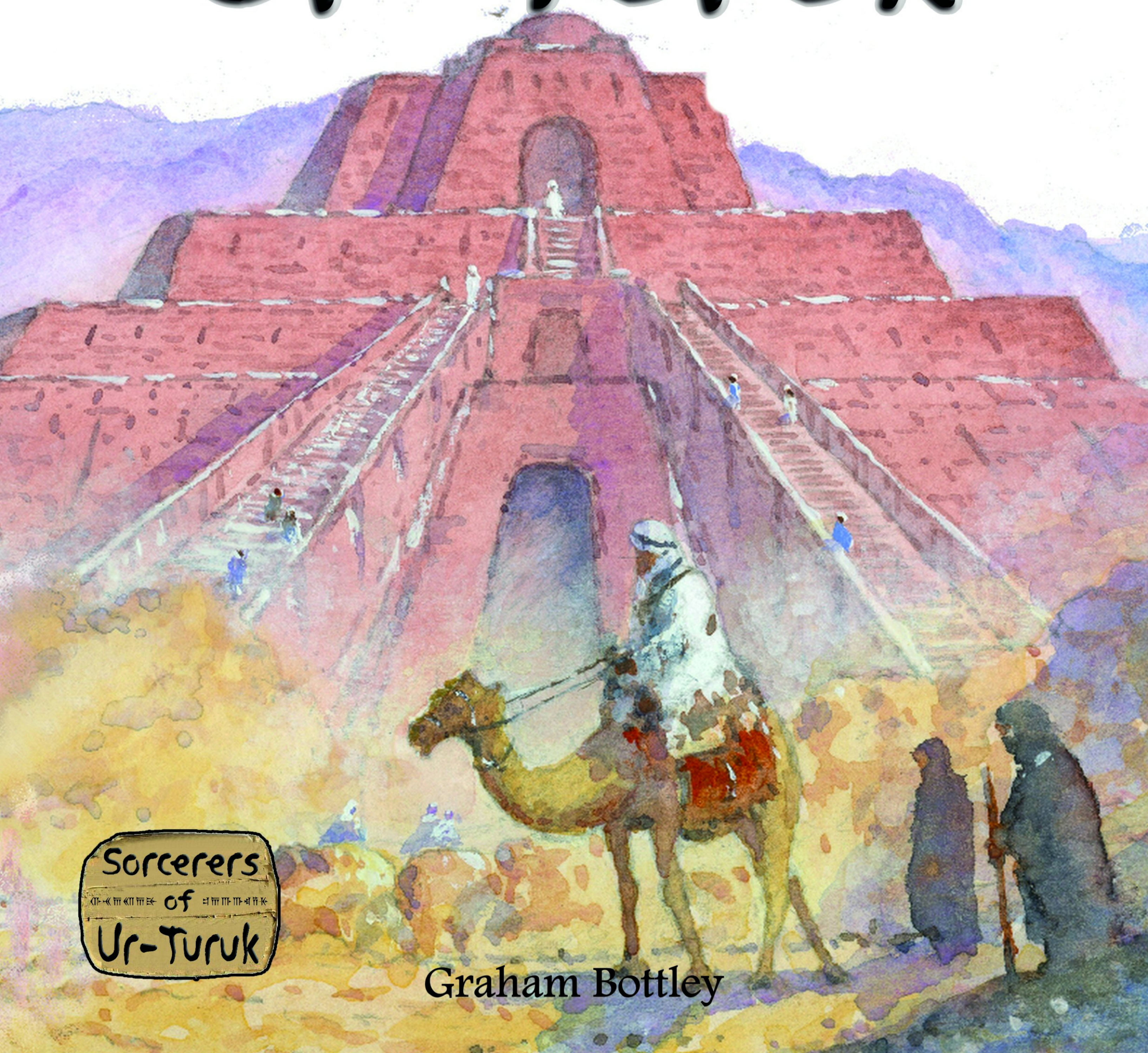
Sorcerers of Ur-Turuk



Sorcerers of Ur-Turuk

Graham Bottley

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.

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Acknowledgements:

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

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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!

The City and Lands of Ur-Turuk

History

Many millennia ago these coastal lands were mainly home to wild animals, although here and there were towers, mansions or other impressive and solitary dwellings. Within each of these ornate buildings dwelt a single Alulim; tall and bronze of skin, these powerful beings were powerful manipulators of magic and enchanters of items. They had a darker side however, keeping the primitive humans of the time as livestock for work and indeed for food. What images remain today of these enigmatic beings only ever show them feasting on whole roasted human corpses.

It appears that magic was used to fence in their "livestock", and active magical effects never continue after the death of their creator. Thus it was that when the Alulim vanished without trace one day, their human livestock were able to flee the homes of their captors. Most perished soon after, as freed livestock are wont to do, but enough reached the fertile river valleys and coastal regions to ensure that the human race survived.

Over the following years, decades and centuries, the humans formed their own cultures, domesticated their own livestock and condensed into villages. In time, some of these villages grew and became cities. The memory of their captivity long since passed influenced their architectural style, with ziggurat temples and towers predominating, and somewhat surprisingly, slavery became an integral part of the city economies.

The past millennia or so have seen intercity skirmishes, raids from desert and mountain tribes and vicious street battles between rival factions within the cities themselves. As yet however, there have been no Major wars over territory, religion or trade routes.

The oldest, largest and most powerful city of them all is Ur-Turuk. The earliest city there was built in an area of numerous and apparently inexhaustible freshwater springs, but also situated right on the coast in a natural harbour. This area provided the fertile land and water for agriculture that the early settlers needed for their new city to thrive.

Within a few hundred years of the first mud-brick city springing up, a huge ziggurat temple was built in honour of the god Enu, father of the sun and lord of fire. History tells that the temple took a thousand slaves ten years to build from mud baked bricks, and that in the first year after its construction, all thousand slaves were sacrificed in the holy fire that still burns unquenched to this day.

The centuries since the building of the great ziggurat saw more temples built, although none on the scale of the first, and many more buildings both great and small. The city rulers also built massive mud brick walls in a huge curve from the harbour around the city and back to the harbour again. These walls were not built in response to the threat from other cities, rather to protect against wild animals and desert tribes, both of which had made incursions into the early city.

Not long after the temple was built, the first Sorcerers appeared in the city, although none of them ever said where they had learned to use the magic that they now wielded. Hayyan, their leader, would only say that they had made a lucky discovery that would never occur again. And he would smile at this. This first Vahnam of seven Sorcerers soon quarrelled about the division of the artefacts they had brought with them and they each went their separate ways, finding homes in other cities. In the years since this split, each of the Sorcerers trained up apprentices, who also moved on. However, these "lineages" have become mixed and intertwined and no current Sorcerer really knows from which of the seven originals they have descended from.

Turukstan

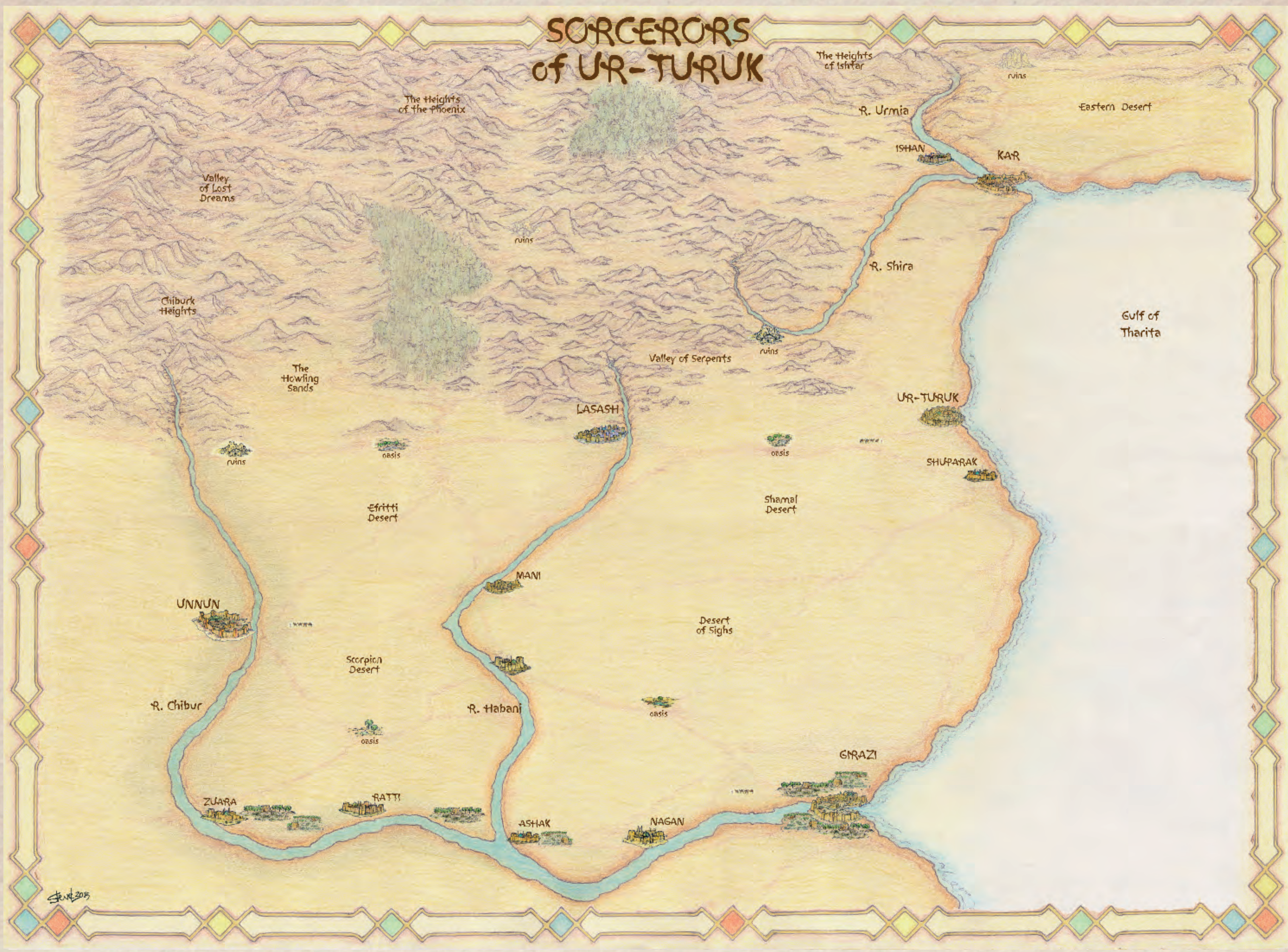
The area around the city of Ur-Turuk is nominally claimed by the city, and is used to provide food and raw materials to the folk inside the walls. The area is divided into twenty one velayats, each governed by a Satrap. These governors are nominally under the control of the city itself, although over the years the control has weakened until most Satraps run their velayat as their own private mini-kingdom.

Each velayat has scattered villages, mainly along the most fertile land by the rivers and streams, and is governed from a kalata (fortified palace and barracks). The Satrap sends out regular patrols to these villages to maintain law and order and to collect the taxes, most of which are sent on to the city.

The villages are mostly mud-brick houses, comprising a few rooms, with a courtyard surrounded by high walls, also of mud brick. There are rarely any communal buildings in these villages, although a few do have a tiny temple to one or other of the Gods.

In the open lands between the village fields and houses are wide open stretches of broken land and rocky desert, although there are some areas of jungle, swamp, rocky hills and salt flat as well.

Much of this broken land between the fertile villages seems empty of life, both plant and animal. However, there are animals that live here, and some of these are hunted for sport and exotic meat by the wealthy and the powerful. Lion, gazelle, giant lizards, aurochs and swordhorned oryx are all hunted, as well as more exotic and unusual creatures.

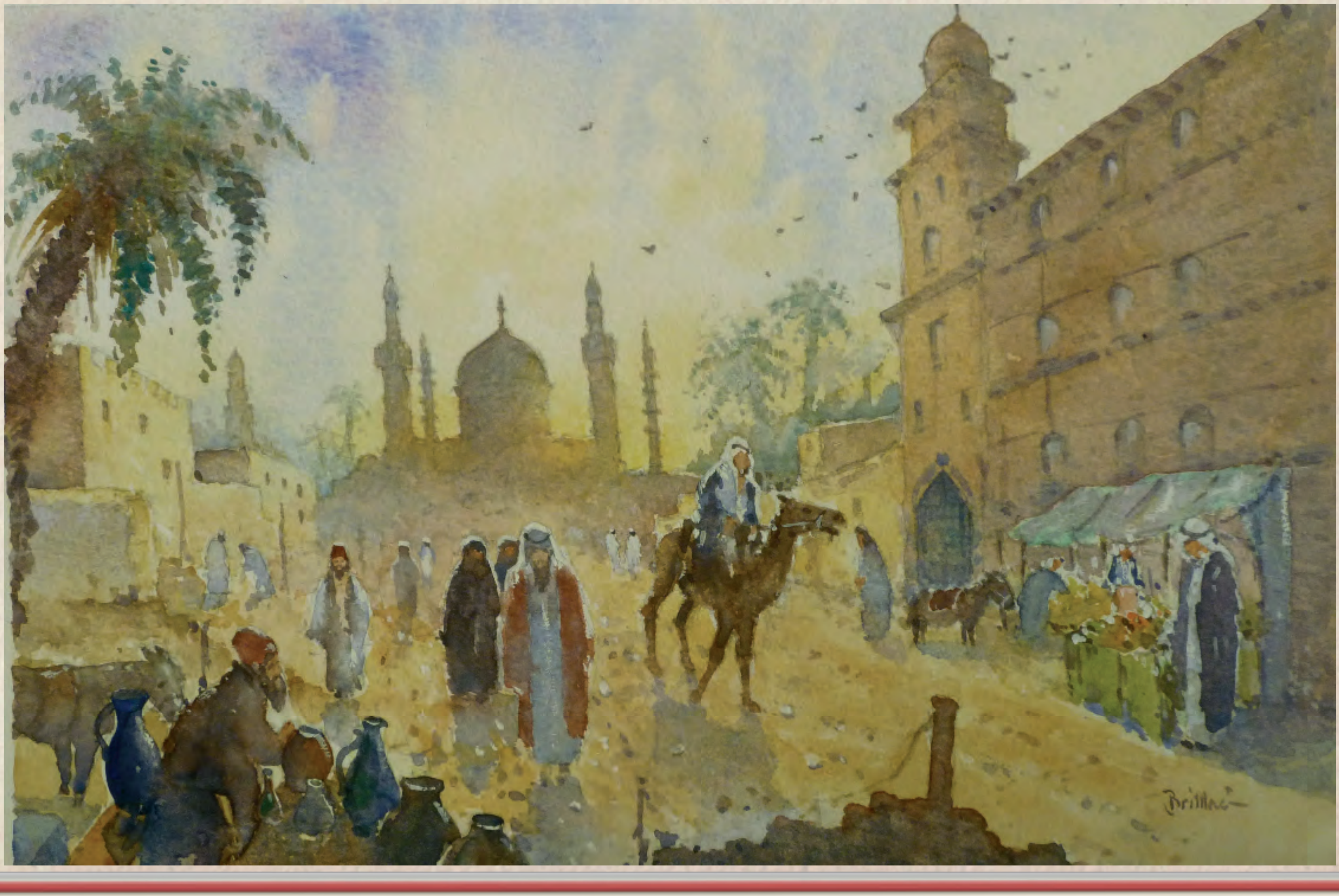

SORCERORS
of UR-TURUK
The Heights
of the Phoenix
The Heights
of Ishtar
ruins
R. Urmia
Eastern Desert
ISHAN
KAR
Valley
of Lost
Dreams
ruins
R. Shira
Gulf of
Tharita
Chiburk
Heights
The
Howling
Sands
ruins
Valley of Serpents
LASASH
UR-TURUK
ruins
oasis
oasis
SHUPARAK
Efritti
Desert
Shamal
Desert
MANI
UNNUN
Desert
of Sighs
Scorpion
Desert
R. Chibur
R. Habani
oasis
oasis
GIRAZI
ZUARA
RATTI
ASHAK
NAGAN

The City Itself

The city itself is bounded by the sea to the east and by city walls to the north, south and west. The walls have frequent crenelated square towers, garrisoned at all times, and three ornate gateways. The North Gate, in the north wall, leads to the hills and mountains and the coastal town of Dar. The Serpent Gate is in the south wall and the road from there leads eventually to the southern marshes and the city of Girazi, via the town of Shupurak. The western wall has the Kings Gate in it, the largest and most ornate of the three, crossing the desert to the city of Lasash. Unlike many other cities, there is no slum settlement outside the gates; the city guard clear any huts that do spring up, to keep the area outside the walls clear.

The centre of the city has most of the Major buildings arrayed around an open plaza. To the north of this plaza is a squat stone building containing the guard barracks, the courthouse, prison and other day-to-day administrative functions. There is a heavy guard presence both inside and outside this building at all times, including archers on the roof.

The huge, sprawling and ornamented palace lies on the western side of the plaza and has the living quarters of the King, his family and harem, and the offices of the city ministers and administrators.



To the east of the plaza are the slave market and fighting pit. The former features a daily sale of people, both condemned criminals and slaves captured in distant lands and brought to the city, and is thus often the first place many new to the city will see. The fighting pit by contrast is often the last thing many unfortunates see. A popular place for relaxation and betting, the pit sees frequent fights between trained gladiators, untrained criminals, wild animals and weird and wonderful creatures. Very few fighters in the pit are there voluntarily!

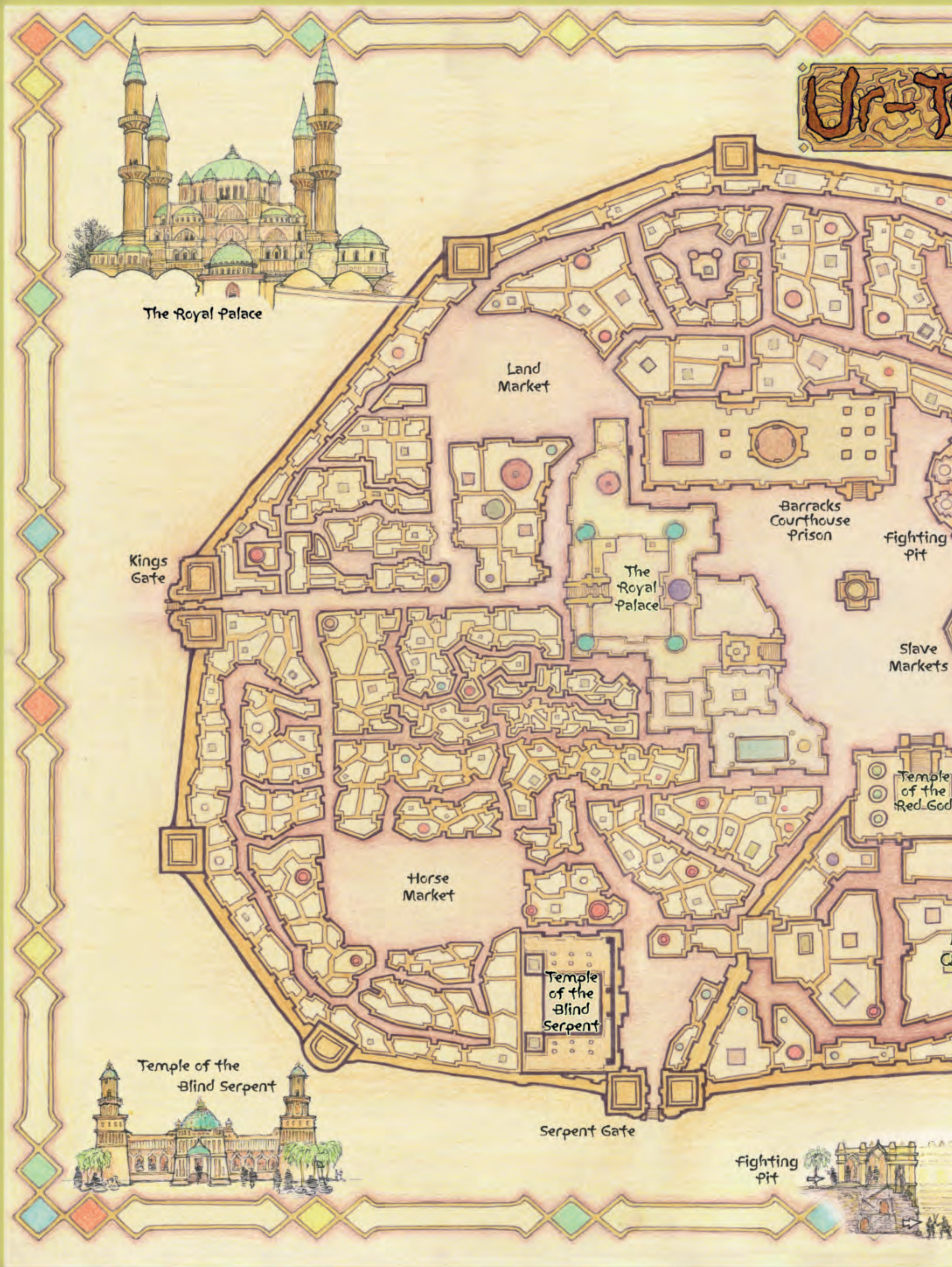
To the south of the plaza is the Nobles Quarter, walled off from the rest of the city by an extension of the city walls. Between the palaces of the nobles and the plaza is the square block temple of the mysterious Red God, with doorways both into the plaza for the common folk and into the Nobles Quarter for those with money and power. The houses within the walled quarter are huge and opulent, constructed from marble and other luxurious materials and usually with their own private gardens. The gateways and walls that surround this quarter are manned by the city guard whilst the streets and houses within are patrolled by private guards and Soldiers.

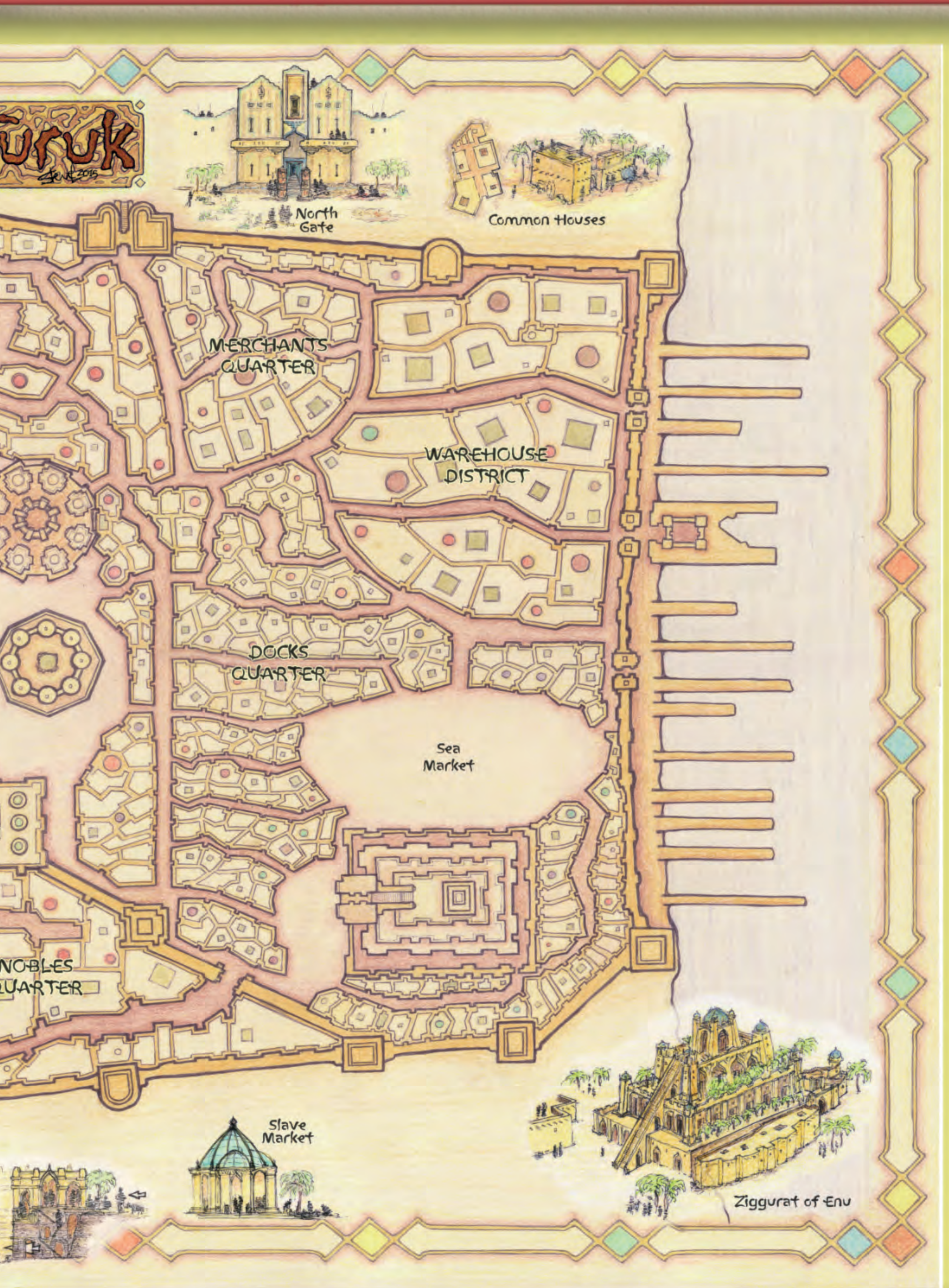
To the east of the Nobles Quarter lies the Docks Quarter. The houses here are generally small mud brick built single- or double-story dwellings, built shoulder to shoulder along narrow lanes, although there are some larger courtyard houses. This quarter is home to dock workers, fishermen, sailors, pirates and others who make their living from the sea, as well as the offices of the Portmaster. At the heart of this district is the Sea Market, where fish is landed and sold. In addition, most imports and exports of the city hit this market first and so almost anything can be bought or sold here. Facing onto the Sea Market is the huge and imposing bulk of the Ziggurat of Enu. This ancient structure could be considered the official temple of the city and given that much of the lifeblood of Ur-Turuk flows from the sea, it is perhaps no surprise that the ziggurat looms over the market.

To the north of the Docks Quarter is the Warehouse District. Full of massive mud brick and stone structures, goods for export and import are stored here, as are finished goods waiting to be sold within and without the city. This district is well-lit by burning brands and heavily patrolled by private guards, as there is rarely a time that the streets are quiet and empty.

Lying to the west of the warehouses and to the north of the barracks is the Merchants Quarter. Most of the buildings here are larger courtyard houses, with scattered towers and some larger houses. This area is home to merchants, mid-rank city officials, impoverished nobles and others who are comfortably well off without being rich.

Most of the west of the city is composed of standard mud brick houses, compact workshops and smaller courtyard houses and is home to the ordinary working people. The Land Market is


Ur-T
The Royal Palace
Land Market
Kings Gate
Barracks Courthouse Prison
Fighting Pit
The Royal Palace
Slave Markets
Temple of the Red God
Horse Market
Temple of the Blind Serpent
Temple of the Blind Serpent
Serpent Gate
Fighting Pit


uruk
North Gate
Common Houses
MERCHANTS QUARTER
WAREHOUSE DISTRICT
DOCKS QUARTER
Sea Market
NOBLES
UARTER
Slave Market
Ziggurat of Enu

at the northern end of this district and focuses on goods traded in or out by land caravan.

The Horse Market is at the southern end of this district and is where livestock of all kinds are bought and sold. The Temple of the Blind Serpent sits against the southern wall and is a favourite deity amongst the working people.

At the heart of the Market District, between the Horse Market and the Avenue of Kings is the Beggars Quarter. The houses here are small and of mud brick, but most are on the verge of falling down. This area is home to the most desperate citizens, whether actual beggars, hardened criminals, dealers in narcotics, murderers, or those wanted by the city guard. Few respectable people will enter this area willingly or alone, for to do so risks disappearing without a trace!

The Factions of Ur-Turuk

One defining feature of the city of Ur--Turuk is the presence of numerous factions. These are the glue that binds the city and the citizens together. Each faction represents a political force such as the City Government, a religion, a powerful gang or a trade guild. Some factions will have a physical headquarters, uniform, hierarchy and other functions. Other factions will be far more informal.

A character may be a member of one or more faction at any one time, although belonging to two factions that are hostile to each other is usually frowned upon and a character with such split loyalties will be pressured to choose only one.

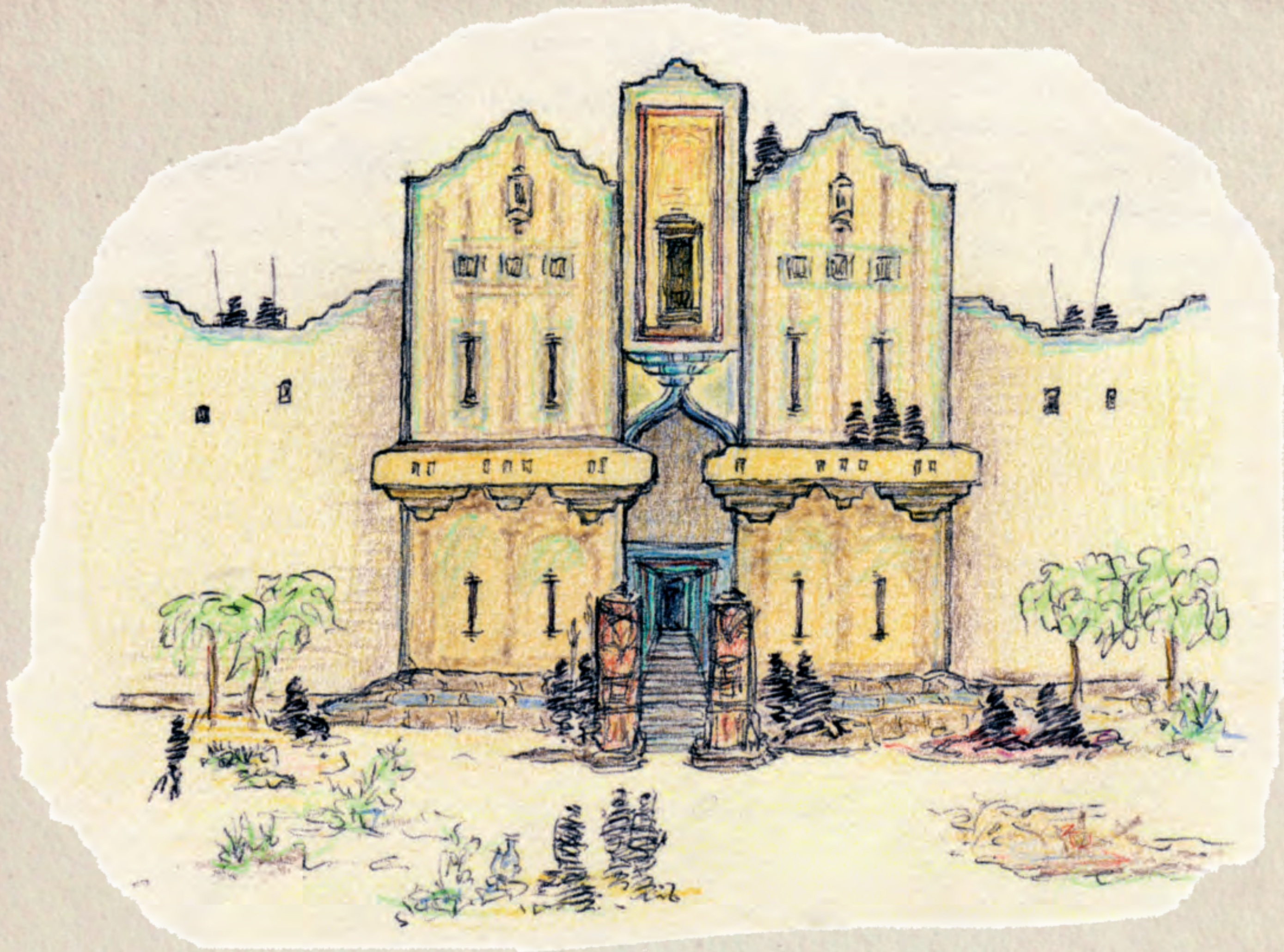
A character may also be friendly with, or well respected by, a particular faction without being a member. This will not bring any of the benefits of actually being a member of said faction, but will allow the character to request help from members. If a character has a poor reputation with a faction, they can expect only hostility from the faction itself and any of its members.

The actual benefits of being a member can vary between factions and by the characters' rank in said faction. Benefits might include sanctuary, modest financial help, shelter and food, advice, medical help etc.

Here follows the Major factions within the city itself. These will be expanded upon in the setting book for Ur-Turuk.

The City Government

One of the more politically powerful factions, the City Government is made up of the people who run the city. The lower echelons include the clerks and officials who do most of the actual work, while the upper echelons are the more senior members including the ministers who



take the decisions. A good reputation with this faction is essential in order to get anything worthwhile done in the city, at least on a larger scale.

The King himself is not formally part of this faction, although all members are supposed to swear allegiance to him upon joining.

The City Guard

It often surprises outsiders that the City Guard is a separate faction, and not part of the City Government. However, the City Guard were made independent many years ago after a failed coup by senior ministers and the commander of the guard. Members of the City Guard include the guards themselves who patrol and protect the city, the officers and support staff but also the magistrates who try criminals and the jailers who keep them locked up.

A poor reputation with this faction makes it very difficult to live openly in the city, due to being arrested numerous times each day!

The Line of Enu

The most prominent religious faction in the city, the Priesthood of Enu consider themselves to be the servants of the chief god. The Line, as they are often referred to, are the keepers of the great Ziggurat temple in the docks district of the city. Most of the citizens pay at least a passing respect to Enu and a large proportion consider themselves to mainly follow his tenets.

Thus it is that the High Priests of Enu wield considerable political power.

The ziggurat itself is off limits except to those who are active members of the faction, and the upper levels are accessible only to those with higher rank. It is only high Priests who are allowed into the inner sanctum right at the top, and it is there that the human sacrifices take place...

Temple of the Red God

The Red God is a deity that originated in the deep desert. He is a god of anger, vengeance, blood and pain. The Priests of this god wear long, swirling blood-red robes, have long hair and make constant small cuts on their skin. Old Priests of the Red God have very scarred bodies!

This religion is very popular amongst the nobility and City Guard, who see pain and the spilling of blood as essential tools for dealing with the common folk. Strangely enough the Temple does not practice full human sacrifice, preferring to bleed and torture rather than outright kill.

The Cult of the Blind Serpent

One of the newer religions, only being founded one hundred years before by a completely mad hermit who emerged from the desert full of fire and passion. This hermit preached of a new god who had spoken to him one burning hot desert day, a vast and blind serpent that was curled around a huge stone pillar.

To begin with the hermit was laughed at and was even pelted with stones, but after a month, he put his own eyes out to prove his faith in front of a large crowd in the paved area outside the Temple of Enil. Within a year, the Priests of that ancient and benign god had been evicted from their own temple, and in place of the huge bronze face in the main temple hall there now stands a massive snake statue, cast from the bronze of its predecessor.

The Serpent Priests wear snakeskin cloaks and black robes, and tend to stride around the city as if they own the place. There is also a long-running feud between the Blind Serpent and the Red God, although the reasons for this hatred are lost in the mists of time.

The Dust

A large street gang comprising beggars, urchins and the destitute, this faction is strong in the Beggars Quarter. It wields almost no political power, for who would listen to a beggar? What the Dust can do however, is look out for its members. A thug trying to extort a few coins from a beggar on one of the slum streets may well find himself surrounded by ragged but angry Dust members!

The Vanishing Hand

Another underworld faction, this is another association of thieves. Unlike the Black Face however, the Hand steal without using violence wherever possible. In fact, an elegant and difficult theft is highly rated by the Hand over a crude but profitable robbery.

The Hand organise themselves into small cells, with a Sarraq (leader) overseeing up to ten members. These Sarraq in turn report to a Patu who controls a district. The Patu does not know the identities of the individual thieves.

Temple of Uttu, the World Spider

There are several temples to Uttu in Ur-Turuk, although all of them are in cellars or other large underground spaces. The Priests of these temples say that Uttu, a vast spider, wove the world from its web and created everything within it. They say that the world hangs in an enormous web and is guarded from the horrors beyond by the spider.

Priests of Uttu have a black spider tattooed on their face, with the legs extending around the side to the ears. It is a fairly secretive religion, and appoints by invitation only.

The Black Face

This Black Face is named for its members habit of smearing black ash on their faces when working, which gives some suggestion as to the nature of the faction. Thieves, rogues, thugs, burglars and fences all belong to this faction. It is involved in extortion, robbery, muggings and even murder if necessary. The Black Face are not nice people, and use extreme violence against factions with whom they have a disagreement.

The Black Face are involved in a vicious "turf war" with the Vanishing Hand.

Killers

Whereas the Black Face will quite happily kill anyone who gets in their way with extreme violence, the Killers are far more subtle. Quietly in, the Target is eliminated with minimal fuss and effort, and then quietly out. Poison, ranged weapons and concealed blades are all used to great effect by this dangerous faction. Not a well known or large faction, they must be contacted by a complex network of contacts.

Brotherhood of Coin

The Brotherhood is essentially an overarching trade guild, covering craftsmen, traders, merchants, sailors and other ordinary working folk. Easily the biggest of the factions, it has a disproportionately small political influence. The Brotherhood finds it hard to mobilise its members into action if threatened, and so it tends to concentrate more on financial and trade matters than politics.

The Cult of Nissa

This ancient cult has only tiny chapels and household shrines rather than a huge and imposing temple. Nissa was one of the original gods who governed crops, food, health and fertility. Important in the early days after the escape from slavery, Nissa became less revered as the cities grew larger and its people became further removed from food production. Nissa'a Priests wear green silk robes and often live a transitory life, travelling from place to place.

The Bleeding Hook

A gang composed primarily of the tough dock workers and porters, this faction is named after the large metal hook carried by all in this profession (and used as a weapon in disputes!) The Bleeding Hook has no political aspirations, but any merchant who looks to pay porters below the going rate had better beware.

Making Money in Ur-Turuk

Ur-Turuk, like all of the cities of the coast, is built on trade. The city imports fruits, vegetables, meat, metal ore, wood, cloth etc. The merchants then ship out manufactured goods, dried fish and other items. Of course, many products pass through the city, such as spices and slaves, imported from distant shores and then shipped further into the country.

