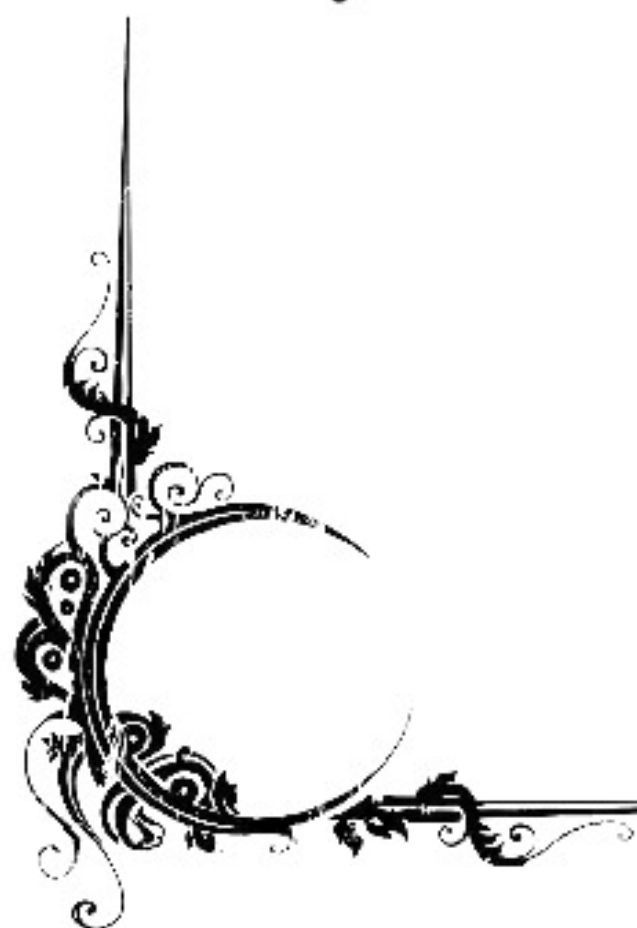


Jardu-Gar's Spellbook



Sorcerers
OF THE
Ur-Turuk



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Introduction

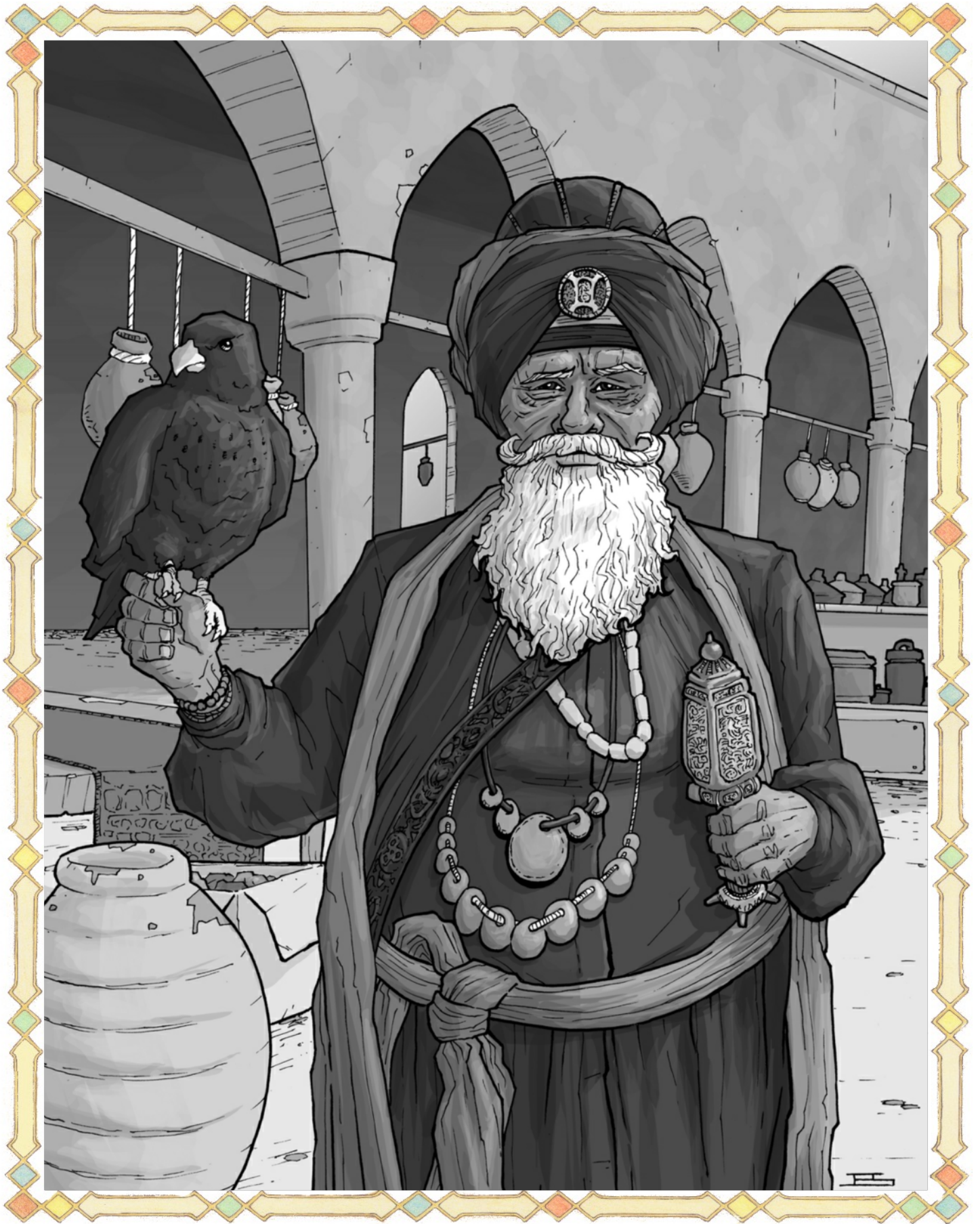
This book is a supplement for the Sorcerers of Ur-Turuk RPG. One of the main comments I have had since the game was published is that it can be daunting and difficult for new players especially to design spells with the freeform magic system. Hence this book.

Within are contained notes and guidance on spell design, a whole chapter of sample spells and plenty of space for players to record favourite spells of their own. There are also some optional rules to subtly change how the game is played and a handy page of spell creation tables.

This book is therefore handy for both players and GM to have during a game and to keep as a record of what common spells they cast.

Enjoy!

Graham Bottley, Arion Games





Ramblings of a Sorcerer

Magic, a strange power. I do get asked by every apprentice I take on what Magic is, where it comes from and how we can control it. And my answer to them all is the same: I don't know. I knew from a young age that I was different to the other small girls. I saw the world differently to them, I "felt" the world in fact. I felt that within me was a greater power of some sort. The result of this all was that no-one wanted to talk to me or be my friend because I was different.

My father, a poor woodcarver from the backstreets, hoped I might even have the potential to become a mage, a worker of small magics. Mages can earn a lot more money than a woodcarver can, and I think he hoped for an elevation out of a life of poverty. The local windworker did examine my ability a little, and I think he was scared because he never called on us again. I think he must have mentioned it to someone though because the next thing we knew, a small group of soldiers turned up one day and took me from my parents. My mother screamed and refused to let them take me, at least until one of them gave my father a small but heavy-looking leather bag. It was all a bit hazy after that. I was taken to a very grand house and well fed, then a very old man talked to me for a while of my power, then shortly after I was sent across the desert to the city of Lasash. And it was there that I began my apprenticeship.

The first few years were, truth be told, boring. Lots of learning in a classroom with several other children. Lots of watching a Sorcerer perform tricks with magic. Lots of reading. Many, many tests. And then one day, when I was a teenager, I was given a small room as a laboratory and given a precious artefact to investigate. This bronze amulet was cast in the shape of a sun and inlaid with semi-precious stones. Although it looked like a very old amulet, it felt different when it was picked up. Or rather I felt different. I felt...sharper. More alive, more...me. My master then showed me how to slowly take this item apart over nearly a year. At each stage, he showed me how to see the magics woven into the very metal and jewels and how to read them. Although I didn't realise it at the time, I was improving my understanding of magic itself. I also learned its name, although don't ask me how I knew this. The amulet that taught me, and that I destroyed in the process, was called Immdieongenlah.

