

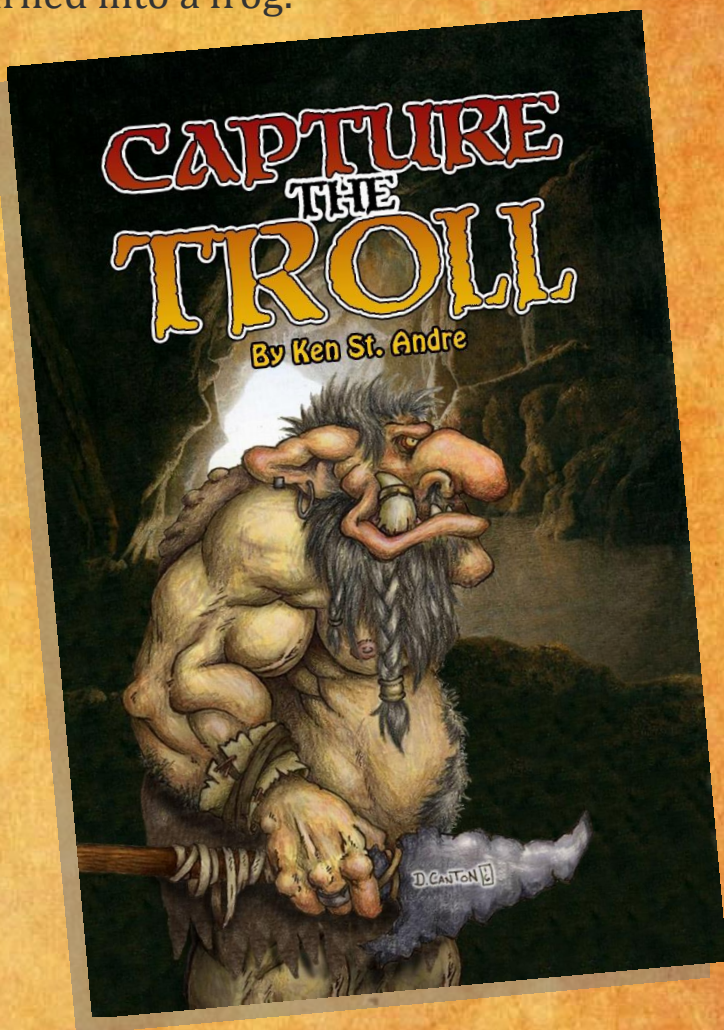
The Spellbook of the Uruks



BY KEN ST. ANDRE

Looking for Adventure??

Here's a challenge for you. Cross a monster-guarded lake, penetrate an immense cavern system, find the legendary fungoid forest, and capture a troll for the menagerie of Mingo the Moneyless. Either that, or be turned into a frog.



THE CURSES OF ARAHK GNAHK, THE SPELLBOOK OF THE URUKS

As Collected and Compiled
By Ken Stander, the Human Librarian,
For the Goddess, Lerotra'hh.



Brought into Existence by Ken St. Andre
Edited and Illustrated by David A. Ullery

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The Curses of Arahk Gnahk, The Spellbook of the Uruks

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Introduction

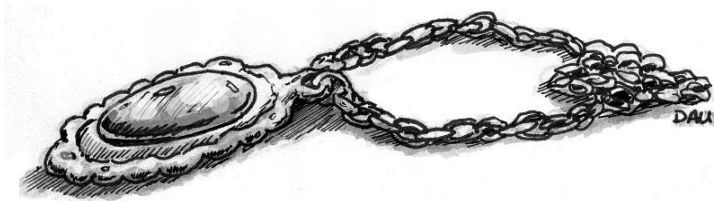
As hard as it may be to believe, uruks are related to elves. Loopo the Mad Mage used his magic to transform some of the Vartae (the Dark Elves) into uruks during the Wizard Wars at the dawn of history. One might think that uruk magic would be similar to elven magic, but nothing could be farther from the truth. As slaves of Loopo, and later as outcast savages in the wildernesses of the world, they lost all their magic, and didn't regain any of it until the coming of Arahk Gnahk, the great Shaman, the culture hero of the uruk peoples. What the uruks never knew, or never cared to admit, was that Arahk Gnahk was really Khara Khang, the wizard-king of Zorr, he who came to Rrr'lff as a friend and disciple of Khazan, but also he who transformed himself into the form of an uruk and went to live with uruks for more than a century in order to try to understand them and bring peace between uruks and elves. Thus, the shamanic magic taught by Arahk Gnahk is a simplified form of the Flame Magic of the wizards of Zorr. The basis of the magic is that life energy is a kind of fire, and that fire is spirit and that spirit works magic. Thus, much of uruk sorcery involves either fire or spirit control.