The vast Majority of trade goes through one of the markets in the city. Some of the stalls are craftsmen such as leather workers or butchers selling their produce direct to the citizens of the city. Other stalls however are used to broker much larger deals. If a merchant from the interior is looking to purchase three hundred barrels of fire spice to trade on, he will find one or more spice traders in the sea or land market and buy up what he needs. These stalls tend to be much larger and grander affairs than the plank-and-barrel set up of the small trader and may have seats, refreshments, guards and servants. All of the markets tend to be busy night and day, as well as being noisy, smelly and crowded.

Most of the goods that come into the city are brought on ships. These seaborne traders visit other ports both near and far to sell goods from Ur-Turuk and return with other produce or raw goods. Some ships are owned by rich merchants or noble families and are part of an organised fleet, transporting goods to a strict schedule. Others are owned by their captain and travel from port to port buying whatever is cheap and finding another port to sell for a profit.

Although some ships with a shallow draft do travel and trade up the rivers, the Majority of trade inland is across country. Given the lack of good roads, this normally takes the form of a long caravan of pack animals (mules, horses or camels) loaded with goods and accompanied by guards both mounted and on foot. These caravans are expensive to raise and take a long time to reach their destination and so only high value goods tend to travel this way. Because these caravans travel the primitive roads frequently, there are numerous caravanserai spaced a days travel apart along the Major routes. These fortified hostels provide food, water, shelter and protection for the caravans as they travel the wilderness.

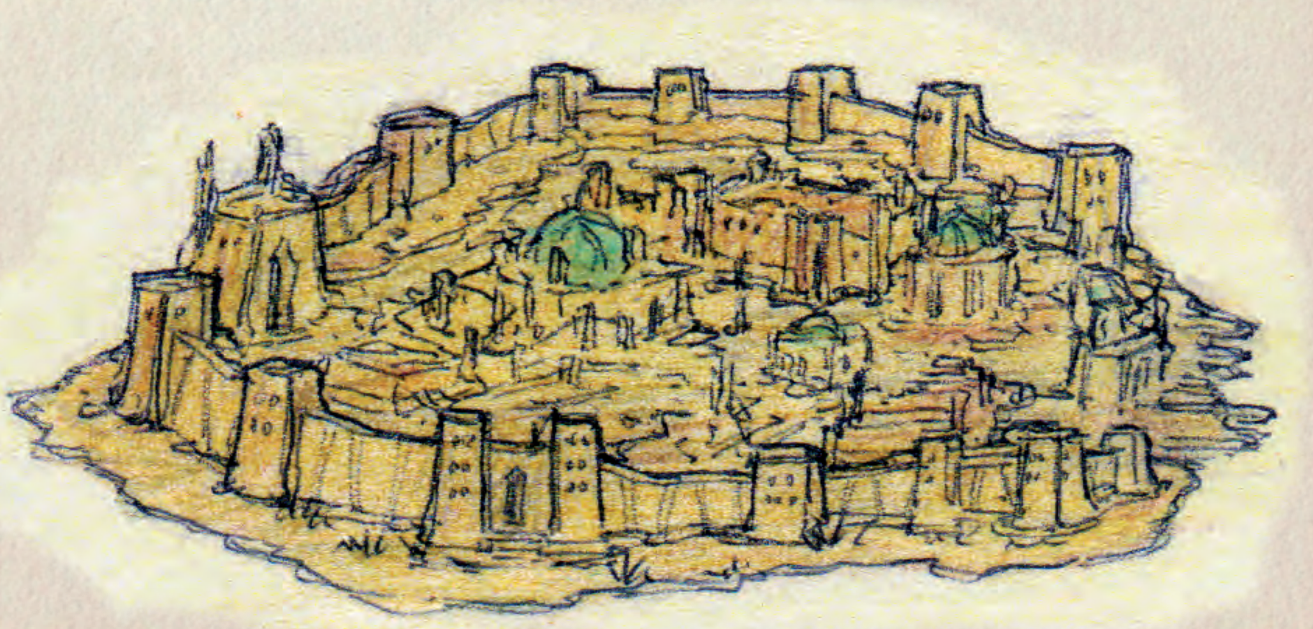
There is a flourishing trade in slaves in Ur-Turuk.. The low populations of the lands along the coast and even lower population inland means that there are a limited Number of slaves in the city. These slaves are highly valued and the slave traders in the slave market take great care with their stock and ensure that they are healthy, well fed and have access to a physician if necessary. Anyone can buy a slave (if they have enough money of course!) but unless the new owner has suitable accommodation and facilities, the slave will run away and be “stolen” by someone who can look after them better.

Slaves come from two main sources. The first is criminals who have committed a crime against the city or against the gods. Someone stealing from the King or the palace, attacking a city guard or a Priest will all see the criminal sentenced to temporary or permanent slavery. The other source is from the more primitive tribes of the mountains, small islands and distant lands. This is a riskier business as the slaves must first be captured and then transported back.

The presence of slavery in the city is somewhat surprising given the history of mankind in the days of the Alulim, but the slave traders point out that those ancients ruled the world whilst keeping humans as slaves and thus they must have been doing something right! The other trade that goes on in the city is that of illegal or black goods. Psychotropic drugs, stolen goods, human body parts, illegal slaves and more are all traded in hidden rooms and dark alleyways. There is no regulation on this trade, but it is usually possible to buy almost anything desired...at a price!

The People of Ur-Turuk

The natives of the city are dark skinned, with black hair and beards. However, the amount of trade that flows through the city means that people of all types are seen, from those with almost white skin to those with almost pitch black skin. It says something for the cosmopolitan nature of Ur-Turuk that almost no remark is ever made about the nationality or skin tone of any visitor or resident.



Almost everyone in the city speaks Akkian, the language first developed during the time of slavery to the Alulim; Indeed, some say that the language was given to humans by the Alulim themselves. There are variations that have arisen over time, especially amongst remote peoples, and indeed some of these are incomprehensible to someone speaking the original tongue. The main variations are Dilmu, spoken on many of the small islands of the Eastern Sea, and Kur, spoken by the remote mountain tribes.

Most citizens of Ur-Turuk have a single name, although many people will add a descriptor such as "husband of", "the innkeeper", "the tall", "archer" etc. Real world Persian names are a good starting point.

There are three main social classes in the city, although each of these will have Minor grades only distinguishable to the individuals concerned. The Nobility includes the King and his family, the old and generally rich noble families, the wealthiest merchants and the high Priests of the city. It is interesting to note that whilst great wealth will elevate a merchant to the nobility, an impoverished noble family is still considered nobility. Included in the ranks of the nobility are the Ambassadors, regardless of their social status at birth. The highly factional nature of city society, where almost everyone belongs to one or more factions, has given rise to a professional class of negotiators. Marked out by their trademark red hooded sleeveless robes, Ambassadors must have been apprenticed to an existing Ambassador to be taken seriously. Regardless of their current employer, Ambassadors are always considered to belong to no particular faction, and are also inviolate (all factions have a ban on attacking or harming Ambassadors).

At the other end of the social scale to the Nobility are the slaves. Discussed above, these are simply property and have no rights at all unless freed.

Between the Nobility and the slaves are everyone else: the citizens. These form a huge Majority of the people living within the city. Most are common folk, that is craftsmen, small traders, labourers, dock workers, fishermen etc. There is a strong tradition of learning within the city, as shown by the Number of Scholars that make a living from their knowledge. These Scholars tend to be an expert on only one or two things, but will have an almost encyclopaedic insight into that specific field.

One numerically small but very important type of person, are the Sorcerers themselves. Although rare, with perhaps three Vahnams at any one time in the city, these Sorcerers have a subtle social power. They are often honoured by factions to try and benefit from their magical ability, but can also be Targeted by the enemies of any faction they call friend. As a rule, a Sorcerer will leave his friends and employees to deal with the hoi poloi of the city whilst the Sorcerer himself gets down to some serious magical research!

Playing the Game

Character and Vahnam Creation

When starting a new Sorcerers of Ur-Turuk game, a lot of the required work will be done by the GM, however, players must also do their share, and that means creating the characters and the Vahnam.

Each player should create five different characters. Three of these are Minor (one Soldier, one Specialist and one Servant) and the process for these is covered in **Codex 7**. The fourth character is a Major Character, of more importance and power than the Minor characters, and this is covered in **Codex 8**. Lastly, the player should create their Sorcerer character, around whom the game will revolve for that player. This character creation can be done individually, or as part of a gaming group. Obviously the campaign will be easier if there is a good mix of character types and specialities, but it is not a disaster if two players choose the same archetype for their Major character for example.

Once each player has created all five of their characters, the group should sit down and design their Vahnam using the rules given in **Codex 10**. Unlike character creation this does need to be done as a group, as all decisions taken will affect every character. Some GM's will prefer to play out the founding of the Vahnam in the first few sessions of their campaign, via roleplay, instead of through the pre-game setup where the players sit down and allocate points before play begins, and again rules are given for this in **Codex 10**.

It is at this stage that the campaign is ready to go!

Troupe Style Play

Sorcerers of Ur-Turuk is unusual in Roleplaying Games (apart from a few celebrated examples!) in that each player has more than one character to play. Some gamers express consternation at this, thinking that it will "dilute" the focus or get confusing. However, each player will only use one character per scene, even if more than one of his characters are present.

For each game session the player should choose one of their characters to control, based on their Skills, experience or any other factor they think may influence events. An adventure may mean the group are sent to recover artefacts, escort an important NPC, raid a thief house or other such scenarios, Only if the character dies or the whole group returns to the Vahnam will the player change their character. It may be supposed that a player will choose their Sorcerer most of the time, as they are, after all, the most powerful character the player has. However, it must be remembered that a Sorcerer who is out adventuring cannot deconstruct artefacts and thus improve their magical abilities.

In adventure scenes within the Vahnam itself, it is entirely possible that more than one of a players' characters are present. It is possible that ALL of the characters are present in a scene! If either is the case, the player should generally play the most senior character present, unless there is a good reason for not doing so. Seniority is as follows: Sorcerer > Major Character > Specialist > Soldier > Servant. Any less senior characters should be used as an NPC hireling would be used in any other game. The player can give general direction on their actions, but the GM should actually "play" the character in that scene.

The use of multiple characters offers opportunities to play different character types within the same campaign, and also to assemble an appropriate "team" for any particular adventure. This should be seen as an opportunity rather than a problem!

What the characters do

One question that gets asked of many new RPG's is: "What is it that the characters do?"

It seems prudent to answer this here and now. The eponymous Sorcerers need to recover ancient Alulim artefacts in order to improve their ability with magic and so send out small groups into the desert (and indeed sometimes within the city itself) to recover these. Those Sorcerer characters who are not out actively searching for artefacts will instead remain at the Vahnam deconstructing the artefacts that they already have. Non-Sorcerer characters who also remain at home will get on with their day to day jobs.

Of course, a full campaign will be far more than this, with political intrigue, emergencies to deal with, longer trips and more, but the above will be the core adventure type.

Codex 2: Game Mechanics

BASIC GAME MECHANICS

Every Roleplaying Game has a basic set of game mechanics that drive the game. These rules are not exhaustive and will not cover every conceivable situation in game, but should provide enough of a framework for the GM to work out the best way to do things.

Dice

The basic rules of Sorcerers of Ur-Turuk revolve around the rolling of multiple 6 sided dice (D6's). Every Statistic or Skill will have a value, given as a Number before a capital D. This value is how many D6's are rolled to test this attribute, with the dice results totalled. Thus if a character has 4D in Might, he would roll four 6-sided dice and total the results.

***Example**: Rahim the tall is fairly strong and has a Might statistic of 3D. He needs to force open a barred door and so the GM requests a Might roll. The player rolls three separate 6-sided dice (getting 2, 3 and 3) for a total of 8. This is not a great roll and Rahim is unlikely to break the door open.*

Pips

In addition to the dice rating, Skills or Statistics may also have a Number of "pips", either +1 or +2. These pips are added onto the total after the dice have been rolled. Thus if a character has 4D+2 in Might and was required to test that Statistic, he would roll four D6's and add an additional 2 onto the total. If there are somehow three pips, these equal the next highest dice, so that if +1 pip is added to 4D+2, the attribute becomes 5D.

***Example**: Rahim also has an Agility of 2D+1. He is shoved in the back on a steep staircase and needs to avoid falling. The GM asks for an Agility check and Rahim gets a 4 and a 5 on his dice. The extra +1 from the pip means that the total of the roll is a 10, enough to avoid falling.*

Skills

Skill values are added to the appropriate Statistic and the combined value is rolled if a skill applies to the situation. Thus a Statistic of 2D and a Skill of 2D used together would give a roll of 4D. Pips are also added together as described above. So a Statistic of 2D+2 and a Skill of 2D+2 would give a roll of 5D+1 (three pips equal another dice).

***Example:** Rahim has an Agility of 2D+1. He also has a Dodge skill of 1D+2. Whilst tracking a thief through the beggars quarter, a local thug pushes a large stone from the top of a crumbling building. Rahim attempts to Dodge it and rolls 4D. The +1 Agility Pip and +2 Dodge Pips add together to make another whole dice. He rolls a total of 16 and avoids the large block.*

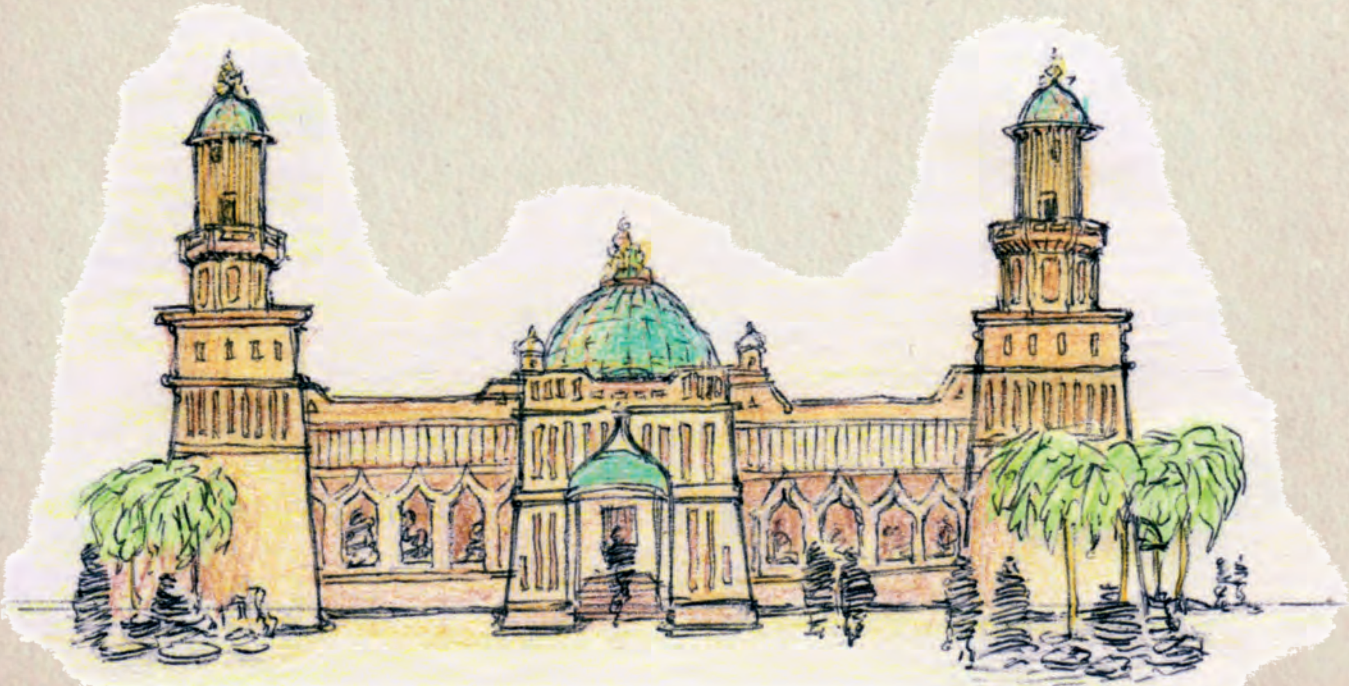
Wild Dice

If two or more dice are rolled, one of the dice should be a separate colour to the others. This is the "Wild Dice". If a 2-5 is rolled on this dice, the value should be added to the total as normal.

If a 1 is rolled, the 1 should be deducted from the total rather than added, as should the highest other dice rolled. Thus if a character must roll 4D and gets a 2, 5, and 4 and a 1 on the wild dice, the total would actually be 0. The 1 on the wild dice and the 5 (highest dice) are deducted from the total and the 2 and 4 are added.

If a 6 is rolled on wild dice, then it is added to the total and another D6 is rolled and this is also added to the total. As long as 6's are rolled on the new dice, this should continue. If a character tests an attribute at 4D and rolls a 2, 4 and 4, with a 6 on the wild dice, another dice should be rolled. If this also comes up as a 6, another dice will be rolled. If this next dice is a 3, the total would be 25 (2+4+4+6+6+3).

***Example:** Rahim is continuing to track his elusive thief but as he turns the next corner onto the dock, he sees a large wagon rolling down the hill at speed directly towards him. Another 4D dodge test is required. He rolls a 4,5 and 5 on the normal dice and a 1 on the Wild Dice. Thus the 4 and 5 are added together (9) but the 1 from the Wild Dice and the other 5 which was the highest*



value are deducted (-6). This gives a total for the test of only 3. Rahim gets clattered by the wagon, takes some damage and is thrown into the waters of the dock

A swimming test is now required to avoid drowning. Rahim has a Might of 3D and a Swimming Skill of 1D+2 so rolls 4D+2. The normal dice only roll 2, 2 and 3 (7) but the Wild Dice is a 6. The Wild Dice is rolled again and comes up 5. The 7+6+5 gives us 18 and of course there are the +2 pips for a total of 20. Rahim hauls himself to the steps and out of the water.

Target Numbers

The total rolled on the dice is then compared to a Target Number (TN). This could be generated by the Attribute or Skill roll of another character or could be a Number determined by the GM based upon an assessment of the difficulty of the action. Standard levels of difficulty are:

Very Easy	5
Easy	10
Moderate	15
Difficult	20
Very Difficult	25
Heroic	30

The further details given for the Skills below lists some sample difficulties, although the GM will always have the final word.

Example: *In the Wild Dice example above, Rahim required a Target Number (TN) of 11 to swim to the dock steps. This Number would be the same for any character who fell into the dock at that time, although it would be higher if the character fell into a fast flowing river or rough sea and lower if the character fell into a small pond.*

However, when Rahim searches a disused warehouse for the thief, the TN of the Search test is determined by the Stealth test of the thief. In this case, the thief makes a roll of 17. Rahim makes a great roll of 21 and so finds the thief hiding behind an old barrel.

Auto-Success

Generally, a character need not make a roll for everyday actions such as climbing the stairs, opening a door or jogging along a lane. If these actions are taken under great duress however, a roll may be called for. A character also need not roll against a fixed Target Number if the dice pool is high enough:

Very Easy	3D or more
Easy	5D or more
Moderate	7D or more

The player may still choose to roll, in circumstances where a particularly high total will bring additional benefits. However, the total and result must be accepted even if the roll results in failure. This auto-success may not be taken in circumstances where the TN is determined by another characters roll.

Example: *Rahim is a skilled leatherworker (5D+1 in Agility plus Crafting). If asked to make a simple leather wrist bracer (the GM assigns a difficulty of Very Easy) or a tooled belt (Easy) no roll would be needed. Rahim has enough skill to be able to make these items given time and tools. If there were difficult circumstances or Rahim was trying to make an ornate jerkin, a roll would still be required.*

Multiple Declared Actions

In a particular action (or combat) round, a character will normally take one declared action. However, experienced and talented characters may choose to declare multiple actions. For each extra action declared, all actions are made at a penalty of 1D. Thus a character with 6D may take one action and actually roll 6D to determine success. If the same character wished to take three separate actions in that time, there would be a penalty of -2D to all three actions (for two extra actions) and the player would roll 4D for each of these actions.

Example: *Rahim has found his thief, but two others are hiding on walkways above and push barrels down onto him to try and crush him. Rahim knows he has to make two Dodge tests in the round, and so rather than using his normal Agility + Dodge of 4D he must instead use 3D for both tests (a -1D reduction for one extra action).*

Hero Points

All of the above actions are treated the same way regardless of the type of character (or even animal) that attempts them. That is to say that if a rabid street dog were to try and bite a character twice, it would use the Multiple Actions rule above and reduce both actions by 1D.

However, some characters have greater significance in the game world than a rabid dog, and these characters receive Hero Points.

Although the Number of points a starting player character receives will vary, almost no starting character will have more than five or six. These points can be used to significantly swing the balance of the game in the favour of the character, although they are by no means a way of “winning”.

A character may spend a Hero point at any stage of the game and this spend cannot be blocked by the GM. However, once spent, the point is gone and are only ever replaced slowly.

When a character spends a point, they have various options:

- The character may escape the current situation, whether that be combat, a trap or other danger. However, it is left to the GM to determine the means and consequences of escape and these do not have to be entirely favourable for the character. The character should not be placed in worse danger, suffer permanent damage or lose any items of Major significance as a result of the escape, but almost anything else is fair.

- The character may, before rolling, choose to maximise the result on every dice they throw for a single test. However, this does not result in any extra Wild Dice rolls. Thus if a character were required to roll 7D+2 and chose instead to use a Hero point, the total would be 44 (six on each of the seven D6's and +2 from the pips). This of course gives a high value that can be calculated, but sacrifices the small chance of Wild Dice explosion.

- The character may choose to acquire a clue, piece of information or other assistance in pushing the adventure on. This may come from pure luck (finding a clue on the ground), from other NPC's or even from magical or divine sources. The GM should determine the nature of the clue, but it should be significant and should ensure that the game moves on.

Characters should only ever receive Hero points at the end of a Major adventure, and even then only one.

The players should use these Hero points sparingly, they are rare after all, but on the other hand it is better to use one and survive to fight another day rather than take the point to their grave!

Minor Characters start with one Hero Point.
Major Characters start with three Hero Points.
Sorcerers start with four Hero Points.

Some Perks may grant extra Hero Points.

CHARACTER ATTRIBUTES

Characters are described by three different mechanics: Statistics, which measure the raw potential of the character; Skills, which represent the training and experience of the character; and Advantages/Flaws, which are things that make the character stand out from normal people.

All player characters and non-player characters will have Statistics and Skills, whilst only some player characters and significant non-player characters will have advantages or flaws. Thus we will describe the different Statistics and Skills here and leave the Advantages and Flaws for the character generation Codex.

Statistics

Statistics for normal people range between 1D and 4D, although larger or smaller creatures may well fall outside this range. A rating of 2D could be considered the rating of a normal person. If a character does not have an applicable skill for a particular task or test, they can normally roll just their statistic dice. There are some exceptions to this as noted in individual skill descriptions, but in most cases a character can try almost anything.

Might

Might describes the brute strength and physical power of the character. Not all characters with a high Might rating are muscle bound brutes, and may instead be wiry or just able to exert a large amount of force. This statistic is used as a base for damage inflicted in combat and is tested for actions such as lifting or pushing.

Agility

This statistic describes the grace, agility and physical control of the character. Agility is tested for actions such as dodging, balance or climbing.

Wits

Wits is the knowledge, memory and rationalisation of the character. A character with a high Wits is not necessarily educated, but has natural brains. This statistic would be tested to remember facts, solve puzzles or research facts.

Charm

This statistic is a measure of how naturally persuasive and likeable the character is. Characters with a high Charm rating will be naturally likeable and will often get their way! Charm will be tested during trading, bribery and even seduction attempts!

Toughness

Toughness represents the physical health and stamina of the character. Resistance to physical damage is governed by this statistic as is resistance to disease, starvation and other privations. This statistic is rolled in combat to reduce the damage inflicted by weapons, if the character had to run a long race or if the character was poisoned.

Perception

This statistic describes the quality of all five senses of the character, but primarily sight and hearing. Perception would be tested both for active investigation but also to see if the character notices something hidden or unseen.

Skills

The skill descriptions below are grouped by statistic. Skill values are added to the appropriate attribute to be tested to find out how many dice are rolled. If pips are to be added together, then +3 equals 1D. Thus adding a Might of 2D+2 to a Swimming of 1D+2 would give a total of 4D+1 to be rolled to see if the character could swim a river. Most characters have a limit of 4D for Skills, although some may go as high as 6D in certain cases.

The descriptions below give a general guide to the specificity of the skill, although some Skills may be used in unusual ways!

Might Skills

Brawling

Brawling covers fighting with fists, feet, head, broken bottle and chairs. And in fact any such improvised weapon that may be grabbed from a bar, the street or a nearby market stall. This skill, like other combat Skills, is used when making attacks and is covered further in **Codex 5**.

Melee Weapons

The Melee Weapons skill covers all manner of hand to hand weapons from daggers to swords and on to spears and includes their use, assessment and general care. This is a combat skill and is described further in **Codex 5**.

Strength

Strength covers the use of brute force. Opening a stuck or barred door, lifting a heavy stone or pushing a cart up a hill would all be covered by this skill. It does not, however, increase damage in combat.

Running

This skill is the speed and short distance running ability of the character. It would apply to a short race either against another character or against time. If a character had to run for a long time, the Stamina skill (under Endurance) would be used.

Swimming

Swimming is, quite obviously, the ability of the character to swim. Like running, this skill covers the short distance speed of the character (and the ability to stay afloat or tread water). The Stamina skill should be used as well if the character has to swim for a long period of time.

Block

Block is the ability to use a shield to intercept an attack. Like the other combat Skills, this is described further in **Codex 5**.

Agility Skills

Athletics

Athletics covers a range of physical activities including climbing, balance and jumping. It is, in essence, a default skill used where another Agility skill does not apply.

Dodge

This combat skill allows a character to avoid attacks aimed at him, and also avoid hazards such as a rolling boulder or falling tree. This skill is further described in **Codex 5**.

Larceny

Larceny is favoured by the criminal element and includes lock picking, pocket picking and even trap removal.

Stealth

The Stealth skill allows a character to move silently, hide in shadows, camouflage themselves or shadow someone in the street. It is sometimes used against a Target Number if there are multiple potential observers (such as in a crowd) or as an opposed test if the stealth is used against a specific Target.

Missile Weapons

This skill covers the use of bows, crossbows and other projectile weapons. This skill is covered further in **Codex 5**.

Thrown Weapons

This combat skill covers the use of thrown spears, axes, daggers and even impromptu weapons such as rocks and bottles. Further details are given in **Codex 5**.

Crafting

The Crafting skill is a very broad one, covering the fabrication of items from various stages of raw materials. In practice, most characters will have a speciality such as armour smithing or pottery.

Sailing

Sailing covers the operation of all sorts of sea-going vessels from the smallest rowing boat to the largest galley. On larger vessels the skill will allow the character to be an effective member of a crew.

Wits Skills

Research

Research is used whenever the character attempts to discover information from existing sources. It can involve the questioning of others (although a Charm test may be in order for them to cooperate) or it could involve the reading of books, scrolls, manuscripts or even inscriptions on buildings or monuments.

Medicine

This skill is used to deal with wounds, treat diseases and counteract poisons, and can also be used to prepare drugs that can prevent diseases

and counteract poisons. It includes both physical Skills such as surgery and more theoretical Skills such as drug creation.

History

The History skill gives the character knowledge of their local history, the city and country they live in. A character with this skill may have a speciality, such as ancient politics or warfare, or they may have a more general knowledge.

Languages

This skill has two Major uses. The first is to determine which additional languages the character speaks and can read and write.

A character will know one language per dice (or part thereof) in this skill. A single pip indicates a basic conversational knowledge of the language, two pips gives a reasonable fluency and a full Dice indicates mastery of the language. A character normally gains increasing mastery in each language before another is acquired (although if the GM and player are happy with the book keeping, each D could be split up to give multiple languages at lower fluency).

The second use of this skill is to understand or communicate in languages the character does not have any skill in. A successful test of this skill will allow the character to gain some basic meaning behind a spoken or written phrase.

Lore

Lore should be acquired separately for each speciality required. Various Lore specialities could include weather lore, geography, engineering or any other knowledge skill not covered by another Wits skill.

Navigation

Popular with both mariners and land travellers, this skill allows a character to plot the best way to get from A to B. Maps, charts and familiarity with the region will all help, but a skilled navigator will be able to use only what they can see to plot the best route.

Religion

Religion covers both the in depth doctrine of the temple Priests, and the more general knowledge of the temple worshippers. If this skill is possessed by a Priest character, it will also include some secrets of that religion. When first chosen, the particular religion must be chosen by the player. Further details are given in **Codex 4**.

Tactics

The Tactics skill is used to gain an advantage in battle through manoeuvring, direction of attacks and specific formations. Further use of this skill is covered in **Codex 5**, but suffice to say it is an important skill for any commander.

Parry

This combat skill allows a character to intercept and thus prevent another attack by using a weapon of their own. An appropriate weapon must of course be carried. Like other combat Skills, further details are given in **Codex 5**.

Charm Skills

Command

Command is used by the character to give orders to others. Those to be commanded must be employees of, or subordinate to, the character giving the commands. Loyalty and other factors will impact upon the chance of success of this skill.

Persuade

Persuade is used to convince others of a point of view or to act in a particular way. The state of the relationship between the two characters will be very important, as will the nature of the request. Trying to convince a sworn enemy to lend you money will be almost impossible, but borrowing a few coins from a lifelong friend will be incredibly easy.

Seduce

This skill uses sexual wiles to manipulate another character of the appropriate gender and can also be used to determine the success of anything that follows.

Diplomacy

The Diplomacy skill is used to broker deals between factions or organisations. The character must act on behalf of an organisation to use this skill, and it will be modified by the standing between these two factions.

Ride

Ride is used to control mounts of various types. If the mount is used in combat, then the rating of this skill will limit the value of any other combat Skills used whilst mounted. Further details on combat use are given in **Codex 5**.

Streetwise

The Streetwise skill is used to connect with and integrate with the less salubrious elements of society. Fencing of stolen goods, locating specific rogues and hiring thugs can all be achieved with this skill.

Barter

Barter is used to trade, both with cash or with goods. It can also be used to bribe others (which is, after all, a trade!) to take some specific action.

Animal Handling

Animal Handling is used to control and train domesticated animals of all types from small dogs to elephants. It does not, however, include the ability to ride of any of these animals, which is covered by the Riding skill.

Performance

The Performance skill is used to act, dance or otherwise physically perform. It is not so much about the actual physical grace, more the personality that is displayed by the performer.

Music

This skill is used to sing, play an instrument or compose a new song. Many musicians have a speciality from these, but some are expert at all.

Toughness Skills

Stamina

Stamina allows a character to act for longer, doing whatever they are doing. Running or swimming long distances, working all day and night without sleep, digging a hole in heavy soil for hours without a break etc are all examples of Stamina use.

Resistance

Resistance enhances a character's resistance to poison, disease, starvation and other physical threats. This skill adds on to Endurance for any such opposed tests.

Steadfastness

This skill is the mental toughness of the character in social situations. If other NPC's attempt to command, bully, barter or persuade the character, this skill may be used.

Survival

The Survival skill is used whenever the character is in a challenging environment and has to find food, water, shelter, fire or any other basic resource.

Self Control

Self Control adds on to Toughness whenever the character is threatened by fear, mental domination or other effects that try to force the actions of the character.

Perception Skills

Search

The Search skill is used when the character is actively looking/listening or otherwise searching for something. It is specific, so that a character searching an office for a ledger would not use their search skill against the assassin hidden behind the curtain!

Awareness

The Awareness skill is both the partner and opposite of the search skill. It is the sixth sense of the character, the ability to notice things out of the corner of the eye or on the edge of hearing. It is used when the character is not searching for something, but there is nevertheless something to find.

Tracking

Tracking is used to follow the trail of someone or something else. In the wilderness this will involve looking for classic signs such as footprints and broken twigs, and in the city this could include noticing changes in the crowd, overheard comments from street traders and other signs. City tracking only tends to work for a few minutes at most after a person has passed.

Second Sight

Second Sight is used to see things that may not be physically there. This could include spirits, devils and certain Spell effects. More details are given in **Codex 3**.

Investigation

This skill is a social form of the Research Skill, and is used to interrogate others and accurately interpret their responses in order to find out information. It can also be used to examine clues and extrapolate meaning from them.

Assess Other

Assess Other can be used to attempt to determine the relative ability and competency of an observed person. This skill will not reveal exact statistic or skill levels, but will suggest an overall ability level.

Hunting

This skill allows a character to find edible game, and in the case of smaller animals, catch them with snares or traps. Larger animals will still need to be shot with missile weapons or otherwise captured or killed. The frequency of game in an area will determine Target Numbers.

SPECIFIC RULES

Although most of the rules given so far are fairly self explanatory, a few specific situations are described in more detail here.

Larceny and Stealth

Any form of stealth will normally be an opposed test. A thief trying to sneak past a guard will roll his Stealth and the Guard will roll his Awareness. This will of course be modified by circumstances. A dark night just off a noisy street will be easier to sneak in than a bright sunny day with no sound at all. A bored and tired guard will also have a reduced Awareness compared to one who is fresh and keen.

Crafting

A Craftsman with at least 1D will be able to make most common items without a test, provided adequate time, materials, equipment and assistance. This of course will not always be the case, and so a test will often be called for. There is no standard for the Target Number, and the GM must determine the difficulty. Common sense is the biggest guide here. It will be impossible to make a decent sword from scratch in a single morning (without magic) although it could be done in a day with a suitably high Target Number. Quality, appearance, robustness and various other factors of the finished item will also have an impact.

Interpersonal Skills

If one character attempts to use a skill such as Command, Persuade, Seduce, Diplomacy or Barter on another, the Target may use the Steadfastness skill to resist the attempt. As with all opposed skill uses, circumstances will apply modifiers. It will be much easier to barter down the price of a barrel of fine wine if there are a dozen other merchants selling the same wine on the same street. Conversely, it will be much more difficult to barter the same merchant down if he is the only seller in the city.

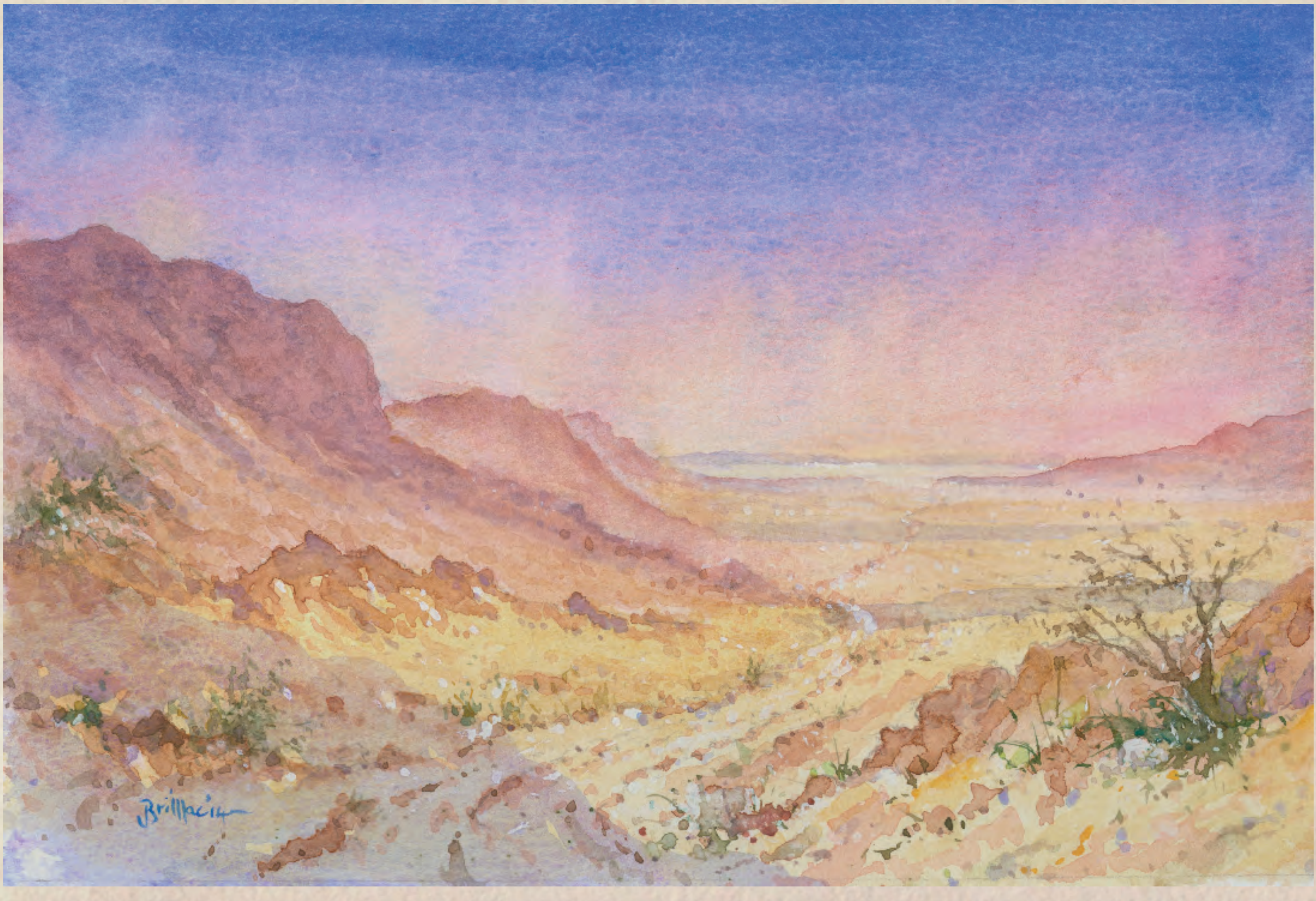
FACTIONS

In the cities of the desert fringe, the power is held by various factions. These include the rulers of the cities, the temples and cults, powerful merchant groups, thieves guilds and even large gangs. A character may have good standing with some, poor standing with others and a fairly neutral standing with the rest. A character who has a poor or terrible standing with multiple factions will need to watch his back carefully; it is very difficult to survive in one of the cities as a loner with no ties.

Please see **Codex 1** for more information on the Major Factions of Ur-Turuk.

In addition to characters, organisations (and indeed factions themselves) will also have a specific standing with each other faction. Thus the Temple of the Red God will have a standing with their rivals in the Cult of the Blind Serpent. It will not be a good standing as the two religions have a long history of antipathy, but it will still use the same rules as those for characters.

