

Anti-Graviton Magic 12-ball

The Anti-Graviton Magic 12-ball is a powerful yet unstable tool used to take down airships. Developed in a secret underground Evanglessian research facility, it was put into testing during the Hurricane Wars, but ultimately proved too dangerous for field use.

The Anti-Graviton Magic 12-ball creates an anti-gravity field designed to bring down airships. Unfortunately, using the Anti-Graviton Magic 12-ball from an airship often resulted in you going down with your target. Due to its low range of influence, ground-testing ended similarly, with test subjects often ending up below their target airships. This did not stop the desire for such a rare and powerful item, however, and the last known holder of the Anti-Graviton Magic 12-ball swallowed it in order to sneak it out of the testing facility and sell it on the black market. As you might suspect, he didn't make it. He was buried in his family crypt, in an area now known as the Airship Graveyard.

The Anti-Graviton Magic 12-ball is a small white ball, with a purple stripe. There is a screen display in a circle on the purple stripe, and whenever the Anti-Graviton Magic 12-ball is activated, a message appears. Unlike Graviton Spheres, which are extremely heavy until activated by spinning, the Anti-Graviton Magic 12-ball is quite light, and is activated by shaking it up and down furiously.

Using the Magic 12-ball in your Game

Don't. Or, at the very least, we can't recommend it.

The Anti-Graviton Magic 12-ball is an agent of chaos. It will lead to the inevitable death of the adventurer using it and likely ruin your entire plot.

If you choose to use it, have it be possessed by an expendable NPC. And when that NPC inevitably dies, have the Anti-Graviton Magic 12-ball crack into two unusable pieces.

Or explode.

Or get swallowed up by an inexplicable black hole.

Really, anything. As long as the adventurers don't get ahold of it, you should be okay.

When you activate the Anti-Graviton Magic 12-ball, roll a d12. The effect you receive depends on the result.

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| 1 | Outlook not so good. The Anti-Graviton Magic 12-ball stops working for the next hour. |
| 2 | Concentrate and ask again. The Anti-Graviton Magic 12-ball stops working for the next millisecond. Maybe your next roll will be better. |
| 3 | My reply is no. The Anti-Graviton Magic 12-ball suddenly becomes difficult to maneuver as its own gravitational pull is increased, requiring a tier 2 Brute roll to lift and a tier 3 Brute to carry. |
| 4 | As I see it yes. An anti-graviton field that stretches 10 feet to the sides and infinitely above from the 12-ball forms for the next 10 minutes. Hope you weren't standing directly below any airships! |
| 5 | Signs point to yes. An anti-graviton field that stretches 100 feet to the sides and infinitely above from the 12-ball forms for the next hour. That should give you enough room to dodge some airships! |
| 6 | Most likely. An anti-graviton field that stretches 1000 feet to the sides and infinitely above from the 12-ball forms for the next hour. That should be plenty of room to dodge some airships! |
| 7 | Yes. An anti-graviton field that stretches 1 mile to the sides and infinitely above from the 12-ball forms for the next hour. Spaaaaaaaaaaace! |
| 8 | Outlook good. An anti-graviton field that stretches 100 feet to the sides except for an area 10 feet from the sphere, which stays fine and infinitely above from the 12-ball forms for the next hour. |
| 9 | You may rely on it. An anti-graviton field that stretches 1000 feet to the sides except for an area 25 feet from the sphere, which stays fine and infinitely above from the 12-ball forms for the next hour. |
| 10 | It is certain. An anti-graviton field that stretches 1 mile to the sides except for an area 100 feet from the sphere, which stays fine and infinitely above from the 12-ball forms for the next hour. |
| 11 | Decidedly so. An anti-graviton field that stretches 1000 feet to the sides and infinitely above except within a mile of the Anti-Graviton Magic 12-ball forms for the next hour. |
| 12 | Without a doubt. An anti-graviton field that stretches 1 mile to the sides and infinitely above except within 10 miles of the Anti-Graviton Magic 12-ball forms for the next hour. |

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Tephra: the Steampunk RPG

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