As the end of that year approached, I excitedly looked forward to actually casting some spells. It was not to be though for I had only learned something of two of the Elements, the building blocks of the world. It took a few

more years, and a few more artefacts to finally learn a Control, a way of manipulating the Elements. i got faster at the process though, and was able eventually to deconstruct an artefact in a few months. Those years passed like centuries in that hot and cramped workroom, spending hours every day just staring at a small object on the bench before me. it was worth it though! At the end of those years of study, i could finally cast spells of great power and call myself a Sorcerer!

Not long after, my master sent me, and some of my fellow apprentices, back off to the great city of Ur-Turuk to found our own Vahnam. i was of course sad to leave the place i had called home for two decades, but was glad to see the place of my birth again and find out if my family were still there! in fact, my father and mother were both dead by then, but my sisters were very glad to see me, especially now that i was a Sorcerer. The city seemed noisier and busier, but i was amazed at how quickly it felt like home again.

And so, after long years, i was my own master. it was not long before my people began bringing back artefacts for me to deconstruct, artefacts that had spent long centuries hidden in some forgotten Alulim ruin. As i sit at my workbench and hold one of these precious items, i do wonder what manner of being made it, and indeed why? We use them to learn magic from, for indeed they have no other practical use, but that surely cannot have been the reason behind their creation? They are obviously magical, as even a servant can tell, but this magic manifests itself in such minor and subtle ways as to make them useless.



Of course, the Alulim are so alien to our way of thinking that we cannot even begin to comprehend what it was they were trying to achieve. Maybe they were toys, maybe practice pieces or maybe gifts to other Alulim. My personal opinion is that we will never know, at least until the Alulim return from wherever they went, and i can say i hope never to see that!

i have spent many hours pondering the fact that this ancient race of beings, who farmed humanity as we do goats, were such talented natural workers of magic. Where did they learn their skills from? What did they do with their magic other than create trinkets and imprison men? Why did they build their ruins using mundane means, even though they possessed such



immense power? They would have known that magic is never permanent and so maybe they left all of these enigmatic clues to inform later inhabitants of their worlds.

But i digress. Back to artefacts. Do i feel guilty breaking them down? No, not really. My people, and even myself, go to great lengths to recover these, face great dangers. If one found it's way into the collection of the King, would he value it any the more? No, he would put it in the treasury, under lock and key, and there it would stay forever. What a waste! Surely it is much better to learn from it whilst i can and then i can make a difference to the world.

i have already mentioned "my people". Those who assist me in my life's work. Most Sorcerers accumulate loyal followers, those who would give their very lives for their Sorcerer. i have those that work for me and are paid by me. i have a bodyservant to make my life comfortable, and one of the best cooks in the whole city. i have a soldier, a bodyguard, to keep me safe, and i have an Agent, one of those mysterious peoples who can find out anything and procure anything within the city itself. Then i have someone of much greater significance in the city, which almost every Sorcerer will have. In my case this is an Explorer, someone who has travelled the world (and back) and has been almost everywhere. Shaliah, the explorer, is invaluable to me because she has found many forgotten Alulim ruins during her wanderings that have later produced many artefacts for study.

Now, these people serve me. Of course they do, they are loyal to me personally. But they also serve the Vahnam, as indeed do i. i am in competition with my fellow Sorcerers for the best artefacts and the most power, but i also know that without them i would not be able to survive and find artefacts at all. So we, as Sorcerers, give our highest loyalty to the Vahnam itself and would do anything to keep it safe.


i know that i live a privileged life. Sorcerers accumulate property, money and land over the years and one Vahnam will bequeath it to another when the last member dies. i do not, like my fathers before me, have to scrape around for food, i do not have to work at backbreaking labour every hour of every day. i have servants and slaves to wait on my every need and people to carry out my orders. i know that i am not as wealthy as some of the nobility, and certainly poorer than the King, but i am comfortable beyond the dreams of most people, and that is enough. Besides, however wealthy the nobility are, they cannot manipulate the world the way i can!



Whilst life within the Vahnnam is comfortable by any standard, life when out on an expedition is less so. When we have to venture out in search of artefacts, there are normally just a few of us, and we have to go to some very dangerous places indeed. Wild animals, bizarre creatures, spirits and demons, deep deserts, mountain tops and more have all proved fatal in the past, and will do again. We usually sleep in tents, eat dried rations and drink brackish water. There are long hours spent in the saddle or on the march and that is even before we reach the ruins. The ruins themselves are often awe inspiring in their scale and grandeur, but also dangerous. Strange creatures often lair there, insane cults make them their base and the ancient guardians still prowl. Despite magic not being forever, some of the magically created guardians are still going! I can make a spell last a year, but they could make them last centuries!

Talking of spells, apprentices are often astounded at just how many things are possible with the right application of magic. But you have to remember that no single Sorcerer can do everything. I have known some to have ability in almost every Element and every Control, which gives them great flexibility even if what they achieve is always somewhat limited. I have known great specialists able to achieve great power in some things, but with almost no ability outside of that narrow field. And some Sorcerers are somewhere in between, with some power in all elements and a focus on one control or a good ability with all Controls but specialisation in only a few elements. If you, the reader, are training to become a Sorcerer, make sure you give this balance plenty of thought, for it will guide your whole career!

And so what can a Sorcerer do with magic? Whatever they want. A powerful one can decimate armies, damage a whole town, build a whole town in a night or summon a powerful demon. Many people ask me why Sorcerers do not rule the world then? Well, firstly they would not want all of the problems that come with being a King, but mainly it is because of some intrinsic limitations to magic. I said that they could do anything, but that is not quite right. A mage can never know something by magic. They can amplify sounds by controlling the air, but even the best air mage could not hear a conversation inside a building. A Sorcerer cannot tell if someone is lying or what they are thinking. They cannot change one thing into another. And possibly the biggest limitation is their mortality. A Sorcerer-King who raised a magical fortress garrisoned by created warriors would be almost invincible. Until an assassin slipped a poisoned dagger between their ribs. Within minutes, there would be a pile of earth where the fortress once stood and no soldiers at all...



This life-limited magic means that a Sorcerer who terrorised a city would, before long, fall prey to a hired killer and every terror they had created would melt away. No, most Sorcerers prefer to work away quietly without causing fuss and be allowed to live and become powerful.

One of the biggest problems a new Sorcerer faces is how to put a spell together. How far must it reach, what area should it affect, how long should it last? And, just what should it do? To that end, i have put together some of the most common and useful spells i have cast in this spellbook, and left plenty of space for you to add your own. You may not want to cast the same spells i have, or may not even have the need, but they are here anyway for your convenience. And, as you get more experienced, you can use them to give you ideas about creating your own spells.

Jardu-Gar, Sorceress of Ur-Turuk

The Year 1317 after the Victory of Ziundra



Spell Design Notes

Many RPG's have a long list of spells that wizards and other spell users can learn from with very defined effects and conditions. Sorcerers of Ur-Turuk, like a few others, does not have this, which is both a curse and a blessing to a new player or GM. A blessing because a Sorcerer can do almost anything (within limits) with magic that they want or need. A curse because rather than just saying they will cast "Fireball", the player must determine the effects, conditions and chance of success before rolling the dice.

This book includes sixty "sample" spells that can either be used as written or else modified for circumstances. However, study of these spells will also give a good idea of how to construct a spell to achieve a particular goal.

This section also provides some further notes and suggestions on how the spell creation process works to help players get the most out of the magic system and the GM to arbitrate fairly over details. It must be remembered though that the GM is the final arbiter and however they rule on a spell, that is the way it is.

Fatiguing

This condition is a simple one. Either a spell fatigues the caster or it does not. Essentially, it allows a Sorcerer with a high level of power in a particular combination to use minor spells as and when required. A Sorcerer with high Summon and Fire could light a candle (probably a TN 6 spell) without it causing fatigue by raising it to a TN of only 12 by not causing fatigue. This will be more or less automatic to cast for that powerful Sorcerer and may even be covered under the Auto-Success rule.

Generally, for most spells in most situations, it is easiest to leave this as Fatiguing and therefore accrue no extra TN modifiers.

Range, Duration and Targets

These conditions are all mandatory (even if it is only the +0 option) but are easy to assign. It is normally optimal to have just enough of any of these for the spell to work and no more. Many of these have big jumps in TN at the upper end, and with a high enough TN a spell could affect a 500' radius for a year at a distance of five miles!

