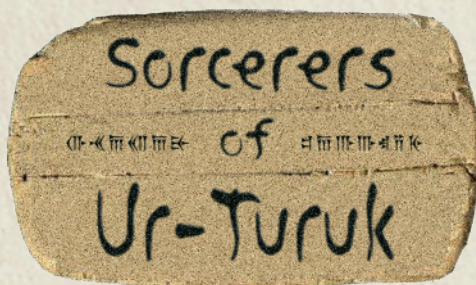


Sun, sand and Magic! This new D6 system-based RPG plunges you into a world of dark sorcery and burning skies.

Take a strong dash of Persian mythology and desert culture. Add in desperate Sword and Sorcery excursions into the burning desert, towering ancient temples and the fear of dark and terrible Gods. Finish off with group-style play (where every player has multiple characters), a powerful flexible freeform magic system and a rules set based on the classic and proven D6 system.

This book provides all of the rules needed for years of gaming, and also includes a concise guide to the city of Ur-Turuk and the surrounding lands.



Graham Bottley

## Acknowledgements.

This book has been a lot of hard, but enjoyable, work, and as usual could not have happened without the assistance of a few other people. Simon Strafford and James Golder as ever were the initial guinea pigs when I stated that I was writing a new game. Luke "Skywalker" Walker was a massive driving force during the Kickstarter and afterwards and Sam Byford was invaluable for the fantastic proofreading. Special mention must also be made of all of the backers of the Kickstarter listed below. Without them, this book would not have been possible.

And last but not least, my parents and family have been of enormous support, especially Florence, Benjamin and Beatrice!

