

Thaumcraft 1 to 6 Art Sources

Research by PessiMysterio

Overview

Thaumcraft, across all its many versions (with the exception of the upcoming Thaumcraft 7), uses plenty of pre-made art assets for things like UI elements, fonts, magic effects and much more.

Some of Thaumcraft's assets were made for the mod specifically; see below for a list of such models and sprites. This is all well and good, however it seems that a great majority of these assets were instead obtained using a mysterious arcane technique: searching for random bollocks on Google Images.

Now, using my own sinister techniques such as using reverse image search engines, scrolling through endless pages of dead art blogs from 2011 and having lots of dumb luck, I have located a lot of the original sources for the art assets used across many different versions of the mod. I've listed all my findings below; I've done my best to provide as many details as possible since I don't want to worsen the already poor attribution standards that things tend to have nowadays. Also because I have a problem.

I hope this resource will be a useful reference to anyone still making old-school Thaumcraft addons for some godforsaken reason, or at the very least be an interesting read for anyone still interested in old versions of the mod. Alternatively, it should work very well if you're an insomniac and you need something to help you fall asleep.

If you happen to find anything else used in Thaumcraft (texture, sprite, sound effect, anything at all), whether that be from a game or stock asset site or whatever, you can contact me on Discord: my username is "*PessiMysterio*" / "*pessimysterio*".

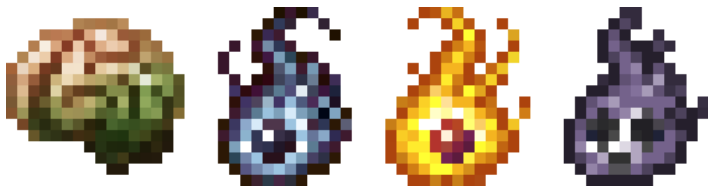
Also interested in Thaumcraft's sound effects? Then click [here](#) for details on those!

The Assets

Custom Asset Work

This section covers assets that were made specifically for, or otherwise provided to, the mod by various contributors. Not everything was stolen for Thaumcraft. Just most of it.

Dan Scott (TC2-6)



[Dan Scott](#) was commissioned to create some sprites for Thaumcraft 2 (some of which persisted with slight tweaks until TC6), including the Totem faces, zombie brain, alumentum, nitor, and judging by the style probably the soul fragment too. I contacted him via email and he was able to confirm this fact.

Bonemouse (TC1-6)



Bonemouse allowed the use of their chest textures from the [Isabella Texture Pack](#) for Thaumcraft's old Travelling Trunks. Furthermore, ScottKillen used the armour textures from this pack as a base for the Thaumium/Void armour set, which still persists up to Thaumcraft 6.

Mr. Damien Hazard (TC4-6)



Mr. Damien Hazard (of Immersive Engineering fame) designed a great deal of the Thaumcraft 4+ armour sets and mobs; the examples above don't show everything he did. Alongside Eldritch Guardians, Crimson Cult members and the Eldritch Construct, he designed the Thaumium Fortress armour and Void Robes sets, as well as one or two sprites such as the Crimson Rites.

Rorax (TC4-6)

Rorax allowed for the use of some of her OBJ models for the mod. This happened around the Thaumcraft 4 era, since that's when a credit for her first appears (from archived forum pages); I assume this was for models such as the Arcane Alembics (pre TC5) or the Thaumatorium. I did ask her, but she was unable to remember what precisely she did so cannot help clarify. I do know the OBJ models were made in 3DS Max from their metadata though.

BitterBusiness (TC3-6)



BitterBusiness is credited as having made the Pech model. I wasn't able to ask them about this since I couldn't find any contact for them. Yes, this is the best picture I had on hand; let's just assume he's standing for the national anthem. Also don't ask me where I got it from because I honestly cannot remember.

Game Icons

Way Too Many To List In Detail (TC2-6)



Many of Thaumcraft's icons are from a [particular asset pack](https://game-icons.net/) that eventually got reorganised and became this site: <https://game-icons.net/>

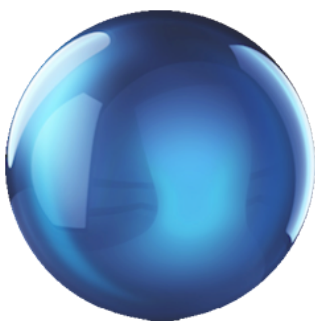
It's used all over the place, enchantment icons for TC2, aspect icons for TC3 onward, focus modifier icons for TC4/5, research icons for TC6, focus effects/modifiers for TC6, etc etc etc.

