we. Given the importance of our work it seemed short-sighted to abandon any chain of legitimate inquiry. We have reached the limits of our technology."

As a priest he had been taught to put aside the preconceptions from his former life, but he found that difficult here. The Maiden of Gears directed them to transcend the chaos inherent in the flesh, to look to the perfection of the machine. Necromancy involved raw entropy. Its power arose from extinction, rot, and decay. It was the antithesis of the philosophies of Cyriss.

"The thought troubles you," she said kindly. "This is a radical notion, I know. And yet, consider . . . What is an iron lich, except a soul transferred into a machine body? Cryx has clearly managed to integrate their necromantic lore with technology. Without investigation, can we confidently claim there is nothing we could learn from this process?"

There was an undeniable logic in her words, but Lucant felt apprehension—if he had been speaking to a senior priest, he would have thought he was being tested. He answered honestly, "We must derive a system true to our principles."

"Absolutely," she agreed. "But to create that system we may need to gain a better understanding of the subject matter. Necromancy has a proven record of demonstrable success in preserving souls." She paused, perhaps aware that pursuing the topic would be fruitless at this time. "I will

not pressure you into an immediate decision, but we leave tonight. The trap is set, but the perilous part lies ahead. I would appreciate your help to safeguard my team. If you decide to join us, come to the lower exit before midnight. If you are not there, I will speak of this no more."

Lucant swallowed and nodded. "Very well."

He had turned to go but paused as she spoke again. "Lucant, as a favor to me, please exercise discretion. I would prefer to involve as few people as possible, to minimize interference." She did not say the name aloud, but he understood she referred to Fluxion Helicratus, Lucant's superior.

To consider Lucidia's proposal Lucant did not return to his own living quarters but went to the holy chambers housing the sprawling machinery of the Cipher Engine. He lingered on his way through the calculation vault, nodding respectfully to the priests in attendance. The racket of piston rods and churning gears was deafening. The noise served to cast out other thoughts and clear his mind. Although the sound was initially chaotic and overwhelming, soon there would come a sense of rhythm, a harmony. He could discern amid that sound how every element of this apparatus relied on every other—thousands of tiny gears, rods, latches, and weights. It was the largest and most intricate clockwork ever designed.

The Cipher Engine was central to the construction of the Foundry of Enumeration, a significant part of the reason for the temple's existence. The machine's creators had been content to prove that a machine could be made to perform mathematical operations. Its very assembly had served as an act of devotion, faith, and proof of the triumph of reason. Little had they known that in this accomplishment, they would extend a hand toward the distant goddess, who would answer their ingenuity with another challenge and establish a dialogue.

Lucant felt renewed wonder and serenity fill his mind as he walked from the calculation vault into the numeric aggregation chamber. The great presses here were also attended by optifex, those who received the output of the machine's ongoing and continuous calculations. Several stations were manned by those transforming the numerals generated by the enormous device into a form that could be read and distributed to analysts here and at other temples. The priests bowed respectfully to Lucant as he passed, then resumed their work.

He silently continued to the lit tables where isolated metal sheets of screened output had been separated for detailed examination. They contained the essence of holiness. The long strings of numbers they bore contained apparently

anomalous data within which was the encoded will of Cyriss. Lucant breathed deeply and let his eyes trace across them, trying to absorb and interpret them, to see a pattern uniting them. His fingertips tingled as he touched each plate in turn, knowing he was in contact with the words of the Maiden of Gears.

Understanding still eluded him. At last Lucant returned his thoughts to Lucidia's invitation. She had every right to ask him to join her expedition, and it was not his place to comprehend her process. At the same time, protocol required him to inform Fluxion Helicratus if he accepted. All priests working for the forge master did so under the tacit approval of the fluxion, and his absence could jeopardize the ongoing work.

If he spoke to Helicratus there was every possibility the senior priest would put a stop Lucidia's expedition. Ultimately all personnel in the temple facility were his to command. Why did Lucant feel so conflicted when his duty should be clear? He had never been rebellious, and he knew the inner circle was where he belonged. Lucidia knew this as well but had trusted him.

Examining the numbers generated from the Cipher Engine, he knew his answer. As much as the forge master's plans unsettled him, as much as he felt it was his obligation to report to Fluxion Helicratus, there was a higher duty. Cyriss wanted them to learn, to question, to study. Lucidia sought knowledge to solve the mandate of the goddess, and she had proven her brilliance on multiple occasions. Lucant could not turn his back on scientific investigation.

Forge Master Lucidia did not seem surprised when he arrived at the sealed gate, attired in warcaster armor. She took a moment to introduce him to the others who had joined her. Lucant knew most of them already, although few well. They were an odd collection of fourteen who had worked closely with the forge master for years. Most were guardians, the rest technicians or engineers. Three of those were highly skilled engineers Lucant knew from the Anima Corpus Procedure. Lucant noted he was the only priest.

He felt his enthusiasm waver as he considered their numbers. The forge master had equipped them with heavy armored aprons, mantles, and helmets, together with weapons from the armory. In addition to a pair of floating attack servitors, six Galvanizers accompanied her. "Three for me and three for you," she said. "Your presence is a relief, Enumerator. Controlling all at once would have been a burden."

Lucant found this unlikely, as he had witnessed her skill with vectors. She was simply being kind. Still, two warcasters afforded greater tactical flexibility than one.

Not wanting the others to hear, he said quietly to her, "I expected a larger force." He knew there were heavy vectors in the temple's arsenal, ones better suited to battle than the light Galvanizer.

Lucidia was not bothered by his statement. "This is all I could risk without attracting undue attention. It will suffice. Now, let us be on the move. It would not do for us to miss our appointment."

She stepped to the outer vault and adjusted a sequence of levers and switches to release its bolts. The guardian soldiers standing at attention nodded their respects and promised to seal the interlocking steel doors after them. Almost at once the group was assaulted by the cold wind of the Wyrmwall Mountains, a shock after the sheltered environment of the temple halls. After becoming accustomed to the sterile light of their temple even the moonlight and starlight felt strange to his eyes. He recognized this thought with regret, given he had spent so much of his early life staring at the stars through a telescope. He vowed that after their return he would volunteer for astronomical shifts with the facility's upper staff.

> **"I INTEND TO CAPTURE AN IRON LICH, ONE OF THE SENTIENT DEAD SERVING CRYX. THE BAIT HAS BEEN PLACED."**

After a lengthy hike they reached their destination, a narrow cave nearly as hidden as the facility from which they had come. Lucidia sent a pair of her stealthier subordinates to position themselves with a clear vantage of the cave opening while the rest waited out of sight—the vectors in particularly had to be kept back so the cold glow from their displacement field generators would not give them away. After several tense hours, one of their scouts returned and signaled that they had seen movement at the cave mouth.

Lucidia had told him a little about the bait she had employed—the iron lich had been lured here by rumors of a previously undiscovered Orgoth occult repository. The entity had an insatiable interest in Orgoth relics and would, she predicted, be unable to resist investigating. Lucant had many unanswered questions about how Lucidia had set all this in motion, but soon there was no time to think of such things. They were on the move, and his mind was occupied coordinating his vectors. The cave Lucidia had chosen had only this single exit, and he wondered how the undead creature would react when it saw it was cornered.

He readied his mechanoflail, a simple but effective weapon that used a tightly wound coil to empower several spinning lengths of chain attached to small but weighty spiked orbs. Marching ahead of him were Lucidia's guardians, members of the temple militia who worked as mechaniks but who had an aptitude for combat and took regular shifts drilling and training to defend the facility. Each was larger than most of the engineers and priests at the Foundry, comfortable in heavy steel armor and fully enclosed helms.

They quickly snapped the alchemical ampoules they had brought for illumination and slipped them into chromed recesses on their breastplates, letting binary fluids mix to emit cool blue light into the natural cave, which quickly widened. They heard scraping and clattering ahead, perhaps heavy metal feet grating along the stone floor. More ominous was the sudden cessation of that sound, a pregnant pause that suggested their target had heard its pursuers.

The ranking prefect of the guardians held up a gauntleted fist, and they smoothly came to a stop. The group had just entered a sizable vaulted cavern, its floor irregular and sloping down to the left but otherwise clear. Lucant glanced at Lucidia. He knew her to be a formidable arcanist—in battle she relied on her magic and her control of her vectors, not on the mechanikal staff in her hands.

Her eyes darted to something ahead. He followed her gaze and saw a number of forms emerging quickly from deeper in the caves. The light revealed the desiccated bodies of animated thralls, each with enormous steam-powered metal gauntlets, their eyes hollow and dead.

Lucant's heart beat rapidly and he felt a surge of excitement. Violence in itself did not appeal to him, but each clash presented a dilemma requiring a solution, like a complex puzzle. Countless variables entering into any melee made the simplest fight a complex equation. Prioritizing targets, gauging threats, maximizing his motions and those of his vectors, attempting to predict the actions of both allies and enemies—he had an aptitude for it.

The guardians at the fore had already stepped up side by side, raising their weapons to fend off the thralls. Lucant saw the soldiers would suffer the brunt of the attack and regretted not having earlier sent his vectors to the fore. He signaled for the servitors to attack. Their visual apparatus recognized him as a priest, and they initiated their attack sequences. They floated forward to fire spring-loaded javelins at the advancing thralls. Lucant gathered his power and unleashed a bolt of arcane energy into the next thrall. It fell, as did several others, but the remainder crashed into the line of temple guardians.

Lucidia and her vectors sought to squeeze past on the left, while Lucant took his vectors to the right, the two warcasters hoping to support each flank. Though wide enough for maneuvering, the cavern was still a confined space, and the footing was treacherous. The vectors negotiated stones and irregularities on tripod legs, employing small displacement drives to partially compensate for their weight. Lucant nearly tripped while attending the movements of his machines too closely; negotiating a cave through four sets of eyes required concentration.

The guardians triggered their mechanoflails to whirl into deadly motion as they engaged, smashing a group of thralls back and tearing off rotting heads and arms from several of the undead. Other thralls delivered bone-crushing blows with augmented fists, caving in the chest of one guardian, crippling another by shattering his shoulder, and sending a third flying through those behind him to land in a slump. Lucant avenged them with his Galvanizers, which tore through the nearest undead to position their bulk in order to protect the remaining guardians.

Lucidia was engaged on the far side of the chamber. Her machines moved with an efficiency Lucant admired. He could discern she had used her arcane power to augment their attacks, allowing them to saw through the nearest thralls in rapid sequence.

They had bought time to reform the line as the engineers in the rear dragged back the downed guardians to see if any were still alive. Almost immediately they heard a loud, unnatural howl from the cave ahead. A dark form came loping out of the depths, a black metal monster nearly ten feet tall, with glowing green eyes. The looming figure crashed into Lucidia's nearest Galvanizer and sent it flying into the cave wall, crushing metal and sending component parts clattering. The machine's glowing coils flickered and died. As its displacement drive failed, it collapsed entirely.

Lucant realized they faced a Cryxian helljack, although he had never seen one with his own eyes. The terrifying thing was bipedal with black curved plates of armor and wide rounded shoulders, each topped by a spike. Its arms ended in long bladed claws, and its head was adorned with long, wicked bone tusks. Green light gleamed through the slats of its metal ribs, and it emitted a choking smoke that smelled like burning flesh and sulfur.

Behind the helljack and presumably controlling it strode the iron lich, a smaller but no less fearsome form. Its metal body evidenced an undeniable twisted artistry, its every component created to inspire terror or imply the ability to inflict injury. Its lower body was obscured by black swirling darkness and its head was a skull with gleaming eyes filled with balefire. Stacks swept up behind its back, from which emerged the same oily and noxious smoke.

Like the helljack, the lich's hands were clawed, and jagged runes manifested around them as it summoned an orb of blazing green fire. It hurled this toward the nearest guardian, but Lucant's quick reflexes enabled him to intercept the blaze with a Galvanizer. He stepped forward, preparing to send his own magic at the enemy. The movement drew the attention of the helljack, which jumped toward him, but Lucidia maneuvered one of her vectors into its path. The helljack howled and raked the Cyrissist machine with massive claws, tearing off its cutting arm and nearest leg before ripping open its central chassis and shattering its interface node. Lucant stepped back out of harm's way and gave Lucidia a thankful look. She ordered, "The lich is mine! Deal with the Cryxian machine!"

He maneuvered his three Galvanizers to converge on the helljack before it could spring for him again. When the nearest guardians made ready to advance, he ordered, "Stay back!" They held firm, weapons ready, likely grateful to avoid rushing to their deaths. Lucant's machines spiraled inward to strike simultaneously. His mind was divided in three, watching the foe from every angle, applying focused will to empower his Galvanizers to strike points such as pistons he perceived might be weaknesses. The helljack lashed out at them, landing powerful blows.

The iron lich invoked more greenish fire and hurled it into the living soldiers, toppling two to die screaming amid the consuming flames. The forge master closed on him, her staff ready, her senior technicians flanking her. Each had prepared apparatus unfamiliar to Lucant, including what looked like modified attunement rods similar to the ones used to adjust the temple power core. These long metal poles boasted spiked prongs at the fore, each connected by a thick coil of wire to equipment on their backs.

Seeing them approach, the iron lich focused on Lucidia and swept forward, reaching out with a clawed hand toward her neck. Lucidia summoned her power and her body was surrounded by the blazing runes of complex arcane formulae. She pointed her staff and the lattice of glyphs converged on her foe, searing into its black metal and wrapping tight like a mystical net. Its claws stopped inches from her throat. Her assistants closed and jabbed it with their pronged rods, sending blue arcs of voltaic energy across it. The frozen lich cursed at them in an incomprehensible tongue.

Lucant was focused on his own machines. With surgical precision their saw blades cut through pistons and pipes, prompting the bestial helljack to howl like a living thing. It lashed out to annihilate the Galvanizer nearest Lucant, but those behind it continued to saw and cut, doing tremendous damage to what he surmised was its engine. Several of the guardians saw it falter and dove forward to finish it. Their mechanoflails impacted armored plates and crushed one of its gleaming eyes. It managed to wreck

another Galvanizer and disemboweled one of the men attacking it before it stopped thrashing.

After checking to be sure it was truly down, Lucant looked over to see Lucidia had the lich paralyzed while her technicians assemble a caged apparatus around it. She stared intently at the creature, her hand extended, no doubt exerting her will to empower whatever magic held it in place. Lucant saw there was an unfamiliar device in that hand, and her staff was glowing with power. Once more he had to admire her skill and capability, even as he wondered how she had managed to create such equipment.

Lucant checked with the prefect on the status of his men. There was not much they could do for several, but two looked like they might pull through. Lucant spoke a brief blessing and thanked them for their bravery, then approached Lucidia. "Forge Master, we have five slain and two badly wounded. A heavy toll."

> **"WE SHALL INTERROGATE IT. I DOUBT IT WILL COOPERATE, BUT I HAVE MEANS TO EXTRACT WHAT I REQUIRE."**

Lucidia did not answer at first, still staring at the iron lich while her subordinates took apart its shoulder assemblies and removed its arms, placing them to the side for later examination. Even with its body partially disassembled, the lich's eyes conveyed malevolence. The technicians connected their improvised cage by conduits to portable accumulators while an additional length of conduit was hooked into an aperture on the last of the forge master's Galvanizers, apparently borrowing its energy output. This completed, Lucidia sighed and slumped as if releasing a heavy burden. She gave Lucant a grim look and said, "Five dead is a weighty toll indeed. I grieve for them, but at least we succeeded. I lament we have not achieved our greater goal. If our work was done, no one would have died today."

The iron lich's eyes blazed with renewed intensity and its hissing voice spoke. "You will all perish soon, and I will feast on your souls—"

"Silence," Lucidia said. She extracted a long slender tool from her armored apron and inserted it into a mechanism at the base of the lich's skull. With a sharp twist she disabled whatever mechanism let it speak. She addressed it again, saying, "I will make you talk soon enough, to answer my questions." It could only hiss in response. Lucidia circled the cage, examining the details of the creature's blackened iron frame, the necrotite turbine on its back, the spiked

cylinders dangling from its waist. She picked up one of its removed arms and looked at the rods connecting the intricate mechanism of its clawed hand. Her eyes gleamed with a hungry expression. "Where do you suppose its essence is preserved?" she asked, although she did not appear to expect him to answer.

"What is your plan, Forge Master?" Lucant asked abruptly.

His words seemed to break her from the trance of her thoughts. She looked back and seemed to take in the rest of the chamber, including the battered guardians. "I have a hidden laboratory near here," she said. "It was designed to contain this creature and has the equipment I require to analyze its components. We shall interrogate it. I doubt it will cooperate, but I have means to extract what I require." Turning to her subordinates, she ordered, "Reduce the helljack into portable components." They immediately set to work.

Lucant looked between the toppled helljack and the baleful lich and considered the notion of dissecting them to examine their component parts. While the process for this was similar to disassembling any machine, it made his bile rise. An icy chill emanated from the lich in its cage, prickling his skin, while his throat and lungs felt raw from necrotite smoke. Even the blackened metal of the lich's frame seemed unclean, far from the perfection of the goddess. Lucidia's clinical detachment troubled him. He seemed alone in this, as the others Lucidia had brought went about their work with efficiency.

He considered an accumulation of details—the mention of a secret facility nearby, the unusual apparatus by which she had caged the iron lich, the knowledgeable way her assistants tore down the helljack. He wondered how much time she had spent broadening her knowledge of Cryxian technology. The familiarity that had facilitated their success suggested an extensive conspiracy.

Despite his thick, protective goggles and high armored collar, something in his face must have betrayed his thoughts. Lucidia gave him an appraising look and stepped closer, placing a hand on his arm. "Thank you for your help, Enumerator. I believe we can manage the next part of the work. Would you be so kind as to return to the Foundry with the dead and wounded? I expect your absence may be noted."

"Are you certain?" Lucant asked. "I promised to assist. I anticipate the real work has yet to begin." He knew she intended to extract technology and had thought he was to participate in that. He had the sense that he had failed some test, but he felt more relief than disappointment.

"Your presence has already been a great service," she said. "When I return I will send for you to help me interpret the data. Once I understand how the creature was built, we will

need to adapt that information. For now, I would feel better knowing the fallen were attended to."

"I will see it done." Lucant knew she was influenced by seeing his discomfort with necrotechnology. Still, what she had said was true—the dead should receive last rites, and escorting the injured would ensure nothing else befell them on their return. He wanted very much to be away from this place.

Lucidia said, "The deaths will prompt questions. I would prefer the fluxion was not informed of our efforts until I bring my findings. I do not ask you to lie. Tell your superiors these men fell in my service, but that I will answer their questions on my return."

This seemed reasonable to Lucant. He inclined his head and said, "As you wish, Forge Master. The Maiden watch over you. I hope to see you again soon." They prepared a bier for the fallen and attached it to his Galvanizer before he led the wounded outside. He felt considerable relief breathing fresh air again.

Lucant worried about explaining himself, but his return caused no stir. As he was a ranking enumerator, the guardian prefects accepted his explanation without clarification and the junior priests did not question him. No immediate summons came from Fluxion Helicratus. Subordinate priests saw to the funerary rites of the fallen efficiently and without hesitation. Those who lived in the cult held no expectations of being informed about the missions conducted by priests, but Lucant had never been in a position to witness the tangible impact of his own authority.

Although the Foundry of Enumeration was a temple and they were ardent believers, the cult did not practice elaborate funerals. Deaths were grieved, particularly as they represented a cessation of conscious thought and fruitful industry. For those working on the Anima Corpus Procedure there was the poignancy of hoping their efforts might eliminate the need for funerals altogether. After a small, private ceremony the guardians' remains were delivered to the temple vaults. They would be kept for the four-day quiescence period, to allow the soul to pass, then the bodies would be cremated. Such an end was taboo to most religions, but Cyriss placed no inherent value in bodily remains—only the soul.

The rhythm of Lucant's work resumed as if nothing had transpired. The days passed quickly, and still Lucidia did not return. At first he wondered what had become of her,

but as time went on these thoughts faded. Three weeks after their expedition he was startled to fresh apprehension when word spread among the priesthood that the fluxion had asked them to attend a gathering where the forge master intended a demonstration.

Lucant took his position near Fluxion Helicratus alongside the other enumerators on the raised dais within the largest chamber in the facility. It was here they led assemblies to teach doctrine. On the wall was set a massive and flawless depiction of the face of Cyriss, lit from behind by pale azure light.

All the priesthood had gathered, not merely those working on the Anima Corpus Procedure. This included nine other enumerators and almost sixty optifex, who waited on the main floor. The optifex parted as Forge Master Lucidia approached the dais. She carried a blackened metal cylinder with a short angular spike on each end. Lucant's eyes went to it immediately. He knew it must have been extracted from the iron lich.

Lucidia walked with confidence and held her head high, her eyes intense. Behind her came the senior technicians who had joined them in their ambush. They pushed a large, wheeled platform, its contents covered by a shapeless brown tarp. Lucant's eyes widened at the sight, and he shook his head in disbelief. Had Lucidia actually brought that unholy creature into their hallowed halls?

The forge master took in the gathering and said, "I had hoped to demonstrate this to you alone, Fluxion, before the others."

Helicratus smiled somewhat coldly and replied, "You suggested a momentous discovery, so it seemed prudent to gather all. Please, proceed."

She paused only momentarily, then inclined her head. "Very well. I apologize for my extended absence, but I trust you will find my reasons sufficiently vital."

Fluxion Helicratus' voice was cordial as he said, "Please, elucidate."

"Almost a month ago I embarked on a difficult endeavor. Together with my colleagues, I acquired data I believe will be instrumental in giving us the breakthrough we have been searching for. I have proof that by the application of the proper techniques, a noumenon can be not only permanently preserved but repeatedly extracted and reinstalled in a mechanikal vessel."

It was a remarkable statement, and the ordinarily disciplined priests erupted in excited conversation until Fluxion Helicratus lifted a hand to settle them. He wore a brooding expression. "A remarkable claim, Forge Master. How is it possible you came by this discovery while neglecting your customary duties?"

She said, "Some time ago I realized we had fallen into complacency, trapped inside a paradigm of our own creation. This is not how innovation is achieved. We required a fresh perspective, to reexamine our problem from the outside. I knew we must pursue our scientific principles without emotion, concentrating on facts, examining any technique potentially applicable to our goal. The problem before us, however we define it, involves manipulating a soul freed from its mortal flesh. The only long-standing field of study that has any bearing on this interaction is necromancy—specifically, the necromantic technology of Cryx, whose occult practitioners have solved the very dilemma we face."

Her previous statement had met with excited murmuring, but this one provoked a shocked silence. Lucant saw that Fluxion Helicratus did not look surprised and was the first to find his voice. "You cannot be suggesting necromancy?" This awakened a widening ripple of agitated murmurs among the clergy. Lucant felt paralyzed, his stomach sick with dread. Whatever he had thought would come of Lucidia's efforts, he had not expected she would be so direct.

"Not to necromancy in its entirety, no." Lucidia's voice remained strong, even strident. "But we must acknowledge its applicability to the problem at hand. Our faith teaches us that knowledge is essential and that every tool has its application. It is vital we do not become dogmatic in interpreting the will of the Maiden." Many of those gathered scowled at being lectured so by one who was not even an ordained priest.

She raised the blackened metal cylinder in her hand and said, "In this simple chamber, behold the soul of an ancient being, preserved for centuries." She made a gesture back to her subordinates, who pulled back the tarp covering the burden they had wheeled into the chamber. A gasp went through the room as the iron lich was revealed, its inert form held erect upon a metal post and the slats of its metal ribs pulled back to expose a bizarre assortment of disquieting oil-slicked machinery. The lich's eyes were not lit with balefire as when Lucant had seen it last, but it made a horrific and grotesque display, particularly in this place of prayer and reverence. "Observe: the entity's body lies inert, but it can be reactivated. I will now demonstrate." She stepped toward the lich.

"No, you will not!" Fluxion Helicratus' voice boomed in outrage. "How dare you, Lucidia! How dare you! Optifex Walher, take that abomination from my sight and have it incinerated!" The optifex rushed to obey, and other priests stepped forward to hold Lucidia's subordinates back from interfering. The tarp was thrust over the lich's shell once again and the platform quickly wheeled from the chamber.

"Secure the forge master!" Helicratus ordered next. Several of the temple's guardians who had moved to flank her took her arms, but she did not resist. One of them tore the blackened cylinder from her grasp.

Her expression irritated, she shook her head and spoke as if to a young child. "What are you doing, Helicratus? You need to see this demonstration. This technology is the solution we seek!"

"No!" Helicratus' face was livid. "You have violated the sanctity of this holy place with blasphemy. I will not tolerate such defilement. Lucidia, I accuse you of heresy and submit you be made apostate." A murmur of agreement swept through the priests. It was a severe charge, unprecedented as far as Lucant was aware, and he had the growing suspicion the fluxion had staged this gathering to force these circumstances.

There was agitated muttering among the enumerators, but most of them soon voiced their agreement with the fluxion's charge. Lucidia's eyes narrowed and she looked around the room in disbelief, perhaps realizing how quickly they had turned against her. "This is absurd! Are we not devoted to the pursuit of science?" She faced the stand again. "Enumerator Lucant, will *you* not speak for reason?"

Lucant's blood went cold as he felt all eyes upon him, including those of the fluxion. He realized dimly that according to temple doctrine, a person of Lucidia's rank could be declared apostate only by the unanimous agreement of all enumerators and the ranking fluxion of a temple. The others had fallen in line, and it was down to him. He forced himself to summon the reserves of calm and clear-headedness that had always served him. Although he disliked the idea of it, he could understand why the fluxion had thought it necessary to manipulate the scene as he had. Then again, Lucidia's mental facility and technical prowess were unmatched; if anyone could find something worthwhile amid such corruption as an iron lich, it would be she. Lucant looked up at the gleaming silver face of Cyriss and back to Lucidia, then made his decision.

"Forge Master Lucidia, I admire your keen mind, your dedication, and your willingness to examine all options." An ugly current went through the priests, but Lucant pressed on. "But I cannot agree with your conclusions. I believe you have taken steps down a dark path, forbidden for good reason. The ways of Cryx are not ours. This is not the machine the goddess bids us complete. I must regretfully agree that you are guilty of blasphemy." It wrenched his heart to say these things, and he found he could not meet her gaze.

"Very well," she said in the barest whisper. He expected her to denounce him, to name his part in the scheme whereby the iron lich had been captured, but she did not.

Fluxion Helicratus spoke again. "Lucidia, we are not without mercy, nor are we ungrateful for the decades of service you have provided. I cast you out, but you may live. Go from this place in peace and never return, on pain of death. Neither are you to communicate with the faithful, nor approach any temple. Let no one speak the name Lucidia again, nor acknowledge her. You are apostate, by my authority as fluxion of the Foundry of Enumeration. Now, begone!"

She retained her dignity even as they escorted her out. Lucant forced himself to watch her go, to acknowledge the grief he felt in the loss of one of the greatest minds he had known.

There were few immediate repercussions in the wake of Lucidia's exile. Some of her circle left, but only a handful, while the rest were reintegrated into the temple. A senior technician of proven loyalty was promoted to forge master and the work continued as before. Lucant took comfort knowing that whatever changed, labor to fulfill the directives of the goddess continued.

He was not given time to forget Lucidia—just two months after her departure a leather satchel was left in his chamber. Inside he found dozens of pages, each covered with densely packed writings and diagrams. He cracked its encoding quickly, ingenious though it was. Against the ciphers of the goddess, mortal encryption was trivial. Translating and organizing the information took longer. This task became an obsession in his few spare hours. Early along he deduced the pages were from Lucidia, a compilation of research conducted after her interrogation and examination of the iron lich. Clearly she maintained at least one confidant among the Foundry's personnel, who had delivered it to him.

He considered throwing the pages into an incinerator, but later he was glad he had not done it. However misguided her project, Lucidia was a genius, and the pages revealed remarkable insights into the lich's phylactery, the machinery containing its soul. She had subjected the mechanism to myriad tests, and the pages were filled with analysis, schematics, and calculations. She had not lost her scientific acumen. Clearly this was the work she had intended to enlist him for, interrupted by her exile. There was little evidence of blasphemy or heresy in the pages, and he took their delivery as an attempt at redemption.

They did not provide an immediate solution to the flaws in the Anima Corpus Procedure. Still, he repeatedly went back to the pages and soon began to write his own. He added modified schematics and theories, working through the math repeatedly. Countless hours he should have been sleeping were instead spent in secret analysis and conjecture. He frequently meditated on Lucidia's final words, on her accusations of narrow-mindedness.

Over the following year Lucant became frustrated and convinced these efforts had no applicability. Each time another priest volunteered for soul transfer and died he felt the pain of it, worsened by fresh grief. By the second year he began to take his efforts further, to suggest significant changes to the Convergence essence chamber based on his secret work. These saw improvements in retention time, but that was all. Something vital was missing. At last Lucant convinced Fluxion Helicratus to wait on the next test, to avoid sending another of the awakened to certain death. He was given four months.

> **THE BODY MUST BE SUBJECTED TO FAR MORE INTENSE ENERGIES, EVEN AT THE RISK OF ITS IMMEDIATE IMMOLATION.**

It was near the end of this deadline that Lucant discovered a detail his mind had been avoiding, blinded as he was by emotions. His analysis had focused on the essence chamber, but the data indicated that what they had perfected should suffice; the key was not the receptacle at all, but the treatment of the body during and after termination. They had ignored a central theological principle, that the soul retained a sympathetic bond with the body after the moment of death and could be affected by the treatment of the remains. This belief, held in most Immorese religions, was one reason desecration of fresh graves was considered heinous—it could hinder the soul's passage to Urcaen and result in restless spirits.

To his great shock, he realized that the mercy they had shown their volunteers throughout the process—the very fact that they had gone to such lengths to be humane at the moment of death, so careful and respectful of the corpse afterward—may have actually interfered with their success! A necromancer would have more quickly deduced this. He would need to find a way to convince the fluxion that they would have to change their procedures, to forego the merciful injection. They must create a powerful and immediate disharmony between body and soul, to utterly sever the bond. The body must be subjected to far more intense energies, even at the risk of its immediate immolation.

He had learned a lesson from Lucidia's final demonstration and was careful in making use of what he had learned. He guided Fluxion Helicratus through a process of altering their procedures. Never once did he mention necromancy.

In truth, he believed the processes he had derived were not fundamentally necromantic. The proofs and theories had started there, but nothing remained of the Cryxian taint; he had purified the process and recognized that death was an integral part of it. It was his responsibility to create a holy rebirth through the divinity of the Clockwork Goddess, free of entropic energies. Not undeath, but transfiguration.

By this point the fluxion's health had begun to fail and he relied heavily on Lucant. He assented, and the work of modifying existing equipment was set in motion. Lucant obsessively checked and double-checked his formulae. He was convinced he had succeeded. He felt a certainty he had felt only once before—when he had had made his astronomical breakthrough. He said as much to the fluxion the next day in the central assembly forge.

> **"REJOICE, BROTHERS AND SISTERS, FOR WE HAVE ENTERED A NEW ERA OF COMMUNION WITH THE GODDESS!"**

"How sure are you, Lucant?" Helicratus asked, his hands shaking badly. The fluxion's health had rapidly declined in the last two years and he now occupied a wheeled chair most of the day. He had gone blind in his left eye, which was gray and lifeless. They had done what they could to make him comfortable and see to his health, and his mind was as sharp as ever.

"Absolutely certain. This *will* work. The last adjustments can be made in three days, and we can perform the test." The fact that Lucant had been so reluctant in the past lent weight to his emphatic assertion.

