

Six Spells: Kobold Spells

By Derek Holland, with Illustration by Geoff Weber

Kobolds are the weakest of the humanoid races and the magic of their witch doctors is one of the reasons that they manage to survive the onslaught of predators, adventurers, and other humanoids. All but one of the spells presented here are higher than second level, so it will generally take powerful witch doctors to cast them. Lower-level shamans, however, might periodically have access to higher-level spells through scrolls or inherited magical devices. Note that the following 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.

Cause Clink

Level: 1 **Duration:** 1 turn **Range:** 100'

This spell is targeted against someone in metal armor. If the target fails a saving throw versus spells, his armor will crash loudly every time he moves. Treat this as if it were the noise caused by a shrieker (i.e., every round the character moves, there is a 50% chance of drawing a wandering monster in 2d6 rounds).

Dig Hidden Pit

Level: 4 **Duration:** Permanent **Range:** 240'

This spell causes the soil or stone in a 10' x 10' x 30' area to vanish. At the caster's option, the surface will still be covered with a thin crust, and anything weighing more than 80 pounds will break through it. Once the cover is broken, the pit will remain visible, unless someone covers it.

Fuse Armor

Level: 5 **Duration:** 1 round per level **Range:** 150'

Unlike *Cause Clink*, this spell works both on all forms of armor as well as clothing. As the spell is aimed not at the person but rather his clothing or armor, the save versus spells is at -6. If the save is failed, the target falls prone and can do nothing but talk for the duration of the spell.

Shatter Stone

Level: 3 **Duration:** instant **Range:** 240'

Shatter stone causes one pound of rock to explode. Everyone and everything within 10' takes 1d6 points of damage per caster level. A save versus breath attacks reduces this damage by half.



Summon Slime

Level: 4 **Duration:** 6 turns **Range:** 5'

The kobold witch doctor using this spell summons enough green slime to fill a small jar. It consumes living things like real green slime but has one major advantage — all the resulting slime will vanish after one hour. Kobold communities use this spell to clean up waste, as well as to kill enemies.

Water Wall

Level: 6 **Duration:** 1 year **Range:** 30'

Water wall is so powerful that only the leader of a tribe's witch doctors can cast it. It stops water from entering an area 50' x 50' x 2' and is used to reroute underground streams and rivers. Usually, it is used to help create hidden communities or to "starve out" enemy cities.

Six Spells: Kobolds

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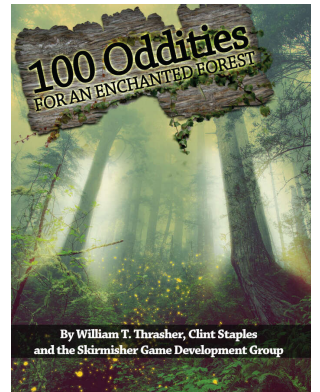
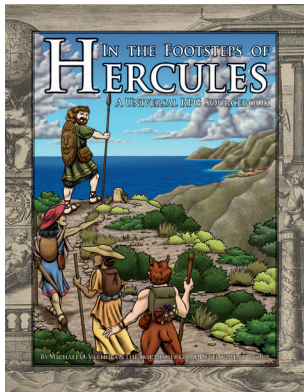
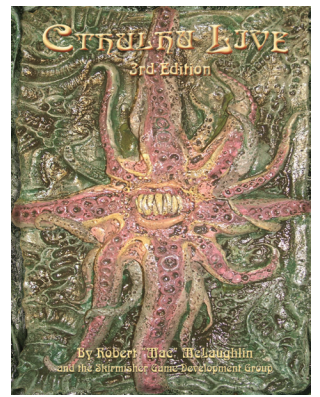
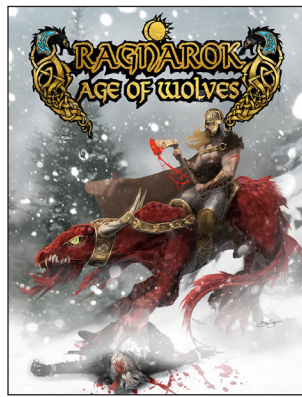
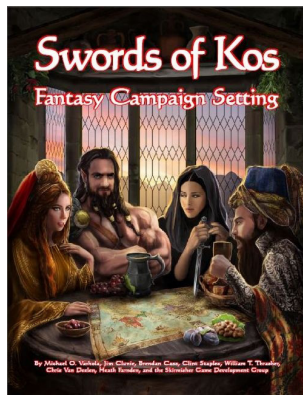
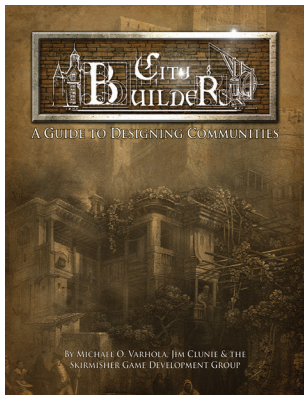
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