Standings are recorded for each faction as a rating of between 1 and 31. The lower the rating, the better the standing, which is the opinion of the faction towards the character or organisation:



Rating	Standing
31	Sworn Enemy
21-30	Unfriendly
16-20	Neutral
11-15	Associate
06-10	Friendly
01-05	Ally

Sworn Enemy

The faction hates the character. Members of the faction will certainly verbally abuse, and may physically attack, the character if they believe they can get away with it. From time to time organised attacks may well be initiated. It will be almost impossible to obtain services or goods from the faction and the character is banned from faction buildings.

Unfriendly

The faction does not like the character at all, but this stops short of outright hatred. The faction may put petty obstacles in the way of the character if an opportunity presents itself, but will rarely go further. The faction will deal with the character if needs must but it will not be on good terms.

Neutral

The faction either has no knowledge of the character or else has no feelings either way. They will deal with the character without favour or rancor. This is the default standing between new characters and organisations and existing factions.

Associate

The faction knows and approves of the character, although this does not go so far as full trust. Any dealings will be on favourable terms. The character is welcomed to faction buildings although some areas will still be out of bounds. The character may also be an actual associate member of the faction.

Friendly

The faction considers the character to be a full member, even if this is not strictly true. The character gets a good deal from the faction and will be able to call on the help of the faction itself and individual members, although dangerous and difficult requests are unlikely to be agreed to. The character may have a formal rank in the faction.

Ally

The character is one of the inner circle of the faction and can mobilise great resources at need. Most members of the faction have respect for the character and any dealings between the character and the faction will be on the best terms.

Unless a character has specific Perks or Flaws that change their standing with a particular faction, they have a default standing of 20. (Neutral) However, the standing that a character starts with is not set in stone, and may change with their actions. It is possible, indeed likely, that the activities of a character will alter their standing with multiple factions. Thus if a character is known to be part of an ambush on a desert road that captures a wagonload of Blind Serpent artefacts, their standing with the Cult of the Blind Serpent will worsen by 1 or 2 points, whilst their standing with their rivals the Temple of the Red God will actually improve by a point!

As a rule, actions undertaken directly for a faction will see an increase of a point or two, although the current standing and the magnitude of the action should both be taken into account. The better the rating the character has, the more significant the actions the character must take to improve their standing. Thus a character with a Neutral standing may well improve their standing by a point by helping a member attacked by thugs on the street. A character who has Friend standing may need to defend a faction building from a long and concerted attack to gain the same increase. Achieving an increase to or within Ally standing requires fairly Major actions or quests.

Opposing the goals of a faction will of course lead to decreases in standing, although the current standing with the faction has no impact on what is required to lose standing. Thus a Friend or a Sworn Enemy who breaks into a faction building and steals money will both lose standing. If a trusted member breaks sacred tenets of the faction, they may actually lose more standing than someone who is outside the organisation.

The individual standing rating is used as a Target Number for various social tasks. If a character is stopped by the City Guard during a curfew, they may need to make a Charm test to avoid being arrested using their standing with the City Guard faction as the Target Number. If a character needs the help of the Priests of the Red God and the Blind Serpent, they may have to make a Diplomacy test to get the two factions to agree to a temporary truce. In this case, the worst of the two standings would be the Target Number for the test.

Example: *Rahim has had no dealings with the Temple of the Red God, and so has a standing of 20 (Neutral) with that faction. He has opposed various plans of the Cult of the Blind Serpent in his recent adventures and so has a standing of 27 (Unfriendly) with them. He has however helped out the City Guard with a few things and so has a standing of 18 (Neutral) with them. He is a long term member of the Black Face, an association of thieves and assassins, and has a standing of 10 (Friendly) with the rather unsavoury faction.*

Codex 3: Magic

In a game titled "Sorcerers of Ur-Turuk" it is not particularly surprising that Magic plays a Major part. The main characters in the game are indeed Sorcerers, capable of wielding powerful and diverse magic. The magic system allows a user of magic to produce almost any effect, from the small and subtle to the earth-shattering. However, this use of almost endless power requires a huge amount of study and lifelong research to achieve.

The Theory of Magic

The forces that people refer to as magic are subtle threads that weave the world together and permeate almost everything. Some of these threads make stone what it is and others cause the movement of birds. Humans cannot see or feel these threads, even though they can see the "end result" of the power they carry. Some of the strange and rare creatures that inhabit the immense and empty wastelands of the world can sense and even make use of these energies, and they are to be rightly feared.

The use of magic by humans however utilises a combination of specific chants, extravagant gestures and mental strength and focus. In general, the extent of all of these is proportional to the power that the Sorcerer is trying to channel such that lighting a pipe of smoking weed may require a wave of the hand, a word and a momentary concentration. Levelling all of the houses in a small village may require an extensive dance, a small speech and some serious mental effort. The magic used by humans involves drawing on the appropriate threads for the effect required. These threads may be used to draw energy or matter away from an area (to destroy), bring energy into the area (to create) or to change the form or properties of the Target.

The Alulim

The Alulim, or Ancients, were a much earlier civilisation that lived along the coast now occupied by the city states. They were human-like, having the same basic form, but being much taller and slimmer. Stately and bronze-skinned, they appear to be hairless according to the few engravings that still exist. These Alulim are known to have been great users of magical energies, and were capable of far more powerful Spells than human Sorcerers.

It is also known that these Alulim were loners, preferring to live in solitude in the deserts, along the coast or amongst the mountain ranges. Each built an extensive house according to his or her own whims; some were impossibly tall towers, some were sprawling mansions and others were carved caves in the hills or mountains. Within their own home, these Alulim spent their days imbuing objects with magical energy, although the exact reason for this is lost in the mists of time. Rumour suggests that they were enchanted items designed to make the life of their creator easier by performing Minor tasks such as heating water, although no human Sorcerer has ever managed to get an artefact to do anything.

Outside their homes, the Alulim kept early humans as both slaves and livestock. These were housed in long barns, corralled by glowing lines of energy and slaughtered for food on those occasions when the ancients decided they needed to eat.

Although the Alulim built no villages, towns or cities, they did raise huge ziggurat temples in certain holy locations. There is now no record of which Gods these temples were raised to, or what their ultimate purpose was, but they remain mostly intact in the wilderness, full of chambers and tunnels.

The Alulim ruled the coastlands for many millennia, although ruled is possibly not the correct term as they seemed to have no significant civilisation as such. Then, according to legend, every living Alulim vanished on the same day, their active magics failing at the same time. Their human livestock escaped their "farms" and fled to the coast, later becoming the civilisation we know today. No live Alulim has ever been seen, although mummified remains are found from time to time.

High Magic Areas

Some areas of the world seem to have a much higher Number of threads of power woven through them than others. Several seem to be linked to Spells and effects wrought by the Alulim whilst others appear to entirely natural; some are the size of a small room whilst others may cover several acres. Within these areas the active use of magic is a dangerous and unpredictable business. Certain magic is enhanced or easier to use, whilst other Spells refuse to work at all. There are reports of Spell effects happening without any human intervention at all!

Limitations of Magic

Although the use of magic is incredibly powerful and very flexible, there are limitations as to what can be achieved. These limitations cannot be broken under any circumstances.

Magical effects are not permanent

Although some Spell effects can have a very long duration indeed, none will ever be permanent. A wall of stone can be created to protect a house, but at some point within a year the magic will just fail and the wall will vanish. Of course, some indirect effects will persist; stones destroyed at the corner of a large tower, which cause it to collapse, will reappear at some point. The tower itself will still be a pile of rubble on the ground however. A fire Spell may last but an instant, but anything ignited by the fire will continue to burn.

There is one important facet of the temporary nature of magic: magical healing will never be true healing. A warrior who suffers a serious sword wound can be healed by magic and the wound will close, the warrior being as healthy as before the wound. However, when the Spell ends the wound will re-appear. There will be no natural healing of this wound in the intervening time as it does not exist, only when the wound reappears will it start to heal. As described in **Codex 5**, this means that a warrior injured and healed repeatedly by magic could be literally ripped apart if the Spells end simultaneously. And indeed that scenario is more likely than one might think given that if a Sorcerer dies, all active magic Spells cast by that Sorcerer will immediately end.

Similarly, creation of food will sate hunger, but when the magic expires the Target will be considered to have missed one meal. If a character must rely on magical food for any length of time, they should eat serious amounts of extra food before the magic expires!

No Transmutation

Whilst a Sorcerer can create, destroy, shape and control matter, it is impossible to turn one substance into another. This includes very different forms of the same material such as diamond and charcoal. A Sorcerer can create a diamond from scratch, but cannot turn charcoal into diamond. Similarly, a duck cannot be turned into a fish. A duck can be changed to have fins, gills and so on and even to lose its feathers and beak, but its flesh will still be that of a duck and if eaten would still taste of duck.

No Investigative Magic

Magic can create, destroy and control, but can never grant knowledge. If a Sorcerer needs to identify a gemstone, a jeweller is required. A physician will be required to work out what has poisoned a character and finding out what is being said within the guarded house is best achieved by a stealthy thief!

Therefore a Spell can only normally be cast at a Target that can be seen or at least inferred. It is possible to create a ball of fire in a clear area ahead or indeed around a nearby corner. But it could not be created within a specific room within a house.

Fear of the People

Sorcerers are a very rare breed, for not everyone can control the magical energies. Because of this they are both respected and feared by the populace of the city and the rural areas alike. It is general knowledge amongst the population that Sorcerers can create or destroy almost everything that exists and also that nothing magical lasts for ever. Thus a chest of gold that one day vanishes will almost certainly be due to magic originating with a Sorcerer. As there are only a handful of Sorcerers in the city at any one time, the angry mob or small private army will know where to look, and they will rarely ask questions first. Although Sorcerers can cause serious damage to a mob or army, this is not an outcome to be desired and so magical creation of treasure or coinage should be used as a last resort. Indeed, the principle goes even further and says that magic should only be used when absolutely necessary within the city or civilisation.

Minor Magic and Sorcery

Not all users of magical energy are able to create Major and world-shaking effects; some are only able to wield Minor power. These Minor mages are still able to weave magical power and are usually respected individuals, but have significantly less power and potential than a full Sorcerer.

A Minor Mage starts with 6D to spend on Elements and Controls, although the maximum level that a Minor Mage can ever achieve is 3D. In addition, a Minor Mage may only start with four different Elements and Controls and may never know more than eight.

A Sorcerer meanwhile starts with 14D of Elements and Controls and these may eventually reach a rank of 6D. A Sorcerer may also learn all ten Elements and all three Controls.

A non-magical character may never, under any circumstance, learn to use magic, and a Minor Mage may never improve their ability to become a Sorcerer. A character is born with these abilities and may never lose or gain them.

Spellcasting

The magic system in Sorcerers of Ur-Turuk is designed to be fast and flexible, and to allow a magic using character to attempt a wide range of magical effects without needing to select or memorise extensive Spell lists. The system described here has several main steps:

The player decides on the effect that they want the Sorcerer to produce.

The player and GM determine the Target Number of the effect.

† The player rolls their casting dice;

† The Spell takes effect *or* fails *or* fails catastrophically;

† The caster may or may not be fatigued by the effect;

To create a "Spell" the player can choose an effect, range, duration, Number of Targets and numerous other parameters from the lists given here. The effect created must also be a combination of one Control and one Element as appropriate. All of the combinations of Controls and Elements are described below, along with the sort of things that can be achieved by that combination. Range, Duration and Area of effect all have "base" levels which give no increase in the Target Number.

The player can thus state the desired effect of the Spell, the combination of Control and Element and the Target Number. The GM is free to state that the combination cannot create the effect and/or that the Target Number is wrong. The GM may also apply further bonuses or penalties to the Target Number depending on circumstances.

***Example**: Laanat wishes to create a fireball to throw at a group of bandits just emerging from behind a large boulder. The conditions of the Spell will be as follows:*

+0	*The Spell will be fatiguing;*
+5	*The Range will be 50';*
+0	*The Duration will be instantaneous;*
+15	*The Area of Effect will be 10' radius;*
+10	*The Damage will be 6D6;*

The total TN for this Fireball Spell will be 30 and the combination will be Summon+Fire. The GM agrees with Lannat's player that this is OK.

A caster may also wish to carefully prepare their Spell for longer than the one round it would take to cast. If this happens, and the preparation is uninterrupted, then the Sorcerer will gain a bonus of +1 pip to the casting roll for every extra round taken. The maximum bonus for this extra preparation is +2D6, gained after preparing for six rounds before the Spell is cast.

Once the Spell has been finalised between the player and GM, the player should roll their casting dice. The Control dice should be combined with the Element dice and pips should be combined into D as usual. Any further bonuses or penalties from Perks or Complications should be applied at this time and the resulting dice rolled. Wild dice apply as usual.

If the dice total exceeds the Target Number, the Spell has been cast as described with the specified effect.

If the dice total is above 1 but below the Target Number, the Spell will fail.

If the dice come up as all 1's or the total is 0 or below, the Spell will fail catastrophically.

***Example**: Laanat has 4D in Summon and another 4D in Fire. We roll 8D for our Spell and get a total of 32 which is just enough to cast the Spell. Each one of the bandits within the 10' radius will take 6D6 damage which will be compared to their Toughness + Armour roll.*

Catastrophic Spell Failure

If a Spell fails catastrophically, the player should roll the casting dice again, and again total the result (there is no wild dice). The result of this catastrophic failure roll should be compared to the table below to determine what happens:

Total	Effect
1 - 6	The Spell will fail, and the Sorcerer will be unable to use any magic for 24 hours.
7 - 12	The magical energies will knock the Sorcerer out, and upon recovery will be unable to use magic for two days. Any Spells cast in this area during that time will have a -1 pip penalty.
13 - 18	The Sorcerer is stunned for 6D6 rounds due to the uncontrolled power flowing out, and no actions may be taken during this time. The Sorcerer may not cast any Spells for the next four days and any Spells cast within this area during that time suffer a penalty of -2 pips.

19 - 24	The Sorcerer is driven temporarily insane due to the magic channeling through their brain and enters a catatonic state. The Sorcerer can walk slowly if guided, and will recover after a good sleep. However, all Spell casting ability is lost for a week and the area exerts a -1D penalty on all Spells cast there for the 7 days.
25 - 30	The Spell ricochets around the area wildly, bouncing off physical and unseen objects. Every Target within 50' will have a 50% chance of being hit for 4D6 physical damage over the course of the round. The Sorcerer is insensible for a day and cannot cast any Spell for two weeks. This area will be subject to a -2D penalty on all Spells cast for the two weeks.
31 - 36	The Spell erupts uncontrollably from the body of the Sorcerer, causing 6D6 damage as it does so. If the Sorcerer survives, they will be unable to use magic for a whole month. The area will apply a -3D penalty to all Spells cast here for that month.
37+	The huge magical energies involved rip the Sorcerer apart, and cause a 6D6 magical attack against all Targets within a Number of feet equal to the total. All Spells cast in this area for the next year will automatically fail.

If a Sorcerer choeses a Spell which causes fatigue and succeeds in casting it then the Sorcerer will accrue 1 point of Fatigue per 10TN (or part thereof) of the Spell.

Any Spell which fails, or catastrophically fails, will impart 1 point of fatigue for every full or part 10TN, regardless of whether the Spell had the "not fatiguing" condition. This does not stack with the fatiguing condition.

Every point of fatigue applies a -1 (not 1D) penalty on all actions (including subsequent Spellcasting). Fatigue is reduced by 1 point per hour of rest (including riding a beast or in a cart) or 2 points per hour when asleep.

Example: *The Fireball Spell had a TN of 31 and so Lanaat will accrue 4 fatigue points. This will mean that all actions taken by Lanaat until he rests will be at a penalty of -4. Luckily he is mounted, and so a few hours riding will eliminate this penalty.*

Spell Combinations

Sometimes it is not sufficient to use a single combination of Control + Element to create a desired effect. Shape+Water will create a bird composed entirely of water that can flap its wings, attack, walk etc. However, in order to fly a Summon+Air would also be required to actually propel the waterbird. The Sorcerer could create the waterbird during one round and provide the power of flight on the following round. The Sorcerer could do both in a single round, but would have to use a separate action for both, incurring a -1D penalty on both Spell casting attempts (as per multiple action rules). Two Sorcerers could also combine their efforts to achieve the same result.

It is conceivable that more than two Spells could be combined in one end Spell. If a waterbird that can fly and breathe fire is required, then a Shape+Water would be cast followed by a Summon+Air and then a Summon+Fire.

Ending Spells

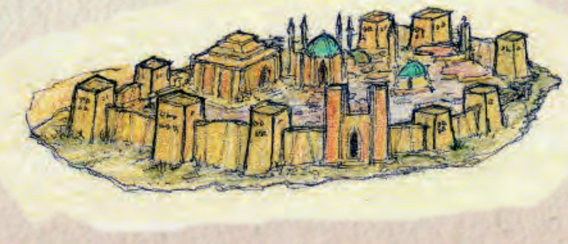
Any Spell with a duration will stop functioning at the end of that time. It is possible for a Sorcerer to "continue" a Spell by casting exactly the same Spell as the original just as the original is about to end. A Sorcerer in the presence of one of their own Spells will know exactly when this time is.

A Sorcerer may also end any Spell before the duration is up by concentrating for a complete round. The Spell will then end as if the duration was up.

When a Spell ends, it ends "gradually". Thus summoned stones used as the foundations for a house will eventually vanish. But rather than being there one second and not the next, the stones will melt away into nothing over the course of a round or two, lowering the house to the ground. A magical bridge over a chasm will not just vanish, casting travellers into the abyss, but will begin to crumble and fall apart. The original (or another) Sorcerer could of course use a Destroy Spell to immediately remove the bridge...

The only exception to this gradual ending of a Spell occurs upon the death of the Spell caster. At the moment of death, all active Spells will immediately cease.

***Example**: Lanaat creates a bonfire with a 12 hour duration for warmth and protection for his camp whilst he travels to a distant village. The Sorcerer can cancel this fire at any time, at which point it will gradually die down to nothing over a minute or so, but the same will also happen 12 hours after the Spell was cast.*



Spell Resistance

It is possible for sentient beings (and anything held or worn by them) to resist the effects of Spells cast on them. Some attack Spells, where the Spell is attempting to damage the Target directly (by fire, impact etc) can be dodged or blocked at the discretion of the GM. If the result of the block or dodge exceeds the casting total, the Spell is avoided by that Target.

Example: *Laanat throws a bolt of fire at an enemy Soldier. The GM rules that this can be blocked or dodged. Later on he throws another ball of fire at two more Soldiers. This cannot be blocked by a shield, and so dodging is the only option. He later casts a ball of fire down a corridor. This cannot be dodged or blocked as there is nowhere for a Target to dodge to.*

Spells that attempt to change the shape of a sentient Target or their possessions can be avoided by making a Resistance roll and exceeding the casting total.

Example: *Alim the Crafty tries to make the head of a thug in a tavern swell to twice normal size, causing panic and alarm so that he can make a quick getaway. The thug may make a Resistance roll to avoid this unfortunate effect.*

Spells that attempt to mentally influence or cause fear in the Target can be resisted by the Self Control skill.

Example: *Alim now tries to make a guard completely ignore his friend, wanted by the city for alleged crimes. He uses a Shape+Mind Spell. If the casting roll exceeds the TN, the Spell is cast and the Guard can make a Self Control roll. If the result of this roll is higher than the casting roll, the Guard resists the Spell.*

Defensive Spells

Spells can have many different functions and effects, and defence is one of them. Magic can be used as both a physical defence against weapons or attack or against other Spells.

To use magic as a counterSpell requires a declared Spell at the start of the round (as described in **Codex 5**). Thus if a Sorcerer fears attack by two separate Spells in a single round, they must declare two CounterSpell actions for this round, incurring a multiple action penalty even if they are not cast.

The CounterSpell must be of the same Element as the attacking Spell (although Destroy+Magic is considered a universal counterSpell) and must be of the appropriate Control:

Destroy counters Summon
Summon counters Destroy
Shape counters Shape

If the CounterSpell casting total is higher than that of the attacking Spell, the attacking Spell is neutralised and is not cast.

It is important to note that the counterSpell does not create an effect itself, irrespective of whether it succeeds. It simply channels diametrically opposed energies at the Spell with the aim of neutralising it.

***Example**: Laanat knows that a rival Sorcerer is likely to cast a Spell at him during this combat round and so reserves a counterSpell just in case. The enemy magician does indeed cast a fire Spell (Summon+Fire) at Laanat, who uses a Destroy+Fire counterSpell. If Laanat makes a higher casting roll than the attacker, the Fire attack will fizzle out.*

There are also many combinations of Control and Element that can be used to provide a physical defence for the Sorcerer. Like a counterSpell, these defensive Spells must be allocated during the action declaration phase of the round and thus produce a multiple action penalty whether or not they are actually used. Combinations that can be used for physical defence are noted as such in their individual descriptions below.

***Example**: An archer fires an arrow at Laanat, who luckily was expecting such an act and reserved a Spell. He has mainly attacking magic, but can use a Summon+Air to try and blow the arrow off course.*

Option: Limited Magic

The spirit of Sorcerers of Ur-Turuk is that the eponymous Sorcerers are driven to discover ancient Alulim relics and thus increase their arcane ability. They leave the running of their Vahnam to lesser mortals and the minutiae of everyday life is way below them.

However, it is entirely possible that some players will design their Sorcerer characters (and indeed all of their characters) with the sole aim of optimising every bonus they can achieve. Thus one Sorcerer will be responsible for boosting the physical Statistics of every Vahnam member, another will boost mental Statistics, another will improve wepaons etc. And given the long time scales that the game is played over, players may well state that their characters can keep renewing Spells on a monthly basis to keep every character "boosted".

Therefore we present an official (but optional) rule to counter this eventuality. It does increase the required bookkeeping somewhat, and will also limit the power of said optimisation Sorcerers, but will also stop the game descending into this style.

A Sorcerer may only maintain a certain Number of active Spells at any one time. This maximum can be worked out by taking the highest of all of the magic Skills possessed by the Sorcerer, multiplying the D by three and then adding the pips. Thus if a Sorcerer had Summon 4D+1 as his highest magical skill, his maximum Number of active Spells would be 13.

This will rarely affect attack Spells, or those cast to solve a problem whilst out investigating, but will limit the Number of boosts that a Sorcerer can make to the other members of the Vahnam.

If a Sorcerer has a Number of active Spells equal to this total and tries to cast a new one, either one of the active Spells will fail or this new casting will fail.

Spell Conditions

The "conditions" of a Spell are its building blocks, the things added together to make the complete Spell. Every level of condition has a modifier to the Target Number (TN) for the Spell.

A Spell always has at least four conditions: Fatiguing, Range, Duration and Targets. These all have a base TN of +0 and at this level the Spell would have the following effects:

Fatiguing
Range - Self
Duration - Instantaneous
Targets - Self

This Spell would only affect the caster, would only last for an instant, would fatigue the Sorcerer casting it and would have a TN of 0. However, the Spell would not actually *do* anything. No other conditions have been added.

So when a Sorcerer desires to cast a Spell, the player and GM must add conditions, and then add the appropriate TN modifiers to the Spell. Conditions may be mixed in any way desired for that particular combination of Control and Element. It would be possible to create a Spell that healed, and boosted a skill, and boosted a stat all at the same time. The TN would be quite high, but it could be done.

Each type of condition is further described below, along with the TN modifiers for each grade.

It is worth noting that there will be some Spells that a Sorcerer will cast again and again. A fire-specialised Sorcerer may well have a 50' range, 10' radius, 6D6 damage fireball that he unfurls whenever threatened. That player may well wish to make a note of said Spell, along with its TN and effects. This will speed up play whenever that Sorcerer is casting that Spell, but with the option to modify any condition if desired. Writing down a Spell in this way does not "lock in" those conditions, it merely makes a note of a common set of conditions for convenience.

Fatiguing

The use of magic is normally very tiring, and causes fatigue to the Sorcerer. It is possible to use magic without causing fatigue, but this increases the TN of the Spell and thus makes it more difficult to cast. A non-fatiguing Spell will not cause any fatigue at all.

TN	Condition
+0	Fatiguing
+6	Non-Fatiguing

Range

The base range of any Spell is self, and if this condition is not increased, the Spell will only affect the Sorcerer. In addition to the range specified here, the Sorcerer must also be able to see the Target. Therefore applying a range of 5 miles whilst in a windowless room will be rather pointless!

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

Duration

A Spell cast without any increase to this condition will last only a few moments. A light Spell will be a flare and a fire Spell will be a brief burst of flame. This is of course sufficient for an attack Spell such as a bolt of fire but will be of little use for most other Spells.

TN	Duration
+0	Instantaneous
+2	1 round
+4	10 rounds
+6	1 hour
+8	12 hours
+10	1 day
+13	1 week
+16	1 month
+19	1 year

Targets

The default grade for this condition is self, such that the Spell will only affect the Sorcerer. Increasing the grade will allow the Spell to affect more people or a larger area. Both Target Numbers and radius are given here, as each will apply to different situations. A grade of 1 Target will allow one other Target to be affected. "2 Targets – 5' radius" will affect an area of 5' radius, which would normally be a maximum of two normal sized people. It could also affect two separate Targets who were both within the range of the Spell.

If a Spell is intended to create a non-circular effect such as a bridge, the radius is halved in one direction and doubled in the other to give the area. Thus a 10' radius effect could become a 5' by 20' area, or a 2 ½ ' by 40' area etc.

TN	Targets
+0	Self
+5	1 Target
+10	2 Targets – 5' radius
+13	5 Targets – 10'r
+16	10 Targets – 20'r
+19	20 Targets – 100'r
+22	50 Targets – 500'r

Damage

This condition will allow the Spell to cause damage to an appropriate Target. It can apply to direct damage Spells such as a bolt or ball, but can also be added to a weapon as additional damage (although the damage dice are halved if applied to a weapon).

Some combinations such as Summon+Water, Destroy+Fire and Shape+Nature can be used to cause damage but this will be at one grade lower than the TN would otherwise suggest. Thus a +10 TN Summon+Water Spell will actually cause 4D6 damage.

The damage inflicted is treated exactly as weapon damage (see **Codex 5**) and must overcome the Toughness of the Target (and possibly armour for a physical attack such as Earth).

TN	Damage
+1	2D6
+5	4D6
+10	6D6
+15	8D6
+20	10D6
+25	12D6

Change

A Spell may also be used to change the form of the Target, and the modifier to the TN is based upon the percentage of the Target that is changed. This is of course somewhat subjective and so agreement must be reached between the player and the GM as to how much of a Target is changed.

Whilst a 100% change would see the Target changed completely, it would still be to a creature of roughly the same size as the original. Every extra increment past 100% allows the size of the Target creature to be half as big or small again. So 140% would allow a creature ¼ of the size of the original or 2 ¼ times bigger (one and a half and then one and a half).

TN	Condition
+3	Per 20% changed

Boost Statistic

Certain combinations can boost physical or mental Statistics. These increases are counted as pips and so combine normally into dice. The maximum bonus that a Sorcerer can give to another character is +1 per D that the Sorcerer has in the appropriate element. A Sorcerer with 4D+1 in Body could improve the Might of another character by a maximum of +4 pips.

These bonuses cannot be stacked, and so if two similar Spells are cast on one character only the strongest will apply.

TN	Statistic Increase
+3	Per +1 bonus

Boost Other

Statistics are harder to boost than other parameters, and so improving the cutting edge on a sword, improving a skill or boosting another Spell with the Magic Element are all covered by this condition. As with Boost Statistic, the maximum bonus that can be applied is +1 pip per D in the appropriate Element.

These bonuses also cannot be stacked on the same characteristic.

TN	Bonus
+2	Per +1 bonus

Restore

As mentioned elsewhere in this Codex, magic can be used to heal physical damage or fatigue (although not fatigue derived from the use of magic). The TN is based upon the Number of wound or fatigue levels that the Sorcerer wishes to heal, and there is no requirement to heal all of the damage to a character.

Given the temporary nature of the healing, the healed character should record how many temporary levels of healing have been received.

TN	Healing
+3	Per level

Summon Creature

Magic can be used to summon animals, plants, spirits, demons and others with magic. Quite where the summoned entities come from, no-one seems to know. Are the animals real and drawn from another location, or are they created by the magic?

To summon a specific creature (such as a known animal), the GM or player should add up the value of all of the statistic dice. For every 4D (or part of 4D), the TN is increased by +3. Note that some animals may not have any value for their Wits statistic, and spirits may not have any physical Statistics at all. If a creature such as a demon or spirit is able to use magic, then any magical Controls or Elements are treated as Statistics.

To summon something other than a creature with standard Statistics, the TN is determined first, and then 4D per grade distributed amongst appropriate Statistics. Dice can also be allocated to natural weapons (extra damage) and each pip assigned to armour gives +1 armour bonus. Dice can also be doubled to apply to Skills, although no more than ¼ of the statistic dice may be used in this way. Maximums should be determined by the GM.

It is also possible to summon insects and plants this way, although the criteria for these is less defined. In general, each level of the condition will create a volume of insects equivalent to a man or vegetation equivalent to a small tree.

It is not possible to summon a human at all. Also note that although this magic will summon a creature, the Sorcerer will not have any control over it until a Shape+Element is used. There is no TN for this control test, although the Target may make a Wits or Toughness (or Self Control) to resist.

TN	**Summoned**
+3	Every 4D of Statistics

General

The conditions listed above give TN modifiers for many different situations and effects. However, a flexible magic system such as this can never be truly comprehensive, and so there is also a general condition, with a +5 TN per "level". Exactly what this level means depends on what effect the Spell is trying to achieve. Animation of an inanimate object will be covered here. Allowing a statue to speak might be level 1, moving its arms and head level 2, walking in a jerky fashion level 3 and in a smooth fashion level 4. Running may be level 5. Each level of animation should impart Statistics etc in the same way as a summoned creature above.

Using summoned air to blow a ship along or make a carpet or bird made of water fly would be general conditions, with the speed required translating to the level of the condition. In general, level 6 or 7 would be extremely impressive, whereas level 1 would be very modest. It is recommended that the GM record these level scales as they are decided for future consistency.

TN	Level
+5	Per level

Magical Skills

There are 13 different magical "Skills". Ten of these are Elements; these are what can be affected by the magic. The other three of these are Controls, and are used to create, destroy or modify the Element.

Controls

Summon

Summon is used to create Element from nothing. The created Element is drawn from the energy of the world, and is not taken from anywhere in particular.

Destroy

The Destroy control, as its name suggests, will destroy Element. This can actually occur as the Sorcerer desires and can either be sucking the Element back into the world in general (causing it to vanish) or else ageing it; causing stone to crumble, iron to rust, water to evaporate etc. This will not apply to certain elements such as Air or Magic that have no natural destruction.

Shape

This control will allow the Sorcerer to shape, move and otherwise control an Element. Water can be shaped into a human-shape, swords can be made extra sharp and light can be shaped into a visual illusion.

Elements

Mind

This Element governs the sentient mind. Memories, intelligence, tiredness and behaviour are all facets of Mind.

Light

This Element, like many, is fairly obvious. Light without heat is governed by this Element, and so a floating light to guide the way and illusions are both part of Light.

Nature

Animals and plants are both part of the Nature Element. Sentient creatures such as humans are not however affected by the Nature Element.

Spirit

This Element applies to the soul of sentient beings, as well as covering ghosts, demons and other incorporeal beings.

Magic

This Element is unusual in that it rarely occurs naturally (except in areas of high magic). However, this Element normally applies to any active Spell cast by a Sorcerer or other user of magic.

Body

This Element applies to the physical body of sentient beings.

Fire

This Element applies to heat and flame.

Air

This Element covers any form of gaseous material.

Water

Ice, liquid water and steam are all governed by this Element.

Earth

This Element governs stone, metal, clay, mud and sand and is a very versatile Element.

Combinations

This section describes each of the Control+Element combinations together with suggested uses for this combination. These descriptions are not comprehensive and it is for the player to suggest alternative uses and the GM to agree!

Summon+Mind

This combination creates intelligence and knowledge, and can be used to boost the Wits statistic, restore sanity or even impart a new skill (known by the Sorcerer) to the Target. It essentially creates new "brain", not in the sense of creating physical brain tissue but in the sense of creating the mind within the skull.

Summon+Light

Summon+Light creates light, which could be a beam of light from a hand, a floating globe of light, a sudden flash or a stationary illusion. Subsequent Shape+Light Spells can then animate this illusion.

Summon+Nature

This combination can create animals or plants from nothing. This includes creating food staples, although the lack of permanency means that this food will not really nourish. Created animals and plants will be alive, and unless controlled will act as a natural version of their kind, although sterile.

Summon+Spirit

Ghosts and Demons can be truly summoned with this combination, although specific named spirits cannot be summoned. In theory, a Spirit could be summoned to inhabit a recently deceased body, although this is both highly irresponsible and considered a terrible sacrilege.

Summon+Magic

This combination creates raw Magic. Although this is not always obvious to non-Sorcerers, this summoned magic can be used to boost the Spells of other Sorcerers, although this does require both the magic to be summoned and then Shape+Magic used to augment another Spell. If this combination is used in this way, then the Summoned magical energy is used up, regardless of any other duration condition.

Summon+Body

This combination creates (mainly) human flesh. It can be used to add an extra limb for example, but its main use is to heal by replacing damaged flesh. As noted above, such healing is only ever temporary, but can literally be a lifesaver.

Summon+Fire

One of the most destructive combinations, Summon+Fire is used to create flame and heat. Although it can be used to heat a room or light a candle, it is primarily used to create fire to blast enemies. As such it can be used to damage enemies.

Summon+Air

This combination can create a breeze, gust or gale of air and can be used to propel a ship, deflect arrows or even knock an enemy over.
This combination can be used defensively against missile attacks.

Summon+Water

This combination can be used to create water to slake thirst (temporarily at least), flood a house or extinguish fire. It can also be used to attack enemies, although the damage inflicted will always be 1 grade lower than the Damage condition would normally provide.

Summon+Earth

This combination creates soil, stone, metal or sand. It can be used to create a stone wall, a crude weapon (-1D attack and damage) or throw a rock at an enemy. It is increasingly difficult to provide fine detail such as that found on a fine statue.

Destroy+Mind

This combination is considered evil by many due to the profound (albeit temporary) effects it can have on its Target. It can wipe memories, knowledge or even personality, and if a powerful enough Spell is cast it can even reduce a Target to a mindless simpleton. Generally this combination will "damage" the Wits statistic of the Target.

Destroy+Light

When used, this combination can destroy all light in the Target area, creating an area of impenetrable darkness or destroying an illusion. A burning flame will still burn during the effect, but will not give off any light.

Destroy+Nature

This Spell will cause direct damage to animals or plants, can blight the growth of plants in a field or even cause disease in plants or animals.

Destroy+Spirit

This combination is another considered by many to be evil. It can damage ghosts and demons, and can also cause direct damage to human Targets. If it kills its human Target, it will also destroy that human soul, which is considered a sacrilege against the Gods. A Sorcerer known to have killed a human in this way will immediately lose all reputation with every temple faction.

Destroy+Magic

This combination can be used as a universal counterSpell and can stop almost every magical effect from being cast in the normal way. However, once a Spell has been cast, the active Spell contains Element rather than raw magic and so this combination will have no effect.

Destroy+Body

This combination can cause direct damage to a sentient Target by destroying their flesh, but can also be used to perform certain surgeries such as removing a tumour or a rotten tooth or excising gangrenous flesh. It can also cause disease in humans.

Destroy+Fire

This combination will destroy both heat and flame and can be used to extinguish a fire or "air condition" a room. It can also sap the heat from a Target, causing damage, but this will be one grade lower than the specified Target Number.

Destroy+Air

This combination can be used to reduce damaging winds in an area or prevent a sailing ship from sailing. It can also create a sudden vacuum, damaging nearby Targets at one grade lower than the TN.

Destroy+Water

This combination can be used to halt a flood, dry wet clothing or dehydrate a Target causing direct damage.

Destroy+Earth

This very useful combination can create a hole in the ground or in a stone wall, or can even destroy a metal weapon held by a Target. This does however allow a Target a Resistance roll.

Shape+Mind

This combination is used to control or influence a sentient mind. It can cause fear in a Target or make them act a particular way. The difficulty Number will be influenced by how likely the Target was to act in that way anyway. The Target does receive a Self Control roll to avoid the effects of the magic.

Shape+Light

This combination is used to make an illusion move and appear alive. It can also be used to focus the light of the sun into a tight beam or even bend light around corners.

Shape+Nature

This combination can control the actions of animals, make plants move and become active, and can even influence how plants grow if given a long enough duration.

This combination can also be used to inflict damage on animals or plants, although at one grade lower than normal.

Shape+Spirit

This combination is primarily used to control the actions of demons and ghosts. The Target of this combination may roll their Spirit Strength to resist the control.

Shape+Magic

This combination can be used as an alternative universal counterSpell, by shaping and altering a Spell being cast. If it is used to subvert another Spell by changing the Target, effect etc, the TN will be the casting total of the Spell to be affected +5.

Shape+Body

This combination can be used to change facial features, skin colour etc. It can also cause damage to a Target or even healing, although both are at one grade less than usual. It can also be used to increase (or decrease) physical attributes.

Shape+Fire

This combination can be used to shape and change existing fire, whether natural or magical and can be used to form shapes, animate the fire or cause damage (although damage is limited by the intensity of the original fire).

Shape+Air

This combination can control existing wind, can animate a phenomena such as a whirlwind and can propel a ship along a very precise course.

Shape+Water

This combination can shape, control and animate existing water. A river could be split to allow people to cross, or alternatively the water could solidify under the feet of a Sorcerer walking across a lake.

Shape+Earth

This combination can shape existing soil, earth, stone and metal, and can make a statue walk or fight. It can also be used to improve metal weapons and armour.

Alulim Artefacts and Magical Research

Non-magical characters can improve their Skills and even Statistics through experience or practice. The same cannot be said for Sorcerers. Because Sorcerers use the magical arts that were originally developed by the Alulim millennia ago without any understanding of how these arts work, Sorcerers cannot research new magic and cannot get better at utilising magical energy simply through practice or experimentation.

The only way that a Sorcerer or other user of magic can improve their magical ability is to find Alulim artefacts imbued with magical energy and deconstruct them carefully. This will allow the Sorcerer to add more magical tricks to their repertoire, although it does also result in the destruction of the artefact itself.

Deconstructing and examining an artefact is not a rapid process; it requires the use of a quiet workspace and will take a whole season regardless of the magical potential locked into the artefact. Thus a Sorcerer who takes part in a journey or adventure during any particular season will not be able to research an artefact. Only one artefact may be deconstructed at any one time, and if deconstruction is aborted part way through, the artefact is destroyed without the Sorcerer learning anything.