The Radius and Target condition must be carefully thought about. If affecting targets, they simply need to all be in sight of the caster when the spell takes effect and do not need to be clustered together. A spell with a Radius of affect will work on whoever is in the area when the spell is cast, even if that is more than the equivalent number of targets.

When changing a radius to make a different shape, consider that the base is a circle of the given radius and with a height of 10'. To make it 20' high, half the radius. To make it into an oval with double the width, half the depth. It is probably easiest to work in doubles and halves again and again until the required dimensions are reached. So to make a long wall, you could start with a 20' radius effect, and turn that into a 40' wide, 10' deep effect. Then again to make an 80' wide and 5' deep effect. This will be 10' long but to make it 20' you would then half the width or depth and double the height. And so forth. Remember that these are all mostly approximate and the GM will rule on exact dimensions.



Damage

This condition will be one of the most used, at least by newer players used to more traditional RPG's. It allows the caster to inflict all sorts of nasty effects on people, animals, buildings and unnatural creatures. The actual damage dice inflicted are straightforward, and these should be rolled as for a weapon attack. Armour will apply to some of these (physical attacks such as flames or rock missiles and not to others (destroy flesh etc).

As noted on page 51 of the core rulebook, some combinations of Control and Element inflict one grade lower damage. This is because summoning a big rock to crush an enemy will do more damage than a jet of water. However, a creative Sorcerer will make use of the additional effects of those combinations (a jet of water would also extinguish torches, make the ground underfoot tricky etc).

For convenience, we have listed the combinations here:

Summon	Mind	No Damage	
	Light	No Damage	
	Nature	No Damage	
	Spirit	No Damage	
	Magic	Reduced Damage	No Armour
	Body	No Damage	
	Fire	Normal Damage	Armour
	Air	Reduced Damage	Armour
	Water	Reduced Damage	Armour
	Earth	Normal Damage	Armour
Destroy	Mind	No Physical Damage	
	Light	No Damage	
	Nature	Normal Damage	No Armour
	Spirit	No Physical Damage	
	Magic	No Damage	
	Body	Normal Damage	No Armour
	Fire	Half Damage	No Armour
	Air	Reduced Damage	Armour
	Water	Reduced Damage	No Armour
	Earth	No Damage	
Shape	Mind	No Physical Damage	
	Light	No Damage	
	Nature	Reduced Damage	No Armour
	Spirit	No Physical Damage	
	Magic	No Damage	
	Body	Reduce Damage	No Armour
	Fire	No Damage	
	Air	Reduced Damage	Armour
	Water	Reduced Damage	No Armour
	Earth	Normal Damage	Armour

Given the flexible nature of the spell system, the above are not hard and fast rules. Shape + Earth to make a rock fist rise out of the ground and punch an enemy will do normal damage and armour will apply. Contorting someone's metal armour to crush them will only inflict half damage but the armour itself will provide no protection. Throwing a bolt of fire with Summon + Fire causes normal damage but armour will protect. Heating the body of the target up directly will also cause normal damage but will bypass armour. However, the former may well ignite clothing causing ongoing damage and will be seen by the nervous comrades of the target. The latter will do neither of these things.

The duration of a damage spell may also be important. In general, damage caused to a target by a Destroy spell cast upon it will only be applied to the target whilst the duration lasts. So casting Destroy + Body will remove big chunks of the target (the Damage dice) but once the duration ends, the chunks will reappear and the damage also fade. However, if the target dies before the duration ends, they will remain dead even whilst the wounds that killed them fade away.

Damage caused solely by the Element (Fire, Water, Earth etc) is indirect damage and an Instantaneous spell is often sufficient. So a bolt of fire will burn the target. When the bolt vanishes, the burns remain. If the duration is greater than instantaneous, then the damage is ongoing and is rolled every round. A bolt of fire with a duration of an hour will keep going, burning through anything it can and just stopping if it cannot. It will stay there though and inflict damage on anyone who touches it.

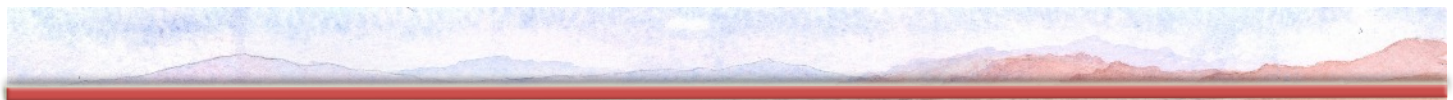
It is possible that a caster will wish to do something very specific such as destroy the heart or brain of a target to more easily kill them. However, the rolled damage still applies. Targeting the Brain with a Destroy+Body spell of 8D6 would do no real damage if the damage roll is less than the Toughness roll of the target in exactly the same way as if the spell was cast at the ribs.

It is possible to reverse these spells to reduce damage from other sources. A reversed Shape+Earth spell cast on an enemy sword with a reversed Damage condition of 4D6 would reduce the damage code of the weapon by 2D6 because the additional damage rule applies to reversed spells too. A large bonfire upon which a Shape+Fire or Destroy+Fire spell of 4D6 reversed damage was cast would reduce damage inflicted by 4D6. If the bonfire only did 4D6 or less damage to begin with, the fire would give out light but no warmth at all.

Change

This condition can be easy or difficult to work out. What percentage change would be required to give gills and flippers to a person to enable them to swim underwater? This would probably be in the region of 40% because changing lungs to gills is a fairly major change affecting much of the torso and head of the target (about 20% or more). Although changing feet to flippers will not be a full 20%, the spell only works in chunks of that amount and so the spell would end up needing the whole chunk. The extent of the change is also important. Covering the skin of a person with downy hair for warmth might affect a large percentage of the body, but all it is really doing is increasing the amount of hair, so might only be a 20% change. Changing a person's skin so that it is completely covered in thick and protective reptile scales might be 40% because the before and after are so profoundly different.





Boost Statistic/Other

This condition is quite straightforward. Almost anything with associated dice (an animal, weapon, spell, person etc) can be boosted. Each boost requires a separate spell or effect, so adding to the Attack Roll and the Damage of a weapon needs two separate boost effects to be applied.

It is worth noting that a particular dice value can only be boosted by one spell at a time, with only the more powerful taking effect.

Boost Statistic will work on the six core statistics, as well as the three magical Controls. Essentially, any dice value that is applied to multiple others. This would also include boosting the potency of a natural healing spring, the background magic levels and so on. Boost Other will work on any dice value that does not affect others, so weapon damage, skills, Elements etc.

This condition can also be reversed so that a dice value is reduced by the spell. Regardless of the potency of the spell, a dice code can never be reduced below 0.

Restore

This condition is also fairly straightforward. Wound levels can be reduced with this spell as follows:

Mortally Wounded > Incapacitated > Severely Wounded > Wounded > OK

Stunned counts as a separate wound level. So if a Severely Wounded character who is also stunned receives two levels of healing, they could be restored to OK but still be stunned or restored to Wounded but not stunned.

Magically healed wound levels should be recorded individually thus: 2, 1, 3, 2

This character has had one a total of 8 wound levels healed over an adventure. During later downtime, the healer would allow the level 1 to return (the character is now wounded) to be healed naturally, then a level 2 (the character is now severely wounded) and allow that to heal and so forth. Ideally, the duration of each healing spell should also be recorded:

- 2 (1 week)
- 1 (1 day)
- 3 (1 day)
- 2 (1 week)

If the healer dies or is otherwise incapable or repeating the healing spells before they expire, the wounds will be applied, possibly all in one go. In that case, add together all “healed” wound levels and apply them as one single damage. In the above case, the character would be 3 levels worse than dead, and so would expire in a very nasty way.

Restore spells cannot be reversed to cause damage.



Summon

This spell condition really allows the caster to create whatever creatures they desire, limited by the element. A Nature spell would need to summon a plant or animal which would be subject to all normal laws of the world. A summoned Fire creature could be extinguished and may need something to burn to remain and so forth. A GM will apply limits to the dice allocated to each statistic, skill etc.

It is sensible to assign at least some dice to each statistic. No Wits would mean that the creature could not follow even simple orders. No Perception means it would not be able to see anything and so forth.

Even when summoned, a control spell must also be used to make the controlled creature do what you want. A creature with at least 2D in Wits will be somewhat intelligent and more potent control spells will be needed to force it to undertake obviously suicidal actions.