Uruks do not write things down or maintain libraries where one might find spellbooks. Most uruk knowledge



and lore is handed down from master to student, from parent to child, from older to younger. Most uruks are pure warriors and do not know even their own kindred's magic. These warriors rely upon charms, amulets, and enchanted weapons that their tribal shamans make for them. Uruks aren't really magically blind--they just combine ignorance with a long tradition of not messing with the shaman's magic. Those few warriors that do transcend their own cultural limitations and learn some shamanic magic often become powerful leaders in their tribal groups. This spellbook exists because Khara Khang, though disguised as an uruk was really human, and as a human he did believe in documenting his knowledge, and because after Lerotra'hh, who was half elf herself, though her sympathies lay with the uruks, wanted a record of her people's powers. I, Ken Stander, a human librarian for the Goddess in Khazan have collected what knowledge I could find from Khara Khang and a few others, and have compiled this spellbook.

Uruks worship strength, and their magic is powered by their strength. Thus, most uruk warriors have little to do with it as working magic would weaken them. They do, however, love to have charms and magical weapons, that are either permanently enchanted to gain their power from the world's kremm energy, or that must be



recharged by a shaman from time to time.

A peculiar side effect of uruk magic is that while casting it drains strength from the shaman, it seems to convert that strength into charisma. Thus, shamans, though not as powerful as regular warriors physically, seem even more impressive when encountered in combat, especially if they are doing magic at the time. The relationship is that each Strength unit converts to 1 unit of Charisma when a spell is cast. Although uruks do have the kremm wizardry attribute, they are mostly unaware of it, and thus it seldom comes into play for them. Oddly enough, some uruk magic has been converted into human magic, and some uruks have learned human magic, just as any rogue wizard human might have learned it, and when uruks cast human magic, they are affected in the same way that humans are.

Uruk spells and enchantments are all thought of as curses, because they always cost the user strength. All enchanted items are thought to be cursed items. A curse may be cast directly by hand, or from a cursed item by using a trigger word. The caster must have sufficient kremm and strength to power the spell, but uruks would only notice the loss of strength. The strength loss manifests as a kind of cold light flickering around the caster in shades of violet, and this accounts for a brief increase in the caster's charisma for about 10 minutes while the effect lasts.

The uruk shaman is often the chief and usually the most respected person in the tribe. That is because he (and



rarely, she) spends much of their time enchanting magical items for the use of the warriors. Uruk shamans are especially good at adapting their spells to different circumstances. For example, the control wolf spell can also be used to control bears, panthers, dogs, lizards, hawks, spiders and any other beast, but the Strength cost varies with the power (monster rating) of the animal being controlled, and the charm must also invoke the spirit of the proper animal and contain a bit of that animal's body--fur will do. A true uruk beast master will often be found wearing necklaces or bracelets consisting of many different charms, one for each animal he wishes to control.



The Curses

Level One

Spell Name: Call Flame

Level: 1

Trigger word: garr

Cost: 7 kremm/10 strength

Range: Touch

Duration: Instantaneous

Level Up: Yes. Calculate the

strength of the flame in damage as 1D6 at first level, and then double that effect for each level increase

Description/Effect: Creates a brief blast of flame lasting no more than 2 seconds that does 1D6 of damage to anything it touches. Good for lighting candles, torches, and campfires or igniting other flammable substances. Used as a weapon it does 1D6 of damage at level 1. To calculate that effect at higher levels roll the 1D6 and then double that for each level of increase. Thus a level 1 call flame has possible damage of 1 to 6. Level 4 would have possible damage of 8 to 48 points of damage and would cost 28 kremm/40 strength if cast in the uruk fashion.



Spell Name: Curse Weapon Blade with Fire

Level: 1

Trigger word: k'garr

Cost: 8 kremm/11 strength

Range: Touch

Duration: 1 game turn (10 minutes)

Level Up: Yes. Doubles duration and damage of spell per level up

Description/Effect: Causes the blade of a weapon to flame doing an additional 1D6 of damage at level 1. For higher level curses, figure the effect at level 1 first and then do the doubling to figure the flame damage added to the weapon damage. This magical flame actually feeds on the metal in the weapon and will cause the weapon damage to decrease by 1D6 after each usage; if a weapon should reach 0D6 in effectiveness, it has been reduced to useless, powdery slag and may crumble away entirely.



