

# VOID CONTRACTS

✿ A STRANGE CURRENCY BY B. MURRAY ✿

## THE VOID

There is a negative space between worlds that is absolutely empty. Nothing lives there, no one can stay there, and no one controls it. It's possible for some great individuals to visit there, but the longer they stay the stranger they become and the less nourishment they gain from the Real — eventually they can no longer survive in the Real and they must find another plane. You can't stay in the Void.

Since the Void connects to the Real in ways that cannot be understood by current systems of logic nor mathematics, passing through the void can be a tremendous shortcut in both time and space. It doesn't always work out, though — sometimes the distances are much further than calculated.

It is, however, possible to steal space from the Void and this space can be captured with VOID CONTRACTS.

## VOID CONTRACTS

A void contract is a blue-black sheet of soft flexible material inscribed with cyan formulae by a VOID MATHEMATICIAN. Creating one requires vast resources and sometimes kills the inscriber but some time in the distant past a significant number were successfully produced. When creating your own void contract, spend vast resources (whatever vast is in your system) and roll a d20 on the creation table, modifying upwards by your void mathematician skill:

1	everything around you dies but you're fine
2-19	you die
20-24	success, but you die
25+	success!

Void contracts are traded between powerful people for varying purposes. Since the contract specifies a VOID CALCULATION which will correspond to the translation of a fraction of the Void to a new space in the Real, and since time is a factor in that equation, and since the math is largely beyond everyone in existence, and since there are plenty of people who believe they understand it, void contracts change value by time and place.

Void contracts are relatively rare and not legal everywhere (and so there are certainly void contract smuggling rings), but they are traded for goods and have a traditional currency value. Some hoard them, some save them for military gain, and some trade them, keeping banks of void mathematicians to predict and keep track of the various values.

A void mathematician can tell you roughly how much space your void contract will create depending on where you trigger it. They can tell you how that space will change over time and where it might create more or less space. The further into the future they attempt to calculate the less correct their calculation will be.

When calculating a void contract roll on the following table to determine the predicted size of the space at the time and place specified:

2	the size of a closet
3-5	the size of a room
6-8	the size of a house
9-10	the size of a city
11	the size of a region
12	the size of a continent

Then roll the fact — this is the actual size and characteristics of the space when triggered. If the calculation is a prediction, roll an additional time for each week into the future your void mathematician has calculated. Roll one fewer time for each rank of void mathematician skill. Keep the fact a secret until it's actually triggered!

2	no change + uncomfortable property
3-4	much smaller
5-6	slightly smaller
7	uncomfortable property
8-9	slightly larger
10-11	much larger
12	much larger + uncomfortable property

If you get an Uncomfortable Property result, roll for each:

- 1 Airless. Air never gets in here.
- 2 Gravity higher than normal
- 3 Gravity lower than normal
- 4 Geometry is skewed — triangles have more or less than 180 degrees
- 5 Memory does not work properly here — usually you forget but sometimes you remember the future
- 6 Contains valuable resources
- 7 Contains alien resources
- 8 Everything is in black and white
- 9 Replaces space (see Triggering). People in the replaced space are stuck in the Void.
- 10 Expands a much smaller space to fill this space. People may die.
- 11 Contracts a much larger space to fill this space. People may die.
- 12 Abnormally fertile
- 13 Some universal constant is askew
- 14 An entirely aerial space
- 15 Populated with a new intelligent species
- 16 Space is actually a sentient creature that size.
- 17 Space is connected to another completely different Real
- 18 Access to the space is concealed somehow.
- 19 May violate connection rules (see Triggering)
- 20 Brains work better here
- 21 Things in this space age backwards

## TRIGGERING

When you trigger a void contract, the new space comes into being right where you trigger it. The rest of reality warps around to make room for it, connecting to it in logical ways. A void contract triggered in the middle of a road will create a new space with the road going through it — it might be a weird new stretch of road, but it will still be a road. Barring changes in physics, rivers will flow through, the air present will match the surrounding air, vegetation will be the same (or

at least similar), and structures will change but remain.

For example, triggering a void contract inside a home will expand the home to create the new space within it. That new space will also be a home and have similar architecture and material. The rest of the world around will just cope with the change.

Generally speaking, states agree that a void contract triggered inside its borders creates territory within its borders, but agreements vary in type and complexity. Certainly more than one war has started because of a triggered void contract.

Brad Murray, November 2016

Adobe Caslon Pro for body text with Greyhound for titling.

For RPG Talk November contest topic CURRENCY.



This material is distributed under the CREATIVE COMMONS  
ATTRIBUTION NON-COMMERCIAL INTERNATIONAL LICENSE.  
For commercial enquiries, contact VSCA Publishing through  
[enquiries@vsca.ca](mailto:enquiries@vsca.ca)