General

This condition is the most difficult to adjudicate. It should be used if no other condition is applied, for example a spell to summon a wall. This wall does not inflict damage, heal wounds or boost statistic, so a General condition is applied. In this case, the Level would be the solidity of the wall and might reflect the Soak number of the wall when attacked (5 per level). It might reflect the complexity, so a Level 1 wall is a plain wall, but Level 3 has a walkway, crenelations and buttresses.

It can apply to effects on creatures such as blindness or stun or to a penalty to a specific action. It differs from a reversed Boost spell by applying to the specific action rather than to a skill that applies to various situations. In general, an effect generated here would be up to 1D per level of the spell, but could be less.

The GM will likely ask for various levels of this condition to be applied to a spell to achieve the stated goals of the caster. A Firebolt cast at an enemy would have the small chance of igniting clothing that any momentary burst of flame would have. One which has a half chance to ignite clothing might need a Level 1 effect, a certain chance might be a level 3 effect and igniting the flesh of the target would be a level 5 effect.

As a player, it is best to allocate the levels of General condition that feel right, and also that you can defend to the GM. If you insist that your level 1 Shape+Earth spell can create a palace complete with working fountain and furniture, you are not likely to get approval for your spell.



Sample Spells



The spells presented in this next section are intended to fulfil several purposes. The first is to give new (and experienced) players a set of common quick reference spells. Sometimes, despite the great flexibility of the magic system, it is nice just to be able to refer to a basic spell. However, they are also intended to help players and GM's design their own spells by showing what is possible and ways to interpret the system.



The spells listed here can of course be cast as is, straight from the book. The intention though is for players to take these spells and modify them as desired. Throwing a firebolt is fine, but what if more damage is needed, a longer range, two targets etc? Just change that one condition, recalculate the new TN and off you go.

Almost all of these spells are listed as causing fatigue. The reason for that is it makes the spell easier to cast and is the "default" way of casting it. Of course, any of these spells can be made non-fatiguing simply by adding +6 to the TN.

There are also plenty of blank spell records for players and GM's to record their own favourite spells, although these will also be modified for any given situation.

Airwall

Shape + Air

Range:	10'	[+3]	Target Number:	32
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	5' Radius	[+10]		
General:	3 Levels	[+15]		

This spell churns the air wildly in a 10' wide and 2' thick wall directly in front of the caster. Any attack made through this wall suffers a penalty of -3D (3 Levels) and to move through it requires a Might test with a TN of 15.

Air Cushion

Shape + Air

Range:	50'	[+5]	Target Number:	29
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Damage:	8D6 (reduction)	[+15]		

This spell is cast at a single target that is falling. If successful, a cushion of air is created around the target, reducing the impact of the fall by up to 8D6. Damage beyond 8D6 is first reduced by that amount then inflicted as normal. If the falling damage is less than 8D6, the target lands unharmed on their feet.

Animal Form

Shape + Body

Range:	Touch	[+1]	Target Number:	27
Duration:	1 Hour	[+6]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Change:	100%	[+15]		

This potent spell will allow a sorcerer to change a human into another creature of similar size, such as a donkey, lion or dog. Variants of the spell will allow the target to become a smaller or larger creature. The target gains all normal physical abilities of the target creature, but retains their own mind. The target may resist the effect.

Animate Water Elemental

Shape + Water

Range:	Touch	[+1]	Target Number:	40
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
General:	6 Levels	[+30]		

This spell will animate water from a large body such as a lake, river or sea into a hulking humanoid form that may be commanded by the sorcerer. Although only lasting for 10 rounds, the creature has the following statistics: Might: 7D, Agility: 3D, Wits: 2D, Toughness: 7D, Perception: 2D, Melee: 4D, Damage 8D

Beast Scare

Shape + Nature

Range:	10'	[+3]	Target Number:	17
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
General:	1 Level	[+5]		

When cast on one natural animal, this spell creates fear and even terror and causes the animal to immediately turn and flee for the ten round duration. If the animal is ridden or actively handled, the rider or trainer may make an appropriate skill roll, needing to beat the casting roll to prevent flight.

Blast Demon

Destroy + Spirit

Range:	10'	[+3]	Target Number:	34
Duration:	1 Hour	[+6]	Fatigue:	Yes [+0]
Target:	1 Demon	[+5]		
General:	10D6	[+20]		

This spell causes direct damage to the target demon, inflicting considerable damage to it's physical structure. The damage only lasts for an hour but it would be hoped that by then the Demon would be destroyed utterly anyway!

Bolt of Fire

Summon + Fire

Range:	50'	[+5]	Target Number:	20
Duration:	Instant	[+0]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Damage:	6D6	[+10]		

This general purpose attack spell will do the same damage as a strong man with a sword, but can strike from 50' away and could possibly ignite a flammable target. The caster fires a single bolt of elemental flame which bursts against the target, burning them.

Boost Damage

Shape + Magic

Range:	10'	[+3]	Target Number:	13
Duration:	Instantaneous	[+0]	Fatigue:	Yes [+0]
Target:	1 Spell	[+5]		
General:	4D6	[+5]		

This useful spell adds to the damage inflicted to one target by one spell. It must be cast at the same time as the target spell and the target spell caster must be within the stated range. If the damage inflicted by the target spell is halved due to the specific combination, the extra damage is also halved.

Burn

Summon + Fire

Range:	10'	[+3]	Target Number:	13
Duration:	Instantaneous	[+0]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Damage:	4D6	[+5]		

This spell creates a momentary jet of fire ten feet long that strikes one target. It will of course ignite flammable objects it hits but will otherwise cause damage as normal.

Charm Spell

Shape + Mind

Range:	10'	[+3]	Target Number:	24
Duration:	1 Hour	[+6]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
General:	2 Levels	[+10]		

This spell will improve the attitude of the target by two steps, so a hostile character would become neutral, an unfriendly character would become friendly and a neutral character would become an ally. The target may attempt to resist the spell, which lasts for 1 hour. This spell does not force the target to take any actions, but merely changes their outlook. Hostile action on the part of the sorcerer towards the target may worsen their outlook again.

Chasm Bridge

Summon + Earth

Range:	Touch	[+1]	Target Number:	33
Duration:	1 Hour	[+6]	Fatigue:	Yes [+0]
Target:	20' Radius	[+16]		
General:	2 Levels	[+10]		

This spell will create a bridge of stone over a chasm up to 40' long and 10' wide. The bridge will be strong enough to support people and small pack animals, but not a cart or wagon. The bridge will start from a spot touched by the sorcerer and arc to the far side. As soon as the arc finishes forming, it becomes a normal stone arch and so unless the far side hit a solid surface, the arch will crumble.

Chill

Destroy + Fire

Range:	Touch	[+1]	Target Number:	17
Duration:	1 Hour	[+6]	Fatigue:	Yes [+0]
Target:	1 Item	[+5]		
General:	1 Level	[+5]		

As this spell is cast, the Sorcerer must touch one object or creature. If the spell is cast successfully, the target is cooled by 10 degrees. If cast on an unwilling creature, they may resist the spell. A living creature will only have their surface temperature reduced, so they will feel very cold but will not take damage.

Command Demon

Control + Spirit

Range:	50'	[+5]	Target Number:	45
Duration:	1 Day	[+10]	Fatigue:	Yes [+0]
Target:	1 Target Demon	[+5]		
General:	5 Levels	[+25]		

When cast on a target Demon, this spell allows the caster to issue whatever commands they desire, which will be fulfilled literally and to the letter. The Levels assigned to this spell allow anything at all to be issued as a command, even if it would result in the destruction of the Demon. The target being is however allowed to resist the effect.

Counterspell

Destroy + Magic

Range:	50'	[+5]	Target Number:	16
Duration:	Instant	[+0]	Fatigue:	No [+6]
Target:	1 Spell	[+5]		

This spell is unusual in that it is fairly easy to cast, but whether it takes effect depends on the casting total. As per the usual rules for defensive spells, if the casting total of this spell is higher than the target spell, the target spell is cancelled.

Deplete Power

Destroy + Magic

Range:	Self	[+0]	Target Number:	28
Duration:	1 Hour	[+6]	Fatigue:	Yes [+0]
Target:	20' Radius	[+16]		
Reduce:	1D	[+6]		

When cast, this spell drains the area somewhat of magic, reducing available power and making the casting of further spells more difficult for the duration. Whilst in effect, all spellcasting rolls in the area are reduced by 1D.

