

VOIDSPANNERS

(Release 1)

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Introduction

Voidspanners is a setting supplement for the Basic Fantasy Role Playing game. This setting includes new rules, classes, monsters, and several exotic locations to provide swashbuckling interplanetary adventure.

Practical Cosmology

The elements

The Universe fundamentally made up of five elements: earth, fire, air, water and ether (also known as quintessence).

Ether is an insubstantial element that occupies every point in space. This includes the space within all material bodies. Pure ether is translucent and looks like gray fog. It is sticky and damp to the touch. It is not flammable and is normally very cold.

Pure ether is breathable like very thin air. While no gravity exists outside a planet, flying creatures can move through the ether.

Basic Structure of the Universe

The Voidspanners universe is essentially a bubble of swirling ether. Astrologists and sages recognize eight big streams of dense ether called Spheres.

The most external and largest of the Spheres is called the Prime Mover. It has never been crossed. Any attempt to penetrate the Prime Mover has been unsuccessful. Almost all the stars of the universe reside in the main flow of the Prime Mover. It is believed that outside the Prime Mover lies the Astral Plane and all the other planes of existence.

Although the Spheres form definite boundaries that separate one sphere from another, some material from all Spheres flows towards the center of the universe.

The movement of this dense ether is the cause of occasional etherstorms that flare up within the all but the smallest Sphere.

This rather tranquil spot - a literal eye of the storm - is where the main planet of the system (Tellus) resides with its moon and the Sun.

Celestial bodies

Many Celestial bodies dot the ether: asteroids, planets, comets, moons, the Sun and stars.

Celestial bodies almost never reside inside the stream of a Sphere but rather hang in the calmer interstices between the Spheres themselves. To travel from one of these bodies to another is often necessary to cut across the main stream of a Sphere putting ones life at risk.

Planets and moons are solid spheres of matter spinning on themselves. An atmosphere of some kind may have coalesced around a planet. The presence of planets and moons in etherspace exert a substantial gravitational pull. Moons always rotate around a planet.

Asteroids, comets and asteroid belts are chunks of rock and metal that may be stationary -as is the case of asteroids- or may have been set in motion by an etherstorm -as is the case of comets. An asteroid belt is a collection of thousands of asteroid in one location.

Only one Sun exists in the universe of Voidspace, a ball of elemental fire propelled across space by its own combustion. The Sun orbits the Tellus at greater distance than its moon.

All stars, except the Sun, are huge balls of burning ether. The ignition of the stars has been caused by the continuous friction between the Astral plane beyond and the currents of thick ether of the Prime Mover.

Almost all celestial bodies have a fixed -or almost fixed- relative position in etherspace.

The planets and their moons as well - as the asteroid belts - are considered to be stationary as their relative positions inside the flux of ether are constant. On the other hand lighter celestial bodies like comets may have no fixed location as their orbit is constantly altered by etherstorms.

The last and most peculiar type of Celestial Body is made up of creatures native to the ether. As these creatures are often capable of flight, their position is always changing.

Ether Geography

The eight Spheres are thus home to the different heavenly bodies, we will now describe the contents of each Sphere moving outward from the Eye of the storm at the center of the Universe.

For each Celestial body you'll find astronomical data, a short description, the names of important political organizations and personalities, a list of native creatures and finally major imports and exports.

The Eye of the Storm:

Tellus

Diameter: 7,900 mi.

Period of revolution: 365 days

Period of rotation: 24 hours

Surface temperature extremes: -130°F to +140°F / -54°C to +54 °C

Atmosphere: Breathable

Distance from Tellus: N/A

Government: Various forms

Major imports: iron, gold, gems, art objects and historical treasures

Major exports: firearms

Tellus is a rich and varied planet, home to all kind of living creatures and where all material resources are readily available.

About two thirds of the surface is covered with salt-water oceans, the remainder consisting of continents and islands.

Tellus is the home planet of Humans and Halflings.

Human kingdoms hold the greatest political power on the surface and have made their way in etherspace creating extraplanetary empires with footholds on other planets of the system. The more clannish Halflings usually follow in the steps of Humans but very few dare leave the planet.

The foremost political powers on Tellus are:

People's Mercantile Union of of Logria (Ruler: General captain Lord Tremblyn Marmaduke): Originally a small island kingdom inhabited by barbaric human tribes and halflings, Logria quickly developed into a powerful sea-spanning kingdom annexing nearby islands and kingdoms.

As the king's power grew more dictatorial the aristocrats staged a revolution and forced the King to leave the country.

Logria is now a capitalistic and technocratic Oligarchy and one of the great driving forces to space colonization, with colonies all over the system.

Logria allows for free speech, has a parliament and does not allow for racial or religious prejudice.

Currently the first world power, Logria is engaged in a race to etherspace with the Empire of Yralmen and the Heavenly Gate of Orkhon. While hostilities have not exploded on the Tellus, deep space is frequently the

stage of naval battles between corsair ships under the pay of Logria and Yralmen's or Orkhon's traders.

One of the most powerful organizations in all Logria is currently the Bonaventure Ether Trade Company, a monopolistic trade company that deals in etherspace trade under government charter.

Bonaventure ETC is almost a state in itself holding land grants on other planets, a vast fleet of Voidspanners and its own military forces.

The Great Empire of Yralmen (Ruler: Emperor Villek II) The militaristic Yralmen Empire is a newborn continental power, born from the unification of many independent dukedoms and baronies.

The Great Empire is a heavy handed military government, with strict social codes and a warrior ethic.

While not as technically or magically efficient as Logria the Empire has an abundance of metals and excellent smiths and is known to have the most impressive heavy infantry of the system.

Guns and cannons from Yralmen are highly prized.

Feeling surrounded by the growing power of Logria, Yralmen is preparing for an all-out war preparing alliances with all sorts of minor powers and the Heavenly Gate of Orkhon.

The Yralmen empire has also established very good diplomatic relations with the Dwarves of Nazamroth and is preparing to have them put an Embargo on trade with Logria.

The Heavenly Gate of Orkhon (Ruler: Gatekeeper Devrim Ertegun) The Heavenly Gate is the oldest and most traditional of the great world powers on earth. Orkhon was born more than thousand years ago

when the highly religious Orhok nomadic tribes established themselves in the highlands of the Lantian peninsula.

The nomads quickly submitted the small cultured and decadent kingdoms of the Lantian Peninsula giving rise to an energetic empire driven by religious fervor, the newborn Heavenly Gate assimilated many powerful neighboring nations. Nowadays the Heavenly gate is a decadent, corrupt, bureaucratic nation: refined, with a long history and a glorious past. Most people are more interested in the pleasures of life, in philosophical studies or in a life of devout contemplation than anything else.

Due to its failing political importance, the Gatekeeper has allied with emperor Villek planning to sit at the winner's table when the war will explode hoping to trade a few thousand dead for the spoils of war.

The Heavenly Gate is a strict religious government based on the monotheistic faith practiced in Orkhon, laws are harsh and forbid the use of arcane magic.

The Moon

Diameter: 2,160 mi.

Period of revolution: 27 1/2 days

Period of rotation: 27 1/2 days

Surface temperature extremes: -130°F to +140°F / -54°C to +54°C

Atmosphere: Breathable

Distance from Tellus:

Major imports: Water, food, and raw materials

Major exports: Investment capital, voidspanners

Tellus's moon, simply known as The Moon, is a barren desert of rock and ash with almost no natural resources or native life. Many magicians postulate that this is the case due to ancient magical experiments gone awry.

Currently however the Moon is not completely devoid of life or activity.

Logria, Yralmen and Orkhon have agreed to create a free-trade zone on the Moon with independent port-cities that are governed jointly by Mercantile Unions under governative licence. Other minor powers have also established their etherspace ports on the Moon.

Smuggling obviously abounds on the Moon especially in the greatest etherport of them all: Tales.

Tales is also a renowned shipyard where the best of Voidspanners are built.

The Moon is also home to a mysterious character simply known as the Moon Mage, this reclusive individual is purportedly a very powerful human mage of indeterminate age living in a tower on the moon's dark side.

First Sphere:

Nazamroth

Diameter: 3,024 mi.

Period of revolution: 88 days

Period of rotation: 59 days

Surface temperature extremes: -20°C to +70 °C

Atmosphere: Breathable

Distance from Tellus:

Major imports: Foodstuffs

Major exports: Metals, raw ores, gold, silver, dwarven magical technology

Ruler: Chief Councilor and Grand Architect Dargi Quartzkey

Nazamroth is the homeplanet of the dwarven race. Like the Tellus's Moon Nazamroth was mostly a barren, stony planet. The engineering genius of the dwarves turned the planet in a single enormous city on many levels, with the Heart of Nazamroth, the principal magical forge of the dwarves and house of the ruling council, at its core.

Nazamroth is a place of marvels with enormous gardens of fungi, subterranean seas and mountain ranges aviaries and any kind of architectonical marvels.

The dwarves are mainly merchants, traders and crafters, with a neutral outlook on interplanetary politics, they however recently agreed to a treaty with Yralmen – promising an embargo on Logria- with the aim of containing Logrian expansion.

Dwarven traders are a common sight across all of the system, the only places dwarves are not likely to be seen is Hanar, homeplanet of the goblinoid races and Hine-ugoi, where the Thullids reside.

Kellagund, moon of Nazamroth

Diameter: 660 mi.

Period of revolution: 45 days

Period of rotation: 45 days

Surface temperature extremes: -60°C to +60 °C

Atmosphere: Breathable

Windy Kellagund, only moon of Nazamroth is a small and pleasant planetoid covered with grass plains, low hills and running streams of water.

While Kellagund is property of nazamroth it has been rented to the Voidspanners' Brotherhood, a mutual support guild for ether travelers founded by by the dwarven traveler and rich entrepreneur Hrolf Goldenbeard.

Hostels of the Brotherhood are present in all major spaceports across the system.

The VB also takes charge of a interplanetary postal system and publishes a sort of newspaper called "The Gazette" distributed in all hostels every three months.

The VB's hostels offer medical aid, guides, interpreters, maps and legal advice to its members for a yearly fee.

The Voidspanners' brotherhood is politically neutral and a promoter of free speech and equality.

Second Sphere:

Ivoreze

Diameter: 7,520 mi.

Period of revolution: 225 days

Period of rotation: 243 days

Surface temperature extremes: -30°C to +30°C

Atmosphere: Breathable

Distance from Tellus:

Major imports: metals, stone.

Major exports: drugs, animals, foods, and alchemical components

Ruler: Arch-Druidess Irenherl Greatwillow

Ivoreze is a forest planet, completely canopied by giagntic trees and with abundant flora and fauna but absolutely poor in mineral resources. No mountain range higher than 1000 meters exists and salt water is rare, cirumscribed to the two Twin Seas. Humidity is abundant and swampy forest is rather commonplace.

Magical fields are very strong on Ivoreze, for good or for bad. Displacers and Blink Dogs are the native races to Ivoreze and have been its rulers for thousands of years till the advent of the fay races (elves, pixies, sprites, gnomes etc.).

Native to Hanar, the fay fled the man-made Cataclysm in search of a new homeland and settled on Ivoreze. The fay are ruled by a druidic matriarchy, hostile to all kinds of invasive technology: engineering, architecture, agriculture, industry. The majority of items and objects on Ivoreze are either naturally or magically grown from living things. Fays are hunter-gatherers living for the day, continuously moving from one place to the other.

Towns are unknown on Ivoreze, but small villages exist surrounding sacred groves and the all important Trees of Life.

Elves and other fays are a rare sight outside of Ivoreze but everybody recognizes their living Voidspanners magically grown from the limbs of the Trres of Life.

While not xenophobic the long-lived fays look at short-lived races with a sort of amused contempt: traders from other planets are few and are advised not to leave precise areas of the planet's surface, in the same way trade of technological tools is strictly controlled.

A dwarven joke says that on Ivoreze you could kill someone and not be arrested, but you could be convicted to twenty years of forced labor for selling a plow.

Ivorezen airspace is heavily guarded by the fays and is probably the hardest one to break in in all the system.

Serlar, moon of Ivoreze

Diameter: 1,800 mi.

Period of revolution: 27 1/2 days

Period of rotation: 27 1/2 days

Surface temperature extremes: -30°C to 0°C

Atmosphere: Mostly poisonous

Major imports: none

Major exports: poisons, alchemical components

This moon of Ivoreze is a rocky core and dinosaur infested swamps stormed by a swirling mass of poisonous gasses. Very few travelers are brave enough to come to Serlar and those that brave its surface are usually well equipped with magic.

Arilar, moon of Ivoreze

Diameter: 2,160 mi.

Period of revolution: 34 days

Period of rotation: 34 days

Surface temperature extremes: -30°C to +30°C

Atmosphere: Breathable
Major imports: technology
Major exports: animals, foods, water

Peaceful Arilar is home to the largest Logrian colony in the system, rented by the Logrian government and under control of an elven guardian druid. Inhabitants of the colony are mostly human farmers and herders but a halfling community is also present.

Voonlar, moon of Ivoreze

Diameter: 360 mi.
Period of revolution: 12 days
Period of rotation: 12 days
Surface temperature: 18 °C
Atmosphere: Breathable
Major imports: none
Major exports: none

Voonlar is the personal garden of another mysterious magician known as the Second Moon Mage. This individual (purportedly of elven race) is as elusive as its human colleague.

Third Sphere:

Hanar

Diameter: 7,900 mi.
Period of revolution: 365 days
Period of rotation: 24 hours
Surface temperature extremes: -130°F to +140°F / -54°C to +54 °C
Atmosphere: Breathable
Major imports: Weapons, metals, water, food
Major exports: Slaves

Hanar was once a beautiful and green planet, covered with forests and seas home to the elven race.

The elves in those days were very different from the druidic people of today.

Always a curious race the hanarian elves researched the secrets of nature in all possible ways, mixing magic and technology they developed a great and powerful culture.

But no matter how much they discovered their appetite for knowledge was never satiated, in a rather short time by elven standard they became callous and jaded.

All kinds of experiments were tried for the sake of knowledge and soon a breeding program was started: new races and subraces were created to serve the elven race.

Orcs, hobgoblins, goblins, bugbears were bred from the basic elven stock to serve the masters.

But the evil nature of the goblinoids brought the downfall of the Hanar culture: a rebellion of the goblinoids forced the few remaining elves that renounced their evil ways to flee hanar while the rest were enslaved and absorbed by the new lords of the planet.

The new empire of Hanar was cruel, magnificent and evil as no other kingdom has been since then.

Yet the continual internal strife and warring of the clans caused the goblinoid empire to collapse and laid the planet to waste after a fifty years long war in which all possible weapons were used.

Nowadays Hanar is a planet with almost no water, dry, covered with a yellowish savannah. Huge canyons now stand where once there were seas or lakes. The goblinoids have split in thousands of clans and tribes in perpetual war with one another and have deserted the many cities of the planet.

