

Homebrew Theurgic Invocations

Invocations of the Gate

Adept's Divergent Atrium

This invocation transforms a chamber's interior into a perfect duplicate of any environment in the current realm or the theurge's home realm. Thus, the room may duplicate the scorching sands of the Red Desert or the icy caves of Svalheim. The chamber cannot exceed 200 feet in any direction. When the spell is cast, the chamber must be clean and empty. The room's new form springs from a memory of a place the theurge has visited, or from a sample of matter from a place the theurge has never set foot.

If an outside space is duplicated, the walls and ceiling of the original room appear as panes of pure glass, showing an illusory view of the sky and landscape at the location being duplicated. Any objects, buildings or physical features (or parts thereof) that fit within the confines of the room are duplicated. Plants and small non-magical creatures suitable to the locale spontaneously manifest within the chamber. Objects, plants, creatures and materials created by this invocation crumble to dust when removed from the chamber. The room can be used as an occult greenhouse or hatchery, for example if the theurge plants non-conjured seeds within the Atrium, the resulting plants can be harvested as normal. The chamber experiences weather conditions appropriate to the locale, altering by season or maintaining a fixed season specified by the theurge at the time of casting.

The duplication is only superficial: it can reveal the basic layout of an unknown location but won't provide any detailed information that the caster does not already know. For example, if a library is duplicated with this invocation, only books the caster has read will contain readable text.

Conjure the Faceless Slave

The theurge calls a servant into being to attend them. The slave is humanoid in shape, with whatever attire and physical appearance the theurge specifies, as long as the creature has a smooth featureless surface in place of a face. Thus, the theurges of old were served by four-armed men of gold or androgynous figures of

glittering ice. The conjured slave need not eat or sleep, and each can do the work of a half-dozen mortal servants. They have the strength of a stevedore, the dexterity of an artisan and the intellect of an accountant. They cannot speak, though they can write in languages their summoner is literate in. They entirely lack creativity and initiative. The faceless slave is not much of a soldier but can defend its master in a pinch: it has AC 7 and half as many hit dice as its summoner's level (round up), attacking once per round for 1d6 damage with an attack bonus equal to its hit dice. The faceless slave continues to exist until slain, dispelled, or dismissed with a moment's concentration by their summoner. A sorcerer may have no more faceless slaves in their servitude than their level.

Hex-Reflecting Speculum

The next hostile low magic spell cast upon the theurge is reflected back upon its originator, over any range. Furthermore, the theurge is granted a sense of the current location and appearance of whoever cast the offending curse. The speculum is also triggered by hostile theurgy - it does not impede or reflect the invocation, but it does inflict arcane feedback on the hostile caster, dealing 1d4 straight damage. In addition, the hostile theurge's location and appearance are revealed as with a hostile low magic caster.

Note 1: Re-casting this spell before it is triggered has no effect - hex-reflecting specula do not "stack".

Note 2: At the GM's discretion, certain non-spell effects such as magical traps and/or blast attacks from lesser Eldritch may be counted as hostile low magic for the purposes of this invocation.

Note 3: A theurge protected by Hex-Reflecting Speculum may reflexively choose not to trigger it (for whatever reason)

Mandala of Unfettered Communion

With a touch, the theurge inscribes an intricate emblem onto their chest, just above the heart. The theurge may instead bestow the mandala onto a single willing target. For the next three days, the bearer of the mandala is fluent and literate in all languages, including those of unnatural beings or other realms. If they choose to, the bearer may speak in tongues – which is to say, their words are simultaneously understood by speakers of all languages. The mandala emits a faint radiance of clearly mystical origin, and is visible through light clothing. Only heavy armour or multiple layers of thick clothing can conceal it.