Dessicate

Destroy + Water

Range:	Touch	[+1]	Target Number:	26
Duration:	Instant	[+0]	Fatigue:	Yes [+0]
Target:	One	[+5]		
Damage:	10D6	[+20]		

This very nasty spell aims to instantly destroy all water on or in a single target. Unless the target is completely dry already (stonework, pottery etc) it will take the full damage. A target killed by this spell will crumble to dust.

Doorway

Destroy + Earth

Range:	Touch	[+1]	Target Number:	23
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	10' Radius	[+13]		
Damage:	1 Level	[+5]		

When cast, this spell neatly removes stone or mud brick from a wall in a 5' by 5' block up to 10' thick. This doorway will not collapse during the duration, after which the wall is restored to normal.

Empty Bilge

Destroy + Water

Range:	Touch	[+1]	Target Number:	27
Duration:	1 Month	[+16]	Fatigue:	Yes [+0]
Target:	1 Target Ship	[+5]		
General:	1 Level	[+5]		

This rather unglamorous sounding spell will empty the bilge (the lowest part of a ship or boat) of a small ship of water. Larger vessels will require higher levels of effect. This water will of course come back when the spell expires (possibly even sinking the ship) and so a good ship magician will ensure the spell is maintained at all times.

Enchant Weapon

Summon + Magic

Range:	Touch	[+1]	Target Number:	27
Duration:	1 Day	[+10]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Damage:	4D6	[+5]		
Boost Oth:	+1D	[+6]		

This spell enchants one weapon with raw magical energy, increasing the attack roll by +1D and the damage roll by +2D. It is the weapon itself that is enchanted, and so it can be picked up and used by anyone.

The caster must have at least 3D in the Magic Element to cast this spell.

Encroaching Darkness

Destroy + Light

Range:	50'	[+5]	Target Number:	29
Duration:	1 hour	[+6]	Fatigue:	Yes [+0]
Target:	10' Radius	[+13]		
General:	1 Level	[+5]		

When cast, this spell destroys all light in a 10' radius and will continue to do so for an hour. No light can enter the area and any normal light source will emit no light while within (although flames will continue to burn). If a magical light source enters the area, the higher of the two casting rolls will eliminate the lower.

Energise Area

Summon + Magic

Range:	Touch	[+1]	Target Number:	42
Duration:	1 Day	[+10]	Fatigue:	Yes [+0]
Target:	100' Radius Area	[+19]		
Boost:	+2D Magic	[+12]		

This spell is very difficult to cast, even for experienced Sorcerers but the effects are potent. Within the area of effect, all magical characters will feel a tingling in the air and even non-magical characters will feel energised. During the duration, all spells cast will have a +2D bonus applied to the casting rolls.

The caster will need at least 6D in the Magic element to cast this spell.

Enhance Memory

Shape + Mind

Range:	Touch	[+1]	Target Number:	19
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Boost:	+1D Wits	[+9]		

The target of this spell will have clarity of thought and excellent recall of everything they have known. It will help with remembering facts, processing information and using Knowledge skills.

The caster must have at least 3D in the Mind element to cast this spell.

Enhance Mount

Shape + Nature

Range:	Touch	[+1]	Target Number:	27
Duration:	1 Hour	[+6]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Boost Stat:	+1D to a statistic	[+9]		
Boost Skill:	+1D to one skill	[+6]		

This spell allows the caster to improve the capabilities and skills of one mount for the duration. It is up to the caster at the time of casting which statistic and skill are boosted, but it is also possible to split the 1D into pips if desired.

The caster must have at least 3D in the Nature element to cast this spell.

Eruption

Shape + Fire

Range:	10'	[+3]	Target Number:	13
Duration:	Instantaneous	[+0]	Fatigue:	Yes [+0]
Target:	1 Target Fire	[+5]		
Damage:	4D6	[+5]		

This spell is cast on a fire of at least the size of a blazing torch. The fire immediately then erupts outwards, flinging flame at one target within 10' to inflict damage. The damage may be increased by using a larger fire and a higher TN.

Exorcise

Destroy + Spirit

Range:	10'	[+3]	Target Number:	33
Duration:	Instantaneous	[+0]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Damage:	12D6	[+25]		

This very powerful spell will attempt to cast a demon or ghost back to the nether hell from whence they came. If the spell is cast successfully, the above damage is rolled. If the damage is sufficient to cause an Incapacitated or greater result, the unnatural creature is banished. If the damage caused is less, the banishment fails and the creature is unharmed.

Extinguish

Destroy + Fire

Range:	10'	[+3]	Target Number:	18
Duration:	Instantaneous	[+0]	Fatigue:	Yes [+0]
Target:	5' Radius	[+10]		
General:	1 Level	[+5]		

This spell will instantly extinguish all fires within the affected area. It will also reduce the heat of materials such as lava or coals in a forge. The fires may be re-lit but will not spring back automatically.

Flash

Summon + Light

Range:	Self	[+0]	Target Number:	28
Duration:	Instantaneous	[+0]	Fatigue:	Yes [+0]
Target:	10' Radius	[+13]		
Restore:	3 Levels	[+15]		

This spell makes the caster emit a very, very bright but very brief flash of light out to about 10' radius (although the flash can be seen from much further away). Anyone within this radius must resist the spell using Self Control or lose their next round entirely.

Forget Skill

Destroy + Mind

Range:	10'	[+3]	Target Number:	18
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Reduce Skill:	Reduce by 1D	[+6]		

This spell causes one target (that may try to resist) to lose 1D from one of their Skills for the duration. The caster must deduce what skills the target has (unless they already know) and if the skill of the target is less than 1D, it is simply reduced to 0. If the target is midway through using a skill (such as climbing a wall), they must immediately retest with whatever skill they have remaining (or the base statistic). The caster will need at least 3D in Mind to cast this spell.

Geyser

Summon + Water

Range:	50'	[+5]	Target Number:	29
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
General:	3 Levels	[+15]		

This spell causes a powerful jet of water to erupt from one surface, jetting 50' or so with immense power. Anyone caught in the initial eruption needs a TN30 Agility test or be knocked over and anyone passing through the jet or standing in or near it will have a penalty of -15 to all actions for the rest of that round.

Glowing Orb

Summon + Light

Range:	10'	[+3]	Target Number:	14
Duration:	1 hour	[+6]	Fatigue:	Yes [+0]
Target:	Self	[+0]		
General:	Limited Animation	[+5]		

This spell creates a small glowing orb that sheds good light over a 10' radius area. The bobbing globe will follow the caster at head height, but may be sent ahead at walking pace as long as the globe remains in sight.

Heal Severe Wounds

Summon + Body

Range:	Touch	[+1]	Target Number:	25
Duration:	1 Week	[+13]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Restore:	2 Levels	[+6]		

This spell will restore a Severely Wounded character to full health, keeping those wounds closed for 1 week. After that time the wounds will re-appear and will need to be treated by a physician or left to heal by natural means (unless the spell is re-cast).

Healing Touch

Summon + Body

Range:	Touch	[+1]	Target Number:	19
Duration:	1 Day	[+10]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Restore:	1 Level	[+3]		

This spell is at the minor end of the healing spectrum, but useful nonetheless. When the caster touches a wounded target, that target will immediately heal one wound level. The wound will only remain healed for a day, but the caster may extend that period by recasting the spell near the end of the duration.

Horde of Crows

Summon + Nature

Range:	50'	[+5]	Target Number:	45
Duration:	1 Round	[+2]	Fatigue:	Yes [+0]
Target:	20' Radius	[+16]		
General:	6D6 Damage	[+10]		
	1 Level	[+5]		

This spell summons a huge flock of crows out of nowhere, filling the 20' radius. These crows viciously attack everyone in the area, pecking and clawing at faces and eyes. In addition to the damage inflicted, all those attacked have a penalty of -1D to all actions for that round only due to impaired vision.

Hunters Strike

Destroy + Nature

Range:	500'	[+7]	Target Number:	37
Duration:	Instantaneous	[+0]	Fatigue:	Yes [+0]
Target:	1 Target Animal	[+5]		
General:	12D6	[+25]		

This spell is the equivalent of a high powered hunting bow or crossbow, but with far less physical effort required. The target animal this is cast on suffers major shock and trauma, but only for a moment. If this spell kills the animal, it is dead and can be recovered for its pelt or meat with no damage inflicted. If however the spell is insufficient to kill the animal, it will likely flee and live to see another day.