"It has occurred to me," Helicratus said, "that whoever is blessed to be the first to achieve the transformation will become a significant symbol to our order. It is a heavy responsibility. Perhaps we should not solicit a volunteer on this occasion. I will put myself forward. Does that seem improper, Enumerator?"

Lucant was surprised, but only for a moment. He realized Helicratus felt a certain desperation, understandable given his health. Looking on his revered mentor and leader, he felt a slight twinge of fear. What if he were wrong? Could they lose Helicratus the way they had lost so many others? But no; the process would work. He was sure of it. He smiled at the older man and replied, "Not in the least. It is proper that the first to be granted a lasting transformation should be a leader of the faith. Who better suited than the man who interpreted the directive that began this work?"

Helicratus gripped his arm, smiling weakly. "Perhaps you sought this honor? Do I usurp your place as the first? You have earned the right, with all you have done."

Lucant was taken aback, as he had never even considered that possibility. He shook his head, saying, "I am still young. Better to preserve one of the great minds of the faith, a man senior in years and rank who has done significant work. You have given over thirty years to this project, Fluxion. It should be you."

The older priest smiled, and Lucant thought he could see a bit of his youthful vigor and pride return as Helicratus squared his shoulders. "Then let us make history."

The transformation went perfectly, but Lucant watched the gauges with apprehension nonetheless, only slightly reassured by the steady cycle of questions and answers conducted by the forge master to his left. The acceleration chamber was crowded with additional witnesses, although they did their best to stay out of the technicians' way. Every priest in the facility had felt obliged to witness the transformation of Fluxion Helicratus. None dared hope he would survive. While not loved by all, the fluxion was widely respected. Those assembled were prepared to grieve when his soul passed.

Lucant occupied the station where Helicratus had customarily stood, before the primary banks of gauges and dials. He was paying little attention to the lengthy litany of questions intended to verify transfer, focused instead on the dial indicator that registered fluctuations in the essence chamber's power output.

It had been discovered early along that every soul emitted a constant flow of subtle proto-arcane energy, usually absorbed by the biological body. Once freed of that shell, this energy increased by several orders of magnitude, and capacitors had been created to harness this and empower a clockwork vessel. The souls of those gifted in manipulating magic—such as the priesthood or other arcanists—emitted even stronger energy flows.

In every failed experiment, the registered energy output from the essence chamber had dropped off sharply to prefigure the loss of the soul. Lucant stared fixedly at the wavering needle in the middle of its array, dreading its plummet.

He glanced out at those gathered. Every eye in the room was on them. He looked back to the key gauge and his eyes widened as he saw it suddenly move upward. It pushed steadily up and pinned itself against the maximum register. This had never happened before. He found he was holding his breath and looked over to where Helicratus stood in his

spiderlike clockwork form, on four legs. There was a sudden intensity of the light emitted from the face of Cyriss on the frame's torso, where the essence container was installed, as well as from the clockwork priest's eyes. Helicratus must have felt something since he raised a hand to forestall the forge master, interrupting the questions. His elongated steel head turned to face Lucant with glowing eyes that somehow conveyed triumph.

"Lucant, I can feel it!" Despite the artificial voice generated by his vocalizer, his tone conveyed wonder. The forge master stared at him and blinked, then looked down at his notes as if uncertain what to do. This was not a part of their protocol.

"What do you feel, Fluxion?" Lucant asked.

"Clarity. Perfect clarity. It is as though a veil has been lifted from my eyes. I am in absolute union with the machine! We have succeeded! I know it to my core." Helicratus walked to the edge of the raised dais, looking out on the priests. He raised his multiple arms high, and those there to provide witness to his death stared at him with expressions of awe. They had engineered the clockwork vessel to be more than human, with four widely braced legs for stability and five arms, allowing for a broad range of functionality. It had been predicted that mastering the form would require time, but Helicratus seemed at ease. He let them take in his form and then announced in a resounding voice, "Rejoice, brothers and sisters, for we have entered a new era of communion with the goddess!"

Some strange motion jolted Lucant awake. He was startled and confused as he heard things falling and breaking. He stood and found the lever on the wall to activate the illumination cylinders in his chamber and saw his room in disarray, with books and tools fallen from his shelves and several glass beakers shattered across the floor. A foreboding deep thump rattled the air, and the floor beneath his feet shook again. From out in the halls he could hear shouting, the cadence of running feet, and a vaguely familiar sound he realized was the general alarm. Distant screams added to the cacophony.

Adrenaline coursed through his body, and he suddenly came fully awake. Knowing his warcaster armor was down in the armory, he scrambled to don his more lightly armored priest vestments instead. He then snatched his mechanoflail from its stand beside the door and rushed out into the hall.

The scene was pandemonium. The long tubes of geomantically reactive luminescence running the length of the ceiling in the upper barracks hallway were flickering strangely, an ominous sign given how integrally they were linked into the Foundry's basic power systems. To his left he saw several of his peers fleeing, making for the main stairway. He turned to his right, and his eyes traced over a number of unmoving heaps he determined were people lying in awkward positions along the hall, which was streaked with blood.

A pair of armed engineers approached, flanking a priest in the garb of an optifex who carried a long pronged voltaic spear. He could not tell who they were under their closed armored helmets, but before he could open his mouth to speak, the priest stepped over a man crawling across the floor and jabbed the spear into his back. The man collapsed with a weak groan, and Lucant could only stare, frozen. The sight was incomprehensible. One of the engineers saw him and shouted. The priest looked up and extracted his spear, and the three gripped their weapons and strode purposefully toward Lucant. Arcs of galvanic energy sparked between the tines of the optifex's spear.

"What are you doing? Stop!" Lucant spoke with all the authority he could muster, but it had no impact. They were clearly bent on violence. With a surge of rage he thrust his right hand forward to deliver a powerful bolt of arcane energy straight into the optifex. The man looked down at the smoking ruin of his chest and fell to the floor. The two engineers shared a quick look and then rushed him with their telescoping staves raised. He gave up ground, careful not to trip over other bodies as he evaded the first awkward swing, and then spun the whirling heads of his mechanoflail to impact the nearer man's helmet, shattering it and crushing his skull. Lucant suffered a painful crack from the other's stave across his side and then launched another arcane bolt to finish him.

He cursed under his breath at the pain exploding in his side. In his warcaster armor he never would have even felt the strike. He moved to pull off the helmet of the optifex and was shocked to see the face of a man he knew, a senior specialist named Folcastes who had been with the temple for decades. Quickly he checked the two engineers, his pulse racing. Both were known to him, and one he recognized from Lucidia's expedition against the iron lich. He felt a sinking sensation.

Leaving the three where they lay, Lucant sucked in his breath against the pain in his side as he hurried down the hall toward the stairs. He passed several more bodies before he reached the large central hallway connecting several of the primary workshops on the upper research level. The lights seemed steadier here, but he could hear more screams and the sound of fighting nearby. He felt the stirrings of real fear as he passed several downed thralls similar to the ones he had fought alongside the iron lich.

He had just decided to make his way to the armory to see if there were other survivors gathering there when Fluxion Helicratus in his clockwork priest vessel came striding swiftly into the hallway. He bore a mechanikal staff in one of his metal hands, and his steel frame was scorched and scratched, showing signs of recent combat. An Aggregator, one of the temple's heavy vectors, flanked him, clearly under his control. The fluxion spotted Lucant and gestured with a metal hand, "Come! We need to stop them from destroying the geomantic collectors in the central power grid." Several armed engineers and priests were gathered behind him, their postures suggesting more fear than resolution.

"It's Lucidia," Lucant said as he joined the clockwork priest. They advanced down the hall toward the ramp that would take them to the central power assembly. "We were betrayed."

"Yes, I deduced as much," Helicratus said in a metallic growl. "I was too merciful in letting her live."

They had thought the Foundry all but inviolable, as its defenses were geared to allow a small garrison to hold off a much larger force indefinitely. That was predisposed on the notion of an attack from outside. Lucidia's people acted with a full knowledge of their capabilities.

Lucant said, "I need vectors." Without his armor or vectors he felt little better prepared for combat than any regular priest.

"Of course. There are some stored in alcoves near the collector junction ahead. Come."

Farther on, the corridor turned sharply and they encountered a thick metal security door that had closed and sealed when the central alarm had been activated. Lucant had begun entering the code to unlock the mechanism when there was a sudden explosive blast and he was hurled backward across the hallway to smash into the far wall. Pain blazed up his back and along his legs, and the wind was knocked from his lungs. Coughing against the dust in the air, he turned to face the barrier and saw it was demolished.

The other defenders with Helicratus had also been knocked prone, and several were bleeding upon the metal floor. The clockwork priest was unaffected but had backed away several steps, holding his staff up protectively. A dozen thralls charged through the opening, their steam-powered fists clenched. Helicratus sent his Aggregator to meet them with its rending claw and piston spike and waded into battle alongside it, making swift, sure strikes with his staff. The clockwork priest moved with formidable speed and power.

They made quick work of the thralls, but a pair of vectors followed, both an unsettling mixture of familiar design features and a strange frame of blackened steel. While not entirely dissimilar from the Aggregator, they displayed a number of modifications. Behind them came a woman he did not at first recognize in her blackened steel armor. Then he saw the shock of white hair and the heavily lined face only partially obscured by a protective metal collar. It was Lucidia, wearing unfamiliar warcaster armor. She had apparently replaced her left arm with a mechanikal prosthetic, and he thought her legs might be similarly artificial. The sight of it made his stomach clench. Among the inner circle it was blasphemous to partially transform to machine, a mockery of the goals of the Anima Corpus Procedure and the goddess herself.

"Lucidia!" Helicratus said, "Your betrayal ends here!"

Lucant tried to stand despite his difficulty breathing and nearly blacked out because of it. Falling back onto his side, he realized his arms and legs were slick with blood, and that metal fragments had pierced his body. He shook his head to clear it and saw the fluxion's Aggregator and the outside vectors slam into one another in a brief clash.

The clockwork priest moved swiftly toward Lucidia, graceful upon his four legs with his staff whirling to attack. She nimbly evaded the strike. "I think not," she said to him. "I designed that form, lest you forget." She summoned her power, creating a similar manifestation as the one Lucant had seen her employ on the iron lich. As in that encounter, the net of arcane power struck and held her target fast. In moments she had closed. She extended a long rod-like tool and performed a rapid sequence of precise strikes.

She knew the vulnerabilities of the vessel better than anyone. In just a few swift and economical motions she had disconnected the major power conduits and rendered Helicratus' frame inert, though his eyes glared at her. Her vectors made similarly swift work of his Aggregator, battering it into wreckage. Lucant crawled toward her. He still had his mechanoflail; perhaps, with her back to him, he might surprise her.

Just as he struggled to his knees she turned faster than he expected, and with a single backhanded slap she knocked the weapon from his hand and drove him back against the wall. He coughed wetly and slid to the floor. He could not make his legs move and felt sick as he saw several thralls rush into the corridor through the destroyed door. They fell upon the engineers and priests who had survived the blast.

Lucidia approached, and her eyes softened as they focused on his face. "Enumerator Lucant?" Looking up at her he thought she looked strange, unhealthy. Her eyes were sunken and her skin sallow. She was breathing hard from the recent exertion. "I did not see it was you," she said, as if to an old friend.

He held up a hand feebly. "Lucidia, wait . . ."

She shook her head and said, "I know you did not intend to do me harm when you spoke against me. You did what you had to do. I forgive you. I am also doing what I have to do."

He expected her to finish him then, but she just turned away. Her vectors lifted the paralyzed form of Fluxion Helicratus and bore him down the hallway toward the lower exit. Lucant stared helplessly after them and felt his life's essence bleeding from his body.

The meaning of what had transpired rushed suddenly upon him and he was overwhelmed with despair. The lights above him had begun to flicker and he heard a distant explosion, most likely one of the peripheral generators. It seemed very likely the temple's power system had suffered critical damage. Likewise, his own body was broken and he could feel death closing. What troubled him more was the horror of Helicratus' fate. He realized all of the work they had accomplished would be lost. After so many decades, the breakthrough of the clockwork vessel had been stolen, and if the complex collapsed, the Cipher Engine would be lost as well.

That thought caused him to start, and he felt a surge of adrenaline that brought him momentarily to alertness. He knew he was not far from the chambers housing the great device. If he were to die, he wanted to spend his last moments in contact with the words of the goddess. He pushed himself to his feet and, ignoring the pain that made his vision swim with every step, staggered toward the calculation chamber. He would look one last time on the enigmas of the Maiden of Gears.

"Enumerator!" He roused to someone shaking him, causing more pain to shoot through his body. The lights flickered and dimmed, but Lucant was able to make out the face of a young technician named Seul who had frequently assisted in his work. A gash along his head seeped blood, and his clothes were torn.

Lucant saw he was surrounded by the bronzed metal sheets covered in the numerals constituting the unsolved enigmas of Cyriss. He had tried to absorb them all, to memorize every page and bring the pattern together in his mind, but pain and weakness had overwhelmed him. He touched his side and saw his injuries were wrapped in torn cloth, now soaked through with blood. Seul had done what he could to help, but as Lucant coughed he felt something give inside his chest. "Go, Seul. Save yourself. The Foundry is lost."

"There is another vessel," Seul said. Lucant blinked at him vacantly until he repeated himself. "Another vessel. In the acceleration chamber. We always maintained two, in case there was need of a replacement. Come!" He took Lucant's

arm over his shoulder and lifted him to his feet. Lucant felt dazed, uncertain what Seul was so agitated about.

"Wait—the ciphers," Lucant said feebly, pointing to the metal sheets he had gathered. Seul obligingly stooped to collect them before helping him limp from the room.

It was not until they reached the cavernous acceleration chamber and Seul led him toward the transference station that he understood. "No," he said weakly. "It is not my place."

"You are the only one who understands how this process works. Your mind must be preserved." There was a desperate edge to his voice.

Lucant did not feel worthy. It was not his place to receive such a blessing, but the technician's words had truth in them. With Helicratus gone, only he could reconstruct the transfiguration process. He also knew he must recover the Cipher Engine somehow. He had to presume he was the only one left alive who understood its mechanisms enough to disassemble it without destroying it. He must endure, and his body was failing him. It was only through focused will that he had not succumbed to the pain. It was not for his own sake that he would inhabit the machine, but for the preservation of vital lore and to ensure the will of Cyriss was enacted.

> **IF HE WERE TO DIE, HE WANTED TO SPEND HIS LAST MOMENTS IN CONTACT WITH THE WORDS OF THE GODDESS.**

The room was half-dark, although most of the indicators on the various banks of machinery were lit and functioning. This equipment had the most direct access to the central generators. Still, several of the nearest mechanisms had been affected. "You will need to make some repairs," he said to Seul. "Do as I say."

Fortunately most the apparatus was not badly damaged, and it only required a handful of adjustments to reconnect the conduits and create a shunt to pass through a damaged bank of gauges. They would not need to power many of those indicators, as there was no one to collect any data. He only hoped the generators were sufficient. He felt his blood leaking through his bandages. The lights flickered and sparked, and then Seul placed the termination helmet over his head and connected the final conduits. There was fresh pain as his body was strapped down tight. He heard the thrumming power of the Foundry, gathering itself for what was likely the last time.
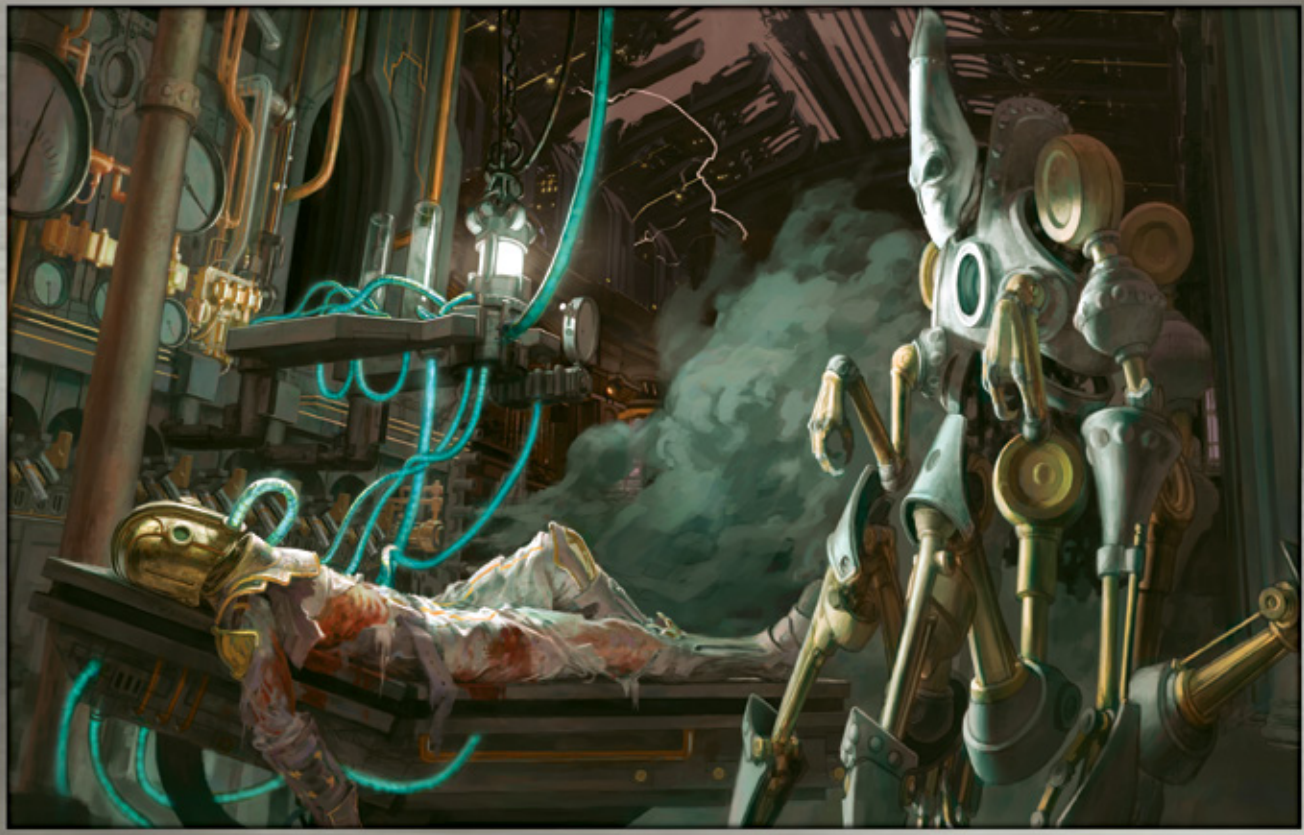
All the pain he had felt before was nothing against what came next as tremendous energies surged through his body, searing through every organ and incinerating his flesh. He felt raw agony as his body died, and he knew it was the last biological sensation he would experience. Emptiness and cold engulfed him. It was like being cast into a dark and bottomless lake.

Then a sudden warmth, a feeling of awakening and clarity. His senses returned and he could see perfectly, the room now before him taking on tremendous contrast and vibrancy. So too, it seemed as though his hearing had sharpened, as if the world had been previously muffled and something had just now been taken from his ears. Most of all, and glorious in a way that thrilled him beyond belief, was the absolute absence of even the slightest aches or pains. This absence of pain was so intense it was almost pleasure. He turned to face Seul, whose expression was filled with wonder, and saw beyond him what remained of his own body, largely obliterated by the vast energies that had flowed into it, with only ash and scraps of bloody vestments remaining. It was a very strange sensation to look upon his corpse and realize he was now irreversibly transformed.

He stepped forward and discovered that his new vessel felt entirely natural, the legs moving instantly to his will. It was as intuitive and not altogether dissimilar from the sensation of controlling a vector. He moved each of his arms in turn, reveling in the sense of motion. But more than anything else, it was the crystalized clarity of his mind that delighted him.

"Seul," he said. "Bring the ciphers." He pointed.

The technician rushed to do as bid. He had placed the stack of metal sheets on a corner of the elevated platform but now retrieved and handed them with trembling hands to Lucant, who lifted them eagerly.

His eyes traced along the familiar numbers, ciphers that now blazed in his mind like iridescent sigils. He saw flows of other numbers, other sheets of output he had scrutinized over the last seven years. They all came back to him. He remembered even the encoded messages that Helicratus had once deciphered, the ones that had instructed him to create the clockwork vessel. All of those numbers flowed across his vision and began to assert themselves in new patterns and formulae. He felt transfixed as he began to see connections between them. They were far more interconnected than anyone had ever fathomed, and it was all plain to him now. A multiplicity of forms came to him in a blaze of searing inspiration, a pure and lengthy string of mathematical notation that was as beautiful as it was convoluted. He understood at last precisely what it was they must do. The clockwork vessel was just one step of many, just as the discovery

of the Dark Wanderer had been. Even as he had become one with the machine, it fell to him to carry out the Great Work that would enable Cyriss to become one with Caen. The world would be her vessel.

TEMPLE OF THE PRIME HARMONIC, NORTHERN WYRMWALL MOUNTAINS, 606 AR

Lucant watched the assembly prostrate themselves and offer their loyalties to Iron Mother Directrix and his mind returned from the moment he received the revelation of the Great Work. He was amazed anew at how fresh the memories were. Over two centuries had passed since that momentous day, and yet he could still feel the sensation of inhabiting his first clockwork vessel and experiencing the unique clarity of mind that state had brought to him. It was considerably more difficult to remember echoes of his mortal shell. Pain was no longer comprehensible to him except as a fact known in the abstract, as was the warmth he had once felt at the kindness of Forge Master Lucidia and his horror at the change wrought in her in the years of her exile, when she had chosen to ally herself to Cryx.

His recollections of the time immediately after the disastrous attack on the Foundry of Enumeration were hazier. He had managed to gather the survivors and with their help recover the essential and irreplaceable components of the Cipher Engine before the power core had destabilized and the machinery had imploded, collapsing the temple into ruin. Relocating the sacred machine to another facility had been difficult and perilous, and then his true work had begun. Similarly, it had been a lengthy ordeal to unite the inner circles of the major temples and bring to each of them the revelations he had deciphered. To forge the Convergence. He was certain his words may not have been believed had he not been encased in the metal flesh that served as proof of the will of the goddess.

They had sought to find and rescue Fluxion Helicratus, but the trail had been long cold. Lucidia had stolen him away on a ship to Blackwater and by some arrangement sealed a compact with the Nightmare Empire. The priesthood called Lucant the first clockwork priest, but he knew it was not so. He made sure no one forgot the tragic sacrifice of Helicratus, who had been denied his rightful afterlife by a single moment of mercy toward a heretic. Lucant did not know his fate but was certain he had been destroyed long ago. At least his transformed state might have saved him from certain horrors, but the soul could suffer in its own way, every bit as much as the body.

All these memories rushed through Lucant's mind as the ceremony neared its end. It had been the start of their Great Work, and now here he stood, after centuries of endless toil and sacrifice by thousands of the awakened faithful.

Once more he faced a time of trial, when his theories, schematics, and plans would be tested. He had declared to the Constellation that the Phase of Alignment was at hand. His role as architect neared its conclusion. Advancing the Manifestation of the Clockwork Goddess would fall to the woman who had just been named to lead the Convergence.

As much as he had once mourned for Helicratus, at this moment Lucant felt greater grief for Lucidia, who might have stood here with him. If she had avoided heresy and resisted the allure of necromancy, she would be present to witness their triumph. He sometimes wondered if he might have done something different to intervene and bring her back to the goddess before it was too late. Even in that final moment before she had taken Helicratus, he had not thought her entirely gone. She would have been a powerful ally, someone to whom Iron Mother Directrix could look to for inspiration and advice. But that was not to be. Lucidia had made her choices.

Now the Convergence would unleash their armies upon the world, revealing their strength and inviting potential retaliation. All he had worked to achieve could still be undone. Was he as certain about his conclusions as he had been when he had brought the key to the Anima Corpus Procedure to Fluxion Helicratus? He had to admit he was not. The calculations were too vast, the variables too many. He could not guarantee a favorable outcome.

As he watched Iron Mother Directrix, he accepted it was her plans that would take them another step forward in the fulfillment of Cyriss' will. They did not have certainty, but they had conviction and faith. They had spent two centuries building their arsenal in preparation for this time. Nothing more could be gained without calculated risk. The time had come for the Convergence to march to war.

His eyes met those of Iron Mother Directrix and they shared a long look of mutual understanding. They were each prepared to play their part in forging a new world for the goddess.

REFINEMENT TOWARD PERFECTION
HISTORY OF THE CONVERGENCE OF CYRISS

Ours is a young faith, but Cyriss is eternal, her origin at one with the fundamental laws of reality.

—Magus Aldophous Aghamore, First Oracle

From *A Concise Overview of the History of the Maiden of Gears*
by Enumerator Giovastus, Prime Archivist of the Temple of the Incomplete Axiom

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The history of the Convergence is inseparable from the history of Cyriss, a divinity only recently recognized. Although our subtle goddess was unknown until 283 AR, she has always existed as an embodiment of universal principles. She waited to reveal herself until we were ready to understand her enigmas, which required a certain degree of mastery over engineering, mathematics, and astronomy.

When matter came into being and was put in motion, Cyriss was there to weigh it, to measure the energy released by the first movement, and to enforce the rules governing that process. The acts of creation instigated by the primal gods could proceed only according to the deeper cosmological laws that were central to her being. As civilization began to emerge from barbarity, Cyriss played an invisible but vital role, bequeathing small insights to certain brilliant minds in order to lead them to intellectual discovery.

Those guided by the goddess while unaware of her, we call nescient savants. Through them we perceive her grace, subtlety, and eons-long designs. These inspired thinkers worshiped other deities, and at least two of them attained divinity through metaphysical transformation. Cyriss did not seek veneration, however; she was content to guide these minds, knowing they would usher civilization into higher thought.

NESCIENT SAVANTS OF ANTIQUITY

One of the first nescient savants was Cinot, the priest-king who revealed the Gifts of Menoth at Icthier. Though these revelations were attributed to the Creator of Man, we believe they arose from Cinot's own visionary mind. Cyriss' guiding hand is evident in his greatest revelations, including the knowledge of cultivating grain from seed to harvest. Even the impulse that led Belcor to join the sage-priest Geth in their exodus to spread civilization ultimately served the goddess' designs.

Priest-King Golivant is credited with the founding of Calacia, whose mighty walls still surround Caspia, but this wonder of architecture was designed by the genius Kielamandes, whom the Menites have long forgotten. A leader in the development of mathematics, formal logic, astronomy, and architecture, Kielamandes was unquestionably guided by the Maiden of Gears. By his efforts the walls and many temples of Caspia endured thousands of years and into the modern era. In addition, he was the first to systematically chart celestial bodies and describe their seasonal cycles, though his observations were limited by what he could perceive with the naked eye.

Kielamandes suffered a tragic death: in telling stories to illustrate logical paradoxes, he made the mistake of including Menoth as an actor. The Menite priesthood deemed this blasphemous and declared him a heretic, burning him alive despite his long service to the temples.

The Menite faith has historically opposed discovery and invention. Though their civilization is a force of order and has achieved many engineering marvels, they have imposed tremendous restraints on new ideas. The only lore fundamentally important to their priests is the True Law; science and the higher arts languished under their rule.

So arose the greatest savants of ancient times: the Twins, Morrow and Thamar. Their remarkable path to ascension was part of Cyriss' plan to shape the evolution of human thought. Proof of her influence appears throughout the Enkheiridion, particularly in diagrams with hidden ciphers employed by both the Twins. Morrow was an accomplished student of natural philosophy and a quick study at mathematics, while Thamar evidenced an interest in astronomy and foundational linguistics in addition to her more metaphysical pursuits. Both rejected the established order and sought answers through experience, thought, and the application of reason. The spread of their teachings did much to break the conceptual monopoly of the Menite priesthood and facilitate higher thought. Many subsequent ascendants and scions are also recognized as nescient savants, particularly Angellia, Corben, Nivara, and Sambert. Each played a part in bringing humanity to awakening.

In their wake, numerous thinkers guided by the goddess rose to prominence in Caspia and Thuria. The early Thousand Cities Era saw considerable expansion of systematic thought in these communities as scholars documented discoveries and participated in open discourse. Among the dozens of influential savants who arose were Glasneagh of Ceryl, known for the Sieve of Glasneagh, an algorithm used to isolate prime numbers; Tolonia of Caspia, who advanced

trigonometry as its own study and invented modern numerical notation; and the Cloutsdown Enumerators, a group of Thurian mathematicians who performed breakthrough work on kinematics and defined the laws of velocity and acceleration.

THE CLOCKWORK RENAISSANCE

The Clockwork Renaissance was an era of mechanistic progress. Countless clockwork devices were created to solve diverse technical challenges during this time, with applications ranging from agriculture to warfare. The sextant and a refinement in telescopic lenses also emerged, allowing improvements to navigation and tremendously expanding the science of astronomy, respectively.

Most of the significant inventors in western Immoren during this period received subtle inspiration from Cyriss. These include the Umbrean apothecary Voldu Grova, who instituted a system to test and categorize alchemical compounds; Janus Gilder from Mercir, who invented the printing press; and particularly Drago Salvoro, who created the steam engine in 743 BR. Although its true significance would not become apparent for a thousand years, that design contained a seed of mechanized perfection.

Sadly, observatories erected in the decades before the arrival of the Orgoth would be destroyed when a long dark age fell upon western Immoren, a time that saw the quashing of scientific advancement.

SEBASTIEN KERWIN AND THE ARCANE ORDERS

The era of tyranny western Immoren endured during the Orgoth Occupation was more than simply a time of terror and oppression; it threatened to stifle the advancement of civilization and thought itself. Breaking centuries of entropy was not easy, requiring invention as well as bloodshed. Here again, Cyriss played a powerful indirect role. It is doubtful the subsequent Rebellion could have succeeded without the most admired savant of the era: Sebastien Kerwin, the father of arcanists and modern alchemy. Kerwin's works contain many hidden ciphers and numbers sacred to Cyriss. Her influence can be discovered by careful analysis of each of his seminal writings, including *The Essence of Divine Magic*, *Principia Arcana Magus*, and *Synthesis*. These writings suggest Kerwin was on the verge of recognizing the Maiden in his search for fundamental truths—and might have succeeded had he lived longer.

Kerwin applied a rigorous scientific methodology to his study. This approach enabled him to come close to understanding the relationship between runic formulae and mathematical equations. The work he and his peers accomplished brought human understanding closer to the point of awakening in a few short decades than in all the previous millennia combined. Kerwin demonstrated that although magic could bend certain natural laws governing energy and matter, mystical forces still obeyed their own dictums, which could be codified. Thus emerged arcane science and mechanikal thought. Kerwin perished in struggles with the Orgoth, but his legacy lived on in the Order of the Golden Crucible and the Fraternal Order of Wizardry.

The Rebellion and its aftermath saw the appearance of the last nescient savants before the discovery of Cyriss. These included Maximillian Nivin, who created the first clockwork automatons, and his student Elias Decklin, who eventually solved Nivara's puzzles and went on to create the cerebral matrix. This arcane construct emulated a living mind and provided the motive impulse for the colossals. Bastion Rathleagh later improved upon Decklin's design, creating the first modern cortex and ushering in the age of the steamjack in 241 AR. Although both generations of the device contained inherent flaws related to the attempt to create intelligence by arcane means, they unquestionably revolutionized industry and warfare across the Iron Kingdoms.

Complacency can be another enemy of progress, as compelling in its own way as tyranny. Such was the demand for steamjacks that soon the Fraternal Order of Wizardry became entirely focused on cortex production, to the detriment of other research. Some few cabals within the Fraternal Order continued to advance the physical and arcane sciences, however—and one individual among them would soon make the greatest discovery of the era.