## Kickstarter Backers.

Adam Boisvert, Adam Canning, Adam Conlan, Adam Crossingham, Akiazoth, Alan Beven, Alastair Cornish, Alex Stone-Tharp, Andrea Maurizio Medici, Andreas Rugård Klæsøe, Andrew Whitwham, Anthony, AsenRG, Atlictoatl, Bastian Flinspach, Ben Hall, Ben McFarland, Benjamin Terry, Bez Bezson, Bifford the Youngest, Blue Gargantua, blunder1983, Brady Webb, Brendan Falconer, Brennan Dawson, Brennan O'Brien, Brett Easterbrook, Brett Schofield, Brettski, Brian I, Brian Lauer, Bruce Hill, Cato Vandrare, Chaos Engineer, Charles Fitt, Charles Hammond, Charles Lawrie, Charles Myers, Chris Cooper, Chris Gardiner, Chris Gilmore, Chris H., Chris Hartford, Chris Harvey, Chris Snyder, Christopher Weeks, Corinna Clanton, Cultist of Sooty, Dain Lybarger, Dan, Dana Myers, Daniel Nissman, Darren, Darren Kessell, Dave Barker, David, David Bartram, David Dennis, david gendle, David Harrison, David Jenks, David R. Murrell, David Starner, Derek Johnson, Diogo Nogueira, Dominic Mooney, Ed Kowalczewski, Emily, Eric McCommon, Eric Samuels, fiona dann, Flowswithdrek, Francois Letarte, Frank Mitchell, Franko Franicevich, Gabor Lux, Gavken, Gerard Christopher Klug, Gerry Saracco, Go Miyauchi, Göran O. Bergström, Goraxe Meridian, Graeme Rigg, Gregory Faber, Gunnar Hogberg, Hein Ragas, Helder Lavigne, Ian Borchardt, Jacki Randall, James Robertson, jamie, Jamie Wish, Jan van der Wielen, Jason Pasch, Jason Whittle, Jeb Boyt, Jefepato, Jelle Van Sande, Jenny Bradbury, Jenny Green, Jens Henrik Olsen, Jessica Thomas, Jim O'Neil, Johan Karlsson, John "johnkzin" Rudd, John Kane, John Large, John M. Kahane, Jonas, Jordan Dennis, Jordi Rabionet, Hernandez, joseptrd, Josh Rasey, joshua m eaves, Kalle Henricson, Kapcon Rpg Convention, kenneth foster, Kevin Warwick, Kimmo K, Kristoffer Holmén, kustenjaeger, Lou Goncey, Luc Millette, LUIS AROCHO PUJOLS, Luke Walker, Malcolm Coull, marco messina, Marcus Bone, Marcus Shepherd, Mark, Mark Buckley, Mark S, Mark Stanley, Martin Bailey, Martin Greening, Martin Nichol, Matt Click, Matthew Keevil, Max Moraes, Michael Bradley, Michael Dean, Michael Dingler, Michael Feldhusen, Michael Kidd, Michael Lord, Michael Morales, Michael Thorn, Michael Tree, Michael Wild, Mike Gerdes, Morgan Hazel, Mr.Float, Murray Dahm, Naomi Booth, natb, Nathaniel Southworth-Barlow, Nectarious Andrews, Neil Smith, Nicholas Clements, Nicholas Rowe, nick bennett, Oh Seung Han, Olaf Buddenberg, oldstevo, Oli Palmer, Oliver Peltier, Oscar Estefania, Ovid, Owlglass, Patrick Ciraco, Paul Baldowski, Paul Holden, Paul Watson, Pedro Obliziner, Per-Olov Gothe, Petrefax, Phillip Bailey, Pieter van der Eems, Pineapple Steak, Pookie Uk, Raeve, Ralph Mazza, Raphael Pöbst, rchaddick, Redfuji6, Rengard Seaxe, Rhel, Rich Bark, Rich Spainhour, Richard Hawkins, Richard Mundy, Rob Abrazado, Rob Sansone, Robert Carnel, Robert Stehwien, Roland Cooke, Rolunde, Ryan Young, sammo, Schuyler Hernstrom, Scott, Scott McGougan, Sean Nicolson, secondrean, Sergio Silvio Herrera Gea, Seth Hartley, Shane Mclean, Simon W, Sophia, Stephan Szabo, Stephane Lorek, stephen, Steve Dempsey, Steve Ellis, Steven Wales, Steven Warble, Steven Ward, Storapan, Stuart Lloyd, Svend Andersen, Thalji, Thomas P. Kurilla, Tom Hudson, Tom Zunder, Tomas, Tomer Zrihan, Tomohisa NAKA, Tor Iver Wilhelmsen, Trip the Space Parasite, Vincent Kindfuller, Vojtech Pribyl, yongi, Zachary Taylor

This Edition Pdf and Print: 2015

ISBN: ?

Cover Illustration is © copyright Brian Macey

Internal illustrations are © copyright Brian Macey, Steve Luxton and Sarah Shackleton

Maps are © copyright Steve Luxton

This edition is printed and distributed by Arion Games

For further information about other Arion Games products check out our website and forums at

<http://www.arion-games.com>

No part of this book may be copied or reproduced without express written permission from the copyright holders.

## CONTENTS

Codex 1	Ur-Turuk	4
Codex 2	Rules of the Game	22
Codex 3	Magic	39
Codex 4	The Gods	62
Codex 5	Combat and Hazards	64
Codex 6	Perks and Complications	82
Codex 7	Minor Characters	101
Codex 8	Major Characters	121
Codex 9	Sorcerers	129
Codex 10	The Vahnam	132
Codex 11	Money and Wealth	146
Codex 12	Artefacts and Lore	150
Codex 13	GM Advice	153
Codex 14	Bestiary	160
	Glossary and Index	176

# *Codex 1: Ur-Turuk*

## *Introduction*

Outside the city the world lies hot and dry under the burning sun, haunted by wild and dangerous creatures. Within the city of Ur-Turuk itself, there are slaves and gladiators, thieves and murderers, nobles and Priests. There are also Sorcerers! These remarkable people are able to harness the primal energies of the world and perform truly wonderful miracles.