Each individual artefact has various magical elements bound into it, and these elements and the way they were originally bound will determine what a Sorcerer can learn from it. Thus a newly found artefact may look like this:

Name: Quedietoovahpan
Form: Enameled Copper Statue of a Lynx
Magic: Fire 3
Air 1
Summon 1
Description: This red and black enamelled statue is always warm to the touch, and there is just a suggestion of exhalation from the open roaring mouth.

Although a Sorcerer will be aware of the name and form, they will not know the magic until they have studied it for at least a week. After this time, the Sorcerer will know the Elements and Controls within the artefact, but not the levels of each. So this artefact would be identified as containing Fire, Air and Summon, and only that. It is only when the artefact is broken down that the Fire 3, Air 1 and Summon 1 specifics would be known.

This above artefact could be deconstructed by a Sorcerer, taking three months or so, who would then receive three Magic Character Points (MCP) in Fire, one MCP in Air and one MCP in Summon. These MCP's may be spent in the same way as normal Character Points (CP's) but may only improve the magical Controls and Elements.

† Elements may be increased by 1 pip by spending specific MCP's equal to the current Number of dice.

† A new Element may purchased by spending 3 relevant MCP's.

† Controls may be increased by 1 pip by spending specific MCP's equal to *twice* the current Number of dice.

† A new Control may be purchased by spending 6 specific MCP's

So a Sorcerer with Summon 3D and Fire 3D could increase Fire (an Element) to 3D+1 for the cost of 3 Fire MCP's and increase Summon (a Control) to 3D+1 for the cost of 6 Summon MCP's.

These specific MCP's must be recorded separately as they cannot be used for any other Control or Element.

Codex 4: The Gods

The Gods

People in both the city and rural regions alike worship the Gods. The Gods are present in everyday life but at the same time very few people are highly devoted to their religion. Thus the temples and Gods form a backdrop to life that is always there and has a strong political element.

The Gods themselves are shrouded in mystery. They are there and they exist, but they do not show their power in obvious ways and they certainly do not grant their Priests any great powers or abilities. The Gods did not make the world, the people or the animals, although the oldest legends mention the Gods in their cave-written pictograms. There are no creation myths or great tales about the complicated personal lives of the deities. Therefore most people think of their Gods in the same way they think of the senior nobility or their Satrap; distant and powerful but uninterested in the lives of the small folk.

The Book of Ur-Turuk gives more detail on the Major Gods, and **Codex 1** of this book also gives further information. However, the patron God adopted by a character will make little difference to their lives, mainly affecting their idealogical and political stances.

Daily religion for the common people will mostly consist of a brief morning prayer or dedication at the household shrine and a possible thanks given to the Gods at the end of the day for making it through alive. Only on festival days or in times of crisis will the masses flock to the temples. Priests of course will follow a more structured day, spending several hours each day in meditation and thought and will also take part in several Major acts of worship every day.

The Temples themselves take several forms. Some are ziggurat temples, composed of temple blocks of decreasing size on top of each other with a central staircase. The lower blocks will contain store rooms, workshops and classrooms. The higher levels will contain accommodation for the Priests and the top level will contain sacred rooms for the High Priests.

Another common temple type is the block. A huge, stone-built cube with a large entranceway, the Majority of this temple type is the main room. In truth though there are many different temple styles, and each Major and Minor religion and cult will have its own style.

Priests are the official representatives of the Gods and broadcast their will to the common people. In addition, they play a large political role in the life of the city and usually make considerable sums of money from donations and business interests. Most Priests are sold to the temples as children and spend their entire lives as Priests. Thus the community within a temple or cult is often more like a family with the High Priests as senior members.

Holy Power

All Priests and High Priests are servants of their Gods, doing their work in the city. In return, they receive Holy Power from their masters. This Holy Power does not manifest itself as healing Spells, blessings or other obvious miracles. Instead, Holy Power provides a small but subtle assistance to everything the Priest does. Priests seem to live a slightly charmed life, always achieving slightly more than they probably should.

Holy Power manifests itself as a flat bonus to all actions the Priest takes. The bonus depends on the rank of the Priest as follows:

Priest	+1 pip
High Priest	+1D
Burning Faith Perk	+1 pip

This bonus can apply to any action taken by the Priest, and will continue to be available as long as the roll succeeds. As soon as a roll improved by Holy Power fails, the bonus will no longer be available. The fact that the bonus is optional means that a Priest should only use it when either a test is easy and so assured of success or very important.

Example: *Vahid is a Priest of the Temple of the Red God. As a Priest he has a starting Holy Power of +1 pip. Whilst standing guard at the torch-lit entrance to the temple, the GM asks for Vahid to make an Awareness test. Vahid has a total of 3D+2 in Awareness, and decides to apply his Holy Power to this test for a grand total of 4D. Vahid succeeds in his test and spots a thief trying to sneak in. The Thief attacks Vahid with his dagger, and again Holy Power is used. Unfortunately, the thief still hits our poor Priest, stabbing through his robes. All further rolls in this combat will not be able to benefit from Holy Power, and Vahid (if he survives) will need to make a sacrifice in the temple to regain the favour of his God.*

Once a Priest has lost the advantage of Holy Power, they can recover it through devotions and sacrifice at a Major temple. A Priest must sacrifice either wealth or a valuable or rare animal to recover Holy Power. A High Priest must sacrifice either great wealth or a human to their God. Human sacrifices cannot just be some random person kidnapped from the street, but must either be a volunteer or a condemned criminal granted to the temple by the city.

The bonus provided by Holy Power can, over the course of a long campaign, be increased. It cannot be bought with experience and can only be earned if the Priest is acting purely in the interests of their God.

Codex 5: Combat & Hazards

COMBAT AND OTHER HAZARDS

The city of Ur-Turuk and the surrounding lands are dangerous for those who live their and for travellers alike. Bandits, thieves, Soldiers from rival factions and strange monsters are all causes of injury and death. Poison, disease and even magic are also threats that must be faced and defeated. This Codex covers the Major sources of death that a character may face.

COMBAT

Many situations will descend into violence, whether a brawl in a tavern, a fight against bandits or a desperate combat against ancient and arcane creatures deep within a ruined temple. Combat in *Sorcerers* is both fast and dangerous, but is at heart a very simple system.

Combat is broken down into 1 minute combat rounds, each of which is split into several phases:

Initiative:

The Initiative score for each character is rolled using Agility.

***Example:** Jamshid is a guard in the employ of a Sorcerer. Whilst travelling to the market to collect some cloth, a desperate brigand appears from a nearby alleyway and demands the bag of coin at spearpoint. Both of the combatants have 2D6 Agility which they roll for Initiative. Jamshid rolls a total of 9, and the Brigand only gets a 4. Jamshid will act first.*

Declaration:

In order of Initiative, the first action of each character should be declared. Once all first actions have been declared, second actions should be declared, again in order of Initiative. This should be repeated until all actions have been declared.

A character may take as many *Actions* as they desire in a single round. However, for each action beyond the first, ALL actions are reduced by 1D. Thus a character who declares that they will make three separate attacks in a single round will have a penalty of -2D to all three actions.

***Example**: Jamshid decides he wants to finish this fight early. He has a Might of 3D and a Melee Weapons skill of 2D+2 for a total of 5D+2. Jamshid declares that he will try and strike the Brigand three times this round. All of these attacks will be made with a -2D penalty as Jamshid is making two additional actions this round. The Brigand only has a total of 3D and so will only attack the once.*

First action resolution:

All actions are resolved in Initiative order. In the case of actions such as jumping, climbing or indeed most non-attacks, the Target Number will be set by the GM.

In the case of an attack, the Target Number will on occasion be a Number determined by the GM (usually when the Target is unaware or ignores the attack). Most attacks however are opposed tests. The attacker rolls their appropriate weapon skill dice, and the defender will choose to Dodge, Block (with a shield) or Parry (with a weapon) the blow. These are all termed *Reactions*. A character makes their first Reaction in a round at their full skill level. Subsequent *Reactions* are at a cumulative penalty of -1D each, regardless of which specific Reaction is chosen.

Block may be used against Missile and Melee attacks and also against area Spell attacks. A character may only Block against one single enemy in any one round, although multiple blocks may be made against that opponent.

Parry may be used against both Melee and Missile attacks, although the total is halved against Missile attacks.

Dodge may be used against both Melee and Missile attacks, but is affected by the Agility penalty from any armour worn.

***Example**: Jamshid acts first and swings at the Brigand. He rolls his 3D+2 attack and gets a good score of 15. The Brigand rolls his Dodge of 3D and only gets a 7. Jamshid has exceeded the Target by 8 and so gets a bonus of either an additional +3 damage or to damage the armour of the Brigand. Not expecting a long fight, Jamshid chooses +3 damage.*

If the attack total exceeds the defence total then the attack has hit. If the excess is five or more then an additional effect of the attack can also be chosen as follows:

Attack Roll

Excess	Effect		
5	+3 damage	*or*	Damage armour by 1 point
10	Stun 1 round	*or*	Free extra attack at same Dice (requires a new Reaction from Target)
15	Break Shield	*or*	Disarm opponent
20	Destroy Armour	*or*	One extra wound level
25	Cleave Limb	*or*	Double damage
30	Auto Kill		

Example *The Damage roll is 3D Might plus 2D+1 for the Tulwar plus the excess effect of +3. Jamshid rolls 5D+4 for a total of 19. The Brigand rolls his Toughness of 2D and adds his Leather Armour of 2 for a total of 11. The Brigand is Wounded and is now at -1D for all further actions. It is now time for the Brigand to stab his spear at our redoubtable guard...*

The attacker should then make a Weapon Damage roll and the defender should make a Toughness roll and add their armour value to the total. If the attacker has a higher total, damage will be applied to the Target depending on how much the damage roll exceeds the toughness roll:

Damage Roll

Excess	Wound Level
1-3	Stunned
4-8	Wounded *or* Severely Wounded (if Target already wounded)
9-12	Incapacitated
13-15	Mortally Wounded
16+	Dead

# Stunned

-1D for all remaining actions this and next round.

Multiple stuns are cumulative.

# Wounded

-1D to all actions until healed.

# Severely Wounded

-2D to all actions until healed.

# Incapacitated

A Toughness test (15) is required to act at -3D until healed.

If this is failed, the character is knocked out for 10D minutes and is then at -3D when they wake up.

# Mortally Wounded

Knocked out. Character must make a Toughness roll every round.

If the result is less than the Number of rounds since the wound was taken, the character dies. A Difficult (20) Medicine test is required to stabilise the character who will then be at -4D.

# Dead

The character is dead.

A new wound applied to a Severely Wounded character means that the character becomes Incapacitated, an Incapacitated character becomes Mortally Wounded and a Mortally Wounded character is Dead.

Second action resolution:

Again, all second actions are resolved in Initiative order for those characters taking more than one action.

This process is then repeated for third, fourth and fifth (or more) actions until all declared actions have been resolved. The round then ends, and the process is repeated for the following rounds.

***Example**: The Brigand failed to hit Jamshid with his only attack, and so the guard may make his second attack of the round. Jamshid will again roll 3D+2 for his attack, but the Brigand will only roll 2D for his Dodge as this will be his second Reaction of the round. Even if the Brigand wished to Parry with his 3D spear skill, he would still only roll 2D as a second Reaction.*

Types of Actions in Combat

Although attacks are the most common type of declared action, a character may also jump over a balcony, climb a short distance, rush across a room, throw a flask of burning oil or many other actions. These may of course be combined with an attack, such that a character could leap from a balcony, attack an enemy and then rush across the room. This would be three separate actions and so the jump, attack and run rolls would all be at -2D penalty.

This can of course lead to situations whereby a character rushes at an enemy, attacks them, and then rushes away. *Changing Action* can be one way to deal with this. A character may, during action resolution, change their action for an additional penalty of -1D, although this must be done before any dice are rolled for that action.

Magic in Combat

Magic can be used in combat, as in any other situation, and indeed multiple Spells may be cast in one round. However, the penalty of -1D per additional declared action still applies.

Magic may not strictly be used as a Reaction, although Spells can be used for defence. If this is the intention, the Sorcerer must declare that they are using an appropriate combination (See **Codex 3** for Combat Uses of Magic) as a defence. This will count as one of their actions, even if the Spell is not actually needed. Thus a mage must decide how many attacks to anticipate and suffer an appropriate penalty to all actions that round.

***Example**: Bakhtar is a Sea Sorcerer who finds himself under attack from a Pirate. During the declaration phase he decides that he will create a bolt of water to blast the Pirate, but in case the Pirate attacks him he will also prepare to cast two defensive Spells. The water bolt is the only action, and so will be cast in the first action phase. The other two Spells will be Reactions and will be cast if and when the Pirate attacks. All casting rolls this round will be at a penalty of -2D for two additional actions.*

WEAPONS AND ARMOUR

There are a wide range of weapons in use in Ur-Turuk, from basic clubs and daggers to altogether more exotic weapons. Weapons have one main characteristic, which is the damage they inflict, and possibly one or more special effects.

The damage rating for a hand to hand weapon is added to the Might rating of the character to determine the damage amount applied. Some missile weapons, such as bows and thrown weapons, also have an addition to Might, whereas weapons such as Crossbows have a flat damage rating.

Hand to Hand weapons

These weapons can be used to attack an adjacent enemy. The damage rating is added to the Strength dice of the character.

Unarmed

Fists, elbows, knees, heads and teeth are all used in this "weapon". The damage done with an unarmed attack is simply the Might of the character, although the GM may allow an extra pip or two if a broken bottle, stool or other improvised weapon is used.

Lunar Axe

This weapon consists of a six-foot long pole with a heavy moon-shaped blade attached to one end. This weapon requires two hands to use. The armour rating of a Target hit with this weapon

Weapon	Damage	Special
Unarmed	+0	Can be used to subdue
Lunar Axe	+3D	Two Handed - Negates one point of armour
Polearm	+3D	Two Handed - Weapon has reach
Shamshir	+2D	+2 Initiative
Spear	+2D	Weapon has reach
Tulwar	+2D+1	
Khopesh	+3D+1	Two Handed
Club	+1D+1	Can be used to subdue
Shield	+2 pips	Allows use of Block Reactions
Spike Chains	+3D	Weapon has reach - Applies a penalty of -2D to attack
Staff	+1D+2	Two Handed - Can be used to Block or Parry with +1D
Katar	+1D+2	Can use one in each fist - Gives one free attack in first action
Dagger	+1D	

is considered one lower than normal for that blow. The axe does not however permanently damage the armour.

Polearm

Normally around 10' long and with both a blade and point, these weapons are favoured by town guards as they are able to keep crowds and enemies at a distance. The weapon requires two hands to use. Polearms also have reach, which allows their use from behind another Soldier, through a doorway or window or across a gap such as a stream or chasm.

Shamshir

This slim blade has a sweeping curve and a pointed tip and can be used both for stabbing and slashing. The weapon is very light and fast, and grants a bonus of +2 to Initiative when attacking with this weapon.

Spear

A six foot long wooden pole with a broad leaf-shaped blade and a heavy metal counterbalance at the other end, this weapon is common in the formal armies of the cities. It is used one handed to stab and to cut, and has reach like the Polearm.

Tulwar

A heavier version of the Shamshir, this blade is both more damaging to use and also somewhat slower. There is usually less of a curve to the blade than with its lighter cousin.

Khopesh

This long and heavy weapon is of ancient design, being used for millennia by the hill tribes of the northern desert. The weapon is around four feet in length. It has a handle of a foot long with no significant crosspiece, and then a straight section of blade, also a foot long. The remainder of the blade is sickle shaped. This weapon must be used in two hands due to its weight and length.

Club

The cheapest and commonest type of weapon, especially in the poorer districts of the city, the club is simply a shaped and weighted length of wood. Although not particularly damaging, the club can be used to subdue enemies. If subdual is stated before the attack, a result of Wound will instead cause a stun to the Target.

Shield

Although not normally considered a weapon, a shield is included here. Usually held in the secondary hand, a shield can be used to bash enemies in extremis, but its Major use is to help keep out attacks. A character with a Shield may make use of Block Reactions against attacks.

Spike Chains

This ungainly weapon is difficult to use, and applies a -2D penalty on any wielder. The weapon consists of a heavy wooden handle with three five foot long chains attached to one end. At the other end of each chain is a lead weight and a small but barbed grappling hook. The weapon is used in a similar way to a whip, with the barbs ripping flesh as the handle is whipped back.

Staff

A six foot long pole up to an inch thick, staves are popular with travellers and the infirm as a walking aid. Although not particularly damaging, they do allow a character without a shield to make use of the Block skill, even though they must be used two handed. Whether a character uses the Block or Parry skill to defend themselves, this weapon grants a +1D bonus to either defence.

Katar

A short triangular blade with a handle and guard, these daggers are held tight in the hand and form an extension of the arm. They can be used to punch or to slash with, although the attacker must be very close to his Target. If a katar is held in each hand, the attacker may make two attack rolls in the First Action phase. These two attacks are only considered to be one action, although a separate roll must be made for each, and each requires a separate Reaction.

Dagger

This small curved blade is very wide at the hilt and tapers to a point. Daggers are very easily concealed and light to carry and so are carried by many people as a weapon of last resort.

Weapon Properties

† Subdue

This weapon can be used to subdue an opponent rather than kill him. If the attack is to stun, any Wound or Severe Wound will instead cause a stun. Incapacitated and Killed results are the same.

† Two Handed

Two hands are required to wield this weapon effectively. If only one hand is used, the character suffers a -3D penalty to all actions.

† Reach

The length of this weapon means that it may be used to attack from the second rank, over a large barricade or from a balcony one floor above the ground.

† Block

A weapon with this property is required for the character to make use of the Block Reaction.

Missile weapons

Missile weapons also have a range. Attacks made at up to this range have no penalty. Attacks made up to twice this range have a penalty of -2D, and attacks may not be made beyond this range.

Weapon	Damage	Range	Special
Crossbow	4D+1	400 feet	
Longbow	+2D+2	600 feet	
Thrown Dagger	+1D	60 feet	
Horse Bow	+2D	450 feet	Can be used mounted
Javelin	+1D+2	200 feet	Can be used in hand to hand combat

Crossbow

A wooden stock and a metal bow arm form a weapon that is both easy to use and damaging regardless of the lack of strength of the archer. Although this weapon can be fired from horseback, the user must be on foot to reload due to the bracing of the crossbow that is required.

Longbow

Up to six feet long and made from laminated woods, this bow is capable of sending a heavy arrow through a foe several hundred yards away. The length of this bow makes it impossible to use from horseback or in cramped conditions.

Thrown dagger

A specially weighted and crafted dagger can be thrown considerable distances by a skilled knifeman.

Horse Bow

This short but heavy bow has a double curve to provide maximum power from the minimum length. Although not quite as powerful as a longer bow, this weapon can be used from horseback or inside a cramped room with ease.

Javelin

A light spear with an elongated point, this weapon is designed to be thrown at enemies. It can still be used in a hand to hand fight, inflicting the same damage.

ARMOUR

Armour is principally worn to protect the wearer from damage. Some armour is very lightweight and thus both easy to move in and comfortable to wear for prolonged periods. Other armour is heavier but less useful for prolonged time in the heat.

Each armour type has both a protection value and an Agility penalty. The Armour Value is added to the Toughness roll made to resist damage after a blow hits. The Agility penalty is deducted from all Agility tests made, including the Dodge Reaction.

Armour:	Protection	Agl Pen
Silk	+1	0
Leather	+2	-1
Studded Leather	+3	-2
Scale	+4	-1D
Banded	+5	-1D+1
Chainmail	+6	-1D+2

Silk Armour

This armour takes the form of a long jacket made of 10 sheets of silk stitched together. Light and easy to wear, this armour can nevertheless stop an arrow or a slash from a Tulwar.

Leather Armour

Armour made from cured hides is the oldest type of armour still worn, although it has been refined somewhat with more up to date methods. This armour is composed of a long coat of cured leather with a double layer on the torso. Leather armour is often painted, stained or otherwise decorated.

Studded Leather Armour

This is an improved version of standard leather armour. The protection is increased by stitching on plates of metal, bone, shell or even wood. Like leather armour, studded is often decorated.

Scale Armour

An improvement again on studded leather armour. Rather than the partial and haphazard coverage provided by the plates on a suit of studded leather, scale armour has organised and overlapping rows of metal plates.

Banded Armour

This armour has overlapping horizontal metal plates attached to a light leather or silk undershirt. Many suits also have curved shoulder plates. Although fairly heavy and warm to wear, this armour does provide good protection.

Chainmail Armour

The heaviest type of armour, chainmail is made from thousands of interlocking metal rings, the whole of which is attached to a silk undershirt. Heavy and hot, this armour does however provide excellent protection.

COMBAT OPTIONS

The system give so far in this chapter will provide most of the tools to allow combat to be fast but detailed. However, there are further options that can be used to provide further detail for more experienced GM's and players.

Combat Modifiers

Not all combats are equal. It is usually preferable to position yourself in a fight such that you have maximum advantage and your opponent is disadvantaged. These modifiers are always applied by the GM (never by a player) and are given as guidelines only. Generally it is better, and faster, to treat these modifiers as straight mathematical bonuses or penalties to a total rather than treat them as pips which takes much longer to work out.

Hand to Hand Combat Modifiers

Charge attack	+1
Rear Attack	+3
Attacker higher	+1
Attacker lower	-1

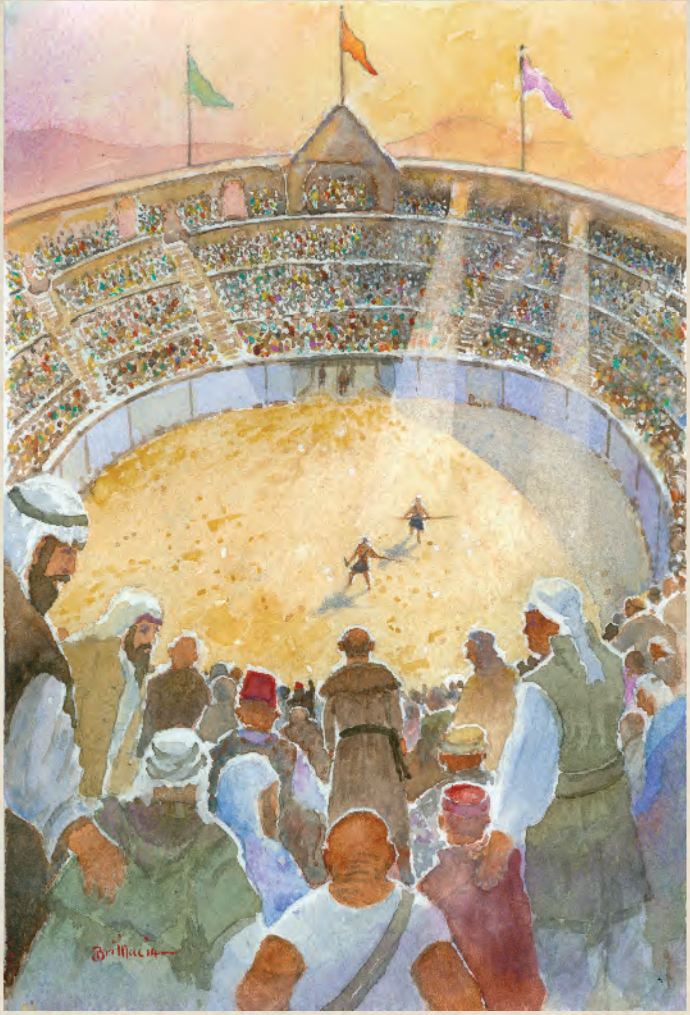
Missile Attack Modifiers

Fog/Smoke	+3
Over half range	+5
Poor Light	+3
Light Cover	+3
Heavy Cover	+6 to +9

Ambush

If the Target of an attack is completely unaware, due to stealth, magic or even just a "friend" with a hidden knife, the attack is an Ambush. The Target may not react and the base TN for the attack itself is 5. In addition, the value of any armour worn by the Target is reduced by 3 for this attack, as the attacker can pick an unprotected spot more easily.

If an attacker is attempting to Ambush with a missile weapon, the Target must be within ⅓ of the Range value for the weapon, and the base attack TN is 10.



Fumbles

In the standard system above, either an attack hits or it doesn't. A GM may well prefer to have an attacker fumbling his attack rather than just missing if the attack roll is really poor. If this option is used, an attack will fail if all the dice come up 1. This attack will fumble, and thus miss, even if the subsequent total is greater than the Reaction. If a character does fumble, another 2D6 roll should be made to find out the severity of the fumble. The effect should be applied immediately, and before any other actions are resolved.

Combat Fumbles

2D6 Roll	Effect
2-3	Character stumbles and must miss his next action (and Reaction) this round.
4-5	The character slips and loses all further actions (and Reactions) this round.
6	The character is dazed and loses all actions and Reactions until this phase in the following round.
7	The character throws their weapon some distance and is thus disarmed. No further action this round.
8	The character falls flat on his face, counts as stunned and must use the first action of the following round to get up.
9-10	The character strikes their own head, causing them to take no action or Reaction at all the following round. The character has a defensive TN of 10 on that round.
11-12	The character strikes themselves hard with their own weapon and must make a normal damage roll with all weapon effects.

Mounted Combat

A brawl in a bar or a fight in a cave will be hard and deadly. But out in the grasslands and desert scrub a new weapon can be brought to the fray. A mount. There are various mounts that can be ridden, and most of these are capable in a mounted battle too. There are a few changes to the combat process if one or more of the combatants are mounted:

Initiative: A mounted warrior uses his Riding skill for Initiative rather than Agility.

Action Resolution: All Skills a warrior wishes to use when mounted (including attacks and Reactions) are capped by the level of his Riding skill. That is to say that if a warrior has a sword skill of 3D+1 and a riding skill of 2D, the warrior may only add 2D to his Might statistic when attacking with his sword from horseback.

If the combat modifiers above are being used, the mounted attacker gains a bonus of +2 to attack rolls.

Although the mount acts at the same Initiative as the rider, the mount may attack if it is capable. The rider should make the appropriate attack rolls on behalf of the mount.

If the rider takes a stun or wound, an immediate Riding roll must be made to remain mounted. Failure indicates a fall, in addition to the effects of the stun/wound itself. If the mount takes a wound, the rider must again make a successful riding roll to stop the beast panicking and fleeing the combat. Both of these tests must be made against a difficulty of 15.

Some missile weapons may be used from horseback, but others may not. Firing from a trotting horse has a penalty of -1, from a cantering horse has a penalty of -2 and from a galloping horse a penalty of -1D.

Static Defence Target Numbers

Although the combat system presented here is fast to resolve, some GM's or groups may prefer to speed it up even more. The use of static defence will speed up combat, but some players may feel that they have lost a certain amount of control of their fate. Rather than a defender roll their defence value against each separate attack, the defender will simply use a fixed value. Because these can be calculated when the character is created, the Number of rolls required in a combat round will be reduced.

These static values are calculated as follows:

Block = Block skill dice x3 plus the Number of pips

Dodge = Dodge skill dice x3 plus the Number of pips

Parry = Parry skill dice x3 plus the Number of pips

Remember that the dice and pips are derived from the skill plus the appropriate statistic. Rather than make a Toughness roll and add armour, the struck character should simply deduct their Soak value from the damage total.

Soak = Toughness skill dice x3 plus the Number of pips plus the armour value

Static Target Numbers are not reduced for subsequent attacks.

MEDICINE AND HEALING

Wounds and other damage will heal naturally given time, but the services of a good healer will really speed things up. If a character is wounded, the rules below should be followed until eventually the character is healed.

Magic can "heal" wounds, but for some reason not understood by Sorcerers, natural healing will not take place whilst magic keeps a wound closed. Thus if a character who is Incapacitated is healed to Wounded by magic, natural healing can still improve the character back to unwounded. Once the magic ends however, the character will immediately become Severely Wounded (the original Incapacitated has been healed one step by the natural healing).

Of course, it is certainly possible to heal a wounded character such that they can fight on and return home where their wounds can be treated by skilled physicians. If however a warrior is wounded, healed by magic and then healed again by magic, they may have enough wounds to kill them outright when the magic ends. This is not normally a problem as the Sorcerer can cancel one part of their Spell to allow one wound back at a time, which can then be healed naturally or by a physician. The problem comes if the Sorcerer is killed, for then all Spells cast by that individual will suddenly end...

Wounded

Natural Healing: A character makes a Toughness check against a TN of 6 every three days. Success heals the wound and the character becomes unwounded.

Assisted Healing: The healer may make a Medicine test every day against a TN of 15. Success heals the character to unwounded.

Severely Wounded

Natural Healing: A character makes a Toughness check against a TN of 6 every three days. Success heals the wound and the character becomes Wounded.

Assisted Healing: The healer may make a Medicine test every day against a TN of 15. Success heals the character to Wounded.

Incapacitated

Natural Healing: A character makes a Toughness check against a TN of 9 every week. Success heals the wound and the character becomes Severely Wounded.

Assisted Healing: The healer may make a Medicine test every day against a TN of 20. Success heals the character to Severely Wounded.

Mortally Wounded

Natural Healing: A character makes a Toughness check against a TN of 12 every week. Success heals the wound and the character becomes Incapacitated.

Assisted Healing: The healer may make a Medicine test every day against a TN of 25. Success heals the character to Incapacitated.

General Hazards and Dangers

Combat is an obvious source of danger and character damage, but there are many other things that can hurt or kill a character. Although it would be impossible to detail specific rules for every threat or hazard, a few serious and common threats are given here. These rules can of course be extrapolated to undescribed situations.

Fire

Fire, even of non-magical origin, can be dangerous to characters and property alike, and of course magical fire is perfectly capable of igniting flammable objects.

If a character is caught in or by normal fire, they will suffer an attack from the fire every round that they are exposed to it.

Fire does not require an attack to hit (obviously) and so only a damage roll is required. The Number of dice rolled for damage depends on the intensity of the blaze:

2D	Burning torch
3D	Hearth fire / Burning clothing
4D	Bonfire
6D	Burning house

The GM rolls the damage for the fire, and the player makes a Toughness roll. The excess is compared as normal on the damage track and wounds etc applied to the Target. Armour does not apply to the Toughness roll.

Falling

It is possible that a character will at some point fall, whether due to a failed climbing roll, lifted into the air by magic or seized by a giant bird and then dropped. The character will take a damage roll of 1D6 per 10’ fallen, opposed by a Toughness or Agility roll from the character. Armour does not protect the character, although the surface fallen onto will modify the damage roll. Falling into water, through heavy vegetation or onto a haystack will provide a negative modifier to the damage roll, but falling onto spikes or jagged rock will increase the damage roll.

Drowning

If a character fails their swimming roll or is held under the water by an enemy or creature, they will begin to drown. Every round the character cannot breathe, a Toughness roll must be made. The Target Number starts at 2 on the first round, and increases by 2 each and every round. If the Toughness roll is failed, the character will become unconscious. The character will then die after a Number of rounds equal to the Number of Dice the character has in Toughness.

Each round that the character can take a breath reduces the TN again by 4.

Heat Exhaustion

Although fire is very dangerous indeed to a character, the lesser heat of the desert can still be fatal to those who travel in the heat of the day.

If a character does travel (or even rests without shade) in the full heat of the day, they must make a Toughness roll twice per day against a TN of 6. This TN is increased in hotter weather, and reduced if the weather is somewhat cooler.

In addition, there are further modifiers:

Armour Agility penalty (increases TN)	
Inadequate Clothing	+2 TN
Heavily encumbered	+2 TN
No water that half day	+4 TN
No food that half day	+2 TN
Forced or fast march	+2 TN
Medical attention	-2 TN

If the character fails their Toughness roll, they will suffer a penalty to all actions of -1D for every 6 the test is failed by. This penalty will also apply to subsequent heat exhaustion tests. Once the penalty dice exceeds the Toughness dice, the character will collapse, dying after 1D6 hours. Successful intervention by a physician will reduce the penalty such that the character rolls 1D for their next Heat Exhaustion test.

This penalty will recover at a rate of 1D per day.

Poison / Disease

Poison and Disease both work the same way, having a Rating in Dice and pips that must be opposed by the Toughness of the character. When a character is first attacked by Poison or Disease, the opposed roll is made. If the character loses, the character will suffer the effects. This may be paralysis, blindness, weakness or direct damage. In the case of the latter, there will also be a damage rating. This is also rolled against Toughness, with the usual damage progression being used to determine the actual "wounds" inflicted.

Fear

A character threatened by fear, whether derived from a particular situation (decided by the GM), from a creature or from any other cause must make an opposed test using Self Control or Toughness against the fear rating of the situation or the creature.

If the character fails by 1-4 points, they may not act other than to run away or defend themselves. If the character fails by 5 or more, they must run away until the source of the fear is out of sight. They will need to roll again if exposed to the source of the fear.

If the character succeeds by 1-4, they may act as desired for that round, but must roll again on the following round. If the character succeeds by 5 or more, they have mastered their fear and will not need to roll again in this situation.

Codex 6: Perks & Complications

Perks and Complications are advantages and disadvantages that are normally only applied to player characters and important NPC's. A player character does not of course *have* to have Perks, and certainly does not have to have the maximum amount allowed by his character type. But these Perks will certainly help the character have an edge over his enemies and adversaries.

This type of system within a game is of course open to abuse or accidental doubling up, and so the GM should have oversight of all Perks and Complications chosen. If for example a character has both the Ancient and Obese Complications, the Obese effects will never apply (being exceeded by the Ancient Complication). In this case the GM could either apply an extra penalty to the character or the Obese Complication would no longer count towards the required total.

After Perks and Complications have been determined, a player may wish to rearrange their Skills or even their Statistics. If a character has a Complication that can be minimised by the Self Control skill, they really do need to have something in the Self Control skill!

PERKS

Perks are things that make the character a little bit special and stand out from the crowd. Only player characters and Major NPC's should have Perks, and only Major characters and Sorcerers will have more than one or two. Ideally the Perks chosen should help the character fit into the concept and role decided on for them by the player and they should compliment and enhance the Skills already chosen.

Some Perks will seem at first glance to be more useful than others, but over the course of a longer campaign most of these advantages will prove useful at one time or another.

Minor Perks

Minor Perks may be bought by Minor Characters, Major Characters and Sorcerers, and for each Minor Perk taken, a Minor Complication must also be taken.

Attractive

The character is much more attractive to look at than most, and so often has an advantage when it comes to first Reactions. The character may, once per game session, choose to double the total of a roll related to their appearance, although this decision must be taken before the roll is made. Seduction is an obvious use for this Perk, although Persuasion, Diplomacy and other interactions can also benefit.

Favours

You have accumulated favours from various people over your career, and can call on these at times. These favours or the people who owe you do not need to be specified until you need them, although they are likely to be limited to the city in which the character lives. It is the decision of the GM exactly how the favour is manifested and what form the help takes.

Toughness

The character is very resistant to physical punishment and gains an effective +2 to armour value, even if completely unarmoured. If armour is worn, its protective value is increased by +2.

Danger Sense

The character has extra instincts that warn of imminent attack, and so can never be subjected to a surprise attack unless asleep.

Fast Reactions

The character attacks with the speed of a striking snake and gains an additional +1D on all Initiative rolls.

Priest

A character with this Perk is a Priest of one of the Major (or Minor) religions. The character will have +1 pip Holy Power (see **Codex 4**) and will also have a reputation of 10 (Friendly) with the appropriate faction. Of course, they may also have a poor reputation with enemy factions. The character will be expected to follow the commands of the High Priests where appropriate and to act as a full member of the Priesthood.

Minor Magic

The character is able to cast magical Spells as described in **Codex 3**. However, a Minor Mage may only have a maximum of four Elements and/or Controls and these are limited to 2D. These limits may not be exceeded by a Minor Mage at any time. A Minor Mage starts with 6D to allocate amongst their magical abilities.

Wilderness Lore

The character is at home in a particular terrain such as desert, forest, coast or mountains, and receives a +1D bonus to all Survival, Navigation, Stealth etc tests when in this terrain. This Perk may be taken multiple times for multiple terrain types.

Minor Rank

The character possesses a rank of sorts whether current or recent in an organisation or faction. A current rank will carry more weight within the faction, but may also demand some responsibility. A recent rank will carry some weight, but be mostly free of responsibility.

The rank conferred will not be high, and will be along the lines of Sergeant etc.

Common Sense

This Perk can be a difficult one to quantify, allowing the GM to provide some specific hints and advice to the player at certain times. These hints should be given if it looks like the character is about to do something foolish.

Educated

The character has had a broad education, and knows a bit about everything. This may have been from a tutor, in a more formal school, or could even have been from hours perusing an extensive library! The character gains a +1 bonus to the totals of all knowledge tests.

Fast Healer

The character heals much faster than normal characters, and will double the healing rate from Injuries, Serious Wounds and even Poisons. See **Codex 5** for more details on healing rates.

Warrior

The character is a natural born fighter, even if their adult life has not followed the way of the sword. The character receives a +1 bonus to the totals of all combat rolls, whether attacking or defensive. This bonus does not however apply to Initiative.

Protector

This character is well suited to being a bodyguard, and is normally aware of the combat situation of the object of their protection, even if they are behind. The character may also use their Block Skill to block attacks made against their assigned person, as long as they are within a few feet. This Block roll replaces one made by the intended Target.

Well Travelled

The character has travelled extensively to other cultures, cities and countries. They gain a +1D bonus on all tests related to one specific area or city (which should be agreed with the GM). This could be navigating through the area, language tests, history or cultural lore or other tests of this kind.

Contacts

The character has several contacts in one other faction, even if the character has a very poor rating with the faction itself. The character can call on these contacts for assistance, although the nature of the assistance itself will vary. A gate guard may turn a blind eye to the character passing (as long as there are no other guards around) but will not fight on behalf of the character or otherwise put themselves in danger.

Inconspicuous

The character does not seem to attract attention to themselves. If the character attempts stealth whilst stationary, they blend into the background and gain a bonus of +1D to their roll.

Haggler

The character is silver tongued and can sell sand to the Nomads... The character gains a +1D bonus on Barter and Negotiation tests where something is on offer from both sides. The character does not gain a bonus on simple Persuasion tests.

Major Perks

These Perks may be taken by Major Characters and Sorcerers, and for each one taken a Major Complication must also be taken.

Burning Faith

This Perk can only be taken by a Priest or High Priest character, and it grants the character an additional +1 pip Holy Power. See **Codex 4** for more details.

