

An A-Z of Spooky Spells

A book containing Beginner-level Occultism spells

Blood Pact

Beginner-level Dark Arts (Occultism)

Spell Type: Ritual (1 hour)
Duration 1 day
Range Self

Perform a ritual in which all members of a group mix their blood in the centre of a pentagram, binding them together. For the duration of the spell, whenever all members of this group work together to complete a task, gain a bonus to the group check equal to the number of people in the pact.

Draw Power

Beginner-level Dark Arts (Occultism)

Spell Type: Ritual (1 hour)
Duration 1 day
Range Self

When at a site of ancient magic -- be it at a place where some great feat of magic was achieved, the residence of some powerful being, or simply somewhere where magic has seeped into the very walls -- you may perform this ritual to tap into those ancient powers to gain a +2 bonus to spellcasting checks whilst in this area. This ritual cannot be used at the same site for the next 7 days.

Increase the spellcasting bonus by +1 for every two additional spell levels used to cast this spell.

Shroud of Darkness

Beginner-level Dark Arts (Occultism)

Spell Type: Instant
Incantation: *tenebrosa*
Duration 2 minutes
Range Close
Resist: Power

A layer of darkness settles on the immediate vicinity, extinguishing all sources of light within a 10 metre radius.

For the duration of the spell all attempts to create new light fail, unless the caster manages to Resist.

Unfathomable Visage

Beginner-level Dark Arts (Occultism)

Spell Type: Instant
Incantation: *facadus horribilis*
Duration 1 minute
Range Self

Imbue yourself with the essence of one of the Eldritch beings, giving a bonus to any one of your Attributes equal to 1d4, in doing so, however, your face transforms into a horrifying edifice which drives all who gaze upon it to go insane: they will either fly into a murderous rage, become catatonic, or flee from you.

Gain an additional bonus of 1d4 for every additional casting-level dedicated to this spell.