Mark of the Secret Name

The theurge writes a glyph into an object or being. The glyph will never fade or deteriorate and cannot be erased by mundane means, although it is destroyed along with whatever it is written on. So long as the glyph endures, the Theurge always knows the location of the glyph (with decreasing accuracy as distance increases). The glyph functions as an arcane connection back to the theurge. If the arcane connection is used, the glyph is erased. Word-bound entities and occultists of supernal skill can use the glyph to deduce the caster's name, and to target certain scrying, communication or influencing gifts at the GM's discretion. As the glyph encodes a shard of the theurge's nature, they can have no more inscribed than they have natures. For the Godbound, this limit is the number of Words they have bound. The theurge may use a second casting of this spell to erase a pre-existing glyph.

Proclamation of Divine Will

The theurge's voice is magically projected to reach every hearing being within 10 miles. The voice is clearly audible, never quiet or deafening, over its entire area of effect, even underground, in sealed chambers, or in the midst of a cataclysmic storm. Any who hear the voice become intuitively aware of the direction and distance of the theurge from themselves. If the theurge chooses, the message can be conveyed by illusory emissaries (such as duplicates of the caster's face, burning doves, or the like). Such emissaries are translucent, immaterial and clearly identifiable as sorcerous projections. The theurge gains a +2 bonus to any Charisma-based rolls, except attacks or offensive miracles, for the duration of the invocation. The Proclamation lasts a minimum of one minute, and after that can be dismissed by the theurge as an Instant action. At the longest, this invocation lasts one scene, or approximately half an hour.

Seal of Enthralment

(modified version of Seal of Regnal Dominion)

The theurge draws a sign of pale emerald light in the air before the chosen target, subverting their will to the caster's own. While under the seal's effects, the victim is absolutely obedient to the theurge's commands, even those suicidal or repugnant to it. However, they are trapped in a sluggish and half-witted state of entrancement. The target's AC is set to 9 and they may not use any theurgy, gifts or similar supernatural powers. Observers are liable to notice the change in personality. Animal targets or those that do not share a language

with the theurge can only be made to understand single-word commands.

A theurge may have no more thralls under the effect of the seal at once than they have levels or hit dice. Lesser foes have no chance of escaping this dominion, while worthy foes may make a Spirit saving throw to resist, and another each time they receive a hateful command from the theurge. The Seal's effects remain until midnight unless dispelled, or cancelled by the caster. When this invocation ends, the target has no memory of the period of enslavement.

Watchful Delver's Eye

An invention of latter-day theurges who had become accustomed to picking through the ruins of their forebears in search of lore and treasure, this invocation allows the caster to see perfectly in darkness for a period of three hours. When the caster's gaze falls upon a trap or hazard, such as a concealed pit or a tunnel liable to cave-ins, the affected area appears limned with a reddish glow. If the trap or hazard is magical, the glow will be white. This can detect traps of a magical or divine nature, failing only if the trap was deliberately concealed by theurgy or divine power.

Invocations of the Way

Casket of Midnight

The first time a theurge invokes this spell, it summons an exquisitely decorative chest with a volume of up to 15 cubic feet. After half an hour, or when the caster commands it, the casket is banished to the depths of Uncreated Night, along with any inanimate contents. Creatures placed inside the chest will be left behind when it departs. Subsequent castings of this invocation will summon the original chest for up to half an hour, rendering its contents accessible. The chest appears within 10 feet of the caster whenever it is summoned. In the infinite expanse of Night, there is only a very small risk that the Uncreated will stumble upon the chest. The cautious theurge may wish to bear that possibility in mind, however unlikely it may be.

The Chamber Inviolable

This invocation, which cannot be cast or released into effect without a full twelve-hour rite, protects a site from magical scrying and infiltration. The volume enclosed by this spell (henceforth referred to as the chamber) must be room-shaped and of no more than 20x20x20 feet in size. No scrying can penetrate the chamber, no

teleportation or supernatural transit can be used to pass into it, and all magical disguise or concealment is annulled within its boundaries. Even a shapeshifter cannot infiltrate the chamber - anyone shapeshifted into a given form for the purpose of concealment or disguise (GM's discretion) is returned to their basic form while they remain in the chamber. In addition, this invocation makes a loud noise like shattering glass when it is dispelled or suppressed by any means. The Chamber Inviolable lasts until dismissed or for a number of days equal to the caster's level, and the sorcerer may have no more than one chamber active at once.