Property

The character owns something of some considerable value. This could be several ships, a merchant caravan, warehouses, a small palace or a country estate. This Perk provides a bonus of +1 pip to the Vahnam wealth rating (see **Codex 10**) and in addition the property can be utilised for short periods of time.

Senior Rank

The character has a senior rank in a faction such as Captain of the Guard, Army Commander, Prefect of a rural district or Portmaster. The character will usually delegate much of the actual work to subordinates, but will have some responsibilities to discharge.

Wealth

The character is very wealthy indeed, whether from trade or old family money. Much of this money will be tied up in investments rather than sitting around as big chests of gold coins, but the character will have access to plenty of ready cash. This Perk adds +2 pips to the Wealth rating of the Vahnam.

Nobility

The character is a scion of one of the noble houses that throng the city and rural areas. The character is not head of the family, but still has influence, money and luxury. This Perk applies a +1 pip to the Wealth rating of the Vahnam but also grants an improvement of 10 to the Standing of the character with the City Government.

Fame

The character is well known in the city, and will probably be recognised my most residents. The character will also gain an improvement of 1 to their Standing with all factions!

High Priest

The character is a High Priest of their religion and will be expected to act as such. The character will have +1D Holy Power (see **Codex 4**) and will also have a faction standing of 5 (Ally) with their religious faction. The character may have formal duties to attend to.

Shapechanger

The character may change their shape at will into one other animal or creature form. The character retains their own mind, but all physical abilities are determined by the form taken. The form should be somewhere near human sized, anywhere between that of a sheep and a bear, and should be decided upon in conjunction with the GM.

Spiritual Guardian

The character has a (generally) invisible and incorporeal protector. This guardian watches over the character most of the time and can influence events slightly when danger threatens. For the first round only of any encounter, the character gains a bonus of +1 to all rolls.

Enchanting Voice

A character with this Perk has a voice that captivates all who hear it. The character gains a bonus of +1D to Persuasion, Barter, Singing, Oration and indeed any other actions that require speech.

Natural Bond

The character has a natural affinity with the natural world. Outside of a city, the character will never be attacked by beasts, insects or other natural threats. This of course does not apply to trained animals, magically-controlled beasts, unnatural creatures or urban-adapted creatures such as rats or feral dogs. The character cannot communicate with or control animals with this Perk.

Inspiring

This Perk means that the character is extremely well regarded by all under their command or control, and gains a bonus of +1D to all Leadership tests. In addition, the character is also less likely to be the subject of mutiny or treachery by followers although the exact effects of this should be determined by the GM.

Politician

The character is a minister in the government of the city. The character will be an advisor to the Satrap and will automatically have a Standing of 5 with the City Faction. The character may however be Targeted by those opposed to the city itself.

Scholar

This character has had extensive schooling by varied experts, and has followed that up with a life of study. This character is regarded by all who know them as a source of information, and the character gains a bonus of +1D to all knowledge tests. A character must have the Educated Minor Perk to take this Perk.

Hero

This character is a true hero, standing tall above other lesser mortals and vanquishing all who do evil! The character must always try to do right (even if the attempt is not always successful) and in return they gain a pool of 10D per day. These dice, which may not be split into pips, can be added to any combat rolls (attack, defence or Initiative), but a maximum of 2D may be added to any one roll. Once used, these dice will not be available until the following day.

Natural Acrobat

The character has natural grace and agility and is at home climbing high walls, swinging from ropes and other daredevil feats. If the character fails any climbing, swinging, balancing etc tests, then they will not fall. The character may be stuck on a ledge, clinging to a rope with one hand or be in an otherwise precarious position, and may require further assistance. However, a character with this Perk is highly unlikely to ever die from a fall.

Survivor

The character is well used to taking punishment in a fight, and does not let mere wounds slow them down too much. The character does not take a penalty to actions through being "Wounded" or "Severely Wounded" as described in **Codex 5**. The character is however Incapacitated or Mortally Wounded as normal.

Lightning Fast

The character is almost unbelievable fast, gaining an additional 2D6 to Initiative for physical actions in combat. In addition, a character with this Perk will be a faster runner than any normal person.

Sorcerer Perks

These Perks may only be taken by Sorcerer characters and for each one taken a Sorcerer Complication must also be taken.

Sorcery

All Sorcerer characters gain this Perk for free, and it does not need to be balanced by a Complication. This is the Perk that allows a Sorcerer to actually *be* a Sorcerer. A character with this Perk may learn all ten of the Elements and all three of the Controls and may eventually learn any of these up to 5D.

Iron Will

The character has a very focused mind and is very resistant to any form of mind control or possession. The character gains a bonus of +10 to all "Self Control" skill tests to resist control attempts.

Healing Touch

The Sorcerer with this Perk has a powerful ability to cure with a simple touch. Once per day, the Sorcerer may instantly cure 1 Disease or Poison from a Target, or may reduce a character's Wound Level by two grades. That is to say a Severely Wounded character may be totally healed, an Incapacitated character may be reduced to Wounded and a Mortally Wounded character healed to Severely Wounded status. This power will have no effect on a Dead character!

Safe Magic

The character is careful when using magic, and is far less likely to fail catastrophically than other Sorcerers. If a casting roll results in all 1's being rolled, the result of the following magical failure roll should be halved before the failure result is determined.

Rapid Casting

This Perk imparts a +2D6 bonus to Initiative rolls when using magic.

Lunar-Inspired Magic

A Sorcerer with this Perk is able to produce stronger effects during a specific phase of the moon (once per month and lasting a week). During this week, day or night, the Sorcerer gains a bonus of +1D on all casting rolls, regardless of the Element or Control that is used.

Magical Control

A Sorcerer with this Perk has excellent control over the magic that they channel and so gains a bonus of +1 pip on all three Controls. This bonus is actually added to the Skill Rating, and so will count towards the maximum level, but not the maximum limit at character creation.

Channeler

A Sorcerer with this Perk is naturally adept at using natural Elements of Power, and gains a bonus of +1 pip to five different Elements. As with the Magical Control Perk, this bonus is added to the rating. This Perk may actually be taken twice to give the bonus to all 10 Elements.

Fast Learner

The Sorcerer will gain a bonus 1 MCP for a particular Element or Control whenever an Artefact is deconstructed. This bonus point must be in one of the Elements or Controls that are bound into the artefact.

Sense Sorcery

This Perk allows the Sorcerer to sense the Sorcery or Minor Mage Perks in others, although the Target must be within 20' or so. These Perks can be detected in characters that have had no training, and will even be detected in children that have the potential to become users of magic.

Sacrificial Magic

This Perk is considered by most to be an evil use of magic, especially if taken to extremes. The caster must touch the sacrifice, who can be willing or unwilling, whilst casting the Spell. For each Wound Level applied to the Target, the caster gains an additional +1D on their casting roll. It is possible to kill the Target using this Perk. The caster must be touching the Target for the entire time the Spell is cast, and the sacrifice must have some sentience for the ability to work.

Power Delay

The caster may, if desired, delay the effect of their magic after casting. Ordinarily a Spell will take effect immediately after the casting is completed. With this Perk, the caster may delay the effect by a Number of rounds equal to the D rating of the appropriate Control. Thus if a caster with 3D in Summon and 4D in Fire wishes to create a fireball, the Sorcerer would cast the Spell and the fireball could then appear immediately or 1, 2 or 3 rounds later.

Subtle Magic

Normally, using magic requires both physical and vocal elements to be effective. A Sorcerer with this Perk can choose to use only voice or only physical elements when using magic. This decision can be made each time magic is to be used.

Physical Power

This Perk allows the Sorcerer to drain energy from their own physical body to energise their tired mind. This is usually an emergency measure, as the wounds created by this ability take some time to heal. The Sorcerer may remove all current fatigue, but increases their Wound Level by one step.

Persistent Magic

The Spells cast by a Sorcerer with this Perk last for longer than would be expected. Once a Spell effect has been determined, the duration should be increased by one step if the caster so desires. This does not increase the casting difficulty Number.

Long Reach

This Perk increases the range of all magic used by the caster by one step. Like Persistent Magic, this increase is applied after the Spell effect and difficulty Number are determined and only if the caster wishes the increase to be applied.

Polymath

The caster has dabbled in all sorts of magic as an apprentice and during their magical career. If the Sorcerer has no skill at all in an Element or Control, they are however considered to have +1 pip. This bonus is lost if the Sorcerer ever gains an actual +1 pip or more in that magical ability.

Natural Drain

The caster can draw energy from nearby plants and small animals to gain a bonus to their magical use. For every +1 pip bonus (up to a maximum of 2D), a radius of 10’ is affected. Within this radius, the caster will drain all natural life from plants and animals of cat size or smaller and all goodness from stored grains, fruits and meat. This of course is devastating in an agricultural field or granary. This ability will not work in areas mostly devoid of natural life such as a large cave, sandy desert, open ocean or large temple hall. This is not a Perk that is popular amongst most normal people.

Power Transfer

This Perk allows a caster to draw power from other magic users to boost their own casting. The caster must link hands with one or two other magical characters whilst casting the Spell. For every D that the additional caster has in the appropriate Element, the Sorcerer with this Perk gains a +1 pip to the casting roll. The assistants cannot themselves cast a Spell that same round.

COMPLICATIONS

Complications are the balances to Perks. They are things that help define a character, make it real because almost everyone is flawed in some way. An appropriate type of Complication should be chosen for each Perk taken. It is important that the Complications chosen should fit with the character concept and are not just chosen because they will have minimal impact on the character.

It is also important to remember that if roleplaying Complications are taken, they should have a real and meaningful effect on the character, rather than being taken just because they don't have an associated dice roll.

A character should not have Complications that give penalties to the same Skills or actions as one of the Character's Perks. The player must decide which one to keep and which to discard if this happens.

Minor Complications

Minor Complications are taken by Minor Characters, Major Characters and Sorcerers to balance Minor Perks.

Impatient

This character has absolutely no patience and will leap into action as soon as the impulse takes them or a decision is made. They will be terrible at staking out a building or setting an ambush! If the character is required to wait, they may make a Self Control roll with the difficulty set by the time they need to stay still. If it is failed, the amount by which the Target is missed will be an indicator of how long the character manages to control themselves.

Clumsy

The character is ham fisted and has two left feet. They find it hard to coordinate themselves. You do not want them carrying your fragile and expensive wine goblets. When required to make an Agility-based roll of any kind, the Target Number is always increased by 3.

Physical Imperfection

The character has some physical attribute that is considered ugly by the general populace such as a cleft palate, facial birthmark or saggy skin. This will give the character a penalty of -1D on all initial social interaction tests. If the character can however succeed on this first test, they have broken through the prejudice of the person they are talking to and the penalty no longer applies to that interaction.

Age

The character is either much younger or much older than the other characters. Whilst this does not apply a general penalty to actions, the GM may apply penalties where appropriate. A child character may be too short to easily climb a tree or an old character may not be able to see as far. There may also be social issues, such as a young character refused access to a temple.

Angry

A character with this Complication has an inner anger and a very bad temper when riled. They may be socially very adept and a very pleasant person under normal circumstances. However, if they are insulted or see something that makes them angry, they must make a Self Control test. Failure of this test means that they respond with violence. The difficulty of the test will depend on the circumstances of the provocation.

Poor Reputation

The character is universally disliked for some reason by one faction, and starts with a Standing of 30 for that faction only. Due to the deep contempt for the character, it will take a huge amount of effort to increase this Standing, and the best Standing that can ever be achieved with this faction is 20.

Tongue Tied

Under certain circumstances, the character stutters, stumbles over their words and becomes socially incapable. The circumstances must be determined when the character is created and could be when talking to the opposite sex, when talking to an audience or when talking to nobility. In the specific circumstance, the character must halve the total of any social tests.

Obese

The character is fat. Very fat indeed. So much so that 4D is the maximum that will ever be rolled for any physical activity even if a character has a Statistic plus Skill of more than 4D. Any penalties are applied to the total first before the 4D cap is considered.

Weak Constitution

This character is not hale and hearty and is often ill. The character can never develop ranks in the Stamina skill and has a -1D penalty on all tests to resist Disease, Poison and Starvation.

Poor Eyesight

The character does not have good eyes (or maybe only has one), and struggles to see well. This character receives a penalty of -1D on all sight-based Perception tests, although the other senses are not affected.

Personality Flaw

The character has a specific and significant character flaw. The mechanical details of each will vary, but these should form an integral part of who the character is and how they are played. If this Complication is chosen, a roll should be made on the table below to determine the exact character flaw:

1st D6	2nd D6	Character Flaw
1-3	1	Arrogant
	2	Promiscuous
	3	Unscrupulous
	4	Stubborn
	5	Quiet
	6	Secretive
4-6	1	Cynical
	2	Irreverent
	3	Intolerant of one faction
	4	Irrational Fear (one thing)
	5	Obsession (one thing)
	6	Kleptomaniac

Addiction

The character is addicted to something, which could be tobacco, alcohol or one of the various drugs that circulate in the city. Whilst the character has ready access to whatever they are addicted to, they will have few problems. However, if deprived of their supply for more than a few hours, a Self Control test must be made. If this is failed, the character will become irritable and uncoordinated and will suffer a penalty of -1D to all tests. Even if this test is passed, repeat tests must be made every 12 hours, with the difficulty increasing for each subsequent test.

Bad Luck

The character is just naturally unlucky. Things seem to go wrong at the worst possible time. In play, the GM may ask the player to re-roll one test they have made per day of game time. The result of the second test will always stand, even if it is better than the original roll. The player cannot counteract this bad luck by any means.

Slow Reactions

The character is sluggish in their activity, and gains a -1D6 penalty to all Initiative tests.

Sense of Honour

The character has assigned themselves a strict code of Honour that they will not break. This usually includes concepts such as not striking an unaware or downed opponent.

Showman

This character likes to be seen. Most things they do will be done in a showy way for maximum exposure. A character with this Complication also can never use stealth.

Illiterate

The character can, unusually in the city, barely read or write. Even if another character attempts to teach them, the character will never be able to read or write fluently.

Dishonest

The character is greedy, and will always try and skim a little off for themselves in any situation. If the character is a cook, they will keep a few coins from the housekeeping money and feed themselves first from any dish. A trader will always skim a little extra off on any deal and even a doorkeeper will try and charge a small coin from any trader or craftsman who comes in. This greed is never great and the amounts taken will be small.

Major Complications

Major Complications are only taken by Major Characters and Sorcerers and must be in balance to any Major Perks. The GM must approve these as they can have a significant effect on gameplay.

Obligation

This character owes someone else. This could be a huge financial debt or a large number of favours owed to one faction or individual. This obligation can be called in at any time and the character must oblige. Refusal will lead to possible death threats or even attempts and in either case the debt will still stand.

Personal Code

This Complication is a more severe form of the Honour Minor Complication. The character has a very strict code that applies to almost every aspect of their life. In addition to combat strictures, the character may also eat, sleep or even communicate in a particular way. The character may also look on the actions of their colleagues through the same tinted lenses.

This Complication may not be taken with the Honour Minor Complication.

Haunted

The character is haunted by a malicious ghost from their past. This spirit may be visible to some and may manifest itself in ways such as occasional poltergeist activity. In addition, the character suffers a -1 penalty to all actions in the first round of an encounter. Note that this only applies to the first round that the Haunted character is involved.

Skeleton in the Closet

The character has something in their past that is very bad indeed. The exact details should be decided secretly between the player and GM, but it will impact how the character acts as well as possibly lead to plot hooks such as a bounty hunter tracking down the character. Revelation of the true facts will lead to serious problems for the character.

Poor

The character has little to no money and owes significant amounts of cash to powerful people. This makes it very difficult for the character to accumulate money, and applies a -1 pip modifier to the Vahnam wealth rating.

Poor Leader

This character is a disaster when leading others or giving orders. Subordinates will either flatly refuse to follow commands, or will go out of their way to do the opposite. Soldiers lead by this character into battle will run away at the earliest opportunity.

Feud

The character has a long running feud with one faction, which has and will spill over into violence. The initial standing between the character and the faction will be 31. In truly extraordinary circumstances this rating may be improved to 30.

Criminal

The character has committed a serious crime in the city and has a starting reputation of 31 with the city itself. The character may well be re-arrested until this reputation improves significantly.

Cursed

The character has been severely cursed at some time in their past and they can experience truly terrible luck at times. The GM can demand that the character re-roll three separate tests per day of game time, with the second result standing. These demands cannot be countered by the player by any means.

Crippled

The character has either a severe physical deformity, such as a deformed spine, or else has suffered an extremely severe wound at some point that has left the character with reduced movement. The character suffers a penalty of -1D to all physical activity including combat.

Forsaken by the Gods

The character is considered persona non-grata by most of the religions and may never have a reputation greater than 21 with any temple faction. The character will be barred from temple activities and will never get a favourable response from any Priest.

Deaf

The character cannot hear at all and may never make a sound-based perception test. They are adept at lip reading however and so may follow most conversations.

Infamous

The character is well known in the city for a very bad act committed at some time in the past. Although this does not affect specific reputations, most NPC's will temper their interactions with the character in light of their reputation.

Ancient

The character is very, very old indeed. Physically they are less capable than a child, and will only ever roll a maximum of 2D for any physical activity.

Gullible

The character is easily persuaded by others to do what they want. The character may never develop the Steadfastness skill and has a penalty of -1D on all social resistance tests. This character is not one to be allowed out to the market without a firm chaperone!

Squeamish

The character is petrified of blood, guts and injuries. If the character is in a situation where a wound has been caused, they must make an immediate Self Control test or flee the scene. They may not return to that fight until it is over, and even then will need to be forced to view the blood. If the roll is made, they will remain in control for the remainder of that fight although they will be very nauseous.

Greedy

This character is constantly in search of personal enrichment, both in money and goods. In any situation where the character can enrich themselves, they will attempt to do so. The character will not take obviously dangerous actions, although a Self Control roll may be required to avoid temptation. The character will quite happily con even close friends and family.

Psychotic

The character has a serious psychotic temper, and must make a Self Control roll if severely provoked. The Target Number of this test will vary according to the severity of the provocation. If this test succeeds, the character need not make another roll for this situation. If the roll is failed however, the GM may direct the actions of the character, who may even take near suicidal action such as single handedly charging a whole company of Soldiers.

Only once the provocation has been removed will the player regain full control of their character.

Sorcerer Complications

Sorcerer Complications are taken by Sorcerer characters only and balance Sorcerer Perks. These can have very serious effects on the character and the campaign and should be taken with care.

Moon-Limited Sorcery

All magic used by the character is weaker during one specific phase of the moon (1 week period per month). All casting rolls made during this period suffer a penalty of -1D.

Aggressive Magic

Whenever the character uses magic, all nearby people and animals feel fear and distress. The area of effect and severity of the fear caused will depend on the power of the magical effect (related to Target Number of the Spell). This effect may even cause a stampede in crowded conditions. In most cases the frightened people will be aware that the Sorcerer is the cause of their fear.

Sensitive to Magic

The character is badly affected by areas of high magical power. All physical actions, including combat, suffer a penalty of -1D whilst the character is in such areas.

Magical Focus

The Sorcerer has a staff, wand, amulet or ring that acts as the focus of the magical energies. Although this item has no other special properties, it is very important for the casting of Spells. If the Sorcerer does not have his focus when attempting to cast a Spell, a penalty of -2D applies to all casting rolls. If the focus is lost or destroyed, the Sorcerer may make a new one, but this takes several weeks.

Physical Drain

The huge amounts of magical energy channeled through the character can cause serious damage if not controlled correctly. If a Spell roll fails with all 1's rolled, the Sorcerer will take one level of wound per dice rolled. It is obviously possible for a Sorcerer to be physically ripped apart if a powerful Spell fails.

Wild Magic

Normally a Spell fails catastrophically if all 1's are rolled on the casting roll. A Sorcerer with this Complication however does not have perfect control over their magic and so their Spells will fail catastrophically if all but one dice roll a 1. The catastrophic failure roll still rolls the normal Number of dice to determine the subsequent effects.

Limited Magic

The character is so focused on what they can do with magic that they have created a blind-spot in their abilities. The Character has one Control that they cannot use and can never learn. The character is physically unable to ever use this Control.

Close Magic

This Complication reduces the range of all Spells by one step. A Spell that has a Self range will still be "cast" but will have no actual effect.

Obvious Magic

The Sorcerer is unable to create subtle magical effects, and all magic will be accompanied by noises, flashing lights and even waves of spiritual power. Everyone in the vicinity will be aware that magic has been used and that the Sorcerer was the origin.

Demonic Magic

The character uses certain demonic names and words to help focus their magic. Although the effects of the Spells are the same, there are additional repercussions should there be a catastrophic failure. When the roll is made to determine the effects of said failure, an additional +1 is added to the total for each dice rolled.

Impatient Researcher

Whenever the Sorcerer spends Magic Character Points (MCP's), they must spend one more than would otherwise be needed to improve any Magical skill (See pages 60-61).

Chain Failure

If a Sorcerer with this Complication rolls a catastrophic failure, the Spells of all other casters within 50' who use magic that round will also fail catastrophically. If a Spell has already been cast in a higher Initiative and has a duration longer than instantaneous, then this Spell will also fail and an effect roll must be made.

Side Effect

When a Sorcerer with this Complication casts a Spell, something else happens. It could be that everyone within 20' moves twice as fast for a round, everyone nearby has a temporary penalty or bonus or that all fires within sight are instantly extinguished. The additional effect is a signature for that Sorcerer and happens irrespective of the Control or Element used in the casting. Whatever the additional effect, it should either be slightly beneficial or slightly negative, but the effects should apply to everyone, whether ally or enemy.

Abrupt Magic

The Sorcerer has great difficulty keeping the channels open to allow the magic to flow through. All Spells cast by this Sorcerer have their duration reduced by one step. If a Spell has an instantaneous duration, it will work, but so briefly that it will have no actual effect.

Locational Magic

The Sorcerer is well attuned to the fluxes and flows of magic within their home, so much so in fact that away from home the caster suffers increasing difficulties. In the city itself the caster suffers a penalty of -1D to all casting rolls. This increases to -2D when in the outer districts of the city, -3D when within 150 miles of the city and -4D when further away.

Zone Overload

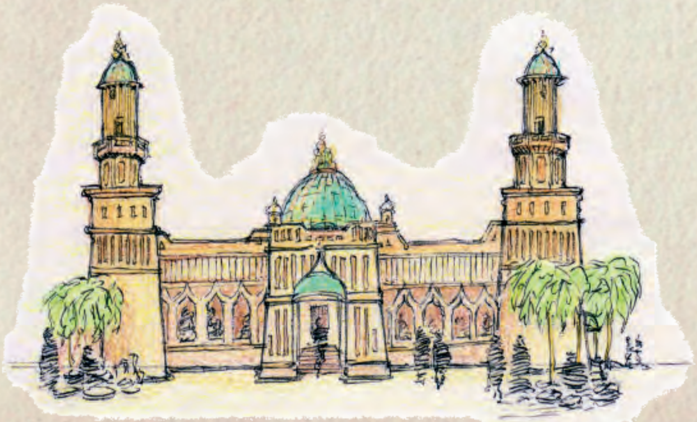
A Sorcerer with this Complication must be very cautious about casting Spells in areas of high magic. A Spell cast in these areas will catastrophically fail if all of the rolled casting dice are 1's or 2's. The effect of the failure is rolled as normal.

Bookworm

The character was totally dedicated to the study of magic during their apprenticeship and in fact only has 1D of Skills at character creation rather than the usual 7D. In addition, the character must spend twice as many experience points to buy or improve Skills during the game itself.

Outward Focus

A Sorcerer with this Complication is able to channel magical energies into every type of Spell, but at the same time has a Major limitation. Every Spell cast must have its range boosted to be at least touch. At no time can a Spell cast by this Sorcerer affect themselves. Spells cast by other Sorcerers will have normal effects however.



Codex 7: Minor Characters

All players have three different Minor characters: One Soldier, one Servant and one Specialist. In game, these three characters all have specific roles within the daily life of the Vahnam. The Soldiers guard, the Servants do much of the actual work, and the Specialists perform (as might be expected) a specialist role.

These characters may be actively played by the character in any scene where they are present, or their actions may simply be decided by their player. If an expedition is mounted, then generally a player will choose only one of his available characters to send. It will usually be a Soldier or Specialist character sent on a journey inside or outside the city, although in some cases a Servant will be a better choice for a particular player.

Minor characters give the player a chance to use a wide range of Skills and character types across a campaign and are to some extent expendable. A group fleeing through an ancient labyrinth from irate guards may need to leave behind a sacrificial rear guard. It is probably better to leave a Soldier Minor character or even burly servant with a weapon and shield than the high-born noble Major character, even if said noble is a superior warrior. That is not to say that these characters should be sacrificed at the first available opportunity. You as a player may not get a replacement immediately, and the replacement will not have the experience of the lost character. In addition, losing too many Minor characters will also weaken the Vahnam itself, which could be considered the most important character in the campaign.

These Minor characters also allow a player to experience the whole of life inside a Vahnam. When an important visitor arrives, it will be the doorkeeper and guards that first meet them, and this is a scene in itself. The visitor may then be received by the steward and possible a Major character or two, which is a second scene. Finally, one or more of the Sorcerers becomes available to meet the guest, possibly accompanied by either a specialist or other Major characters. Thus all of the players can be involved in every scene with their own characters.

Lastly, a word on personalities. Obviously, most effort will be spent devising personalities and backgrounds for the Major characters and Sorcerers. To begin with, a few keywords will be fine for the Minor characters. A Soldier could be a “gruff, scarred veteran from the slums” or similar. As these Minor characters are used in play, more of their personality will emerge and develop, quite probably in conjunction with that of their peers.

All three Minor character types are created in slightly different ways as follows:

Soldiers

These Minor characters are the most likely to be sent on an expedition outside of the city walls for obvious reasons. Trained in combat, well armed and armoured and tough, they are well suited to surviving hardship and attack by bandit and creature alike. Within a Vahnam, the role of a Soldier is to protect the inhabitants from thieves, assassins and thugs.

There will be several types of Soldier character, although the lines between them may be somewhat blurred. Some Soldiers will be bodyguards, with Skills focused on protecting their master. Others will be skilled with missile weapons, at riding or even with their fists and broken furniture!

The standard method of creating a Soldier character is a random one. This method will create a skilled warrior Minor character, although exactly which focus the Skills have will be down to the dice. If the GM allows it and the player is insistent, a Soldier Minor character may be created step by step instead (see the end of this Codex for how to do this).

As with all characters, a Soldier starts with 2D in all Statistics. One of these is increased to 3D, one to 2D+2 and one more to 2D+1 as follows:

D6	**Characteristic**
1-2	Might
3	Agility
4-5	Toughness
6	Perception

***Example:** Manddana is to be a new Soldier Minor character. She starts with 2D in all Statistics. A roll of a 4 means that her Tougness increases to 3D. A roll of a 2 sees her Might increased to 2D+2. A roll of a 1 is re-rolled as her Might statistic has already been increased. Lastly a roll of a 6 gives Manddana a Perception of 2D+1.*

Soldier Minor characters are all trained to fight, although each will have a preferred class of weapons. Roll on the table below and apply 2D to the weapon skill rolled. The other weapon skill will start at 1D

D6	**Weapon Skill**
1-3	Melee Weapons
4-6	Missile Weapons

***Example:** A roll of a 3 means that Manddana will have 2D in the Melee Weapons skill and 1D in the Missile Weapons skill. Our Soldier obviously prefers to get up close and personal!*

The weapon Skills applied above are likely to be the main ones used by a Soldier character, but each will have some varied other training. Each Soldier character receives one of the Skills below at 1D, and three more at +1 pip. Any duplicates should of course be re-rolled.

Soldier Skills:

1st D6	2nd D6	Skill
1-4	1	Brawling
	2	Strength
	3	Block
	4	Dodge
	5	Parry
	6	Throwing Weapons
5	1	Command
	2	Ride
	3	Streetwise
	4	Search
	5	Stamina
	6	Resistance
6	1	Survival
	2	Stealth
	3	Awareness
	4	Assess Other
	5	Steadfastness
	6	Self Control

***Example**: Our first roll is a 4 then a 5, giving the Parry skill at 1D. Further rolls give us 2/1 (Brawling), 3/2 (Strength) and 5/5 (Stamina) all at +1 pip. Manddana now looks like this:*

Might 2D+2
Melee Weapons 2D, Brawling +1, Strength +1
Agility 2D
Missile Weapons 1D
Wits 2D
Parry 1D
Charm 2D
Toughness 3D
Stamina +1
Perception 2D+1

We now have a trained Soldier character. However, all characters are different and Soldiers are no exception, and so we must determine Perks and Flaws. As described in **Codex 6**, Perks are natural talents or abilities that the character is good at and Complications are features of the character that make their life more difficult.

Each Soldier character has between 1 and 3 Perks. The player may roll a D3 to determine how many or may choose. Taking three may sound like an obvious choice, after all more Perks is better right? However, the character will also have one flaw for every Perk they possess.

Once the Number of Perks is known, they should be rolled for below:

Soldier Perks:

1st D6	2nd D6	Perk	Page
1-3	1	Toughness	83
	2	Danger Sense	83
	3	Fast Reactions	83
	4	Minor Rank	84
	5	Common Sense	84
	6	Fast Healer	84
4-6	1-2	Warrior	84
	3-4	Protector	84
	5	Well Travelled	84
	6	Contacts	84

__Example__: Going random all the way, a roll of 1D3 gives us a 3, and thus Manddana has three Perks and three Complications. First we roll the Perks: 5/1 means that Manddana is well travelled and knows another country well.

6/4 gives us protector, so that she can block blows meant for another person close by.

2/4 is Minor rank. Mandanna may well have been a junior officer in a military or guard.

The player should then randomly determine one Complication below for every Perk they have rolled. If any Complications directly oppose a per the character has (Fast Reactions/Slow Reactions etc) then the player should decide which one is to be re-rolled.

Soldier Complications:

1st D6	2nd D6	Complication	Page
1-3	1	Age	91
	2	Impatient	91
	3	Clumsy	91
	4	Physical Imperfection	92
	5	Poor Reputation	92
	6	Sense of Honour	93
4-6	1	Poor Eyesight	93
	2	Angry	92
	3	Personality Flaw	
	4	Addiction	93
	5	Bad Luck	93
	6	Slow Reactions	93

Personality Flaws (page 93):

1st D6	2nd D6	Personality Flaw
1-3	1	Arrogant
	2	Promiscuous
	3	Unscrupulous
	4	Stubborn
	5	Quiet
	6	Secretive
4-6	1	Cynical
	2	Irreverent
	3	Intolerant - faction
	4	Irrational Fear - one thing
	5	Obsession - one thing
	6	Kleptomaniac

***Example:** Next we roll the three Complications: 1/4 means that Mandanna has a physical imperfection and can struggle in social situations. 5/6 is slow Reactions, and she will suffer a penalty of -1D to Initiative.*

4/3 shows that Manddana has a personality flaw. Another roll of 6/1 means that she is highly (and obviously) cynical.

We now have a more rounded Soldier character, with a distinct personality!

The Soldier character now needs to be equipped so as to be of any use in a fight. A Soldier will start with one hand-to-hand weapon and one missile weapon. The Vahnam may of course equip the Soldier differently and the Soldier himself will acquire different weapons and armour over time, but whatever is rolled below could be considered the favourite equipment.

Hand-to-hand Weapon:

1st D6	2nd D6	Weapon	Damage
1-3	1	Lunar Axe	+3D
	2-3	Polearm	+3D
	4-6	Shamshir #	+2D
4-6	1-2	Spear #	+2D
	3-5	Tulwar #	+2D+2
	6	Khopesh	+3D+1

# A Soldier equipped with one of these one-handed weapons will also start with a shield. A character with a shield adds a bonus of +1D6 to any Block tests (see **Codex 5**).

Missile Weapon:

D6	Weapon	Damage
1	Horse Bow	+2D
2-4	Longbow	+2D+2
5-6	Crossbow	4D+1

The Soldier will also, of course, start with a bundle of ammunition for his weapon.

Each Soldier also has a suit of armour. Light armours provide only modest protection, but are easy to wear in the heat and tend not to slow the Soldier down much. Heavier armours provide much better protection against enemy weapons but can also be awkward to wear.

Armour:

1st D6	2nd D6	Armour	Prot	Agl.
1-2	1-2	Silk	+1	0
	3-6	Leather	+2	-1
3-6	1-2	St. Leather	+3	-2
	3-4	Scale	+4	-3
	5	Banded	+5	-4
	6	Chainmail	+6	-5

In addition to weapons and armour, the Soldier will also be equipped with standard personal items. The Vahnam may also assign specialist equipment where appropriate.

***Example**: To find out what equipment Manddana has, we roll 5/5 for a hand to hand weapon, which is a sword and a shield. The missile weapon roll is a 2 and thus a Longbow. The armour roll is 6/2 which is a suit of Studded Leather armour.*

Lastly, the player should choose three Skills to increase by +1 pip. These can, but need not be Skills that the character has acquired through the process above. If the player wants his Soldier to have some basic cooking skill, the Soldier may have a +1 in the Crafting (Cooking) skill.

***Example**: We now need to finish off the character by increasing three Skills by +1. We choose to increase Melee Weapons, Block and Command.*

Might 2D+2
  Melee Weapons 2D+1, Block +1, Brawling +1, Strength +1
Agility 2D
  Missile Weapons 1D
Wits 2D
  Parry 1D
Charm 2D
  Command +1
Toughness 3D
  Stamina +1
Perception 2D+1

The Soldier is now ready to take up his role protecting his masters and defeating enemies, and just needs to be fleshed out with a name, an epithet, a description and a basic background.

***Example**: Manddana the scarred was at one time captain of a large unit of caravan guards, responsible for ensuring the safety of long winding trains of merchant camels as they crossed the open desert and waste lands. After being badly injured (and acquiring numerous facial scars) in an ambush that almost completely destroyed the caravan and her unit, Manddana retired from the travelling life to take up employment in the retinue of a Sorcerer.*

Servants

Servant characters are the most "Minor" of the Minor character types. They are employed by the Sorcerer to serve the more basic needs of the Vahnam such as cooking, cleaning, keeping the stables or even just carrying luggage! Servant characters are created by a combination of templates, choices and random rolls.

Although servants may seem boring and uninteresting compared to the Guard and Specialist, they can often be very useful within the city itself. They are normal people doing normal jobs and are thus able to move about the city easily and talk to other ordinary people without attracting much attention. Even if a Sorcerer is travelling outside the city, it may be advantageous to take a servant with them rather than a Guard who may be required to stay in the Vahnam.

Initially a player must choose one of the templates below. This will give the character certain Statistics and also Skills specific for their role. The templates given here cover most of the servant types required, although the end of this Codex does give some guidelines for creating other Servant templates.

Cook

An essential part of any Vahnam, or at least those that like to eat well, a Cook can be a useful character. They can ensure more senior characters eat well at home or on the road and can also be handy with a flensing knife or large cleaver!

Might	2D
Agility	2D
Wits	2D+1
Charm	1D+2
Toughness	2D
Perception	2D

Craft (Cooking)	2D+2	(4D+2)
Melee Weapons	+1	(2D+1)

Bodyservant

These Minor characters tend to have less service-specific skill than other Minor characters, mainly due to their role close to their master. These servants are responsible for most of the day-to-day comfort of those that employ them, from laying out fresh clothing, helping to dress, shaving and hair trimming and even helping their master to bed if they are, er, tired and emotional. They are also the first in the firing line when things start to go wrong and tempers begin to flare.

Might	2D
Agility	2D
Wits	1D+1
Charm	2D+1
Toughness	2D
Perception	2D+1

Dodge	1D
Barter	1D
Self Control	1D

Groom

Horses are the most common riding animal, although camels are also popular. Any Vahnam that keeps riding beasts such as these (or even more exotic mounts) will need a Groom to keep them in the best condition and prepare them properly for travel. Grooms will often accompany expeditions to make sure all of the animals are properly cared for. A Groom Minor character should choose one speciality for their Animal Handling skill.

Might	2D
Agility	2D
Wits	1D+1
Charm	2D+2
Toughness	2D
Perception	2D

Animal Handling (spec)	2D
Ride	1D

Houndmaster

A Groom is there to keep the horses and camels happy and at their best, and a Houndmaster is there for other animals. Hunting dogs, guard dogs, great cats, winged snakes and other creatures used to hunt, guard or track are all managed by these Minor characters.

Might	2D
Agility	2D
Wits	1D+2
Charm	2D+1
Toughness	2D
Perception	2D

Animal Handling (Spec)	2D
Hunting	1D

Porter

This Minor character type may seem incredibly dull and uninteresting, given that their entire working life involves carrying things. They carry supplies over terrain no horse or camel can manage, they carry trade goods through narrow city streets and they even carry palanquins with the rich and lazy reclining in luxury. They are however strong and tough and they can usually keep walking for a long time!

Might	2D+2
Agility	2D
Wits	1D+1
Charm	1D+1
Toughness	2D+2
Perception	2D

Strength	2D
Stamina	1D

Gatekeeper

The principal job of this character type is, obviously, to keep the main gate of a Vahnam, admitting only those who have legitimate business within. They require patience and superb perceptive ability. It is these Skills that also make them a very useful character to take on an expedition, where they serve as night watchmen and lookouts.

Might	2D
Agility	2D
Wits	2D
Charm	2D
Toughness	2D
Perception	2D

Awareness	2D
Self Control	+1
Streetwise	+2

Boatman

Much travel takes place across the arid and wild hinterlands. However, some trips make use of the coast, rivers and lakes that do exist to speed the way with minimal effort. It is at these times that a Boatman comes in useful, able to get their master to their destination safely and quickly.

Might	2D
Agility	3D
Wits	1D
Charm	1D
Toughness	3D
Perception	2D

Sailing	2D
Swimming	1D

Finishing Off

Each Servant character may increase three different Statistics by +1 pip each.

A Servant character also has two random Skills at 1D each:

1st D6	2nd D6	Skill
1-3	1	Brawling
	2	Swimming
	3	Dodge
	4	Crafting
	5	History
	6	Religion
4-6	1	Seduce
	2	Ride
	3	Streetwise
	4	Barter
	5	Stamina
	6	Awareness

Lastly, a Servant character may increase three different Skills by +1 pip each.

Servant characters have no equipment of their own other than clothes and other personal effects. Their tools of the trade are supplied by the Vahnam and if travelling they will be equipped as their masters see fit.

Not all Servant characters have Perks or Complications, and even those that do may only have one of each. A Servant should have appropriate Minor flaws and Complications (thus no rank or status Perks) ideally from the table below but in all cases should be agreed with the GM.