It's rather popular (being used in commercial games elsewhere), and it's quite likely everyone already knows about it, but it's here for consistency nonetheless. Now you can add as many redundant aspects to your Thaumcraft addon as you want. Check the licence on the icons before you do though, they usually require attribution.

PSDGraphics

[Assorted graphics for photoshop](https://www.psdgraphics.com/) or similar tools, often provided as PSDs.

Crystal Ball UI (TC2)



The blue one from here:

<https://www.psdgraphics.com/graphics/colorful-3d-crystal-balls/>

Paper (TC2)



This one was used as a base, edges were cut off and a drop shadow was added.

<https://www.psdgraphics.com/backgrounds/old-paper-texture/>

Golem Seal GUI (TC5-6)



It's this image, but with an overlay texture of some description:

<https://www.psdgraphics.com/psd-icons/psd-red-wax-seal-with-ribbon/>

No idea where the overlay is from; might also be used on the arcane workbench GUI though.

Icon Archive

[Big collection of icons](#) for all sorts of uses, phone apps, GUIs, etc. Each item has its terms of use detailed on its page.

Basic Alchemy Research Icon (TC3)



This cauldron icon, specifically the 48x48 version that doesn't have the extra eyeball beneath the cauldron. That was a very strange sentence when I read it a second time:

<https://www.iconarchive.com/show/halloween-icons-by-rockettheme/cauldron-icon.html>

Knowledge Totals Icon (TC6)



This “royal mail” icon:

<https://www.iconarchive.com/show/royal-icons-by-artua/Mail-icon.html>

Open Game Art

Lots of [open source game graphics](#), sounds, etc made by many different people. Licence is specific to each download.

Research Icons (TC4-6)



Lots of research icons come from the Painterly Spell Icons pack, parts 1 to 4:

<https://opengameart.org/content/painterly-spell-icons-part-1>

<https://opengameart.org/content/painterly-spell-icons-part-2>

<https://opengameart.org/content/painterly-spell-icons-part-3>

<https://opengameart.org/content/painterly-spell-icons-part-4>

There’s a nice variety of icons in there, although it is a little overused in other games/mods due to it being a pack of free art assets easily available on the internet.

D&D Mapping Assets

Loads of assets used by Thaumcraft are sourced from a pack of images for use in D&D campaign mapping tools; it’s available in a zip file on the main page linked below (*mapping_objects.zip*). A lot were made for MapTool, others for MapForge, others still for Dundjinni. I have no idea what the licence is on these, but it’s usually free for non-commercial use with attribution. Some pictures do have metadata on them pointing back to 1998 which makes it seem like they’re *borrowed* from some old games or something, however:

<https://www.imarvintpa.com/Mapping/>

Of note is that this seems to have been used mostly for TC3 onwards, even being used for fresh assets in TC6. It was also used for an old TC1 HD texture pack, alongside some other photos found online, so it could well have been used for TC2.

There are D&D mapping assets taken from other sites, but those are listed under other sections.

Aura Node Parts (TC3), Flux Puffs (TC6)



<https://www.imarvintpa.com/Mapping/Overlays/Effects/Magical/Nebula-a.png>

<https://www.imarvintpa.com/Mapping/Overlays/Effects/Magical/Nebula-b.png>

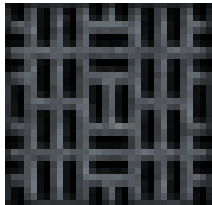
<https://www.imarvintpa.com/Mapping/Overlays/Effects/Magical/Nebula-c.png>

Wand/Gauntlet Top-Left GUI (TC4-6)



https://www.imarvintpa.com/Mapping/Overlays/Summoning%20Circles/Runic_Circle1a.png

Essentia Reservoir Inner Texture (TC4)



https://www.imarvintpa.com/Mapping/Tiles/Rust/Metal%20Grill_pdrv_hrc.png

Thaumostatic Harness Model Texture (TC3)



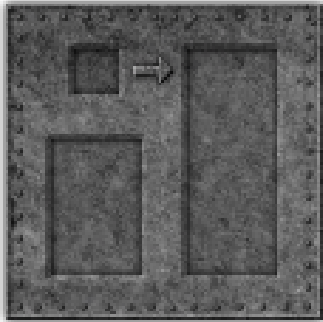
https://www.imarvintpa.com/Mapping/Tiles/Crystal/Amethyst_kpl-a.png (purple gems)

https://www.imarvintpa.com/Mapping/Objects/Structures/Grating/Circular/Grate4_FB.png (vent)

https://www.imarvintpa.com/Mapping/Overlays/Mosaics/Circle2_FB.png (circular panel)