Inferno Spike

Shape + Fire

Range:	10'	[+3]	Target Number:	17
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	1 Fire	[+5]		
General:	1 Level	[+5]		

This spell must be cast on a bonfire or other conflagration. When cast, the flames are focused into a tight column only a foot in diameter, but more than fifty feet high. Although the flames will only do normal bonfire damage to anyone caught in this spike, the most common use of this spell is as a beacon or marker which can be seen for miles around, especially at night.

Insect Plague

Summon + Nature

Range:	1 Mile	[+10]	Target Number:	51
Duration:	1 Day	[+10]	Fatigue:	Yes [+0]
Target:	500' Radius	[+22]		
Summon Cr:	3 Levels	[+9]		

This powerful and difficult to cast spell will create a plague of locusts over a whole village up to 1 mile away (although the caster must be able to see the village). These locusts will spread out naturally into food stores and nearby fields and will spend the next day stripping every plant of its leaves.

Legendary Hero

Shape + Body

Range:	Touch	[+1]	Target Number:	31
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Boost Stat:	Might +3	[+9]		
Boost Other:	Melee Weapons +3	[+6]		
Boost Other:	Armour +3	[+6]		

This difficult spell makes a warrior much more formidable for a limited period of time. It adds 1D to the Might (and thus damage) of the character, as well as 1D to their attack roll. It also grants an extra +3 natural armour as the skin hardens.

Mass Courage

Summon + Mind

Range:	50'	[+5]	Target Number:	31
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	10 Targets	[+16]		
Boost Other:	Self Control +3	[+6]		

This spell will inspire up to ten allies of the caster with increased courage, by boosting their Self Control skill by 1D (or granting them the skill if they don't already have it). This will help every target avoid the effects of fear or mental domination.

Master Skill

Summon + Mind

Range:	Touch	[+1]	Target Number:	16
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Boost Oth:	+1D	[+6]		

This spell will increase one skill possessed by the touched target by +1D for the duration. The caster will need at least 3D in Mind.

Mindblank

Destroy + Mind

Range:	10'	[+3]	Target Number:	28
Duration:	1 round	[+2]	Fatigue:	Yes [+0]
Target:	One	[+5]		
General:	Reduce Statistic	[+18]		

When cast on a target, Wits are reduced by 2D. If this reduction is sufficient to reduce Wits to 0 or below, the target will stand aimlessly with their mouth hanging open. The target will take no action at all unless they are attacked, in which case they may defend themselves.

Minor Phantasm

Shape + Light

Range:	10'	[+3]	Target Number:	27
Duration:	1 Hour	[+6]	Fatigue:	Yes [+0]
Target:	10' radius	[+13]		
General:	1 Level	[+5]		

A popular spell with many socially-mixed users of magic, this spell is able to create a moving lifelike illusion provided that the area is sufficiently lit. Some have had great success using focused beams of light. This illusion does not include sound unless another appropriate spell is cast.

Mud Wall

Shape + Earth

Range:	Touch	[+1]	Target Number:	35
Duration:	1 Day	[+10]	Fatigue:	Yes [+0]
Target:	100' by 10'	[+19]		
General:	1 Level	[+5]		

When cast, this spell causes the earth to rise up and form a wall 200' long, 10' high and 5' thick. This wall can be shaped however the caster desires and has the consistency of hard-packed and baked mud. It will last for 24 hours before collapsing back into level earth.

Necromancy

Summon + Spirit

Range:	Touch	[+1]	Target Number:	15
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
General:	1 Level	[+5]		

The caster must touch a human corpse whilst casting this spell, which temporarily brings back the spirit that once inhabited it. As listed, this spell will allow the caster to ask one question of the spirit, although extra questions are added as General Levels. The caster (or a companion) must be able to speak a language understood by the spirit.

Necrotise

Destroy + Body

Range:	10'	[+3]	Target Number:	28
Duration:	1 Day	[+10]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Damage:	6D6	[+10]		

This spell immediately causes flesh on the target to wither and die, inflicting direct damage. Like magical healing, this damage is not permanent and will disappear one day later. If the target is killed however, death is permanent.

Pass River

Shape + Water

Range:	Self	[+0]	Target Number:	35
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	20' Radius	[+16]		
General:	3 Levels	[+15]		

When cast, this spell opens up a 10' wide and 30' long channel in a river such that the caster (and others) can walk along the riverbed to the other side. The effect is centred on the caster and so if the river is wider than 30', there will be a channel cut off at both ends whilst the caster crosses. This level of effect is suitable for a regular river. One in full spate will require higher levels.

Pit Trap

Destroy + Earth

Range:	50'	[+5]	Target Number:	30
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	10' radius, 10' deep	[+16]		
General:	1 level	[+5]		

This spell will cause a 10' radius pit that is 10' deep to open up. If cast on a group of enemies, they will be able to leap clear and avoid falling in with a TN15 Agility test. Anyone falling in will take 1D6 damage, ignoring armour. At the end of the duration, the earth will reappear from the bottom, pushing anyone inside upwards.

Retarget

Shape + Magic

Range:	50'	[+5]	Target Number:	10
Duration:	instantaneous	[+0]	Fatigue:	Yes [+0]
Target:	1 Spell	[+5]		

This spell is a form of counterspell in that the casting total of the target spell must be exceeded by the total of this one. If this spell wins, the affects of the target spell are applied to another target within range.

Sail-Fill

Summon + Air

Range:	Touch	[+1]	Target Number:	32
Duration:	1 Hour	[+6]	Fatigue:	Yes [+0]
Target:	1 Sail	[+5]		
General:	4 Levels	[+20]		

When cast, a strong wind will erupt from the casters hands and will fill a sail directly in front. This wind is as strong as a gale and will propel the ship at some speed for the duration, even in the face of a prevailing wind. The caster must stay in position behind the sail for the full duration, or else the spell will fail.

Sandstorm

Summon + Air

Range:	500'	[+ 7]	Target Number:	45
Duration:	10 Rounds	[+ 4]	Fatigue:	Yes [+ 0]
Target:	100' Radius	[+ 19]		
Damage:	8D6 (4D6)	[+ 15]		

This spell must be cast in an area with copious amounts of sand. When the spell takes effect, the area of effect is filled with a huge swirling sandstorm. The scouring particles will inflict some damage on those within (4D6) but the problems associated with a normal sandstorm will also apply such as lack of visibility, problems breathing etc.

Slake Thirst

Summon + Water

Range:	Touch	[+ 1]	Target Number:	21
Duration:	1 Day	[+ 10]	Fatigue:	Yes [+ 0]
Target:	1 Target	[+ 5]		
General:	1 Level	[+ 5]		

This spell will rehydrate one target person or man-sized creature for one day, and no other fluid will be required to survive even desert conditions. If other water is drunk during this time, there will be no ill effects when the spell ends. If the spell ends without other fluid being drunk, the target will take 2D of damage per day they were without water (armour obviously does not apply).

Solid Footing

Summon + Earth

Range:	Self	[+0]	Target Number:	9
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	Self	[+0]		
General:	1 Level	[+5]		

This simple little spell creates just enough earth under the feet of the caster as they are placed down on the ground to ensure the caster does not sink into wet mud or similar. Two levels will be required for marshy ground and three for open water.

Sprite

Summon + Spirit

Range:	Touch	[+1]	Target Number:	20
Duration:	12 Hours	[+8]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Summon:	8D of statistics	[+6]		

When cast, this spell will summon a Desert Sprite, a small creature that appears as a tiny tornado of sand a foot high. The Sprite has 1D in Might and Wits, and 2D in Agility, Toughness and Perception. The Sprite must be controlled within 2 rounds, but will act as a sentry, scout, messenger etc for the duration.

Sprite Control

Shape + Spirit

Range:	Touch	[+1]	Target Number:	19
Duration:	12 Hours	[+8]	Fatigue:	Yes [+0]
Target:	1 Target Sprite	[+5]		
General:	1 Level	[+5]		

This spell is cast on one summoned Desert Sprite. The TN of this spell is set purely by the length of the control period etc, but will also be used if the Sprite resists the control.

The Sprite cannot be ordered into a situation that is certain destruction, but they are only semi-intelligent and can be easily fooled.

Sterilise

Destroy + Nature

Range:	Self	[+0]	Target Number:	14
Duration:	Instantaneous	[+0]	Fatigue:	Yes [+0]
Target:	10' radius	[+13]		
Damage:	2D6	[+1]		

When cast, this spell will cause damage to all nature (animals, plants etc) within a 10' radius around the caster. Although unlikely to cause much harm to larger animals or plants, the damage should be sufficient to kill vermin such as rats and mice and small plants such as weeds and crops.