D6	Perk	Page
1	Attractive	83
2	Favours	83
3	Toughness	83
4	Common Sense	84
5	Fast Healer	84
6	Haggler	84

D6	Complication	Page
1	Age	92
2	Illiterate	94
3	Obese	92
4	Personality Flaw	93
5	Bad Luck	93
6	Physical Imperfection	92

To finish the Servant character off, a player should assign a name, description and brief background. These obviously do not have to be glamorous or exciting, but should make the character feel more human and real. After all, a cook has as much history as a Sorcerer!

***Example**:* *Cyrus is a Bodyservant Minor character. We firstly apply the template from above to get our base Skills and Statistics. We then choose to increase the Statistics of Agility, Charm and Perception by +1 pip each as we think these will be useful. Our random Skills are (a 4 and a 2) Ride and (2 and a 5) History, each* *at 1D. Next we decide to increase the Skills Dodge, Barter and Ride by +1 pip each.*

We also decide to give Cyrus a Perk (and Complication). A roll of 6 gives us the Haggler Perk, which goes well with our Barter skill. We also roll a 2 for a Complication which is Impatient.

Thus our final character looks like this:

Might 2D
Agility 2D+1
    Dodge 1D+1
Wits 1D+1
    History 1D
Charm 2D+2
    Barter 1D, Ride 1D+1
Toughness 2D
    Self Control +1
Perception 2D+2

Specialists

These Minor characters are still servants of the Vahnam, but they differ from Servant Minor characters by being of slightly higher status. In addition, Servant types will be found in the homes of many of the more wealthy city dwellers whereas Specialists are likely to only work for the extremely wealthy or be individuals for hire. Specialists, as the name suggests, have specialist Skills, whether physical or knowledge, and can be incredibly useful. The downside to this specialisation is that whilst they are highly useful in certain situations, they can also be of little use outside of these situations.

Specialist Minor characters are created mainly through player choices. An archetype is chosen first from the list below, and then 14D may be allocated to Statistics as desired, with a maximum of 4D. Dice may be split into pips if necessary.

The character also has 5D of Skills to allocate to the Skills listed for that archetype with a maximum of 2D, again with splitting into pips being allowed.

In addition, a Specialist may allocate up to 2D (which may be split) into non-archetype Skills as agreed with the GM, although a maximum of 1D may be applied to Skills here.

A Specialist character may have up to two Perks, chosen as appropriate from the Minor Perks lists in **Codex 6**, and with one Complication taken for each Perk. Choices of Perk must be approved by the GM, and some specific archetypes have a required Perk that must be taken (these are given in the archetype description), which must still be balanced by a Complication.

Each specialist also has certain equipment that they start with as standard, although of course the Vahnam may choose to augment or change this.

Animal Master

This character type is a more experienced and more versatile version of the Houndmaster and Groom servant types. Skilled with several animal types, but also possessing theoretical knowledge as well as practical, Animal Masters are used in a range of roles. Some act as Zookeepers, managing a private menagerie of strange beasts; others supervise and manage all of the horses, camels, birds and dogs within a palace or Vahnam; still others focus on training specific animals for specific jobs. However they are used, they are a sought after specialist.

The Animal Handling skill may be taken multiple times for different specialities.

Animal Handling (Spec) - Charm
Lore:Animals - Wits
Ride - Charm
Hunting - Perception

Animal masters have little specific equipment. They may have a whip or staff, and may have muzzles and leads, but otherwise what they need must be supplied by their employer.

Healer

Sickness and disease abound in the cities of the coast, and the Minor magic of the village Wisemen is woefully inadequate to alleviate the suffering. Battles, skirmishes and raids are also very common, and many ordinary people suffer injuries in addition to the professional Soldiers.

Coming to the aid of all of these people are the professional healers. Whether based in one place or wandering the land, Healers use medicines and surgery to treat and heal all who need it (and can pay whatever they decide to charge).

Recovery is far from guaranteed, but someone treated by a good healer has a much better chance. They are obviously very popular employees within the dangerous environment of a Vahnam.

Medicine - Wits
Research -Wits
Lore-Medicine - Wits
Investigation - Perception
Resistance - Toughness

A wandering healer will have a bag, pack or even loaded mule with medicines and medical tools. A settled healer however will also have a set of preparation equipment to make up specific medication and may even have a special table to practice surgery upon.

Craftsman

This may seem a fairly lowly speciality compared to Huntsman or Agent, but it is a vital one in both the city itself and the closer confines of a Vahnam. Things need to be made and they need to be repaired.

Items such as pottery and cloth are probably best bought in the sprawling markets or in the warehouse of a back street trader but specialist items such as books, weapons, armour, tack for mounts and mechanisms are probably better made in house, where they can be created exactly as desired. Most craftsmen will rarely travel, away from their tools and workshops, but a specialist such as a boat builder may well be taken along on a long sea journey.

The Crafting skill may be taken several times for different crafting specialities.

Crafting (spec) - Agility
Barter - Charm
Awareness - Perception

Craftsmen will usually possess the specialist tools of their specific craft.

Huntsman

There is one pursuit loved above all others by the rich and powerful: Hunting. There is a certain irony to the fact that hunting is also a necessary occupation of the rural poor or desert nomads to try and supplement their meagre diets.

Peasants hunt with bows, slings, spears and traps, but certainly with little fuss and pomp. The wealthy however parade out of the city with a long train of pack animals, tents, food, couches, slaves, guards and the gods only know what else.

The most important part of this caravan is however the Huntsman. Using animals, weapons, snares and experience the Huntsman first finds the prey and then helps his master bring the beast down.

Missile Weapons – Agility
Stealth – Agility
Ride – Charm
Survival – Survival
Tracking – Perception
Hunting – Perception

Most hunters will possess missile weapons and at least a spear or sword to finish off a wounded prey. They will probably also own a collection of snares, various survival equipment and a sturdy horse or other mount.

Scribe

There does not seem much glamour in writing things down, recording long lists of numbers and reading through old books, and it does indeed seem to attract a certain sort of person.

However, the services of a Scribe can be invaluable to a Vahnam and its masters. The ability to accurately record events and research ancient history are crucial to the accumulation of ancient magical knowledge from whence a Sorcerer gains his power.

The Language and/or Lore Skills may be taken multiple times each for different specialities.

Research – Wits
History – Wits
Language (spec) – Wits
Lore – (spec) – Wits

Experienced Scribes will obviously own extensive writing materials but will also own a small library of books on whatever lore(s) they specialise in.

Minor Mage

The ability to work magic is very rare, occurring in less than 1 in 500 of the population. Even then, very few can aspire to the power and ability of a true Sorcerer, with most able to work simple and limited magics.

That does not however make these Minor Mages any the less useful. A true Sorcerer must spend long hours researching ancient lore in order to expand his abilities, and so will be reluctant to even leave his rooms for prolonged periods. A Minor Mage however can get out there and cast his Spells without worrying about all that dull investigation!

A Minor Mage Specialist character must take the Minor Magic Perk (page 83) and so will start the game with 6D in Magical abilities (**see Codex 3**).

Lore - Magic - Wits
History - Wits
Languages (spec) - WIts
Self Control - Toughness
Second Sight - Perception

Minor Mages rarely have any specific equipment, being equipped as necessary by their employer.

Priest

The cities of the coast seethe with competing religions and cults, and Ur-Turuk is no exception. Most Priests are based in a specific temple or shrine, but some choose to be employed by a rich or powerful person (which could of course include a Sorcerer).

Having a Priest living within the Vahnam has many benefits, including possibly improved relations with the main Temple, direct access to certain holy powers and of course the ability to worship the God(s) of your choice without leaving the safety of your compound!

A Priest specialist must take the Priest Perk (page 83), and so will start with a Holy Power of +1 pip and must also choose a primary God to worship (see **Codex 4** for more information on Holy Power and the Gods of Ur-Turuk).

Religion - Wits
History - Wits
Command - Charm
Diplomacy - Charm
Performance - Charm

A Priest will own whatever equipment is needed to perform his duties, which in some cases may be nothing at all!

Musician

Hunting may well be the most popular pursuit for the rich outside the city, but within the city music is what keeps merchants and princes alike entertained. The best will compose their own music, train the lesser musicians and then lead the performance themselves. For many powerful people, the quality and novelty of the music provided during a visit could be the difference between warm welcome and insult.

Music – Charm
Performance – Charm
Lore – Music – Wits
Languages (spec) – Wits
Awareness

Musicians will of course own the musical instruments they play, but will also probably own several books and scrolls with songs both old and new.

Agent

This is an unusual speciality as its practitioner will take very little part in the day to day life of the Vahnam. Agents live out in the city itself, and feed information back to their masters. This information could be from an overheard drunk, a meeting its participants thought was secret or even obtained by various means from employees of a rival. Whatever the information and however it is obtained, the Agent is the one to deliver it.

Stealth – Agility
Research – Wits
Streetwise – Charm
Self Control – Toughness
Investigation – Perception
Awareness – Perception

Agents will have whatever bits and pieces they need to survive in the city and if necessary "work" for someone they are trying to infiltrate.

Steward

In the same way that the Scribe and Craftsman appear dull and uninteresting, the Steward likewise seems like a very pedestrian specialist character. They run a business or organisation. However, it must be remembered that a Vahnam is a small but important business, and its staff must be paid, its inhabitants fed and all of the day to day running that accompanies a business. A Sorcerer is far too busy to be bothered by details such as this, and so a specialist is hired who can run the household effectively.

Languages – Wits
Command – Charm
Barter – Charm
Diplomacy – Charm

A Steward does not own, and does not need, any specific equipment. His main tools are his brain and his voice.

Slavemaster

The owning of slaves is a common, if somewhat unpleasant, reality in all of the cities. Most wealthy people use slaves for much of their household and business labour as they are cheaper than free folk and can be worked much harder. However, many slave owners take great care of their slaves and feed and clothe them very well. A household or Vahnam with slaves should really have a Slavemaster to ensure they are cared for properly, but also to make sure they work as they should.

Brawling – Might
Command – Charm
Assess Other – Perception
Steadfastness – Toughness
Barter – Charm

A Slavemaster will have very little equipment of his own, although many carry a non-lethal weapon to deal with any Minor rebellions.

Thief

A merchant can usually buy what he wants, but sometimes what is really required is not even for sale. In these cases, the services of a Thief are employed. Able to get into almost anywhere, and take almost anything, a good thief can soon earn his keep. Thieves are also popular with Sorcerers, who often need someone able to bypass traps and locks in their quests for ancient knowledge.

Running – Might
Dodge – Agility
Larceny – Agility
Stealth – Agility
Awareness – Perception

A thief will always have a small toolkit with him, rolled in soft fabric and stashed in a belt under his clothing. Most thieves will also have dark clothing and soft shoes for when they wish to avoid notice.

Courtesan

Merchants can buy most things, Thieves can steal most of what is left. But sometimes what is needed is a different approach. A softer, subtler approach. Enter the courtesan. Skilled in the arts of seduction and the bedroom and able to use their appearance and Skills to please almost anyone, a Courtesan can sometimes obtain information or items out of the reach of the most cunning agent or wiliest thief.

Seduce – Charm
Assess Other – Perception
Streetwise – Charm
Performance – Charm
Stamina – Toughness

A Courtesan will have several sets of very fine clothing and will also have a wide array of fragrances, oils, cosmetics and enhancements.

***Example**: Raheleh is an Agent Specialist Character. We have 14D of Statistics to place, and we start by assigning 2D to each as we want a good all round character, leaving 2D to allocate. We decide that Raheleh is going to be a primarily investigative character and so we increase her Perception to 3D, Agility to 2D+2 and Charm to 2D+1.*

Next we assign the 5D of Archetype Skills. We assign 1D+2 to each of Investigation and Awareness, and 1D to Stealth. This leaves us +2 in pips which we put into Streetwise.

We also have 2D of other Skills to assign. We want Raheleh to be able to defend herself if things turn nasty, and so assign 1D to Melee Weapons, +2 to Dodge and +1 to Running (for when things get really bad!).

*We can also choose up to two Perks from the Minor Perks in **Codex 6**. We take Favours (always useful if investigating) and Inconspicuous (useful to see and not be seen). To balance these we take the Dishonest Complication (well, we deserve to make a little ourselves from what we find out, right?) and the Poor Reputation (a previous investigation has REALLY upset someone important).*

And there we have our Specialist. We may need to give her a bit of equipment, a history and a description, but we have a character.

Might 2D
Melee Weapons 1D, Running +1
Agility 2D+2
Stealth 1D, Dodge, +2
Wits 2D
Charm 2D+1
Streetwise +2
Toughness 2D
Perception 3D
Investigation 1D+2, Awareness 1D+2

Perks: Favours and Inconspicuous.
Complications: Dishonest and Poor Reputation

Specific Creation Option

The three Minor character types are created by a combination of player choice and random rolls, and are the recommended way to create these characters. Sometimes however, a GM or Player will wish to create something very specific outside these rules. Whether this is allowed will always be the decision of the GM. A specifically created Soldier especially may be optimised more than the random rolls would allow, and so it is suggested that all players create custom Soldiers or none do. Likewise, one player creating a new Specialist type whilst other players are limited to the Archetypes above should be avoided.

The guidelines below can also, or course, be used by the GM to create new archetypes for use in the processes given above and be available for all players to choose.

Soldiers

To create a specifically designed Soldier character, 14D should be split between the Statistics, with a maximum of 4D in any one statistic. A statistic need not have a whole dice value.

3D should be distributed amongst appropriate weapon Skills.
Another 2D should be distributed amongst non-weapon Skills.

A further 1D can be distributed amongst any Skills, whether already possessed or new.

Up to three appropriate Perks may be taken, with corresponding Complications.

Weapons and Armour should be assigned to suit the character.

Servants

New Servant templates are easy to create, but should not have any Magical ability and should not be warrior or fighting types. They may of course have some ability with weapons, but it should not be part of their role as a Servant. Equally, the role should not duplicate that of a specialist type. Creating a Servant template uses the following rules:

12D should be divided between the Statistics, with a maximum value of 3D for any one particular statistic.

3D should be distributed amongst Skills appropriate for the role of the Servant.

Another 2D should be distributed amongst other Skills.

A further 1D can be distributed amongst any Skills, whether already possessed or new.

A Servant may have a maximum of one Perk (and Complication).

Specialists

A new specialist type is probably the easiest to do of all three Minor character types because Specialist creation is the most open anyway. If a new archetype is created, it should not have combat as its primary role, but may otherwise follow these rules:

Statistics have 14D to distribute amongst them, with 4D the maximum for any one Attribute.

5D should be distributed amongst Skills appropriate for the role of the specialist character with a maximum of 2D.

Another 2D may be assigned to any other Skills desired.

A specialist character may have up to two Perks with attendant Complications.

Codex 8: Major Characters

Minor characters, introduced in the previous Codex, are the servants and guards of the Vahnam, responsible for most of the actual day to day work. Major Characters are more important, more capable and usually of much higher status than the aforementioned Minor characters, as indeed their name might suggest.

Whereas a Soldier character is a standard Soldier, capable in a fight, a martial Major character could be a commander of Soldiers, a master swordsman or a deadly assassin. A Priest character is just that, a normal Priest. But a religious Major character is a High Priest or Oracle. And whereas a Servant Character fetches water and cooks food, a Major character may be a Noble, waited on hand and foot since birth.

These Major characters are still subordinate to the Sorcerers within the Vahnam, but may well command much respect and be of high social status in the greater city. Major Characters usually ally themselves with the Sorcerers as a way of gaining even greater power, wealth and ability.

Every player has one Major Character, who will be very difficult to replace if that character dies or is otherwise removed from player control. Thus despite their greater ability, it can often be beneficial to protect the Major character from unnecessary danger.

Creation of a Major Character is much more freeform than the Minor character types, and so a character concept should be decided upon before the process starts. This Codex does provide some suggested Major character types, along with primary Statistics and suggested Skills and Perks. These suggestions are obviously not hard and fast rules, and can be changed or altered if desired.

Major Character Creation

A Major Character has 16D that can be split between the six Statistics. Each of the Statistics of course requires at least 1D, and the maximum is 4D. If one of the character types below is used, the primary Statistics give guidance as to how these 16D should be distributed.

Each Major Character also has 7D of Skills to allocate, with a maximum of 3D. Almost any skill can be chosen at this stage, although the GM has of course the final say. Again, the character types will suggest which Skills are important.

A Major Character may choose up to three Perks from either the Minor Perks or Major Perks list. The character must also take Complications from the same lists; that is to say any Minor Perks must be matched with Minor Complications, and Major Perks must be matched by Major Complications. These should ideally fit with the character concept envisioned by the player and can be rejected by the GM.

The character will have appropriate equipment suggested by the concept, and certain Perks may also allow the character to possess property or other substantial holdings.

This process will complete the mechanics of the character, and now a background, description and other details will need to be added to round out the character.

Of course, a player is free to create whatever type of Major Character they desire, with GM approval of course! The one limitation is that no Perks may be chosen from the Sorcerer Perk list.

Archetypes

Noble

The Noble has had a lucky life so far. Born into an ancient and wealthy family, this character will have grown up with plentiful food, good clothing and servants to do all of those menial little tasks. Most of these ancient families also wield significant influence in the cities of the coast, meaning that even a Minor Noble is a *somebody*. However, this life of luxury often means that Nobles are not really good at anything practical. What a Noble does bring to the Vahnam however is money and influence, both vital ingredients! Nobles usually wear the finest clothing, ride the best mounts and have all sorts of normal equipment and fancy jewellery as befits their status.

Primary Statistics:

Charm

Important Skills:

Command
Persuade
Diplomacy
Ride
Music
Hunting

Suggested Perks/Complications:

Educated – Minor Perk (p84)
Contacts – Minor Perk (p84)
Wealth – Major Perk (p86)
Nobility – Major Perk (p86)
Politician – Major Perk (p87)

Obese – Minor Complication (p92)
Addiction – Minor Complication (p93)
Sense of Honour – Minor Complication (p93)
Obligation – Major Complication (p94)
Feud – Major Complication (p95)
Greedy – Major Complication (p97)

Merchant

A Merchant is normally wealthy, and they have made their fortune solely through trade. Some Merchants run caravans of goods across the hostile desert or cargo ships along the coast. Others, known as brokers, take a more local view and buy in goods cheap from those who have to sell, and the following day sell on the goods to those who are desperate to buy. Still others own multiple shops, each doing a reasonable trade day-to-day. A Merchant is a useful character in many ways. They have money, contacts, influence and experience of bartering. Most also have infrastructure; that is to say they own caravans, ships and warehouses full of goods. All of these can be useful to a Sorcerer needing to get somewhere in a hurry!

Merchants will normally wear fine clothing, although those that travel with their caravan or ship will usually wear less ostentatious gear whilst away from the city.

Primary Statistics:

Charm

Important Skills:

Languages
Persuade
Barter
Lore (related to specific trade)
Steadfastness
Assess Other

Suggested Perks/Complications:

Well Travelled - Minor Perk (p84)
Contacts - Minor Perk (p84)
Haggler - Minor Perk (p85)
Wealth - Major Perk (p86)
Enchanting Voice - Major Perk (p86)

Showman - Minor Complication (p94)
Dishonest - Minor Complication (p94)
Obligation - Major Complication (p94)
Personal Code - Major Complication (p95)

High Priest

Lesser characters may be Priests of one of the many Gods or cults, and wield a little power and divine favour. A High Priest however is a different matter entirely. The High Priests of the city wield great influence in their own cult (and beyond), are able to influence the thinking of many of those who attend the rituals and are also greatly favoured by the Gods. The inter-cult rivalry and violence that is common in Ur-Turuk does mean that a High Priest is not without enemies, although that is likely true of almost any significant person in the city!

A High Priest will wear whatever clothing is worn by a high Priest of their God.

Primary Statistics:

Charm

Important Skills:

Religion
Command
Persuade
Diplomacy
Performance
Self Control
Second Sight

Suggested Perks/Complications:

Common Sense – Minor Perk (p84)
Educated – Minor Perk (p84)
Scholar – Major Perk (p87)
High Priest – Major Perk (p86)
Burning Faith – Major Perk (p85)

Age (old) – Minor Complication (p92)
Personality Flaw – Minor Complication (p93)
Personal Code – Major Complication (p95)
Feud – Major Complication (p95)
Ancient – Major Complication (p96)

Ambassador

The cities of the coast are frequently on the edge of all-out war, and indeed the many factions within the city are also often at each others throats. Alliances, truces and violence are commonplace, and at the centre of all of these webs are the Ambassadors. Employed by a particular faction, city or tribe, their role is to negotiate with friends, potential friends and enemies alike to help their employer achieve whatever ends they are aiming for. Most Ambassadors will try to appear as neutral as possible, and indeed will have their own personal reputations with each faction.

All Ambassadors wear a hooded red sleeveless robe as a mark of their profession, although their other clothing and equipment will vary according to personal preference.

Primary Statistics:

Charm

Important Skills:

Research
History
Languages
Persuade
Diplomacy
Steadfastness
Investigation

Suggested Perks/Complications:

Favours – Minor Perk (p83)
Haggler – Minor Perk (p85)
Contacts – Minor Perk (p84)
Fame – Major Perk (p86)
Enchanting Voice – Major Perk (p86)

Physical Imperfection – Minor Compl.. (p92)
Slow Reactions – Minor Complication (p93)
Crippled – Major Complication (p96)
Ancient – Major Complication (p96)

Scholar

A Scribe Minor character can read, write and do some mathematics and will also have a reasonable knowledge of various academic subjects. But a mere scribe is as nothing to a Scholar. Whereas scribes can be found in most businesses and noble houses keeping records, Scholars are rare and highly educated individuals. They are usually renowned experts in one or two fields, are highly literate and very intelligent. A scholar will usually possess an extensive library of books, maps and scrolls, and some will even be visited by other scholars keen to access their knowledge.

Primary Statistics:

Wits

Important Skills:

Research
History
Languages
Lore (various)

Suggested Perks/Complications:

Common Sense – Minor Perk (p84)
Educated – Minor Perk (p84)
Scholar – Major Perk (p87)
Fame – Major Perk (p86)

Impatient – Minor Complication (p91)
Poor Eyesight – Minor Complication (p93)
Tongue Tied – Minor Complication (p92)
Gullible – Major Complication (p96)

Explorer

Most of the city dwellers of the coast never leave their wall-girded city throughout their entire lives. Those who travel tend to *really* travel! Ships captains take their wooden craft along the coast or even to distant islands whilst other hardy souls lead caravans into distant mountains and across wide tractless deserts. Some travel alone or with a couple of companions and others lead whole companies. Whatever the details, Explorers are knowledgeable about the wider world and are tough and resourceful, both good qualities in an inhabitant of a Vahnam!

Primary Statistics:
Toughness

Important Skills:
Awareness
Tracking
Navigation
Survival
Stamina
Resistance
Ride
Command
Languages
Sailing

Suggested Perks/Complications:
Wilderness Lore – Minor Perk (p83)
Common Sense – Minor Perk (p84)
Well Travelled – Minor Perk (p84)
Natural Bond – Major Perk (p87)
Personality Flaw – Minor Complication (p93)
Impatient – Minor Complication (p91)
Infamous – Major Complication (p96)

Armsman

The cities and beyond are part of a violent world, and some enemies are beyond the capabilities of even the Soldiers of a Vahnam. It is at these times that an Armsman comes to the fore. Highly skilled with weapons, armour and in all forms of combat, an Armsman is almost without peer in a one-to-one fight.

An Armsman will almost always be armoured, even in social situations, and will be hung with weapons of all kinds.

Primary Statistics:
Might

Important Skills:
Melee Weapons
Block
Dodge
Parry
Stamina
Awareness
Assess Other

Suggested Perks/Complications:
Toughness – Minor Perk (p83)

Fast Reactions – Minor Perk (p83)
Warrior – Minor Perk (p84)
Protector – Minor Perk (p84)
Hero – Major Perk (p87)
Survivor – Major Perk (p88)

Impatient – Minor Complication (p91)
Angry – Minor Complication (p92)
Sense of Honour – Minor Complication (p93)
Showman – Minor Complication (p94)
Personal Code – Major Complication (p95)
Feud – Major Complication (p95)
Haunted – Major Complication (p95)

Killer

A Soldier will stand guard on a gate or protect a convoy and an Armsman will proudly fight anyone in single combat, but a Killer is in many ways even more dangerous. Skilled with weapons and as elusive as any thief, a Killer can get into almost anywhere and eliminate a Target with a knife in the ribs or a bolt in the back.

Primary Statistics:
Agility

Important Skills:
Melee Weapons
Athletics
Dodge
Larceny
Stealth
Streetwise
Awareness

Suggested Perks/Complications:
Fast Reactions – Minor Perk (p83)
Warrior – Minor Perk (p84)
Inconspicuous – Minor Perk (p85)
Natural Acrobat – Major Perk (p87)
Lightning Fast – Major Perk (p88)

Tongue Tied – Minor Complication (p92)
Addiction – Minor Complication (p93)
Personality Flaw – Minor Complication (p93)
Infamous – Major Complication (p96)
Forsaken by the Gods – Major Complic. (p96)
Criminal – Major Complication (p95)

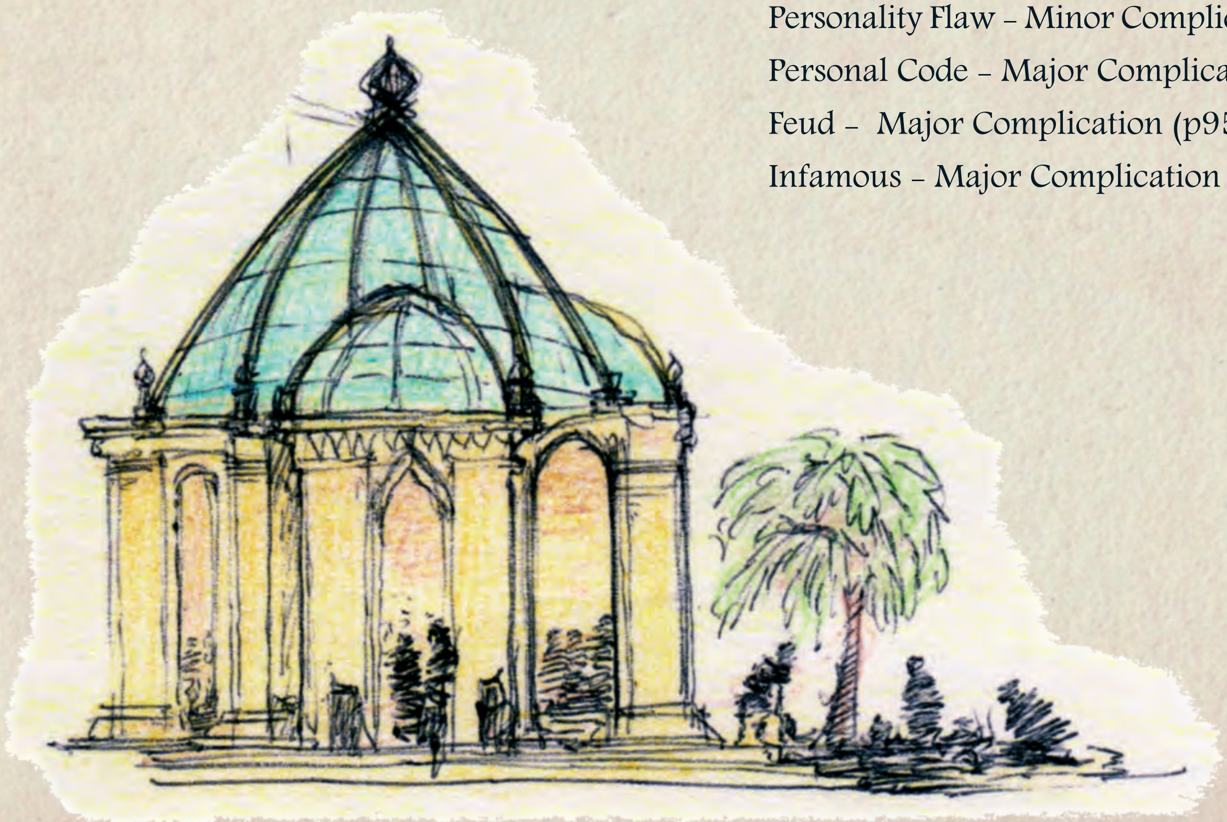
Commander

A secure Vahnam will have guards and Soldiers to protect the buildings and the inhabitants when they venture out. However, these guards and Soldiers are rarely employed for their brains, tactical awareness and leadership qualities. The best Soldiers are led by a good leader, which is where the Commander comes in! This Major Character type is an expert at organising, leading and inspiring lesser troops of all types, as well as being a capable combatant in their own right.

A Commander will be armed and armoured, but will also bear obvious marks of rank such as a sash, helmet plumes etc.

Primary Statistics:

Charm



Important Skills:

Melee Weapons
Block
Command
Persuade
Ride
Self Control
Tactics
Awareness
Assess Other

Suggested Perks/Complications:

Danger Sense – Minor Perk (p83)
Common Sense – Minor Perk (p84)
Senior Rank – Major Perk (p86)
Enchanting Voice – Major Perk (p86)
Inspiring – Major Perk (p87)

Sense of Honour – Minor Complication (p93)
Showman – Minor Complication (p94)
Personality Flaw – Minor Complication (p93)
Personal Code – Major Complication (p95)
Feud – Major Complication (p95)
Infamous – Major Complication (p96)

Codex 9: Sorcerers

Sorcerers are not only the most powerful character type in the game, but are also the central character type; they are in the name of the game after all! Creating a Sorcerer character is also the most open and flexible of all the character types. There are no tables, no lists and no archetypes. Therefore, when creating a Sorcerer character the player needs to have a clear vision of the type of character they want.

Sorcerers are able to wield powerful magics and achieve things way beyond the imagination of normal folk. Sorcerers can create, destroy, change and control, and they can attempt almost anything. The requirement for ancient texts however is their Major limitation (see **Codex 3**) and is the Major reason that Sorcerers accumulate servants and other more senior people around them.

Although the ability to use magic is seen in maybe 1 in 500 people, the vast Majority of these are Minor mages, able to achieve only small effects. Maybe 1 in 100 people able to use magic are true Sorcerers, able to channel great power. This rarity makes them in demand as allies, but also makes them feared by many normal people.

This process will create a Sorcerer character who has reached their full potential from mere training and is about to set up their own Vahnam in Ur-Turuk. These characters are fully competent but still fairly inexperienced in the ways of the world.

Sorcerer Character Creation

Each Sorcerer character receives 16D to distribute between their Statistics, with 1D as a minimum and 4D as a maximum. As with the other character types, full dice may be split into three pips. Of all of the Statistics, Wits is probably the most useful to a Sorcerer, related as it is to Research. However, magic use is not directly related to any Statistic and so this distribution should fit with whatever vision the player has for the character.

Example: *Laanat is a new Sorcerer character, and we decide that we want to focus on Agility, Wits and Perception, although we don't want to make any of these exceptional. We allocate 3D to our three preferred Statistics, and 2D to the others. That totals 15D, leaving us 1D more which we decide to split into three pips. We apply these three pips to Wits, Charm and Toughness to give us the following profile:*

Might	*2D*
Agility	*3D*
Wits	*3D+1*
Charm	*2D+1*
Toughness	*2D+1*
Perception	*3D*

A Sorcerer also has, at the start of the game, 7D to spend on Skills. Again, Research is often useful to a Sorcerer but is by no means required or essential. These dice may be split into pips, and a Sorcerer may take any Skills that fit with the vision of the character, with a maximum of 2D applied to any one Skill. Very few Sorcerers however will be experienced in Skills such as Larceny.

Example: *With our superior Wits we must really take the Research Skill, and we also capitalise on our good Perception with both Awareness and Second Sight. Rather than buy any of our Skills at the maximum 2D, we spread our 7D around a bit:*

Might	*2D*
Agility	*3D*
	Dodge 1D, Stealth +1
Wits	*3D+1*
	Research 1D, History +1
Charm	*2D+1*
	Ride +1
Toughness	*2D+1*
	Self Control 1D+1
Perception	*3D*
	Awareness 1D+1, Second Sight 1D+1

Although the Statistics and Skills assigned to a Sorcerer are important, what will really define the character is the magic the Sorcerer can use. There are 10 different Elements and three different Controls that a Sorcerer can have. The character has 14D that may be split between any or all of these magical areas, with a maximum allocation of 3D to any one. There is no minimum however, and many Sorcerers have no faculty at all in certain areas. As with Statistics and Skills, dice may be split.

The magical areas chosen will be heavily influenced by the vision the player has for their character, and it is a good idea to choose complementary areas. Having said that, it is also perfectly possible to have some ability in every area, and be able to cast almost any type of magic, albeit at only low power levels.

More information on each of the magical areas is given in **Codex 3**.

Example: *We decide that Laanat will be principally a Fire Mage, and so we put 3D into the Fire Element and another 3D into the Summon Control. Laanat is a veritable master at producing fire. We also put 3D into Light, 2D into Magic and 1D into Air. Laanat could produce a fantastic pyrotechnic display. We put our last 2D into the Shape Control, so that we can fine tune the Fire iwhich s created. We decide not to split up any of our magic dice at this stage.*

Might	*2D*
Agility	*3D*
Dodge 1D, Stealth +1	
Wits	*3D+1*
Research 1D, History +1	
Charm	*2D+1*
Ride +1	
Toughness	*2D+1*
Self Control 1D+1	
Perception	*3D*
Awareness 1D+1, Second Sight 1D+1	

Elements

Mind	
Light	*3D*
Nature	
Spirit	
Magic	*2D*
Body	
Fire	*3D*
Air	*1D*
Water	
Earth	

Controls

Summon	*3D*
Destroy	
Shape	*2D*

A Sorcerer character may choose up to three Perks, which may be picked from either the Minor Perks, Major Perks or Sorcerer Perks lists. Every Sorcerer character gets the Sorcery Perk for free and this does not need to be balanced. Each Perk taken must be balanced by a Complication of appropriate type. As with all other facets of character creation, the GM has the final say on all choices.

***Example:** We get the Sorcery Perk for free. We take the Moon-Boosted Magic Perk, which will give us a bonus to Spellcasting for a week around full moon, Rapid Casting so that we can blast our enemies with fire before they can react and the Sense Sorcery Perk so that we can recognise other Sorcerers. These three Sorcerer Perks require that we also take three Sorcerer Complications for balance.*

A good Complication for us will be the Moon-Limited Sorcery, so that our magic is weaker during the week of the new moon. Laanat is certainly much better at certain times of the month! We also take Obvious Magic and Aggressive Magic. Spells cast by Laanat cause distress to everyone nearby and are noticeable from a good distance. Our new Sorcerer is certainly not a subtle user of magical power!

Codex 10: The Vahnam

Introduction

Whilst the main character for each player may be the Sorcerer, the main "character" for the whole group is the Vahnam. Individual characters, especially Minor ones, will die and be replaced over the course of a long campaign but the Vahnam will persist. This is the reason that the whole group should be involved in the design stages.

Description

The coastal cities and villages that surround them are all very family oriented. Your family is your support network, and who you rely upon when things are tough. Almost everyone, from the lowliest beggar to the King himself, live as part of a family. Sorcerers however are a special case as their long training means that they effectively separate themselves from any living family. What they do however is form an association with other Sorcerers and then surround themselves with friends and servants; these then become the family of the Sorcerers.

This group has become known as a Vahnam, from a very old word meaning "blood household". Everyone who belongs to the Vahnam, from the lowest servant to the most senior Sorcerer, is part of an extended family and in theory should hold their strongest loyalty to this family. Even if an individual servant, Soldier or merchant of the Vahnam has their own family, they should feel a stronger bond to their colleagues.

A Vahnam will usually be based in a city rather than a village, and each will be different. Some will be run along almost military lines, whilst others will be more commercial. Much will depend on the personalities of the Sorcerers that founded the Vahnam, the Major personalities who run and control it and even the lesser staff who do much of the real work.

Design

When a campaign is first started, the players must create their Vahnam. This should be done after all of the characters have been created, as various Perks and Complications may affect various factors. The process is fairly straightforward, although wherever possible a consensus should be reached between all of the players at each stage. If consensus cannot be reached, the GM should have the final say.

Stage 1 - Concept

The players should at this stage come up with a concept for their Vahnam. Much like a concept for a character, this is not exactly how the Vahnam will turn out, but more how the players see it in their mind. Will the Vahnam be a chaotic sprawl of single story mud brick houses connected by knocked-through doorways and courtyards? Will it be a marble-faced palace in the noble quarter with elegant pools and silk-hung rooms? Or will it instead be a three or four storey courtyard house, with balconies overlooking the central space?

The players have 25 points per resident Sorcerer with which to design their Vahnam.

***Example**: The Reyham Vahnam is composed of three Sorcerers and their followers and servants. They will have a fairly normal household; there are no nobles or excessively wealthy merchants in their following. We will have 75 points to spend on our Vahnam.*

Stage 2 - Building

The physical form and location of the Vahnam need to be determined next.

Beggars District	0 points
Docks District	2 points
Residential District	5 points
Merchants Quarter	10 points
Noble Quarter	15 points

Very Small	4 points	20 living spaces
Small	8 points	30 living spaces
Medium	12 points	40 living spaces
Large	16 points	50 living spaces
Huge	20 points	60 living spaces
Palatial	28 points	90 living spaces

A location and size must both be decided upon, although the exact street etc need not be decided yet. The Vahnam size must be at least adequate to house the Sorcerers and Major and Minor characters.

A Minor character requires one living space, a Major character two and a Sorcerer three. In general, a single living unit will equate to a small sized room.

***Example**: We will base our Vahnam in the residential district, which although not the best neighbourhood is far from the worst (5 points). We have three Sorcerers (9 required living units), three Major characters (6 required living units) and nine Minor characters (another 9 required living units) and so we will need at least 24 units. However, later purchases may also need some units, and we need space for visitors, and so we go with a Large sized building (16 points). We have spent 21 points so far.*

Stage 3 - Wealth

When a Vahnam is founded, investments are made to help support the day to day costs. Major characters may also bring income to the Vahnam, either through wealth they themselves have inherited or businesses they own. A base wealth rating needs to be determined first using the points costs below. Any additional wealth modifiers can then be totalled up once all of the resident characters have been created.

Per Pip of Wealth 2 points

Wealth pips should of course be combined into dice using normal rules.

The final wealth rating (after additional character Perk modifications) will also give the relative luxury that the characters live in.