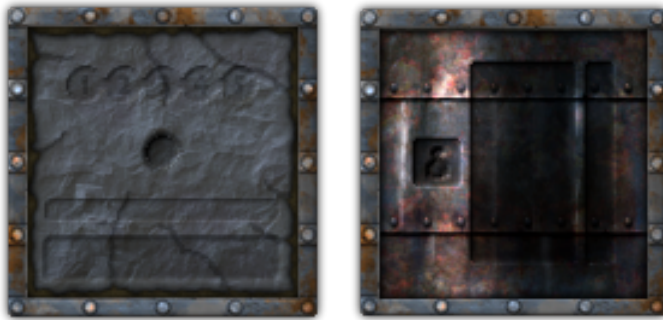
Check further down the doc for the wood texture.

Thaumatorium GUI Texture (TC6)



https://www.imarvintpa.com/Mapping/Tiles/Metal/Square3_FB.png

Focal Manipulator GUI (TC4-5), Potion Sprayer GUI Border Only (TC6)

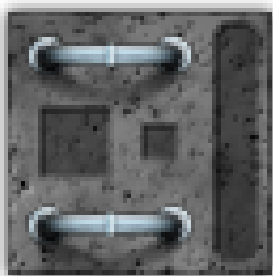


https://www.imarvintpa.com/Mapping/Tiles/Stone/Natural/StoneTile14_dgw-b.png (inside of Focal Manipulator GUI)

https://www.imarvintpa.com/Mapping/Objects/Structures/Grating/Squared/grid_7_ae.png (border)

For Potion Sprayer metal plate texture, check further down in the document. No idea what the numbers font is in the Focal Manipulator menu since the resolution is so low and there's only a few numbers, though I noticed a similarity to some parts of *Magic: The Gathering* fonts I found (so really it could be any classical-styled serif font).

Arcane Spa GUI Texture (TC4-6)



<https://www.imarvintpa.com/Mapping/Tiles/Stone/Natural/5.png> (stone, desaturated)

https://www.imarvintpa.com/Mapping/Objects/Structures/Portals/portal2_off.png (I think this is used for the pipes, just shrunk, colour-tweaked and some cutting done)

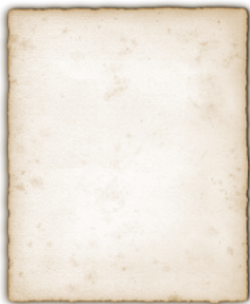
Focal Manipulator (TC6)



<https://www.imarvintpa.com/Mapping/Tiles/Stone/Natural/9.png> (insides)

https://www.imarvintpa.com/Mapping/Objects/Structures/Grating/Squared/grid_7_ae.png (border)

Research Minigame Page Texture (TC6)



Seems to be this asset but scaled up, or it's a higher resolution variant of it from... somewhere:

https://www.imarvintpa.com/Mapping/Objects/Items/Library/Scrolls/Blank_Parchment.png

Deconstruction Table GUI, Research Table GUI, Arcane Workbench GUI Wood (TC4-6)



It's probably from the set this texture is from:

https://www.imarvintpa.com/Mapping/Tiles/Wood/Plank/WoodPlank03_DD_kpl-b.png

There's other versions with different details, and variants with edges possibly used for plank ends, so if you care for some reason then [have a look through the folder](#).

Research Table (TC3)



There's two gaps in the planks in this variant that give it away as the particular one used here:

https://www.imarvintpa.com/Mapping/Tiles/Wood/Plank/wood_tavern_gt-h.png

Gas Particles (TC6)



<https://www.imarvintpa.com/Mapping/Overlays/Gas/Gas,%20Green-a.png>

<https://www.imarvintpa.com/Mapping/Overlays/Gas/Gas,%20Green-b.png>

<https://www.imarvintpa.com/Mapping/Overlays/Gas/Gas,%20Green-c.png>

Made greyscale.

Filter Forge

Textures from presets (known as Filters) for [this program](#) were used, generally for higher resolution textures. Seems to have started around TC2, with potential usage in TC4 that I've yet to fully confirm (crusted stone? Eldritch border blocks?).

Seems like preview images were directly used for a few, though it was a popular program back in the day so it could be that some textures were from another creator that used the program themselves.

Bellows Inside (TC2-6)



This "Old Steel Cable" preset variation, shrunk down to 20x20 and 12x12:

<https://www.filterforge.com/filters/8499-v6.html>

Brain in a Jar Textures (TC2-6)



This "Brains" preset for Filter Forge, first variation:

<https://www.filterforge.com/filters/1615.html>

Then this "Wyrmling" preset, eighth variation:

<https://www.filterforge.com/filters/1063-v8.html>

And this "Jelly" preset, second variation:

<https://www.filterforge.com/filters/5042-v2.html>

All shrunk down to 24x24.