These Sorcerers however cannot work in isolation. Powerful though magic is, it cannot create real and nutritious food, cannot care for the horses and cannot guard the gate against the lowlife without. These tasks must all be performed by flesh-and-blood people whilst the Sorcerers pursue arcane research on artefacts recovered from ancient ruins.

Thus it is that players in a Sorcerers of Ur-Turuk game take control of multiple characters, and choose whichever one is most

appropriate for the task ahead. Indeed, the combined household of the Sorcerers and their followers, the Vahnam, could be considered the central character of the game.

The city of Ur-Turuk and its surrounds provide the setting for the game. An ancient city of narrow alleyways, sprawling markets and dingy taverns, fought over by a multitude of different factions and gangs, the city is both a dangerous and exciting place for a Sorcerer to make their home.

This book provides the rules of the game, along with an introduction to the setting. The companion book provides a far more in-depth description of the setting, with multiple plot hooks. One the GM has read, or at least skimmed, this book, you are ready to adventure into the dangerous world of Ur-Turuk!



# *Index*

Abrupt Magic (Complication)	99	Bodyservant	108
Actions	64	Bookworm (Complication)	100
Addiction (Complication)	93, 104, 122, 127	Boost Other (condition)	52
Age (Complication)	92, 104, 110, 124	Boost Statistic (condition)	52
Agent	116	Brawling (skill)	28, 103, 110, 117
Aggressive Magic (Complication)	97	Brotherhood of Coin	see factions
Air (element)	55, 56, 57, 58, 60	Burning Faith (Perk)	63, 85, 124
Alulim	5, 21, 39-40, 60-61		
Ambassadors	19, 124	Camel	163
Ambush	75	Chain Failure (Complication)	99
Ancient (Complication)	96, 124	Chainmail Armour	73-74, 105
Angry (Complication)	92, 104, 127	Change (condition)	51-52
Animal Handling (skill)	33, 108, 112	Changing Action	68
Animal Master	112	Channeler (Perk)	89
Armour	73-74, 162	Character Points	153-154
Armsman	126-127, 144	Cheetah	164
Artefacts	21, 40, 60-61, 150-152	Cidae	136, 164
Assess Other (skill)	34, 103, 117, 123, 126, 128	City Guard	see factions
		City Government	see factions
Athletics (skill)	29, 127	Close Magic (Complication)	98
Attractive (Perk)	83, 110	Club	69-70
Auroch	6, 162-163	Clumsy (Complication)	91, 104
Auto-Success	24-25	Combat	64-77
Awareness	35, 103	Modifiers	74-75
(Skill)	34, 109, 110, 113, 116, 117, 126, 127, 128	Options	74-77
		Combining Spells	46
Bad Luck (Complication)	93, 104, 110	Command (skill)	32, 35, 103, 115, 116, 117, 122, 124, 126, 128
Banded Armour	73-74, 105	Commander	128
Barter (skill)	33, 35, 108, 110, 113, 116, 117, 123	Common Sense (Perk)	84, 104, 110, 124, 125, 126, 128
Battle Trained	160	Complications	82, 91-100
Bear	163	Minor	91-94
Black face	see factions	Major	94-97
Bleeding Hook	see factions	Sorcerer	97-100
Blind Serpent	12, 14 & see factions	Constriction	166, 171
Block (skill)	29, 65, 70, 71, 77, 84, 103, 105, 126, 128	Contacts (Perk)	84-85, 104, 122, 123, 124
Boatman	109	Cook	107
Body (element)	56, 57, 58, 59	Council Chamber	137
		CounterSpell	47-48