Spell Name: Findacurse

Level: 1

Trigger word: ono

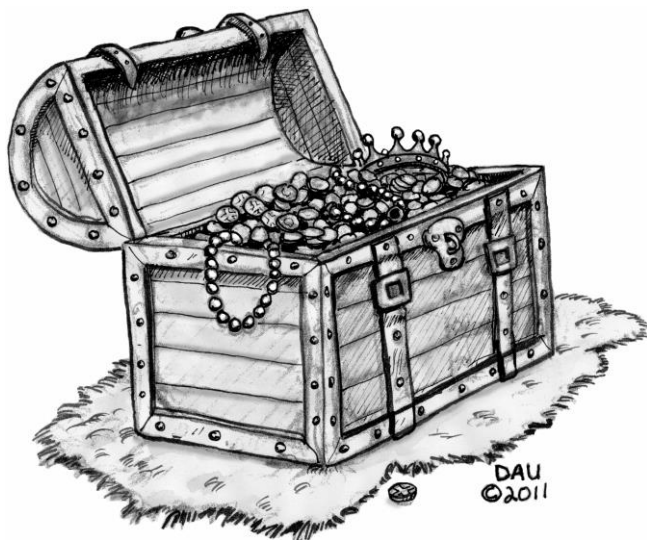
Cost: 1kremm/2 strength

Range: touch

Duration: instant

Level Up: no

Description/Effect: Detects magical items--for the uruk who wants to be really certain that an item is magical/enchanted.



Spell Name: Scram

Level: 1

Trigger word: Beegunn

Cost: 5 kremm/7 strength

Range: 20 feet line of sight

Duration: 1 day

Level Up: N/A

Description/Effect: Frightens a target being into retreat if the creature's Charisma attribute or monster rating is lower than the Charisma of the caster.



Spell Name: Shockenaww

Level: 1

Trigger word: Wowzerr

Cost: 4 kremm/6 strength

Range: touch

Duration: 1 combat turn

Level Up: No.

Description/Effect: Hits the target with a strong bioelectric shock causing it to momentarily freeze up. Requires flesh to flesh contact. The spell fails and backfires on the caster if the target's kremm total is greater than the caster's kremm total.



Level Two

Spell Name: Wolf Eyes

Level: 2

Trigger word: Snuff

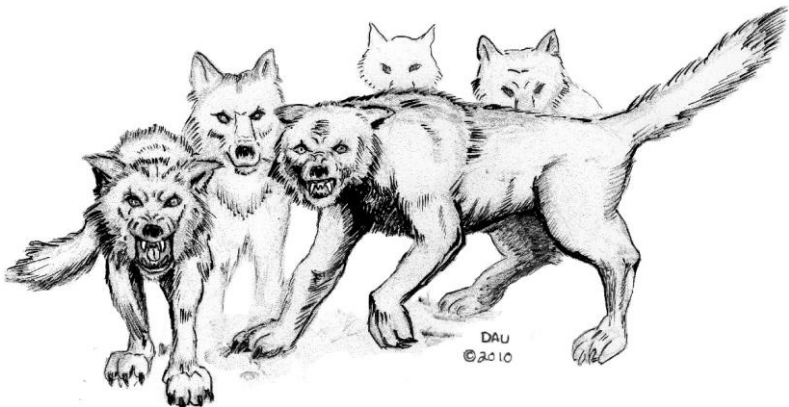
Cost: 6 kremm/9 strength

Range: Touch

Duration: 10 minutes

Level Up: N/A

Description/Effect: The spell is misnamed. Although it affects vision, it also affects hearing and smell giving the enchanted person the senses of a wolf for 10 minutes at a time. They become color-blind, seeing everything in shades of gray, but the sense of smell becomes incredibly keen and the sense of hearing becomes very acute. The spell is used most often by scouts or by hunters/trackers.



Spell Name: Swift as Fire

Level: 2

Trigger word: zukk

Cost: 8 kremm/12 strength

Range: Touch

Duration: 10 minutes

Level Up: N/A

Description/Effect: Doubles the target's SPD and DEX ratings for 1 game turn (10 min.)