[**Optional**: A Vahnam may raise its living quality by one step by taking a -1D penalty to all in-game wealth tests. This may be abandoned at any time, but the wealth penalty will take two seasons to be removed whereas the living quality will drop immediately.]

>1D	Subsistence
>2D	Poor
>3D	Average
>4D	Comfortable
>5D	Luxury
>6D+	Opulent

Subsistence

The characters eat porridge made from old grain and the roughest type of flatbread. Furniture is rudimentary at best and there is nothing of any decorative value. Clothes are rarely replaced, and are worn, patched and faded. Beggars usually live at this standard.

Poor

The food is basic but fairly plentiful. Furniture is old and worn, but functionally sound. Clothes and fabrics are worn but not torn. Any decorative items are cheap and plain. Dockworkers and other manual labourers get by with this living standard.

Average

This is the standard at which most inhabitants of the city live. Food is plentiful and nutritious, furniture is comfortable if somewhat worn and there is some decoration. A character will have a couple of sets of clothes, although none will be of particularly high quality.

Comfortable

The standard of living of Minor merchants, faction officers and Priests, this standard provides plentiful and tasty food, good quality furnishings and several sets of clothes. The home will be decorated with some artworks, fabric and nik-naks.

Luxury

This standard provides very good quality and varied food from the local area and further afield. Furniture and clothing are of good standard and are repaired or replaced if necessary. The house will be well decorated, including some imported or commissioned art. Most nobles and successful merchants live to this standard.

Opulent

Only the wealthiest nobles and the court of the King live to this standard. The food is of the highest quality and is beyond plentiful. A character will have numerous sets of the finest clothing and will sit and sleep on the best furniture. Rare and famous artworks will adorn the rooms.

Example: *We don't have any wealthy Major characters to add to this stage, and we want to be living in at least comfortable surroundings, so we buy 11 pips of Wealth which equates to 3D+2. That way we have a good standard of living and reasonable purchasing power. This costs us another 22 points, for a spend so far of 43 points.*

Stage 4 – Resources

The next decisions to be made concern the resources and facilities available to the Vahnam. Like the home of a noble or wealthy merchant, the Vahnam may well contain stables, an archery range, a forge or many other things. Some of these Facilities require units of living accommodation. In addition, the Vahnam may have access to a troop of horses or camels, a ship or other resources. None of these are essential to a Vahnam, and should only be bought if the players agree.

It is possible to buy a Resource or Facility multiple times if required.

Mounts – Standard	3 points
Mounts – Exotic	6 points
Mounts – War Trained	+2 points
Ship	4 points
Riverboat	2 point
Trade Carts	2 points
Mule train	3 points
Hunting beasts	5 points
Hunting beasts – Exotic	10 points

Mounts – Standard

This resource provides enough mounts for a standard travel expedition for the Vahnam, plus a few extra. Thus this normally equates to roughly one and a half mounts per Sorcerer. These mounts will be horses, mules and/or camels. This resource includes replacements where necessary, but if a large number are lost in one go, it may take a while to replace them all. If the Vahnam does not have a stable block, the mounts will be stabled in a nearby livery yard.

Mounts - Exotic

As with standard mounts above, except that the mounts are huge riding lizards, carnivorous birds or sabre-bears. These mounts are not normally suitable for riding regularly in the city itself. These mounts also require a stable block to be kept within the Vahnam itself.

Mounts - War Trained

This resource can only be taken to improve an existing mount resource. If this resource is taken, mounts will not immediately run away if attacked, will not be spooked by sudden loud noises etc.

Ship

This resource gives the Vahnam a small trading ship and crew in the docks of the city. This ship is purely for the use of the Vahnam and has no other demands upon its time.

Riverboat

Similar to the Ship resource above, this however is a flat-bottomed skiff that is capable of coastal and river travel. The boat must beach or dock at night to avoid disaster.

Trade Carts

This resource means that the Vahnam owns several sturdy trade carts and draft animals. These can be used to transport the Vahnam and goods across much of the flatlands, although they will struggle to cross mountains, swamp or deep desert.

Mule Train

This resource is 10-12 sturdy mules and their handlers. Although mules cannot carry as much as a cart, they can however cross hills, mountains or broken land with ease.

Hunting Beasts

Given the popularity of hunting with the wealthy inhabitants of the city, a pack of hunting beasts is a common occurrence in a larger household. These beasts will be tracker dogs, chasing dogs or birds of prey. The Vahnam must have a hunt kennels Facility to house these animals.

Hunting Beasts - Exotic

Similar to the Hunting Beasts resource described above, but with desert racers, winged snakes or Striped Venombacks rather than the more common hounds. This resource requires a hunt kennels Facility and an appropriate Specialist or Servant.

Facilities:

Stables	2 points	-3 living spaces
Tower	4 points	-2 living spaces
Observatory	2 points	-1 living space
Hunt kennels	2 points	-3 living spaces
Council Chamb.	2 points	-2 living spaces
Library	4 points	-3 living spaces
Workshop	2 points	-1 living space
Strongroom	4 points	-1 living space
Well	2 points	
Superior Kitch.	3 points	-2 living spaces

Stables

This Facility obviously provides a space for mounts (one resource worth) to live as well as storage for food, bedding etc. These mounts will still need to be exercised outside the city at regular intervals, and the mounts will be much happier and healthier with a dedicated groom.

Tower

Whereas most buildings in the city are between one and three stories tall, this Facility adds a tower up to six stories tall. It can be square or round, and could have a flat or domed roof. There will be an internal staircase and windows into each floor. The internal rooms will all be fairly small, and each floor will only have a single room, but it can be very useful to gain a good vantage point over the city.

Observatory

This Facility will add huge windows to a room and equip the chamber with several telescopes both large and small as well as astronomical and astrological charts. This Facility can be used to watch the stars, a hobby popular with many users of magic and accurately plot lunar cycles. If the Observatory is located at the top of a tower, the telescopes can also be used to keep a watch on exposed areas of the city and even some of the surrounding lands!

Hunt Kennels

This Facility will provide accommodation and storage space for one Resource worth of Hunting beasts, whether exotic or normal. As with mounts, the beasts will need exercise outside the city and ideally have a huntsman to look after them.

Council Chamber

This Facility is a large chamber fitted with benches, high-backed chairs and possibly a large table and is used both for meetings of the Sorcerers and also between various faction representatives.

Library

This Facility is a large room stocked with books, scrolls and clay tablets. These are generally mundane books, but the GM may allow a bonus for characters researching information. If this Facility is bought more than once, the library will be much bigger, and larger bonuses to research tests may apply.

Workshop

This Facility equips a standard room with tools and other equipment necessary for a craftsman to work. This could include a forge or other larger fixings. This Facility could be bought multiple times for multiple different crafts.

Strongroom

Although the security characteristic (see stage 5) provides locks, sturdy doors and window bars, it may be necessary to have a room that is even better protected. This Strongroom has double-thick walls and a very heavy door with multiple locks. This room provides a bonus of +2D to Security (for this room only).

Well

The city is served by numerous civic wells, but some household prefer to have their own water supply within their walls. This Well will only run dry if the city wells also run dry.

Superior Kitchen

A Vahnam has a standard kitchen included for no points, although this will be a fairly primitive affair. Food will be cooked on an open fire and there will be tables and shelves. A Superior Kitchen provides an enclosed oven, an ice chamber, meat locker, butchers blocks etc. Although the quality of meals will still depend heavily on the living standard of the Vahnam, this Facility will allow better ingredients to be prepared into more complex meals.

***Example**: We want to have good capacity for travel where required, and so we buy a set of Standard Mounts (2 points) but also a Ship (4 points). We also add some Stables to our building (2 points), and also a Tower (4 points) and a Well (2 points). The stables require three extra living spaces, but we have plenty so this is not an issue. We have spent another 15 points here for a total so far of 58.*

Stage 5 – Security

As it stands, the Vahnam has a standard front door or gate, normal glazed windows and standard walls. All of these may be fine for a standard dwelling, but for Sorcerers, who have precious artefacts to protect and plenty of enemies, this will not be sufficient. There are various improvements that can be purchased with points to improve the security and defence of the Vahnam building itself against attack both from stealth and force. The pips and D from this stage can be used both as a measure of general security, but also as a way of generating a Target Number for any attempt to break into the Vahnam. All Vahnams do however have a base rating of 2D for free.

Thus if a group of enemy thieves were attempting to open the locks on a rear door, the Security rating would provide the Target Number. If some thugs were attempting to break down the door, the Security rating would provide the Target Number to oppose their Might test.

Per pip of Security	1 point

***Example**: We want to put some barrier in the way of larcenous individuals who would otherwise see our Vahnam as an easy Target, and so we buy an additional 9 pips, that is 3D, on our Security rating (9 points). This will give us a 5D security rating. We have spent 9 more points for a total of 67.*

Stage 6 – Slaves

Many wealthy households in Ur-Turuk own and use slaves for the mundane chores. Slaves are not that common in the city, and thus expensive, which in turn means that most slaves are treated well and looked after. Despite this, there are some in the city who feel that all men should be free and that slavery is morally wrong. A Vahnam may therefore own slaves if all players agree, but it is by no means necessary.

Unskilled Slave	1 point
Skilled Slave	2 points

Slaves will work most effectively if the Vahnam has a Slavemaster Minor character, although this is not absolutely required. An Unskilled Slave will have a total of 12D in their Attributes, and no Skills at all. A Skilled Slave will have 13D in their Attributes and a total of 3D in appropriate Skills. In general, it is only worth describing a Slave in any detail if that Slave is required as part of any given scene.

A Slave requires ⅓ of the living accommodation of a Minor character.

***Example**: We don't really want any Slaves in this Vahnam. It will mean our Servants will have to work harder and longer, but that is of course what servants are for!*

Stage 7 – Magical Power

As described in **Codex 3**, some areas of the world have a higher magical potential than others. It is possible for a group of Sorcerers to choose an area of the city with a higher magical potential to base themselves in. The main effect of this is a flat bonus to all Spells cast within the Vahnam. There is a maximum bonus of 1D (3 pips) from the magical area.

Per pip	5 points

***Example**: We still have 8 points remaining, so we decide to add a +1 pip (5 points) of Magical Power to our Vahnam itself. It may come in useful! We have now spent 72 points.*

Stage 8 – Faction Reputations

In the same way that individual characters have differing reputations with each faction, the Vahnam itself can also have a reputation with a faction. In general, the Vahnam reputation will take precedence over the character reputation if the character is officially representing the Vahnam. However, if the character has a reputation of 31 or less than 5, this will be used instead. Therefore a character who has a very close reputation with a faction should probably be used in official contact, and any character who is a sworn enemy should stay well away!

It should be noted that a Vahnam may also take a reduced reputation with a particular faction to redeem some extra points. This option should be taken with care as every member of the Vahnam will then have worsened relations with said faction.

Rating	Standing	
31	Sworn Enemy	-3 points
25	Unfriendly	-1 point
18	Neutral	0 points
13	Associate	1 point
08	Friendly	3 points
03	Ally	8 points

***Example**: With our remaining 3 points, we decide to buy a "Friendly" rating (3 points) with the City Government, just to keep in with the powers that be.*

Stage 9 – Reworking

Whilst it is possible that every stage is to the liking of all players, it is likely that there will be modifications to be made and points to be reallocated. Therefore the players should return to Stage 2 again, consider whether any revisions are required and work their way through again. This should be repeated until all players are happy with the allocation of points. Any unspent points will be wasted.

***Example**: All of our players are happy with the points spent so far, so there is no real need for any reworking.*

Stage 10 – Description

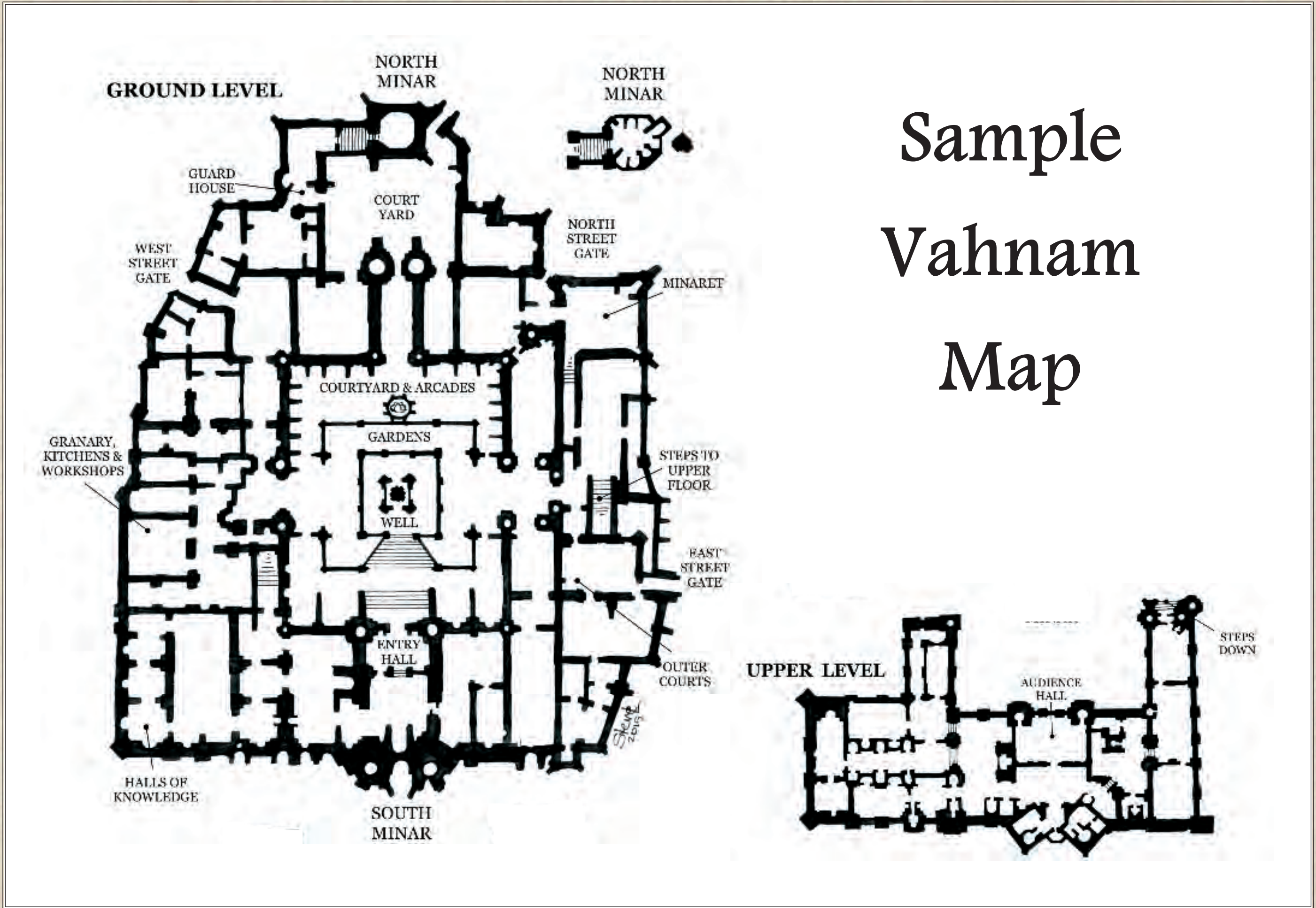
Now that all of the parameters of the Vahnam have been determined, all that is left is to describe it in as much detail as desired. It is probably a good idea to draw at least a rudimentary map of the Vahnam and assign areas, even if individual rooms and corridors are not drawn out. The precise area of the city the Vahnam is located in should be chosen, so that the neighbours can be determined by the GM.

Facilities and slave quarters can be placed, as can Major areas such as kitchens, main gate etc. Again, these can be drawn on to the plan in great detail or areas roughly sketched out.

***Example**: So, the Reyham Vahnam looks like this:*

Residential District	
Large Building	
Wealth	*3D+2*
Resources:	*Mounts* *Ship*
Facilities:	*Stables* *Tower* *Well*
Security:	*5D*
Slaves:	*None*
Magical Power:	*+1 pip*
Reputations:	
	Friendly with City Government

We can draw a map thusly:



Getting Started

The Vahnam and characters have both been designed and generated, but how to bring them together?

There are two ways to do this. The first is much easier and is just to say that the characters have moved into their new Vahnam. The adventures can start straight away, although this can feel slightly empty to some players. The only other decision that must be made is the choice of leader. This must be a Sorcerer, although there are no other qualifications required.

The second, longer option is to run a mini "founding campaign" right at the start. This can be a good idea for several reasons. The first is that it gently introduces the players to the system and setting. The second reason is that it helps the players feel a greater affinity with their Minor characters. The third reason is that it helps the Vahnam feel like home to the characters more than if they are in situ during their first session.

In order to run a Founding campaign, the following sessions should be run:

Session 1

The players should each use their Soldier character. These Soldiers have been sent by their Sorcerer masters to the city of Ur-Turuk to secure the base that will become the Vahnam. The Soldiers may encounter monsters or bandits before they reach the city (thus allowing the GM and players to familiarise themselves with the combat system). This session will see the Soldiers arrive at the city, find their way to the newly purchased building and secure it. The GM may use events such as squatters, local gangs, bureaucracy etc to fill out this session.

Session 2

The players should choose their Servant character for this session. The servants now arrive at the city, and find their way to the Vahnam house. The Servants are charged with getting the building into some sort of order and to make it habitable. This session will introduce the monetary system and other interaction Skills. If there is combat it should be kept to the level of club-wielding thugs rather than deadly weapons as Servants are rarely combat-optimised. This session will also help to define the interior of the Vahnam.

Session 3

The players should now play their Specialist character. These specialists may already be citizens of the city, or may come from another area, but it is possible that the characters are meeting for the first time. The Specialists arrive at the Vahnam to establish various of the specialist (sic) facets. This will of course depend heavily on what the Specialists actually are, and the GM will have to personalise this session. It is especially useful if one of the Specialists is a Minor Mage, as this session will then introduce the magic rules.

Session 4

The characters will now play their Major Characters. Like the Specialists, these may originate within or without the city, and may indeed have property or business interests within Ur-Turuk. The Major characters are here to make the final arrangements for the imminent arrival of the Sorcerers. This session is really to introduce the city setting and the factions that hold the power. There may be combat, trade or personal interactions in this session.

Session 5

In this last session, the players use their Sorcerer characters at last. The Soldiers have returned from the city to escort their masters to their new home. There could be attacks on the road, High Magic areas or problems to be solved by magic. Either way, this session will fully introduce the magic rules system. If the travelling party nears a town, a mixed group of Sorcerers and Soldiers could be sent to buy supplies etc, also showing how the players can choose between characters even mid session.

Once this session has been played through, the Sorcerers are in their new home and the adventures can begin!

It is suggested however that these sessions take 1 season of game time in total rather than 1 season each.

In Play

Day-to-day life

The day-to-day life of a Vahnam is much like any other formal household in the city. The Soldiers perform guard duty and may well patrol rooftops. The servants cook, clean, wash and serve. The specialists will have their own jobs to do. The Major characters may well have jobs (i.e. Priests) or businesses (i.e. merchants) of their own and these will need attention for at least some of the time. Even characters such as Nobles, who seem to have nothing but leisure time, will have contacts to make and family to appease, and there may be property estates to oversee. A character such as a Killer or Armsman may not have any daily work to do, but their specific Skills require constant honing and practice. Lastly, the Sorcerers will be spending their entire time deconstructing artefacts to improve their magical Skills.

New/replacement characters

It is possible (likely even?) that characters will meet an untimely end at the hand of enemy Soldiers, monsters or the privations of travel. If it is a Minor character that has been killed or incapacitated, the player should be allowed to create a new one for the following season. This character should be created using the rules given in **Codex 7** and should not be given any additional experience, equipment etc.

If the character that dies is a Major character, the player should really wait 2-3 seasons before creating a replacement. Again, the new character should not receive any additional experience. If the deceased character had property or a business, it may be granted to the Vahnam in the dead characters will. However, it becomes the property of the Vahnam itself and does not pass to any replacement character of the same player.

If the character is unlucky or careless enough to lose their Sorcerer character, they should really be forced to wait for 5-6 sessions before they create a replacement. It may even be an excuse for an adventure to identify a promising apprentice who could fill the vacancy.

In addition to replacement characters, it may also be possible to acquire extra characters. These extra characters should never be Sorcerers, and should only in very rare cases be Major characters. If a new character does join the Vahnam, it should be assigned to one of the players, and become part of that players "stable" of characters. Of course, there must be enough living accommodation for any new characters.

Vahnam improvement

The Vahnam, like a character, is not a static thing. It is possible to build through into neighbouring buildings, improve security, add facilities and resources and of course change reputations. The latter requires effort, but most will require money to be spent. The Vahnam may attempt one purchased improvement per season, using the buying rules given in **Codex 11**. To add a Facility requires sufficient living space, and to increase the size of the building requires that the neighbours agree to sell!

Magical power and location cannot be changed by any normal means. Wealth cannot be increased without some serious effort. If the Vahnam is granted land or property, develops a new trade route or acquires a powerful patron, the GM may award the Vahnam an extra +1 or even +2 pips. However, this should be the culmination of several sessions work.

In general, improving the Vahnam should be a slow and steady accumulation and a long term strategy rather than occurring over just a year. It helps of course if the Vahnam has a merchant or noble as one of its members as these character types are used to dealing with large sums of money.

The characters can of course work over time to improve the Vahnam either with effort or money. The opposite can also apply. Attacks by enemies, natural events or Spells gone wrong can damage the physical structure of the Vahnam and reduce the number of living units or the security rating. Other events can damage or destroy investments, which can in turn reduce the wealth rating of the Vahnam. A plague could kill mounts, hunting beasts or slaves, and a huge storm could sink a ship. The GM should be very careful about just removing or damaging the Vahnam, although occasional events of these kinds can be very useful to remind the players that it is not just an upward curve.

Codex 11: Money and Wealth

Introduction

Money and wealth are very important in a game of this sort, especially given the significant financial reserves that a Vahnam may command. However, it is not really worth while trying to count every last coin. Thus the monetary system in Sorcerers focuses more on overall finances.

Every city mints its own coins, and these can be of pure gold, silver, copper or bronze, of other metals or even of alloys. Coins will have religious symbols, images of kings, cityscapes or even creatures depicted on them. Given the amount of trade up and down the coast, the coin purse of an average city dweller will be a weird and wonderful mixture of coins, although almost all will be accepted at any trader.

System

In general, a Vahnam can afford any normal items that would be associated with the standard of living (see **Codex 10**). If a Specialist in a Vahnam with an average standard of living needs a couple of barrels, the barrels are bought. As long as the shopping lists are not unreasonable and in keeping with their standard of living, a GM should allow the characters to buy whatever normal items they require. The converse of this of course is that unused and surplus items are also sold on as part of the normal Vahnam business.

It is when a Vahnam wants to buy something outside the normal or when the characters are away from home that we need to know if there is enough available cash to purchase what is required. All purchases are handled as a "Skill" roll using the Wealth rating of the Vahnam. The Target Number depends on the value (and rarity) of the item.

Thus the characters are travelling through the wilderness, a horse is killed by a monster and a replacement is required. At the next village, a horse is located (a Cheap item) and so a wealth roll must be made against a Target Number of 10. A success means that the characters have enough cash with them to buy the horse. The GM may of course adjust Target Numbers to reflect item availability, reputation of character or Vahnam with the seller or other factors.

If one of the characters has the Barter Skill, they may attempt to gain a bonus to their Wealth test. The buyer and the seller should both engage in an opposed Barter test. If the character wins the opposed test, they gain a bonus of +1 to their Wealth test for every 5 or part thereof that they win by. If the character loses the test, the wealth test has a -1 penalty for every 5 (or part of) that they lose by.

If the wealth test is failed by 5 or less, the characters may consider the test a success and the item purchased, although the wealth rating of the Vahnam will be reduced by 1 pip. This represents the liquidation of assets to fund a purchase. This loss can only be restored through normal means (see **Codex 10**).

If the wealth test has failed, the characters must wait a while before attempting to buy an item of that sort (or more expensive) again. The time that must be waited depends on the price band of the item. If the character does not have enough cash on them to buy a horse (a cheap item) they must wait at least a week before trying to buy an item of cheap or higher price. If the characters desperately need the item now, they may try again, but must reduce their Wealth rating by 1 pip. This reduction occurs before the wealth test is re-attempted, but is permanent.

In line with the rules on auto-success given in **Codex 2**, certain wealth dice ratings may auto-succeed on some purchases.

The price categories, Target Numbers, wait times before a re-attempt may be made and auto-success requirements are summarised below.

Price Band	Target Number	Wait Time	Auto-Success requirement
Inconsequential	5	1 Day	3D+ Wealth
Cheap	10	1 Week	5D+ Wealth
Moderate	15	1 Month	7D+ Wealth
Expensive	20	1 Season	-
Luxury	25	1 Year	-

Price Categories

We have not included an exhaustive price list here, rather we have given enough example items per price band to allow a GM to judge the price band of anything else. This system is designed to make in-game purchases a fast and painless experience, and so the GM should just make a quick judgement and go with it. Equally, continuity is not absolutely essential. Just because a barrel of spice was a moderate purchase last time, does not mean it has to be next time. Circumstances, and thus prices, vary all the time.

As a rule, multiple purchases will only increase the price band by 1 if five or more are purchased, and the item in question is normally bought individually. Of course, common sense must also apply here. A character buying five apples is actually buying a bag of apples, and this is still an inconsequential item.

Inconsequential Items

These are items that are purchased every day by just about everyone. Food and drink, basic clothing, a bed in a common room, weapons such as a club or knife, a blanket or some pots all come into this category.

Most common food and drink items
A set of common clothing
A nights lodging in a common room
A gate toll
A club or Staff
A Dagger or Throwing Dagger
A Spear or Javelin
A set of Silk or Leather armour
A bundle of Arrows or Bolts

Cheap Items

Cheap items are those that are commonly bought and sold by normal people, but are the sort of purchase that an average worker might buy a few times a year at most. These items are easily affordable if suddenly needed by most people.

A set of good clothing
A nights lodging in a private room
Quality food items
A single standard mount
A set of common craft tools
A book
An unskilled slave
A weapon (unless listed as Inconsequential)
A suit of armour (unless listed as Inconsequential)

Moderate Items

These items are those that are bought rarely by normal folk, but a few times a year by merchants and other fairly wealthy folk. These items are commonly available in the city, although probably only from a specialist trader.

A set of expensive clothing
A nights lodging in an expensive room
A single exotic or excellent quality mount
A skilled slave

Vahnam Improvement - Mounts resource
Vahnam Improvement - A Mule Train resource
Vahnam Improvement - Hunting Beasts resource
Vahnam Improvement - +1 Security pip

Expensive Items

This category of items are those that are out of the reach of common people and special purchases even for a successful merchant. Even the wealthiest nobles will buy this sort of item as a special purchase.

A full set of truly opulent clothing
A jewel-encrusted collar
A small mechanical automaton
Vahnam Improvement - (If not listed as a Moderate item above)

Luxury Items

These items are the most expensive that can be bought and require careful marshalling of funds for even a wealthy noble to buy. This is the sort of purchase that even a successful merchant would only dream of.

A Palace
A Country villa and estate
Construction of a Large temple
A small town
A small fleet of ships

Codex 12: Artefacts and Lore

Artefacts

The aim of many Sorcerers of Ur-Turuk adventures will be the recovery of Alulim artefacts and their deconstruction in the name of magical research. As mentioned in **Codex 3**, these artefacts are not magical items as seen in other RPG's and do not actually do anything magical. Each artefact is completely unique, and the tables in this Codex provide the tools to create these. Of course, the GM may at any time over-rule these tables and create whatever they desire!

The process is very simple, just roll on each set of tables as directed, and then piece these together into an artefact!

Name

Every artefact has a unique name that can be ascertained by anyone with magical ability who spends a little time examining it. This name has no bearing on any other facet of the artefact and so should be generated randomly each time.

Example: *Rolls of 3, 5, 1, 4 and 3 on the five name syllable tables gives us the name Quedietoovahpan.*

1st Syllable		2nd Syllable		3rd Syllable		4th Syllable		5th Syllable	
1	Ar	1	oh	1	too	1	yor	1	en
2	Sam	2	bor	2	ter	2	kar	2	ti
3	Que	3	fee	3	mu	3	soh	3	pan
4	Sev	4	for	4	kla	4	vah	4	ra
5	Imm	5	die	5	es	5	gen	5	tra
6	Fal	6	nah	6	on	6	bis	6	lah

Form

The physical form of the artefact is also completely unrelated to any other features and is also randomly generated. Each table should be rolled on in turn. It should of course be remembered that these items were created by the Alulim and thus are not human scale.

Once all of the tables have been rolled upon, the GM should then use the information provided to determine what the artefact actually looks like.

***Example**: Rolls of 4, 1, 3 and 2 gives us an Enamelled Copper Statue of an Animal. We decide that the animal should be a lynx.*

	Decoration
1	Plated
2	Mirrored
3	Jewelled
4	Enamelled
5	Gilded
6	Painted

	Type
1	Amulet
2	Plate
3	Statue
4	Ring
5	Arm-ring
6	Bas-relief

	Material
1	Copper
2	Silver
3	Tin
4	Bronze
5	Iron
6	Gold

	Description
1	Demon
2	Animal
3	Building
4	Plant
5	Sun/Star/etc
6	Insect

Magic

Lastly, the magic contained within the artefact should be determined using the following tables. Once the Number of Magics within has been determined, the Element or Control should be rolled for each, as should the level of that magic.

***Example**: We roll a 4 first up and have three Magics in the artefact. These are (4,2) Fire, (6,3) Air and (6,6 and then 3) Summon. We then roll 5, 1 and 2 so that the magics are level 3, 1 and 1.*

Number of Magics	
1	One
2-3	Two
4-5	Three
6	Four

Element/Control		
1-3	1	Mind
	2	Light
	3	Nature
	4	Spirit
	5	Magic
	6	*Control*
4-6	1	Body
	2	Fire
	3	Air
	4	Water
	5	Earth
	6	*Control*

Random Control	
1-2	Shape
3-4	Summon
5-6	Destroy

Level of each Magic	
1-2	Level 1
3-4	Level 2
5	Level 3
6	Level 4

Finishing Off

The Name, Form and Magic have been determined randomly, and can be recorded for that artefact. The GM must then bring these together and write down a brief description based upon these details. Although the artefacts do not have magical powers as such, the embedded energies will still be in evidence. An artefact containing (Summon and) Fire will be warm to the touch, Nature may have the sounds of faint birdsong and Water will always feel damp. Mind and Spirit are more subtle, and will only really be noticed if the artefact is picked up by a sentient being, when that being will notice a mental awakening or a feeling of wellbeing.

***Example**: Our final artefact is:*

***Name**: Quedietoovahpan*

***Form**: Enameled Copper Statue of a Lynx*

***Magic**: Fire 3, Air 1, Summon 1*

***Description**: This red and black enamelled statue is always warm to the touch, and there is just a suggestion of exhalation from the open roaring mouth.*

Codex 13: GM Advice

In this codex we will assume that the GM has already run an RPG before, and so we do not need to go into the details of what a GM does. It also goes without saying that players should not really read this codex, although there are no real secrets here.

This codex contains certain rules that the GM will use more than the players and also advice on running a successful game.

Character Experience

Sorcerers of Ur-Turuk is meant to be played at a rate of one "adventure" per year of game time, although it should not be too hard to adapt this for other game styles. Each player will generally take one of their characters on an adventure, with the others remaining at home in the Vahnam and getting on with their lives and jobs. Of course, the adventure could well be entirely within the city, but the principle still holds.

A character who goes out on an adventure will usually gain experience faster, but are of course at much greater risk of death! A character, of any type, should be awarded somewhere between 3 and 8 Character Points (CP's) for a season in which they go on adventure. The number of points awarded should reflect the length, difficulty and danger of the adventure itself. So if the "adventure" is simply a covert raid into the house of a noble in the city to recover an item and the worst danger faced is from a handful of lightly armed guards, 3CP is probably appropriate. A two month trek into the badlands, faced with bandits, wild animals, a fanatical cult and a mad Sorcerer would probably earn 8CP per character. 4-5 points would be appropriate for an average adventure.

A character who does not go on adventure, but instead spends the season either in the Vahnam or at least following their normal profession should earn 1-2CP per season. Unless the character is laid up sick for some of the time or on light duties, 2CP could be considered the normal seasonal award.

The exception to this award for characters staying in the Vahnam is a Sorcerer deconstructing an artefact. The Sorcerer will not receive any standard CP's as they do little except their magical research. Sorcerers do however receive the Magical Character Points (MCP's) as described in **Codex 3**.

A character can spend these CP's to increase their Statistics and Skills.

Increasing a Statistic by 1 pip costs CP's equal to 10 times the current number of dice in that Statistic. To increase Might from 3D+1 to 3D+2 costs 30CP's. A Statistic can only be increased to 5D with CP's.

Increasing a Skill by 1 pip costs CP equal to the current number of dice in that Skill. To increase Melee Weapons from 3D+1 to 3D+2 would cost 3CP's. A Skill can only be increased to 6D with CP's.

Faction Standings

A character, and indeed the Vahnam itself, will have various different standings with all of the factions. To begin with the Majority of these will be fairly neutral, but they are unlikely to stay that way. The GM is the final arbiter of how a standing will change, and it will all depend on the actions of the characters.

Vahnam standings are more resistant to change than individual standings as it has to be "Vahnam Policy" for an action to affect said standing. Thus if five characters from the Vahnam ambush a convoy belonging to the Black Face to steal an artefact and there are Black Face survivors, each of those five characters will lose 1 or 2 points of reputation with that faction. However, if the Vahnam makes it publicly known that they have taken said artefact and will continue to take artefacts, the Vahnam itself will lose a point or two of reputation (and the characters probably will too!)

Characters (and the Vahnam) can of course also improve standings through their actions. Helping a faction against its enemies, performing specific favours, donating items or money and many other actions will all improve a standing by a point or two. Truly heroic actions such as saving a Major temple from destruction or even defeating an invasion of the city will of course increase standing by much more.

As mentioned above, faction standing changes are all at the discretion of the GM, and are part reward/punishment and part metric.

Hero Points

As stated in **Codex 2**, each character starts with a few Hero points to help ease their way through the dangers of the city and surrounding areas. These are one area where the player has agency and can bypass the normal rules.

Hero points are however very difficult to acquire, and should be a reward for serious achievements with a high chance of failure. In a long campaign, a Major character might gain as many as two Hero points and a Minor character but a single point. This need not necessarily occur at the end of the campaign arc, but the point could be awarded when a character defeats a powerful enemy or averts a Major disaster.

If the situation ever occurs where the group is on the verge of defeat by a Major plot enemy but the spending of a Hero point claws back success, the GM may award the point back immediately. These situations should be very rare indeed, and the immediate replacement of the point should be seen as a Major achievement.

New Characters

One of the most difficult jobs a GM has to deal with is the death or loss of a character and its subsequent replacement. This is both more and less difficult in Sorcerers of Ur-Turuk due to the fact that each player has multiple characters.

It is easier to deal with because the player still has other characters they can use. On the other hand, a player has several Minor characters, and these are more likely to die, especially the Soldier character.

When a character dies, they are dead. There is no resurrection or reincarnation available, and so a dead character is gone forever. That player will then be left without a character of that type until they are replaced. How and when that character is replaced is really down to the GM. Generally, the more senior the character, the longer the player should wait for it to be replaced.

Soldiers, Servants and Specialists can be recruited locally, which will probably mean within the city of Ur-Turuk, but could also mean in another town or city if there are members of the Vahnam visiting there. It is probably a good idea to roleplay a recruitment, even if only briefly, to make it more personal. The Vahnam could of course recruit NPC's that they have previously encountered, worked with or even hired temporarily, although as a rule all new characters should be created with no extra CP's. New Major characters can be introduced as part of the overarching plot; a ship captain, explorer, merchant or High Priest could all be key to a new adventure arc and thus introduced as a new Major character.

New Sorcerers should be introduced as a newly qualified Sorcerer, recommended to the Vahnam by the old master of one of the remaining Sorcerers. The other characters should ideally travel to another city to "interview" the new member and escort them back to Ur-Turuk.

All of the above are dependent on a player retaining a defined "stable" of characters with one of each type. A player does not of course have to have one of each type, and if one character dies does not have to replace it. It is also possible that a layer can have more than one of each type, although this should really be restricted to Minor characters only in the interests of game balance.

A GM should allow a player to take an extra character as a "reward" for Major game goal achievement, and should not be common. A player will have enough to juggle with five characters, having six or even more will both lead to less characterisation and less "screen time" for each of those characters.

High Magic Areas

As mentioned in **Codex 3**, there are certain areas of the world that have more magical energy invested in them, which in turn can seriously affect both the casting of magical Spells and also the laws of nature.

An area could be as small as a single room, or as large as several acres. It could be located in the most remote depths of the wilderness or in the centre of a large city. And the area could have been there since the beginning of time, or appear and vanish again within a day. There is no rule or pattern to the location of these areas and no way of detecting or predicting them.

The latter can manifest as water flowing uphill, single days lasting in excess of thirty hours, crops growing and ripening in a week or two, fire refusing to burn in the area etc. As a GM, you can have really bizarre and significant things occur, or you can keep this part of the area very subtle. Maybe insects cannot survive in this area at all, which will only be noticed by a very perceptive or attuned character. Whichever way you go, the strongest manifestations will be at the centre of the area, and they will become less and less prominent further out. The strangeness of nature within the area will have absolutely no bearing on the effect on magical Spells.

Of course, the players (and their characters) will mainly care about the effects of the area on their magical Spells. Like the laws of nature within the area, magical modulation could take many forms, with the Major ones being:

One Element is completely absent and cannot be Shaped or Summoned

One Element or Control has a bonus of +1D to all Spells

Regardless of Spell cast, one specific Element will be substituted for the intended one

Any Spell cast will be cast again at a random time in the future but Targeted at the same "space"

A specific Control will gain bonuses/penalties on alternating rounds

A Spell will affect twice as many Targets/last twice as long/have twice the effect

The GM is under no obligation to keep the effects the same every day, although the area will affect all Spell casters in exactly the same way. There is no way to bypass or alter the effects of these areas!

Running Sorcerers of Ur-Turuk

Even if we assume that a GM reading this section has experience of running other RPG's, it is still worth adding this short section on the specificities of running a Sorcerers game. The multiple characters and somewhat different focus of the game means that a slightly different focus is required. Of course, this section is meant as assistance rather than hard and fast rules.