Courtesan	117	Brotherhood of Coin	16
Crafting	35	City Guard	13, 38
(Skill)	30, 107, 110, 113	City Government	12, 86, 87
Craftsman	113	Cult of Nissa	16
Creatures	160-174	The Dust	15
Criminal (Complication)	95, 127	Line of Enu	14
Crippled (Complication)	96, 124	Killers	15-16
Crocodile	164-165	Temple of the Red God	14, 36, 38
Crossbow	72, 105	Uttu, The World Spider	15
Cursed (Complication)	96	The Vanishing Hand	15
Dagger	69, 71	Falling	79
Thrown	72	Fame (Perk)	86, 124, 125
Damage	66-67	Fast Healer (Perk)	84, 104, 110
(Condition)	51	Fast Learner (Perk)	89
Danger Sense (Perk)	83, 104, 128	Fast Reactions (Perk)	83, 104, 126, 127
Dar (town)	8	Fatiguing (condition)	50
Dead	66-67	Favours (Perk)	83, 110, 124
Deaf (Complication)	96	Fear	81
Demon	56, 58, 59	Feud (Complication)	95, 122, 124, 127, 128
Demonic Magic (Complication)	99	Fire	79
Desert Racer	136, 165, 170	(Element)	51, 56, 57, 58, 59, 89
Destroy (control)	47, 51, 55, 58-59	Forsaken by Gods (Complication)	96, 127
Diplomacy	38	Fumble	75-76
(Skill)	32, 35, 115, 116, 122, 124	Gatekeeper	109
Disease	81, 88	General (condition)	53-54
Dishonest (Complication)	94, 123	Ghost	56, 58, 59, 174
Djinn	173	Giant Lizard	166
Dodge (skill)	29, 65, 73, 77, 103, 108, 110, 117, 126, 127	Giant Scorpion	166
Drowning	79	Giant Snake	166-167
Duration (condition)	50	Giant Spider	167
Dust, The	see factions	Giant Squid	167
Earth (element)	55, 57, 59, 60	Girazi (town)	8
Educated (Perk)	84, 122, 124, 125	Gladiator	9
Elephant	165	Gods	62
Enchanting Voice (Perk)	86, 123, 124, 128	Blind Serpent	12, 14, 36, 38
Ending Spells	46	Enu	5, 9, 14
Enu	5, 9, 14	Nissa	16
Experience	153-154	Red God	9, 14, 36, 38
Explorer	125-126	Uttu	15
Factions	12-16, 36-38, 154	Greedy (Complication)	97, 122
Black face	15	Groom	108
Bleeding Hook	16	Gullible (Complication)	96, 125
Blind Serpent	14, 36, 38	Haggler (Perk)	85, 110, 123, 124
		Haunted (Complication)	95, 127
		Hayyan	6