Spell Name: Deny Death

Level: 2

Trigger word: g'twell

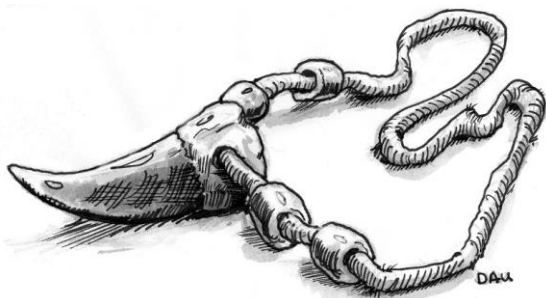
Cost: 2 kremm/3 strength per point of CON restored

Range: Touch

Duration: Takes 2 minutes or 1 combat round before taking effect

Level Up: No

Description/Effect: Repairs CON damage at a rate of 1 point of CON regained per 2 kremm/3 strength. If the curse is placed upon a talisman of some sort, it takes the energy from the person being healed. Normally the spell attempts to heal all damage to CON at one time, even if that would take all of the target's strength. If the target's strength falls to zero or less, the target would die anyway, but if kremm falls to zero while the target still has strength left, the curse ends and the person survives. If the spell is being cast directly by a shaman, the shaman can limit the amount of kremm/strength put into the spell to achieve a partial healing if he/she wishes to do so. Shamans do not normally kill themselves trying to heal other uruks.



Spell Name: Dominate

Level: 2

Trigger word: dweet

Cost: 8 kremm/12 strength and higher charisma than the target

Range: touch

Duration: Permanent

Level Up: No

Description/Effect: Enslaves the target to the caster. This spell cannot be cast upon oneself or upon any being with a higher charisma attribute than the caster. The curse can be broken by the death of the caster or by a higher level disenchantment spell.



Spell Name: Never Miss

Level: 2

Trigger: gojjaa

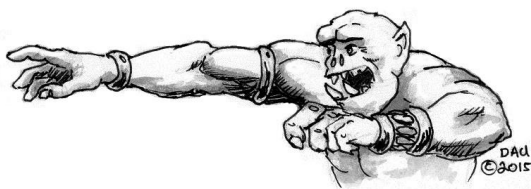
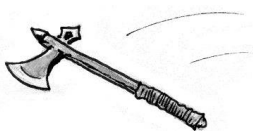
Cost: 3 kremm/5 strength

Range: Touch

Duration: 1 combat round

Level Up: No

Description/Effect: The spell must be cast on a projectile weapon such as an arrow, dart, thrown knife or spear; if the weapon is still in the hand of the user when it does damage, the user is hit instead of the target. The DEX saving roll to hit with a missile weapon is still made, and if successful the weapon does its normal damage plus the positive difference on the saving roll. If the saving roll is missed, the weapon will somehow rebound from a nearby surface and strike the intended target anyway for 1D6 points of spite damage. If the weapon is poisoned, the poison damage gets through to the target. This spell can only affect a single weapon at a time.



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Spell Name: Crush Foe

Level: 2

Trigger: groshk

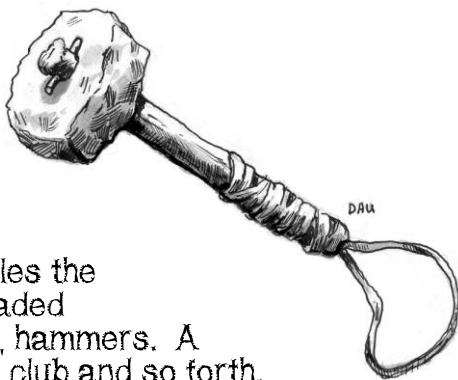
Cost: 10 kremm/15 strength

Range: touch

Duration: 5 combat turns

Level Up: No

Description/Effect: Triples the dice value of any non-bladed weapon, i.e. clubs, mauls, hammers. A 2D6 club becomes a 6D6 club and so forth. The spell cannot be applied to any weapon that is already enchanted in some form, and it does not work on blades where the primary intent is to cut instead of crushing.