Suffocate

Destroy + Air

Range:	10'	[+3]	Target Number:	27
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
General:	8D6 (4D6 inflicted)	[+15]		

This rather nasty spell destroys much of the air in a targets lungs, and keeps doing so for the duration. Every round, the target will take the damage listed, ignoring armour. At the end of the duration, damaged inflicted to the lungs, brain and heart remain.

Sunbeam

Shape + Light

Range:	50'	[+5]	Target Number:	25
Duration:	Instantaneous	[+0]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
Damage:	6D6	[+10]		
General:	1 Level	[+5]		

This spell must be cast outside during daylight on a clear day. When cast, this spell focuses the sunlight into a tight and very bright beam. This beam strikes the target from above burning and blinding. The target takes the listed damage as normal but must also resist the spell with Self Control or be blinded for one round (1 Level of General effect).

Sunshade

Destroy + Light

Range:	10'	[+3]	Target Number:	40
Duration:	12 Hours	[+8]	Fatigue:	Yes [+0]
Target:	100' Radius	[+19]		
General:	2 Levels	[+10]		

When cast, this spell greatly reduces the strength of the sunlight falling on the target area. This reduction is equivalent to a solid object placed above the area, although nothing is visible. People and animals within the area will still suffer from high air temperatures but not from direct sunlight.

Tower

Shape + Earth

Range:	Touch	[+1]	Target Number:	50
Duration:	1 Year	[+19]	Fatigue:	Yes [+0]
Target:	1 Tower	[+5]		
General:	5 Levels	[+25]		

This very complex spell draws together earth and stone from a fairly wide area and forms it into a tall five story tower. The structure has no furniture and the windows and doors are open, but the structure is weatherproof and as strong as any man-made tower. The exact design is down to the caster, but the tower will generally have one standard sized room per floor.

Vacuum

Destroy + Air

Range:	10'	[+3]	Target Number:	34
Duration:	Instant	[+0]	Fatigue:	Yes [+0]
Target:	20' Radius	[+16]		
Damage:	6D6	[+15]		

This potent spell creates a total vacuum in a 20' radius area. Although the vacuum itself causes no damage, the force of the air rushing back in does cause damage to all within the area and will also require a Might test higher than the damage roll to avoid being knocked over and thrown around.

Wither Limb

Destroy + Body

Range:	10'	[+3]	Target Number:	27
Duration:	10 Rounds	[+4]	Fatigue:	Yes [+0]
Target:	1 Target	[+5]		
General:	3 Levels	[+15]		

This spell, which may be resisted by the target, causes one limb determined by the caster to wither. Bone weakens, muscles atrophy and sinews shrink. Although this spell does not cause any actual damage or apply a penalty, it does prevent that limb being used. Movement will be slowed if a leg is withered and a withered arm will prevent weapon or shield use. The GM may apply a penalty to specific actions (e.g. climbing) where appropriate.

Name:

Skills: +

Range: [+]

Duration: [+]

Target: [+]

Other: [+]

Target Number:

Fatigue: [+]

Name:

Skills: +

Range: [+]

Duration: [+]

Target: [+]

Other: [+]

Target Number:

Fatigue: [+]



Optional Game Rules

Sorcerers of Ur-Turuk is based on the OpenD6 rules system, first written in the 1980's. As you will imagine, there have been many versions, iterations and adaptations of the rules since then and there are multiple ways to do just about everything. This section offers a few rules that will allow you to alter your own game experience and change the way you play the game.

It is important to note that these are totally optional and should only be included if the GM decides that they fit in with how their campaign is to be run. These rules can be dropped in individually or all together as desired. However, if they are used, it should be made absolutely clear which ones are "active" in a campaign.

It is also worth noting that for optional rules that improve on the chance of rolls succeeding, the improvement will also apply to the enemies and monsters faced by the characters.

General Rules

Alternative Wild Die Critical Failures

As the rules are written, if a 1 is rolled on the Wild Die, that 1 and the highest die rolled should both be deducted from the total rolled and if that total is then 0 or below a critical has occurred. However, some feel that this introduces unnecessary maths (adding some dice, deducting others etc) whilst also providing almost no chance of a critical failure.

This alternative method aims to remedy both of those perceived problems.

Now, when a 1 is rolled on the wild die, both that and the highest die are ignored and not added to the total. In addition, another D6 should be rolled immediately and if this die also comes up a 1, then a critical failure is the result. The skill, magic or attribute test is automatically a failure if this happens, but a fumble (in combat) or a catastrophic failure (magic) will have to be determined and for general skills the GM will describe the absolute failure of the attempt.

Rolls of 6 on the wild die still function exactly as described in the core rulebook.

Combat

Alternative Damage Table

Some GM's may feel that the Damage Table presented on page 66 of the core rulebook is far too deadly to characters and does not fit in with an action-oriented Sword and Sorcery setting, especially against powerful enemies or when using optimised characters. If this is the case for your game, use the table below instead. The Wound levels and damage resolution are still the same as in the standard rules, but it now becomes harder to inflict a serious injury on either a character or their enemies.

This option works particularly well if the "Mook Rules" below are also used.

Alternative Damage Table

<i>Excess</i>	<i>Wound Level</i>
1-5	Stunned
6-15	Wounded
16-20	Severely Wounded (if already wounded)
21-25	Incapacitated
26-30	Mortally Wounded
31+	Dead

Mook Rule

In many fights, the characters will be fighting guards, thugs, bar brawlers, acolytes or bandits. In these cases, it may seem a bit of a slog to have to wear each and every one of these very minor nameless enemies down. The GM can, when the characters are fighting such minor enemies, use the damage table below instead of the standard damage table. The column used will depend on whether the original or optional damage table is used for more major NPC's and player characters.

This optional rule will result in the characters chopping through these minor enemies faster and so there may need to be more of them to retain the balance of the fight.

This rule will make the characters feel somewhat more heroic and "special"!

<i>"Original"</i>	<i>"Optional"</i>	<i>Wound Level</i>
<i>Excess</i>	<i>Excess</i>	
1-8	1-15	Wounded (at -1D penalty)
9-16	16-30	Dead (If already wounded)
17+	31+	Dead

Dexterity for Melee Attacks

In the rules presented in the core book, the Melee Weapons skill is based upon the Might Statistic. This assumes that the stronger a character is, the easier they find it to hit with a weapon. The problem with this approach is that Might is also used as the basis for Damage rolls and so a character who finds it easy to hit will also inflict a lot of damage.

If this alternative rule is used, the Melee Weapons skill is now based on Agility. This way, a warrior needs good Agility to help them hit an enemy, a good Might to inflict higher damage and a good Toughness to resist damage.

It also allows for the possibility of a very fast and agile warrior hitting regularly but doing less damage unless they get a very good total and can apply a bonus effect. There could also be a hugely strong warrior hitting less often but doing high damage when they do.

This rule will change the dynamic for fighting characters, but it does make it easier to create different types of warrior.





Tactical Static Defence Numbers

The basic core rules insist that everyone rolls a Defence total as a reaction whenever they are attacked, which can quickly apply large penalties to a character under multiple attacks. Static Defences (as presented on p77 of the core book) are faster and do not require an action but do not allow the use of character points and also means that attacks can benefit from wild die explosion but defences cannot.

This rule allows a player character or major NPC to decide whether they use a Static defence number or roll a Reaction against an incoming attack. If they use a reaction, existing multi-action penalties will apply to this and a further penalty will accrue as normal. The character should then roll their Block, Dodge or Parry and use this as the TN for the attack. Given the penalties associated with such an active defence, it is suggested that a result lower than the static TN be replaced with the static TN.

A minor character will always use the static number for speed of play, and a major NPC or player character can choose to use a static TN if they do not wish to use a reaction.

The decision as to whether to use a static or active defence must be taken before any rolls are made.

Combat

Potent Magic

Some may feel that the TN's for particular spells seem just a little too high to cast repeatedly. This option allows magic to potentially be more powerful, at the cost of an increased chance of disaster. It is suggested that the alternative Wild Die rule above be used if this rule is included.

With this option, a spellcaster makes their Control roll separate from their Element roll when casting a spell, with the two totals added together to determine if a spell is cast.

The obvious implication of this is that there are now two chances to roll exploding wild dice, and even for two lots of exploding wild dice. The flip side is that there are now two chances for a critical failure.