All kinds of creatures and magical wonders can be found in those ancient ruins if one is brave enough.

While the Solar Concordate subscribed by all the powers (Logria, Orkhon, Yralmen, Nazamroth) explicitly forbids the selling of Voidspanners and firerms to the goblinoids,

all of them have colonies on Hanar, both to keep trade with Hanar under control and to stage archeological missions searching for ancient secrets.

The Yralmen are known to sell non-forbidden weapons to the goblinoids or hire them as mercenary cannon fodder.

Thullids also have established contact with the Hanarians in hope of enrolling them against other sentients.

All kinds of smuggling and slavery go on behind the backs of the great powers, mostly under the control of the pirates of the Black Company.

Since traders to and from Hanar are very frequently ambushed by pirates or corsairs, and given the volatile situation on-planet, the Voidspanners' Brotherhood has advised its members to avoid it in their travels.

Iron Bands of Hanar

The Iron bands of Hanar is what remains of Hanar's only moon, a tight ring of asteroid and debris. The Iron Bands are very dangerous to Voidspanners due to the damage easily caused by floating debris and the raiding parties of native gargoyles.

The largest asteroid in the Iron bands is called the Tower of the Third or Tower of the One to Come, few have seen it and even less have tried to brave it. Sages hold that it was home to a third Moon Mage and that a prophecy exists about the coming of a Third Moon Mage of goblinoid race.

Fourth Sphere:

Hine-ugoi

Diameter: 89,000 mi.

Period of revolution: 3337 days

Period of rotation: 14 hrs.

Atmosphere: Poisonous

Major imports: Slaves

Major exports: Slaves

To most living creatures Hine-ugoi is a nightmare. This huge planet is covered by stormy clouds of poisonous gasses, almost all of its fauna and flora is poisonous to all intelligent races save one: the Thullid.

The Thullids aim for interplanetary conquest, their motivations are simple: hunger and reproduction, they crave for brains to eat or impregnate.

Hine-ugoi is home to all kind of horrid aberrations: oozes, puddings, rot grubs and similar creatures are native to Hine-ugoi.

Fifth Sphere:

Arcane Concordate of the Watchers

The Arcane Concordate of the Watchers is a not so secret society of self styled guardians of interplanetary peace.

The Concordate is not tied to a single planetary power and just like the Voidspanners' Brotherhood strives to maintain political neutrality.

Membership is for life and traitorous or rogue Watchers are hunted down and brought in front of a tribunal of peers, treason is usually paid with death.

Its principal activity is to fight piracy and - most of all- the thullid from Hine-ugoi.

The Watchers accept good willed people of all races and professions as members, but magic users and clerics are the majority.

No planet or moon exists in the Fifth Sphere, the ACW uses instead a gigantic Voidspanner vessel (capable of holding three or four hundred voidspanners) as a moving base.

Sixth Sphere:

The sixth Sphere is mostly empty and seems to attract all debris floating in the system. A sort of space Sargasso Sea full of dead Voidspanner vessels, floating junk and corpses. Scavengers and pirates (independent or of the Black Company) frequently come here looking for things to salvage.

The Sixth Sphere is also a popular hideout for Etherdogs (a term used to tag criminals sentenced to exile or just plain vagabonds of the ether) and a favorite spot of the Black Company to maroon fellow pirates that have been judged guilty of non capital crimes against the ship or the Black Company.

The sixth sphere the place of choice for void dragons to build their dens.

Seventh Sphere:

Azooc's belt

Commonly known as "The Belt", Azooc's belt is a vast asteroid belt encircling all of the system. The Belt takes its name from Azooc Barlindon, a human etherfarer that discovered it and charted most of it. Originally the settlement of Yralmen colony in outer space -soon followed by colonies of Logria and Orkhon- today Azooc's belt is a veritable Tortue of the ether. At first pirates acted as corsairs for one nation or the other, till they became more powerful as a political entity than the nations they were fighting for.

They soon declared the Belt to be independent and declared the birth of the Black Company.

The Black Company is a sort of democratic system governed by the great Captains of the fleet. Each ship is an independent

democracy: both the captain and the quartermaster are elected by the crew; they, in turn, appoint the other ship's officers.

Pirates share whatever they seize from their victims; pirates injured in battle might be afforded special compensation similar to medical or disability insurance.

The Company readily accepts any kind of outcasts. It is reputed that about 40% of any pirate vessels' crew are prisoners and slaves liberated from captured slavers or prison ships.

Do not forget however that Company members are absolutely mercenary and will ally with or against anybody, committing any kind of crime. The Black Company is, for example, well known for selling unransomed prisoners of war as slaves to the Thullids.

Ships of the Company usually raise the Company's Flag just prior to boarding: a red and black banner with skulls and crossbones called "Happy Robert".

Happy Robert takes its name from Robert Vane, founder of the Company who was arrested and burned at the stake by the Ylarmen navy.

Rules on board a pirate ship are rather simple:

- Every crew member has the right to express his vote, the right to food and liquor
- Gambling is not allowed on board
- At 8 p.m. all lights on board must be turned off
- Weapons must always be ready and clean
- Every crew member is responsible of his own hygiene

- Members of the opposite sex are not allowed on board (The Company runs only same-sex crews)
- Deserters are punished by death or marooning

The main port of the Company is a huge carved asteroid called the Castle of Symphonies due to the musical sounds caused by the ether winds passing through its corridors.

The Castle is a real city-fortress with an estimated 2 million people population, probably the largest city in the whole system, about half of which is directly connected to the Black Company and Piracy (the rest being slaves, children, prostitutes and the elderly).

The council of captains elects a Governor for a three years term, there is no limit to the number of terms one can serve as governor.

Famous pirates and pirate ships include:

Gouvanon Ilwindel the Red Corsair, Captain of the Hidden Prince (Elf male)

Morgan Bonnet, Captain of the Devil's Dishonor (Logrian Human male) Current Governor

Darri Tak "Ironbeard", Captain of the Icon of Tears (Dwarf male), the most feared and cruel of pirates of the Company.

Caliyat Raji, Captain of the Vain Hope (Orkhon Human male)

Annette "Bonny Anne" Lowhill, Captain of the Manta (Halfling female)

Resiel "Red Mary" Mariassir, Captain of the Northwind (Half-elf female)

Prime Mover:

The Prime mover is completely and utterly empty, comets and falling stars all have their birth here.

Moving celestial Bodies:

Two comets are known to cross the system: the Blue star Comet and the Red Tear

The Blue star comet: It takes 30 years for this Comet to make a complete round trip of the system from the Prime Mover to the Eye of the storm and back.

The Blue star comet is the largest of the two Comets and almost a planetoid, with a breathable atmosphere although icy cold and swiped by deadly winds.

Many rumors surround the Comet, some maintain that the Comet is in fact a moving moon inhabited by a powerful wizard, other rumors hold that the Comet is a Prison for demonic creatures or traitorous Arcane watchers.

Etherfarers have not had the chance to discover the truth as almost all that tried died at the hands of the brutish creatures living on its surface.

The Red tear comet: It takes 20 years for this Comet to make a complete round trip of the system from the Prime Mover to the Eye of the storm and back.

The Red tear comet is considered a notorious ill omen throughout the system.

Races and classes

All standard character races are available to players in the Voidspanners setting, of these only Dwarves, Elves and Humans have mastered voidspanning magical technology. Halflings, native to Tellus just like the Humans, are generally found traveling the ether on human or dwarven ships.

Among NPC races only the Thulids are a voidspanning race.

The most powerful voidspanning fleet is the dwarven one, with the divided humans coming second. Elves, due to their reclusive nature tend to defend their own etherspace but rarely venture deeper in the system.

Relationship between the voidspanning races are generally neutral, with the exception of the Thulids considered to be enemies by all other sentients with the exception of Hanarian goblinoids and the Black company who are ready to deal with the Thulids.

The Arcane Concordate of the Watchers is generally well seen by the main voidspanning powers with the exception of Thullids and the conservative Orkhon who do not like the watchers easyiness with magic.

Hanarians are treated by other sentients with caution, the way a savage and barbaric neighbor is.

Dwarves: Dwarves in voidspanners are usually native to either Nazmaroth or Kellagund, a few are born in Azooc's belt or - more rarely- to Tellus or Hanar. Dwarves have access to a new class, the Spellcrafter, and may take the Spellcrafter/Fighter Combination class.

If the Dungeoneer's Almanack-or other supplements are used dwarves have their restrictions on classes change to: dwarves may become Assassin, Barbarians and Paladins.

Dwarves in Voidspanners are usually Lawful Neutral.

Elves: All Elves in voidspanners are native to Ivoreze, with no exception. Elves follow the standard BFRPG rules for elves with the following exceptions: elves have access to the new Spellcrafter class and can not take the Fighter/Magic-user Combination class. They may instead become Fighter/Clerics.

If the Dungeoneer's Almanack or other supplements are used elves have their restrictions on classes change to:

Elves may become Rangers, Illusionists, Druids or Sorcerers. Elves forfeit the Cleric class and may become Fighter/Druids instead.

Elves in Voidspanners are usually True Neutral.

Humans: Humans are usually native to Tellus, the Belt or Hanar and Ivoreze. Humans may take the new Spellcrafter class or any other class.

Humans in Voidspanners are usually some kind of Neutral.

Halflings: Halflings are usually native to Tellus, the Belt or Hanar and Ivoreze.

If the Dungeoneer's Almanack or other supplements are used halflings have their restrictions on classes change to: Halflings may become Rangers, Jesters or Druids.

Halflings in Voidspanners are usually Chaotic Neutral.

Gnomes: Just like elves, gnomes are native to Ivoreze. Gnomes may become Spellcrafters.

If the Dungeoneer's Almanack or other supplements are used gnomes have their restrictions on classes change to: Gnomes may become Rangers, Jesters, Illusionists and combination class Thief/Illusionist.

Gnomes in Voidspanners are usually Chaotic Neutral.

Half-elves: Half-elves are typically native to Ivoreze, Tellus or Azooc's Belt. Half-elves may become Spellcrafters. Like elves half-elves may become Fighter/Clerics instead of Fighter/Magic-users.

If the Dungeoneer's Almanack or other supplements are used half-elves have their restrictions on classes change to: Half-Elves may become Assassins, Rangers, Paladins, Illusionists, Druids or Sorcerers. Half-elves may become Fighter/Druids instead of Fighter/Clerics.

Half-elves in Voidspanners are usually True Neutral.

Half-Ogres and Half-Orcs: Members of these races are only native to Hanar or the Belt.

If the Dungeoneer's Almanack or other supplements are used Half-goblinoids restrictions on classes change to: they may become Barbarians and Half-orcs may become Assassins as well. Occasionally Half-orcs become Grave masters.

Half-goblinoids in Voidspanners are usually of some Neutral or Evil alignment.

Combination classes

Fighter/Druid or Cleric: Must meet the requirements for both Cleric or Druid and Fighter. These characters may both fight and cast divine spells. This combination class can use all weapons.

As Druids they are allowed to cast druid spells while wearing metal armor. A Fighter/Druid or Cleric must gain experience equal to the combined requirements of both base classes. Fighter/Druids or Clerics roll six sided dice (d6) for hit points.

Fighter/Spellcrafter: Must meet the requirements for both Spellcrafter and Fighter. These characters may both fight and use Spellcrafter spells. Furthermore they are allowed to cast magic spells while wearing metal armor. A Fighter/Spellcrafter must gain experience equal to the combined requirements of both base classes. Fighter/Spellcrafters roll six sided dice (d6) for hit points.

Languages: Dwarfish is the tradespeech of all the ether, so Common in Voidspanners is based on dwarfish and not a human language.

New Class

Spellcrafter

Level	Exp. Points	Hit Dice	Spells					
			1	2	3	4	5	6
1	0	1d4	1	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-
3	5,000	3d4	2	-	-	-	-	-
4	10,000	4d4	2	1	-	-	-	-
5	20,000	5d4	2	2	-	-	-	-
6	40,000	6d4	3	2	1	-	-	-
7	80,000	7d4	3	2	2	-	-	-
8	150,000	8d4	3	2	2	1	-	-
9	300,000	9d4	3	3	2	2	-	-
10	450,000	9d4+1	4	3	2	2	1	-
11	600,000	9d4+2	4	3	3	2	2	-
12	750,000	9d4+3	4	4	3	2	2	1
13	900,000	9d4+4	4	4	3	3	2	2
14	1,050,000	9d4+5	4	4	4	3	2	2
15	1,200,000	9d4+6	5	4	4	3	3	2
16	1,350,000	9d4+7	5	4	4	3	3	2
17	1,500,000	9d4+8	5	5	4	3	3	2
18	1,650,000	9d4+9	6	5	4	4	3	3
19	1,800,000	9d4+10	6	5	4	4	3	3
20	1,950,000	9d4+11	6	5	5	4	3	3

Spellcrafters are a special kind of magicians, known for their mastery over magic items and constructs and their great ability at creating such kind of splendors including Voidspanning engines.

Spellcrafters use the same experience table for Magic users, but uses the spell acquisition table for Clerics with the exception of first level spells which are gained as for Magic users.

Spellcrafters roll 1d4 for hit points and gain 1 HP per level after 9th, a spellcrafter fights and saves as a magic-user and has the same restrictions on armor and weapons.

The Prime Requisite for Spellcrafters is Intelligence; a character must have an Intelligence score of 12 or higher to become a Spellcrafter.

A first level Spellcrafter begins play knowing read magic and one other spell of first level. These spells are written in a spellbook provided by his or her master. The GM may roll for the spell, assign it as he or she sees fit, or allow the

player to choose it, at his or her option. See the Spells section in the BFRPG rulebook for more details.

Spellcrafters do the same “kind” of magic as normal Magic-Users, such that they are able to learn spells from each other; however, only those spells listed as available to both classes may be so learned. See the section on spells for the Spellcrafter’s spell list.

Spellcrafters receive a +1 to all Saving Throws made against effects generated by magic items, conversely targets of magical effects generated by a magic item in their hands suffer a -1 penalty to the saving Throw.

The real power of spellcrafters however is their greater understanding of the processes of magical fabrication, this is expressed by the Spellcrafting Ability.

Spellcrafters can create any scroll from 1st level, potions and other Single Use Items from 3rd level, at 7th level they can create any kind of magic item.

A spell crafter gets a spell crafting rating based on its level:

Level	Spellcrafting Rating	Days
1-4	5%	1
5-9	10%	2
10-14	15%	3
15-19	20%	4
20	25%	5

A spellcrafter adds his spellcrafting rating (from 5% to 25%) as a bonus to the base chance of success of magical research done to create items. This same number is applied as a discount to the cost of creating a magical item.

Spellcrafters are also faster at creating magic items reducing the number of days necessary to create an item by the second number in the spellcrafting ability column.

For more about creating magical items see the BFRPG rulebook.