DISCOVERY OF CYRISS

Astronomy was one of several fields of study that saw a resurgence during the Reconstruction following the Corvis Treaties. A number of new observatories were erected across western Immoren, funded by universities, science-minded patrons, and scholarly organizations. The Fraternal Order of Wizardry boasted its own skilled astronomers, foremost among them Aldophous Aghamore of Orven. Aghamore earned his fame by helping revolutionize optics, innovations initially applied to the viewing apparatus of steamjacks. Most of his peers paid little attention to his accomplishments in astronomy.

Magus Aghamore was the first to apply certain principles of alchemy and mechanika to the apparatus of astronomy, creating augmented telescopes. Working with others at several Cygnaran universities, he sought a better understanding of the celestial bodies beyond Caen. He is credited with being the first to apply alchemical glazes to the telescope optics that filtered light as well as with developing a precisely machined clockwork mechanism to orient and focus the large instruments. Through these innovations, he made unprecedented observations of the celestial realm.

It was with one such device that in 283 AR Aghamore sighted a previously unknown celestial object. He theorized this to be a distant planet on a highly elliptical orbit far from Caen's sun and dubbed it "the Dark Wanderer." His findings were initially dismissed, largely because the reported object was all but invisible without his new filtering techniques. In time others were able to replicate his methods and confirm the existence of this planet.

Meanwhile, Aghamore began to experience inexplicable dreams and visions. Through these he became convinced that the newly discovered planet was named Cyriss, a name shared by a divine being communicating through his dreams. Those he told of this feared he had succumbed to madness. Aghamore's reputation suffered such that he became a pariah among the arcane and astronomical societies of his day.

The discovery of a new divinity—of an entirely new concept of the universe and the powers inhabiting it, no less—was not easily comprehended. Yet this would prove to be the revelation of Cyriss, the first sign of our awakening. We had reached the vital point in our scientific and arcane development when we could at last become aware of the hidden goddess, whose plans and goals were too vast for mortal minds to grasp. Over the years others who had witnessed the Dark Wanderer began to experience similar dreams, lending credence to Aghamore's claims.

FOUNDING THE CULT OF CYRISS

Aghamore and others who had heard the whispers of the goddess began to meet, and from these discussions arose the Cult of Cyriss. Initial members were drawn largely from esoteric cabals within the Fraternal Order of Wizardry, including those seeking to reconcile mathematical principles with arcane formulae. Many of these individuals had already earned reputations as outsiders within the order. A widely held belief among them was that the steamjack cortex—the foundation of the Fraternal Order's wealth and influence—was a fundamentally flawed mechanism, overly reliant on chaotic arcane interactions. The very traits that had alienated these great minds from their peers were valued by this new faith, which revered scientific method and the application of reason.

Interest in Cyriss quickly developed among fields such as abstract mathematics, engineering, and astronomy. The astronomers were particularly profligate in spreading papers on Cyriss, as their number included several learned members of the aristocracy who were also knowledgeable in the natural sciences. The notion of a divinity governing fundamental laws seized the imagination of Cygnar's intelligentsia and soon spread to other nations.

By 290 AR the first major gathering of the cult convened. At this secret summit, members established many of the tenets of the faith and nominated its earliest priests. Esteemed for the clarity of his visions, Aghamore was key to this endeavor and was among those nominated. After much discussion, the convened cult members determined three basic tiers of the priesthood: optifex, enumerators, and fluxions.

The optifex, the most numerous, would be as much laborers and craftsmen as priests. A member of the sect could remain at this level indefinitely, for promotion would require not only mastery in his field but also a demonstrated ability to lead and instruct others. The next level, the enumerators, would manage the daily tasks of the faith and oversee its works. Above the enumerators would be the fluxions, tasked to lead the temples. Fluxions would be few in number, and they would safeguard the cult's highest mysteries. Knowing the perils of a worship few could understand, the founding priests stressed secrecy and discretion. In these early years their first priority was to gain a better understanding of the goddess who had revealed herself to them.

Unfortunately, in the years after this summit Aghamore proved to be too fragile of mind to endure the implications of the goddess' appearance. In 298 AR he isolated himself and put aside all other obligations. Continuous meditations on natural and divine order began to take their toll, and he became increasingly erratic in both speech and writing.

Unknown to his peers, Aghamore had become obsessed with building a machine of tremendous size and complexity. He died in 303 AR, having apparently fallen into the massive gears of this unfinished apparatus. Those who found this scene were shocked to see that he had covered the walls of his house with fragmentary notations, labyrinthine formulae, and incomprehensible scrawling. It would later be discovered that these writings were not the nonsensical ranting they appeared.

THE TEMPLE AS WORKSHOP

From the beginning our temples have not been simply houses of worship but places of fabrication, analysis, and experimentation. The goddess cares not for empty prayer, preferring devotion through scientific exploration and the refinement of process and form. Challenging oneself through the application of abstract science is an act of prayer, as is advancing the state of mathematics, astronomy, or engineering. Very quickly those awakened to the goddess exceeded former engineering limits and succeeded in remarkable innovations. To recognize and take full advantage of this new level of mechanikal mastery, the Convergence created the role of forge master to be conferred upon each temple's most accomplished engineer and fabricator.

COSMOLOGY OF CYRISS

Priests of Cyriss prefer to apply scientific methodology to their understanding of their faith. Given there is much about the goddess that cannot be perceived, tested, or verified, these matters are omitted from formal doctrine. There is significant conjecture about the cosmology of Cyriss that does not appear in the record. Priests of Cyriss think it vital to separate theory from fact, and the facts known about the goddess are few. The priesthood refuses to discuss many questions about her nature, even internally.

On the topic of cosmology, the priests assert only that Cyriss' psyche inhabits the world named after her, in the same way the will of other gods exists in Urcaen. While the planet is the seat of her conscious will, her influence and power extend to all things and is connected to the laws of reality itself. All parts of reality are aspects of a vast machine continually being perfected by the Clockwork Goddess, who loathes disorder. That which is closest to perfection and flawlessness is closest to Cyriss, while that which is flawed and poorly functioning is furthest from her. This paradigm applies to the condition of life itself, which Cyrissists believe to be fundamentally imperfect. Nothing that is alive can be as pure or as true to the goddess as a harmonious machine.

The only aspect of the living that the sect believes capable of perfection is the seat of thought—the soul. Even this immortal essence must be refined over time, and it is this process toward perfection in both one's labors and one's self that motivates the faithful. This desire for self-improvement is similar to certain Morrowan beliefs, but the preference for the ordered perfection of the machine over the chaos of life is unique to the worship of Cyriss.

In 311 AR the ranking priests of the cult collaborated to write the *Principles of Geomantic Energy*, a foundational thesis that would soon unlock an ample power source for our temple workshops and their machinery. It had been discovered that certain subtle arcane energies flow beneath the surface of Caen, collected into invisible channels connected to significant geographical features like rivers and mountain ranges. Although this energy proved difficult to harness despite its demonstrable presence, the possibilities of its use spurred considerable study.

Subterranean energy accumulators were soon built at sites where strong flows converged, though at first this had few practical applications beyond powering simple systems like temple illumination. The use of this resource remained limited until the invention of the astronometric nexus in 326 AR. These tower-like machines served as focusing mechanisms by creating internal alignments based on tracking celestial conjunctions. Close analysis of Aghamore's last writings and the construct that took his life provided key information in the development of this invention, suggesting he had himself been attempting to harness these energies. Once the tower of an astronometric nexus is properly aligned, the influx of energies from connected subterranean accumulators magnifies exponentially.

Our mechaniks and engineers soon learned how to transform this energy to operate a variety of apparatuses. Ready access to essentially limitless energy at several major temples spurred invention, allowing for the construction of machines of a size and complexity previously infeasible. By 330 AR experiments related to transforming energy resulted in several breakthroughs, including advances in voltaic and electrostatic charging. These enabled the early cult to transition away from burning fuels in order to power engines, freeing them from reliance on coal.

Locations where geomantic flows converged became preferred sites for the most advanced temple workshops. Tremendous accumulators and generators within the confines of major temple facilities provided ample energy that could then be broadcast to power machine guardians and workers, such as vectors and servitors. The sect's engineers developed methods for long-term storage of this energy in reserves, useful for machines required to perform tasks away from these facilities.

During this early era the leading priests debated how they should propagate and control the many advancements innovated in different temples. They agreed that all temples should benefit from new techniques but determined it prudent to limit familiarity with these techniques to the awakened faithful. This prompted the implementation of the Rubric of Mysteries in 320 AR to formalize a hierarchy of secrets within the priesthood. Lore of the goddess and the work of the faith would be kept from outsiders and only incrementally revealed to members as they proved their dedication and readiness. Certain works would be compartmentalized so that junior members could access portions as necessary for their labors without needing to understand the greater whole their efforts supported.

THE CIPHER ENGINE

One of the most important early temples was the Foundry of Enumeration, built in the southern Wyrmwall Mountains in 312 AR. This site generated a large volume of pioneering research. Dozens of the brightest minds of the faithful were gathered here to launch the ambitious

project of creating mechanical devices capable of automated mathematical operations. These calculating machines were originally built as a devotional act, as exploring the fusion of mathematics and engineering was seen as inherently sacred.

Researchers swiftly discovered a variety of applications for these machines. Even the simplest calculating machines proved useful for controlling servitors, semi-autonomous machines created to function as both tools and weapons. Machines containing larger computational components weighing multiple tons were able to perform more complex tasks; these were put to work on abstract mathematical exercises as well as deriving exacting measurements for precision instruments like lenses for astronometric nexuses and telescopes. These computational machines were fed instructions on brass cards with punched holes that expressed a new language for mathematics. Technology akin to the printing press allowed the output of a machine to be preserved, usually as a lengthy string of numerals.

Because such machines could function indefinitely, they could be given complex formulae to solve, including those that would yield extremely long number sequences. Analysis of this output became the sacred obligation of a specialized segment of the priesthood. Although large calculating machines were soon being fabricated in other temples, the largest and most complex remained at the Foundry of Enumeration, where it was regularly improved and redesigned to handle ever-greater formulae. By 330 AR it occupied several chambers and was maintained by dozens of priests.

A problem arose when careful study of this machine's output revealed unprecedented errors amid exceptionally long series of numbers. Attempts to correct the anomalies failed. In 333 AR, a priest named Helicratus applied an innovative new algorithm to this output and revealed an underlying pattern. With unparalleled excitement, he determined they were not mistakes but part of a long encrypted message. The cult's best minds set to the work of breaking this code, partially achieving this goal in 334 AR. To considerable astonishment they announced that the ciphers were messages sent by Cyriss herself. The computational machine that had generated these ciphers became known as the Cipher Engine, regarded as a vital relic of the faith for being the primary conduit through which the goddess communicated, however enigmatically. From this point the Cipher Engine was used exclusively for the generation of lengthy strings of numbers from complex formulae. The vast output was regularly distributed to dozens of temples to assist in its ongoing interpretation.

The first major directive from Cyriss was translated by Helicratus in 335 AR. In it, the goddess tasked the priesthood

with becoming one with machines and abandoning flesh. As a result the ranking clergy initiated the Anima Corpus Procedure, a project to transfer a soul into the body of a machine. The task would prove to be exceptionally difficult, seemingly beyond the most talented priests' capabilities. Many decades passed before the first glimmers of progress.

Leading this project were Fluxion Helicratus and Forge Master Lucidia, one of the eldest and most respected engineers of the faith. Dozens of the brightest minds from the inner circles of temples across western Immoren joined them. The greatest addition was an astronomer and priest of the periphery faith named Ghil Lucant, who had earned fame in scholarly circles in 356 AR for discovering the planet closest to the sun, a body subsequently named after him.

Disagreements between Lucidia and the fluxion divided the foundry's leadership in 360 AR, and Lucidia was eventually cast out of the cult. She returned three years later, just as Helicratus became the first to experience the sublimity of transferring his immortal essence into a clockwork vessel. This should have been a triumphant moment, but a vengeful Lucidia, informed by spies of the imminent procedure, compromised the temple's defenses and slaughtered most of its occupants. Mortally injured, Enumerator Lucant successfully transferred his own soul into a clockwork vessel and managed escape. The cult abandoned the foundry, salvaging only the Cipher Engine and the knowledge of soul transference.

CONVERGENCE BEGINS

Before the Foundry of Enumeration's destruction, Lucant had received a revelation by deciphering an extensive series of connected encrypted messages. It described a machine spanning all of Caen that would draw on the geomantic energy of the entire world through a vast lattice of conduits connecting hundreds of temple complexes. Once this creation was realized, Caen would become suitable for the goddess to manifest, inhabiting the world machine as her vessel. This was the Great Work, the completion of which would require untold centuries of dedicated effort. While awed by the scope of this mandate, Lucant immediately reassembled the Cipher Engine and began to organize the scattered cult toward this effort.

The inner circles of each temple had previously operated without oversight, but Lucant foresaw a stricter hierarchy would be required for the vital work ahead. In 370 AR he called a meeting of every ranking priest versed in the highest mysteries, leveraging both his previous standing and his existence as a clockwork priest, tangible proof of the goddess' miraculous guidance. This summit laid out the scope of the Great Work and defined an overarching leadership. Lucant was recognized as the first iron father, the head of the newly organized faith now known as the

Convergence of Cyriss. He passed down tenets that would become the Nine Harmonics and form the core of their religion. Several of these sacred principles were refinements of earlier precepts laid down by Aghamore.

Not all Cyriss worshippers would become part of the Convergence. Some priests rejected Lucant's vision, and those who turned away were denied access to the higher mysteries. Most of the goddess' followers who remained outside the Convergence, however, were members of small periphery sects entirely ignorant of the higher mysteries. The Convergence would remain the inner circle of the cults of Cyriss, comprised of those awakened to perform her work on Caen.

Many drawn to worship Cyriss were not prepared to take an active role, including scholars of mathematics, engineering, astronomy, and other sciences. While the worship of Cyriss brought them comfort and inspiration, most were unwilling to forsake old loyalties and devote their lives to the Convergence. They were unwilling to transcend. The Convergence set agents in place to observe any extraordinary minds found among these members of the extended cult so that no momentous discovery would escape attention. Further, it was among these peripheral faithful that we would look for promising recruits.

ATTAINING CLOCKWORK PERFECTION

Before the Great Work could begin in earnest, those who joined the Convergence had to fulfill the first directive of Cyriss: to become one with the machine. Lucant knew this blessing was not meant to be his alone. At first the process of transformation into a clockwork vessel was shared only with the highest ranking priests. In these early days the procedure was no simple matter—fabricating an essence chamber to contain a soul required considerable time, absolute precision, and significant resources.

By 382 AR a number of refinements had been made to the transfer process that simplified the manufacture of essence chambers. The priests began to include others within the Convergence as candidates and initiated the fabrication of clockwork soldiers, whose forms allowed them to become superlative and theoretically immortal warriors. Subsequent improvements allowed souls to be recovered more quickly and with less energy investment, allowing the faithful to be preserved even in the event of sudden death.

The Convergence discovered there were benefits to leaving a soul to develop and mature in a living body, so standards were imposed to interdict premature transfer. Priests in particular were encouraged to experience as much of their mortal lifespan as possible, with exceptions made for those few deemed sufficiently spiritually advanced for early transformation.

In 390 AR Lucant stepped down as iron father, having determined the faith would stagnate if guided by the same leader for too long. Every nine years a new leader would be chosen by a gathering of the ranking fluxions. An individual could serve repeatedly but never consecutively, and an iron mother or father who wished to resign before nine years could do so. Lucant remained a figure of tremendous importance due to his special insight into the enigmas of the Cipher Engine. He was given the honorific of "Divinity Architect" for his role in founding the Convergence and would go on to advise subsequent leaders advancing the Great Work.

The year 410 AR saw the creation of the Constellation, a complex device to house multiple essence chambers and enable rapid communication between them. Construction of the machine was prompted by clockwork priests who sought to create and then experience a pure mental state utterly removed from physicality. Built to resemble a vast orrery with each essence chamber set within arcs of interlocking orbits, the Constellation soon held the foremost minds of the Convergence. One of the first to permanently transfer into this machine was Fluxion Ambro Pascar, who in life had been the most gifted mathematician of his era, a man credited with inventing a true calculus of infinitesimals and revolutionizing mathematical physics.

Most who joined the Constellation did so temporarily, returning their minds to clockwork bodies after weeks, months, or years. For others, installation was permanent. By 440 AR the Constellation had become a vital advisory body for the Convergence. When not being consulted directly, the Constellation focused on analyzing matters of material scientific or technical import and coordinated efforts to decipher the vast output of the Cipher Engine. Over the past two centuries the Constellation has been redesigned sixteen times to expand and improve its architecture.

EXTENDING THE CONVERGENCE

It would not be for almost a century after Father Lucant's first revelation that the Convergence had the tools necessary to create an infrastructure for the Great Work. The scope of this work was beyond any mortal lifespan, requiring the tireless efforts of those who had preserved themselves as machines. All would need to contribute to creating a global machinery sufficient to house the consciousness of the Clockwork Goddess.

The ranking leaders of the Convergence worked to realize this vision, expanding the network of temples and workshops across remote and hidden locations. The fluxions divided the labor on major projects between disparate temples. Secrecy was maintained at all but the highest levels, with information passed down only when absolutely necessary.

CYRISS AND THE AFTERLIFE

Lacking any means of scientific verification, priests of Cyriss have never been able to provide definitive answers regarding the afterlife for the souls of their faithful. Among the periphery sects some clergy teach that Cyriss chooses worthy souls to join her after death, but no evidence supports this. Convergence priests have long suspected Cyriss is unable to shelter her followers in the afterlife, being separate from the dynamic between Caen and Urcaen. Most human souls naturally pass to Urcaen, which would suggest her worshippers would be marooned after death in the hellscapes between the domains of the gods.

Cyriss' directive that her faithful should join with the machine is seen as the solution to this uncertainty. The Convergence asserts that the soul prefers an afterlife amid the pure state attained in fusing with an essence chamber. Through a variety of mechanisms the Convergence has become efficient at preserving the souls of its members in clockwork vessels. This brings both immortality and utility to aid the Great Work. Every awakened follower of the goddess hopes to be preserved and maintained in this way. All hope to eventually witness the completion of the project—to experience Cyriss' arrival on Caen so they can become one with her perfection.

Expanding this network from 440 to 500 AR brought countless challenges, each overcome by applications of superior technology, planning, and patient will. During this phase of secret expansion, Convergence leadership proceeded cautiously to avoid major confrontations with the various kingdoms and other powerful groups that held ground they might wish to claim. Yet occasionally they deemed it necessary to commit to force of arms in order to seize a particularly important site. New hidden outposts were created and new astronometric nexuses built along convergence points to complete sections of the pattern plotted out by the divinity architect.

The Convergence quickly discovered that many locations rich in geomantic power were held by competing groups. Among the most ample geomantic conjunctions were the mouths of major rivers, nearly all of which supported heavily populated cities. Rather than committing to impossible military campaigns, our leaders opted to construct workshops and temples hidden below or within these cities. Caspia, Ohk, Berck, and Five Fingers became key aspects of the temple network, each requiring significant machinery to tap vital energies flowing through them. The completion of these temples created the Great Conjunction, which magnified the energy produced at each major river delta.

As early as 460 AR we discovered that we were not alone in prioritizing sites rich in geomantic energies. Subterranean locations otherwise ideal for establishing new temples were found to be infested with the cephalyx. These hostile and incomprehensible entities proved formidable enemies, with their own twisted sciences and peculiar powers. The cephalyx could enslave weaker minds with but a thought and employed surgically altered soldiers to fight in their stead. After repeated hostile encounters, the cephalyx became our intractable enemies.

Another adversary from the earliest days were the blackclads of the Circle Orboros, who erect sacred sites of towering stones to harness Caen's energy for their own occult purposes. More than any other of our rivals, the blackclads have learned how to harness geomantic energy. Several times our priests have had to revise their understanding of this group, whose methods are disturbingly similar to our own, though reliant on formulaic rituals and natural constructs. Some priests have theorized that the first blackclads must have received inspiration from Cyriss but misinterpreted her will, unready to surrender their primitive beliefs. This ancient group has proven pernicious in defending its grounds, and we have waged hundreds of secret wars over sites rich in the power we both require.

The arcanists of Ios are the last major group apparently aware of this energy source. From 500–520 AR we made several attempts to secretly penetrate Ios' borders to establish temple complexes there, but each time our members were intercepted and destroyed. Convergence leaders decided to postpone a major push into this nation, but this is likely to change soon. We have already contested with Iosans at secret strongholds amid the Iron Kingdoms and successfully seized several sites from them.

BEYOND IMMOREN

Our efforts in western Immoren had been relatively small in scope when viewed against the entirety of Caen. Given the difficulties of completing the work on a single continent, the dream of a world-spanning machine network seemed impossibly distant. Our perspective on the world and the timeline of our Great Work was about to change.

Just before the Thornwood War, the Llaelese mathematician Lorita Donaes was brought into the Convergence after achieving breakthroughs in the study of complex numbers, those which combine real and imaginary numbers. She adapted readily, soon providing significant insights into fluid dynamics and electromagnetism.

In 521 AR, after working with the Constellation, Enumerator Donaes created a system of signal analysis to audit energy flows within the Convergence network. Its

goal was to improve the efficiency of energy gathered by the astronometric nexuses and geomantic accumulators, but in the process a remarkable discovery was made. Tiny fluctuations of energy flows at the periphery of the Immorese network suggested sympathetic networks beyond the Meredius. It was determined that the Great Work must exist on other continents, advanced by groups working parallel to our own efforts.

It is hypothesized that since civilizations have arisen on multiple shores, Cyriss has played a hand in guiding remarkable minds wherever they may arise. Other populations have discovered the goddess and received revelations. We have had no direct communication with these other groups, although energy fluctuations within the temple network could be induced to transmit coded messages. The Constellation decreed that no contact should be established for now. It is enough to know that we do not labor alone and that the hour of Convergence is closer than we ever thought possible.

ENTERING THE PHASE OF ALIGNMENT

The modern age gave rise to several prominent nescient savants among the Iron Kingdoms. These figures served as a reminder that science would advance even among those unaware of Cyriss. Simonyev Blaustavya was one of the most influential of these, a Khadoran who began as an engineer and inventor but who would attain singular political power. His influence and intelligence was vital in the modernization of the Khadoran Army. Perhaps the most eminent savant of the current generation is Sebastian Nemo, who first rose to prominence in the Cygnaran Army in the 590s AR. His revolutionary ideas transformed the nature of Cygnar's military forces. Convergence agents cautiously approached both Nemo and Blaustavya with the goal of testing their willingness to convert to the faith, but they proved unreceptive. Their presence instead served to strengthen those who would stand in our way.

As we entered the new century, it became clear to the temple leadership that the priorities of the foundries must change. Father Lucant and the Constellation had been watching both celestial signs and the ciphers of the goddess, while our agents observed developments in the kingdoms. Analysis of all these factors prompted the divinity architect to declare that we were on the cusp of the Phase of Alignment. The work of establishing temples in hidden locations had gone as far as it could. For the Great Work to advance we would need to risk deploying our arsenal to seize contested geomantic sites and secure them long enough to force their energy flows into proper alignment. It was time to lay the groundwork for our march to war.

While additional temples and workshops continued to be erected, work within them shifted from abstract research to military applications. Forge masters accelerated the production of fighting vessels, vectors, and weaponry, and senior designers set about creating a diversity of clockwork vessels that could mesh together seamlessly in battle.

As early as 604 AR it had become a concern that the vital power nexus below Caspia might be detected by Cygnaran arcanists. Our ranking leadership discreetly established peaceful contact with Cygnar's government so our work could continue uninterrupted. This was a calculated risk. Working through intermediaries, leaders of the faith in Caspia made contact with Sebastian Nemo and negotiated a mutually beneficial exchange with King Leto of Cygnar. The priesthood offered assistance solving conceptual challenges for experimental technology. In exchange, King Leto agreed to recognize the worship of Cyriss and allow the construction of a temple in the city. The Temple of Concord was erected in Caspia at a site strategically chosen to obscure the extensive facilities beneath. While the known temple would be staffed solely by periphery members of the faith, the Convergence continued to operate the much larger and more extensive hidden facilities in its proximity.

Similar efforts are underway in Korsk, with the Rigevnya Complex in the Khadoran capital now fully subverted by members of the faith. We have installed nearly a dozen hidden foundries within that city. Facilities also exist in most other major cities in Khador, Ord, and Cygnar as well as in Merywyn and Laedry. We have established other extensive complexes throughout the wilderness regions, many with weapons stockpiles lying ready for combat actions.

In 606 AR, the Constellation elevated the ambitious clockwork priestess Directrix to the position of iron mother. At her appointment, Father Lucant declared she would be the leader to begin the Phase of Alignment. The last two years have seen our preparations coming into alignment to coincide with a special conjunction of the celestial spheres beginning in 609 AR. This celestial conjunction has been determined as the ideal time to unleash our military might.

The years ahead are crucial. Our success relies on the precision of our operations, the accuracy of our calculations, and the insight and intelligence of our leaders. We will erect alignment nodes to reshape the energies of Caen and transform all of Immoren into a machine to receive the Clockwork Goddess.

MACHINERY OF THE CONVERGENCE OF CYRISS

The collective membership of the Convergence forms one of the most unusual but frighteningly effective fighting forces in western Immoren. While those who face their mechanistic ruthlessness may not see the distinction, the Convergence considers itself much more than a group armed for war. They form the inner circle of western Immoren's newest faith, one devoted to the Clockwork Goddess Cyriss. The Convergence is a self-contained and self-governed secret society with a distinct culture as well as beliefs and goals that necessitate a large and technologically advanced military.

The Convergence has no borders, and the extent of its geographical holdings are limited. The faith is scattered across western Immoren, focused within the Iron Kingdoms. The majority of its membership spend their lives in one of over eighty hidden temple facilities. Some are located in major cities and towns while others are built deep within inhospitable wilderness regions. Nearly all these temples are underground or include substantial subterranean elements, making them difficult to find and extremely defensible. Convergence leaders built these facilities on sites of geomantic significance, allowing them access to the mystical energies flowing underground. These energies form a vital and essential power source for the sect's workshops, laboratories, and great machines.

Such sites are much more than mere power sources, however. The overarching goal of the Convergence is to bring about the manifestation of Cyriss on Caen, a holy imperative of the goddess. Accomplishing this task requires attaining a degree of control over the world's geomantic energy through a vast interconnected network. In addition to being places of worship, workshops, research facilities, and centers of Cyrissist communities, each temple contains massive specialized machinery that lets it serve as a node in the temple network. Together, this network and the geomantic energy flowing through it is considered a single great machine, albeit one that is incomplete. This machine will be finished only when the temple network connects all continents of Caen.

There is one perfectly harmonic pattern to which this network must conform. Reaching harmonic convergence is referred to as the Great Work, a convoluted sequence of construction that has been ongoing for almost twenty-five decades. In addition to establishing permanent temples, the Convergence must also realign geomantic flows across the continent, a difficult process requiring the seizure of new territories in exposed locations to build alignment machinery there.

Until the end of 608 AR, the Convergence advanced their agenda in secret, avoiding hostile contact with sovereign nations and limiting violent engagements to shadow wars against other clandestine groups like the Circle Orboros and the cephalyx. The year 609 AR marks the onset of the Phase of Alignment, whereby the Convergence will unleash its arsenals in more open conflict. Battles during this phase will be conducted in part to secure key locations where alignment machinery will be placed. This massive machinery must be built, activated, and protected long enough to correct misaligned geomantic flows. Once realignment is completed at a site, Convergence forces can abandon the machinery there and advance on other key sites. Since many of these vital locations are occupied by either military or settlements or are controlled by other armed groups, the Phase of Alignment requires open war against multiple nations and other formidable powers.

The responsibility for seeing this come to pass rests with all of the Convergence, not just its leadership. Each of Cyriss' faithful must contribute toward bringing about her manifestation on Caen.

CONVERGENCE HIERARCHY

Although the Convergence is a widely scattered organization, it uses a relatively simple hierarchy. As the sect's membership belong to dozens of self-sufficient temple facilities, it has two basic tiers of leadership—one within each temple, and another coordinating them toward shared endeavors. The Convergence is a cell-based organization; the vast majority of its members do not have detailed awareness of the activities of their peers in other temples. Until the Phase of Alignment, most Convergence members spent their lives serving a single temple, perhaps being reallocated after becoming a clockwork vessel. Moving into a more active phase has required greater coordination between temples, but this has not affected those who are not involved in military matters, and most junior members remain relatively unaware of the bigger picture.

As expected for a religious organization, the priesthood comprise the most significant leadership group within the Convergence. Priests provide leadership at all levels, both within individual temples and coordinating between them. Most priests are entrusted to perform highly skilled technical work and theoretical research in addition to other responsibilities. Their work requires them to remain in temple facilities, so they are seldom sent on military missions. Those few accompanying Convergence strike forces serve as technicians and commanders in the field.

The three broad ranks of priests, in descending order, are fluxions, enumerators, and optifex. (See also "Hierarchy

Convergence of Cyriss Hierarchy

AWAKENED GUARDIANS/WORKERS

CLOCKWORK VESSELS

THE CIPHER ENGINE

CYRISS

FLUXIONS

PRIESTHOOD

THE CONSTELLATION

IRON MOTHER

ENUMERATORS

OPTIFEX

FORGE MASTERS

DIVINITY ARCHITECT

PERIPHERAL CULTS OF CYRISS

Army Elements

Clockwork Angels

Reductors

Soldier

First Prefect

Prefect

Eradicators

Clergy

Reciprocators

Warcaster or Ranking Priest

Perforators

Obstructors

Vectors/Servitors

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of the Priesthood," p. 73.) Fluxions are the only rank that maintain any degree of regular contact with clergy from other temples, as part of their function is to coordinate actions between them. Information is compartmentalized even among the clergy. Other than the fluxion(s) in charge of a temple, the highest-ranking individual at a temple facility is the forge master, who is responsible for maintaining its machinery and production as well as its armory.

The highest-ranking leaders of the Convergence are able to communicate with one another across long distances by creating barely perceptible fluctuations in the geomantic flows between temple nodes. This system can allow for the transmission of complex information, given sufficient time, but messages are usually kept focused on the allocation of resources, the coordination of military actions, or the delivery of other significant information. The central headquarters of the Convergence is the Temple of the Prime Harmonic in the northern Wyrmwall Mountains, a site of critical importance since it houses both the Cipher Engine and the Constellation.

THE CIPHER ENGINE

The Cipher Engine is a massive mechanikal calculating machine housed in multiple chambers deep within the Temple of the Prime Harmonic. Comprising countless gears, pins, pistons, rods, weights, and interlocking wheels, the Cipher Engine is attended by dozens of dedicated priests who continually request it solve extremely difficult mathematical problems. These are given to the machine on brass plates with holes punched through them in certain patterns. The Cipher Engine translates these patterns into instructions and numbers and then works to derive solutions. The resulting output is produced upon mechanisms akin to a large printing press. The Cipher Engine is one of the most sacred artifacts of the faith and has played a central role in the Great Work, as its output is viewed as the primary means for Cyriss to communicate with her faithful.

