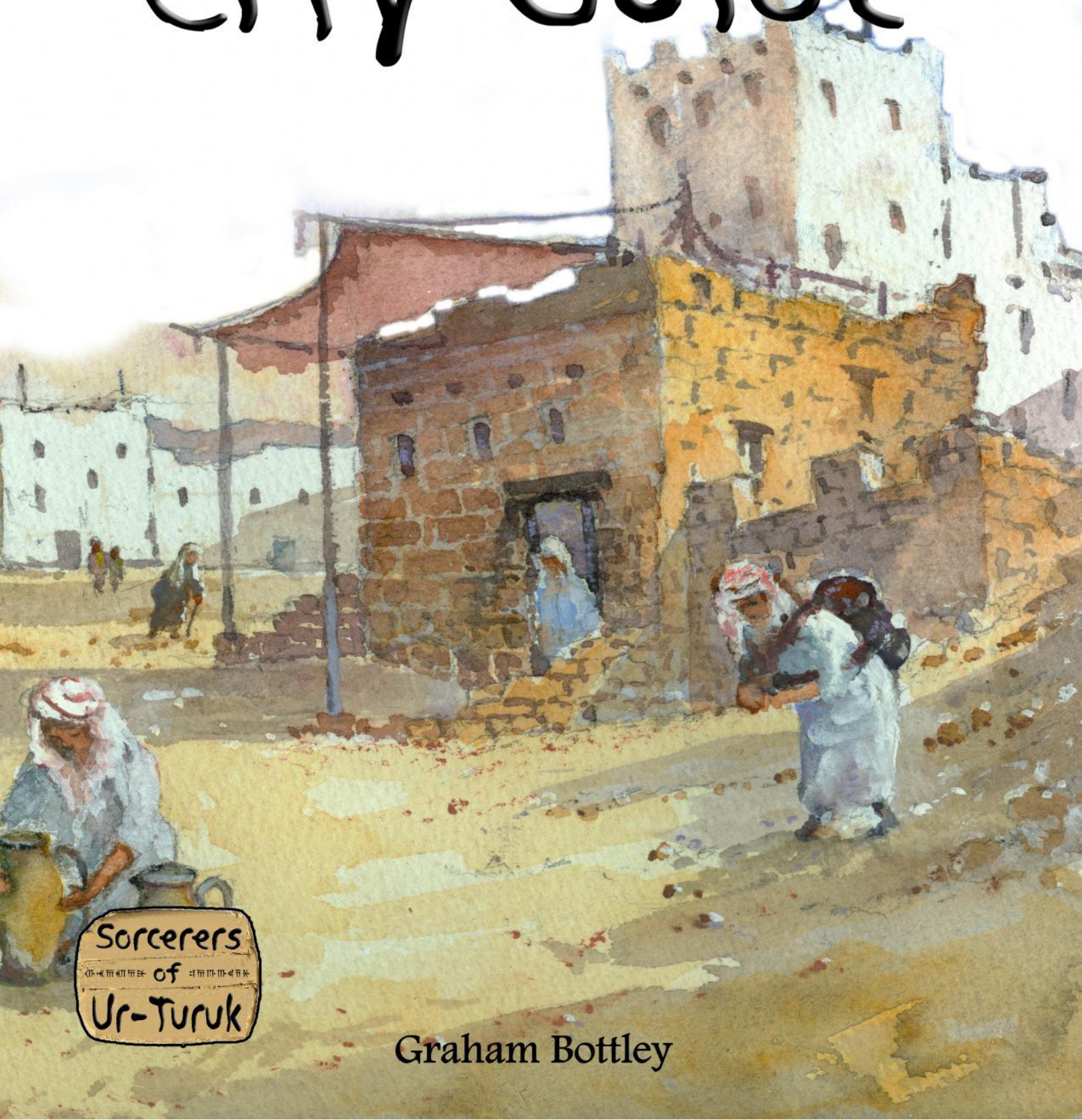


Ur-Turuk City Guide



Sorcerers
of
Ur-Turuk

Graham Bottley

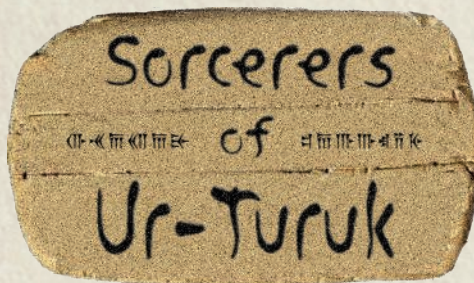
The ancient city of Ur-Turuk lies baking and dusty under a burning sun and is known as the City of the Sorcerers due to its most famous inhabitants.

This companion volume to the “Sorcerers of Ur-Turuk RPG” core book brings you a detailed description of the history, streets, people and intrigues of this teeming metropolis.

Explore the various city districts, meet the Factions vying for power and control, learn about the Gods both kind and terrifying and experience the vibrant life of the city.

This book is a perfect addition to any Sorcerers of Ur-Turuk campaign, but could easily be used with almost any Sword and Sorcery RPG.

Step through the Gates and lose yourself in Ur-Turuk!



Acknowledgements.

This volume has taken some time to write and finish, forever slipping down my “to do” list or delayed. It was, originally, a stretch goal for the Kickstarter campaign, which itself feels like ancient history now. However, gentle enquiries from various KS backers have kept this moving slowly forward, and to all backers (and indeed Arion Games customers) I owe a huge amount of thanks.

Sam Byford as always has made sure that the books is as error free as possible and that all apostrophes are in the right places!

I really must mention the fantastic efforts of Brian, the artist who has provided most of the watercolour art for this book. Some of his works hang on the wall of my office, inspiring me every day and I think the paintings really make this book.

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

This Edition Pdf and Print. 2019

ISBN: ?

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INTRODUCTION

The Sorcerers of Ur-Turuk RPG featured a chapter on the people, history and geography of the ancient City of Sorcerers. Although sufficient to run a game set in the city, it did not really offer enough depth for an extended campaign. Therefore, the idea of this book was born.

A GM can use this book to populate the narrow streets, noble palaces and myth-shrouded temples of the city as a backdrop to the adventures and intrigues of the Sorcerers and their Vahnam. A player can safely read this book as there are no secrets contained within. This was entirely intentional on the part of the author. For one thing, adding secrets of the setting would restrict the potential audience for the book (always a bad thing) and for another it then artificially constrains the GM to following those plots. The hints and suggestions within give a GM room to determine their own story behind the scenes whilst still maintaining a constant setting.

A GM should also remember that this book provides what is commonly known or believed about the city, both historically and today. Just because something is written here does not mean that it is absolute truth in your game. A player should never complain “but in this book it says...”!

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ISBN 000-0-0000-0000-0



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