Religions

Choice of religion is a matter principally connected to the character’s race (and alignment if you are using this optional rule). Rarely will a person take on a religion of another race, but some ether travelers have done so.

Ancestor worship: The religion of dwarves is based on reverence of the ancients, the belief that family members have a continued existence beyond death and the ability to influence events in the living world. Dwarven religion seeks both the continued well being of ancestors in the overworld and assistance to the living by those same ancestors. Family loyalty and kinship ties are particularly stressed values. While a main temple exists on Nazmaroth where important community members are innumed the idea of temple or church is rather weird for dwarves. Each dwarven family has some sort of shrine with images of revered dead and dwarves tipycally are named after famous reltives in hope of giving them their ancestor’s virtues.

Animism: Animism is the main religion of the Hanar goblinoids, the belief that souls or spirits exist not only in humans but also in other animals, plants, rocks, natural phenomena such as thunder, geographic

features such as mountains or rivers, or other entities of the natural environment. While potentially similar to Druidism, animism does not delegate to faeries a specific role and does not incarnate nature as a whole in a single deity.

Animism is at the same time more personal (the river near your house is a deity, as is the hill behind it) and less (animism is not anthropomorphic) believing in the virtues of natural spirits but not in their being named and sentient individuals. Thunder, Darkness and Silence are considered the most powerful of spirits in Hanarian Animism.

Druidism: The religion of the fay of Ivoreze is a cult based on worship of nature and promotes harmony with all living beings and things. Invasive technology is seen as an aberration and actively fought, arcane magic while accepted as a natural force is not used widely as is by humans. Druidism has a particular view of fay creatures as expression of nature's own will and lifeforce, in Druidism nature is incarnated in a female deity called Cel.

Druids do not build temples but rather gather in sacred groves, the majority of rites are held on full moon nights and are connected to fertility, healing and protection. Sacred Trees of life can frequently be found in the greatest groves and fairy creatures of any kind, as well as animals, typically search comfort in the groves and the druids in case of need.

Some humans also follow druidism, especially in Logria.

Kismet: The main monotheistic religion of Tellus and humans, Kismet (literally: fate or destiny), was born in the desert provinces of the Orkhon empire and has spread to all nations of Tellus. Kismet is a revealed religion, a message of god given to the Prophet and written in sacred texts.

Kismet preaches meekness, piety, generosity, and equality of all believers who submit to the will of god (called the Source) and opposes a generic force of evil named the Abyss. Kismet teachings describe the Abyss as an "absence of god" rather than as a positive entity.

Kismet is open to believers of any race, but frowns on the use of arcane magic.

kismet maintains that believers true to its teachings will live beyond death in the light of god while sinners will tumble in the Abyss and be forever dead.

Kismet has fractured since its birth:

Traditionalist Kismet is more harsh in its application of religious creed and laws and is exemplified by the Theocracy of Orkhon where the birth of temporal and religious happened at the same time .

Reformed Kismet has spread to all other nations of Tellus and is more liberal in its approach, especially since the power of religious leaders was held in check by already existing secular powers. Reformed Kismet sees religious tennets more as a message to believers, a personal path to follow to reach spiritual perfection, rather than as precisely defined rules to be enforced by society.

Both traditional and reformed kismet hold in high esteem the Prophet and the prophets that came after him. Clerics of Kismet are expected to follow in the steps of prophets, spreading the teachings to non-believers and acting as spiritual guides of the community.

Kismet temples are simple and elegant, usually built in white marble and with a high tower.

Melekism: melekism could be considered a derivative of kismet, or rather its antithesis. Melekists believe that the Abyss is not a

metaphysical emptiness but a deity in its own right, a deity that favors the strong and the brave and ready to grant power and richness on its followers.

Melekists are evil and dangerous individuals welcome nowhere and acting as a sort of secret society, no official temples of melekism exist and cult members usually meet -masked- at night in underground caves.

Melekist rites usually mock Kismet rites and Melekist clerics try very hard to put their hands on kismet holy symbols to use and defile in their meetings.

The Heavenly gate of Orkhon puts melekists to death by stoning, other countries and nations may allow for freedom of thought or belief as long as no crime is committed. Many members of the Black Company boast Melekist beliefs.

Equipment

New Armor types

Armor Type	Cost	Weight	AC
Padded	10 gp	5	12
Ring mail	40 gp	25	14
Banded	100 gp	45	16

Padded armor is the lightest armor available made of untreated hides and leather, its is encumbering as wearing no armor for what regards movement rates. Padded armor denies arcane spellcasting.

Ring mail armor is made with metal rings or plates sewn on hardened and treated leather, its is encumbering as wearing leather armor for what regards movement rates. Ring mail denies arcane and druidic spellcasting and the use of Thief abilities.

Banded armor is made with light metal strips similar to plate mail pasted to heavy treated leather, its is encumbering as

wearing metal armor for what regards movement rates. Banded armor denies arcane and druidic spellcasting and the use of Thief abilities.

If the Thieves' Options supplement is used, thief characters may wear all of the above kinds of armor with the following modifiers to their skills:

Padded: +5%

Ring mail: -10%

Banded armor: -30%

Firearms: Common types of firearms include: wheel-lock, smooth-bore, front-loading, and single shot.

Firearms are rare and delicate objects, exposure to water requires the weapon to be cleaned and dried for one full turn before it may be used. Gunpowder exposed to water is useless till dried for one full turn.

Firearms need to be cleaned regularly by a proficient user every ten shots fired. An unclean firearm will explode on a natural roll of 1 inflicting regular firearm damage to the user and becoming irreparably wasted.

If the Critical Hits rules contained in the Olde Dungeoneers Almanack are used, firearms deal triple damage on a critical hit.

Three kinds of personal firearms exist: pistol, musket and blunderbuss. Pistols and muskets are single target weapons while the blunderbuss is an area effect weapon firing a load of shrapnel.

Pistols need one round to reload, muskets and blunderbusses need two actions to reload.

Pistols and muskets are fired normally against an enemy's AC while blunderbusses are fired against a general area you want to cover rolling against AC11.

Blunderbuss and musket require two hands to be fired.

Edit: If the attack roll is successful all characters within a cone 60 feet long and 10 feet wide facing as selected by the attacker are hit if their AC is lower than the attack roll and suffer damage. Modifiers for range are applied to the attack roll separately against each target (i.e.: a target at long range compares its ac against the attack roll -2, targets at short range compare it against the attack roll +1)

If the attack roll fails, check the rules for grenade missiles to determine where the area effect of the blunderbuss is aimed at.

Dwarves, halflings and gnomes have no trouble with using pistols or blunderbusses, GMs may chose to impart penalties for using a musket though.

Weapon	Cost	Size	Weight	Dmg
Pistol	80 gp	S	5	1d8
Blunderbuss	120 gp	M	15	1d6
Musket	200 gp	M	15	1d10
Powder and ball for one shot	1 gp	N/A	0.2	-
Powder and silver ball for one shot	20 gp	N/A	0.2	-

Missile Weapon Range

Weapon	Short (+1)	Medium (0)	Long (-2)
Pistol	60	120	180
Blunderbuss	20	30	60
Musket	100	200	300

Class and firearms: Druids, clerics, jesters, barbarians should not be allowed to use firearms. The rationale behind this rule is that firearms are comparatively easy to use than say a crossbow or longbow.

So the classes not allowed to use firearms have been chosen not on a skill-based criteria but on a "cultural" one. And, after all, what is a fantasy game of pirates and galleons without blazing muskets?

Ship and siege weapons:

See th BFRPG core rulebook for details on handling this kind of weapons.

Cannons: This weapon fires balls of lead with flat trajectory, it is usually mounted on wheels and may be mounted on a ship. Cannons require a Crew of three.

Gunpowder and ball to shoot a light cannon once costs 15 gp and weighs and weighs 2 pounds.

Gunpowder and ball to shoot a Heavy cannon once costs 30 gp and weighs and weighs 3 pounds.

Culverine: Culverines are ultra light cannons that can be manned by a single person, culverines are very light compared to other cannons and are usually mounted on a swivel allowing for 360° arc of fire. A culverine is too heavy to be handled and fired by any creature -except maybe a giant- without a mount.

Gunpowder and ball to shoot the culverin once costs 10 gp and weighs 1 pound.

Cannons and Culverines need to be cleaned regularly by an artillerist every ten shots fired. An unclean gun will explode on a natural roll of 1 inflicting its regular damage to all within a 5' radius and becoming irreparably wasted.

If the rules for Critical hits from the Olde Dungeoneers Almanack are used, cannons and culverines deal triple damage on a critical hit.

Edit: Culverines and cannons can be charged with nails just like a blunderbuss, if that is the case, damage dealt is reduced to d6 (2,3 or 4) and range is halved. The area effect cone is as long as the reduced weapon range, its width is 20 feet for culverines and 30 feet for cannons.

Weapon	Cost (gp)	Wt	Rof	Atk Plty	Dmg	Short	Med	Long
Culverine	500	100	1/3	-1	2d12	30'	90'	180'
Light Cannon	2000	1000	1/3	-2	3d12	40'	120'	240'
Heavy Cannon	5000	2000	1/3	-3	4d12	70'	210'	420'

Voidspanners and Spellvessels

Voidspanners come in the same general categories as regular ships, Game masters can thus expect Voidspanners to have the same characteristics and of the following ship types:

Caravel

Carrack

Galley, Small

Galley, Large

Riverboat

Sailboat

Voidspanners are not inherently magical, but fly due to a magical propulsion system. Please take note that simply strapping one of these on a regular ship does not turn it in a Voidspanner nor can Voidspanners usually sail the seas.

If a character wants to buy an amphibian Voidspanner capable of sailing both sea and void, the base cost of the ship is increased by 20%.

Voidspanners move by flight and have the same movement rates per round as a ship of their type, each voidspanner is powered by one of the following three propulsion systems:

Void engines: Void engines are massive magical items connected to the ship's rudder and helm.

Void engines are activated by a magical wand inserted in the ship's helm. Void engines are heavy, encumbering and grant the ship average flying speed and maneuverability.

The ship's base speed and turning distance do not change. A voidspanner powered by a void engine can fly in reverse at a its standard speed and can Hover in place.

Void Engines add to the ship's cost 10,000 gp and subtract about 5 tons of cargo.

Ether sails: Ether sails are magical sails capable of taking the etherwinds, they allow for greater speed but at the cost of lower maneuverability. Ether sails need not be activated by magic wands and do not take cargo space.

The ship's base speed increases by 10' and its turning distance increases by 5, ether sails however are less efficient inside an atmosphere as the presence of air partially blocks etherwinds: in this case the speed bonus is lost but maneuverability is still adversely affected.

Edit: A voidspanner driven by ethersails can not fly in reverse nor hover in place.

Ether sails add to the ship's cost 15,000 gp and do not take cargo space.

Elven Tree-magic: Eleven tree ships are marvels of Druidic magic, and very rare. Elven tree ships are basically live creatures. An elven tree ship is slower but more maneuverable: its speed is decreased by 10' but its turning distance is reduced by 5'.

Elven tree ships have one additional ability: they heal from damage at a rate of 1d4 Hull points per day.

Elven tree ships however need a Druid to keep them active and moving, for each spell level sacrificed to the tree-ship the ship can fly for 4 hours.

Edit:Tree-ships can fly in reverse at half their speed and can hover in place.

An elven tree ship costs twice the basic cost of the ship.

Elven Tree-ships can not be repaired but can be affected by cure spells.

Edit:A voidspanner can travel 24 hours a day in the hands of a good navigator and if the crew takes turns. The traveling speed of Voidspanners is five times its encounter speed in miles per day.

So at a speed of 20' per round a voidspanner travels up to 100 miles a day.

What about Lifeboats?

Voidspanner vessels usually have lifeboats of some sort, most are unpowered vessels barely more than a shelter to hang on if the main spellship is destroyed. A few, rare lifeboats are actually voidspanning vessels: rowboats, canoes and barges can be fitted with either ethersails or shaped by elven druidic magic into a tree-ship. Ether engines are too big to fit on these ships.

Mounting Siege weapons: the following weapons can be built on a ship: Onager, ballista, trebuchet, culverin, light cannon and heavy cannon, rams.

There is almost no limit to the number of culverins a ship can mount: about 1 for each 5 feet of space on the ship, culverins have a 360° arc of fire.

Light Cannons, ballistas and onagers require about 10 feet of space and subtract 1 ton each from the ship's cargo capacity. All these weapons have a 60° arc of fire.

Heavy cannons require 10' feet of space and subtract 2 tons from cargo space and have a 60° arc of fire.

Trebuchets require 15' feet of space and subtract 2 tons from cargo space and have a 60° arc of fire.

Rams do not have any effect on the ship's cargo capacity and do not require extra space.

Example: A Large galley (120x20) could thus mount up to 24 Large cannons, 12 on each side. This would take up 24 tons from the cargo capacity of the Voidspanner.

Otherwise, by mounting 5 large cannons per side (for 20 tons of cargo space), the same galley could mount 4 culverins on the aft, and 4 on the prow.

Armoring: voidspanners can be armored, for a 10% extra on the base cost the ship can have its Hardness increased by 1, however this lowers its base speed by 5'. Elven tree ships can not be armored.

Thickening: voidspanners can be built with thicker boards, planks etc... for a 10% increase on its base cost. This increases the ship's Hull Points by 20%, but lowers its cargo capacity by 20%.

Extra Cargo: some voidspanner prefer their ships to be less sturdy and have more cargo: for a 10% extra cost the voidspanner has 20% more cargo and 20% less Hull Points.

Edit: Cabins: A cabin costs 500 gp and takes up 1 ton of cargo space. Each cabin can hold up to three passengers. A ship without cabins can not have First or second class passengers.

Spells

Spellcrafter magic

Spellcrafters are magic users whose magical powers are incetrated on the interaction with pure magical forces and items.

Spellcasters abide to the same rules that Magic Users do for learning and casting spells.

Spells in bold are new and will be described below.

Some of the spells on the spellcrafter list are taken from the Olde dungeoneer's almanack and the Druid supplement, refer to those invaluable sourcebooks for description of these spells.

1st level spells

1. Alarm
2. **Break Restrictions**
3. Detect Magic
4. Enhance armor*
5. Enhance weapon*
6. Light*
7. Hold Portal
8. Protection from Evil*
9. Read Languages
10. Read Magic
11. Repair*
12. Resist Cold

Alarm Range: 20'+10'/level
Spellcrafter 1 Duration: 2hours/level

Alarm sounds a mental or audible alarm each time any creature larger than a rat enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from

normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Interposing doors or walls may reduce the distance by 10' or 20'.

The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing.

Incorporeal, ethereal or astrally projecting creatures do not trigger the alarm.

Break Restrictions Range: touch
Spellcrafter 1 Duration: one turn/level

This spell allows the spellcrafter to use the touched magical item -designed for any another class- be it a ring, potion, scroll for one turn per level.