Cyriss is an enigmatic goddess who does not provide simple answers, preferring to challenge her followers to decipher her will. The messages buried in the output of the Cipher Engine are never easily extracted, confirmed, or translated. Amid long numerical strings of data are inexplicable irregularities that when compiled and properly sequenced create extremely complex encoded messages. The sheer volume of output from the Cipher Engine means that the results are generated more quickly than they can be analyzed. The task of analyzing these numeric strings is distributed among the temples and is a sacred activity for priests of all ranks.

The volume of successfully translated divine messages is small, but these have led to many of the Convergence's most important directives. The majority of the Nine Harmonics have their roots in expressions from this machine. Its output was also responsible for initiating research into the Anima Corpus Procedure, which resulted in clockwork vessels as well as the revelation of the Great Work.

THE CONSTELLATION

Within the Temple of the Prime Harmonic is a machine that houses the collective consciousness of hundreds of the discorporate souls of the faithful. This intelligence serves the Convergence as both an advisory board and a tremendously powerful tool of analysis. The Constellation was built to house the essence chambers of members of the sect who, for a variety of reasons, decided to seek a purer communion with the machine state. Removed entirely from the physical world, the souls within the Constellation enjoy a purely cerebral existence. They are able to communicate internally using an encoded mathematical language conveyed through conduits connecting their essence chambers. The Constellation also has an enunciation apparatus in the central chamber of the temple by which it can communicate with others, such as the iron mother.

The exact membership of the Constellation changes periodically, with new members added and others leaving to resume physical existence within clockwork vessels. Some members of the Convergence enter its configuration temporarily, while others never leave. Because its membership are removed even from the stimuli of a clockwork vessel, joining the Constellation brings greater mental clarity and facilitates solving abstract problems.

With the combined minds of so many significant awakened thinkers, the Constellation is the most powerful analytic body available to the Convergence. So great is their faith in its evaluations that they look to it even to select the leader of the faith. When the nine-year cycle for an iron mother or father approaches its end, the Constellation is presented with a list of fluxions compiled by the divinity architect. From among these its collective selects a new leader thought to have the best qualities to advance the Great Work.

THE IRON MOTHER

The founders of the Convergence of Cyriss recognized that decisive action required a single voice of leadership. This resulted in the individual position of iron mother or iron father, who is responsible for coordinating the activities of the Convergence as a whole. The iron mother's seat is in the Temple of the Prime Harmonic, where she can be in regular contact with the Constellation and other

THE NINE HARMONICS

The faith of Cyriss includes a variety of precepts, doctrines, and tenets, some lengthy and convoluted, but the Nine Harmonics form the guiding principles of the Convergence. These simple but broad tenets are applied in a multitude of ways. They are studied and meditated upon by all members of the Convergence but are especially important to the priesthood. Every action taken by awakened members of the Convergence must be in accordance with these principles.

THE FIRST HARMONIC: *Precision is the opening theorem in the proof of perfection.*

Perfection requires exertion toward an efficient and measured existence. Precision is to be applied as much to daily habits as to labor. Absolute precision can be achieved only by continually diminishing the margin of error.

THE SECOND HARMONIC: *Mathematics is the only true language.*

Mathematics is the underlying language of infinity. All that exists and all that does not exist can be described through mathematical expression. A process or thought cannot be unless a formula exists to describe it.

THE THIRD HARMONIC: *The power of understanding transcends the inexplicable.*

Nothing is truly inexplicable when confronted by the proper analysis. Complete understanding can be achieved by continually diminishing ignorance. Always strive to increase knowledge and understanding. All learning must be preserved.

THE FOURTH HARMONIC: *Magic obeys scientific principles and does not require mysticism.*

Magic represents a particularly complex interaction between energy and matter, mediated by sentient will. The arcane can always be understood, codified, and controlled through mathematical formulae. There is always a way to integrate the arcane with engineering.
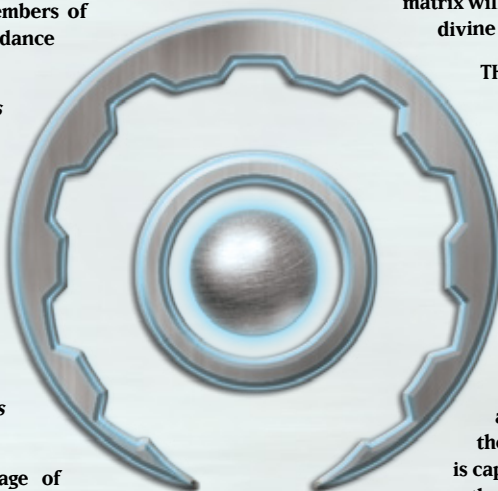
THE FIFTH HARMONIC: *The goddess of perfection will manifest to inhabit the vessel thereof.*

The numen of Cyriss can achieve harmonic sympathy with any sufficiently flawless and empowered machine. Harnessing geomantic energy across a globally balanced astronometric matrix will complete the prime harmonic and compel divine manifestation.

THE SIXTH HARMONIC: *Clockwork perfection requires an absence of entropy.*

All acts of harmonic construction, invention, and engineering increase order and reduce entropy. Life multiplies entropy, so nothing alive can attain perfection.

THE SEVENTH HARMONIC: *Souls are elements in the divine equation.*

Only the soul is autonomous. Each soul is an aspect of a divine equation that achieves consciousness. The soul bridges the poles of divinity and mortality. The soul is capable of either infinite refinement through pure thought or utter debasement by wallowing in the corruption of flesh.

THE EIGHTH HARMONIC: *False shadows of consciousness mock the divine equation.*

The creation of a soulless machine that mimics true intelligence is a mockery of the divine equation. Machines do not make decisions. An unpredictable machine is a flawed machine.

THE NINTH HARMONIC: *To awaken a soul one must seek harmony with the goddess.*

The teachings of the goddess are not for all. Only a select few will be awakened. We do not reveal the enigmas of Cyriss to those who are unprepared to seek perfection. Those on the cusp will be awakened at the precipice where higher thought flourishes.

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major leaders of the faith. She communicates with the myriad fluxions leading the Convergence temples, and she frequently travels to meet with them in person and inspect ongoing projects. When the Convergence launches major military actions the iron mother may take to the battlefield to direct the gathered forces personally.

The first to hold this position was Father Lucant. After twenty years of leading the Convergence, Lucant stepped down, but not before imposing a rule that this office could be held only for nine years consecutively. A priest would be eligible for the office more than once, but the position must first pass to another. By implementing this rule, Lucant sought to prevent stagnation in the leadership of the Convergence. The current iron mother is Directrix, chosen by the Constellation in 606 AR.

The iron mother has vast authority over the Convergence as both the leader of the priesthood and the supreme commander of its military forces. She rarely intervenes in the organization of individual temples, focusing instead on coordinating efforts between them and on managing the assets of the organization as a whole. The iron mother determines priorities of the faith and decides when the

Convergence must send strike forces to neutralize enemies. All aspects of Convergence efforts, from production to research, are within her purview.

THE DIVINITY ARCHITECT

Divinity architect is a unique office held by Father Lucant, who was the first to understand the process of transferring a soul into a clockwork vessel and who subsequently founded the Convergence. He became the divinity architect after stepping down as the first iron father in 390 AR. In some respects this is a largely honorary office representing Lucant's great contributions to the organization, as the divinity architect has very limited direct authority. The most vital aspect of the office is reviewing decoded messages from the goddess and coordinating the ongoing efforts of the organization toward the Great Work.

Lucant has tremendous influence within the organization and serves as its key spiritual advisor and long-term strategic planner. Although the fluxions are not obliged to obey his commands, they generally heed his requests and implement any changes to procedure he suggests, so long as they do not contradict orders from the iron mother. Most priests respect Lucant as the spiritual head of the faith and view him as something of an oracle. No other priest has his skill in deciphering the words of the goddess.

THE AWAKENED AND THE PERIPHERAL CULTS

The Convergence considers its members to be the true faith of Cyriss and refer to themselves as "awakened" to suggest that this fellowship has been indoctrinated into the fundamental mysteries of the goddess. The awakened know the Nine Harmonics and live by them.

There are many worshipers of Cyriss on the periphery of the Convergence ignorant of its greater mysteries and living in ordinary society. A distinct dividing line must be recognized between the Convergence and these less devoted worshipers. While such individuals may revere the goddess and recognize the shadow of her perfection, their misconceptions and misplaced loyalties blind them to the truth.

The Convergence is not hostile toward the peripheral cults and in fact considers them valuable. Peripheral cults form a vital bridge with the outside world, as Convergence agents periodically observe and make contact with them. The most important role of the peripheral cults is to serve as a pool for potential recruits; the vast majority of the awakened were introduced to Cyriss as worshipers from peripheral sects.

RECRUITMENT AND INDOCTRINATION

While peripheral cults have only a superficial understanding of Cyriss and Cyrissist doctrine, they revere the goddess and bring in new converts. These cults are most numerous and successful in places where intellectual study or machine work are practiced. Those whose professions involve alchemy, arcane research, astronomy, engineering, mathematics, mechanika, metallurgy, or other sciences are frequently drawn to Cyriss. Some of these minds may be receptive to the deeper mysteries.

Agents of the Convergence periodically survey peripheral cults looking for promising potential recruits. There are a variety of means to engage prospects cautiously. The faithful have inserted hidden enigmas and clues in a variety of widely read scholarly works, and these can guide interested parties to make contact. Most who seek to join the Convergence are mature adults who have achieved success in their chosen fields, but younger petitioners appear occasionally. Latent warcasters are usually brought into the Convergence at an early age.

Becoming a member of the Convergence requires a permanent commitment and, usually, the abandonment of one's previous life. The Convergence cannot risk its secrets being revealed and immediately isolates new recruits from outsiders, sending them to remote temple facilities to undergo extensive indoctrination. During this period a recruit is not at liberty to leave the temple.

In some cases the Convergence has accommodated the immediate family of a recruit, particularly where a spouse is a member of a peripheral cult. If a couple with children are indoctrinated, the children are also brought into the temple and eventually indoctrinated. Every effort is made to integrate these individuals into the Convergence. Those who lack devotion and cannot be trusted with secrets will be cast out or, as a last resort, humanely eliminated.

AWAKENED MEMBERSHIP

The process of becoming a fully awakened member of the Convergence reveals the candidate's various aptitudes and skills, which helps determine the role they will take in the organization. New members who have the requisite qualities may seek to join the priesthood, the most desirable Convergence career path. Being a priest requires the ability to control arcane energies in order to help design, fabricate, or repair essential machinery. Some priests are less heavily involved in this sort of work than others. Arcane talent alone does not guarantee entrance to the priesthood, however.

Most awakened lay members of the Convergence are referred to as technicians, unless they have other specific

PREEMPTIVE NEUTRALIZATION FORCE
ITERATION 9

LEADERSHIP

Axis, the Harmonic Enforcer

First Prefect Diomedes, First Prefect Idomeneus, First Prefect Patroclus

COMPOSITION

The Preemptive Neutralization Force is primarily made up of Reciprocators, Obstructors, Eradicators, and Reductors supported by Enigma Foundries and Steelsoul Protectors. Vector and servitor allocations vary, but Axis heavily favors vectors configured for close combat.

The Harmonic Enforcer is among the most active of the Convergence's combat assets. He specializes in clearing locations of interest to the Convergence and is supported in this role by a dedicated strike force. The exact elements of this force vary according to the particulars and necessities of a given mission, but Axis has long been served by an inner core of faithful prefects along with the veteran units under their charge.

Axis established the Preemptive Neutralization Force at the direction of Iron Mother Directrix as an evolution of smaller forces he had employed during his long history as her enforcer. While Axis had long served to root out the enemies of the Convergence and to dismantle those renegade cults at the periphery of the Convergence that jeopardized its secrecy, this force represents the first attempt to establish a more permanent standing force under his command.

Since its creation, the force has undergone several iterative changes in its composition to better suit the emerging needs of the Convergence. The Preemptive Neutralization Force has primarily been deployed to clear the sites for future temples and alignment operations in anticipation in the expansion of the Great Work as well as to push back encroachment on Convergence-held territories.

Due to Axis' tactical preferences and the frequency with which his force is called upon, the Preemptive Neutralization Force has grown more tightly knit than less rigidly maintained Convergence fighting forces. Axis and his veteran prefects have developed an intimidating simpatico, resulting in their ability to carry out even complex maneuvers with virtually no communication.

The Harmonic Enforcer is willing to face any odds and relies heavily upon enigma foundries to reconstitute his troops after these engagements. As such, the clockwork soldiers under his command become familiar with a greater assortment of vessels than do most of their peers. Serving with the Preemptive Neutralization Force has gained a reputation as a brutal but efficient crucible for clockwork soldiers, and those sent to reinforce this group very rapidly gain invaluable combat experience.

In its present iteration, the force does not include combined arms, as its vectors are almost entirely oriented for use in close combat, Axis' preferred mode of combat. Surprise makes up for this lack of ranged capability, strongly bolstered by the ability to endure casualties that would be untenable for an army of flesh.

titles or functions. All are expected to contribute to maintaining, repairing, or operating temple machinery. Those who are highly skilled at these tasks may go on to become engineers, an esteemed status representing considerable expertise and usefulness. A number of senior engineers are involved in more cerebral but equally valued tasks such as pure mathematics, astronomy, or research.

Some few awakened members become temple guardians. These are usually those who are competent but not exceptional in technical fields or whose temperaments make them better suited to this role. Occasionally guardians will arise among the children of cult members who do not distinguish themselves in other roles. Guardians train in the weaponry and armament of the temple and are dedicated to

the protection of the facility. When not actively on patrol or drilling, guardians perform other work as needed, including ordinary labor and temple upkeep. Guardians are distinct from temple soldiers, a role occupied by clockwork vessels, and do not participate in battles outside a temple. Most guardians become clockwork soldiers after they surrender their mortality.

CLOCKWORK TRANSFORMATION

All awakened aspire to become clockwork vessels, and nearly all can expect to achieve this state eventually. Only those deemed mentally unfit are excluded from transformation. Such individuals are rare in the faith, but there are some members of the Convergence who are brilliant in a given field but mentally unstable or who suffer from an overly strong attachment to physicality. For others, the priesthood insists it is to the betterment of the soul to live as long as possible before being transformed. Exceptions are made only for those who demonstrate remarkable mental and spiritual clarity and maturity.

The Convergence also has the means to preserve the souls of members who die unexpectedly, in order to transfer them immediately into essence chambers. For the members of the Convergence, this transformation is holy and profound, representing their afterlife. Being a clockwork vessel is a form of immortality.

For over two centuries the Convergence has collected the souls of its members through this process, and as a consequence their numbers have grown rather than diminished. In most temples clockwork members outnumber the living. They continue to contribute to the work of the temples and also act as the soldiers of the Convergence. It takes some time to become accustomed to this mechanikal state, and military training is a useful means to accelerate familiarity while also bolstering the strength of the Convergence.

The entire clockwork population of the Convergence can be considered a battle-ready militia. All clockwork vessels have formidable combat capabilities, wielding advanced weaponry as well as being immune to pain and confident in the knowledge that even the destruction of their bodies is rarely permanent.

MYRIAD FORMS

Those who have become one with the machine are not permanently installed in a specific clockwork form; the Convergence has developed a wide variety of vessels, particularly for its soldiers. Most newly transformed individuals stay in the same chassis for several years in order to become perfectly accustomed to the machine state. After this, members become more comfortable changing

vessels. It is common for members to have one chassis type for their temple work and another for soldiering. Over the decades a soldier may become versed in many different vessels, although generally one is preferred. To identify themselves to one another, individual clockworks will create a small distinct abstract pattern etched onto visible parts of their frames.

Clockwork priests and warcasters have the latitude and expertise to create their own customized vessels, an act that is spiritually satisfying for some. Soldiers must generally conform to more regimented vessels that can be properly integrated into units. The adoption of a new battlefield chassis is a rare development, requiring proof that its design augments the Convergence in a new way. The clockwork angels represent the most recently innovated fighting form.

STRIKE FORCES AND GARRISONS

The Convergence does not maintain standing armies, preferring to assemble strike forces to achieve specific goals and objectives. While some long-standing strike forces and garrisons exist, they make up a small percentage of the Convergence's fighting strength. Strike forces include a core of the veteran soldiers preferred by specific warcasters or senior priests, joined by other units as needed for a particular mission. Additional reinforcements can be acquired from the nearest temple facilities as required.

Very important tasks requiring much larger forces (such as those that would need to be collected from multiple temples) require the consent of the iron mother, with the details of coordination and assembly left to a fluxion directorate from the temples involved. The enumerators subordinate to those fluxions manage the logistics and ordered deportment of these forces and serve as the senior officers of the assembled fighting force. Before the Phase of Alignment, the Convergence rarely assembled such sizable armies, but it is expected they will be deployed with greater regularity in this new era. The priesthood serves the iron mother in ensuring these missions are allocated sufficient numbers of soldiers, vectors, servitors, and other specialized military assets.

Soldiers are efficiently organized into units, each overseen by a prefect, who reports in turn to an assigned priest. In a given standing garrison or long-standing strike force, the most experienced veteran of each unit type, referred to as the first prefect, carries out special administrative duties. (See "Soldiers of the Convergence," p. 72.)

CONVERGENCE RULES & THEME FORCES

VECTORS

The Convergence of Cyriss does not use warjacks in the traditional sense. Their machines are built using arcane science fused with applied physics and mathematics. Each completed **vector** is an act of worship to the Maiden of Gears as well as an irrefutable triumph of engineering. The smooth lines and artisanal attention to detail contrast with the pure brutality that the science of kinematics can inflict on enemies of the Clockwork Goddess.

Vectors are warjacks. In addition to the standard warjack rules (see *WARMACHINE: Prime Mk II*, "Warjacks") vectors have the following rules.

INTERFACE NODE

The I boxes of a vector's damage grid represent its **interface node**. The interface node functions identically to a cortex (see *WARMACHINE: Prime Mk II*, p. 73) for the purposes of allocating and spending focus.

Because an interface node is not a cortex, vectors are immune to effects that cause a warjack to suffer damage directly to its cortex (such as Cortex Damage and Shock Field) or that require a warjack to have a functional cortex (such as Domination and Possession).

Additionally, a vector cannot form a warjack bond, since it does not have cortex.

VECTOR MAT AND RAT

Vectors do not have MAT or RAT values. Instead, their MAT and RAT are equal to the *current* MAT and RAT of their controlling warcaster. For example, a vector under the control of a warcaster who has MAT 6 and RAT 4 would have MAT 6 and RAT 4. Vectors do not directly benefit from MAT/RAT bonuses or suffer from MAT/RAT penalties, but any MAT/RAT alterations to a warcaster controlling one or more vectors will be passed along to his vectors.

Note that spells and abilities that affect attack rolls will still affect vectors normally. For example, the Conservator heavy vector's Hand of Vengeance grants it +2 on attack and damage rolls. Its MAT will remain equal to the warcaster's MAT, but it will gain +2 on its melee attack rolls from Hand of Vengeance.

FOCUS INDUCTION

Once per turn during its activation, when a vector spends a focus point you can allocate a focus point to another vector if the two are in the same battlegroup and are within 6″ of one another. Each vector can use focus induction only once per turn to allocate a focus point to another vector but can be allocated more than 1 focus point in a single turn if it is within 6″ of multiple other vectors when they spend focus.

FOCUS INDUCTION

Focus induction can be an efficient use of focus with a little planning. In this example, the Convergence player gets three boosted rolls out of just 1 focus point.

First, Diffuser A forfeits its movement to aim, makes its attack roll, and hits the Defender. Diffuser A spends 1 focus point to boost its damage roll. Using focus induction, the Convergence player allocates 1 focus point to Diffuser B, a vector in the same battlegroup and within 6″ of Diffuser A. Diffuser A then makes its damage roll.

Before attacking, Diffuser B moves closer to the Inverter, a model in the same battlegroup, so it is within 6″ and therefore close enough to use focus induction again. Diffuser B boosts its attack roll at the Defender. Using focus induction, the Convergence player allocates 1 focus point to the Inverter. Diffuser B then finishes resolving its attack.

Lastly the Inverter can attack the Defender and use the focus point it received from Diffuser B. Each vector in the battlegroup was able to boost a roll using the same focus point due to focus induction.

Defender

Inverter

3″

7″

Diffuser A

Diffuser B
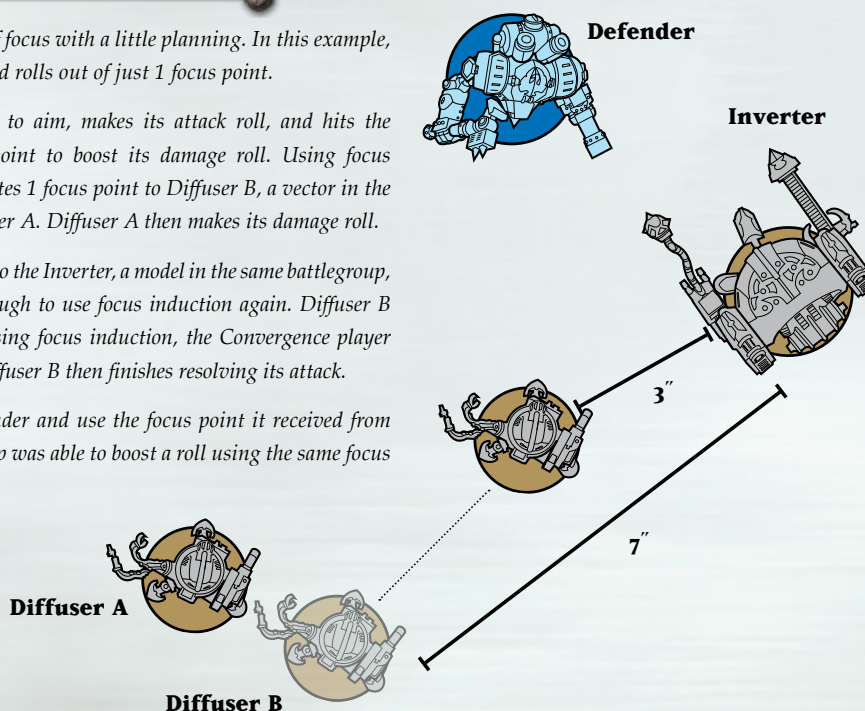
REMOTE REACTIVATION

Vectors become inert when their controlling warcasters are destroyed. Vectors can be reactivated only by friendly Faction models with the Battlegroup Commander special ability.

A Convergence warcaster can reactivate a friendly inert vector even if it is not B2B with the vector. The warcaster can forfeit his action to reactivate a friendly vector up to 6″ away provided the vector has a functional interface node. A vector with a crippled interface node cannot be reactivated remotely.

WARCASTER UNITS

Forces of WARMACHINE: Convergence of Cyriss includes **warcaster units**. In a warcaster unit, the model with the **Officer** advantage is the warcaster and is the only model in the unit that has the special rules of a warcaster. The warcaster controls a battlegroup, has a feat, can spend focus, etc. If the warcaster is destroyed, his upkeep spells expire and his warjacks become inert as normal.

A warcaster unit is always a character unit because the warcaster is a character. Unlike other warcasters, however, a warcaster in a unit is not an independent model. He is the unit commander, and as such, he activates as part of the unit.

GRANTED: FEARLESS

A warcaster that is part of a warcaster unit always has the Granted: Fearless ability. While the warcaster is in play, the models in his unit gain Fearless ⊛.

BATTLEGROUP

The other models in a warcaster's unit are part of his battlegroup.

ATTACHMENTS

Warcaster units cannot have unit and weapon attachments, but warcaster units *can* have warcaster attachments like standard warcasters. If a warcaster unit has a warcaster attachment, the attachment remains an independent model and does not become part of the warcaster unit.

UNBOUND FORMATIONS

Formations provide benefits to players in Unbound games based on the composition of their armies. There is no maximum number of Formation benefits a player can gain for his army.

GALVANIZER - CHOP SHOP

Requirement: The army includes five or more Galvanizers.

Benefit: Galvanizers gain Cleave. (When a model with Cleave destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. A model can gain only one additional attack from Cleave per activation.)

MODULATOR - LIGHTNING RODS

Requirement: The army includes three or more Modulators.

Benefit: Modulators gain Grounding. (While B2B with a model with Grounding, friendly Faction models gain Immunity: Electricity ⚡.)

MONITOR - TRIANGULATION

Requirement: The army includes three or more Monitors.

Benefit: Monitors gain Eyeless Sight 👁.

PRIME AXIOM - ACCELERATION CATAPULT

Requirement: The army includes two or more Prime Axioms.

Benefit: Reduce the cost of Prime Axioms by 1. Additionally, increase the range of Prime Axioms' Launch Servitor ability to within 5″ (instead of within 2″).

ERADICATOR UNITS - DAUNTLESS

Requirement: The army includes three or more Eradicator units.

Benefit: Eradicator units gain Unyielding. (While engaging an enemy model, a model with Unyielding gains +2 ARM.)

CLOCKWORK ANGEL UNITS - BEAM INTENSIFICATION

Requirement: The army includes three or more Clockwork Angel units.

Benefit: The RNG of the Binomial Beams of Clockwork Angel units is increased to 12.

TRANSFINITE EMERGENCE PROJECTOR BATTLE ENGINES - ERRATIC ORBIT

Requirement: The army includes two or more Transfinite Emergence Projectors.

Benefit: Permutation Servitors gain Blur. (Models/units with Blur gain +3 DEF against ranged and magic attack rolls).

UNBOUND RULES APPENDIX

As a result of the alternating sequence of play in Unbound games, some model rules have been modified to integrate into them better.

IRON MOTHER DIRECTRIX & EXPONENT SERVITORS - TACTICAL SUPREMACY

Replace the text of Tactical Supremacy with the following:

During a turn it activated, target friendly model/unit can advance up to 3″ after all models have ended their activations that turn.

AXIS, THE HARMONIC ENFORCER - FIELD MARSHAL [COUNTER CHARGE]

Replace the third sentence of Field Marshal [Counter Charge] with the following:

A model can use Counter Charge only once per round.

COROLLARY - FOCUS BATTERY

Replace the last sentence of Focus Battery with the following:

Focus points remaining on this model count toward its focus allocation limit.

OBSTRUCTORS - SHIELD WALL (ORDER)

Replace the first sentence of Shield Wall with the following:

Until the start of its next activation, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit.

RECIPROCATORS - SHIELD WALL (ORDER)

Replace the first sentence of Shield Wall with the following:

Until the start of its next activation, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit.

REFLEX SERVITORS - COUNTER CHARGE

Replace the second sentence of Counter Charge with the following:

This model can use Counter Charge only once per round.

CONVERGENCE THEME FORCES

AVRORA, NVMEN OF AEROGENESIS
MAIDENS OF GEARS

WARJACKS: Convergence non-character vectors

UNITS: Optifex units, units with Flight

SOLOS: Optifex solos, Servitor solos, Steelsoul Protector solos, solos with Flight

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Increase the FA of Clockwork Angel units and Steelsoul Protectors by 2.

TIER 2
Requirements: The army includes three or more Clockwork Angel units.

Benefit: Clockwork Angel units gain Stealth (symbol) during the first round of the game.

TIER 3
Requirements: The army includes one or more Steelsoul Protectors.

Benefit: Steelsoul Protectors gain Advance Deployment (symbol).

TIER 4
Requirements: Aurora's battlegroup includes two or more heavy vectors.

Benefit: Heavy vectors in Aurora's battlegroup gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

AXIS, THE HARMONIC ENFORCER
SUSTAINED ATTACK

WARJACKS: Convergence non-character vectors without ranged weapons

UNITS: Small-based units

SOLOS: Enigma Foundries

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Enigma Foundries are FA 4.

TIER 2
Requirements: The army includes two or more Enigma Foundries.

Benefit: Reduce the point cost of Enigma Foundries by 1.

TIER 3
Requirements: The army includes three or more Clockwork Vessel units.

Benefit: Clockwork Vessel units gain Advance Deployment ➤.

TIER 4
Requirements: The army includes two or more heavy vectors.

Benefit: For each heavy vector in Axis' battlegroup, place a heavy warjack wreck marker anywhere within 20″ of the back edge of Axis' deployment zone after terrain has been placed but before either player deploys his army. Wreck markers cannot be placed within 3″ of a terrain feature or another wreck marker.

IRON MOTHER DIRECTRIX & EXPONENT SERVITORS
CARRIER GROUP

WARJACKS: Convergence non-character vectors

UNITS: Optifex units

SOLOS: Servitor solos, Steelsoul Protector solos

BATTLE ENGINES: Transfinite Emergence Projector

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Increase the FA of Servitor solos by 1.

TIER 2
Requirements: The army includes one or more Optifex Directive units.

Benefit: Vectors in the army gain Pathfinder ◖ during your first turn of the game.

TIER 3
Requirements: The army includes three or more groups of Servitor solos.

Benefit: Servitor solos gain Advance Deployment ➤.

TIER 4
Requirements: The army includes one or more Prime Axioms.

Benefit: During your first turn, when a Prime Axiom uses Launch Servitor you can place up to three Servitor solos instead of placing one.

FATHER LUCANT, DIVINITY ARCHITECT
IRON GIANTS

WARJACKS: Convergence non-character vectors

UNITS: Medium- and large-based units

SOLOS: Medium- and large-based solos

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Increase the FA of units with Construct ⊘ by 1.

TIER 2
Requirements: The army includes one or more Clockwork Vessel units with a ranged attack.

Benefit: You gain +1 on your starting roll for the game.

TIER 3
Requirements: The army includes two or more Clockwork Vessel units without a ranged attack.

Benefit: One Clockwork Vessel unit without a ranged attack gains Advance Deployment ⦿.

TIER 4
Requirements: Father Lucant's battlegroup includes three or more heavy vectors.

Benefit: Reduce the point cost of SPD 4 vectors by 1.

FORGE MASTER SYNTHERION
THE GREAT MACHINE

WARJACKS: Convergence non-character vectors

UNITS: Optifex units

SOLOS: Optifex solos, Servitor solos

BATTLE ENGINES: Transfinite Emergence Projector

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Algorithmic Dispersion Optifex solos gain Advance Deployment ⦿.

TIER 2
Requirements: The army includes a Corollary.

Benefit: Reduce the cost of Syntherion's spells by 1 during your first turn of the game.

TIER 3
Requirements: The army includes one or more Optifex Directive units.

Benefit: For each Optifex Directive unit in the army, the Corollary begins the game with 1 focus point (to a maximum of 3).

TIER 4
Requirements: The army includes five or more vectors.

Benefit: Add a Galvanizer to Syntherion's battlegroup free of cost.

CONVERGENCE WARCASTERS

Warcasters are of paramount importance to the Convergence of Cyriss, for the faith eschews the false intelligence of conventional warjacks and thus the Convergence's vectors can only operate under the command of a warcaster. Often those who manifest this talent are drawn to the worship of Cyriss, an inclination that grants the Convergence access to warcasters out of proportion to its numbers. Nonetheless, those who evince the ability to control vectors remain rare and coveted. Whereas the standing armies of the Iron Kingdoms can openly recruit warcasters, the Convergence must operate in secret, hoping to find those with the gift among its faithful.

The priesthood of the Convergence takes great pains to screen potential recruits for the warcaster talent. A number of optifex specializing in arcane detection are assigned to observe the periphery cults of Cyriss in hope of finding noteworthy recruits, especially latent warcasters. The priests focus attention on indoctrinating any such gifted individuals before expediting them into the sect's inner circle. Most importantly, each warcaster recruit must prove his devotion to Cyriss in order to be awakened to her mysteries and learn their part in her designs.

Recruitment optifex also make periodic attempts to find warcaster converts among the larger population. Although they avoid initiating contact with warcasters who have already joined a standing military, they do strive to sway those who have not yet made commitments or who have yet to become aware of their abilities.

