

While magic is the foundation of societies in Nevermore, machinists and fabricators still tried to invent energy outputting devices, or at least energy converters. Machinations are scarce in Nevermore, with automaton beings made from wood and powered by magic mainly.

A few automatons are fully metal, with some degree of independence from magic, mainly those fabricated by the Metallic Daughter of The OathKeeper.

Generators and engines are a sign of technological advancement, for a society without Generators is considered primitive. These machines have a twist in the lands of Nevermore. As stated previously, magic is the main source of power, thus energy. Energy holding liquids are rarely seen as a source of power, for the cost of extraction seems tremendous when compared to Magic, which is a free to use, rechargeable resource.

The fact that most stuff are independent from generators and electricity also hinders the mechanical advancement of this world. The engine, however, still holds the fascinating aspect of clicking gears and pumping tubes.

Magic Inferring : the most commonly used type of engines, this machine is equipped with a condensed Electric magic holder, as in a crystal, metal, talisman, or even a spell. At the initiation of the engine, a small dosage of electric magic is consumed to turn on an open pump, which will suck in air, alongside it the magic particle of course through the vacuum effect. Afterwards, the electricity holding device will be tilted by the gears, who in turn were tilted ever so slowly by the pump (typically 18 to 24 pumps), causing the main wheel to start turning. As the wheel turns, the electricity holder will be tilted periodically, from initial position to the current position, keeping the wheel turning, and the pumps pumping as well.

The pumps will supply enough magic particles, the wheel will keep turning these particles. As the electricity holder will periodically get close to the wheel, some of its magic particles charged with the electricity alignment will cause the neutral particles to *infer* electricity alignment as well, charging the electricity holder device when the volume gets lower than the main wheel.

As the wheel turns, these initially inferred particles will cause the other neutral particles to infer alignment from them. When the wheel gets enough charged particles, some will escape through the conductive bar that holds the wheel in place. This conductive bar is then free to give off electricity aligned magic to power any device.

A marvel of creation, this machine is steady, reliable, and a sheer beauty to watch.

Magic Coal Burner : While coals has been dug up in Nevermore, and its usage figured out to some extent, it is still considered a way to pollute, and a way too expensive procedure. Magic Coal, however, is a different stroy. Certain trees in Nevermore absorb magic through their root, causing their wood to be infused with magical properties. The trees that have regenerative properties are the ones used to power Magic Coal Burner generators.

The Generator is akin in shape to a large bell, for the construct in hauled over the regenerating tree itself. The inner workings of the generator is simple in nature, yet complex in maintenance. The generator will encapsulate the trimmed tree. An initial ignition will occur through the breating hole atop the the machine. Once the outer layer of the tree begins burning, the generator will use a Wind magic holder feed the flames, as well as cause a rotational current, essentially making a burning torando inside the generator, blazing the tree, and keeping wind momentum.

As the torando turns, it will never dig deeper into the tree, balancing the tree's regenerative speed to the burning process, making a layer of eternal Magic Coal that can be burned and harvested. The exhaust is filtered through the main top hole, while air will be constantly fed through the multiple secondary breathing holes, accompanied from time to time by Wind magic holders. To increase the output, one has to either slow down the tornado's speed to make the burning dig deeper, or increase it exponentially to make the torando shred the layer and dig deeper as well. The harvest output comes in two fashions : Fire aligned magic particles from the burnt tree, as well as heat and exhaust fumes.

These generators have a certain emminensce, as some soceties have built truly eternal generators from this design.

Magic Tethering Generators : As crystals are rare and hard to dig up, many machinists have striven to find a way to reachege, to any extent, these ressources. Some geniuses came up with The Magic Tethering Generators, making full use of the tethering effect of magic.

This large scale machine needs to be feed large quatinties of finely crushed magic crystals, deposited in the roational filter. As the name implies, this is a three compartments chamber, one which is a large grid, the other a finer one, and the last one composed of two parts, to allow the opening and deposting of the crystal dust.

Powered from an outisde source, necessarily from an electricity generator for the tethering rods, and a Wind / Electricity source for the turning gear, this generator will spin around the filters and dust holder, allowing the tethering rods to electrify the dust.

As the compartments spin around, they expose the electrified dust to the neutral particles in the open air, allowing the crystal to reabsorb the neutral magic through the tethering effect caused by the charge eminating from the tethering rods. As the filter do their job, the fine filter will make sure no hard clumps or impurities are taken, and the large filter will make sure that any crystal which forms too fast, as in forms unstable clumps prone to exploding, will not be taken in.

Since a certain weight must be acquired before the tethering effect stops, the clumps of dust will form alomst uniform crystals.

Blazing Eight Gears Generator : Fire Magic is a necessity in cold environments. Most expeditions to freezing lands require myriads of rations and medical supplies. Couple this weight with the study equipment, and one can expect to be over encumberd. Luckily, setting lasting outposts with small fire magic generators allows teams to set up supply points.

Blazing Eight Gears generators have the benefit of size and maintenance control, making them a perfect fit for outposts. The general chamber holds together a multiple of eight gears, aligned to be perfectly cut 50 / 50. These gears are a special craft, as their teeth must integrate a Fire Holder. The gears are fitted such that a dented magic Metal bar is surrounding the Fire Holder tips. This construct makes use of the overheating property of fire magic, for the particles of this type of magic increase their own heat when they collides with other kin particles, as well as the outlier that is Metal Magic. As the gears turn by any power source, they will force Fire Magic Particles to collide with Metal Magic Particles, causing the metal bar to swiftly heat up. Any need for more heat only requires increasing the speed or rotation, or increasting the number of gears. This customizability is appreciated by Artic researchers, for it allows for maximum efficiency.

Arctic Expedition Titania Carrier : One of the few machines that were salvaged from the bygone ages, this uniamginably great carrier is used by the vampires to conduct expedition towards the harsher, frostbitten landscapes. The machine is an ice-breaker, meaning it can safely swim about in the frozen seas with relative ease.

Oddly, this titan holds weaponary as well. Considering the vampires rely more on magic, and sort of despise mechanical weapons due to reminisence with The MMF, these canons and sentry guns are not armed to their full potential.

The core of the machine, however, is a sight to behold. The generator utilizes Ice as its primary ressource, or at least that's what the machinist proclaim to think it does. In actuality, the generator core uses ice as a cooling method, for the inside utilizes a small scale blackhole, tamed enough to swirl light and create nigh limitless ammounts of power.

If the vampires ever figure this out, it is safe to say that the age of magic will be over, and the portals to the age of techonology would swing wide open.

Lady Victoria : Some kingdoms envied creatures of the seas, thinking that the vast blue is a safe haven. While they couldn't be more wrong, a certain forgotten civilization had achieved the creation of a Mega Structure known as "Lady Victoria", a submarine that could dive proportionally to the power of its feeding generator.

Almost all designs could feed it power, since it is equipped with a power translator. However, the sheer ammount of energy needed to keep it running makes most sources unfit for the purpose.

The submarine is a two compartment design, with the outer layer being equipped with swirling fins that. The inner compartment is the living quarter. The outer layer spins rigourously, causing forward movement, much like a drill would.

The translator has yet to be completely figured out, and most machinist would rather not attempt any reverse engineering, as the machine is too valuable to potentially lose in the process of trying to figure out its workings.