However the spell does not allow the spellcrafter to break his own class restrictions, so weapons and armor can not be used.

Enhance Armor* Range: Touch
Spellcrafter 1 Duration: 1 turn

The spell imparts a +1 bonus to AC to the touched armor or shield as long as the spell lasts. The reverse form Weaken armor, imparts a -1 to AC of the armor touched.

The reverse form of this spell can be cast in combat and requires a successful attack, the target may deny its effect with a successful saving throw.

Enhance Weapon* Range: Touch
Spellcrafter 1 Duration: 1 turn

The spell imparts a +1 bonus to hit and damage to the touched weapon as long as the spell lasts. The reverse form Weaken weapon, imparts a -1 to hit and damage.

The reverse form of this spell can be cast in combat and requires a successful attack, the target may deny its effect with a successful saving throw.

Repair* Range: touch
Spellcrafter 1 Duration: instantaneous

With this spell the caster repairs 1d6+1 hit points of damage by laying his or her hand upon the injured item be it a vehicle or golem.

The reverse form of this spell, shrivel, causes 1d6+1 damage to the object affected by it. A successful attack roll is required in this case.

This spell has no effect on living creatures, it will shatter small items and may require a target magic item to roll a saving throw at +4.

2nd level spells

1. **Activate**
2. Analyze Magic
3. Familiar
4. Find Traps
5. Heat Metal
6. Locate Objects
7. Minor Warding
8. Knock
9. Resist Fire
10. **Retrieve Energy**
11. Warp Wood
12. Wizard Lock

Activate Range: personal
Spellcrafter 2 Duration: instantaneous

This spell allows the spellcrafter to activate a charged magical item in his hands without expending charges or daily uses. The spellcrafter will need to know eventual activation words required to use the item

and will not work on potions. Wands, staves, rods, rings, scrolls and all other items can be activated by this spell.

This spell does not allow the spellcrafter to use an item forbidden to its class.

If the power that the spellcrafter wants to activate requires 2 charges, it will drain one charge only.

Retrieve Energy Range: touch
Spellcrafter 2 Duration: instantaneous

This spell allows the spellcrafter to drain a charged magical item of its energy to cast a spell. The touched item loses a charge or one daily use of its powers (scrolls and potions are consumed by this spell) allowing the caster to retain its energy.

In the following round the spellcrafter can cast any spell he has memorized without expending the spell slot. The maximum level that can be cast depends on the item drained:

Potion: up to 2nd level

Scroll: up to level of the spell or third level for non-spell scrolls

Wand: up to 3rd level

Staff: up to 4th level

Rod or ring: up to 5th level

Any other (Miscellaneous magic item, weapon or armor): up to third level.

If no spell is cast in the round immediately following the casting of this spell, the retrieved energy is lost.

3rd level spells

1. **Channel Blast**
2. Dispel Magic
3. **Hardness***
4. **Hold Construct**

5. Immunity to Normal Weapons
6. **Master of Rings**
7. Protection from Evil 10' radius*
8. Protection from Normal Missiles
9. **Serious Repair***
10. **Overtake Item**
11. **Stone Shape**
12. Striking

Channel Blast Range: touch
 Spellcrafter 3 Duration: instantaneous

This spell allows the spellcrafter to drain a charged magical item of its energy to cast a bolt of energy. The touched item loses a charge or one daily use of its powers (scrolls and potions are consumed by this spell) allowing the caster to create an energy discharge.

The blast is cone shaped, 60 feet long and 40 feet wide at its end.

The damage inflicted depends on the item drained:

Potion: 3d6

Scroll: up 1d6 per level of the spell or 3d6 for non-spell scrolls

Wand: 4d6

Staff: 5d6

Rod or ring: 6d6

Any other (Miscellaneous magic item, weapon or armor): 4d6.

Targets may save for Half-damage.

Hardness* Range: touch
 Spellcrafter 3 Duration: 1 turn/level

This spell imbues the touched item or construct with one point of Hardness for every two levels of the caster.

The item may not be larger than 10 cubic feet plus 1 cubic foot per level of the caster.

The reverse form Weaken subtracts as many points of Hardness, if the target item is reduced below 0 Hardness, excess negative hardness is inflicted as damage points.

Hold Construct Range:
 Spellcrafter 3 Duration:

This spell has the same effects of Hold Person but only affects Constructs, such as golems.

Master of Rings Range: self
 Spellcrafter 3 Duration: 1 turn / level

For the duration of the spell the caster can wear and benefit from up to four magical rings, magical rings of the same type do not stack their effects(i.e.: two magical rings of protection do not grant a +2 to AC).

Overtake Item Range: 30'
 Spellcrafter 3 Duration: instantaneous

With this spell the caster can activate one magical item not in his possession that he is aware of and within range. The item must be in plain sight for the caster to see, if the item is held or owned by someone else the owner is allowed a saving throw to avoid the item's activation.

Serious Repair* Range: touch
 Spellcrafter 3 Duration: instantaneous

With this spell the caster repairs 2d6+1 hit points of damage by laying his or her hand upon the injured item be it a vehicle or golem.

The reverse form of this spell, Serious shrivel, causes 2d6+1 damage to the object affected by it. A successful attack roll is required in this case.

This spell has no effect on living creatures, it will shatter small items and may require a target magic item to roll a saving throw.

Stone Shape Range: touch
Spellcrafter 3 Duration: instantaneous

The spell allows the caster to shape, bend and form an existing piece of stone (of up to 10 cubic feet + 1 cubic feet per level) into any shape he likes.

Fine detail is not possible but primitive doors, walls, bridges or similar items can be created out of this spell. Stone shaped in the form of moving or mechanical parts will not work on a roll of 1-2 on 1d6.

4th level spells

1. **Charm Constructs**
2. Drainblade
3. **Greater Ward**
4. Hallucinatory terrain
5. Mass armor enhancement*
6. Mass weapon enhancement*
7. **Neutralize Potion**
8. Magic Mirror
9. Minor Spell Immunity
10. **Minor Creation**
11. Protection From Lightning
12. Wall of Fire

Charm Constructs Range: 30'
Spellcrafter 4 Duration: special

This spell allows the caster to take control of a construct, like a golem. Control is not absolute and is limited as for the Charm Person spell, the construct is granted a Saving Throw to avoid control. The construct is allowed a new saving throw each day to break free of the caster's control.

Greater Warding Range: touch
Spellcrafter 4 Duration: special

The spell works as for Minor warding, inflicting 6d6 of damage. The spell is activated by golems and undead as well as living creatures.

Mass Armor Enhanc Range: special
Spellcrafter 4 Duration: 1 turn

The caster can affect with Enhance armor up to 3 armor sets +1 set for every three levels of the caster within 30 feet.

The reverse of this spell imparts a -1 to AC to affected armor sets and can be avoided with a Saving throw.

Mass Weap. Enhanc Range: special
Spellcrafter 4 Duration: 1 turn

The caster can affect with Enhance weapon up to 3 weapons +1 weapon for every three levels of the caster within 30 feet.

The reverse of this spell imparts a -1 to hit and damage rolls to affected weapons and can be avoided with a Saving throw.

Neutralize Potion Range: touch
Spellcrafter 4 Duration: instantaneous

This spell destroys all traces -and effects- of any sort of potion. A poisoned creature suffers no additional effects from the poison; if cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1 hit point. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective.

In a target that has drunk a potion it immediately dispels the potion's effects.

Unwilling targets must be hit in combat for the spell to be successful.

Minor Creation Range: self
Spellcrafter 4 Duration: instantaneous

This spell creates a nonmagical object of nonliving matter. The volume of the item created cannot exceed 1 cubic foot per caster level. The item produced by this spell may not be a special component to be used in spell research like a dragon's liver or troll blood.

5th level spells

1. Conjure Elemental
2. Dream
3. Dispel Evil
4. Magic Jar
5. Passwall
6. Private sanctum
7. Rock to Mud
8. Secret Chest
9. Starlight Blade
10. Wall of Stone

Private Sanctum Range: 30 feet
Spellcrafter 5 Duration: 24 hours

This spell creates a field impenetrable to most kinds of scrutiny. Onlookers into the area from outside see only a dark, foggy mass. Darkvision cannot penetrate it. Eavesdroppers do not perceive any sound, no matter how loud, exit from the area. Those inside the affected area can see and hear out normally.

Divination spells like magic Mirror and Clairvoyance/clairaudience and similar effects cannot perceive anything within the area.

Also people inside the affected area are immune to ESP spells.

No speech is possible between those inside and those outside, the spell does not prevent other means communication, such as telepathic communication, or such as that between a magic-user and his familiar.

Private Sanctum does not stop creatures or objects from moving into and out of the area.

Secret Chest Range: See text
spellcrafter 5 Duration: Up to 60 days

The spell hides a chest in an extradimensional space for as long as sixty days.

Regardless of the chest's actual size, (which is about 3 feet by 2 feet by 2 feet) it can contain up to 1 cubic foot of material per caster level.

The caster can retrieve the chest at will by a simple act of will, the chest will appear beside the caster.

If any living creatures are in the chest, there is a 75% chance that the spell simply fails.

After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

6th level spells

1. Animate Objects
2. Anti-Magic Shell
3. Blade Barrier
4. Disintegrate
5. Flesh to Stone*
6. Guards and Wards
7. Major spell immunity
8. Move Earth

9. Permanency

10. Wall of Iron

Guards and Wards Range: Special
Spellcrafter 6 Duration: 2 hours/level

This spell casts a ward of misdirection and protection on an area of 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as the caster desires.

By dividing the area among them it is possible for this spell to ward several stories of a stronghold.

The caster must be inside the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (missile attacks have a -1 to hit). Creatures farther away have total concealment (missile attacks have a -4 to hit).

Wizard Locks: All doors in the warded area are wizard locked.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect.

Lost Doors: One door per caster level is covered by a silent image to appear as if it were a plain wall. This is saved against as if it was a Phantasmal Force spell.

In addition, you can place your choice of one of the following four magical effects.

1. Dancing lights in four corridors. You can designate a simple program that causes the lights to repeat as long as the guards and wards spell lasts.
2. A Magic mouth in two places.
3. A Minor Warding in two places.
4. A Suggestion in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally.

The whole warded area radiates strong magic. A dispel magic cast on a specific effect, if successful, removes only that effect.

5. A Sleep in two places. You select an area of up to 5 feet square, and any creature who enters or passes through the area triggers the sleep spell.

The whole warded area radiates strong magic. A dispel magic cast on a specific effect, if successful, removes only that effect.

Move Earth Range: 400 ft.
Spellcrafter 6 Duration: 1 rd / level

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

However, in no event can rock formations be collapsed or moved.

The spell can move up to one 150-foot square (up to 10 feet deep) per round.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the

desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

Permanency Range: 10'
Spellcrafter 6 Duration: Permanent

This spell makes is used to make permanent another spell of 6th or lower level.

Only arcane magic can be affected: clerical, druidic and other spells of divine nature can not be made permanent.

No spell with a permanent or instantaneous duration can be made permanent.

A permanency spell lasts until dispelled. When the permanency spell is dispelled, the other spell effect vanishes immediately.

No more than two spells can be made permanent on a single person, item or place. If a third permanency spell is cast it automatically fails, there is a 50% that each of the two other permanency spells fails too.

A permanency spell is not necessary to make any magical item, using permanency to bind a spell to an object, person or place is not the same as crafting a magic item.

Spells that are commonly made permanent on a creature: detect magic, protection from evil, read languages, read magic, detect invisible, and fly.

Spells commonly made permanent on items or locations include: Alarm, Animate objects, Confusion, Dancing lights, Guards

and Wards, Invisibility, Phantasmal Force, Private sanctum, Magic mouth, Symbol, Wall of fire, Web.

Casting a Permanency spell causes the loss of 1 point of Constitution.

Magic, the Planets and Ether

There are a few things to keep in mind when adjudicating spells in the context of the Voidspanners setting.

1. Each of the planets, each moon and the ether are considered separate planes of existence.

Asteroid belts and comets are considered as part of the ether.

2. No gravity exists in the ether.

3. While natural phenomena and elements can exist into the ether, they are not a part of it.

What does this mean? Let's see on a point by point case:

Spells and magical effects with no limited range are limited by the boundaries of your context location. This means that Teleport, Pass Tree and Word of recall will not allow the caster any kind of interplanetary travel.

A teleporting mage will be able to move anywhere on a planet but not from planet to planet or from the ether to a planet and vice versa.

Crystal balls will not be able to see things on other planets or create a vision from ether to planet or from planet to the ether. Magic Mirror, Find the Path and Dream are likewise limited.

It is absolutely possible however to teleport from a point in the Ether to another point in the ether or see any place in the ether from another one via a Crystal ball.

A Contact outer Planes spell does not grant the ability to communicate between planets.

Any spell of this kind that is cast against such restrictions is lost and the spell slot is used up.

The consequences of the absence of gravity have no direct effect on spellcasting but the GM may have to keep this in mind when adjudicating the effects of spells.

The absence of natural phenomena but its ability to exist in the ether has many subtle effects on magic.

This means, for example, that fire can burn in the ether and shed light, that sound exists and that the ether itself is breathable.

While it is absolutely possible to cast a spell that creates elements and natural phenomena, spells that try to manipulate existing ones will usually fail in the ether.

A Fireball spell works perfectly in the ether but an Tellusquake spell is useless unless you find yourself on an asteroid's surface as there is no "earth to quake" in the void.

In the same way Web and all Wall spells (Wall of Fire, Iron, Stone...) require a surface to cling to and would be useless if cast into the deep ether without some solid surface to cling on.

At the same time any spell that calls on a creature not native to the ether without summoning it from another plane of existence is lost.

The following spells have no effect while in the ether and if cast are lost:

Call Lightning

Call Woodland Beings

Commune with Nature

Control Winds

Entangle

Insect Plague

Weather Summoning

Adventuring in the Ether

Breathing

As has already been stated the Ether is a breathable medium, much similar to air. Creatures capable of breathing air can breathe the ether, water-breathing creatures may need magical aid to breath in the ether. Amphibious creatures have no problem.

Lights and Vision

The ether can be described as a swirling, grey fog. Vision is somewhat limited.

Targets more than 50 yards away are considered as having partial concealment (-1 to hit for ranged attacks), add one degree of concealment (an additional -1 to hit for ranged attacks) for every 50 yards. Anything more than 250 yards away is practically invisible.

Fires and sources of lights can be seen from up to one mile away.

Darkvision is useless in the ether.

Gravity and Movement

No Gravity exists in the ether, and all objects are basically inert, this makes movement impossible for any creature or vehicle without the gift of flight.

A character that drops from a voidspanning vessel will simply lay immobile in the ether forever unless he is rescued or he can fly.