The Convergence spares no expense to ensure the competence of its warcasters, and their training is intensive and prolonged. Recruits closely study the Nine Harmonics and the command of vectors, their highest priority being attaining mastery of the interface node. Those with sufficient devotion are encouraged to join the clergy and may rise to positions of leadership, while others serve as soldiers or engineers instead. Regardless of their other functions in a given temple, all warcasters are ceded operational control over a given military mission and are answerable only to a senior priest.

Warcasters begin their time with the Convergence as soldiers of flesh and blood, but they eventually realize machine transcendence, sometimes after suffering mortal injuries in battle. Fortunately the warcaster talent survives such transfers intact. In some cases, warcasters find they achieve finer control over vectors after joining their souls

EMPOWERING WARCASTER VESSELS

Like all clockwork vessels, those employed by transformed warcasters are self-sufficient and can function independently even outside the alternating current fields generated by temple facilities, thanks to the power emitted from the essence chamber. Given these vessels are generally larger and more complex, with additional machinery or weaponry, this requires an adaptable power system to charge internal accumulators by siphoning a small fraction of the arcane energy these individuals regularly harness.

The volume of energy produced by a warcaster's essence chamber is seen as proof of the potential of a fully awakened soul—so much so that some among the Convergence believe warcasters to be fundamentally closer to Cyriss than the sect's other devotees. Though warcasters can operate indefinitely beyond temple voltaic fields, they are generally used to absorbing a trickle of this ambient energy and feel a slight strain when it is not present. Combine this with the fact that vectors cannot persist for more than several hours outside a voltaic field, and it becomes apparent why it is rare for transformed Convergence warcasters to spend time far from power-generating facilities.

IRON MOTHER DIRECTRIX
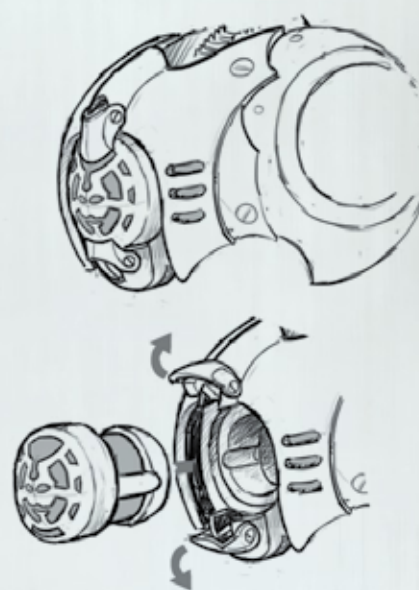
to essence chambers installed in clockwork vessels. It is possible that being freed of a mortal body allows for increased clarity of thought and special sympathy with the interface node. Whether or not this is true, by the time a Convergence warcaster inhabits a clockwork vessel he is likely to have spent years controlling vectors and therefore is well prepared to inhabit the body of a machine. Because warcasters adapt quickly to the machine state, they can more easily and quickly function within heavily modified or less anthropomorphic vessels. The inclusion of additional limbs or integrated weaponry is quite common among Convergence warcaster vessels.

AURORA, NUMEN OF AEROGENESIS
CONVERGENCE WARCASTER

Born to surpass human ingenuity and studied precision, she will carry the Convergence toward unity with Cyriss on mechanikal wings.

—Iron Mother Directrix

AURORA

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	4	16	15	9

POLYNOMIAL BEAM

RNG	ROF	AOE	POW
12	1	—	12

POLYNOMIAL STAFF

POW	P+S
7	12

FOCUS	7
DAMAGE	16
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: ELEVENTH HOUR

In an organization replete with formulaic absolutes, Aurora stands among the few who have mastered the capricious power of mathematical chaos. With an astronometricist's precision and an artisan's grace, Aurora showcases a deathly elegance orchestrated to choreograph the downfall of her enemies.

Friendly Faction models currently within Aurora's control area gain Refuge for one round. (When a model with Refuge hits an enemy model with an attack during its activation, immediately after its combat action ends the model with Refuge can make a full advance. It cannot be targeted by free strikes during this movement.)

AURORA

Elite Cadre [Clockwork Angels] – Friendly Clockwork Angel units gain Combined Melee Attack (⊘).

Field Marshal [Apparition] – Models in this model's battlegroup gain Apparition. (During your Control Phase, place models with Apparition anywhere completely within 2″ of their current locations.)

Flank [Clockwork Angels] – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

POLYNOMIAL BEAM

(⊘) Magical Weapon

POLYNOMIAL STAFF

(⊘) Reach

(⊘) Magical Weapon

Mechanikal Seizure – When a warjack is hit by this weapon it becomes stationary for one round.

Aurora is blazing a new way forward for the Convergence, proving herself a visionary inventor and peerless warrior. As the sect enters the Phase of Alignment, Aurora flies at the vanguard of its armies, striking with swift precision from the skies.

The young warcaster has known no life outside the faith, as she was born to the woman who would become Directrix and raised in a strictly controlled environment within the

SPELLS

SPELLS	COST	RNG	AOE	POW	UP	OFF
ADMONITION	2	6	–	–	YES	NO

When an enemy model advances and ends its movement within 6″ of target model in this model's battlegroup, the affected model can immediately advance up to 3″, then Admonition expires. The affected model cannot be targeted by free strikes during this movement.

BLADED GALE	3	SP 8	–	13	NO	YES

Models hit lose Flight for one round.

FLASHING BLADE	1	SELF	–	–	NO	NO

This model immediately makes one normal attack with one of its melee weapons against each enemy model in its LOS that is in the weapon's melee range. These attacks are simultaneous.

TRANSFERENCE	2	SELF	CTRL	–	YES	NO

While in this model's control area, friendly Faction non-warcaster warrior models can spend 1 focus point on this model to boost a melee attack or melee damage roll during their activations.

TRUE PATH	3	SELF	CTRL	–	NO	NO

Friendly Faction warrior models/units beginning their activations in this model's control area gain +2″ movement and Pathfinder (⊘) during their activations. True Path lasts for one turn.

TACTICAL TIPS

FIELD MARSHAL – This includes this model.

TRUE PATH – Modifiers to movement apply only to a model's normal movement.

Convergence. Her mother transcended to a clockwork vessel when Aurora was only three, but the child's ordered life changed little. Finding no peers among the sect's children, Aurora looked to priests of Cyriss as friends and tutors. She exhibited an early intuitive understanding of engineering and voltaic field technology and mastered the control of vectors soon after manifesting her warcaster talent at age nine.

Directrix showed no hesitation in risking her daughter on the battlefield, although she sent Axis to fight alongside her and ensure her safe return. By sixteen Aurora was testing her abilities alongside the older warcaster, whose straightforward goals and unpredictable tactics contrasted her own efficient precision. She constantly analyzed every aspect of these battles, and after every mission she retreated to her rooms for days, producing endless notes and schematics of potential improvements to the arms and armor they employed.

The arcane displacement field held a particular fascination for the young warcaster. In examining the modifications Syntherion had made to negate the mass of heavy vectors, she became obsessed with creating a variant to enable true flight. Aurora was twenty when she developed her groundbreaking field generator, miniaturized yet capable of emitting remarkably strong pulses of controlled kinetic energy. Within a year she designed the mechanikal bodies

of the clockwork angels as well as her own warcaster armor. She had done more than develop a new clockwork prototype: she had changed the way the armies of the Maiden of Gears conducted war.

Accompanied by her personal guard, Aurora flies into battle like inspiration itself, continually seeking to prove she is ready to transcend the flesh and be set into a clockwork vessel even as she sweeps aside any who impede the Great Work.

AXIS, THE HARMONIC ENFORCER
CONVERGENCE WARCASTER

What in others would be an irredeemable flaw, through Axis becomes an asset.

—Iron Mother Directrix

AXIS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	2	14	17	8

ACTION

POW	P+S
7	14

REACTION

POW	P+S
7	14

FOCUS	6
DAMAGE	18
FIELD ALLOWANCE	C
WARJACK POINTS	+6
MEDIUM BASE	

FEAT: CIRCUMPOTENCE

None could ever mistake Axis' lack of subtlety for a lack of strength, knowledge, or mathematical precision. Demonstrating unparalleled mastery over the kinematics of transferred momentum, the Harmonic Enforcer channels the incoming energy of his enemies into overwhelming force he then hurls against their blunted advance.

Enemy models currently in Axis' control area suffer –2 SPD and STR, and friendly Faction models currently in Axis' control area gain +2 SPD and STR. Circumpotence lasts for one round.

AXIS

Field Marshal [Counter Charge] – Models in this model's battlegroup gain Counter Charge. (When an enemy model advances and ends its movement within 6″ of a model with Counter Charge and in its LOS, the model with Counter Charge can immediately charge it. If it does, it cannot make another counter charge until after your next turn. A model cannot make a counter charge while engaged.)

ACTION

Beat Back – Immediately after a normal attack with this weapon is resolved during this model's combat action, the enemy model hit can be pushed 1″ directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1″.

Double Strike – This model can make two additional attacks for each focus point spent to make additional attacks with this weapon.

REACTION

Beat Back – See above.

Double Strike – See above.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BATTERING RAM	2	6	–	12	NO	YES

When an enemy model is hit by Battering Ram, it can be pushed 3″ directly away from the spell's point of origin.

IRON AGGRESSION	3	6	–	–	YES	NO

Target friendly warjack can run, charge, or make slam or trample power attacks without spending focus and gains boosted melee attack rolls.

ONSLAUGHT	2	SELF	CTRL	–	YES	NO

Friendly Faction models beginning a charge in this model's control area gain Pathfinder 🌙.

RAZOR WALL	2	CTRL	WALL	–	YES	NO

Place the wall template anywhere completely in this model's control area where it does not touch a model's base, an obstruction, or an obstacle. When a model enters or ends its activation in the wall area, it suffers 1 damage point.

UNSTOPPABLE FORCE	2	SELF	CTRL	–	NO	NO

While in this model's control area, models in its battlegroup gain Bulldoze. Unstoppable Force lasts for one turn. (When a model with Bulldoze advances into B2B contact with an enemy model during its activation, it can push that model up to 2″ directly away from it. A model can be pushed by Bulldoze only once per activation. Bulldoze has no effect when this model makes a trample power attack.)

TACTICAL TIPS

FIELD MARSHAL – This includes this model.

BEAT BACK – The attacking model can advance even if the enemy model is destroyed by the attack.

to quash enemies of the faith, a task he committed to with unswerving enthusiasm. His deep loyalty to Directrix has only intensified over the decades, along with the troubles that plague his fractured mind.

Axis is not entirely sane—he is prone to racing, incoherent thoughts, violent impulses, and visions that impose the formulas of the goddess across everything he sees. He displays a wild-eyed zeal that unnerves other members of the Convergence. He sometimes lapses mid-sentence into recitation of the Nine Harmonics and often forgets to eat, bathe, or even extract himself from his powerful armor for days at a time. His peers believe his mind has cracked beneath the weight of the gifts Cyriss has given him.

Having long prided himself on his powerful physique, he fears mortality; age has recently begun to take its toll, and he knows his imperfect mind may preclude him from transference to a clockwork vessel. To deny these thoughts, he applies his energy to destroying whatever foe he is sent against, finding satisfaction in the one service he can provide the goddess better than any other.

None among the Convergence have embraced the conflict of the Phase of Alignment as fervently as Axis. His dedication to crushing any who oppose the Great Work is matched only by his devotion to the goddess herself.

A former member of a sect of radical Cyriss worshippers, the young Axis was engaged in violent action that threatened the Convergence by drawing too much unwanted attention. The living priestess who would become Directrix was sent to exterminate the cult but spared Axis, seeing his devotion and raw talents as qualities she could forge into a weapon. Axis saw Directrix as the chosen of the goddess and gladly served as her enforcer and lieutenant. She sent him forth

IRON MOTHER DIRECTRIX & EXPONENT SERVITORS
CONVERGENCE WARCASTER UNIT

She is the Chosen of Cyriss, both Mother and Daughter of the Maiden, the herald who brings machine perfection only after the cleansing scourge of wrath.

—Axis, the Harmonic Enforcer

DIRECTRIX

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	5	5	15	16	10

APERTURE BLAST

RNG	ROF	AOE	POW
11	1	4	15

CLOAK OF BLADES

POW	P+S
4	11

FOCUS	8
DAMAGE	18
FIELD ALLOWANCE	C
WARJACK POINTS	+4
MEDIUM BASE	

FEAT: MATHEMATICAL PERFECTION

Closer to true understanding of the Maiden's divine equation than any other being on Caen, Directrix hones her thoughts to transmit that blessed knowledge to each of the vectors tied to her iron will.

Directrix's MAT and RAT are each equal to her FOCUS for one turn.

DIRECTRIX
- ⊘ Construct
- ⩘ Officer

Activate Exponent Servitor – At the end of your Control Phase, you can put one Exponent Servitor into play within 1″ of this model if there are fewer than two Exponent Servitors in play in Directrix's battlegroup.

Clockwork Vessel – This model counts as a living model for the purposes of generating soul tokens.

Field Marshal [Arc Node] – Models in this model's battlegroup gain Arc Node (⊛).

Repairable – Other models can make Bodge or Repair special actions to repair this model as if it were a warjack.

Warcaster Unit – This unit is made up of Iron Mother Directrix and two Exponent Servitors.

CLOAK OF BLADES
- ⊘ Reach

Thresher (★Attack) – This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

TACTICAL TIPS

ACTIVATE EXPONENT SERVITOR – An Exponent Servitor can activate the turn Directrix puts it into play.

DOMINATION – You cannot spend focus points on the affected warjack.

FIELD MARSHAL – This includes this model.

THRESHER – The melee attacks are all simultaneous.

Iron Mother Directrix leads the Convergence with formidable brilliance, bold certainty, and unshakable conviction, but she is young for such responsibility. What has set Directrix above more senior priests is her passion, by which she can stir her soldiers to action either by logic or an appeal to their inner humanity. She is perfectly suited to be the appointed leader of the age, the one chosen by the Constellation and the divinity architect together to usher in the Phase of Alignment.

Directrix's meteoric rise within the Convergence is a result of both her innate abilities and her own design. She was born Viana and raised in Ceryl by parents heavily invested in a peripheral Cyrissist sect that had long been a fruitful Convergence recruitment pool. Her parents cultivated an atmosphere of intellectual inquiry and encouraged their gifted daughter to pursue an academic path. What they saw as a bright future, however, the frustrated Viana perceived as too limited.

On her own initiative she investigated enigmatic clues in Cyrissist writings that led her to recruitment agents of the inner circle. She demanded initiation, saying she refused to squander her mental gifts as a simple cog in a greater machine. This made such an impression that she was indoctrinated into the inner circle at the unprecedented age of sixteen. She readily left her family behind and bent all her

SPELLS	COST	RNG	AOE	POW	UP	OFF
BACKLASH	3	8	–	–	YES	YES
When target enemy warjack that is part of a battlegroup is damaged, its controller suffers 1 damage point.						
DOMINATION	3	8	–	–	NO	YES
Take control of target enemy non-character warjack that has a functional cortex. You can make a full advance with the warjack and can then make one normal attack, then Domination expires. Domination can be cast only once per turn.						
FIRE GROUP	2	SELF	CTRL	–	NO	NO
While in this model's control area, the ranged weapons of models in its battlegroup gain +2 RNG. Fire Group lasts for one turn.						
SHRAPNEL SWARM	3	8	∗	13	NO	YES
On a direct hit against an enemy model, center a 4″ AOE on the model hit. After resolving the damage roll, models in the AOE are hit and suffer 1 point of damage.						
TACTICAL SUPREMACY	2	6	–	–	YES	NO
Target friendly model/unit can advance up to 3″ after all models have ended their activations on your turn.						

effort toward study of the Convergence's teachings at a hidden temple far from her former home. The Nine Harmonics struck a deep chord within her, and she immediately joined the clergy, determined to choose her own path.

Discovering her warcaster ability, she favored the role of battle-priestess and quickly acquired an advanced grasp of operational command. By her twentieth year she was skillfully directing vectors against blackclads and other foes. Some of the senior clergy became concerned she was too eager for battle, that she evinced a desire for violence taken as a human failing. She would not be the first to experience difficulty distancing herself from such emotions. Internal assessments, however, revealed only an intense focus on advancing the Great Work by neutralizing any enemy that might hinder their progress.

All these actions were part of a carefully orchestrated plan to prepare herself for the upper echelons of temple leadership. Viana had no interest in taking the specialist's role, delegated a specific task in a single temple, or in being a simple strike force leader. She saw an imminent barrier to her rise in the sect if she were so limited and began to question whether her human state was hindering her advancement. As she considered the decades of life the Convergence advised before transfer to a clockwork body—time they believed necessary for the maturing of the soul—her analysis indicated the benefits to her immortal essence were overshadowed by the cost of lost opportunities.

Desperate to maintain the momentum of her work, she set about proving herself ready for transcendence beyond flesh. She had already shown mental acuity beyond her years; now she aspired to make herself integral to the religious hierarchy and demonstrate the maturity of her inner being. She worked tirelessly to learn every role and familiarize herself with the entirety of the geomantic network between temples. Her relentless pursuit of such knowledge in the cell-based structure of the religion caught the attention of Father Lucant, who played a subtle role in her advancement.

Over the next decade Viana led many covert strike forces to further the Great Work. Several fringe Cyrissist groups were brought to heel under her direction, and she was instrumental in the capture of key astronometric nexuses. It was by her decision that Axis, the Harmonic Enforcer, was

brought into the Convergence, transforming him from a fringe radical to one of the organization's most formidable military assets. Increasingly, ranking clergy noted her deep comprehension of the Great Work. No sooner was she was made an enumerator than there was talk of raising her to fluxion once she transcended her flesh, though that was not expected for some decades.

While Viana looked to the day she would be awarded transcendence, she wished to bear a child before committing to that process. This was less an expression of maternal instinct than a desire to amplify her presence and agency in the hierarchy. She envisioned an offspring to help her one day lead the Convergence and serve as an extension of her personal influence and went to great lengths in engineering the pregnancy. Everything, from her choice of father to the timing of the birth, was meticulously coordinated to ensure her progeny would be as gifted and powerful as possible. She was determined to foster the perfect awakened soul. Her management of the resulting child was just as controlled, and she molded every aspect of Aurora's childhood in order to cultivate and refine the girl's gifts.

This biological necessity managed, the priestess petitioned to surrender her flesh when the child was three. Viana brought her considerable intellect and political acumen to bear, passing every test of the fluxion directorates, leveraging her remarkable career and numerous contacts among the hierarchy, and gaining the tacit support of the Constellation. Eventually the highest leadership agreed she possessed the mental clarity and maturity of soul necessary for transcendence and approved her transfer to a clockwork vessel at the age of thirty.

Her transformation opened the way to the upper echelons of leadership. She took the name Directrix and quickly achieved the rank of fluxion, gaining access to the sect's deepest mysteries. She was placed in charge of the Foundry of Repudiation, a vital vector assembly workshop. In the following decades she continued to lead forces against the sect's enemies while also exploiting her relationships with other fluxions to gain a broader perspective on the state of the Convergence armories. She was assembling data for a detailed critique of the Great Work. Her battles abroad had convinced Directrix that their military might was sufficient to enter the Phase of Alignment sooner than even the most optimistic predictions. She knew there was no one better suited than herself to lead them to victory.

Not everything had gone as Directrix had expected, however. As Aurora grew to adulthood, the two were increasingly at odds. The brilliant younger warcaster spent her time tinkering and refused to apply herself so as to follow her mother through the ranks of the priesthood. She also made no secret of her intention to become a clockwork

EXPONENT SERVITOR

⚙ **Construct**

☾ **Pathfinder**

Steady – This model cannot be knocked down.

APERTURE BEAM

Imperil – For one round, when a model/unit hit by this attack suffers a damage roll add +2 to the roll.

EXPONENT SERVITOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	5	5	12	13	—

APERTURE BEAM			
RNG	ROF	AOE	POW
10	1	—	—

SMALL BASE

vessel as quickly as possible—a plan Directrix used her influence to obstruct.

While aware of the apparent hypocrisy, Directrix had sound reasons for impeding Aurora's transcendence. After more than a decade of clockwork existence she had found herself dissatisfied. She missed the physicality of her mortal shell: the satisfying exhaustion in her limbs after a battle, the exhilaration of plunging into a cold stream, the sweetness of her child's hand in hers. As she saw her fleshless future stretch out before her, she had begun to harbor doubts about her early transformation. Knowing regret would be seen as weakness, she had kept these thoughts hidden and channeled her energy into her work, designing a more suitable form for herself. The resulting vessel brings Cyriss to the Convergence in a new way, for Directrix carefully chose every aspect to evoke the goddess and be as terrifying in battle as it was inspiring in the temple halls.

In 605 AR, she judged the timing right to present her criticism of the faith's progress to the Constellation and Father Lucant, following with a detailed and extremely aggressive battle plan to complete their work across Immoren. So persuasive was she that within a year the Constellation named her iron mother, recognizing her right to lead the Convergence into this vital phase of the Great Work. Her strategy takes into account every astronometric nexus on the continent, and she has anticipated how to control, connect, and activate the nexus lattice in spite of the heavy enemy resistance expected. Further, she intends to position Convergence clergy in western Immoren so that they can play a leadership role in the transformation of Caen.

Now Iron Mother Directrix wields the entire military might of the faith. She sees each battle as an equation to be solved, requiring the right constants and variables to bring about its inevitable solution. Every element of her army has its role within her plan, and she commands them all with calculated pragmatism. While Directrix does not wish to sacrifice her troops or shed blood unnecessarily, she has no qualms about doing either if it will hasten the manifestation of the Maiden of Gears on Caen. In pursuit of the Great Work there can be neither remorse nor doubt.

FATHER LUCANT, DIVINITY ARCHITECT
CONVERGENCE WARCASTER

Iterative successes converge toward our inevitable victory.

<div align="right">

—*Father Lucant*

</div>

FEAT: CLOCKWORK REINFORCEMENT

Lucant calls upon his immeasurable knowledge of the mechanics of clockwork vessels, vectors, and even the mortal form to weave patterns of arcane power that reinforce every minor vulnerability in his iron army.

While within Lucant's control area, friendly Faction models gain +4 ARM. When a friendly Faction model in Lucant's control area makes a Repair skill check, it automatically succeeds. Clockwork Reinforcement lasts for one round.

LUCANT

⊘ **Construct**

◗ **Pathfinder**

Clockwork Vessel – This model counts as a living model for the purposes of generating soul tokens.

Field Marshal [Shield Guard] – Models in this model's battlegroup gain Shield Guard. (Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2″ of a model with Shield Guard, you can choose to have the model with Shield Guard directly hit instead. The model is automatically hit and suffers all damage and effects. The model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.)

Repairable – Other models can make Bodge or Repair special actions to repair this model as if it were a warjack.

Steady – This model cannot be knocked down.

APOGEE

Magical Weapon

Reach

Stall – A warjack hit by this attack suffers the Stall continuous effect. While a warjack is suffering Stall, its base DEF becomes 7 and it cannot run or charge.

Father Lucant has served Cyriss for over two hundred and fifty years and stands as a prophet and a bastion of the spiritual truths the Convergence holds as incontrovertible. His presence inspires awe in all who have transcended to inhabit clockwork vessels, for it was his work that brought the process from theory to reality. It was Lucant who initiated the Great Work and now he marches to battle to ensure its completion.

In life, Lucant was a brilliant mathematical prodigy and astronomer, qualities that drew the attention of the early cult of Cyriss. It was while Lucant worked at the Cygnaran Royal Observatory that he was initiated into her priesthood and soon thereafter discovered the planet that bears his

SPELLS	COST	RNG	AOE	POW	UP	OFF
DECELERATION	3	SELF	CTRL	–	NO	NO

While in this model's control area, friendly models gain +2 DEF and ARM against ranged attacks. Deceleration lasts for one round.

DISSOLUTION BOLT	2	8	–	12	NO	YES

A model hit by Dissolution Bolt cannot channel spells for one round.

POSITIVE CHARGE	2	6	–	–	NO	NO

Target friendly Faction warjack gains +2 to melee attack and melee damage rolls. While within 3″ of the affected warjack, friendly Faction models gain +2 on melee attack and melee damage rolls. Positive Charge lasts for one turn.

PURIFICATION	3	SELF	CTRL	–	NO	NO

Continuous effects, animi, and upkeep spells in this model's control area immediately expire.

WATCHER	3	SELF	–	–	YES	NO

When an enemy model advances and ends its movement within 6″ of this model, choose a warjack in this model's battlegroup that is in its control area. That warjack can immediately make a full advance and then can make one normal melee or ranged attack targeting the enemy model. The attack and damage rolls against that model are boosted. After the attack is resolved, Watcher expires.

TACTICAL TIPS

FIELD MARSHAL – This includes this model.

DISSOLUTION BOLT – Channeling a spell includes casting a spell through a channeler as well as being the channeler.

name. This achievement was a crucial moment for Lucant, who saw his faith vindicated in the orbits of the planets and the purity of mathematics. It also drew the attention of the inner circle of the faith, who initiated him into its higher secrets, bringing his mind unprecedented clarity and answering many long-held questions.

Lucant's destiny was forever changed when he was invited to join the cult's greatest minds at the secret Foundry of Enumeration. He quickly absorbed all he was taught, mastering the control of vectors as a warcaster as well as showing talent at analyzing the output of the Cipher Engine, a device allowing the goddess to communicate through encoded messages. He was at the center of the pivotal events that led to the destruction of the Foundry of Enumeration, surviving only because he was able to transfer his soul into one of the first clockwork vessels.

His new machine state lifted a veil from Lucant's eyes, and the incomprehensible output of the Cipher Engine became clear: at Cyriss' direction, they would transform Caen itself into a tremendous machine by which the goddess would manifest. Lucant dedicated himself to this divine imperative, first as the original iron father and later as divinity architect, a role he created in order to steer their larger efforts toward the manifestation of Cyriss.

Over the centuries Lucant has continued to study and decipher the messages of Cyriss in order to advise the faith in the Great Work. In recent years, his calculations indicated the time had come for the Phase of Alignment, when the Convergence must commit to war to acquire vital geomantic nodes held by rival groups. This decision was not made lightly, as launching their armies commits the sect to a perilous course.

Lucant knows the time for doubts has passed and proves his commitment by leading the Convergence's armies personally. Those who follow him in battle know they walk beside greatness and receive the orders of a mind with singular insight into the will of their goddess. It is Lucant they expect to see beside them when the Manifestation is completed and Cyriss stands among them at last.

FORGE MASTER SYNTHERION
CONVERGENCE WARCASTER

None can claim the degree of mastery over vectors that comes so effortlessly to Syntherion.

—Father Lucant, Divinity Architect

SYNTHERION						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	5	13	18	10

STATIC BOLT			
RNG	ROF	AOE	POW
11	1	–	11

WORKSHOP ARRAY	
POW	P+S
×2 5	14

FOCUS	6
DAMAGE	20
FIELD ALLOWANCE	C
WARJACK POINTS	+6
MEDIUM BASE	

FEAT: TECHNOLOGICAL SUPERIORITY

Few can hope to comprehend the simplest thoughts of Forge Master Syntherion. His acute and vigilant mind ever flickers from angle to angle, contemplating myriad possibilities in every moment. In times of great need, he focuses his prodigious mental aptitude to a singular point of clarity and purpose, directing his vectors to simultaneously dismantle his foes with every last tool at their disposal.

While in Syntherion's control area, models in his battlegroup can charge without spending focus and gain Weapon Platform. Technological Superiority lasts for one turn. (A model with Weapon Platform can make melee and ranged attacks in the same activation. When a model with Weapon Platform makes its initial melee attacks or a power attack, it can also make its initial ranged attacks. A model with Weapon Platform can make ranged attacks even while in melee.)

SYNTHERION

⊘ **Construct**

◐ **Pathfinder**

Clockwork Vessel – This model counts as a living model for the purposes of generating soul tokens.

Field Marshal [Auto-Repair] – Models in this model's battlegroup gain Auto-Repair. (During your Control Phase, remove d3 damage points from models with Auto-Repair.)

Repairable – Other models can make Bodge or Repair special actions to repair this model as if it were a warjack.

Resourceful – This model can upkeep spells on models in its battlegroup without spending focus.

STATIC BOLT

⚡ **Damage Type: Electricity**

SPELLS	COST	RNG	AOE	POW	UP	OFF
CONVECTION	2	10	–	12	NO	YES

When Convection destroys a living enemy model, allocate 1 focus point to a warjack in this model's battlegroup that is in its control area.

HOT SHOT	2	6	–	–	YES	NO

Target model in this model's battlegroup gains boosted ranged attack damage rolls.

MAGNETIC HOLD	3	8	–	–	YES	YES

Target model/unit suffers –2 SPD and DEF. Friendly Faction models with Construct ⊘ charging an affected model gain +2″ movement.

RECONSTRUCT	3	6	–	–	YES	NO

When target warjack in this model's battlegroup is disabled by an enemy attack anytime except while it is advancing, place it anywhere within 3″ of its current location. Remove 1 damage point from each system, then Reconstruct expires.

SYNERGY	2	SELF	CTRL	–	YES	NO

While in its control area, models in this model's battlegroup gain a +1 cumulative bonus on melee attack and melee damage rolls for each other model in the battlegroup that hit an enemy model with a melee attack this turn while in this model's control area.

TACTICAL TIPS

FIELD MARSHAL – This includes this model.

CONVECTION – A warjack cannot exceed normal focus allocation limits as a result of Convection.

RECONSTRUCT – Remember that colossals cannot be placed.

Every member of the Convergence is devoted to the completion of the Great Work, but Forge Master Syntherion applies this piety to everything created in his forges, seeing the fractal perfection of the part as it will extend to the whole. In his eyes, each machine built is a communion with his goddess, a sacrament that reaffirms his connection with the Maiden of Gears.

Syntherion is perhaps closer to absolute synergy with the machine than any other Convergence leader. His life before his transformation is but the barest glimmer in his vast mind, and he has long since surrendered nearly all human emotions. Constantly processing and as remote as the disembodied members of the Constellation, his mind is occupied with complex equations, energy schematics, and the application of engineering principles. He is so at one with his work that he can lose himself in it for days on end without any awareness whatsoever of time passing.

Rather than overseeing a single facility, Syntherion goes where he is needed, tasked by Father Lucant and Iron Mother Directrix both to improve the machinery of the temples and to lead Convergence forces deep into enemy territory. With his army, the forge master claims the key territories required to further the Great Work. He efficiently clears out any opposition he encounters before rapidly constructing the transformative machinery required to realign geomantic energies. This work completed, he moves on to the next vital task. To him, even the most difficult battle is little more than an inconvenient distraction.

Even among his fellows, Syntherion's innate comprehension of engineering borders on the sublime. He understands machines on a purely harmonic level, with a flawless and instinctual grasp of both form and function. Syntherion's technical ability is greatly admired among the Convergence and his grasp of the machine is so far advanced that few outside the sect can even begin to understand his innovations. Likewise, he can replicate—if not improve—new technology after only a glance. To his peers, his thought process is alien and unfathomable.

Syntherion brings the same single-minded efficiency to war as to his workshop. There is no room for emotions, no pity or mercy. In every engagement Syntherion seeks to quickly eliminate whatever opposes him. He has no patience for variables and thus makes heavy use of vectors, whose actions he controls with artistic mastery. Those clockwork soldiers who accompany him in battle know only too well that the forge master gives no allowance for error, outright discarding any who fail him, for in his calculations there is no possibility of redemption.