# Sorcerers of Ur-Turuk

Healer	113	Library	137
Healing	41, 52, 59, 78-79, 84	Light (element)	55, 56, 58, 59
Healing Touch (Perk)	88	Lightning Fast (Perk)	88, 127
Heat Exhaustion	80	Limited Magic	48-49
Hero (Perk)	87, 126	(Complication)	98
Hero Points	25-26, 154-155	Line of Enu	see factions
High Magic Areas	156-157	Lion	168
High Priest	62-63, 123-124	Lizard, Giant	6
(Perk)	86, 124	Locational Magic (Complication)	99
History (skill)	31, 110, 114, 115, 124, 125	Long Reach (Perk)	90
Holy Power	63, 83, 85, 86, 115	Longbow	72, 105
Horse	168	Lore (skill)	31, 112, 113, 114, 115, 116, 123, 125
Horse Bow	72, 105	Lunar Axe	69-70, 105
Houndmaster	108	Lunar-Inspired Magic (Perk)	89
Hunt Kennels	137		
Hunting (skill)	34, 112, 114, 122	Magic	39-61
Hunting Beasts	135-136	(element)	47, 52, 55, 57, 58, 59
Hunting Dog	168	in Combat	68
Huntsman	114	Magic Character Points	61, 99
		Magical Control (Perk)	89
Illiterate (Complication)	94, 110	Magical Focus (Complication)	98
Impatient (Complication)	91, 104, 125, 126, 127	Major Characters	20-21, 26, 121-131
Impatient Researcher (compl.)	99	Medicine (skill)	30, 78-79, 113
Incapacitated	66-67, 78, 88	Melee Weapons (skill)	28, 102, 107, 126, 127, 128
Inconspicuous (Perk)	84-85, 127		
Infamous (Complication)	96, 126, 127, 128	Merchant	123
Inspiring (Perk)	87, 128	Mind (element)	55, 56, 58, 59
Investigation (skill)	34, 113, 116, 124	Minor Characters	20-21, 26, 101-120
Initiative	64-65, 76, 88, 93	Minor Mage	115
Iron Will (Perk)	88	Minor Magic	42
		(Perk)	83, 89, 115
Javelin	72	Minor Rank (Perk)	84, 104
		Missile Weapons (skill)	29, 102, 114
Katar	69, 71	Moon-Limited Sorcery (compl.)	97
Killers	15	Mortally Wounded	66-67, 79, 88
Killer	127, 144	Mounted Combat	76-77
King	8	Mounts	135-136
Khopesh	69-70, 105	Mule	169
		Mule Train	135-136
Languages	19	Multiple Actions	25
(skill)	31, 114, 115, 116, 123, 124, 125, 126	Music (skill)	33, 116, 122
Larceny	35	Musician	116
(Skill)	29, 117, 127		
Lasash (town)	8	Natural Acrobat (Perk)	87, 127
Leather Armour	73, 105	Natural Bond (Perk)	87, 126
		Natural Drain (Perk)	90

Nature (element)	51, 55, 56, 58, 59	Reach	71
Navigation (skill)	31, 126	Reactions	65
Nissa	16 & See Factions	Red God	9, 14 & see factions
Nobility (Perk)	86, 122	Religion (skill)	31, 110, 115, 124
Noble	122, 144	Research (skill)	30, 113, 114, 116, 124, 125, 130
Obese (Complication)	92, 110, 122	Resistance (skill)	33, 103, 113, 126
Obligation (Complication)	94, 122, 123	Restore (condition)	52
Observatory	137	Ride (skill)	32, 76-77, 103, 108, 110, 112, 114, 122, 126, 128
Obvious Magic (Complication)	99	Riding Lizard	136, 170
Oryx	6, 169	Riverboat	135-136
Outward Focus (Complication)	100	Running (skill)	29, 117
Parry (skill)	32, 65, 71, 77, 103, 126	Sabre Bear	136, 170
Patu	15	Sabre Toothed Tiger	171
Performance (skill)	33, 115, 116, 117, 124	Sacrificial Magic (Perk)	89
Perks	82-90	Safe Magic (Perk)	88
Minor	82-85	Sailing (skill)	30, 109, 126
Major	85-88	Sand Demon	174
Sorcerer	88-90	Sarraq	15
Persistent Magic (Perk)	90	Satrap	6, 62
Personal Code (Complication)	95, 123, 124, 127, 128	Scale Armour	73, 105
Personality Flaw (Complication)	93, 104, 110, 124, 126, 127, 128	Scholars	19, 125
Persuade (skill)	32, 35, 122, 123, 124, 128	Scholar (Perk)	87, 124, 125
Physical Drain (Complication)	98	Scribe	114
Physical Imperfection (compl.)	92, 104, 110, 124	Sea Serpent	171
Physical Power (Perk)	90	Search (skill)	34
Poison	81, 88, 166, 167, 172	Second Sight (skill)	34, 115, 124
Polearm	69-70, 105	Seduce (skill)	32, 35, 110, 117
Politician (Perk)	87, 122	Self Control (skill)	34, 47, 53, 59, 88, 91, 92, 93, 96, 97, 103, 108, 109, 115, 116, 124, 128
Polymath (Perk)	90	Senior Rank (Perk)	86, 128
Poor Eyesight (Complication)	93, 104, 125	Sense of Honour (compl.)	93, 104, 122, 127, 128
Poor Leader (Complication)	95	Sense Sorcery (Perk)	89
Poor Reputation (Complication)	92, 104	Sensitive to Magic (compl.)	97
Porter	109	Servants	20-21, 101, 106-111, 119, 144
Power Delay (Perk)	89	Severely Wounded	66-67, 78, 88
Power Transfer (Perk)	90	Shamshir	69-70, 105
Priest	62-63, 115	Shape (control)	47, 51, 55, 59-60
(Perk)	83, 115	Shapechanger (Perk)	86
Property (Perk)	85	Shield	69-70, 105
Protector (Perk)	84, 104, 126	Ship	135-136
Psychotic (Complication)	97	Showman (Complication)	94, 123, 127, 128
Range (condition)	50		
Rapid Casting (Perk)	88		
Rats	169		