This does not mean that the character can do nothing, it simply means that all his or her struggling for movement is to no avail.

As soon as a character makes physical contact with a surface (any surface: a ship, an asteroid) he'll be able to walk or dig or swim on that surface, but in pure ether flightless creatures can't move unless shaken around by the etherwinds.

Voidwaste

Voidwaste is a dangerous malady, quite diffused among Voidspanning travelers. Prolonged exposure to the Ether is harmful to living creatures not accustomed to it.

Constructs, incorporeal creatures and undead are immune to voidwaste.

No Constitution points can be regained by resting while in the ether, in addition for each week of continuous living in the ether a character must make a Saving Throw against Death Ray.

Failure at the saving Throw means loss of one temporary Constitution point.

The spell restore health will restore temporary Constitution points lost due to Voidwaste.

If a character is reduced to a Constitution of 0 he dies and raises as a Wraith within 2d8 hours. Dispel evil cast on the corpse will avoid a character's return as undead.

As soon as a character returns to a planet or moon (asteroids and comets are exposed to the Void), he or she starts recovering Constitution points as for the BFRPG rules page 51.

Edit:Characters without a Constitution score -such as monsters- are considered as having a Con of 9 plus the number of full HD, creatures with less than half Hd are considered as having a Con of 8.

Etherwinds and etherstorms

The ether itself however is not inert, heavy etheric winds scourge the spacelanes.

Etherwinds affect both movement of voidspanners and creatures and spellcasting.

For each day of travel the GM must roll for direction and strength of wind, if the traveling vessel (or creature) crosses a Sphere for that day add 4 to the strength roll.

D4	Wind Direction
1	rimward
2	coreward
3	trailing
4	spinward

D20	Wind Strength
1-2	Becalmed
3-8	Light Winds
9-12	Average Winds
13-18	Strong Winds
19-20	Gale

Effects of the etherwind:

Becalmed: ships moving by ethersail can not move, other voidspanners and flying creatures have no effect on their movement.

Light Winds: ships moving by ethersail move at half speed, other voidspanners and flying creatures have no effect on their movement.

Average Winds: ships moving by ethersail move at half speed if moving against the wind, other voidspanners and flying creatures have no effect on their movement.

Strong Winds: ships moving by ethersail move at double speed if moving with the wind and can not move against the direction of the wind. Other voidspanners and flying creatures move at half speed if moving against the wind.

Gale: ships moving by ethersail or flying creatures must move with the wind at triple speed, other ships must move with the wind

at double speed or can move against the wind at one third of their speed. All ships exposed to a gale have their pilot make a Saving throw against death Ray or the vehicle takes 2d8 damage points. Flying creatures must make a saving throw or take that much damage.

A Gale also affects the use of magic, the strong etheric currents have weird effects on spellcasting. When a spell is cast during a gale roll 1d20:

d20 / effect

1: Spell fails, slot is lost

2-5: Spell effectiveness (range, duration, area of effect, damage, etc.) is halved

6-8: Spell appears to fail when cast, but occurs 1-4 rounds later

9-12: Spell functions

13-15: Spell does not grant any saving Throw and breaches Anti-magic shells or immunities.

16-18: Spell is cast and memory of spell is retained

19: Spell effect lasts for 1d10 rounds, or has 20' radius of area effect (cumulative with base duration or area effect).

20: Spell effectiveness (range, duration, area of effect, damage, etc.) is doubled

Very Long Distance Travel

The distance from Tellus of the various celestial Bodies is listed in the following table.

Distance from Tellus (mi)

Eye of the Storm 0

Moon | 238,857

Sun | 13,943,383

1st Sphere | 36,252,796

Nazamroth | 55,773,533

Kellgaund | 56,145,356

2nd Sphere | 66,928,239

Ivoreze | 78,082,946

Serlar | 78,110,832

Arilar | 79,105,460

Voonlar | 81,243,446

3rd Sphere | 99,462,800

Hanar | 118,983,536

Iron Bands | 119,002,127

4th Sphere | 126,420,007

Hine-ugoi | 158,954,568

5th Sphere | 176,616,186

Concodrate | From 177,000,000 to 200,000,000

6th Sphere | 224,023,689

7th Sphere | 260,276,485

Azooc's Belt | 276,078,986

Prime Mover | 330,922,960

As the Spheres' rotation more or less synchronous the actual distance between celestial bodies varies by (1d10-1d10)% (from +9% to -9%). The GM should calculate this variation as soon as a voidvessel is set on its course.

You'll see that no matter how fast a voidspanner can move it would take thousands of days for a Voidspanner to reach any of the planets no matter how fast a vessel is.

The real difference between a real voidspanner and a common flying ship is the ability of voidspanners to execute what voidsailors call an Astral Shift.

An Astral Shift is an ultra fast speed that can be reached only by Voidspanning vehicles.

To reach astral shift velocity a vessel must meet all following requirements:

The vessel must be outside of a celestial body echosphere, in deep ether. A body's echosphere is as wide as its diameter.

The vessel must be at least one mile from any mass greater than 10 tons.

The vessel must accelerate in straight line at its maximum encounter speed for three consecutive turns.

Once Astral Shift is engaged the voidspanner reaches a speed of about 10,000 times its regular speed: a voidspanner capable of reaching a 100 miles per day can, on Astral shift, travel 1,000,000 miles per day.

Shifting ships and their passengers do not ignore the effects of etherwinds and storms, also time passes at the usual pace for them.

Vessels in Astral Shift travel in a straight line and can not maneuver. Navigators typically set the course of a ship before engaging Astral Shift.

It is to be noted that Shifting vessels are so quick to be completely invisible to the naked eye.

In the same way a shifting vessel is absolutely blind and deaf to what happens outside of the vessel without the help of magic, only immensely huge and immobile things such as planetoids will be visible while Shifting.

A vessel will be automatically bumped out of Astral Shift if on its course it ever comes within one mile of a mass greater than 10 tons or it enters the echosphere of a celestial body.

This rarely happens if the navigator is a skilled voidsailor, less than 1% of the times. Unskilled Navigators may be required to make Saving throw versus death Ray to avoid being bumped out of Astral Shift.

A ship that is bumped out of Astral Shift does so after 1d100% of the intended distance has been covered.

Becoming Lost

Void travelers that do not make use of compass or star charts may become lost. Secretly roll a save vs. Death Ray, adjusted by the Wisdom of the party leader (i.e., whichever player character seems to be leading). (Alternately, an Ability Roll against Wisdom may be rolled, if that optional rule is in use.) The GM must determine the effects of a failed roll.

Specialists

Engineers and Ship crews trained to work on voidspanners are more expensive than regular ones: their rate is 50% higher than the base rate. All kinds of Specialists (such as a Savant or an Animal Trainer capable of taming creatures native to the ether) are available in the etherports throughout the system.

Siege weapons mounted on a Voidspanner require trained artillerists to use, the cost of such specialist is 100 gp per month.

Ports, Trades, and Services

Ports

Many cities in the voidspanner settings have established an etherport: a facility designed to handle takeoffs and landings of voidspanning vessels.

A large etherport usually has several dozen docking bays,

Most planets, moons, and major asteroids have one or more etherports of different qualities.

Etherports are graded in three ranks.

First rank ports are bustling nests of activity with facilities for building modifying and repairing all types of ships.

Security is usually quite tight in these ports.

There are usually markets, inns and taverns within easy reach of the port.

Second rank ports are smaller capable of holding a dozen or so voidspanners. Engineers and materials for repair are available about 75% of the times or can be ordered within 1d6 days. No ship building facilities are available and security is guaranteed by a few militia men.

Taverns, markets and the such may be available within a few miles of the port.

Third rank ports have no ship building or repair facilities, security is left to each ship's commander.

They are usually isolated open-field areas surrounded by barracks.

Port Fees and Facilities

Most ports have docking charges: third rank ports cost about 2 gp per day, second rank ports cost 5 gp per day, first rank ports cost 10 gp per day.

Many kinds of services available in a port:

Towing to and from repair sites (10gp per hour)

Transportation to nearby inns, towns and markets (1 gp per mile).

Lodging (2-10 gp per night).

Meal 1-4 gp.

First class passage costs 15 gold piece per day of travel and allows for good food, a personal cabin and up to a half ton of cargo.

Second class passage costs 10 gold piece per day of travel and allows for good food, a shared cabin and up to a one quarter of a ton of cargo.

Third class passage costs 5 gold piece per day of travel and allows for meager food, a bunk in the common room and up to a 50 pounds of cargo.

Extra cargo space can be bought at the cost of 100 gp per 500lbs.

In First and second rank ports crews may be available for hire, more peculiar specialists may be available only in first rank ports.

First rank ports will also be host to many banks.

Cargo and Supplies

Edit:One week of dry rations and water for one man cost 10 gp and take up 20lbs (1/10 of a ton) of cargo space.

Cargo space is also taken up by reloads for weapons, personal equipment, tools.

A cabin can hold up to one first class traveler or up to three second class travelers.

Third class travelers take up one quarter of a ton of cargo space.

Crew members must either be put in cabins or they take up cargo space as third class travelers.

So, to calculate how much cargo space is available to the ship, remember to first deal with crew, passengers, weapon reloads, weapons, food, water, and personal possessions.

Investments

At some point the player characters may want to invest money with a bank, this kind of investments usually require huge amounts of money starting from a minimum of 2,000 gp.

Each week of game play the referee should check the following table to check how the investments are going.

Roll 3d6 and add the character's Intelligence modifier (Int of 3= -3, 4-5=-2, 6-8=-1, 9-12= no modifier, 13-15=+1,16-17=+2,18=+3).

Banks will usually grant the characters to cash in on their investments with one week's notice for up to 50% of the value and two weeks for the full investment value.

3d6 roll

Investment	gain/loss	Next week's roll
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2 or less	-20%	-4
-----------	------	----

3	-15%	-3
---	------	----

4-5	-10%	-2
-----	------	----

6-8	-5%	-1
-----	-----	----

9-12	0	0
------	---	---

13-15	+5%	+1
-------	-----	----

16-17	+10%	+2
-------	------	----

18	+15%	+3
----	------	----

19 or more	+20%	+4
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Salvage and Plunder

It sometimes happens to free traders and mercenary captains to come in possession of a voidspanner.

In the case of a ship that has not been legally claimed, the contents may be either plundered or salvaged.

Plundering a ship is taking from it what is needed (weapons, supplies, and etc.) or wanted (valuables, cargo, prisoners, and etc.) and then either leaving it, destroying it, or setting it adrift.

Salvaging is making a legal claiming at ownership, towing the ship back to a port and selling it.

If the ship has been claimed any act of appropriation will be considered piracy.

Earning a Living

To earn a living most Voidspanners engage in trade, transport or communications.

Other venues of living are mercenary escort and piracy.

So, to make money with a voidspanner you must either find goods, mail, passengers or an escort contract.

In 1d8 days of work (modified by your broker's Charisma modifier) a ship's captain can find the following quantity of goods, escort contracts OR passengers:

Port rank	Goods	Escort contracts	Passengers
-----------	-------	------------------	------------

I	4d20 tons	1d3	1d6-1/2d6-2/1d3-1
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II	2d20 tons	1d3-1	1d3-1/1d6-1/1d3-1
----	-----------	-------	-------------------

III	1d20 tons	1d2-1/0	1d3-1/1d6-1
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Passengers are divided in first class/second class/third class travelers: these groups are looking forward to reach a destination 2d6x10 travel days away.

Standard fares for passengers can be found above, people trying to escape law enforcement representatives may be willing to pay up to three times the basic fare.

The captain is charged with paying for food for the passengers.

Escort contracts involve either escorting a trade ship in the role of combat ship or moving goods for third party merchants: Escort contracts usually pay 50gp per day for each crew member plus one half the trade ship's tonnage a day. Expenses are usually not covered by escort service employers, nor are expenses for repairing eventual damage to the ship. Moving illegal goods for third parties (aka: smuggling) usually is worth twice as much.

Goods, whatever the type (weapons, gems, food, logs) have a base price of 350 gp per ton.

Illegal goods have a basic value of 700 gp per ton. The effective cost of goods is actually $(1d6+6) \times 10\%$, add 3 to the roll if the kind of goods you are buying are Major Imports of the world you are on, subtract 3 if they are Major Exports. The market cost of the goods must be evaluated twice: first when the merchant buys them and once when the goods are sold. Furthermore each sale is taxed from 10 to 20% at each port. Usually a merchant needs another 1d4 days to find a prospective buyer.

At the GM's judgment effective role-playing may raise or lower all of the above prices and fees by 10% in the player's favor, while bad role-playing may alter the prices by 10% in the player's disfavor.

Example of space trade: After a couple of days of information hustling, thanks to an old contact and a good roll, Filk Starbuck manages to find a lot of 25 tons of valuable herbs on Ivoreze.

The base cost of rare herbs is 350gp per ton and herbs are a major export of Ivoreze: we roll the dice $(1d6+3)$ and get a total of 6. So Filk buys the 25 tons of herbs at $(25 \times 350 \times 6) / 100 = 5,250\text{gp}$.

Filk organizes its small trader ship (50 tons, 6 persons crew) for the trip to Nazmaroth where herbs and vegetable products are highly valued.

After six days of travel Filk and his crew manage to reach Nazmaroth unscathed, here the lot is evaluated again with a $1d6+9$ roll that results in a 13, so the herbs are sold at $(25 \times 350 \times 13) / 100 = 11,375\text{gp}$.

Nazmaroth has very low taxes, just 10% for a sale value $(11,375 - 1,137) = 10,238\text{gp}$. This makes for a net profit of 4,988gp.

Obviously Filk Starbuck has to add expenses: docking at the ports, food for the crew and ship, lodgings...so the actual net profit may actually be lower.

Let's see the numbers: food for six for six days makes $(6 \times 10) = 600\text{gp}$. So just for the travel Filk has had 600gp of expenses. We can expect to add docking for an average four days (2 to find the cargo and two to sell them) for 20gp.

The total is $(4,988 - 620) = 4,368\text{gp}$ for ten days of work to be shared among the six crew members.

Edit Option: Charisma matters:

At the GM's option the prices given for trading, escorting and passengers should be changed by 5% per point of Charisma modifier. At the player's favor if the Charisma modifier is positive, at his or her disfavor if the modifier is negative.

Space Combat

Aerial combat is resolved just like regular combat as per the standard BFRPG rules.

Some exceptions and clarifications are needed however and are listed below:

Moving

Maneuverability: The BFRPG rulebook states that all vehicles of various sorts have a turning distance. This is given as a distance in feet in parentheses after their movement rate, and it determines how far they must move between facing changes when moving about in combat.

Magical flyers can turn up to to 90 (a right-angle turn); as a facing change, other flyers and vessels can turn only up to 45° per facing change

There are a few exceptions to this rule:

Vessels that do not move away from their starting position during the combat round may make as many facing changes as desired (though circumstances, such as trying to turn a horse around in a narrow corridor, may prevent this).