Fonts

There are a few fonts used for various bits of Thaumcraft artwork. With a bit of searching I found a [thread](#) and a [wiki page](#) showing the sources for some of them, and found the remaining ones with a lot of my own digging.

I found a few curious archived font and D&D related websites in the process, which I shall list here too (you might be able to find some other interesting things on them, though the archiving is a little spotty due to the age/obscurity of the sites):

- https://web.archive.org/web/20040623003610if_/http://fonts.lordkyl.net/index.html
- <https://web.archive.org/web/19980206103017/http://flatearth.com/>
- <https://web.archive.org/web/20030730120856/http://www.flatearth.com/>
- <https://moorstation.org/typoasis/designers/omega/omega.htm>

Bala Cynwyd NF (TC1-6)

<https://www.1001fonts.com/bala-cynwyd-nf-font.html>

BALAEYNWYDNF.

Used for the main logo from the very beginning.

Longdon Decorative (Baubles)

<https://www.1001freefonts.com/longdon-decorative.font>

Longdon Decorative

Used for the [Baubles](#) logo. Also seems to show up online as “Victorian Std Regular”, but I think this is the original; it has a [designer attached to it](#) with dates going back to the late 90s.

Temphis (Brick mainly, TC2-6)

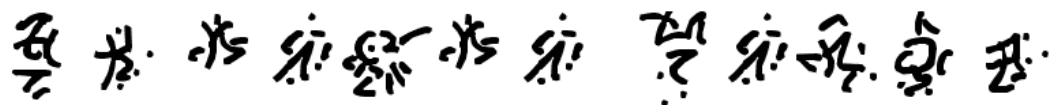
<https://www.dafont.com/temphis.font>

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Used for subtitles, decoration, details, particles etc. from Thaumcraft 2 onwards.

Cthulhu Runes (TC4-6)

<https://fonts2u.com/cthulhu-runes.font>



Used for certain book entries in Thaumcraft 4/5, as well as some Ancient Rune block symbols in 4. There are some translations for the book entries online, I can't verify these since I am *far* too lazy, however:

https://thaumcraft-4.fandom.com/wiki/Eldritch_Revelation

<https://www.deviantart.com/agentelitefirey/art/Eldritch-Revelation-Thaumcraft-4-2-497730191>

These are three ancient rune blocks that use this font:



- a



- z



- y

This one is just a spiral, which could be custom made or taken from who knows where:



Ch'Lanou (TC3-4)

<https://fontsgreek.com/chlauno-font>, <https://fontsgreek.com/chlanou-hand-written-font>



Used for Thaumonomicon window border symbols in TC3/4, and GUI decorations in TC3.

Here are some translations of assorted places where it's used, any spelling mistakes are actually in the text (perhaps to give variety to the runes or just because Azanor is shit at spelling):



abcdef



liugera



This is a test of the bla



what a hige mess this is d



twos companq but l



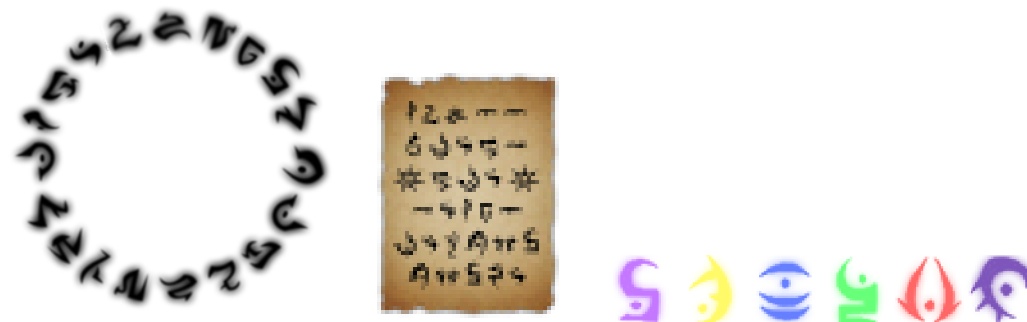
what a nasty suprise

Thassilonian Runes (TC2 and 6)

<https://twitter.com/JeffCarlisleArt/status/435464540717715456>



Used a lot in Thaumcraft 2 for seals, book pages, world elements, stuck around as arcane workbench GUI elements in 6:



Runes were originally designed by Jeff Carlisle for the Pathfinder Tabletop RPG:

https://pathfinder-shattered-star-2.obsidianportal.com/wiki_pages/thassilon-primer

There's a few fan-made fonts for the rune alphabet around, but legally speaking you probably can't use them in commercial projects since it was designed for another game. This one is quite likely to have been used for Thaumcraft since it contains all the runes used in the mod:

<https://paizo.com/threads/rzs2r8rn?Thassilonian-Runes-Font-redux>

Magic Circles

Azanor loves his magic circles it seems, they get a lot of use all over the place.