CONVERGENCE VECTORS

Refined over countless iterations and centuries of labor, the vectors of the Convergence of Cyriss are lethal marvels. Though outsiders might compare vectors to the warjacks of the Iron Kingdoms, that analogy is a superficial one. The Eighth Harmonic makes clear the Convergence's disdain for attempts to create false sentience. Vectors, then, are not controlled by autonomous minds like cortexes; rather, they serve purely as extensions of a Convergence warcaster's will. In this faith, only a soul has the right to free will.

Soon after the discovery of Cyriss, arcane mechaniks among her followers began working to create a type of warjack free from the flaws they perceived in conventional cortexes. Isolating the mechanism that allows a warcaster to mentally control the cortex provided the key element, and separating that mechanism from the unpredictable decision-making regions of the cortex enabled them to proceed with their designs. The Convergence version of this component is called an interface node.

When a warcaster attunes to a vector, he infuses the machine's performance with his personal skill, battle experience, and tactics. Consequently, Cyrissist warcasters tend to be even more exacting in the makeup and armament of their battlegroups than their counterparts who utilize traditional warjacks. The interface node also facilitates coordination among multiple vectors, providing a major benefit in large battlegroups. Because vectors do not possess the ability to process information on their own, they cannot operate without the direct attention of warcasters. This limits their use in smaller engagements or in the defense of secondary facilities, when the sect must rely on its soldiers and servitors.

Vectors are highly mobile and versatile weapons platforms, each with a displacement field generator that partially negates its weight. Ambulatory vectors walk on multiple legs that allow them to maneuver across the ground, while the displacement field keeps them erect and stable. Recent breakthroughs in arcane displacement field research have led to vectors that forgo ambulation altogether. At a cost of slightly increased power requirements, these hovering units enjoy unparalleled freedom of motion.

Vectors bristle with a startling variety of weapons systems unique to the Convergence. Many of these weapons utilize complex ammunition, with each salvo including intricate but disposable clockwork machines instead of traditional projectiles. Such devices might seem impractical to

DISSEVERING MICROSWARM DESIGN
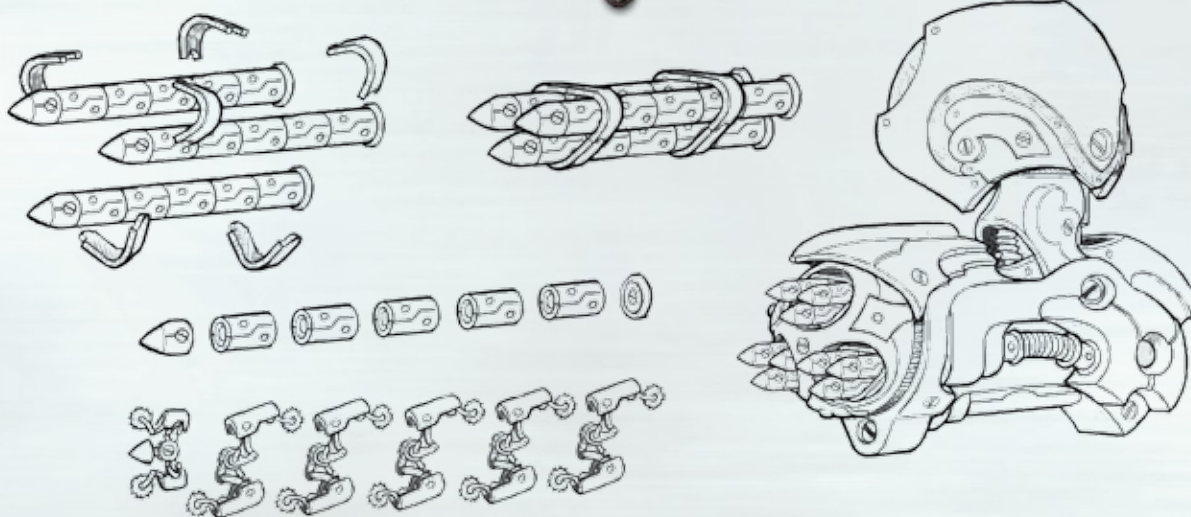
VECTOR POWER SOURCE
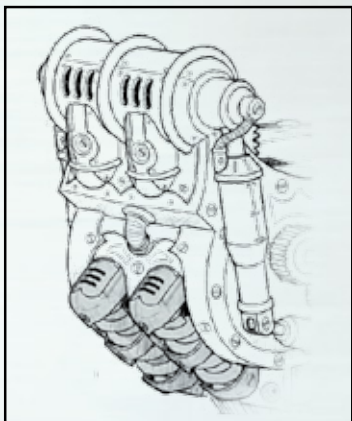
Vectors and other engines of war used by the Convergence do not rely on conventional fuel like coal. Instead, the sect has established a power-generating infrastructure based on collecting geomantic energy and broadcasting it as a voltaic field of alternating current that enables servitors and vectors to function nearly continuously when close to temple facilities. A voltaic field can extend for miles, undetectable by conventional means and yet sufficient to power vectors in battle. Even outside of these fields a vector's capacitors drain slowly, providing hours of fighting performance before energy reserves are exhausted, and a vector not engaged in battle but simply travelling can endure considerably longer.

When the Convergence intends to send forces against a remote objective, its first priority is to erect an astronometric nexus to gather geomantic energy and produce a field capable of sustaining ongoing operations. Because the sect is ill prepared for extended conflicts far from such specialized structures, it has undertaken creating a pervasive secret network of power-generating nodes across the Iron Kingdoms. Many of the battles the sect initiates relate to extending this lattice.
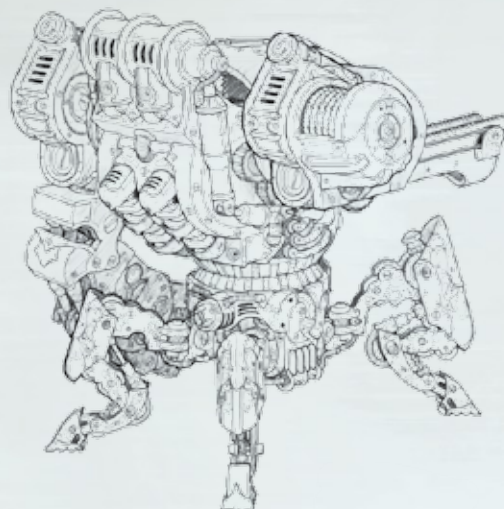
Though the Convergence prefers to use voltaic energy to power vector motive systems and major weapons, it has embraced simpler power sources for many other applications. The complex ammunition systems employed by many Convergence weapons, for example, rely on potential energy stored by mechanical devices like springs and coils. The sect's engineers are masters at attaining tremendous efficiency from such simple mechanisms.

outsiders, but the Convergence considers their fabrication to be an act of prayer to the Clockwork Goddess. Most vectors are constructed at facilities contained within the largest temples of Cyriss. Some smaller temples are able to assemble a few chassis and weapon types, though they must rely on satellite facilities for certain parts, and others provide more general manufacturing support. The rote creation of these intricate pieces of machinery is its own reward, and entire temple garrisons dedicate time to their manufacture, sometimes without any awareness of the specific machine they will constitute.

MODULATOR

COROLLARY
CONVERGENCE LIGHT VECTOR

Technological superiority can offer only an advantage. Technological dominance, however, can guarantee victory.

—Father Lucant

COROLLARY
🜂 Pathfinder

Accumulator [warcaster] – When this model begins its activation within 3″ of one or more friendly warcaster models, it is allocated 1 focus point.

Arcane Repeater – While this model's warcaster is within 5″ of it, that warcaster's control area is extended 2″.

Attached to [its controlling warcaster] – This model is attached to its controlling warcaster for the rest of the game. Each warcaster can have only one model attached to it.

Focus Battery – During the Maintenance Phase, do not remove unspent focus points from this model. Focus points remaining on this model at the start of your Control Phase count toward its focus allocation limit.

Power Transfer (★Action) – RNG 5. Target friendly Faction warjack. If the warjack is in range, spend up to 3 focus points to allocate it 1 focus point for each focus point spent.

COROLLARY						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	X	X	12	15	—

BASH		
H	POW	P+S
	0	6

DAMAGE

1	2	3	4	5	6

```
      □ □
    □ □ □ □
  M □ □ □ □ M
    M H H M
      I I
```

FIELD ALLOWANCE   1
POINT COST   3
MEDIUM BASE

In battle, the Corollary orbits its warcaster, constantly reorienting itself to most efficiently collect arcane emanations. At the warcaster's direction, the Corollary can act as a conduit for another vector's focus inductors, boosting it with a charge of power, amplifying the warcaster's tactical options and energy efficiency.

The versatile servitors of the Convergence of Cyriss have long utilized arcane displacer drives to allow exceptional freedom of movement, but it was only recently that innovations allowed even greater mass to be held aloft. The Corollary was the first vector to benefit from these advances.

The Corollary occupies a unique niche in the Convergence's arsenal. Unlike other vectors, whose primary purpose is to apply destructive force, the Corollary is designed to support its warcaster and allied forces in more complex ways. Its internal compartments house a suite of arcane accumulators that store the residual energies generated by a warcaster and his battlegroup in combat. These energies are captured by a set of irises recessed in the Corollary's hull, then dispensed at the warcaster's command to empower other vectors. Additional relays serve to extend his range of control. A warcaster supported by a Corollary becomes exponentially more efficient.

DIFFUSER
CONVERGENCE LIGHT VECTOR

Facing those things is suicide. Their bullets can hunt down a man better than Leto's own hounds.
—Trencher Corporal Lucian Banks

HEIGHT/WEIGHT: 7´4˝ / 1.75 TONS

ARMAMENT: HOMING RIPSPIKE (HEAD), AERIAL GUIDANCE UNIT, POSITIONAL ALLOCATION TRANSMITTER

PEAK OPERATIONAL DURATION: 6 HRS COMBAT

INITIAL SERVICE DATE: 507 AR

CURRENT DESIGN: DIFFUSER ITERATION 59

LEAD INNOVATOR: IRON ENUMERATOR QUENTIN TALBOT

TACTICAL TIPS

BEACON – Modifiers to movement apply only to a model's normal movement.

Outside the Convergence of Cyriss, a single Diffuser would be considered a clockwork marvel, yet these light vectors are produced in only slightly lower quantities than the ubiquitous Galvanizer. The sect has dedicated multiple foundries to producing the clockwork parts necessary to

DIFFUSER

Circular Vision – This model's front arc extends to 360°.

HOMING RIPSPIKE

Beacon – Friendly models can charge or make a slam power attack against an enemy model hit by this weapon without being forced or spending focus. A friendly model charging an enemy model hit by this weapon gains +2˝ of movement. Beacon lasts for one turn.

Luck – This model can reroll missed attack rolls with this weapon. Each attack roll can be rerolled only once as a result of Luck.

DIFFUSER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	X	X	12	16	—

HOMING RIPSPIKE			
RNG	ROF	AOE	POW
11	1	—	11

BASH	
POW	P+S
0	7

DAMAGE					
1	2	3	4	5	6
		H	H	H	H
M	M	I	I	M	M

FIELD ALLOWANCE	U
POINT COST	**3**
MEDIUM BASE	

field these battlefield wonders in the quantities required for the Great Work.

The Diffuser's ripspike launcher, a channel catapult powered by a high-tension spring, is its simplest component. Each individual ripspike features tiny fins capable of adjusting the spike's trajectory in flight. This innovation allows the projectile to follow a flight pattern set by the controlling warcaster at the time the weapon is fired. Assuming a well-calculated course, the ripspike maneuvers through the air around battlefield variables before hitting its mark—a vast tactical advantage over ammunition limited to straight lines.

Even after a Diffuser's ripspike embeds itself in flesh or steel, the vector's job is only half-done. As a secondary function, its arcane relay sends targeting data to other vectors, clockwork vessels, and priests of Cyriss to facilitate termination of the compromised enemy.

GALVANIZER
CONVERGENCE LIGHT VECTOR

Galvanizers are the perfect tools—equally suited to restoration or destruction.

—Forge Master Syntherion

GALVANIZER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	X	X	12	16	—

METAL SAW

	POW	P+S
H	5	12

DAMAGE

1	2	3	4	5	6
		H	H	H	H
M	M	I	I	M	M

FIELD ALLOWANCE	U
POINT COST	**3**
MEDIUM BASE	

GALVANIZER

Circular Vision – This model's front arc extends to 360°.

Repair [9] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

METAL SAW

Critical Grievous Wounds – On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

HEIGHT/WEIGHT: 7′4″ / 1.9 TONS	
METAL SAW (HEAD), **FIELD REPAIR ARRAY**	
5 HRS COMBAT	
339 AR	
GALVANIZER ITERATION 113	
FORGE MASTER LUCIDIA	

TACTICAL TIPS

REPAIR – A wreck marker cannot be repaired. A model cannot repair itself, because it is not B2B with itself.

disconcerting for the enemy, however, is how they scramble over the battered forms of their own—not to scavenge but to restore a vector or clockwork vessel from impotent scrap to empowered killer.

The oldest vector configuration in current use, the Galvanizer forms the backbone of many battlegroups. Its metal saw might lack the high rotational speed of its cousins in the lumber trade, but it is much better suited to ripping through iron and steel. The circular blade is capable of power and precision in equal measure. In one instant, it can be seen cutting through the heaviest armor; in the next, it exhibits the meticulous dexterity required to remove dented plating from an ally, thereby restoring operational range of motion.

Couple this versatile tool with the Galvanizer's field repair array, and the vector becomes the ideal vehicle for effecting battlefield repair. In fact, it possesses even the finesse required to mend the plating that protects a clockwork vessel's delicate soul node.

In battle, Galvanizers resemble robotic insects scuttling over the landscape to swarm hostile machines. They shred enemy warjacks like a host of voracious locusts, bringing once-mighty engines of destruction crashing to the ground. Perhaps even more

MITIGATOR
CONVERGENCE LIGHT VECTOR

The journey to enlightenment is initiated by the brilliance of discovery.
—The Ninth Harmonic of Cyriss

HEIGHT/WEIGHT:	7´4″ / 1.8 TONS
ARMAMENT:	RAZOR BOLA HURLON (HEAD), ROTATIONAL ACCELERATOR
PEAK OPERATIONAL DURATION:	5.5 HRS COMBAT
INITIAL SERVICE DATE:	563 AR
CURRENT DESIGN:	MITIGATOR ITERATION 23
LEAD INNOVATOR:	FLUXION ISOLEXUS

The hum of a rapidly spinning rotational accelerator presages the attack of the Mitigator. Once this vector engages the enemy, its hurlon chamber begins to whirl its ammunition, a razor-sharp and precision-tooled bola, at tremendous speed. The bola round spreads open in flight to envelop targets in a brutal web of steel upon impact. Its roots may be in an ancient weapon employed by less sophisticated forces, but the razor bola the Mitigator fires incorporates advancements that transform it into a thoroughly modern instrument of war.

MITIGATOR

Circular Vision – This model's front arc extends to 360°.

RAZOR BOLA

Puncture – A model hit by this attack automatically suffers 1 damage point.

Quake – On a direct hit against an enemy model, all models hit are knocked down.

MITIGATOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	X	X	12	16	—

RAZOR BOLA			
RNG	ROF	AOE	POW
7	1	3	—

BASH	
POW	P+S
0	7

DAMAGE					
1	2	3	4	5	6
		☐	☐		
		☐	☐		
		☐	☐		
		☐	☐		
		H	H	H	H
M	M	I	I	M	M

FIELD ALLOWANCE	U
POINT COST	**4**
MEDIUM BASE	

The Mitigator is a precision tool in the arsenal of its controlling warcaster, who with its careful deployment can alter the entire course of an engagement. Its weaponry is equally well suited to shredding close formations of troops and to destabilizing single substantial threats, bringing them low for other Convergence elements to annihilate. This flexibility enables a warcaster to remain both nimble and responsive with his forces.

Mitigators are highly effective when used as supporting weapons. A few volleys of razor bolas can thin even the most heavily armed troops or clear a path to targets of priority.

ASSIMILATOR
CONVERGENCE HEAVY VECTOR

It rains death in patterns of perfect symmetry.

—*Perforator Prefect Arcturus*

ASSIMILATOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	10	X	X	11	18	—

DISSEVERING MICROSWARM			
RNG	ROF	AOE	POW
11	1	4	13

RENDING CLAW	
POW	P+S
4	14

DAMAGE

1	2	3	4	5	6
		L	R		
M	L	L	R	R	M
	M	I	I	M	

FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

ASSIMILATOR
🜄 **Pathfinder**

DISSEVERING MICROSWARM

Ground Pounder (★Attack) – Place a 4″ AOE anywhere completely within this weapon's RNG. The center point of the AOE must be in this model's front arc. This model makes one ranged attack roll against each model in the AOE, ignoring concealment, elevation, and Stealth. This model cannot gain the aiming bonus on Ground Pounder attack rolls. Ground Pounder attack rolls do not suffer the target in melee attack roll penalty, and a missed Ground Pounder attack roll is not rerolled against another model. Models hit suffer a POW 12 ranged attack damage roll.

RENDING CLAW
🜚 **Open Fist**

🜚 **Weapon Master**

Assimilation – When this model destroys an enemy model that has Construct ⟲ with this weapon, immediately after the attack is resolved, remove d3 damage points from this model.

HEIGHT/WEIGHT: 11′10″ / 5.8 TONS (0 TONS WHILE ACTIVE)

ARMAMENT: DISSEVERING MICROSWARM (LEFT ARM), RENDING CLAW (RIGHT ARM), ASSIMILATION AUGER (RIGHT ARM)

PEAK OPERATIONAL DURATION: 2 HRS COMBAT

INITIAL SERVICE DATE: 599 AR

CURRENT DESIGN: ASSIMILATOR ITERATION 8

LEAD INNOVATOR: FORGE MASTER SYNTHERION

TACTICAL TIPS

GROUND POUNDER – LOS is not a consideration when placing the AOE template.

Those who close with an Assimilator hoping to halt its deadly barrage quickly learn to fear its rending claw as well. This versatile weapon can make quick work of opposing warjacks and then use the scrap to patch up its own damage.

With its arcane displacer drive generating a low hum of geomantic energy, the Assimilator floats above the fray, its graceful design belying its deadly weaponry. The vector's rending claw snaps open and closed like a vicious beast's and its assimilation auger grinds hungrily behind whirring gears as its dissevering microswarm launcher rotates and locks into position, ready to deliver the next devastating salvo.

Though vector armament frequently relies on kinematics, few weapons showcase the science of manipulating force as effectively as the dissevering microswarm. This tri-barreled cannon fires javelin clusters with two modes of attack. Should a javelin strike its target (or fall to the ground), a spring-loaded impact trigger causes it to detonate in a spray of bladed gears. Alternatively, the controlling warcaster can trigger the explosion in midair to shower a target area with a multitude of cutting projectiles.

CIPHER
CONVERGENCE HEAVY VECTOR

There is no equation so complex, no pattern so elusive, or no defense so impenetrable that it cannot be unlocked with the right key.

—Forge Master Meridian

HEIGHT/WEIGHT:	11´8˝ / 8.8 TONS
ARMAMENT:	PISTON SPIKE (BOTH), SERVIPOD MORTAR (HEAD)
PEAK OPERATIONAL DURATION:	4.25 HRS COMBAT
INITIAL SERVICE DATE:	405 AR
CURRENT DESIGN:	CIPHER ITERATION 83
LEAD INNOVATOR:	FORGE MASTER MERIDIAN

In many respects, the servitor stands as a fundamental achievement of the Convergence of Cyriss; many of the sect's most miraculous devices derive from it. Though individual servitors are neither as complex nor as versatile as their more sophisticated brethren, their underlying principles continue to drive innovation in the forges of the Convergence. The Cipher's servipod mortar in particular is a shining example of how the sect applies the foundational genius behind servitor technology in groundbreaking ways.

Every shot from a Cipher's servipod mortar discharges seven miniature servitors that disperse in flight for

CIPHER

Attack Type – Each time this model makes a normal ranged attack, choose one of the following abilities:

- **Bombardment –** Models hit suffer a POW 6 blast damage roll.
- **Crater –** The AOE is rough terrain and remains in play for one round.
- **Flare –** Models hit by this attack suffer –2 DEF for one round.

Steady – This model cannot be knocked down.

SERVIPOD MORTAR

Arcing Fire – When attacking with this weapon, this model can ignore intervening models except those within 1˝ of the target.

CIPHER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	X	X	10	19	—

SERVIPOD MORTAR			
RNG	ROF	AOE	POW
11	2	4	—

PISTON SPIKE	
POW	P+S
6	18

PISTON SPIKE	
POW	P+S
6	18

DAMAGE

1	2	3	4	5	6
		L	R		
	L	L	R	R	
M	M	I	I	M	M

FIELD ALLOWANCE	U
POINT COST	**9**
LARGE BASE	

maximum coverage. Loading chambers within the Cipher ready groups of servipods customized to the warcaster's current needs. Once the correct ammunition has been determined, the servipods are launched in a withering volley. For example, blasting servipods tear through lightly armored enemies; lumichem servipods tag enemies with the same chemicals used by attunement servitors; and tunneling servipods burrow into the earth before releasing a charge that ruptures level ground with treacherous sinkholes.

Convergence warcasters favor the Cipher not only for its versatility against distant targets but also for its raw efficiency against enemies that breach the front lines. The vector wields a pair of heavy piston spikes designed to sunder the heavy armor plating of any foe sturdy enough to reach the Cipher intact.

CONSERVATOR
CONVERGENCE HEAVY VECTOR

Force conserved is force that can be returned.

—*Weapons Theoretician Orelius Thorne*

CONSERVATOR

CONSERVATOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	10	X	X	11	18	—

ABLATOR BLADE		
L	POW	P+S
	5	15

ABLATOR BLADE		
R	POW	P+S
	5	15

DAMAGE

1	2	3	4	5	6
		□	□		
	□	□	□	□	
□	□	□	□	□	□
	□	L	R	□	
M	L	L	R	R	M
	M	I	I	M	

FIELD ALLOWANCE	U
POINT COST	7
LARGE BASE	

⬡ **Pathfinder**

Hand of Vengeance – When one or more friendly Faction warrior models are destroyed or removed from play by enemy attacks while within 5″ this model, this model gains +2 on attack and damage rolls for one round.

Shield Guard – Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2″ of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

ABLATOR BLADES

(+1) **Buckler**

✊ **Open Fist**

The arcane displacer drive represented a major breakthrough in vector design, and the Conservator was among the first chassis to harness it. Freed from the hampering influence of gravity, heavy vectors equipped with this technology gain unparalleled freedom of movement and confer enhanced tactical advantage to clockwork priests. The Conservator was engineered to leverage these benefits in both offensive and defensive capacities.

The Conservator is a popular choice among priests expecting to come into close contact with opposing forces. Indeed, the vector is equipped with sturdy shields and low-traction gyros that allow it to intercept attacks directed at its controller with great alacrity. On offense, the Conservator boasts spin-control field drives in each of its great ablator blades. In addition to granting supplemental kinetic energy to the weapons' basic strikes, the devices empower secondary collection fields. These fields capture energy released in the destruction of clockwork warrior vessels and then convert that energy into a temporary surge of power directed back into the ablator blades. In essence, a Conservator functions as both a bodyguard for clockwork priests and as a hovering weapon of retaliation.

INVERTER
CONVERGENCE HEAVY VECTOR

When endeavoring to eliminate obstacles to the Maiden's Equation, there is no weapon so destructive that it should be dismissed as "excessive force."
—Iron Enumerator Quentin Talbot

Height/Weight:	11´8˝ / 9.2 tons
Armament:	Meteor Hammer (left), Macropummeler (right)
Peak Operational Duration:	4.5 hrs combat
Initial Service Date:	402 AR
Current Design:	Inverter Iteration 44
Lead Innovator:	Forge Master Meridian

The forge masters of the Convergence are subtle and obsessive craftsmen—traits that sometimes lead to the implementation of complex solutions to simple problems. This is not the case with the Inverter. Its weapons were designed with one straightforward imperative: to apply raw force to the most enduring foes in an effort to reduce them to so much scrap.

On the battlefield Convergence warcasters send Inverters charging directly toward the most seemingly unassailable enemies. Once an Inverter engages its target, it sends its massive macropummeler smashing into the enemy's mass with staggering impact; properly placed blows can send a heavy warjack to its knees or outright obliterate smaller targets. While weighty gears slowly crank the macropummeler back into position to be used again, the Inverter continues its assault with blows from its whirling meteor hammer. The vector continuously makes calculations during the attack so that each strike inflicts maximum damage, its arm shifting through countless micro-rotations to find the perfect angle of attack no matter what efforts the doomed target makes to preserve itself.

INVERTER

Steady – This model cannot be knocked down.

METEOR HAMMER

⟳ **Reach**

Chain Weapon – This attack ignores the Buckler and Shield weapon qualities and Shield Wall.

MACROPUMMELER

Discharge – After this model makes an attack with this weapon, it cannot make an attack with this weapon for one round.

Knockdown – When a model is hit by an attack with this weapon, it is knocked down.

INVERTER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	X	X	10	19	—

METEOR HAMMER		
L	**POW**	**P+S**
	5	17

MACROPUMMELER		
R	**POW**	**P+S**
	8	20

DAMAGE

1	2	3	4	5	6
		L	R		
	L	L	R	R	
M	M	I	I	M	M

FIELD ALLOWANCE	**U**
POINT COST	**8**
LARGE BASE	

MODVLATOR
CONVERGENCE HEAVY VECTOR

The power of understanding transcends the inexplicable.

MODULATOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	10	X	X	11	18	—

EMITTER SURGE				
L	RNG	ROF	AOE	POW
	11	1	—	10

EMITTER SURGE				
R	RNG	ROF	AOE	POW
	11	1	—	10

EMITTER CORE		
L	POW	P+S
	4	14

EMITTER CORE		
R	POW	P+S
	4	14

DAMAGE

1	2	3	4	5	6
		□	□		
	□	□	□	□	
□	□	□	□	□	□
	□	L	R	□	
M	L	L	R	R	M
	M	I	I	M	

FIELD ALLOWANCE	U
POINT COST	6
LARGE BASE	

MODULATOR

🚫 **Immunity: Electricity**

🌀 **Pathfinder**

Plasma Nimbus – If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers a POW 10 electrical damage roll ⚡ unless this model was destroyed or removed from play by the attack.

EMITTER SURGE

Damage Type: Electricity

Direct Current – If this attack directly hits, you can choose to have all models whose bases are intersected by a line drawn between the center of the model directly hit and the center of this model suffer an unboostable POW 10 electrical damage roll ⚡. This damage is not considered to have been caused by a ranged attack.

HEIGHT/WEIGHT: 11´10˝ / 5.5 TONS (0 TONS WHILE ACTIVE)

ARMAMENT: GALVANIC ARC EMITTER (BOTH), VOLTAIC NIMBUS GENERATOR

PEAK OPERATIONAL DURATION: 1.75 HRS COMBAT

INITIAL SERVICE DATE: 607 AR

CURRENT DESIGN: MODULATOR ITERATION 2

LEAD INNOVATOR: FLUXION VINCENT BAILEY

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target but also electrocutes everything in-between. After preliminary testing, the emitters were modified to allow a warcaster more precise command over this electrical arc; in practice, the adjustment enables the controller to single out an enemy target and avoid collateral damage to clockwork vessels and priests.

At first glance, the technology behind the Modulator bears a striking resemblance to that inherent to Cygnar's storm-based mechanika. Rather than being generated by a system of rune plates and storm chambers, however, the electro-arcane energies of the Modulator are rooted in the voltaic nimbus generator. This ingenious device, invented by Fluxion Bailey, is capable of converting stored geomantic energy into a powerful electrostatic field through the use of a series of gears, pulleys, and charging rune plates.

The extreme electrostatic charge created by Bailey's generator coruscates along the Modulator's hull, protecting it from all manner of electricity-based attacks and generating a powerful shock against any foe that strikes the vector without proper insulation. Further, a pair of galvanic arc emitters allows the Modulator to channel this charge into a bolt of pure energy that not only hits a designated

MONITOR
CONVERGENCE HEAVY VECTOR

Countless times I've seen a warjack's blade strike true, but never before from twenty paces.
—Battle Mechanik Ilya Raskalov

HEIGHT/WEIGHT:	11´8˝ / 8.5 TONS
ARMAMENT:	ELLIPSAW FLINGER (LEFT), SPRING-SPIKE FIST (RIGHT), OPTICAL ANALYSIS COMPARATOR
PEAK OPERATIONAL DURATION:	4.25 HRS COMBAT
INITIAL SERVICE DATE:	453 AR
CURRENT DESIGN:	MONITOR ITERATION 62
LEAD INNOVATOR:	FORGE MASTER MERIDIAN

The Monitor is one of the most powerful instruments of war fielded by the Convergence. Bearing peerless optical arrays, this vector can isolate and identify targets despite natural camouflage and even occult concealment techniques. Its optical system rapidly shuffles through an assemblage of lenses, each calibrated or alchemically treated to pierce the most sophisticated physical or arcane defenses. After detecting its targets, the machine uses an intuitive interface to relay the data back to its controlling warcaster, who calculates the most accurate trajectories possible for the Monitor's deadly ellipsaw flinger.

MONITOR

Steady – This model cannot be knocked down.

True Sight – This model ignores concealment, Camouflage, and Stealth.

ELLIPSAW FLINGER

Critical Brutal Damage – On a critical hit, gain an additional die on this weapon's damage roll against the model directly hit.

SPRING-SPIKE FIST

🖐 **Open Fist**

Sustained Attack – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

MONITOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	X	X	10	19	—

ELLIPSAW FLINGER			
RNG	ROF	AOE	POW
13	1	—	13

SPRING-SPIKE FIST	
POW	P+S
5	17

DAMAGE

1	2	3	4	5	6
		L	R		
	L	L	R	R	
M	M	I	I	M	M

FIELD ALLOWANCE — U
POINT COST — 8
LARGE BASE

The ellipsaw flinger hurls spinning saw blades that strike with tremendous force. Each blade can be induced to alter its axis of rotation in mid-flight thanks to customized internal accelerator wheels. This capability allows the blades to strike targets at angles of vulnerability, increasing the damage inflicted.

In addition, the Monitor wields a powerful spring-spike fist backed by an ingenious counter-recoil mechanism that captures excess force to reseat itself to fire repeatedly. Each activation of the fist's spring coils sends the spike forward with tremendous speed and force that rapidly neutralizes the immediate threat, allowing the vector to seek new targets.

PRIME AXIOM

AFTER-ACTION REPORT, STEELWATER GARRISON, 2ND ARMY, 608 AR

Sirs,

Under my command, 3rd Platoon was ordered to investigate the village of Tryne, west of the Steelwater Flats. Major Allen had informed Captain Bram there had been no word from the village for weeks, and we expected trouble with farrow, which have been launching raids in the area. We arrived outside Tryne shortly after noon. I ordered our squads to advance cautiously, and our accompanying mechaniks readied the pair of Grenadiers allocated to us for the mission.

As we approached the town, several unusual buildings came into view: strangely shaped metal towers that loomed over the houses and watermill. We continued down the main street and observed a huge, metallic structure straddling the road. A loud, buzzing noise emanated from it, and we felt a thrumming below our feet. As we neared, several metal spheres flew at great speed from the structure into the side streets.

What followed is difficult to describe. No sooner had the last of the floating spheres vanished than the hum coming from the metallic structure grew to an unbelievable din. We were stunned to see the structure move, like a mobile fortification; stranger still, it lifted off and began to hover above the ground. This all took place in just a few seconds.

