

BASICS OF THAUMATURGY

In the setting of TRV, magic inherently operates in the unreal. Every archmage's fireball, every cleric's healing magic, every paladin's smite, is created by forcing an unreal effect to replace reality for a moment. Magic, however, has its limitations. Magic is unable to create objects. Yes, spells like Creation or Simulacrum exist, but these spells use illusion magic to impose material properties on threads from the shadow plane. And yes Wish and Prestidigitation are capable of creating objects, but Prestidigitation is extremely limited and Wish is... well, it's Wish. Wish forces your will on the whole world. Conjurations can be used, but they have to still come from somewhere...

What if we could create objects? Real objects? Magic can't, but what if we had a force a bit more based in reality? This is known as thaumaturgy, and is a well established force inside the world of TRV.

A NOTE ON THE THAUMATURGY CANTRIP:

The player's handbook includes a cantrip called Thaumaturgy, which acts similar to Prestidigitation for Clerics and has nothing to do with Thaumaturgy as described in this setting and expansion. For that reason, the Thaumaturgy cantrip has been renamed to "Proof of Divinity" within this setting.

WHAT IS REALITY?

Reality is the combination of Time and Infinity (the prime material) that creates the world. Reality leads to effects like combat rounds that don't work with a traditional view of time and space. Certain places can even be more real or fuzzier, if the DM is more or less strict respectively.

THE NATURE OF THAUMATURGY

THAUMATURGY IS REAL

Magic takes unreal effects and imposes them instead of reality in order to change the world. Even if your unreal fireball dissipates, the burning that it inflicted on every creature hurts just as much as if it were real. Instead of making something unreal, Thaumaturgy changes reality itself. The fireball instead is created, real and burning, inflicts great harm on those in the area, then dissipates.

THAUMATURGY IS STILL SUPERNATURAL

Reality has friction, and changing it still requires energy, represented by slots that function identically to spell slots in the base game. Changes to reality are not necessarily permanent, represented by a manifestation's duration; that is, manifestations often temporarily change reality, but it will snap back after a while. Manifesting a Thaumaturgical effect is very much similar to Casting a Spell, and follows all the same rules.

THAUMATURGY IS ARCANES

Generally speaking, checks that have the primary purpose of determining the functions of thaumaturgy use the same checks that one would use for determining the primary purpose of magic.

THAUMATURGY IS NONMAGICAL

You cannot counterspell a manifestation, or manifest interference to stop the effects of a spell. Similarly, an Antimagic Field or a Dispel Magic spell are limited in their interaction. However, it is possible to stop a spell being cast or a manifestation being manifested by means other than direct interference. A spell/manifestation called Mind Shock allows you to interact with the creation of supernatural effects by interacting with the caster, rather than disrupting the supernatural effect directly.

THAUMATURGY CAN CREATE

While their creations may not necessarily be permanent, they do not need to weave materials from the shadow plane or other sources in order to make objects. Manifestations can be used in such a way that after reality snaps back, there is still an object left afterwards that cannot be interfered with.

THAUMATURGY HAS A PRICE

While spells use components of value in order to fuel their supernatural effects, Thaumaturgy uses a more direct cost: coins. Any spell that has a consumed component cost that has an equivalent manifestation instead has the same cost in the form of coins or equivalent currency in the world.

THAUMATURGY CANNOT TELEPORT

Teleportation is an effect that is inherently impossible within the bounds of reality. Spells which move between planes or create gates through realms tend to either be higher level manifestations or not exist at all.

THAUMATURGY IS DIFFERENT

Generally speaking, Thaumaturges are incapable of using any wizard spells that are named after the caster. However, they have their own manifestations that are named after certain famous Thaumaturges. Thaumaturges often find that manifestations that deal bludgeoning, piercing, slashing, and psychic damage come more easily than their arcane counterparts, and manifestations that deal necrotic, radiant, force, and thunder damage to be much harder. Transmutation manifestations are very common, as Thaumaturgy is focused around changing reality.

CHANGES TO THE RULES

- All instances of spell slots are instead replaced with "slots", as they can be used to cast spells and manifest manifestations. Similarly, any thaumaturgic versions of spells such as "Detect Magic" that reference magic replace all instances of magic or magic-related terms with their equivalent thaumaturgic or thaumaturgy-related terms.
- A spell save DC also refers to the DC called for by manifestations, despite the fact that manifestations are not spells. Similarly, a spell attack bonus is used for manifestations, and a spell attack also refers to an attack with a manifestation. Manifestations still have a "casting time". These technical terms are too ingrained in the game to change.
- Any instances of monsters having resistance or immunity to damage dealt by nonmagical weapons becomes resistance or immunity to damage dealt by mundane weapons. This is overcome by having a supernatural weapon, which can be magical or thaumaturgical. This changes both monster defenses and player features such as a monk's Ki-Empowered Strikes.
- A map can be purchased for 50 gold pieces and weighs 2 pounds. A blank cartographer's map (used for making maps of terrain rather than for tracking manifestations) can be purchased for 5 silver pieces and weighs 1 pound.
- Items that can be attuned by "any spellcaster" can also be attuned to by any manifester. The Staff of the Magi, Staff of Power, Staff of Fire, Staff of Cold, and Robes of the Archmagi can all be attuned to by Thaumaturges, and thaumaturgical equivalents of all these items exist. The Robes of the Archmagi grants advantage on saving throws against manifestations and other thaumaturgical effects (all versions). Thaumaturgical versions of Staves of Power replace Globe of Invulnerability with Globe of Deflection. Thaumaturgical versions of the Staff of the Magi replace Dispel Magic with Unmanifest (and one can expend a staff charge as if expending a 1st-level slot), and their Spell Absorption property is replaced with the following property:

Manifestation Absorption. While holding the staff, you have advantage on saving throws against manifestations. In addition, you can use your reaction when another creature manifests a manifestation that targets only you. If you do, the staff absorbs the energy of the manifestation, cancelling its effect, and gains a number of charges equal to the absorbed manifestation's level. However, if doing so would bring the staff's total number of charges over 50, it explodes as if you activated its rebuttive strike.
- The feat "Magic Initiate" becomes "Supernatural Initiate", and Thaumaturge can be chosen. Thaumaturge grants 2 Thaumaturge cantrips and one 1st level manifestation, all of which use intelligence as your spellcasting ability.
- The following spells are added to the Bard, Warlock, Wizard, and Sorcerer spell lists: Mind Shock.
- The following spell is added to the Bard spell list: Gyre's Spiteful Hex.
- Antimagic field gains the following paragraph:

At higher levels. When cast at 9th level, an antimagic field also functions as a fixation field, as the area is too unreal for thaumaturgy to affect it. Overlapping areas of a fixation field and an antimagic field don't nullify each other, even if the fixation field is also cast at 9th level.
- Identify also identifies thaumaturgic items, thaumaturgy-imbued items, and manifestations, regardless of if it was cast or manifested.

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