Malediction of the Three Runes

A more specific alternative to Curse of the Blighted Strand

The sorcerer lays a fearsome curse upon a single target within line of sight, or at any range by means of an arcane connection. Worthy foes may make a Spirit save to resist. The curse inscribes three runes on the target's body. The first settles on the forehead, rendering the victim blind. The second is inscribed on the throat, where it deprives the target of voice. The third settles on the abdomen, where it racks the target with continual pain. The runes are resistant to all low magic that would dispel them or heal their effects. The caster may attach a condition to the curse, such that it will activate if the victim takes a certain action, visits a certain place, or fails to achieve a given quest by a specified time. The caster may also remove any of the runes at any time with a moment's concentration.

Motion of the Unimpeded Soul

This invocation requires that the caster intone a sacred mantra, forbidding other speech or spellcasting while it is maintained. For the remainder of the scene, as long as the caster continues to chant, they hover about one foot above the ground. Their movement speed is doubled and they can safely move out of melee combat without taking an action to withdraw. Mundane bonds or shackles cannot hold them, and their movement action can carry them through barriers up to five feet thick, passing through like a ghost. Barriers conjured by low magic can be passed through in this fashion, but not those created by divine power or theurgy. Though the caster may move through solid objects under the effect of this invocation, they are otherwise fully material: they can handle objects and be struck by weapons as normal.

The Red Maelstrom

The theurge opens a vein, and an impossible gout of blood emerges, surrounding the caster in a swirling crimson vortex which intercepts attacks. The theurge has AC 0 while this invocation is in effect. This value is not modified by any of the theurge's Ability scores, equipment or gifts. When the theurge is facing lesser foes, or merely warding themselves against potential ambushers, the Red Maelstrom requires only occasional replenishment. In these cases, the theurge must take 1d6 damage at casting, and every hour thereafter, or the invocation will fail. In a serious battle (one where at least one worthy foe is present) the theurge must take 1d3 damage every *round* to sustain the vortex. Any gift, miracle or magic which prevents or negates this damage causes the invocation to fail. As an Instant action, the theurge can take 1d6 damage, end the invocation, and negate the damage from a single physical attack - if this option is taken the theurge may not cast this invocation again for a full day.

Serpents of Smoke and Flame

The caster gestures, and a triangle of fire is inscribed on the ground around one visible target within 100 feet. From each point of the triangle, a sinuous cobra of smoke is conjured, swaying gently and dripping fiery venom from its fangs. In subsequent rounds, the caster may choose to spend their action commanding the serpents to attack. The three serpents count as a single creature with three attacks at +6 to hit, dealing d10 fire damage. If the caster does not spend their action commanding the serpents to attack, they instead deal d8 fire damage without rolling to hit. The serpents of smoke and flame cannot be harmed by any attack and cannot move. The triangle of fire is itself a barrier - anyone crossing it takes 2d10 fire damage, Evasion save halves.

Tremendous Hero Voyage

This invocation of travel warps fate to bring the caster to their destination, if they are willing to face a daunting challenge along the way. The theurge and up to 100 companions, including no more than a dozen vehicles, may begin a journey towards a specified destination within the same realm. This journey will take them to the general vicinity of the destination in exactly five days, regardless of the distance and terrain involved. However, this speed comes at a cost - the voyage will inevitably encounter a terrible ordeal, whose magnitude is roughly proportional to the might of the travellers. The ordeal could be of any nature, for example horrendous weather conditions, pirate fleets, hostile armies, angry elementals or incursions from Uncreated Night.