Even as I shouted the order to fire at will, the unknown foe unleashed a volley of projectiles that shredded much of Sergeant Envers' squad. Simultaneously huge cables shot out, pierced the hulls of our Grenadiers, and reeled them in to be crushed by a pair of massive fists. Our shots had little effect on the machine, and it proceeded to slaughter Chief Mechanik Tymms and his crew as they raced for cover.

Though I ordered a retreat in the face of this overwhelming assault, I regret to relay that only twelve of my men survived. I have never encountered or even heard rumor of such a strange and dangerous enemy, but I know we must return to Tryne in force. I recommend deploying a warcaster and battlegroup if we are to have any hope of avenging my platoon and the people of Tryne.

Lieutenant Garth Wessem

PRIME AXIOM
CONVERGENCE COLOSSAL VECTOR

An achievement without peer to bring victory without question.

—Forge Master Syntherion

AXIOM						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	16	X	X	7	20	—

ACCELESPIKER (S)			
RNG	ROF	AOE	POW
13	2	—	11

TOW CABLE (L)			
RNG	ROF	AOE	POW
11	1	—	—

TOW CABLE (R)			
RNG	ROF	AOE	POW
11	1	—	—

DRILL VICE (L)	
POW	P+S
4	20

DRILL VICE (R)	
POW	P+S
4	20

FIELD ALLOWANCE 2
POINT COST 19
HUGE BASE

AXIOM

Launch Servitor – Once per turn during this model's activation, you can place one servitor solo into play within 2″ of this model.

ACCELESPIKER

Auto Fire [3] – Make 3 ranged attacks targeting a primary target and any number of secondary targets within 2″ of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Auto Fire counts as one attack for ROF.

TOW CABLE

Drag – If this weapon damages an enemy model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed any distance directly toward this model. After the damaged model is moved, this model can make one normal melee attack against the model pushed. After resolving this melee attack, this model can make additional melee attacks during its combat action.

Puncture – A model hit by this attack automatically suffers 1 damage point.

DRILL VICE

👊 **Open Fist**

Sustained Attack – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

LEFT DAMAGE

1	2	3	4	5	6
		□	□	□	□
		□			
		□		S	S
	□	L	L	S	I
L	L	I	I	I	I
M	M	M	M	M	I

RIGHT DAMAGE

1	2	3	4	5	6
□	□	□	□		
□	□	□	□		
S	S				
I	S	R	R		
I	I	I	I	R	R
I	M	M	M	M	M

HEIGHT/WEIGHT: 33′ / 75 TONS (0 TONS WHILE ACTIVE)

ARMAMENT: TOW CABLE LAUNCHER (BOTH), DRILL VICE (BOTH), ACCELESPIKER SPHERE, SERVITOR LAUNCH BAY

PEAK OPERATIONAL DURATION: 4.25 HRS COMBAT

INITIAL SERVICE DATE: 493 AR

CURRENT DESIGN: PRIME AXIOM ITERATION 31

LEAD INNOVATOR: CONSTELLATION FABRICATION INNOVATION ARRAY

TACTICAL TIPS

AUTO FIRE – These attacks are simultaneous. Attacks against targets beyond this weapon's range will automatically miss.

DRAG – "Any distance" means "as much as necessary", not "any distance the player chooses."

LAUNCH SERVITOR – The servitor can activate normally this turn. You do not pay army points for launched servitors.

TOW CABLE – If you choose to make initial ranged attacks, you can make all initial ranged attacks even if you trigger the Drag ability. Remember, however, that once you make an additional attack, you can no longer make initial attacks that activation.

The Prime Axiom is among the mightiest vectors ever devised by the forge masters of the Convergence of Cyriss. For more than a century, these perfect engines of destruction have guarded the secret installations of the religion from outsiders; until recently, none who had stumbled upon a Prime Axiom had ever survived to speak of it. Only now that the Convergence's agenda has brought the sect into open conflict has it begun to deploy these terrible machines against those who would oppose the Great Work.

Originally conceived as a temple guardian, the Prime Axiom has long served as one of the most important weapons in the Convergence's arsenal, and the sect has allocated significant resources to improving it over numerous iterations. Most of these great guardians were built not by a single temple workshop, but rather by several installations tasked with fabricating individual components to be assembled at major locations such as the Temple of the Prime Harmonic. The earliest versions were ambulatory but relatively slow given the tremendous demands placed on their overburdened power supplies. Improvements to the arcane displacer drive, however, allowed its integration into the Prime Axiom—granting the vector not only greater flexibility in motion but also increased potential range of action.

With such a potent machine at their command, the greatest minds of the Convergence worked to arm later iterations with suitably powerful ordnance. The machine also benefits from several recent advancements in Convergence metallurgy making use of steel alloys that are considerably

harder but lighter than those available to the armies of the Iron Kingdoms. Foremost among the Prime Axiom's manifold weapons systems are the massive drill vices. These great, grasping fists terminate in diamond-hard drills capable of piercing any known alloy. So equipped, the Prime Axiom can deliver penetrating blows into the vulnerable innards of warjacks before ripping them apart or tossing the wreckage aside.

A pair of telescoping tow cables mounted in the chassis of the Prime Axiom further augments its close combat capabilities. These harpoon-like cables, tipped with perforating spikes molded from the same alloy used for the vector's drills, can be fired at significant range to breach armor and drag targets into reach of the machine's savage drill vices.

The Prime Axiom also boasts the accelespiker, which allows its controlling warcaster to engage infantry while the vector's drill vices take apart more challenging targets. The accelespiker sits recessed in the Prime Axiom's main hull, where it stores a reserve of the super-dense metal spikes it uses as ammunition. The weapon's sophisticated launching mechanism spins through thousands of rotations each second, halting at precise intervals chosen by the controlling warcaster to hurl volleys of spikes with frightening precision. So great is the accuracy granted by this device that a warcaster can pepper a single target with multiple spikes or lay waste to a small area around the initial target.

The Prime Axiom's weapons systems alone make it a lethal tool, but its stores of deployable servitors multiply its potential force far beyond the expectation of the enemy. The vector's lower pivots and chassis are studded with bays containing a host of servitors. Throughout the battle a warcaster can launch servitors chosen to suit the battlefield situation, tasking them to perform minor repairs, bring additional firepower, or mark enemies for elimination with lumichem. The Prime Axiom's aggregate of servitors, heavy armor, and versatile weaponry makes it the equal of any threat yet conceived on Caen.

In action, a Prime Axiom inspires incredible awe and fear. The thrum of energy cycling through its systems is nearly deafening as the machine hovers over the battlefield like a temple of the Clockwork Goddess given motive force and a taste for destruction. Its multiple weapons rip through screening troops, dismantle warjacks, and send servitors deep into the heart of battle. To confront a Prime Axiom in battle is to behold the inevitability of the success of the Great Work and the terrifying power made possible by the guiding hand of Cyriss.

PRIME AXIOM CONCEPTUAL DESIGNS
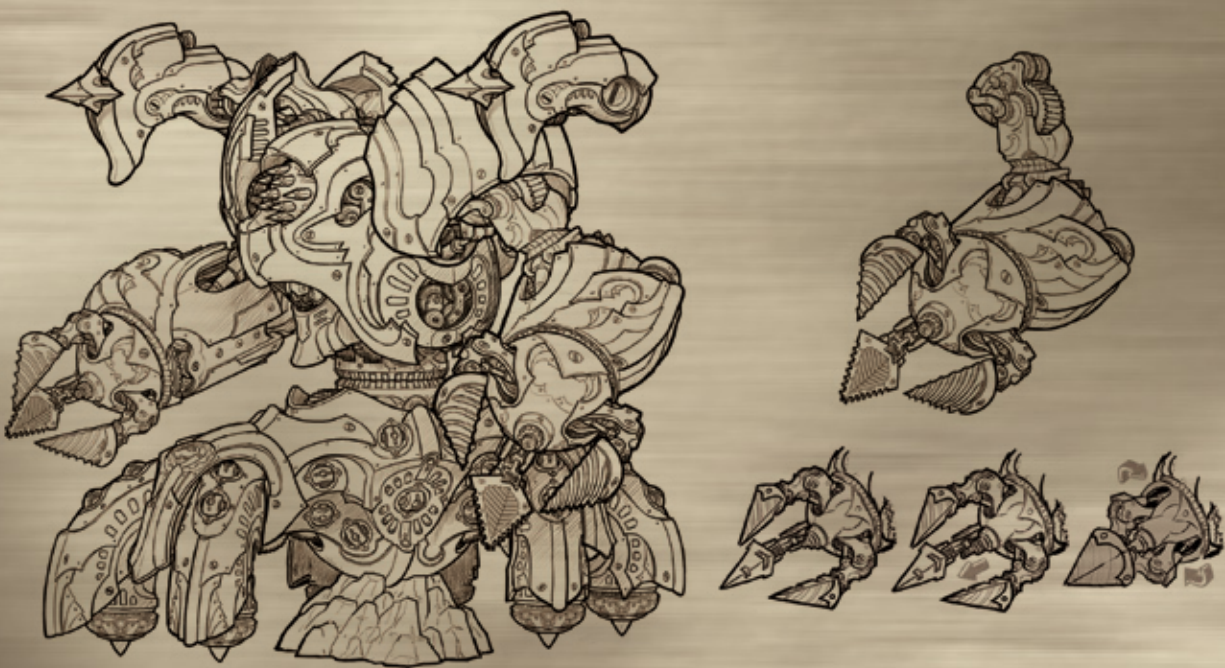
SOLDIERS OF THE CONVERGENCE

Unlike the governments of the Iron Kingdoms, the Convergence does not maintain an ordinary standing army. Instead, its manpower is spread among temple facilities throughout western Immoren, each with dedicated defenders and staff. Because the Convergence possesses fewer numbers than the national militaries, every member has a duty to be trained and prepared to join in battle.

The greatest advantage the Convergence possesses over the many forces that oppose it are its remarkable clockwork vessels. Upon death, or by the approval of an authorized fluxion directive, the soul of an awakened member of the faith is transferred to an essence chamber, which is then installed in a clockwork vessel. Thus begins the afterlife revealed to the faithful by the Maiden of Gears. This rebirth as a machine allows each adherent of the faith to continue on the path toward perfection. Adjusting to existence in a clockwork vessel requires a period of acclimatization. This transition period includes extensive training to help the soul learn to master the vessel and to function as a soldier of the Convergence.

For the majority of the transcended members of the faith, combat training is a routine matter. They know they might be summoned at any moment and transferred into combat-ready forms to fulfill their duty on the battlefield, and they respond to these orders willingly as their part of the Great Work. A smaller number of the trained soldiers join permanent garrisons. These individuals serve as perpetually vigilant guardians and ready combatants and often rank among the sect's most capable and experienced members.

All members of the Convergence can expect to pass through any number of clockwork forms as they move toward perfection, although those solely dedicated to combat typically move through forms more swiftly. A soldier who perfects the capabilities of one form or exhibits a capacity for another might be transferred to a new vessel in order to continue his soul's evolution. When not called to the battlefield or assigned to a garrison, Convergence warriors spend most of their time in clockwork vessels customized for utility roles, which allow them to contribute to general labor and temple projects.

The clockwork vessels of the Convergence do not feel pain, and the soldiers inhabiting them know that destruction of their clockwork bodies rarely means the end of their existence. This allows these soldiers to foster a courageous resolve rarely matched by their enemies. Clockwork soldiers can drill indefinitely, and the drudgery of endless practice becomes simply another prayer to the Maiden

OBSTRUCTOR DESIGN
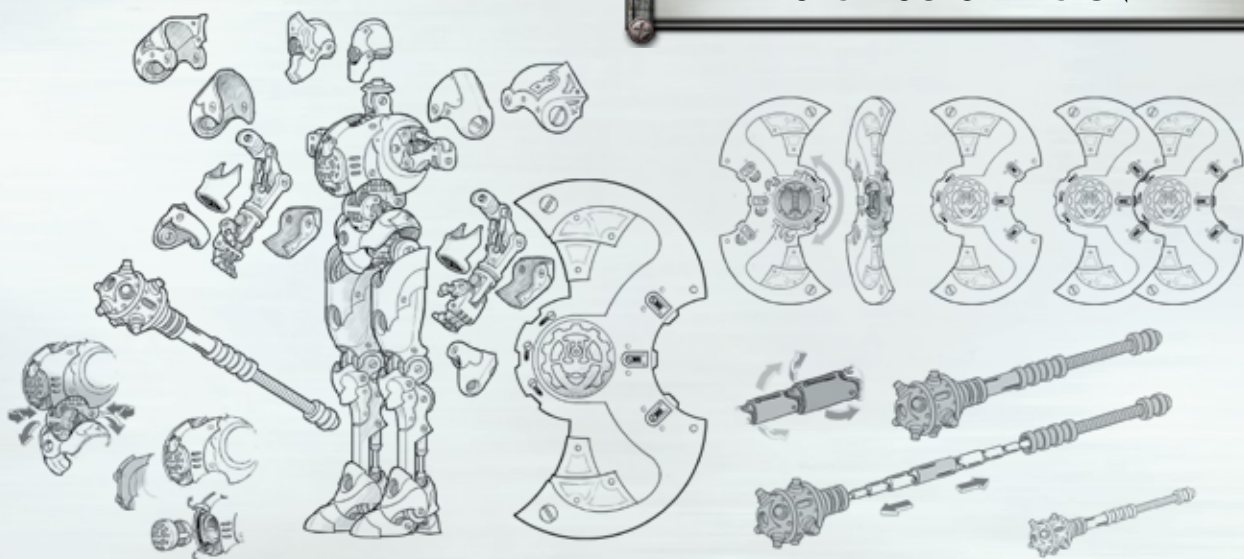
of Gears. Further, unlike vectors and larger pieces of machinery, most clockwork vessels draw power from the souls in their essence chambers, allowing them to function beyond the range of the Convergence's voltaic fields for added versatility.

Stripping away one's humanity does bring drawbacks as well as advantages. Those inhabiting clockwork vessels typically display reduced individuality and some few lose the spark of ingenuity, leading to predictability in battle. The Convergence has ways to address this, such as assigning those experiencing a loss of self to the Eradicators, which have an aggressively individualistic fighting doctrine.

Clockwork soldiers represent the most common of the Convergence's troop types, but they are accompanied on the battlefield by several kinds of specialists who support or fight alongside them, including living priests. Though less physically hardy than their mechanikal counterparts, these clergy retain their individualism and can react more readily to unexpected circumstances. Additionally, priests invariably possess considerable technical capabilities, which they put to good use by making repairs in the field.

Every member of the Convergence understands his place in the organization. The ability of the sect's individuals to see themselves as part of a greater whole negates the need for a complex chain of command. While the priesthood has its own simple hierarchy, the fighting forces of the Convergence do not employ conventional officers. They function by a simple division between basic soldiers, who stand ready to obey, and unit prefects, who direct subordinates and answer to commanding priests. Prefects oversee small units composed of individuals from the same fighting discipline and serve as points of contact and coordination. They are rarely required to monitor the actions of individuals in their units, each of whom can be expected to heed his training. Instead, the prefects' primary task is ensuring the units' actions remain synchronous with the whole of the Convergence army.

A prefect is chosen for his combat experience and related expertise. Outside of standing garrisons, prefect is not a permanent status. Some are given temporary command for specific missions based on their unique skill sets. In permanent garrisons or armies on lengthy missions the senior-most veteran of each fighting discipline, referred to as first prefect, is responsible for coordinating larger groups and keeping the senior clergy apprised of the garrison's state of readiness.

HIERARCHY OF THE PRIESTHOOD

The priesthood of the Convergence uses three tiers of rank.

Fluxions are the highest-ranking priests, answerable directly to the iron mother. Typically a fluxion has charge of a specific temple complex and its projects, though major temples share leadership among multiple fluxions. Fluxions also coordinate actions between temples.

FLUXION

Beneath fluxions are enumerators, highly respected leaders who supervise a specific project, objective, or ongoing work. Attaining this rank requires considerable mental acumen, strong leadership, and a broad array of technical abilities.

ENUMERATOR

Optifex, the lowest rank, comprise the majority of the priesthood. Individual optifex fulfill a broad range of functions, working as mechaniks, mathematicians, engineers, and technicians. Optifex wield limited authority, but perform much of the Convergence's advanced technical labor. Many highly specialized optifex are never promoted to enumerator, so this rank does not always denote inexperience.

OPTIFEX

Priests of the Convergence can serve in either biological bodies or clockwork vessels and are generally required to retain their living bodies as long as possible in order to allow their minds and souls to mature. Still, by the time a priest reaches the rank of fluxion he will usually have been transferred to a clockwork vessel. Junior priests who have made the transition are called iron enumerators or iron optifex, though these honorifics are used only formally.

CLOCKWORK ANGELS
CONVERGENCE UNIT

Our knowledge has taken us beyond mortality. With this new vessel, we rise as the Maiden's angels.

—Aurora, Numen of Aerogenesis

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	5	14	12	7

BINOMIAL BEAM			
RNG	ROF	AOE	POW
10	1	—	10

BINOMIAL BLADE	
POW	P+S
5	10

FIELD ALLOWANCE	3
LEADER & 2 GRUNTS	**3**
SMALL BASE	

LEADER & GRUNTS

⮞ **Advance Deployment**

◉ **Combined Ranged Attack**

◉ **Construct**

Blade Shield – This model gains +2 DEF against ranged attack rolls.

Clockwork Vessel – This model counts as a living model for the purposes of generating soul tokens.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Reform – After all models in this unit have completed their actions, each can advance up to 3″.

BINOMIAL BEAM

◉ **Magical Weapon**

BINOMIAL BLADE

◉ **Magical Weapon**

Brutal Charge – This model gains +2 to charge attack damage rolls with this weapon.

Aurora personally selected the first clockwork angels from among her most capable followers. Their close relationship with the young warcaster and the time they had spent fighting together enabled them to adapt quickly both to the angelic vessels and to the new tactics Aurora developed to exploit their advantages. As the form has continued to prove itself in battle, more volunteers have come forward, each hoping to secure a place in Aurora's host. Among Cyriss' faithful, only those veterans who are fully attuned to the control of clockwork vessels can meet her standards for consideration; fewer still possess the mental dexterity required to master flight itself.

Clockwork angels represent the newest innovation in Cyrissist technology: true flight. To achieve this breakthrough, the Convergence leveraged the revolutionary compact displacer drive invented by Aurora, Numen of Aerogenesis. Clockwork angels now comprise fast and deadly strike forces that remain in constant motion in order to disrupt the sect's enemies.

Currently few in number, clockwork angels rely on their speed and the devastating precision of their polynomial beams to surgically cripple enemy forces, leaving them vulnerable to the finishing blows of other Convergence elements. The polynomial beams of individual angels are more than capable of cutting down ordinary soldiers. When faced with a more daunting foe, however, the angels can combine their beams to achieve an exponentially more powerful blast of raw energy.

Chaos is simply order with an undefined pattern. The perfect perspective reveals the order in everything.
—Fluxion Vacusophist

To outsiders, an army of the Convergence appears to function as a terrifying machine, singular in purpose. Its movements occur in perfect synchronicity, and its components mesh seamlessly together. This impression disappears, however, when they find themselves faced with the fury of the eradicators.

Though the Convergence's fundamental doctrines overwhelmingly emphasize unity in motion and purpose among its members—with each individual serving as part of something bigger than itself—they also stress independent thinking and ingenuity. Because such tenets can be easily forgotten after countless decades of service, ranking priests closely monitor clockwork soldiers for signs of loss of self. Those so marked have their essence chambers extracted and placed in eradicators so that they may be reminded of

LEADER & GRUNTS
⊘ **Construct**

Clockwork Vessel – This model counts as a living model for the purposes of generating soul tokens.

Repairable – Other models can make Bodge or Repair special actions to repair this model as if it were a warjack.

Side Step – When this model hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2″ after the attack is resolved. This model cannot be targeted by free strikes during this movement.

Variable [melee] – At the start of this unit's activation, choose one of the following modes for the unit's weapons. Each of this model's melee weapons gains the ability listed for one round.

- **Accuracy –** This weapon gains +2 on its attack rolls.
- **Shields Up –** This weapon gains Buckler 🛡.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	7	5	12	15	7

PROTEAN BUCKLER		
⚔ ×2	POW	P+S
	4	12

DAMAGE	8 EA
FIELD ALLOWANCE	2
LEADER & 2 GRUNTS	6
LEADER & 4 GRUNTS	9
MEDIUM BASE	

the importance of freedom of thought and action while in service to the greater whole.

On the battlefield, an eradicator has but a single objective: close with the enemy and annihilate it. Unlike many other Convergence units, which fight and react as synchronized cogs, eradicators engage the enemy as distinct individuals. Indeed, they are encouraged to aggressive action as they plunge into waves of foes. After one enemy has fallen, an eradicator uses the momentum of its attack to drive even deeper into enemy lines.

An eradicator's primary weapon, the protean buckler, is perfectly suited to its role as a frontline shock trooper. Once engaged with its foe, an eradicator uses a spring-loaded mechanism within the shield to release a pair of bladed fighting claws. The transformation of the protean buckler frees the eradicator's arm for greater mobility and accuracy, allowing it to unerringly strike down even the most nimble opponents with surgical precision.

OBSTRUCTORS
CONVERGENCE UNIT

The first step on the road to perfection is to shed that which makes you imperfect.

—Father Lucant

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	5	12	14	7

TELEFLAIL		
	POW	P+S
	4	11

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	4
LEADER & 9 GRUNTS	6
SMALL BASE	

LEADER & GRUNTS

⚔ Combined Melee Attack

⚙ Construct

Clockwork Vessel – This model counts as a living model for the purposes of generating soul tokens.

Shield Wall (Order) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

TELEFLAIL

⚔ Reach

Chain Weapon – This attack ignores the Buckler and Shield weapon qualities and Shield Wall.

With the Convergence joining the battlefields of the Iron Kingdoms, obstructors have begun to gain renown as relentless frontline troops. Though each obstructor is a capable warrior in and of itself, their unity of action is the conduit through which the Convergence's forces will achieve victory.

When non-clergy members perish in battle, or are otherwise deemed worthy of immortality, their souls are preserved in essence chambers, whereby they can begin service as soldiers of the Convergence. The first step in a long evolution of forms begins with the obstructors, which number among the most basic, but also sublimely perfect, of soldier forms. Mirroring the size and form of a man, these clockwork soldiers are well suited to helping a new soul acclimate to its journey to transcendence. Once interred, neophytes begin extensive training that allows them to truly begin to internalize the core tenants of the Convergence and to become part of a larger masterwork in service to the goddess.

These units must learn to anticipate and emulate the thoughts and actions of their fellows during battle; doing so requires putting aside their concept of self. Obstructor armament is ideally suited to these early lessons, as their intricate heavy shields feature ingenious clockwork locking mechanisms that can quickly join together to create an impenetrable barricade. Whereas the so-called shield walls of other armies allow for missteps of individual movement—and therefore gaps in mutual protection—the barriers erected by multiple obstructors remain perfect and unassailable.

There is as much to be learned in battle as there is to be risked.
—Optifex Grigor Kosshek

TACTICAL TIPS

Repair – A wreck marker cannot be repaired.

Subordinate priests of the Convergence are no less eager to contribute to the accomplishment of the Great Work than their higher-ranking colleagues—and they often do so at tremendous personal risk. A team of optifex priests, collectively known as a directive, take to battle in order to perform field modifications and repairs to clockwork vessels and vectors. Though these priests occupy a relatively low position in the sect's hierarchy, the dangers they face are very real, and those who risk their flesh in Cyriss' name are recognized and rewarded for their faithful devotion.

LEADER & GRUNTS

All-Terrain (★Action) – This model can make this special action only when B2B with a friendly Faction model with Construct ⏀. The construct gains Pathfinder 🕒 for one turn.

Iron Sentinel – While B2B with a friendly Faction warjack, this model gains +2 DEF and ARM and cannot be knocked down.

Repair [8] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

Weapons Modulation (★Action) – This model can make this special action only when B2B with a friendly Faction model with Construct ⏀. The construct's weapons gain Magical Weapon 🌀 for one turn.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	12	8

TUNING KIT		
	POW	P+S
	3	8

FIELD ALLOWANCE	U
LEADER & 2 GRUNTS	2
SMALL BASE	

Optifex directives are composed of battlefield mechaniks whose superlative technical knowledge makes them invaluable elements of any Convergence battlegroup. Each carries a plethora of tools both to repair vessels and vectors and to effect hasty recalibrations in response to shifting combat needs. In addition to optimizing a vector's mobility, a skilled optifex can even rapidly recalibrate the arcane tuning of the machine's weaponry to function against incorporeal or otherwise supernaturally protected enemies. In battle, members of a directive stay in constant motion. They engage in a carefully orchestrated series of orbits between the warcaster and his vectors, modifying and repairing individual cogs in Cyriss' machine of war.

RECIPROCATORS
CONVERGENCE UNIT

For each action, there is an equal and opposite reaction.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	7	5	12	16	7

PROTEAN POLEARM	
POW	P+S
4	12

DAMAGE	8 EA
FIELD ALLOWANCE	2
LEADER & 2 GRUNTS	6
LEADER & 4 GRUNTS	9
MEDIUM BASE	

LEADER & GRUNTS
⊙ Construct

Clockwork Vessel – This model counts as a living model for the purposes of generating soul tokens.

Shield Wall (Order) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc.

Models in this unit can begin the game affected by Shield Wall.

Repairable – Other models can make Bodge or Repair special actions to repair this model as if it were a warjack.

Variable [melee] – At the start of this unit's activation, choose one of the following modes for the unit's weapons. Each of this model's melee weapons gains the ability listed for one round.

- **Empowered Attack –** This weapon gains +2 on its damage rolls.
- **Set Defense –** A model in this model's front arc suffers –2 on charge, slam power attack, and impact attack rolls against this model.

PROTEAN POLEARM
⊙ Reach

Reciprocators represent the next level of advancement for most obstructors. By the time a member of the Convergence joins the ranks of reciprocators he will have seen decades of service. This experience is essential to allowing a soul to master the intricacies of manipulating and controlling a clockwork body. Because reciprocators are far more robust in dimension, strength, and complexity than their predecessors, transferring to one can be just as jarring as the transfer from human to obstructor.

Reciprocators act like springs intended to absorb the energy of enemy assaults and then counterattack, leveraging years of training within Cyriss' harmonics to operate in perfect unison. They move with a fluid grace that belies the weight of their bodies and armament. With a whirring of gears and servos, these clockwork soldiers step into formation, shields interlocking with engineered perfection even as the blades of their protean polearms slide back to shift from halberd to spear. After blunting a charge against their heavy shields and bristling spears, the units respond with a counterassault prefaced by the sound of clockwork blades snapping back to form wicked halberds once more.

Freed from the limitations of mortal flesh, reciprocators can endure conditions harsh for even the hardiest of living creatures. Whereas other warriors must eventually succumb to the weakness of their physical bodies, reciprocators feel nothing but the oneness found within the greater understanding of their role within the Convergence.

Our victory is achieved by the most basic of calculations.
—Forge Master Syntherion

Reductors represent an alternative path for recently transformed souls of the Convergence. Their ranks are reserved for those individuals who have been immersed in clockwork vessels long enough to have become adept at quickly and efficiently dividing their attention even in the midst of battle. Reductors must be quick thinkers capable of adjusting the trajectory settings of their swarm weapons in the blink of an eye. When accompanying other Convergence soldiers in combat, reductors advance closely behind the frontline troops as a secondary wave and support their peers by firing clockwork swarms that navigate through Convergence ranks to bore into and eviscerate enemy formations.

The mechanikal buzz of the reductors' swarm projectors inspires dread in even the most seasoned troops, for it is a sound that heralds almost certain death. As the clockwork soldiers close in, the air suddenly becomes filled with a lethal cloud of silvery shapes: thousands of pernicious clockwork devices no more than an inch in length that house dozens of razor-sharp blades attached

LEADER & GRUNTS
🏹 Construct

Clear! – Ranged attacks against friendly models made by a model with Clear! automatically miss.

Clockwork Vessel – This model counts as a living model for the purposes of generating soul tokens.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	5	12	14	7

SWARM PROJECTOR			
RNG	ROF	AOE	POW
SP 6	1	—	13

RETRACTABLE BLADE	
POW	P+S
3	10

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	4
LEADER & 9 GRUNTS	6
SMALL BASE	

to spring-wound gears. Individual mechanisms in the swarm follow programmed trajectories to veer around obstacles and impact chosen targets. Enemies within the shimmering, humming mass are quickly disassembled—armor, skin, muscle, and bone stripped away in sequence with horrifying alacrity. Their assault ceases only when every individual mechanism's internal winding has been expended, the grisly droning giving way to a scene of macabre death.

PERFORATORS
CONVERGENCE UNIT

Obstacles lie in the path of every great endeavor. Perforators manifest solutions to the obstacles that would impede the Maiden's decrees.

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	7	5	12	15	7

PROTEAN JAVELIN

RNG	ROF	AOE	POW
6	1	—	6

GEAR BLADE

POW	P+S
4	12

DAMAGE	8 EA
FIELD ALLOWANCE	2
LEADER & 2 GRUNTS	6
LEADER & 4 GRUNTS	9
MEDIUM BASE	

LEADER & GRUNTS
⊘ Construct

Assault (Order) – Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.

Clockwork Vessel – This model counts as a living model for the purposes of generating soul tokens.

Repairable – Other models can make Bodge or Repair special actions to repair this model as if it were a warjack.

Variable [ranged] – At the start of this unit's activation, choose one of the following modes for the unit's weapons. Each of this model's ranged weapons gains the ability listed for one round.

• **Empowered Attack –** This weapon gains +2 on its damage rolls.

• **Snipe –** This attack gains +4 RNG.

PROTEAN JAVELIN

Armor Piercing – When calculating damage from this weapon, halve the base ARM stats of models hit that have medium or larger bases. This weapon gains +2 to damage rolls against models with small bases.

TACTICAL TIPS

Assault (Order) – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

Souls chosen to join the ranks of perforators must have the ability to quickly calculate ballistics trajectories based on an extraordinary insight into the efficiency of motion. On the battlefield, perforators use the power of their protean javelin launchers to overcome opponents whose armor or resilience threatens to stall the army's advance. They have been tasked with supporting the Convergence's war machine with precision fire, a role well suited to their specialized vessels and keen minds.

Perforators represent a significant advancement in weaponry for the Convergence's heavy clockwork soldiers. While preparing for the next stage in the Great Work, the military leaders of the Convergence demanded improvements to the ranged firepower available to their soldiers. The faction's leaders have never seen the merits of firearms with their chaotic explosive powder, instead preferring precisely controlled mechanisms of their own design. In response, the forge masters devised a prototype for the first protean javelin launchers, which rely on gear-wound springs to propel javelins with the tremendous force required to punch through heavy armor.

A machine is only as perfect as its smallest gear.
—Enumerator Gavin Smythe

TACTICAL TIPS

REPAIR – A wreck marker cannot be repaired.

OFFICER - Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead either another Officer in the unit or the unit leader becomes the unit commander.

Priests of the Maiden of Gears strive to gain as much experience as they can before undergoing transformation to clockwork vessels; indeed, they spend many years studying and constructing the artifices employed by the temples. Those who dedicate themselves to creating and perfecting the Convergence's weapons of war are willing to risk the perils of battle to gain greater understanding of their work. Known as transverse enumerators, these senior priests enjoy a comprehensive understanding of Convergence designs. In addition, most priests of this rank have spent time working in directives and have thus gained tremendous leadership experience and practical knowledge of combat.