Level Three

Spell Name: Temporary Ally

Level: 3

Trigger: donurtmee

Cost: 12 kremm/18 strength

Range: 50 feet

Duration: as long as the caster is within 50 feet of the target

Level Up: No

Description/Effect: Compare the charisma of the caster and the target. (If the target has no charisma rating, but has a monster rating, use $\frac{1}{4}$ the monster rating as the charisma and round up with any fractions). If the charisma of the caster is equal or greater than $\frac{1}{2}$ the charisma of the target, then the target is confused and will think the caster is his best friend/blood brother/companion-in-arms and will fight on the caster's side during the remainder of the battle and will act like a partner to the caster as long as they remain in relatively close proximity (50 feet). If that distance is exceeded, the target will remember the true state of affairs.





Spell Name: Hawk Body

Level: 3

Trigger: hai-hai

Cost: 7 kremm/11 strength

Range: Touch

Duration: 10 minutes

Level Up: No

Description/Effect: Causes the target to manifest a pair of phantom wings as long as its body. These wings are visible but transparent and intangible, but they enable the target/owner of the wings to fly as if he/she were a bird. The wings vanish at the end of 10 minutes unless the curse is recast.

Spell Name: Kill with Fire

Level: 3

Trigger: gaboomm

Cost: 9 kremm/14 strength

Range: 50 feet

Duration: 10 seconds

Level Up: Yes. Double damage effect for every level of increase.

Description/Effect: Creates a blast of demonic flame that does both magical and heat damage equal to the caster's remaining WIZ rating in D6. Example: Drakk the shaman has a WIZ of 24 and a STR of 15.



He casts Kill with Fire at a lizard man at level 3. The spell costs him 9 kremm and 14 strength--it is a 1 time thing for him even though he has the kremm to cast it twice. A blast of hellfire strikes the target doing 15D6 of magical burning damage.

Spell Name: Spirit Protection

Level: 3

Trigger: myuun

Cost: 13 kremm/19 strength

Range: Touch

Duration: 1 day or until disselled

Level Up: No

Description/Effect:

Summons an invisible spirit to protect the target from magical attacks such as Take That You Fiend or Kill with Fire. The spirit wards/absorbs damage equal to the target's INT rating. For example, if Rotrah the shaman cast the spell upon himself, and he had an intelligence rating of 44, it would protect him from the first 44 points of magic damage thrown at him; if he cast it on Jhour the warrior uruk whose INT is only 9, then Jhour is only protected against 9 points of magical damage.



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Spell Name: Slam

Level: 3

Trigger: bkoog

Cost: 4 kremm/6 strength

Range: line of sight

Duration: instantaneous

Level Up: Yes. Double damage effect for every level of increase

Description/Effect: Produces a psychic impact on the target that does stun damage only equal to the STR rating of the caster before losing STR for casting the spell. If the stun damage is greater than half the target's CON, the target will be knocked down; if it is greater than target's CON, the target goes unconscious according to the rules for stun damage in DT&T.



Level Four

Spell Name: Soul of the Wolf (Bear, Hawk, Sheep, etc.)

Level: 4

Trigger: grrrr--ooooo

Cost: 14 kremm/21 strength

Range: Touch

Duration: 1 day or until cancelled

Level Up: No

Description/Effect: Causes the cursed to shapeshift into the animal form chosen. Does not affect clothing or weapons. Mass is conserved, so the animal form is somewhat larger than a normal animal of that size would be--except for bears who



normally come out a bit smaller. The person being transformed needs some token from the animal form being taken, usually worn as a pendent because something hanging around the neck will not get lost in a transformation. The transformed creature has a monster rating equal to its STR + CON--the other attributes remain the same.

Spell Name: End Curse

Level: 4

Trigger: Arahk

Cost: 11 kremm/18 strength

Range: Touch

Duration: Instant

Level Up: Yes. End Curse only works on spells of the same level or lower. To end higher level curses requires higher level End Curse spell.

Description/Effect: Negates and cancels any permanent or temporary enchantment cast upon a being or object.



Spell Name: Understand Curse

Level: 4

Trigger word: ahh-haa

Cost: 6 kremm/9 strength

Range: touch

Duration: Instant

Level Up: no

Description/Effect: Enables the caster to understand the nature and level of any cursed being or object, thus knowing how strong the End Curse spell would have to be to eliminate the curse.

Spell Name: Summon Ghost

Level: 4

Trigger: purryorr

Cost: 10 kremm/15 strength

Range: Touch

Duration: 10 minutes

Level Up: Yes. Each level of increase doubles the time that the spirit manifests itself.