Incorporeal flying creatures, such as spectres, can turn freely at any point while moving.

Creatures which are running (moving at double speed) may not make facing changes of more than 45 , and their turning distance increases by 10' (or, if it is 5' normally, it increases to 10').

Also, most creatures can shift one space laterally while preserving their facing (this is called "sidestepping"), but this may only be done when moving at normal ("walking") speed, not at fast ("running") speed. "One space" means either 5' or 10', depending on the map or board being used.

Acceleration and Decelartion: A vehicle or flyer can increase its speed by up to its turning rate each round before moving or reduce it by three times its turning rate, always before moving.

Hovering: All flying creatures and voidspanners powered by engines or elven druidic magic can hover on the spot, this means they may remain static.

Vessels moved by ethersails must move forward a number of feet at least equal to their turning distance each round.

Reverse movement: Flying creatures that move using wings and vessels powered by ether sails can not fly in reverse, creatures with magical flight ability may move in reverse with a maximum speed equal to their standard maximum speed.

Elven tree- ships can move in reverse with a speed of up to one half of their maximum speed.

Vessels powered by voidpsanning engines may move in reverse with a maximum speed equal to their standard maximum speed.

Any vessel or creature capable of reverse flight must have a forward speed of 0 before they can start any reverse movement.

Climbing and Diving: Each creature or vehicle has an altitude. Altitude can be considered as having an infinite negative minimum and an infinte positive maximum.

Consider ships to travel usually at an height of 0, equal to Tellus position in the solar system.

To randomly generate altitudes for ships during encounters roll 1d100 and subtract 50.

A winged flier and elven tree-ships or a ship powered by ethersails can gain up to 10' of altitude after moving forward by the distance shown for their maneuverability class, and can dive (lose altitude in a controlled fashion) at up to twice the normal movement rate.

In the ether such flyers don not have problems of stalling but in an atmosphere they will be forced to dive at maximum rate

for one round if they do not move horizontally by at least one-third their normal speed.

Floating creatures or vehicles (balloons, fly spell, flying carpets, ships moved by Voidspanning engines etc.) can climb vertically without horizontal motion up to half the normal movement rate, but such "floaters" can only descend at the normal movement rate, unless they have lost the ability to float entirely.

Running: Flying creatures are allowed to "run" just like all other creatures. Characters may choose to run; a running character is not normally allowed to attack (but see Charging, below).

Running characters can move at double their normal encounter movement rate. Characters are allowed to run a number of rounds equal to 2 times the character's Constitution, after which they are exhausted and may only

walk (at the normal encounter rate).

For monsters not having a given Constitution, allow the monster to run for 24 rounds. Exhausted characters or creatures must rest for at least a turn before running again.

Ships of any kind can not run.

Daring maneuvers: The above rules refer to regular movement.

Sometimes creatures and voidspanning ships will try something a little more hazardous: flying at full speed in a meteor field, executing a Himmelman maneuver or come to a full stop while moving at full speed.

In this case the GM should ask for a Saving Throw versus Wands (modified by Dexterity) or a Dexterity Ability check.

The GM may impart additional modifiers to the roll based on speed, size and maneuverability of the vehicle.

Failure on such a Saving Throw means that the hazardous maneuver failed, the effect of which should be judged on a case by case situation. Failure in the Saving Throw while flying through meteor fields will damage the ship or creature while in other cases a the maneuver will have failed and the helmsman will have lost control.

A Saving throw may be required if the helmsman is knocked out.

If secondary skills or options are used, a void piloting skill may exist and be used in place of the Saving Throw.

If a lose secondary skills sytem is used, the appropriate secondary skill might be required to pilot a spellvessel in the first place or simply grant a +4 to ST made to resolve hazardous maneuvers.

Losing control: If a ship or flying creature loses control, move it up to half its current speed as desired, then move the remaining speed in a random direction. This may cause a collision with other flyers.

Take off, landing: Take off and landing are not particularly delicate maneuvers usually, but in some cases the GM might decide they are and resolve them as Daring maneuvers (above). A voidspanner is considered as being completely in the ether and no more inside of a celestial body's atmosphere when it has reached a distance equal to the body's diameter. In the same way a vehicle or creature near a celestial body and within a distance equal to its diameter will be considered as having left the ether and be inside its atmosphere.

Evasion and Pursuit

Sometimes a vessel will want nothing more than to avoid an enemy ship or a fleet of enemy ships. If one group is surprised, and the other is not, the unsurprised group may be able to escape automatically (unless something

prevents them from making an exit).

Otherwise, the ship wanting to flee begin doing so on their Initiative numbers.

The GM may easily play out the pursuit, following along on his or her map (note that the players can't draw maps while they run headlong through the dungeon or wilderness area).

Any time a ship is fast enough to get out of sight (remember that Ether affects the line of sight), the GM may require a saving throw vs. Death Ray on the other ship's helmsman part.

If the save is failed, the pursuer has lost contact with the ship and has only one round to get it in sight before the GM can declare the other ship unreachable.

If the fleeing ship is at least one mile from the other ship, it can start the procedure to engage Astral Shift.

It is possible for a ship to pursue even a Shifting vessel, however, if the pursuer's Navigator is capable of seeing the ship even if it is farther than one mile and can see it at the moment it is engaging Astral Shift.

In this case the Navigator may -if he is a skilled Voidsailor, and in this case only- calculate the course to take with the ship and engage Astral Shift following the same route on a successful Save versus Death Ray (or Intelligence Ability check or skill check).

The Navigator will not be able to tell if he or she calculated precisely, engaging astral shift at this point will be very hazardous.

Also the choice to pursue must be very fast: if the navigator waits for more than one turn, the fleeing ship is hopelessly lost.

If the ship is pursuing, it will be bumped out of Astral shift as soon as the pursued vessel exits Astral Shift, exactly within one mile of the pursued vessel.

A vessel that suspects that it is being followed in astral Shift may jettison cargo -of at least 10 tons- to bump pursuers out of Astral Shift. As Astral Shift speed is too fast for humans to control a ship will be bumped out of Astral Shift by jettison 90% of the time.

Attacking a Vehicle

Attacks against vehicles are made against Armor Class 11. Each vehicle has listed Hardness and Hit Point values. Roll damage against the vehicle, and then reduce that damage by the Hardness value. Any excess damage is applied to the vehicle.

If the vehicle takes damage equal to or greater than the listed HP on one side, it is reduced to half speed due to rigging or engine damage; if it takes this much again, it is immobilized, and this much damage will "sink" a ship.

Immobilized ships will start falling if inside an atmosphere, immobilized ships in the ether will simply drift in the etherwinds.

A sunk ship has its power source completely destroyed and is beyond repair.

Edit:Optional: encumbered ships

Any ship carrying more than half its maximum Cargo load, has its encounter speed reduced by 10' (and its traveling speed is reduced comparatively) and inflicts a -2 penalty on all rolls for Daring maneuvers made by the helmsman.

Edit:Firing arcs

Remember that cannons, ballistas, onagers and trebuchets all have a 60° arc of fire, while culverines have a 360° degree arc of fire and can thus be used to fire ON the ship itself.

A ship can not target with siege weapons an enemy vessel whose vertical distance from itself is higher than the horizontal distance.

Ramming and Collisions

A vehicle or flyer can try to ram another vehicle or simply end up colliding with it.

To execute an intentional ramming attack, the attacker must move in a straight line for at least the second half of its movement and must move at full speed.

Once in contact with the target, the helmsman, must roll an attack against an AC of 11.

The base damage inflicted by the ramming attack of a ship is calculated below:

Base cargo tonnage

of the vessel

or Hit Dice of the creature | Damage dice

10-20 | 1d8

21-40 | 2d8

41-80 | 3d8

81-160 | 4d8

161-320 | 5d8

321+ | 6d8

Add the following dices of damage basing yourself on the vehicle's speed:

Creature's or

Vessel's speed | Damage dice

10+ | +0

20+ | +1d8

30+ | +2d8

40+ | +3d8

50+ | +4d8

60+ | +5d8

+10 | +1d8

Ships equipped with a ram add the ram's base damage of 2d8 to this.

The attacking vehicle however takes damage itself, calculate how much damage the target would inflict on a ramming attack and halve it, the target of the ramming attack does not get to include damage dice for its eventual ram.

Involuntary collisions: If a vehicle or creature collides with another item calculate damage as for a ramming attack and halve it for both victims of the collision. Ignore damage dice for rams.

Shearing and sideswipes: In some cases a direct collision is not what a ship captain's wants or can achieve. Damage by sideswiping is calculated as for Ramming, but d4s are used and no damage dice for rams is added.

A vessel or creature that is part of a collision or ramming attempt has its speed reduced by the damage received, in addition, all involved Helmsman must pass a Saving Throw as for Daring maneuvers or lose the next round regaining control of the ship.

Effects of ramming on crew or passengers: all crew members and passengers that have not braced for impact must roll a Saving Throw versus Breath weapons or take 1d6 damage points and lose next round.

Bracing for impact takes the whole round, no other action or movement is possible while bracing.

Grappling ships:

A ship can attack a nearby ship (either a rammed or ramming one or simply a ship within range) with grappling hooks by the crew.

Grappling hooks have a range of 20/40/60.

Crew using the hooks can not be employed in the use of siege weapons or ship maneuvers.

As long as two -or more- ships are connected by grappling hooks they move together.

Ships are considered to be grappled by as long as there is at least a number of lines connecting them equal to 1 line for every 10 tons of cargo space of the smallest ship.

Two grappled vessels are immobile unless one tries to tow the other.

If within movement range of the respective crews, grappled ships can be boarded the round following a grapple has been declared.

A ship can try to move while grappled thus effectively towing the other, simply add the towed ships Cargo space to the towing ship's carried weight to see if -and how fast- it can move (see Encumbrance above).

The towed ship can try to resist towing by subtracting one half of its speed from the other ship's speed, granted that its Cargo space is at least one half that of the towing ship.

Crews, Quality and Morale

Crews are rated as Poor, Standard and Excellent.

A crew's quality affects its pay, its morale and its combat efficiency.

A crew's morale is calculated as for Retainers: it starts at 7 plus Charisma modifiers and may change in time.

Crews usually Fight and save as Common man and have 1d6 hit points.

Take note that loss of crew members will affect a ship's performance as siege weapons require specific numbers of artillerists and the ship itself requires a specific number of crew members to move.

Poor crews cost one half the standard rate, and have a -1 penalty to Morale, attack rolls and maneuver rolls. Poor crews are usually unskilled sailors.

Excellent crews have a +1 to morale, attack and maneuver rolls but cost twice the standard price for ship crews. Excellent crews represent extremely experienced sailors.

Standard crews have no modifiers and cost the usual price.

Standard crews are normally trained sailors.

A ship crew's morale should be checked when the crew first encounters opposition, and again when the crew is reduced to half strength (by number of members and again by ship's Hit points). For this purpose, crew members incapacitated by sleep, charm, or hold magic are counted as if dead.

A crew that fails a Morale check will generally attempt to flee or may attempt to surrender, if the GM so desires.

A crew's efficiency rank is considered to be the rank of its highest number of members.

A crew member's efficiency will pass from Poor to Standard in three months of travel and work and from Standard to Excellent after an additional year of experience.

Repairing a Voidspanner

Damage done to a voidspanner may be restored at a rate of 1d4 hit points per crew member per hour of labor.

However, a vessel can only be restored to 90% of its maximum hit points by field repairs; a damaged ship must be put into dock and repaired by a shipwright and his crew to completely repair them or magic must be used. Costs of such repairs are left to the Game Master to decide but should be no less than 2 gps per Hit point repaired.

Elven tree-ships can not be repaired in any way and will generally heal from damage or be cured by healing magic.

Boarding and Mass Combat

You'll realize that it would take a very long time to resolve a battle when 60 Yralmen men at arms board a pirate ship with a crew of 50 armed pirates.

The following are guidelines to speed up such encounters without getting bogged up with too much detail.

Divide the opposing forces into groups of 10.

If there is an odd number of troops, make one group shorthanded.

For example, a group of 25 creatures could be divided into two groups of 10 and one group of five.

Keep groups of similar creatures together.

For each group use the statistics for the basic creature type, thus a group of Gnolls will have the movement speed, AC, Save and all abilities of a standard gnoll, while a group of third level warriors in shield and chain will have the abilities of third level fighting man in shield and chain.

Surprise for Mass combat is determined as usual, allowing one free round of action to the surprising group.

All the rules for movement and combat apply as usual but treat each group as a single character.

When an attack roll from a group succeeds, it will inflict one Hit Die loss for every 8 points-or fraction- of damage for each creature in the attacking group.

If the attack was a melee one, count only attacking creatures that can make contact with the enemy group. Twenty defenders at mouth of a cave can easily stave off larger units.

Mark off enough casualties in wounded groups to account for all the Hit Dice inflicted, leaving only one wounded defender.

For example, if a group of 10 orcs successfully attacks 10 bugbears, for 45 hit points of damage the bugbears lose 5 HD: one bugbear is killed and one loses two Hit Dice.

Apply subsequent leftover hits to wounded creatures first.

Repeat this procedure until one side is killed or breaks morale.

Spells are more difficult to apply, they usually cause 1 Hit Dice of damage per dice of damage they inflict or can heal one Hit Dice per dice of damage they heal.

Arbitration of spells is up to the GM, the spell's description will usually help in this as range, duration and area effect remain unchanged. As a rule of thumb a spell rarely affects more than a 10 creatures unit.

Monsters

This chapter will briefly tackle with distribution of Monsters and NPC races across the system and provide eventual additional information peculiar to the Voidspanner setting. In addition a couple of new monsters are described.

Beasts of burden and common animals (mammals and birds): This kind of creatures can be found across all the system wherever a suitable ecological niche exists.

Antelopes will thus be found on Hanar and Tellus (both have savannah), but never on Nazmaroth Kellagund or Ivoreze with the exceptions of animals imported as exotic.

Giant animals will usually be found only on Ivoreze.

Almost all normal animal species on Nazmaroth are imported.

However remember that intelligent races will bring many tamed animals along with them in colonies as workforce or company.

Plant creatures (any): These are typically found only on Tellus, Ivoreze and its forested moons or in magician's laboratories or exotic gardens. Icy planets or dead planets (like Hanar) will never host such creatures. Treants can only be found on Ivoreze and Tellus.

Insect creatures and vermins: Normal insect creatures and vermins are common in all space, even in Azooc's Belt.

Giant insects will be found only on Nazmaroth, Hanar, Hine Ugoi and Ivoreze, while weirder insect creatures (like ankhegs and araneas) will usually be found only on Nazmaroth, Hanar and Hine Ugoi.

Humanoids: Orcs, cavemen, goblins, kobolds, hobgoblins, bugbear, gnolls, trolls, ettins and ogres are native to Hanar, though a few can be found across the system.