Attachment [Convergence] – This attachment can be added to a Convergence unit.

ENUMERATOR

✠ **Fearless**

⌃ **Officer**

Attachment Deployment – If this model is attached to a unit with Advance Deployment ◉, it gains Advance Deployment. If it is attached to a unit with Ambush, it gains Ambush.

Iron Sentinel – While B2B with a friendly Faction warjack, this model gains +2 DEF and ARM and cannot be knocked down.

Realignment – Once per game during its unit's activation, this model can use Realignment. Models in this unit can reroll failed attack rolls and skill checks this turn. Each roll can be rerolled only once as a result of Realignment.

Repair [9] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

Tactics: Ranked Attacks – Models in this unit gain Ranked Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS.)

BLOWTORCH

🔥 **Continuous Effect: Fire**

🔥 **Damage Type: Fire**

TUNING STAFF

⟳ **Reach**

ENUMERATOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	5	13	13	9

BLOWTORCH			
RNG	ROF	AOE	POW
SP 6	1	—	12

TUNING STAFF	
POW	P+S
5	10

DAMAGE	5
FIELD ALLOWANCE	3
POINT COST	2
SMALL BASE	

The transverse enumerators' intimate grasp of design specifications, tolerances, and limitations allows him to quickly adjust a unit's tactics, even in the heat of action. Such masters can orchestrate the attacks of clockwork units with a precision that borders on the divine.

ACCRETION SERVITORS
CONVERGENCE SOLO

You cannot defeat what you cannot destroy.

—Forge Specialist Isopurgus

SERVITOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	5	5	12	13	—

FIELD ALLOWANCE	3
3 ACCRETION SERVITORS	1
SMALL BASE	

SERVITOR

⊘ Construct

◔ Pathfinder

Bodge (★Action) – This model performs minor repairs to one damaged friendly Faction warjack with which it is B2B. Remove 1 damage point from the warjack.

Steady – This model cannot be knocked down.

Strip (★Action) – This model can make this special action only when B2B with an enemy warjack. The warjack suffers 1 damage point to the column of your choice.

Originally designed to assist the priests and fabricators of the Convergence in foundries and workshops, the accretion servitor has made itself indispensable on the battlefield through its versatile suite of semi-autonomous ministrations. It is capable of making quick repairs to any clockwork device and thus often can mean the difference between victory and defeat.

Integral to each servitor is a modern marvel of clockwork engineering, a tiny computational engine that is, at its core, a string of conditional directives that grant the servitor the ability to perform complex tasks independent of external guidance. On its own, each individual directive is exceedingly simple; when combined, however, they form a sophisticated situation-response algorithm able to prompt seemingly complex behavior. This algorithm is a testament to the ingenuity of the devotees of the goddess Cyriss. Once the servitor determines its next course, it immediately takes action to carry out its instruction.

Accretion servitors carry a small array of mechanikal tools that enable them to provide temporary repairs to clockwork vessels and vectors in the heat of battle. Expediting their function is the ability to float above the ground, which they achieve by manipulating ambient geomantic forces. Indeed, accretion servitors resemble honeybees as they flit from one clockwork vessel to another, pausing only briefly to repair damaged servos or weld rent armor plating. And, just like bees, accretion servitors can deliver a painful sting to the encroaching enemy when threatened.

ALGORITHMIC DISPERSION OPTIFEX
CONVERGENCE SOLO

Even arcane force is carried by signal—and, like any signal, it can be amplified.
—Forge Master Syntherion

Among the most important but demanding tasks carried out by the living priests of the Convergence is the deployment of algorithmic dispersion arrays—devices that increase the reach of a warcaster's arcane spells well beyond normal tolerances. Because an array's arcane tuning staff and amplifier engine are too delicate and complicated to be managed by the subroutines of a servitor, optifex train dutifully to keep the connection between their devices and Convergence warcasters running smoothly.

An optifex serving in this capacity must remain vigilant to the changing demands of his warcaster's situation. To best accomplish this task, he positions himself near the vectors that act as relays for the arcane frequencies of the warcaster's mental control. By carefully modulating the dispersion

OPTIFEX

Iron Sentinel – While B2B with a friendly Faction warjack, this model gains +2 DEF and ARM and cannot be knocked down.

Subharmonic Tuning – While this model is not in melee, is within 6″ of a friendly Faction warjack, and is in a friendly Faction warcaster's control area, the warcaster can channel spells through this model.

OPTIFEX						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	5	4	13	12	8

DAMAGE	5
FIELD ALLOWANCE	4
POINT COST	1
SMALL BASE	

array's frequencies, the optifex acts as a transmitter through which the warcaster can bolster his battlegroup or strike down enemy targets. To ensure their effectiveness as a team, optifex are usually assigned to specific warcasters for extended service, during which time the pair work closely together even off the battlefield.

Operating an algorithmic dispersion array is no mean feat, and even the most skilled is sometimes confounded by the complexities of his task. An optifex must maneuver quickly through battle despite the weight of his equipment and is regularly forced to place himself directly in the path of danger. To the optifex himself, this is simply a necessary burden of faith; fulfilling this duty is considered one of the most perilous yet vital battlefield service roles to which a priest can aspire. Nevertheless, acting in this capacity does not ensure advancement, so senior priests usually take pity on their juniors serving as algorithmic dispersion optifex by rotating them to other tasks after appropriate durations of service.

ATTUNEMENT SERVITOR
CONVERGENCE SOLO

Assignation of priority for termination is the first antecedent in battle.

—Aurora, Numen of Aerogenesis

SERVITOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	5	5	12	13	—

LUMICHEM AMPULE			
RNG	ROF	AOE	POW
7	1	4	—

FIELD ALLOWANCE	3
3 ATTUNEMENT SERVITORS	2
SMALL BASE	

SERVITOR

⟳ Construct

◓ Pathfinder

Steady – This model cannot be knocked down.

LUMICHEM AMPULE

Flare – Models hit by this attack suffer –2 DEF for one round.

The Convergence of Cyriss boasts many skilled arcane mechaniks, academic researchers, and mathematicians, but its ranks also include numerous luminaries in the field of alchemy. Among the most widely deployed of their cross-disciplinary achievements is the attunement servitor, a machine designed to mark targets of priority for destruction via the application of a phosphorescent alchemical agent known as "lumichem." This highly adhesive, chemiluminescent liquid glows with incandescent brightness for hours after being exposed to the air for just a few seconds and is simple for Convergence alchemists to produce in bulk.

Attunement servitors are designed to multiplicatively increase a warcaster's control of the battlefield by seeking out high-value targets and designating them for elimination. Guided by a complex set of encoded commands, these servitors boldly fly between enemies to close on their intended targets with no concern for their own preservation. If an attunement servitor approaches a foe that does not conform to the parameters of prioritized targets with which it has been programmed, it will continue on unless the enemy engages it.

Once an attunement servitor nears an identified target, it opens fire with its ampule launcher, a device that hurls small glass globes containing the lumichem toward the designated foe. Even if it misses its target, these globes will explode with great force, spraying the substance across a wide area. Enemies covered in lumichem make exceedingly easy targets, as they are both visible from great distances and find their mobility impaired by the substance's adherent qualities. Additionally, because all members of the Convergence know to concentrate fire on anything marked with lumichem, such unfortunate targets soon become the focus of innumerable spikes, saws, and needles fired by the sect's forces.

ELIMINATION SERVITOR
CONVERGENCE SOLO

The elimination servitor is a perfect constant in the equation of battle.
—Father Lucant

Boasting a computational engine that dictates its behavior like all other servitors, the elimination servitor operates by one primary directive: hunt down and terminate any and all it does not recognize as an ally. These servitors were initially designed to guard temples and other sites important to the Convergence, but the recent commencement of this crucial phase of the Great Work has led to them being used in more offensive capacities.

Elimination servitors are easy to manufacture and yet represent a serious threat that few enemies can ignore. Sophisticated visual sensors and response algorithms allow them to accurately scan battlefields and select targets amid the chaos. This high level of visual acuity complements their computational engines, which are endowed with more conditional subroutines than any other Convergence servitor. In their active battlefield role, elimination servitors must know when to engage in self-preservation and when to sacrifice themselves for the benefit of the overall force. Their programming allows them to evaluate targets based on exacting criteria, as they are often deployed under circumstances in which they must fight with limited guidance.

Once it has acquired a target, an elimination servitor advances in a series of precise and measured movements intended to bring its spike projector to bear with the greatest efficiency. Like all Convergence ranged weapons, spike projectors do not rely on volatile blasting powder; instead, they employ a heavy gear-wound spring to propel a hardened iron spike capable of breaching even high-grade steel. This firing system, which inflicts modest but reliable damage against enemy machines, is particularly effective against living soldiers. Several elimination servitors working in tandem can quickly rack up an impressive kill tally, systematically decimating an enemy force.

SERVITOR

- Construct
- Gunfighter
- Pathfinder

Steady – This model cannot be knocked down.

SPIKE EJECTOR

Puncture – A model hit by this attack automatically suffers 1 damage point.

SERVITOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	5	5	12	13	—

SPIKE EJECTOR			
RNG	ROF	AOE	POW
9	1	—	—

FIELD ALLOWANCE	3
3 ELIMINATION SERVITORS	**2**
SMALL BASE	

ENIGMA FOVNDRY
CONVERGENCE SOLO

Consciousness transcends the mechanics of mundane physicality.

—Father Lucant

FOUNDRY						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	—	—	10	18	10

DAMAGE	10
FIELD ALLOWANCE	2
POINT COST	3
LARGE BASE	

FOUNDRY

⊘ Construct

◑ Pathfinder

Clockwork Vessel – This model counts as a living model for the purposes of generating soul tokens.

Convocation – This model gains one soul token for each friendly living Faction warrior model destroyed in its command range by a continuous effect, an enemy attack, or collateral damage of an enemy attack. This model can have up to three soul tokens at a time.

Reconstruction (★Action) – Remove one soul token from this model to return one destroyed medium-based friendly Faction Clockwork Vessel Grunt to play or remove up to three soul tokens from this model to return one destroyed small-based friendly Faction Clockwork Vessel Grunt to play per token removed. Each Grunt must be placed within 1″ of this model, in formation, and within 3″ of another model in its unit.

Repair [10] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

Repairable – Other models can make Bodge or Repair special actions to repair this model as if it were a warjack.

TACTICAL TIPS

RECONSTRUCTION – Remember, the Grunt can activate normally with its unit this turn. If all models in the Grunt's unit have been destroyed, it cannot be placed within 3″ of a model in its unit and therefore cannot return to play. You can return small-based models to multiple units in the same turn.

REPAIR – A wreck marker cannot be repaired. A model cannot repair itself, because it is not B2B with itself.

All faiths include members who act as shepherds, those whose holy duty is to protect the souls of the faithful. For the Convergence, this notion is not just a metaphor but a concrete reality. Thanks to the miracle of the clockwork vessel, a member of the Convergence might live a thousand lifetimes upon Caen—provided that his soul's essence chamber remains safe from the predations of enemies. In more peaceful times, such danger was rare. As the sect has emerged as an active player on the battlefields of Immoren, however, the chances of true extinction have greatly increased.

Though members of the Convergence may be found across Immoren, the sect's numbers remain low compared to the true nations of the Iron Kingdoms. Compounding this is the fact that Convergence members each carry decades or even centuries of knowledge gained over their existence in machine bodies—experience that cannot easily be replaced. In the course of managing its limited assets, the sect makes every effort to preserve its constituents so that they can continue to contribute to the Great Work. A damaged clockwork vessel can be rebuilt, but the essence and accumulated aptitude of the one who inhabits it is a most precious resource indeed.

To Cyrissists, the enigma foundry represents the Maiden's promise of eternal life through transformation into the machine. The recently perfected enigma foundry is vital to the sect's overall military strategy. It is a specialized clockwork form inhabited by the soul of a senior priest who has proven his skill in fabricating clockwork vessels. Such disciples are entrusted with the most sacred of charges: reclaiming and safeguarding the souls of those who fall in battle for re-internment in new clockwork vessels.

Enigma foundries are festooned with servo tools that, combined with the priests' knowledge, enable them to rapidly reconstruct fallen clockwork vessels from parts salvaged during battle. Once an enigma foundry has rebuilt a vessel, it carefully installs an essence chamber collected from among the fallen. The capability to protect its warriors for reinstallation—and even to return some of them to the fight at hand—is a tremendous advantage to Convergence forces that routinely find themselves outnumbered. As long as enigma foundries roam the intersections of conflict, the forces of the Convergence can never truly be defeated.

The strategic and spiritual importance of enigma foundries makes them an essential aspect of the Convergence of Cyriss' tactics. In rare instances where the sect must retreat from battle, enigma foundries are the first to be evacuated, ensuring that their precious cargo of souls is preserved to fight another day.

REFLEX SERVITOR
CONVERGENCE SOLO

The total entropy of any system will not decrease except by increasing the entropy of another system. The reflex servitor is that inducing force.

—Forge Master Syntherion

SERVITOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	5	5	12	13	—

PROBABILITY MINE		
	POW	P+S
	—	—

FIELD ALLOWANCE	3
3 REFLEX SERVITORS	2
SMALL BASE	

SERVITOR

⬤ **Advance Deployment**

⬤ **Construct**

⬤ **Pathfinder**

Counter Charge – When an enemy model advances and ends its movement within 6″ of this model and in its LOS, this model can immediately charge it. If it does, it cannot make another counter charge until after your next turn. This model cannot make a counter charge while engaged.

Dig In (★Action) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

Steady – This model cannot be knocked down.

PROBABILITY MINE

Detonation – If this attack directly hits, instead of dealing damage normally, center a 4″ AOE on the model hit and remove this model from play. The model hit suffers an unboostable POW 14 damage roll. If the attack misses, center the AOE on this model and remove this model from play. Models in the AOE other than the model directly hit are hit and suffer an unboostable POW 7 blast damage roll. Blast damage from this attack is not considered to have been caused by a melee attack.

To the enemies of the Convergence, the reflex servitor is an enigma. To the warriors of the faith, it represents precise function given deadly form. In many respects, its efficiency and lethality perfectly embody the Convergence's basic combat doctrine.

First used for defense alongside elimination servitors, the reflex servitor was reserved for final-recourse situations. Though it uses the same computational engine and geomantic drives as other servitors, a reflex servitor operates with a different imperative: it is programmed to eliminate enemies through its own destruction. It does not, however, sacrifice itself randomly. Instead, it maintains a self-preservation directive while other Convergence forces engage and attacks once other measures have failed or its own success is virtually assured. Indeed, the reflex servitor resembles a predator stalking dangerous prey, waiting for the proper moment to strike.

Creating this behavior required priests to make numerous modifications to the standard response algorithms, including adding the restraint required to avoid striking until the enemy is most exposed. Further, the reflex servitor's drive was calibrated to store residual kinetic energy, an alteration that enables sudden bursts of speed. This combination allows the reflex servitor to go from unmoving vigilance to swift motion as it responds to emerging threats and arms the probability mine in its core.

In accordance with the Convergence's design philosophies, the probability mine functions without a crude explosive component, instead relying on precisely machined internal mechanisms to store potential energy. At a command from its computational engine the servitor will suddenly burst into countless pieces of deadly shrapnel. All aspects of its fabrication maximize transference of kinetic energy from interior to exterior to create a large, lethal blast zone.

STEELSOUL PROTECTOR
CONVERGENCE SOLO

Analyze an attack, and its counter emerges.
—*Steelsoul Protector Verlut*

Though it is the duty of every clockwork soldier to protect the priests of Cyriss, for the steelsoul protectors this is their primary purpose. These bodyguards gladly place themselves in the gravest danger, willing to confront any enemy and readily facing their own certain destruction in the fulfillment of this sacred task.

Steelsoul protectors endlessly refine their protective instincts and sharpen their mechanical reflexes so they can most effectively intercept blows directed at those they guard. Their reactions must be instant, their movement driven by training and superior perception of a situation.

PROTECTOR
⟳ Construct

Clockwork Vessel – This model counts as a living model for the purposes of generating soul tokens.

Defensive Strike – Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.

Repairable – Other models can make Bodge or Repair special actions to repair this model as if it were a warjack.

Shield Guard – Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2″ of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

IRON GLAIVE
⟳ Reach

PROTECTOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	6	5	12	17	7

IRON GLAIVE	
POW	P+S
4	12

DAMAGE	8
FIELD ALLOWANCE	**3**
POINT COST	**2**
MEDIUM BASE	

A protector's entire body is a shield against the harm intended for the priests of the Maiden of Gears. The shell of the vessel, light enough to allow its bearer to move with startling speed but also tremendously durable, is forged of resilient steel alloys developed by Convergence metallurgists and is backed by flexible composites. Additionally, the vessel's frame possesses the strength necessary to employ the protector's massive iron glaive to deflect incoming blows and deliver surprisingly swift counterstrikes.

Among the most respected warriors of the Convergence, steelsoul protectors are often drawn from the most vigilant and perceptive of the Convergence's living guardians—seasoned veterans who are intimately familiar with both the overarching battlefield doctrines of the sect and the individual tactics of its warcasters. Only the most worthy are afforded the tremendous honor of being chosen for soul transfer into one of these revered vessels.

TRANSFINITE EMERGENCE PROJECTOR & PERMUTATION SERVITORS
CONVERGENCE BATTLE ENGINE & SOLOS

The energy we gather, vast as it seems, can be multiplied tenfold through precise alignment. Theoretically, there is no finite limit to the power at our disposal.

—Principles of Geomantic Energy

PROJECTOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	10	—	4	10	19	10

	APERTURE PULSE			
	RNG	ROF	AOE	POW
—	SP 10	1	—	10

DAMAGE	20
FIELD ALLOWANCE	2
POINT COST	9
HUGE BASE	

PROJECTOR
⊘ Construct

Gun Platform – This model can make ranged attacks even while in melee.

Sacrificial Pawn [Permutation Servitor] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Permutation Servitor model within 3″ of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

Servitor Satellites – At the start of this model's activation, remove any Permutation Servitors this model put into play from the table. Once per activation, after its normal movement, this model can place up to three Permutation Servitors anywhere within 1″ of this model.

APERTURE PULSE

Auto Fire [2] – Make 2 ranged attacks targeting a primary target and any number of secondary targets within 2″ of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Auto Fire counts as one attack for ROF.

Firing Formulae – When this model makes a ranged attack with this weapon during its activation, determine the position of the Permutation Servitors this model put into play. For each completely within its left firing arc, this model gains an additional die on its attack rolls. For each completely within its right firing arc, this model gains an additional die on its damage rolls. For each completely within its back arc, this model makes an additional Auto Fire attack.

SERVITOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	5	5	12	13	—

SMALL BASE

SERVITOR
⊘ Construct

◑ Pathfinder

Orbit – This model does not begin the game in play and does not activate. This model cannot be targeted or hit by attacks made by the model that put it into play. If the model that put this model into play is destroyed or removed from play, remove this model from play.

Steady – This model cannot be knocked down.

TACTICAL TIPS

Auto Fire – These attacks are simultaneous. Attacks against targets beyond this weapon's range will automatically miss. Each Auto Fire attack uses the spray template.

Firing Formulae – Servitors that are not completely within one of the arcs do not provide a bonus.

Servitor Satellites – If this models runs or fails a charge, its activation ends before you have a chance to place servitors.

A weapon of unrivaled sophistication, the transfinite emergence projector towers over the clockwork soldiers and vectors of a Convergence army. The machine strides across the battlefield while its permutation servitors flit about it in patterns designed to optimize its firing sequence. With a whir of internal gears and a low hum of building energy, the servitors fly into proper configuration and hover precisely in place to serve as focal lenses for the transfinite emergence projector's powerful energy beam.

Though now fielded in battle, the transfinite emergence projector was developed for an altogether different purpose. Due to the scattered placement of important geomantic conjunctions, the Convergence must often engage in the arduous task of removing structures from an area before construction of an astronometric nexus can begin. Properly tuned, an emergence projector's aperture pulse can quickly clear entire sites of buildings, fortifications, and soldiers.

These machines do not operate with the help of interface nodes or souls; instead, each machine goes about its work semi-autonomously. The apparatus relies on a sophisticated engine able to coordinate smoothly with the motions of the permutation servitors that maneuver around it and which it utilizes to regulate its energies. These permutation servitors, similar to other Convergence servitors, employ computational algorithms to help determine focal positioning for the projector's aperture pulse. Through precise positioning, they can modulate the pulse for pinpoint accuracy, destructive intensity, or area saturation, depending on current combat needs.

Permutation servitors additionally serve as dispensable shields. Leveraging a propulsion system related to the one used by reflex servitors, they can quickly alter their own trajectories to intercept incoming threats. Each emergence projector contains within its voluminous interior an efficient assembly plant and the components required to fabricate a steady stream of replacement servitors. Newly built servitors emerge from one of two lateral bays and quickly fly into formation as the machine prepares to fire its powerful aperture pulse at the next unfortunate target.

PAINTING CONVERGENCE

The Convergence of Cyriss models are a fantastic opportunity for painters to practice their metallic paint techniques. In addition to having a glow, the model surfaces are metal, mostly grey. The darker carbon steel and lighter stainless steel recipes for the faction build on the same basecoat color of Cold Steel, with contrast between them achieved by glazing different tints and shadow colors over the basecoat.

This painting guide is designed to take the painter through steps of preparing and painting the model in a specific order. Ideally, start with "Preparing the Models" and move through the steps in the order they are presented here.

PAINTING TERMINOLOGY

BASECOAT

The initial coat of paint on which everything else will be built. It is important that the basecoat is very clean and every color is where it should be. Shades and highlights will coordinate with the basecoat and main color choices.

BLEND

Creating a smooth, gradual change between two or more colors on a model's surface.

CONTRAST

Placing opposing elements such as light and dark to create visual interest. This applies to alternating light and dark colors on a model's surfaces as well as using dark and light values of the same color to shade and highlight the model.

GLAZE

A mixture of water and a small amount of ink or paint that is applied in successive layers to subtly tint an area.

HIGHLIGHTING

A lighter color applied to the basecoat on the raised areas of a miniature to create the look of light hitting the surface. When highlighting in multiple steps, keep a little bit of the underlying color showing, overlapping them like the shingles on a roof.

SHADING

A darker color applied to the basecoat in the recessed areas of a miniature to create shadows.

TWO-BRUSH BLENDING

The use of two brushes to apply and blend paint on a model. Use a smaller brush to apply a dot or line of paint and immediately use a slightly larger brush that is clean but soaked with water or saliva to blend the paint over the basecoat. Have the larger brush ready and wetted while applying the paint with the smaller brush so you can quickly switch brushes and blend the paint. This is the technique used in the Privateer Press Paint Studio to blend glazes, highlights, and shadows.

VALUE

Every color has a range from light to dark, and value refers to how light or how dark that color is.
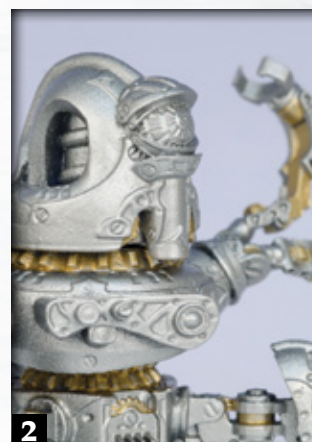
1. PREPARING THE MODEL

Step 1) Using a couple of light applications to achieve solid coverage, prime the model with Black Primer. Then paint the entire model with Cold Steel using either an airbrush or a traditional paintbrush. Remember, when using an airbrush always wear an N-95 respirator. With airbrushing, it may take a couple of light coats to achieve solid coverage. If there are small spots of primer visible after airbrushing, paint a thin layer of Cold Steel over those areas. This is the basecoat for both the carbon steel and stainless steel recipes.

Step 2) Basecoat the brass areas such as leg segments, fastenings on shields, and gears with Brass Balls. Spray the entire model with a matte sealant to reduce the shine of the basecoats and provide more contrast between basecoat and final highlights. This step is very important, as it also provides tooth to the surface of the metallic paint, making shading and highlighting easier.

■ Cold Steel   ■ Brass Balls

2. CARBON STEEL

Step 1) After basecoating as described in "Preparing the Model," choose the areas to make carbon steel and leave the remaining areas to be made stainless steel. Alternating between these two on adjacent surfaces will create visual contrast.

Step 2) Begin painting the carbon steel sections by applying a thin glaze of Greatcoat Grey over those portions of the Cold Steel basecoat. This layer should not completely cover the metallic paint. It will instead provide a tint of color and subdue the metallic shine of the basecoat.

Step 3) Shade the metal with a mix of Exile Blue and Brown Ink. It may take a couple of blended coats to get the shadows dark enough.

Step 4) Using Cold Steel, highlight the edges of plates, bolts, and gears in these sections. Take care not to make highlights too large or sweeping.
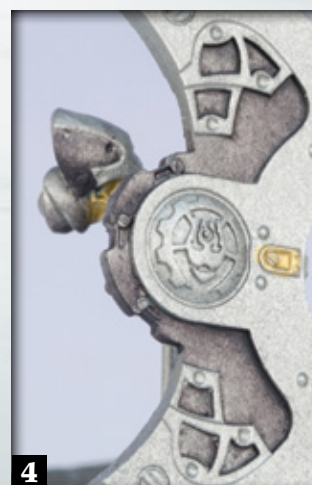
■ Cold Steel

■ Greatcoat Grey

■ Brown Ink

■ Exile Blue

3. STAINLESS STEEL

Step 1) Apply a thin glaze of Bastion Grey over the Cold Steel basecoat on areas that will be stainless steel. This layer will provide a tint to the basecoat as well as subduing its metallic shine.

Step 2) Shade the surfaces with Ironhull Grey. It may take a couple of blended coats to create a smooth gradient with a deep enough value for shadows.

Step 3) Apply the first highlights of Cold Steel to the top of rounded surfaces, on the top edge of plates, and around the bottom half of bolt holes in these sections. Using a mixture of Cold Steel and Quicksilver, blend highlights on the edges of plates, gears, and bolts. It may take a couple of coats to create brilliant highlights without making them too broad.

Step 4) Apply Quicksilver as bright, glinting highlights on the edges of plates, bolt holes, and gears.

■ Bastion Grey

■ Ironhull Grey

■ Cold Steel

■ Quicksilver

4. CHROMIUM

Step 1) Basecoat the chromium surfaces with a 50/50 mix of Quicksilver and Underbelly Blue.

Step 2) Using Trollblood Base, shade the chromium surfaces. This will tint the areas with a little bit of blue and should not be thick.

Step 3) Highlight with Quicksilver by applying several blended coats to build up a strong shine.

■ Quicksilver

■ Underbelly Blue

■ Trollblood Base

5. BRASS

Step 1) Over the Brass Balls basecoat described in "Preparing the Model," apply Thornwood Green as the first shadow color.

Step 2) Using Cryx Bane Base, apply the deepest shadows on the brass areas.

Step 3) Blend Brass Balls as the first highlight to bring the shine back into the brass. The brass areas are meant to be shinier than the carbon steel and stainless steel areas to provide more contrast between all the metallic surfaces.

Step 4) Using a mix of Brass Balls and Radiant Platinum, highlight the brass areas. Pay particularly close attention to the highlights along the edges of plates and bolt holes.

■ **Brass Balls**

■ **Thornwood Green**

■ **Cryx Bane Base**

■ **Radiant Platinum**
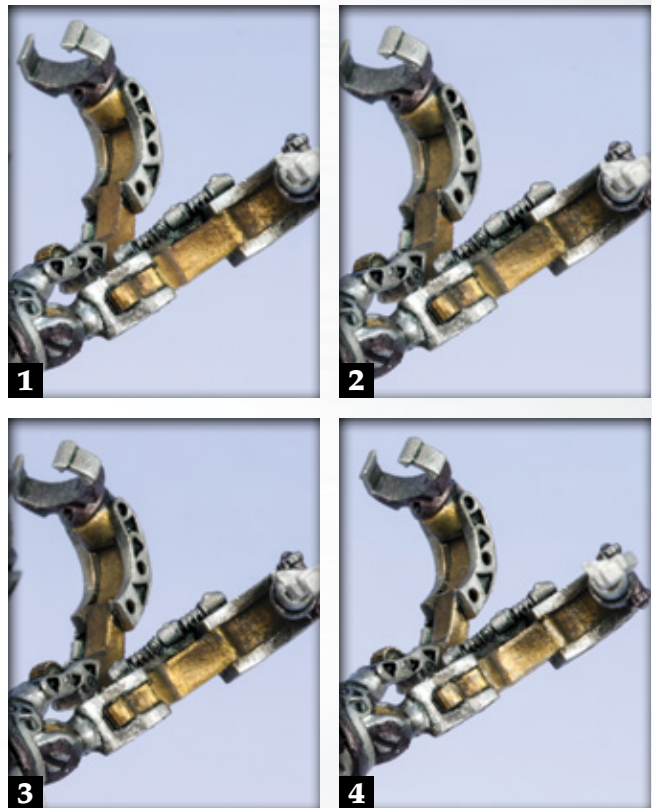
6. CYRISS GLOW

**Step 1)** Basecoat the glowing surfaces using Frostbite with a couple thin coats of paint.

Step 2) Gradually build the shadows of the glowing surface by blending Arcane Blue over Frostbite, creating a smooth gradient from a slight tint to a small area of dark shadow. Create the illusion of a glowing light source by blending Arcane Blue on surfaces adjacent to the Cyriss glow.

Step 3) Thin Morrow White and blend in highlights. It will take a couple of layers to get the white bright enough to create the glow illusion.
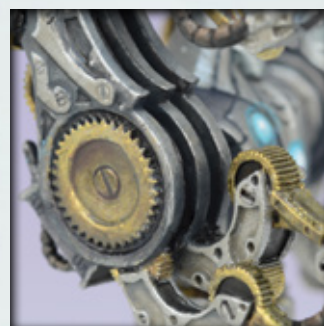
■ **Frostbite**

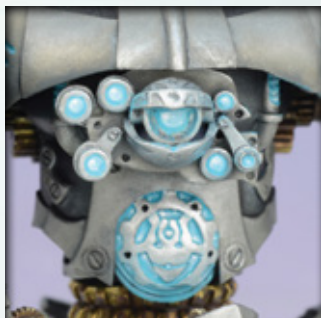■ **Arcane Blue**

■ **Morrow White**
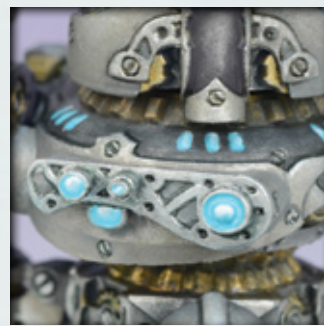
DIFFUSER
Light Vector

FORGE MASTER SYNTHERION
Warcaster

MONITOR
Heavy Vector

CIPHER
Heavy Vector

OBSTRUCTORS
Unit

MITIGATOR
Light Vector

GALVANIZER
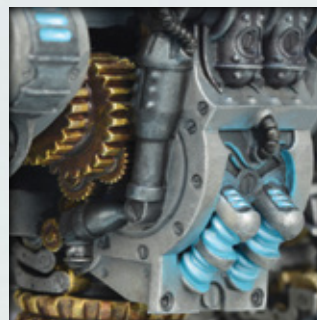Light Vector

INVERTER
Heavy Vector

ATTUNEMENT SERVITORS
Solos

REFLEX SERVITORS
Solos

REDUCTORS
Unit