Description/Effect: Summons up the spirit of the recently (up to 1 hour) dead which manifests as a barely visible double of the deceased body. Such ghosts are immaterial, but can make themselves heard like words on the wind. If the dead person knew magic, the ghost can cast it if it retains enough kremm to do so.



Spell Name: Spirit Walk

Level: 4

Trigger: wawkk

Cost: 45 kremm/67 strength

Range: Touch

Duration: 1 day

Level Up: No

Description/Effect: The caster sends forth the astral body of the being touched (usually the self). The astral body may pass freely through all physical barriers and see the world in its astral form (which is usually indistinguishable from its physical form). It remains connected to its physical form by an infinitely extendable silver thread, and may reel itself back into its body almost instantaneously whenever it wishes.



Spell Name: Fireproof

Level: 4

Trigger: nnaabrrn

Cost: 10 kremm/15 strength

Range: Touch

Duration: 10 minutes

Level Up: Yes. Each level of increase doubles the time that the protection lasts.

Description/Effect: Makes the target of the spell, and all of his/her belongings currently in contact with his/her body when the spell took effect, fireproof for 10 minutes. The target will not take any damage from fire nor will the target catch fire while the spell is in effect.



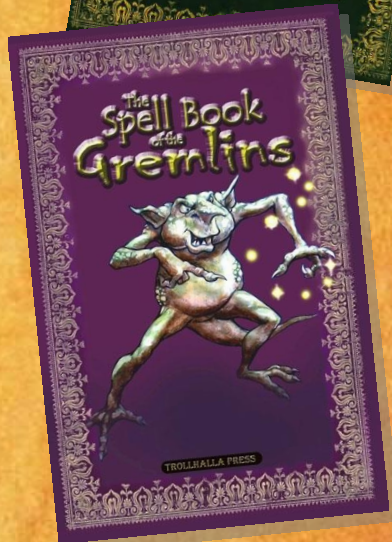
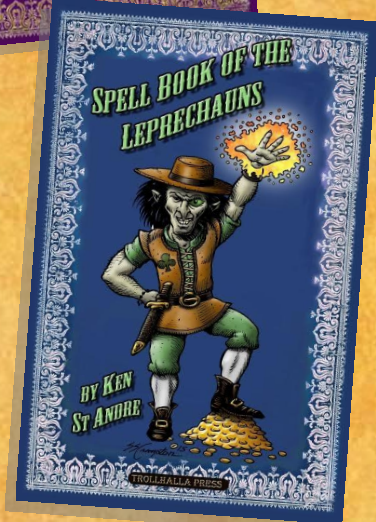
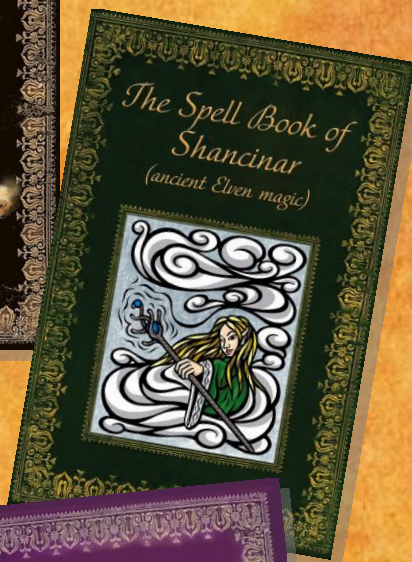
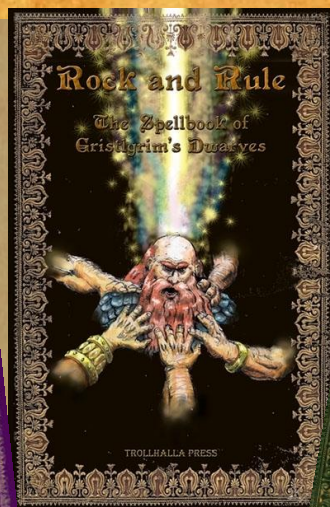
Level 5 and Up

There are no basic uruk spells higher than level 4. However, spells can be cast at higher levels and have the higher level effects. For example, the spell: End Curse frequently needs to be cast at a level higher than 4 in order to take effect. Only shamans have the ability to cast spells higher than level 4, and many of them can't manage it.

End



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Uruk Spellbook
Violent Sorcery of a Violent People



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