Molds, oozes, puddings, slimes, jellies: These disgusting creatures can be found on Nazmaroth and Hine Ugoi.

Dragons, giants, salamanders and elementally linked creatures: These can be found anywhere in the system a suitable niche exists for them. To make some

examples green dragons are found on Ivoreze and blue ones on Hanar, while Tellus hosts all kinds of dragons.

In the same way Frost Giants are at home on Kellagund and tellus but no Giants have been sighted on Ivoreze.

Fay: Nixies, pixies, sea hags, mermaids, centaurs, elves, satyrs, sprites and all folks of the faerie court reside on Ivoreze. A few fays exist also on Tellus, but no elves reside on the planet ruled by humans. In the Voidspanner setting Gnomes are considered Fay.

Dinosaurs, reptiles, primitive and dire animals: These are found only on the Ivorezean moon of Serlar. Lizardmen and troglodytes thrive on Serlar.

Extraplanar creatures: Creatures like efreet, invisible stalkers, elementals and djinni are not native to the system and will appear everywhere they are summoned.

Magic animals: creatures like griffins, roc, pegasi, hypogriffs and unicorns can be found wherever the fay exist, thus only on Tellus and Ivoreze.

Lycanthropes: Lycanthropy being a human disease, lycanthropes can be found wherever humans are. The Belt is a popular hideout for lycanthropes on the run.

Undead: Undead are can be found wherever necromantic magic is used.

Undead are very common in the depths of space and Hanar, mostly as a result of Voidwaste in the first case and due to unholy alliances in the second one.

Tellus also has a small undead "population" while undead are practically unheard of on Ivoreze and Nazmaroth.

Many ships carrying undead sailors roam the void, and many intelligent undead seek refuge in the Belt.

Constructs: Like undead, constructs are a product of specific magic. Golems and the like exist wherever high level magic is used. Golems and living statues are very popular with dwarven spellcrafters and nazmaroth houses quite a few of them. Yralmen military wizards also appreciate constructs very much.

Dungeon creatures: Creatures connected to darkness, dungeons and underground settings, like the cloaker the stalag or the rust monster, are all natives to Nazmaroth.

Monstrous creatures: This catch all category includes wyverns, basilisks, harpies, bulettes, behirs and all other monsters that do not really fit anywhere else.

Any mix-and-match monster (like harpies, medusa or manticores) fit in this category.

These are usually the byproduct of forbidden magical experiments of Hanar's past and can be found on Hanar or in the Iron Bands.

Displacers and Blink Dogs: These creatures are native to Ivoreze and can be found only here or in some rich mage's menagerie.

Thulids: Thulids are not present in the Voidspanner system.

Doppelgangers: Doppelgangers have a sad history, full of hatred, blood and desire for vengeance. The doppelgangers were once part of the fay folk living on the

now destroyed Moon of Hanar, destroyed by Hanarian elves in order to subjugate them.

Due to their morphic abilities doppelgangers played a central role in the breeding programs that led to the development of goblinoids.

Doppelgangers look with contempt on the goblinoids of Hanar, whom they see as a caricature of themselves.

Today the doppelgangers are a homeless, broken people that do not constitute a nation.

Doppelgangers are driven by a blind hatred of other fays -whom they consider responsible for the destruction of their homeland- and will go to any length to destroy Ivoreze.

To this end they have created a huge network of spies everywhere trying to foster animosity towards the elves and their kin.

The Arcane Concordate of the Watchers plays a huge role in keeping the Doppelgangers at bay.

New Monsters

Dragon, Void

Armor Class: 22

Hit Dice: 12*** (+10)

No. of Attacks: 2 claws/1 bite or breath/1 tail

Damage: 1d10/1d10/4d10 or breath/1d10

Movement: 30' Fly 80' (20')

No. Appearing: 1, Wild 1, Lair 1d4

Save As: Fighter: 12 (as Hit Dice)

Morale: 10

Treasure Type: H

XP: 2,175

Alignment: True Neutral

At first sight a Void dragon might look like a big Black dragon.

But once you notice the swirling smoky scales and the bright, intelligent, golden eyes such impression is quickly dispelled.

Void dragons have a proud bearing and are never cruel for sport, they are wise -if detached- creatures: the first creatures born when the Maker built the universe and from whom all dragons descend.

They are said to remember the birth of the world and to have invented language.

Today most void dragons are hermitic recluses, pondering on the universe and studying astrology and astronomy.

Void dragons live in space, they are semi-nomadic, roaming the space for very long times before coming back to their asteroid dens.

Void dragons are naturally capable of executing Astral Shifts at will and are immune to Voidwaste.

A void dragon can see through the mists of ether for up to 5 miles.

In Ether Void dragons are capable of surprising enemies on a roll of 1-3 on 1d6 and are surprised on a roll of 1 on 1d6.

Void dragons are immune to normal cold, and suffer only half damage from magical cold attacks.

Void Dragon Age Table

Age Category 1 2 3 4 5 6 7

Hit Dice 8 9 10 11 12 13 14

Attack Bonus +8 +9 +9 +10 +10 +11 +11

Breath Weapon Cold (Cone)

Length - 70' 80' 90' 95' 100' 110'

Width - 30' 35' 45' 50' 55' 60'

Chance/Talking 50% 95% 100% 100% 100%
100% 100%

Spells by Level

Level 1 - 1 2 3 4 5 6

Level 2 - - 1 2 3 4 5

Level 3 - - - 1 2 3 4

Level 4 - - - - 1 2 3

Level 5 - - - - - 1 2

Level 6 - - - - - - 1

Claw 1d6 1d8 1d10 1d10 1d10 1d12 1d12

Bite 2d8 3d8 4d8 4d10 5d10 5d10 6d10

Tail 1d6 1d8 1d8 1d10 1d10 1d10 1d12

Tree of Life

Armor Class: 20

Hit Dice: 10**(+9)

No. of Attacks: 2 fists

Damage: 1d10/1d10

Movement: 10'

No. Appearing: 1, Lair 1

Save As: Fighter: 10

Morale: 11

Treasure Type: None

XP: 1480

Alignment: True Neutral

Trees of life are immensely old and wise treants, so huge and ponderous they could be described as senile but with such a profound connection to the forces of Nature to alter the cycle of life around themselves.

The appearance of a Tree of life is such as it existed in perpetual spring: their bark is always a deep brownish-grey with faint silvery sheen and leaves of deep green.

A tree of life is about 60 feet tall with a trunk about 8 feet in diameter, the weight of a Tree of life is about 10 tons.

Being old and almost abstracted from the world around themselves Trees of life rarely -if ever- move or speak although they know the languages of elves, treants, and all the fay folks .

Trees of life are at the heart of every elven nation, they are the center of all religious ceremonies held by elven druids and act as spiritual counselors to the elven druid-queens and druid-kings

Trees of Life can animate trees within 180' at will, controlling up to six trees at a time. It takes one round for a normal tree to uproot itself. Thereafter it moves at a speed of 10' and fights as a treant in all respects. Such

trees lose their ability to move if the treant that animated them is incapacitated or moves out of range.

Trees of life have all the abilities -and restrictions- of 12th level druids, they can cast spells and have access to the Animal Affinity power.

Elven Tree-ships are grown from pieces of bark taken from treants and trees of life.

Ugoi

The Ugoi are a malevolent alien race from the planet of Hine Ugoi, a huge planet wreathed in clouds of poisonous gasses.

Ugois are a race whose sexes are highly specialized.

Males look like a crossbreed of lobster and wasp as tall as a human whose carapace is a sickly pink-grey. Their head is a tangle of wriggling feelers.

Males are responsible for food gathering and defence of territory.

Females are similar to males, but bloated and enormous in size with small wings.

Females guard the eggs (they are capable of producing thousands of eggs each per year), build and maintain hives and transport colonies.

Ugoi eggs are planted by females inside captive creatures, as soon as the egg hatches the hatchlings eat the victim from inside out.

Ugois are an intelligent race whose social organization is based on the Hive, Hives are ruled by Mindnodes.

Mindnodes are the collective mind of all ugois that make up a Hive, male or female.

Ugois do not build the way other races do, using tools, they instead "grow" their Hives from a mixture of female organic tissues and chewed organic material, much like bees or earthly insects.

Ugois speak their own language but can learn other languages, although they speak with a distinctive buzzing sound.

All Ugois have different mental schemes from humans and other sentient races.

If a Ugoi is subject to ESP or any mind reading power, the spell fails and the mind reader must save versus spell or be stunned and incapable of action for 1d4 rounds.

Due to their different biochemistry Ugois are immune to all inhaled poisons and Voidwaste.

Mindnodes: If more than two Ugois of either sex are within 60 feet of each other their minds unite automatically to create a Mindnode.

If two or more different Mindnodes come within activation range of one another, they merge into a single Mindnode.

A Mindnode is vastly more intelligent than a singular Ugoi, and acts on its own initiative number as if it were a different creature than the Ugois making it up.

A Mindnode knows and sees everything its members know, the reverse is also true.

A Mindnode can use its powers at will, as long as it exists, one power per combat round.

Mindnodes can not be targeted by spells or attacks, however incapacitating or killing single Ugois will weaken or destroy the node.

The powers of the mindnode depend on the Ugois that take part to the Mindnode.

A Mindnode also affects the Morale of its members and their combat efficiency.

A Mindnode has all the powers due to its level and those of all previous levels.

Ugois	Node powers
1-2	Mindnode not active
3-4	Morale 10, surprised only on a 1 on 1d6
5-6	+1 to all attack rolls, Cause Fear
7-9	Command
10-12	Morale 11, Charm Person
13-15	+1 to initiative, ESP
16-18	Morale 12, Clairvoyance/ Clairaudiance
19+	+1 to all saving throws, Feeblemind

Ugoi, male

Armor Class: 14

Hit Dice: 2***

No. of Attacks: 2 pincers or stinger

Damage: 1d6/1d6 or 1d4+paralytic poison

Movement: 20', Fly 40' (5')

No. Appearing: 1d4, Lair 2d100

Save As: Fighter: 2

Morale: 9

Treasure Type: None

XP: 125

Alignment: Lawful Evil

Male ugois can attack with a sting, the target must save versus Poison or be paralyzed for 1d6 turns.

Ugoi, female

Armor Class: 14

Hit Dice: 7***

No. of Attacks: 2 pincers or stinger

Damage: 1d6/1d6 or 1d4+lay eggs

Movement: 10', Fly 30' (10')

No. Appearing: 1d3, Lair 1d100

Save As: Fighter: 7

Morale: 9

Treasure Type: None

XP: 865

Alignment: Lawful Evil

Female ugois can attack with a sting, the target must save versus Poison or be injected with eggs, if the eggs are not removed by a Cure Disease or Heal spell they will hatch within one week killing the target.

Newly hatched ugois have 1 hit dice and are not mature enough to be part of a Mindnode, fly or use their stinger.

Female Ugois are naturally capable of executing a Astral Shift, much like Void Dragons.

Raiding parties of Ugois usually consist of two to three females carrying three to four males each on their back.

Magic Items

Dwarven Voidarmor: This magic armor is especially appreciated by voidsailors. A Voidarmor is a +1 Plate armor with some additional powers especially aimed at interaction with the Void.

A Voidarmor has 5d10 charges when found, as long as the armor has charges the user can fly (as per the MU spell) at will in the Ether (but not within an ecosphere) and is immune to Voidwaste.

Charges can be spent in the following ways:

- one charge sustains the wearer as if he had received full nourishment for one day.
- one charge renders the wearer immune to all inhaled poisons and gases for one turn
- one charge gives the wearer water breathing ability for one turn
- one charge grants the wearer darkvision for one turn
- two charges allow the wearer to engage Astral Shift speed for one day.

The armor can be recharged.

Miscellaneous items

Beacon of Pursuing: This item looks like a three feet tall lantern, it can be used to follow ships in the ether.

By activating the beacon the user designates a ship he can see. From that moment the beacon will emit a ray of green light that always points in the direction of the designated ship, no matter the distance, for the next 24 hours.

The Beacon can be used once per day.

Once the beacon is activated, a pursued ship can never have the enemy lose its trail (see evasion and pursuit), in addition a helmsman rolls at +3 all Saving Throws (or ability checks) to pursue ships in Astral shift.

Circlet of Arcane Maneuvering: This golden circlet inscribed with dwarven runes allows magic-users to enhance the performance of a Voidspanner's engine.

By sacrificing a memorized spell, the caster can increase a voidspanner's tactical speed or maneuverability.

A sacrificed spell will increase the ship's speed or reduce the ship's maneuverability, not but not both, for one round.

Spell level	Speed	Maneuverability(Min 0)
1	+10'	-5'
2-3	+20'	-10'
4-5	+30'	-15'
6-7	+40'	-20'

Crystal of warning: This crystal is about one feet wide and alerts the helmsman of a ship traveling i astral shift when i is approaching an ecosphere or mass sufficient to bump it out of Astral shift.

The crystal turns a bright red and emits a keening sound if this is the case, the helmsman is not informed of what is altering its course and has one round to correct its route.

The new route will increase the distance to be covered by 1d10 million miles.

The crystal has 3d10 charges, one charge is used up for each warning.

Ether Spyglass: A character looking through this spyglass can see through the ether for up to 5 miles with no reduction to visibility.

Figurehead of Warning: This magical figurehead mentally warns the helmsman if a ship is within one mile of his voidspanner.

Figurehead of Hiding: This magical figurehead hides the ship from magical detection and scrying. No spell will be able to locate and see the ship that bears this figurehead. However effects that register the ship's presence without locating it (as the figurehead of warning does) will be triggered.

Helm of Maneuverability: This helm must be installed on a voidspanning ship. Once installed it grants a bonus to Saving Throws (or Ability/skill checks) for daring maneuvers.

Roll 1d10 to find out the bonus imparted: 1-5, +1; 6-8, +2; 9-10, +3.

Portable Planetarium: This item is a small metal replica of the whole system, about six feet wide. The movements of all celestial bodies are closely mirrored by the brass cogs and wheels of the item. A ship with the Portable planetarium never gets lost.

Talisman of the Void: As long as this talisman is worn, the wearer is immune to Voidwaste.

Space Encounters

Each day of space travel can bring new events in play.

The GM can have days spent traveling aboard a Voidspanner elapse in a few seconds of game time or become an adventure in themselves.

Encounters check are rolled differently if the the travelers are in Astral Shift or out of it.

Tactical speed travel:to check for space encounters the GM rolls 1d10 for each in-game day spent traveling inside the first four spheres and 1d20 for days of travel in the fifth and sixth sphere.

Astral Shift travel: roll 1d100 for each in-game spent traveling.

On any result of 1 an event occurs that day, its up to the referee to chose when during the day.

