

Various Forges



It's all very well being a wonderful cyborg who can strip parts off anything/anybody they find, but what do you do when you have the *perfect* idea for your new left arm augment but none of the available enemies seem to have it?

You visit a Forge, that's what. There are Various Forges across the galaxy, mostly run independently but often trading with each other for the most coveted pieces. Variety is important to the Various, after all, and those stuck on planets with tediously organic wildlife may crave a mechanical arm, while those delving in the collapsed caves of Kylal will pay good money for a flamethrower.

The Various Forges operate on a few strict codes:

- Barter only. Well, payment is nice *as well*, but they never let an augment go without accepting a different one in place of it.
- No judgement. Really, what are you going to use that seventh arm for? No, the Forger doesn't care. Just hand it over.
- Upgrades at your own risk. If it didn't shoot blue flames for the original owner, they won't guarantee it (though they'll accept the challenge).

Forges often have small bunkrooms attached - a place to stay while your leg is being dismantled, perhaps, but also a gathering place for the local Various to meet and exchange stories of all the exciting things there are out there which could theoretically be grafted onto one's body.

With the Keter Borderlands now [isolated from the wider galaxy](#), the Fleet 18 vessel [Unquiet Journey](#) contains the only operational and accessible Various Forge - however, another Forge is currently under construction by [Mytene](#).

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