Adventures

A typical Sorcerers adventure will see the Vahnam acquiring information regarding the location of an Alulim ruin and therefore the possible location of one or more artefacts. This information could come from a previous adventure, provided by an allied faction, recovered from rogues or identified by an explorer character. The information could be a very accurate location or could simply be a vague "somewhere near the Northern Wolf Pass".

The Vahnam must then put together a group of Major and Minor characters (and possibly a Sorcerer) and travel in search of the ruin. This travel could be beset with difficulties and incident, or be very straightforward.

Once at the ruin, the group must enter, explore and recover any artefacts. There may well be traps within (possibly of magical origin) and/or ancient and dormant guards. As with the travel part of the expedition, this can be as difficult and dangerous as the GM desires. In general though, the more danger faced by the characters, the more potent and numerous the artefacts. It is recommended that no more than 2 or 3 artefacts be located in any one adventure.

The group must then return to Ur-Turuk (easily or less so!) and put the artefacts into the Vahnam strongroom.

Of course, there may be other treasure hunters (from other factions) trying to find the ruin, enemy factions out to stop the group just because and other enemies not directly related to the adventure itself.

Once the adventure itself is over, the participating characters receive an appropriate amount of experience. The Vahnam characters who stayed behind also gain (and may spend) their lesser amount of experience and any Sorcerers who were deconstructing artefacts that season may gain their magical experience. The timeline moves on by one season in preparation for the next adventure…

Of course, not all adventures will follow this format, and it is always wise to keep the players guessing.

Alternative adventures could be political in nature, with the Vahnam attempting to improve their standing with other factions, plots that seek to undermine the security or even existence of the city itself, exploration of new lands or islands, discord within the Vahnam itself or personal issues of any of the Vahnam characters. A complete change of scene could have all of the players using one of their Minor characters and trying to resolve a food supply issue or slave revolt! These alternative plots are important, not only to break up the "standard" pattern of adventures but also to give some "screen time" to characters such as ambassadors, merchants and even cooks!

Campaigns

Although it can be fairly simple to plan and run a Sorcerers adventure as outlined above, putting multiple adventures together into a coherent campaign is more difficult. There are two Major approaches that can be taken with a game such as this.

The first campaign style is easier to plan, simply because there is no plan. This campaign is simply a sequence of adventures, and sees the Vahnam collecting artefacts to increase the power of the Sorcerers themselves whilst the rest of the characters strive to improve and enhance the Vahnam and its place in the city. Although there may be a common thread linking several individual adventures, these mini arcs never last too long. This style of campaign works very well for a game such as this where the Perks and Complications of individual characters can provide the hooks for many, many sessions and having multiple characters makes the group different every week.

The second campaign style has an overarching goal and plot. This is of course harder to plan and run as a GM, but can feel more satisfying because the whole Vahnam is moving slowly but surely towards some Major, legendary goal. Not every individual adventure needs to be part of this bigger story, and in fact having regular "unconnected" adventures will keep the players guessing, but over time a Major enemy or danger should be faced, opposed and finally defeated (hopefully!).

It is in a long campaign that the effects of character ageing are most prominently seen. Because adventures take up one season, and not every season need have an adventure in it, characters will start to grow older. It is assumed that most characters are adults, unless they have a Complication that says otherwise.

Characters that have the Age Complication and are young will lose that Complication after 40 seasons have passed, and the character will become an adult.

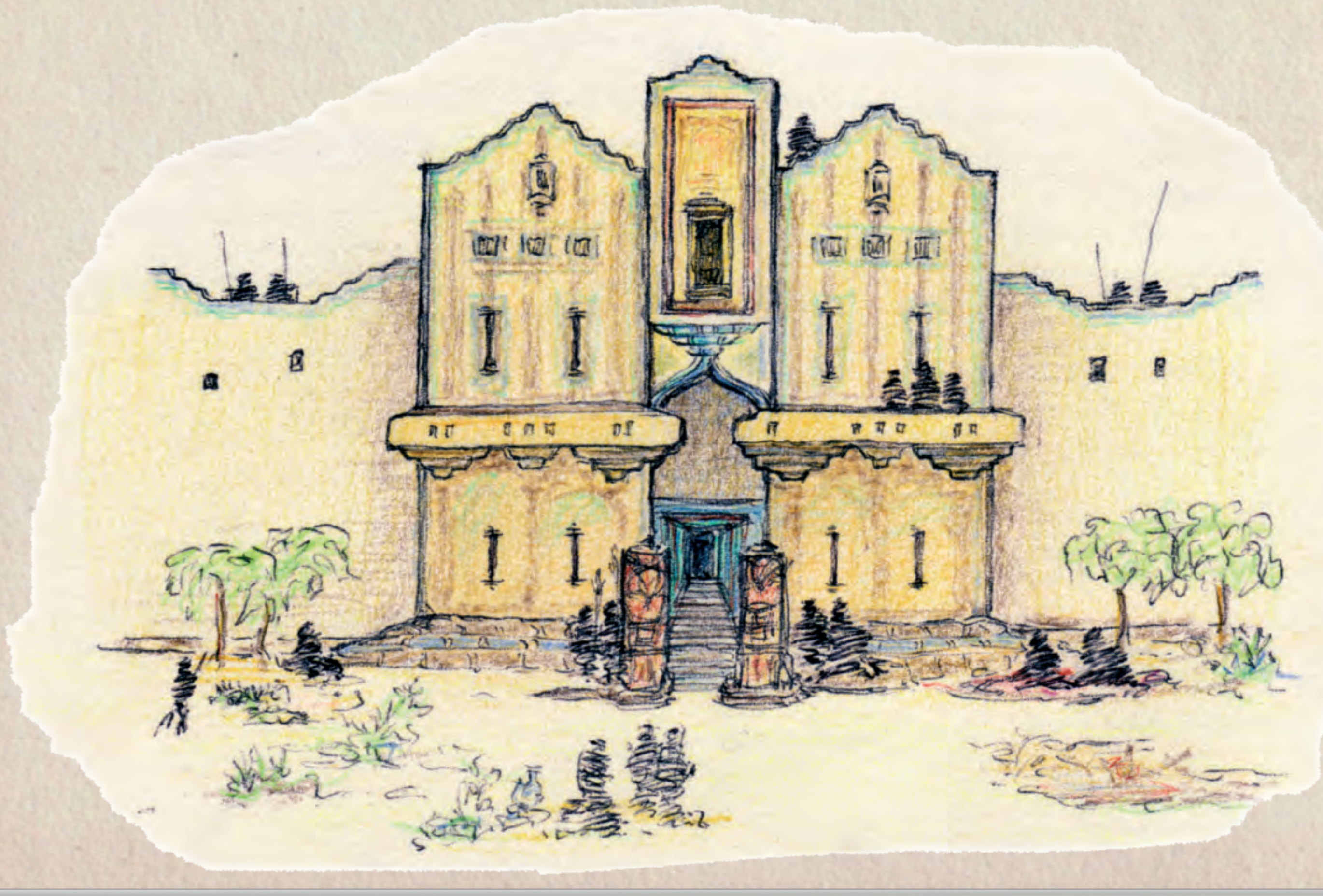
Once 80 seasons have passed for an adult character, they will gain the Age Complication and become old.

If a character that is Old survives a further 80 seasons, they replace the Age Complication with the Ancient Complication. If a character becomes (or starts as) Ancient, the GM should roll 8D10. This is the lifespan of the character in seasons, after which the character will die of old age.

Managing Troupe Play

One of the hardest adaptations a GM must make when running a game such as Sorcerers is the possession of several characters by each player. Generally, a GM should allow a player to just get on with choosing a character and playing whichever one they have chosen. If, as discussed elsewhere, there are more characters than players present in a scene, it is the role of the GM to play the extra (Minor) characters. The GM should try and play those characters in a similar way to how the players would play them because they do after all belong to the player still.

Otherwise, the GM should try and drop adventure hooks that give all of the characters an opportunity to play a Major role. Perks and Complications can be very useful to create these hooks, as can any character background specified by the player.



Codex 14: Bestiary

Every Sword and Sorcery style game needs creatures other than humans to provide danger and threat. These creatures could be familiar (such as wolves or bears) or could be strange and terrifying (like a Giant Spider or Wyrm). Whatever creatures the GM wants to use, they are best used sparingly. If a character faces rare and terrible creatures every session, they lose a lot of their mystery and fear!

Of course, this Codex only supplies a small selection of the weird and wonderful (and terrifying) creatures that are found around and even in the city of Ur-Turuk. The GM should feel free to create creatures to meet specific requirements, and only imagination is the limit!

Statistics

These are the usual Statistics for an average creature of that type. The GM should of course feel free to increase these for larger specimens, or of course reduce them for smaller or juvenile creatures.

If a creature has been Battle Trained (mounts or war beasts), +1D should be added to Might and Toughness.

Skills

These are the typical Skills for that creature. As usual, they should be added onto the relevant statistic when tested. As with Statistics, these are only typical values and can be altered by the GM when required.
A Battle Trained beast will have the Self Control Skill at +2D.

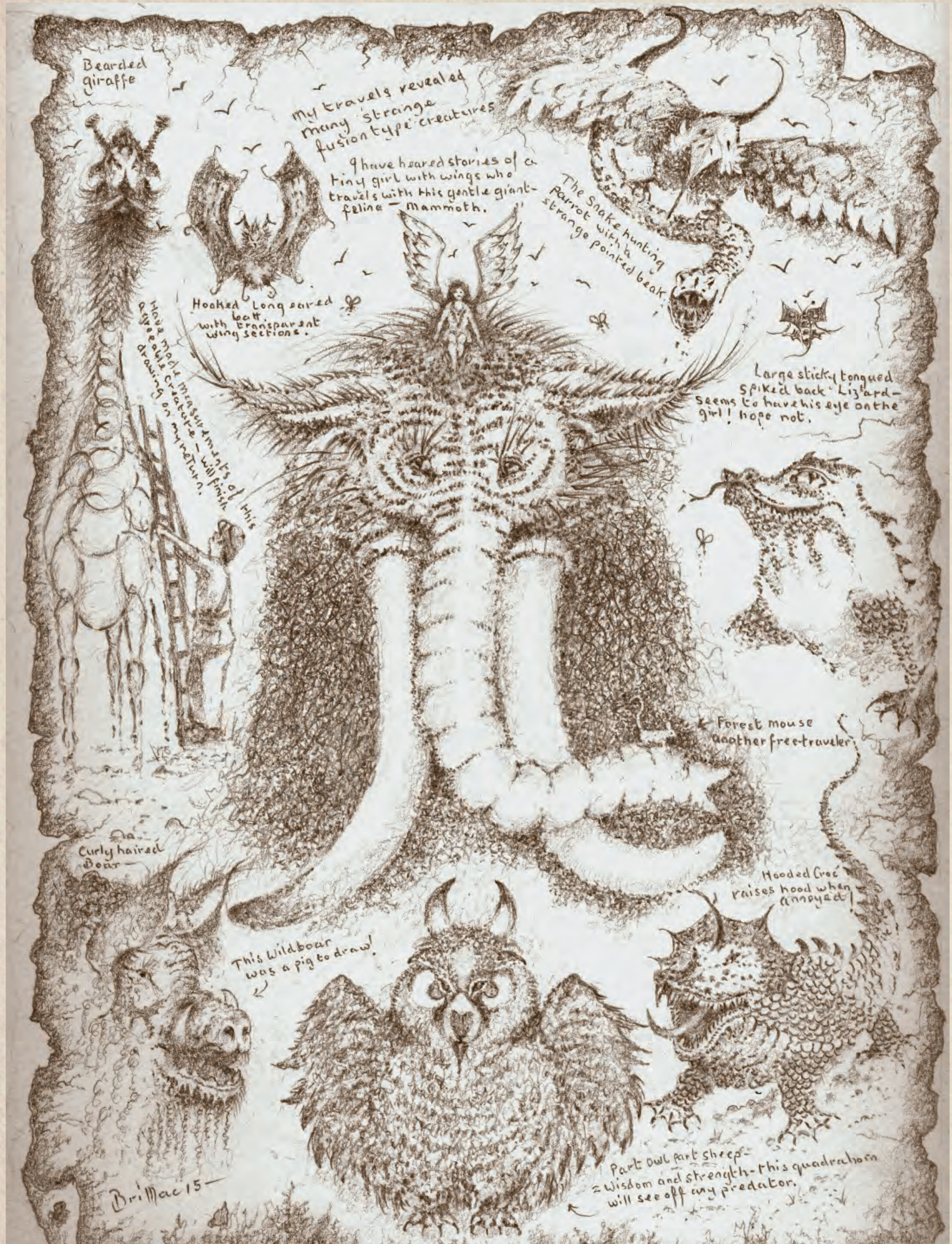
Move

This is the relative movement rate of the creature. It is given as relative to the normal movement rate of a human. Thus a creature with "Normal" movement, will move roughly the same as a human being, although superior running skill may allow the creature to move faster.

Attacks

The Attack forms available to the creature are given here along with the damage caused by that Attack. Unlike characters, the Damage rating is not added to Might, it is simply what is rolled for damage.

Battle Trained creatures add +1D to both their Attack and Damage ratings.


Bearded giraffe
My travels revealed many strange fusion type creatures
I have heared stories of a tiny girl with wings who travels with this gentle giant-feline — Mammoth.
The Snake hunting Parrot with a strange pointed beak.
Hooked Long eared batt. with transparent wing sections.
Have made measurements of this agreeable creature — will finish drawing on my return.
Large sticky tongued spiked back 'Lizard- seems to have his eye on the girl! hope not.
Forest mouse another free-traveler
Curly haired Boar —
This Wildboar was a pig to draw!
Hooded Croc raises hood when annoyed!
Part Owl part sheep- = wisdom and strength- this quadrahorn will see off any predator.
BriMac 15—

Armour

This is, quite obviously, the Armour rating of the creature. It applies exactly as the Armour rating of a character.

Wounds

Many creatures of about human size use the standard damage progression when the Damage roll exceeds the Toughness roll, and these have Normal listed for their Wounds.

However, Large or Huge creatures are harder to stun or wound, and so use the damage progressions given below.

Large Creature Damage

Excess	Wound Level
1-5	Stunned
6-10	Wounded
	Severely Wounded (if wounded)
11-14	Incapacitated
15-17	Mortally Wounded
18+	Dead

Huge Creature Damage

Excess	Wound Level
1-7	Stunned
8-12	Wounded
	Severely Wounded (if wounded)
13-16	Incapacitated
17-19	Mortally Wounded
20+	Dead

Special Abilities

Some creatures are able to do things that are not covered by Statistics or Skills or normal rules. These special rules are detailed here.

Animals and Creatures

These creatures are part of nature, despite their sometimes unusual size or shape. None of them will be affected by Mind or Spirit magic, but are affected by Nature magic. Most of these creatures are part of their local ecosystem, although some have been domesticated as mounts or hunting beasts.

Auroch

Might:	6D	Strength 2D, Running 1D
Agility:	2D	
Wits:	1D	
Toughness:	4D	Stamina 2D
Perception:	2D	Awareness 1D

Move:	Normal
Attacks:	Horns 3D, Damage 7D Trample 3D, Damage 8D
Armour:	+3
Wounds:	Large

These enormous wild cattle are the forerunners of the domesticated cattle found in every village and town. They are found in deep forest and scrubby hills and are generally peaceful creatures, although they will attack just about anything if they feel threatened. If they can charge an opponent, they can attempt to use a Trample attack on one or two adjacent enemies.

Bear

Might:	4D+2	Running 1D, Swim 1D
Agility:	2D	Athletics 2D, Stealth 1D
Wits:	1D	
Toughness:	4D+1	Survival 2D
Perception:	3D	Search 1D

Move:	Normal
Attacks:	Bite 5D, Damage 5D+2 Claws 6D, Damage 4D+2
Armour:	+2
Wounds:	Large

These large omnivores can be found in forest, hills or mountains. They will generally not attack humans unless provoked, cornered or really hungry. They will often hibernate over winter in colder climates in a handy cave, and so can be a danger to treasure hunters!

Camel

Might:	4D	Strength 1D, Running 1D
Agility:	2D	
Wits:	1D	
Toughness:	5D	Stamina 3D, Resistance 3D,
Perception:	2D	

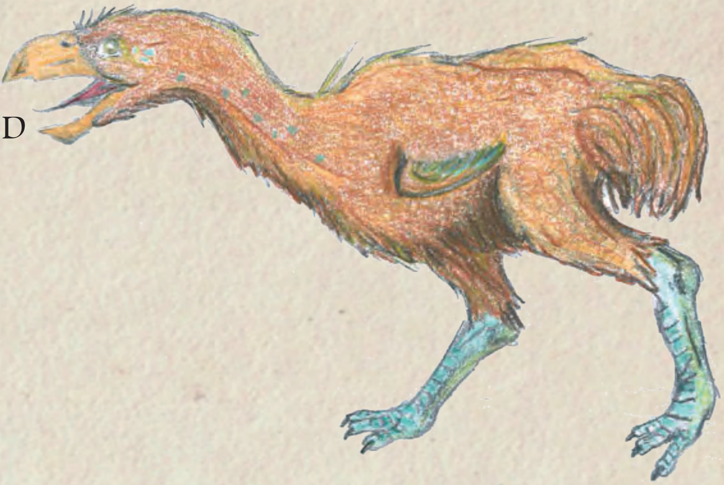
Move:	Normal
Attacks:	Kick 2D+2, Damage 5D
Armour:	+1
Wounds:	Large

Camels are a very common mount and beast of burden, especially for those who need to traverse the deserts or broken lands. Able to walk for days without food or water, a camel train can reach areas that very few other animals could reach. However, they are surly animals, difficult to train and control, and so are not often popular with more refined travellers.

Cheetah

Might:	2D	Running 5D
Agility:	4D	Athletics 1D, Stealth 3D
Wits:	1D	
Toughness:	2D	
Perception:	4D	Hunting 3D

Move:	Double
Attacks:	Bite 4D, Damage 3D
Armour:	+1
Wounds:	Normal



These very fast felines are small as big cats go, but are quicker than almost any other creature. In the wild they will avoid humans as a rule, but they can be trained and used as hunting beasts and these trained Cheetahs will try and bring down the directed Target.

These huge flightless birds are more than nine feet tall and are armed with a large and vicious beak. In their natural environment they are dangerous predators, but some of the desert tribes have tamed them to use as mounts. Fast and dangerous, they are sometimes used for fast raiding parties, although they are never completely tame and have been known to turn on their riders.

Cidae

Might:	3D+2	Running 2D
Agility:	5D	
Wits:	1D	
Toughness:	3D	
Perception:	3D+1	Awareness 2D

Move:	Double
Attacks:	Beak 3D+1, Damage 5D+2 Claws 4D+1, Damage 4D+2
Armour:	None
Wounds:	Large

Crocodile

Might:	4D+2	Swimming 3D
Agility:	2D	
Wits:	1D	
Toughness:	4D	Survival 1D
Perception:	2D	

Move:	Normal on land Triple when swimming
Attacks:	Bite 5D+2, Damage 6D+2
Armour:	+8
Wounds:	Large

These enormous reptiles can be up to thirty feet long and weigh as a much as a ton and a half. Found in rivers that flow through hot areas, marsh and even coastal areas, they float motionless just beneath the surface of the water and wait to attack any prey that comes too close to the edge or attempts to cross the water.

Desert Racer

Might:	5D	Strength 1D, Running 3D
Agility:	3D+1	
Wits:	1D	
Toughness:	4D+2	Stamina 1D, Survival 2D
Perception:	2D	

Move:	Double
Attacks:	Bite 4D, Damage 5D+2
Armour:	+4
Wounds:	Large

These large lizards run primarily on their two large back legs, and use their smaller front legs for balance and support. Their natural habitat is the deep desert and broken land, and they normally feed on cacti, smaller lizards and thorn trees. They have long been used as mounts due to their resilience and stamina, although their weird gait means that they are not a comfortable ride.

Elephant

Might:	7D	Strength 3D
Agility:	2D	
Wits:	1D+1	
Toughness:	6D	Stamina 2D
Perception:	2D	

Move:	Normal
Attacks:	Trunk 6D, Damage 5D Tusks 4D, Damage 6D Trample 5D, Damage 8D
Armour:	+4
Wounds:	Huge

One of the largest animals to be domesticated, Elephants are used in war, as beasts of burden and in any business that requires huge strength.

Giant Lizard

Might: 5D+1
Agility: 2D
Wits: 1D
Toughness: 5D+2
Perception: 2D

Move: Normal
Attacks: Bite 4D, Damage 6D
Armour: +6
Wounds: Large

These lizards look like thirty-foot long Iguanodon. They are equally at home in the water or on land, and move surprisingly fast for a creature so low to the ground. They are voracious omnivores and will eat just about anything they can catch.

Giant Scorpion

Might: 3D+1 Running 2D
Agility: 3D Dodge 2D, Stealth 4D
Wits: 1D
Toughness: 3D
Perception: 2D

Move: Normal
Attacks: Pincers 4D+1, Damage 4D+1
Armour: +6
Wounds: Large

Special Abilities:
Poison: Rating 4D - Paralyzing 5D6 rounds

There are many giant versions of "normal" desert creatures lurking out there in the wilds, and the Giant Scorpion is one of the most deadly. Up to ten feet long in the body and with large pincers and stinger, the Giant Scorpion will lay in wait just below the sands and wait for potential prey to come too close.

Giant Snake

Might: 4D+2 Strength 3D
Agility: 4D Stealth 2D
Wits: 1D
Toughness: 3D Stamina 2D
Perception: 3D

Move: Normal
Attacks: Bite 5D, Damage 5D
Armour: +3
Wounds: Large

Special Abilities:
Poison: 3D - Damage 5D
Constriction - 6D attack. If the snake hits, each round snake rolls 7D vs Might of Target. Damage is 1D on the first round and increases by 1D each round that the snake wins (no armour). If the Target wins one of the contests, they escape and the snake must hit again to start at 1D damage.

Giant Snakes are thankfully very rare, but some specimens have been found that are five feet thick and up to one hundred feet long! There seems to be no single type of Giant Snake; some are cobras that can spit venom, others inject venom with their fangs and still others are constrictors. Whatever their type, they are a very dangerous creature to encounter.

Giant Spider

Might:	2D+2	Running 1D
Agility:	5D	Dodge 2D, Stealth 3D, Athletics 4D
Wits:	1D	
Toughness:	3D	
Perception:	3D	

Move:	Normal
Attacks:	Bite 4D+2, Damage 4D
Armour:	+1
Wounds:	Large

Special Abilities:

Poison 4D: Gives -1D penalty to all physical actions. If the penalty exceeds Might, Target is immobilised.

It is rumoured that there is a hidden valley somewhere in the broken lands that is festooned with huge cobwebs. Wild animals wander in there, attracted by water and green vegetation, but none ever return... The Giant Spiders that live there are thankfully very rare elsewhere, although they are occasionally found. Twelve feet across and with huge fangs, these creatures are a nightmare to encounter.

Giant Squid

Might:	8D	Strength 5D, Swimming 5D
Agility:	4D	
Wits:	1D	
Toughness:	6D	Stamina 3D
Perception:	2D	

Move:	Double (when swimming)
Attacks:	Tentacle 4D, Damage 5D
Armour:	+2
Wounds:	Huge

Special Abilities:

Tentacles: May attack every opponent without a multiple action penalty. Armour does not apply to Tentacle attacks.

Seafarers have far fewer dangerous beasts to contend with than those who travel the land, but the Giant Squid is one such beast. Numerous strong tentacles up to sixty feet long and a strong horny beak means that even medium-sized ships are at risk from this deep sea denizen.

Horse

Might: 3D+2
Agility: 2D+2
Wits: 1D
Toughness: 3D
Perception: 2D

Move: Double
Attacks: Kick 3D, Damage 5D+2
Armour: +1
Wounds: Large

One of the commonest riding beasts, Horses are found almost everywhere and are fairly cheap. They have good stamina, but can struggle in rocky hills or extreme environments such as deserts. Horses can pull carts, be ridden, be used as beasts of burden and can also be trained for war.

Hunting Dog

Might: 2D+2 Running 1D+1, Swim +2
Agility: 3D Dodge 1D, Stealth 1D
Wits: 1D
Toughness: 2D+1
Perception: 4D Tracking 3D, Hunting 2D

Move: Normal
Attacks: Bite 4D, Damage 4D+2
Armour: +1
Wounds: Normal

Trained to track and then bring down their prey, Hunting Dogs are readily available and easily handled. They are also fairly cheap to house and keep and so are one of the most popular hunting beasts.

Lion

Might: 4D Running 1D
Agility: 3D+1 Athletics 1D, Dodge 1D, Stealth 2D
Wits: 1D
Toughness: 3D+2
Perception: 3D Hunting 2D

Move: Normal
Attacks: Bite 5D, Damage 5D+2
Claw 6D, Damage 4D+2
Armour: +2
Wounds: Large

These large cats are found in deserts and hills and usually hunt in small groups. The group will hunt intelligently, surrounding their prey and then using one or two of the group members to drive the Target into an ambush.

Mule

Might:	3D+1	Strength 2D
Agility:	2D	
Wits:	1D	
Toughness:	4D	Stamina 2D
Perception:	2D	

Move:	Normal
Attacks:	Kick 3D, Damage 4D+1
Armour:	None
Wounds:	Normal

Mules are bred from Horses and Donkeys, and are prized for their strength, stamina and ability to forage for just about any greenery available. Mules are used in long trains as pack beasts, and occasionally ridden when the terrain is too rough for Horses.

Oryx

Might:	3D	Running 3D
Agility:	3D	
Wits:	1D	
Toughness:	3D	
Perception:	3D	Awareness 2D

Move:	Normal
Attacks:	Horns 4D, Damage 5D
Armour:	+1
Wounds:	Normal

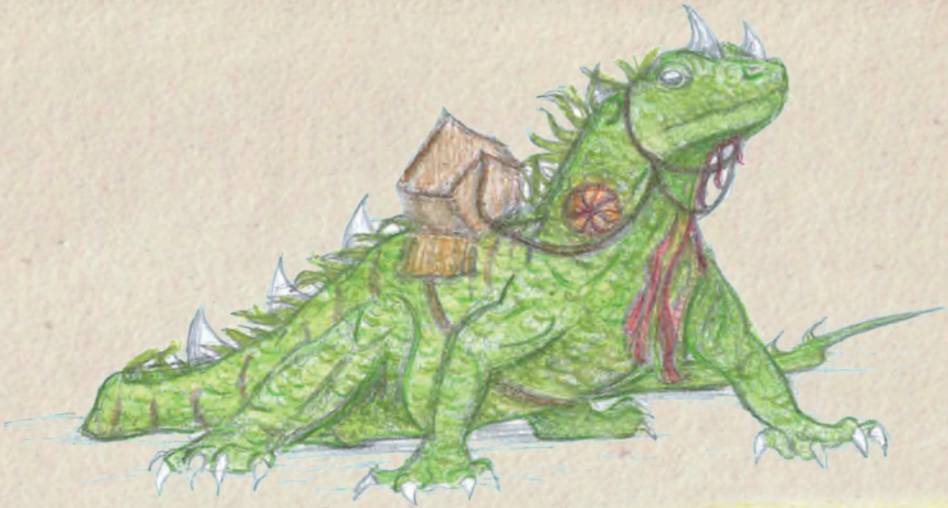
These large antelopes have huge curving horns sweeping back in a majestic curve from their heads. They are deep desert dwellers and so are rarely seen by most city dwellers, but they are a staple source of food for the desert tribesmen.

Rats

Might:	1D
Agility:	5D
Wits:	1D
Toughness:	2D
Perception:	4D

Move:	Normal
Attacks:	Bites 4D, Damage 3D (no armour)
Armour:	None
Wounds:	Normal. Treat as single creature.

Although small, rats are dangerous because they swarm in an almost intelligent horde. They will generally flee from larger creatures, but if cornered or controlled they can certainly take down a much larger creature with a multitude of tiny bites.



Riding Lizard

Might: 4D+1
Agility: 2D
Wits: 1D
Toughness: 4D+2
Perception: 2D

Move: Normal
Attacks: Bite 4D, Damage 5D
Armour: +4
Wounds: Large

A smaller, domesticated version of the Giant Lizard, these creatures are still some twenty feet in length. They are slower than a Desert Racer, but a much more comfortable ride, and so are more popular for longer journeys.

Sabre Bear

Might: 3D+2 Running 2D
Agility: 4D Athletics 4D, Stealth 2D
Wits: 1D
Toughness: 3D+2 Survival 2D
Perception: 3D Search 1D

Move: Normal
Attacks: Bite 5D, Damage 4D+2
Armour: +1
Wounds: Large

Special Abilities:
Surprise: An attack from surprise inflicts an additional +2D damage

These strange creatures have longer legs and slimmer bodies than normal bears, and also have two huge fangs in their mouth. A native of rocky hills and mountainsides, these creatures make use of their natural sure-footedness to hunt mountain goats and sheep.

A few mountain communities have domesticated these creatures and use them as mounts, although they are not so useful away from steep slopes and rocky landscapes.

Sabre Toothed Tiger

Might:	5D	
Agility:	3D	Athletics 2D, Stealth 3D
Wits:	1D	
Toughness:	4D+1	
Perception:	3D+1	Hunting 3D

Move:	Normal
Attacks:	Bite 5D, Damage 6D
Armour:	+2
Wounds:	Normal

Special Abilities:

Surprise: A surprise inflicts an additional +2D damage

Although rarely seen, these dangerous felines still roam the lower slopes of the mountains and desert fringes. Stocky and powerful, they rely on surprise and strength to bring down their prey rather than raw speed.

Sea Serpent

Might :	12D	Strength 6D, Swim 6D
Agility:	3D	
Wits:	1D	
Toughness:	14D	
Perception:	3D	

Move:	Normal when swimming
Attacks:	Bite 8D, Damage 12D
Armour:	+10
Wounds:	Huge

Special Abilities:

Constriction: May constrict ships.

Although the Giant Squid is a real danger to ships out of sight of land, the Sea Serpent is even more feared. Up to three hundred feet long, these creatures are able to sink even the largest ships! Luckily, they are incredibly rare and are often not seen for years on end.

Striped Venomback

Might:	2D+1	Running 3D
Agility:	3D	Dodge 2D
Wits:	1D+1	
Toughness:	2D	Stamina 1D
Perception:	4D	Hunting 3D

Move:	Normal
Attacks:	Bite 4D+1, 4D Damage
Armour:	+2
Wounds:	Normal

A upright lizard the size of a large dog, these red and green striped creature are surprisingly fast. Although individually they have fairly small jaws, their razor sharp teeth and pack-hunting Skills mean that they can take down prey much larger than themselves. Some wealthy nobles have even semi-domesticated them to use as hunting beasts, although it can be difficult to stop them feasting on their prey!

Wolf

Might: 2D+2 Running 2D
Agility: 3D Dodge 2D
Wits: 1D+1
Toughness: 2D+2 Stamina 3D
Perception: 4D+1

Move: Normal
Attacks: Bite 3D+2, Damage 4D+2
Armour: +2
Wounds: Normal

Wolves are deadly pack hunters that run in forests, mountains and hills and hunt anything from rabbits to Aurochs. They will certainly take humans if they are alone or in a very small group, and will use stealth or stamina to take down their prey.

Winged Snake

Might: 2D Flying 3D
Agility: 5D Dodge 3D
Wits: 1D
Toughness: 2D
Perception: 3D

Move: Single
Attacks: Bite 4D, Damage 4D+1
Armour: +1
Wounds: Normal

Special Abilities:
Poison 3D: Gives –1D penalty to all physical action. If the penalty exceeds Might, Target is immobilised.

These six foot long snakes are possessed of a paralysing venom and a vicious bite, but also possess a large pair of bats wings! Their natural environment is rocky cliffs, although many have been domesticated as hunting beasts. They are fairly clumsy flyers!

Wyrm

Might: 10D Strength 4D
Agility: 2D
Wits: 1D
Toughness: 8D Stamina 3D
Perception: 3D

Move: Normal
Attacks: Bite 8D, Damage 12D
Armour: +10
Wounds: Huge

Special Abilities:
Poisonous Breath (instead of bite) – 20' radius cloud – 3D – Damage 4D
Fear: 6D (see page 81)

One of the most dangerous creatures to be found on land, Wyrms can be a hundred feet long. Looking like giant salamanders, their appearance belies their great ferocity, their noxious breath and their poisonous skin. Aggressively carnivorous, luckily these wyrms do not need to eat very often and often lay dormant for many months or even years!

Spirit Creatures

Not all creatures have a true physical body. These creatures of spirit may or may not be able to interact with the physical world, but they are usually able to manipulate specific magical energies. These beings are so far removed from the human psyche that no-one alive is able to truly comprehend them.

Spirit beings are not affected by Nature, Mind or Body magic, although they are affected by Spirit spells.

Djinn

Might:	3D	
Agility:	5D	Dodge 2D, Stealth 1D
Wits:	6D+2	Any at 2D
Charm:	5D	Command 1D
Toughness:	4D	
Perception:	4D	Awareness 2D

Move:	Double
Attacks:	Weapon 5D
Armour:	+4
Wounds:	Large

Special Abilities:

Magic: Djinn can use most magical abilities, and have between 3D and 6D in every Control and Element. The most powerful Djinn can have 8D or even more in their focused area.

These Spirit beings live in desolate and out of the way areas, as they distrust humans. Unlike many creatures of spirit, they seem to live permanently in the world, creating dwellings and even having a society of sorts. They do have a physical form, but are not affected by Body Spells. They take the form of a large and muscular humanoid with faintly blue skin, although their lower bodies are faint and indistinct and they never have legs. They are talented users of magical power and some say that the first Sorcerers learned how to use magic from the Djinn. As with any sentient being, Djinn can be kind, cruel, good or evil.

Sand Demon

Might:	8D	Strength 1D+1
Agility:	4D	Dodge 3D, Stealth +2
Wits:	2D+2	
Toughness:	6D	
Perception:	3D+1	

Move:	Normal
Attacks:	Claws 5D, Damage 9D
Armour:	+8
Wounds:	Large

Special Abilities:

Magic: Sand Demons have the Summon, Destroy and Shape Controls and the Earth Element, all at 5D.

Fear: 4D (see page 81)

These Demons use Control+Earth magic to shape themselves bodies out of the very sand of the desert. Usually forming as large muscled humanoids covered with horns and spines, they have no real need to eat the creatures they ambush and kill. They seem to kill and maim rather to invoke fear and terror. No-one is entirely sure from where they come or why they choose to appear in a given area.

Spirit (Ghost)

Wits:	2D+2
Charm:	2D+1
Perception:	3D

Move:	Normal
Attack:	None
Armour:	None
Wounds:	None

Special Abilities:

Incorporeal: Spirits cannot be harmed by physical weapons or physical magic.

Magic: They have 1-3 Controls and 1-6 Elements, each of grade 1-3.

Fear: 3D (see page 81)

The innermost soul or spirit of a sentient being seems to use the physical body as a vehicle to get around, and when that vehicle is slain or wears out, the spirit flies free. The Priests have many theories and views on where the Spirits come from and where they go after death, and no two religions agree with each other. It is known however that some Spirits do not leave the mortal world upon death and instead remain. They generally have little power and certainly have no physical presence, but are often able to use some magic to affect the world.

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Glossary

Alulim

An ancient race of solitary beings, powerful in magic and farmers of primitive humans. The Alulim vanished suddenly more than a millennia ago, leaving behind ruined mansions and magical artefacts.

Ambassador

A professional independent negotiator between factions, recognisable for the hooded, sleeveless red robes they wear.

Artefact

A magically-infused object d'art created by the Alulim. Artefacts can be disassembled by Sorcerers as part of magical research.

Auroch

Huge wild cattle found in the forests and hills.

Black Face

A faction of thieves, rogues and murderers in Ur-Turuk, so named for their habit of smearing ash on their faces as a crude disguise.

Bleeding Hook

This faction represents the dock workers of Ur-Turuk and acts as both a guild and a proto-trade union.

Blind Serpent

This God has only been worshipped for a hundred years or so, but is now popular in Ur-Turuk and other cities.

Brotherhood of Coin

The Ur-Turuk faction composed of merchants, traders and bankers.

Cidae

A giant flightless carnivorous bird, occasionally used as mounts.

City Guard

The protectors of the city of Ur-Turuk and enforcers of law and order in the city. Also a prominent political faction.

City Government

The administrators and rulers of Ur-Turuk, also forming a faction.

Complication

A character drawback taken to balance a Perk. May be Minor, Major or Sorcerer.

Desert Racer

A large bipedal lizard found in the deep desert often used as a mount.

Djinn

A powerful spirit being found in remote deserts and other waste lands.

The Dust

A faction/gang in Ur-Turuk consisting of beggars and urchins.

Enu

One of the original Gods of mankind, worshipped at the great Ziggurat in Ur-Turuk.

Hayyan

The leader, and most powerful, of the original Vahnam of Sorcerers.

Holy Power

The favour bestowed on a Priest or other favoured individual by their patron God.

Katar

A triangular hand-blade used for punching and slashing. Often used in both hands.

Khopesh

A long, heavy curved sword with a sickle-like end. Used in two hands.

The Killers

This faction is a brotherhood of Assassins, professional murderers who dispose of enemies through contracts or just pure dislike.

Lunar Axe

This weapon is a six-foot long two handed axe with a moon-shaped blade.

Nissa

An ancient Goddess of agriculture, health and fertility. Now in decline in the urban centres of the coast.

Patu

A senior officer of the Vanishing Hand. Responsible for a whole district of the city.

Perk

A distinguishing characteristic of a character. May be Minor, Major or Sorcerer.

Red God

A God of blood, anger and pain. Popular with the nobility and anyone of a martial disposition.

Sarraq

A Minor officer in the Vanishing Hand faction. Responsible for 10 or so lesser thieves.

Satrap

Governor of a rural Velayat and responsible for taxation, defence and justice.

Shamshir

This sword has a light but very sharp curved blade.

Soak

An optional fixed value to replace Toughness rolls in combat.

Striped Venomback

A medium sized carnivorous lizard, often domesticated for hunting.

Tulwar

A curved sword, heavier than a Shamshir.

Uttu

A vast primeval spider god, said to have created the world. Worshipped secretly in the city.

Vahnam

An association of Sorcerers and their friends and employees. Also refers to the building they inhabit. Originally meant “blood household”.

The Vanishing Hand

This faction is composed of thieves who see theft as a game and a challenge.

Velayet

A rural district overseen by a Satrap.

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Sorcerers of Ur-Turuk

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

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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.

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