

# Six Orc Spells

By Derek Holland

The gods of the Orcs have created spells for their people that revolve around combat and Elves and those presented here are but a tiny sample of their creations. Note that these spells are formatted so as to be compatible with any games using the sorts of basic fantasy role-playing game rules developed starting in the 1970s. They can be used as-is with games like Goblinoid Games' *Labyrinth Lord* and *Mutant Future* and can be easily modified and expanded for use with successor systems like OGL or other games altogether.

## Battering Ram

**Level:** 5    **Duration:** instant    **Range:** 240'

This spell is used both to knock down opponents and break down doors. It affects an area 10' x 30' and everyone within that area has to save versus spells or be knocked prone for one round. If used against a door, the spell will break it down, no save, and potentially knock down those behind it if they are within the affected area. Another use for this spell is against siege weapons; it can only affect one per casting but the weapon is destroyed and there is no save.



## Hide Orc Flesh and Steel

**Level:** 5    **Duration:** 1 turn per caster level  
**Range:** 60' diameter

This spell makes as many as 50 Orcs and their equipment invisible, silent, and odorless. Any offensive action by an affected Orc ends the effect for that Orc only.

## Scent Elf

**Level:** 3    **Duration:** 1 hour per caster level  
**Range:** touch

One Orc per caster level can be given the ability to smell Elves from up to a mile away. As this spell relies on odor, sometimes it will lead to abandoned Elven encampments or equipment rather than actual living Elves.

## Shatter Land

**Level:** 7    **Duration:** Permanent    **Range:** 240'

This spell affects an area 1,000' x 1,000' and causes it to deform and buckle. This reduces the speed of anything moving through the area by half. Orcs use *Shatter Land* to make cavalry useless. It is also useful for destroying small buildings and bringing down walls.

## Summon Orc Champion

**Level:** 7    **Duration:** 6 turns    **Range:** 100'

Many dead Orc warriors are venerated for their actions. This spell brings one back as a special undead monster to serve his tribe once again. Treat it as a skeleton that is turned as a vampire and has 10 hit dice, an armor class of 0, and does d8+6 points of damage with its sword. If the champion is defeated, his name is cursed and will never be summoned again.

## Rack Elf

**Level:** 3    **Duration:** 1 turn    **Range:** 10'

This spell causes the limbs of an Elf to pull in opposite directions. If the Elf fails a save versus spells, it takes 1d4 points of damage per caster level per round. If the Elf dies from this spell, it is pulled apart.

# Six Spells: Orcs

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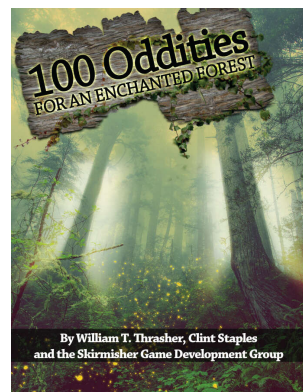
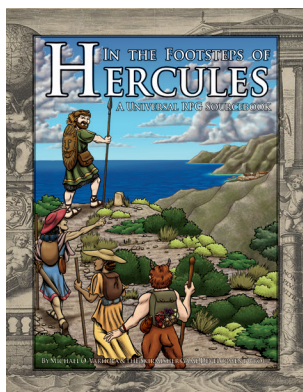
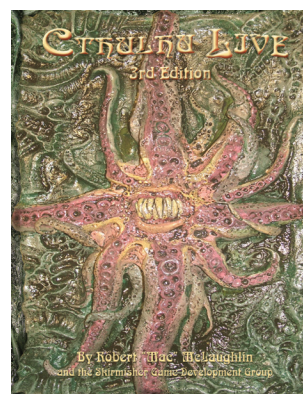
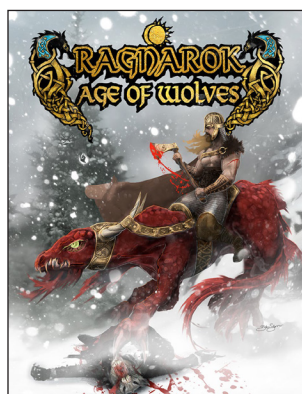
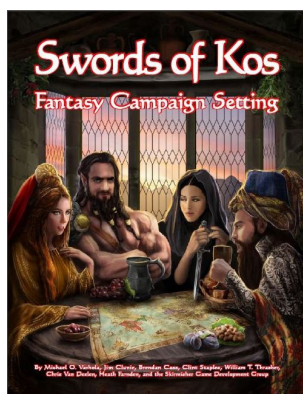
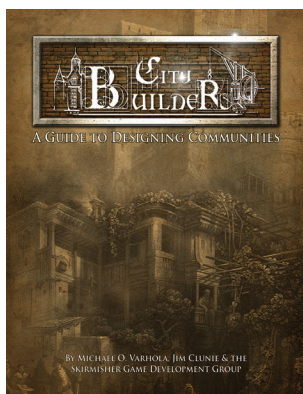
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