# Sorcerers of Ur-Turuk

Shupurak (town)	8	Survivor (Perk)	88, 126
Side Effect (Complication)	99	Swimming (skill)	29, 79, 109, 110
Silk Armour	73, 105		
Skeleton in the Closet	95	Tactics (skill)	31, 128
Skills	22-23, 28-34	Target Numbers	24
Slaves	5, 17-18, 140	Targets (condition)	51
Market	9	Temple	62-63
Slavemaster	117, 140	Tentacles	167
Slow Reactions (compl.)	93, 104, 124	Thief	117
Soak	77	Thrown Weapons (skill)	29, 103
Soldiers	20-21, 101-106, 119, 144	Tongue Tied (Complication)	92, 127
Sorcerers	6, 19, 20-21, 26, 129-131	Toughness (Perk)	83, 104, 110, 126
Sorcery (Perk)	88	Tower	137
Spear	69-70, 104	Tracking (skill)	34, 114, 126
Specialists	20, 101, 111-118, 120, 144	Trade Carts	135-136
Spell Failure	44-45	Tulwar	69-70, 105
Spell Resistance	47	Two Handed	71
Spike Chains	69, 71		
Spirit	174	Unarmed	69
(Element)	55, 56, 58, 59	Uttu, World Spider	15 & see factions
Spiritual Guardian (Perk)	86		
Squeamish (Complication)	96	Vahnam	6, 19, 20-21, 101, 105, 132-145
Stables	137	Facilities	137-138
Staff	69, 71	Resources	135-136
Stamina (skill)	33, 92, 103, 109, 110, 117, 126	Wealth	85, 86, 134
Static Defence	77	Vanishing Hand, The	see factions
Statistics	27-28	Velayet	6
Steadfastness (skill)	33, 103, 117, 123, 124		
Stealth	35	Warrior (Perk)	84, 104, 126, 127
(Skill)	29, 103, 114, 116-7, 127	Water (element)	51, 55, 56, 57, 59, 60
Streetwise (skill)	32, 103, 109, 110, 116, 117, 27	Weak Constitution (compl.)	92
Strength (skill)	28, 103, 109	Wealth	146-149
Strongroom	137-138	(Perk)	86, 122, 123
Steward	116	Weapons	69-72
Striped Venomback	136, 171	Well	137-138
Studded Leather Armour	73, 105	Well Travelled (Perk)	84, 104, 123, 126
Stunned	66	Wild Die	23
Subdue	71	Wild Magic (Complication)	98
Subtle Magic (Perk)	90	Wilderness Lore (Perk)	83, 126
Summon (control)	47, 51, 55, 56-57, 89	Winged Snake	136
Summon Creature (cond.)	53	Wolf	172
Surprise	170, 170	Workshop	137-138
Superior Kitchen	137, 139	Wounded	66-67, 78, 88, 162
Survival (skill)	33, 13, 114, 126	Wym	172
		Zone Overload (compl.)	100