A Sorcerer with 3D Summon and 4D Fire tries to create a large fireball with a TN of 25. Using the original rules, a total of 7D would be rolled with a single wild die. A total of 25 or more will see the spell cast.

There are various permutations of these two separate rolls:

No 1's or 6's on the wild dice.

The separate rolls are totalled as normal.

Example 1 - The Sorcerer rolls Summon and gets a 2 on wild die with the other dice being 1 and 5. The Fire roll is a 4 on the wild die plus 2, 4 and 4. The total is a 22 and the spell is not cast.



One result of a 1 on a wild die.

The 1 and the highest die from that roll are ignored and the remaining result added to the result of the other roll. Another D6 is rolled, and if this comes up as a 1, a Catastrophic Failure results.

Example 2 - The Summon roll is a 5 on the wild die plus a 1 and a 2. The Fire roll is a 1 on the wild die plus a 4, 4 and 2. The 1 and 4 dice are ignored, so the total is 8 from the Summon roll and 6 from the Fire for a grand total of 14. Another D6 must be rolled to see if there is a catastrophic failure.

One result of a 6 on a wild die.

That wild die explodes as normal.

Example 3 - The Summon roll is 4 on the wild die and a 6 and 2 on the other dice. The Fire roll is a 6 on the wild die (plus a 4 on the exploding die) with the others being 2, 2 and 1. The total here is a 27. The spell is cast.

Two 1's on the wild dice.

Both of these 1's are ignored, as are the highest die from each roll. The remaining results are added together to determine the total. Two D6's should be rolled, and if either are a 1, a Catastrophic failure occurs. If two 1's are rolled here, then two separate Catastrophic failures should be generated!

Example 4 - The Summon roll is a 1 and then a 4 and 2. The 1 and 4 are ignored leaving only the 2 towards the total. The Fire roll is a 1 and then a 2, 5 and 6. Here the 1 and 6 are ignored, leaving a 2 and 5 for a total of 7. The target is a poor 9 with two D6's due to be rolled to see if a Catastrophic failure occurs.

Two 6's on the wild dice.

Both wild dice explode as normal.

Example 5 - The Summon is a 6 (exploding to a 6, 6 and 2) plus a 4 and a 1. The Summon total is 25. The Fire roll is a 6 (exploding to a 2) plus a 6, 6 and 4. The Fire total is 24, and the grand total is a 49!

A 1 and a 6 on the wild dice.

In this case, the 1 and the highest die from that roll are ignored, but the 6 die also explodes. Another D6 should be rolled and a result of a 1 here results in the spellcasting failing and a catastrophic failure.

Example 6 - The Summon roll produces a 1 and then a 2 and a 4. The 1 and 4 are ignored, so the Summon total is a 2. The Fire roll is a 6 (exploding to a 5) plus a 5, 5 and 2. The Fire total is therefore 19. The grand total is a 25, but if another D6 comes up as a 1, the spell will still fail and fail catastrophically.



Limited Effects

The Boost conditions (p52 of the core book) are limited by the number of D the caster has in the appropriate element. The various other conditions such as Damage, Change etc can all be attempted irrespective of the ability of the caster. Some GM's may wish to limit all effect conditions by the number of D in the appropriate element as follows.

Range, Duration and Targets are never limited.

Damage is limited to one step (2D6, 4D6 etc) per 1D in the Element. A Sorcerer with 4D in Fire could inflict a maximum of 8D6 with a Fire spell.

Change is limited to 20% per D in the appropriate Element. A Sorcerer with 4D in Body could change 80% of a person.

Boost Statistic and Other are as described in the core book.

Restore is restricted to one Wound level per D in Body (or Nature for animal healing). A Sorcerer with 4D in Body could heal a character from Mortally Wounded to Unwounded with one spell.

Summon spells are restricted to 4D of creature Statistics per 1D in the appropriate element. A Sorcerer with 4D in Nature could summon an animal with up to 16D of Statistics.

General effects are limited to one Level per D of the appropriate element.

Spell Warding / Null Magic

Sorcerers and spell casters are, by design, very powerful in this game. They are able to substantially change the world around them, sometimes with ease and often with devastating results. This however can sometimes cause problems for a GM who sees their "Big Bad Boss" annihilated by the first spell cast by a Sorcerer resulting in a major anti-climax.

Therefore, it is suggested that some places, people and objects are "Magic Null" or "Spell Warded". If a person, no magic will affect them at all and of any sort, but neither may they use magic in any way. Magic and magical effects simply cannot get near them. Whether a by product of magic (such as a landslide caused by a spell) will affect them is down to the GM.

Null magic areas simply may not have spells cast within them. Any spell casting roll will instantly fail. Magic effects of any sort may not enter the area.

Null Magic Items will project a field (as for an area) around them producing the same effect. Some may be huge (such as a statue) and some may be small (such as a ring).

It is suggested that if Null Magic does exist, that it is rare. If every minor enemy the characters encounter has a null magic ring, they will get fed up pretty fast! If it is a rare locational or personal thing seen once or twice a campaign, the players will learn to fear it.



Mages and Magic Learning

There are three approaches a GM can take with the learning and improvement of magical abilities for Mages and other minor spellcasters.

One - Allow no further improvement after character creation. A Mage develops their talents naturally, albeit with a severe limitation on power, and cannot develop any more after that. This of course must be made clear at the start of the campaign.

Two - Allow a Mage to improve their magical abilities as Sorcerers do, with artefacts and research, again up to their limits. The major problem with this approach is that it takes the Mage out of play for long periods, the very reason that they are available at all. In addition, what Sorcerer would relinquish an artefact for a mere mage?

Three - Allow Mages to learn and practice their arts as for any other skill, using XP as normal. This means that they will actually get better, quicker, than the Sorcerers, but they are still limited. A GM may demand a teacher of higher ability to improve magical abilities, may only allow one magical improvement per year or may simply allow “normal” advancement.

Options 1 and 3 fit in better with the setting, as they allow Mages to develop in the absence of a Sorcerer, but a GM should pick the option that works best for their campaign.



Spell Creation Tables

Range

<i>Range</i>	<i>TN</i>
Self	+0
Touch	+1
10'	+3
50'	+5
500'	+7
1 Mile	+10
5 Miles	+13

Duration

<i>Duration</i>	<i>TN</i>
Instant	+0
1 Round	+2
10 Rounds	+4
1 Hour	+6
12 Hours	+8
1 Day	+10
1 Week	+13
1 Month	+16
1 Year	+19

Targets

<i>Targets</i>	<i>TN</i>
Self	+0
1 Target	+5
2 Targets / 5'R	+10
5 Targets / 10'R	+13
10 Targets / 20'R	+16
20 Targets / 100'R	+19
50 Targets / 500'R	+22

Fatiguing

<i>Fatiguing?</i>	<i>TN</i>
Yes	+0
No	+6

Damage

<i>Damage</i>	<i>TN</i>
2D6	+1
4D6	+5
6D6	+10
8D6	+15
10D6	+20
12D6	+25

Change

<i>Change</i>	<i>TN</i>
Per 20% Change	+3
Boost Statistic	
<i>Increase</i>	<i>TN</i>
Per +1 Bonus	+3

Restore

<i>Restoration</i>	<i>TN</i>
Per Level	+3

Summon

<i>Summoned</i>	<i>TN</i>
Per 4D of Statistics	+3

Boost Other

<i>Increase</i>	<i>TN</i>
Per +1 Bonus	+2

General

<i>Effect</i>	<i>TN</i>
Per Level	+5

Spell Limits

<i>Condition</i>	<i>Limits</i>
Range	None
Duration	None
Targets	None
Damage	2D per 1D in the Element
Change	20% per 1D in the Element
Boost	+1 per 1D in the Element
Restore	1 Wound level per 1D in Body or Nature
Summon	4D of Statistics per 1D in the Element
General	1 Level per 1D in the Element

Controls

Summon
Destroy
Shape

Elements

Mind
Light
Nature
Spirit
Magic
Body
Fire
Air
Water
earth

This supplement for the Sorcerers of Ur-Turuk RPG is ideal for novice or experienced players alike. Containing sample spells, new rules, guidance and notes, it also has plenty of space for a player to record their favourite spells.

Within you will find:

60 Standard Spells

Blank Spell Records

Spell Design Notes

Optional Game Rules

Ramblings of a Sorcerer



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