If an event happens roll 1d20 on the following table or chose a result:

1d20 roll	Event										
1-3	Ether Storm: The Storm lasts 1d10 hours affecting magic as usual.										
4	Shadows										
5	Wraiths										
6	Undead Ship Roll 1d10 for each ship:										
	<table border="1"> <tr> <td>1-3</td> <td>Caravel</td> </tr> <tr> <td>4-7</td> <td>Carrack</td> </tr> <tr> <td>8</td> <td>Galley,Small</td> </tr> <tr> <td>9</td> <td>Galley,Large</td> </tr> <tr> <td>10</td> <td>Riverboat</td> </tr> </table>	1-3	Caravel	4-7	Carrack	8	Galley,Small	9	Galley,Large	10	Riverboat
1-3	Caravel										
4-7	Carrack										
8	Galley,Small										
9	Galley,Large										
10	Riverboat										
7-8	<p>Asteroid Belt / Meteor Shower: Have the pilot roll as for execution of a Daring Maneuver.</p> <ul style="list-style-type: none"> Natural 1: Voidspanner takes 6d10 damage points. Failure : Voidspanner takes 4d10 damage points. Success: Voidspanner takes 2d10 damage Natural 20: Voidspanner takes no damage. 										
9	Distress call: The Voidspanner receives a distress call from a Voidspanner in trouble (out of food, damaged by pirates or asteroids...) 1d100x1000 miles away or meets a Voidspanner in trouble.										
10-11	<p>Pirates: 1d6/2 pirate ships ambush the player's ship.</p> <p>Roll 1d10 for each ship:</p> <p>1-3 Caravel</p> <p>4-7 Carrack</p>										

	<p>8 Galley,Small</p> <p>9 Galley,Large</p> <p>10 Riverboat</p>
12-16	<p>Inspection: 1d4 Voidspanners (from the nearest sovereign state or political entity) stop the player's Voidspanner for inspections.</p> <p>Roll 1d10 for each ship:</p> <p>1-3 Caravel</p> <p>4-7 Carrack</p> <p>8-9 Galley,Small</p> <p>10 Galley,Large</p>
17	Salvage: The characters find the hull of an abandoned Voidspanner. The hit points of each are reduced to (1d100)% its original total.
18	<p>Traders: A convoy of 1d6/2 trader ships.</p> <p>Roll 1d10 for each ship:</p> <p><i>There is an 1 in 6 chance they will be escorted by 1d3 ships, roll again for each escort ship, if necessary.</i></p> <p>1-3 Caravel</p> <p>4-7 Carrack</p> <p>8 Galley,Small</p> <p>9 Galley,Large</p> <p>10 Riverboat</p>
19	Void Dragon 1d3-1 (minimum 1), 50% in space Lair
20	Ugoi Raiding party: 1d4 females carrying 1d6 males each.

Planet-side Encounters

Planet-side encounters are resolved as for standard BFRPG rules, depending on which planet the player characters are at the moment, the GM may have to adjust the encounter tables to better fit the setting.

As an example almost all encounters on Ivoreze will be rolled on the Woods or Forest encounter table, but no orcs or Ogres exist on Ivoreze. In this case the GM should change orcs to pixies and Ogres to a npc party of elves.

Encounter descriptions

Inspection crews and Mercenary escorts will be mostly 1st level Fighters, a 2nd to 4th level bosun. The first officer will be a spellcaster (appropriate to the race of the crew) from 3rd through 6th level while the Captain will be a 3rd to 6th level fighter.

Military or mercenary crews are either unarmored or leather armored and fight with swords.

Boarding parties and marine-type fighters will sport better armament: typically chain mail, shield, swords and pistols.

Military and mercenary ships will usually have been modified for combat (Armored and/or Thickened), and most of them will be powered by Voidspanning engines.

Typical armament will include light or heavy cannons and at least a couple of culverins.

They will confront "suspicious looking" crews, but generally will need a good reason before they attempt to arrest or otherwise interfere with player characters.

Merchants are a often encountered in the void performing any sort of business. Merchants may offer jobs to interesting player characters, particularly those with good reputations.

Merchant parties will consist of either one single wealthy merchant or less wealthy merchants who have banded together for their own safety.

Greedy merchants will often change their ship to have more cargo space.

Merchant crews are composed by normal men sailors, usually unarmored and armed with a dagger or shortsword.

Mercenary escort ships are often employed by space traders as are parties of adventurers boarded as mercenary guards (see creating NPC parties in the BFRPG rulebook).

A merchant ship carries trade goods for a total percentage of its maximum cargo value equal to $4d20+20$, and/or up to 1d8 passengers.

In addition such a party will also have a type A treasure, with magic items omitted; it may be in one chest, or spread out among the ships.

Buccaneers and Pirates

The difference between buccaneers and pirates is largely a question of what they wish to be called; whatever you call them, they attack other ships or raid isolated colonies for plunder and prisoners to either sell as slave or ransom.

A buccaneer crew will consist of 1st level Fighters, led by a Fighter of 3rd to 6th level ($1d4+2$) and 1d3 Fighters of 2nd to 5th level.

There is a 1 in 6 chance that one of the officers is instead a spellcaster of the type appropriate to the pirates' race.

All will be experienced at handling voidspanning ships, of course.

They will be unarmored or armored only in leather, and will be armed with swords and bows, crossbows and some rare firearms.

Generate magic items for leaders only as described in the BFRPG rulebook.

A shipload of pirates or buccaneers will have a type A treasure, with magic items omitted (since magic items will

already have been rolled for the NPCs); the treasure may not be aboard the ship, however, as pirates often prefer to bury their treasures on isolated asteroid dens. In such a case, the Captain or one of his mates will have a treasure map leading to the location of the treasure.

Demi-Human Parties

It is assumed above that NPC parties will be Human, or predominantly so; but the Game Master may choose to present parties of Elves, Dwarves, or any other space traveling race.

Elven parties will usually be armored in padded, leather or iron mail armor and will employ bows as ranged weapons, all elven ships board druids to activate the Tree ship. No firearms are usually found on elven ships. Elven pirates may differ from this.

Dwarves instead make ample use of firearms and all the crewmembers will wear at least Ring mail, with officers sporting chain or even plate mail. Dwarven spellcasters will be either Clerics or Spellcrafters.

Halfling military ships are practically non-existent, merchant ships will usually be equipped like human ships.

Halfling spellcasters can only be Druids or Clerics.

Magic Research - Clarifications

Recharging items

No rules are given for recharging magic items in the BFRPG rules, here is an optional rule.

Spellcasters can recharge magic items like wands and staves, this requires an appropriate working space like a laboratory for a magic user or spellcrafter, a temple for a cleric or sacred grove for a Druid.

No item may be recharged beyond its maximum charge (20 for wands and 30 for staves for example)

The spellcaster must be of at least 9th level.

Restoring a charge takes two days of work and an expenditure of 100gp.

The spellcaster makes a magical research roll with a penalty based on the actual charge level of the item:

Charge Level	Chance
0	+5%
1	+0%
2-3	- 5%
4-7	- 10%
8-20	- 20%
21-30	- 30%
31+	- 40%

If the roll is failed, the money is spent, the time wasted and the item is not recharged.

Making Golems

No specific rules are given for creating golems or constructs in the BFRPG rules, given the presence of spellcrafters and the prominence of "magical technology" in Voidspanners, we offer some clarifications on Magical research rules that allows for creating golems.

Golems are treated like Permanent Magic Items.

Edit:

Golems may only be created by 9th level Magic users and Clerics(Druids, Illusionists and Grave Masters can not create golems of any kind), and Spellcrafters of 7th level or higher.

Golem creation is a hard, costly and difficult process: add together the number of Hit Dice and asterisks of the Golem type to be created.

This is used as the Golem's spell level.

The cost of animating a golem is 2500 gp per spell level; time required is five weeks plus ten days per level.

The chance of success is reduced (40+(5 per spell level))%

Example. An Amber golem would be considered an 11th level spell costing 27500gp and inflicting a -95% penalty to the research roll.

Trying to build such a golem would take 145 days of work.

Making Voidspanners

Voidspanners can be categorized on the base of their powering system: ethersails, tree-ships and voidspanning engines.

Ethersail or engine driven voidspanners are not inherently magical, but fly due to a magical propulsion system. Please take note that simply strapping one of these on a regular ship does not turn it in a Voidspanner nor can Voidspanners usually sail the seas.

The base cost of such a voidspanner is equal to the cost of a ship of the same type, specialized shipwrights must work on the hull. The process takes about one month for smaller ships, two months for larger ones.

If a character wants to buy an amphibian Voidspanner capable of sailing both sea and void, the base cost of the ship is increased by 20%.

Creating a Voidspanning engine or ethersails requires a 9th level magic user or 7th level Spellcrafter a laboratory to work in.

The process is similar to that of creating a 4th level permanent magic item: 10,000 gp, 75 days of work and success in a Magic research roll at -60%.

Special components for ethersails include a spider spun web exposed to starlight in the depths of the Ether.

Special components for Voidspanning engines include stargems mined from a comet, falling star or asteroid.

Ethersails can be activated simply by manning them like normal sails are used.

Voidspanning engines must be activated by inserting the activation wand in the helm, turning it on. One activation wand is created while creating the engine. Wands are tied to the engine they are created for and will not work on different engines.

Duplicating an activation wand is like creating a 1st level permanent item: it takes 35 days, 2,500 gp and a magic Research check at -45%.

Tree-ships can only be created by Druids of 9th level or higher working in a sacred grove.

Pre-existing hulls used to create Tree-ships, as these spellvessels must be completely grown from Tree-of-Life or Treant bark, shaped and treated with special spells throughout its growing process.

Treat the creation of Tree-ships as the creation of a 9th level permanent magic item: a magic research roll is required at -85%, 115 days of work and 22,500gp.

Time and money requirements are multiplied by the type of ship the Druid is trying to grow:

Galley, Large x2

Galley, Small x1.5

Carrack x1.25

Caravel x1

Riverboat x0.75

Sailboat x0.5

GM Options

Voidspanners offers a different take on the Fighter subclass presented in the *Olde Dungeoneer's Almanack*.

Barbarian, paladin and ranger subclasses are available to some non-human races in Voidspanners, all these sub-classes use the experience progression of Magic users, but employ the saving throws table, the attack bonus and Hit dice progression of Fighters.

Humans do get their experience bonus when taking such a class.

Barbarian

The class is open to Dwarves, Humans, Half-Ogres and Half-orcs

Requirements: In order to qualify to be a barbarian, one must have rolled a Strength of 9 or higher, a Dexterity of 9 or higher, and a Constitution of 9 or higher.

Barbarians may not use armor heavier than chain mail, but may use shields. They may wield any weapons desired except for Firearms.

Barbarian Abilities:

Barbarians wearing no armor or at most Leather armor gain the following abilities:

Alertness: Only a Thief of a level higher than the Barbarian can use the backstab ability on the Barbarian.

Animal reflexes: The barbarian can be surprised only on a roll of 1 on 1d6.

Hunter: In the wilderness Barbarians can surprise enemies on a roll of 1-3 on 1d6.

Runner: The Barbarian adds 5' to its tactical movement.

Barbarians have two additional special abilities they can use always, regardless of armor worn:

Diehard: This ability allows the Barbarian to keep fighting at 0 or less Hit points before death strikes him.

Use either the Save vs. Death or Negative Hit Points option to simulate this power (whatever of the two rules you are already implementing in your campaign), with the following exception for Barbarians:

Save vs. Death: If the Saving Throw is successful, the barbarian is conscious and capable of action till death takes him or his wounds are bound.

Negative Hit points: Even at negative hit points and bleeding off 1 HP per round, barbarians can keep acting and fighting till they reach a number of negative Hit Points sufficient to kill them (10 or their Constitution score).

Rage: Once per day a barbarian can fly in a Rage, raging requires one action and lasts ten rounds.

While raging, a character cannot use any abilities that require patience or concentration, nor can he cast spells or activate magic items with the exception of potions.

The character must charge in combat the nearest recognizable enemy, if no enemy is nearby the barbarian must end its rage or attack the nearest character.

While raging, the character temporarily gains a +2 bonus on Attack rolls, damage rolls and saving throws versus mind-altering spells, but he takes a -2 penalty to Armor Class.

A character may prematurely end his rage with a saving Throw versus Spell.

At the end of the rage the character loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Hit and damage, AC and Saving Throws, can't charge or run) for the next hour.

A Barbarian gets to use this ability two times per day at 6th level and three times per day at 12th level.

Paladins

Humans, Dwarves and Half-elves may become paladins in Voidspanners.

Requirements: Paladins are very rare, as one must roll STR 9, WIS 9, CHA 13 to become a member of this class.

Paladin Abilities:

Paladins may learn to cast spells as Clerics but may never create magical items through Magical Research.

Paladins' abilities are otherwise identical to the description given in The Olde Dungeoneer's Almanack.

Rangers

Humans, Elves, Gnomes, Halfling, and Half-elves may become rangers in Voidspanners.

Requirements: To become a ranger, one must have rolled a Strength of 9 or higher, a Wisdom of 9 or higher, and a Dexterity of 9 or higher. Rangers get the normal number of Hit Dice per level.

They can wear any armor, but some of the Ranger's special talents and abilities are unavailable when wearing heavier than leather armor. Rangers can use all kinds of weapons.

Ranger Abilities:

Climb, Move Silently, Hide, Listen: The ranger can climb, move silently, hide and listen as a Thief of equal level.

These abilities are negated by wearing armor heavier than leather armor unless the Thief's Options supplement is used.

Herb lore: If in the wilderness, the ranger can locate herbs and plants that could heal wounds; 1d12 turns must be spent gathering the necessary ingredients, and the poultice thus created heals 1d4 HP.

Sharp Aim: Rangers receive a +1 to hit bonus when using long or short bows, due to extensive training with that weapon.

Sworn enemy: At first level the ranger must specify a race or monster type as its sworn enemy, the ranger receives a +1 bonus to hit and damage when fighting this creature type and can use Track, Hide, Move Silently and Listen abilities against its sworn enemies with a +10% bonus.

The Ranger however rolls for Reaction at -2 when meeting Sworn enemies.

Track: The ranger can also track movement in the wilderness, at a base chance of 40% with 5% additional per level over 2nd.

The GM may also apply certain penalties or bonuses for conditions that might hinder or help the tracking attempt.

Skills and backgrounds

If the GM feels the need to complement his games with a skill system, the author of *Voidspanners* heartily recommends the *Backgrounds and Specialties Supplement* by James Roberts and Shayne Power.

The background system offered by Roberts and Power nicely fits in the game without making character creation excessively complicated and adds flavor to a character's background story.

Specialties however, while perfect for a Standard game of Basic Fantasy, should be checked by the GM as they may easily unbalance the game or create illogical situations if optional classes and rules from the different supplements for BFRPG are employed as suggested throughout *Voidspanners*.

Each Specialty should be considered carefully before it is introduced in the game.

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