Infuser Symbol (TC2)



From Arcane Circles II:

<https://www.obsidiandawn.com/arcane-circles-ii-photoshop-gimp-brushes>

They're brushes for use in Photoshop or GIMP (or anything of the sort), or alternatively as B&W jpegs. There's plenty of other stuff on that site, but if you use anything make sure to give credit because if you don't then you are an atrocity to society at large.

Dark Infuser Symbol/Research Icon (TC2, 4-5 and early 6 respectively)

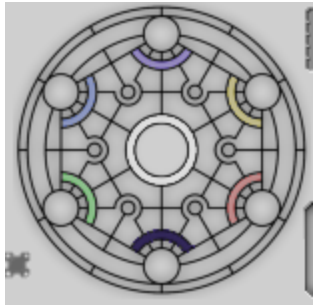


From DeviantArt user LittleFireDragon, where they were in fact complaining about the rune circle being used in TC2 without permission. Legal ambiguity, yaaaaay:

<https://www.deviantart.com/littlefiredragon/art/Mage-s-Circle-200735160>

If you do end up using it, you should give the creator credit for making it, it's under a CC BY-NC 3.0 licence so you can use it non-commercially as long as you give the proper attribution.

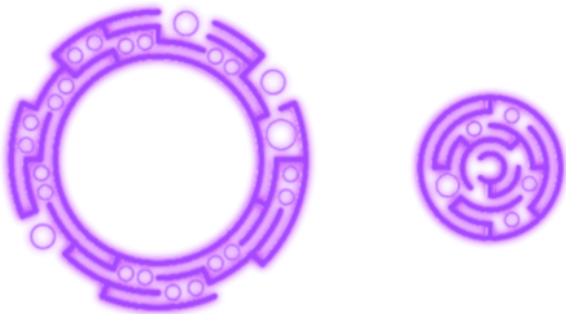
Crystallizer Symbol (TC2)



From DeviantArt user Wildviolence:

<https://www.deviantart.com/wildviolence/art/Generic-Magic-Circle-1-42955574>

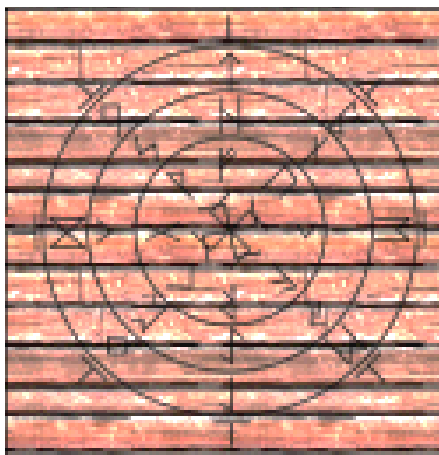
Vis Seal Circles, Golem Indicator/Seal Circle (TC2, 4, 5 and 6)



From DeviantArt user Wildviolence, recoloured to purple/white for TC2 and TC4+ respectively.

Licence unclear: <https://www.deviantart.com/wildviolence/art/Magic-Circle-Water-42958464>

Research Table Rune Circle (TC3)



Another one which has spread around a bit, found a high res one here though:

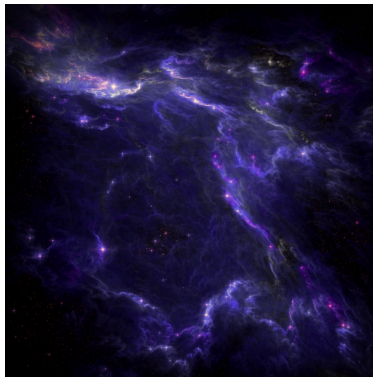
<https://vanadistemplo.files.wordpress.com/2010/08/circle-rite.jpg>

God knows the licence, maybe some pagan gods since this is all apparently to do with Wicca or something. Do pagans have gods? Am I conflating Wicca with pagan... ism? Why am I asking this here?

Research Backgrounds

Backgrounds for the Thaumonomicon. Have yet to find the TC3/4 pink nebula background, however.

Eldritch Research Page Background (TC4)

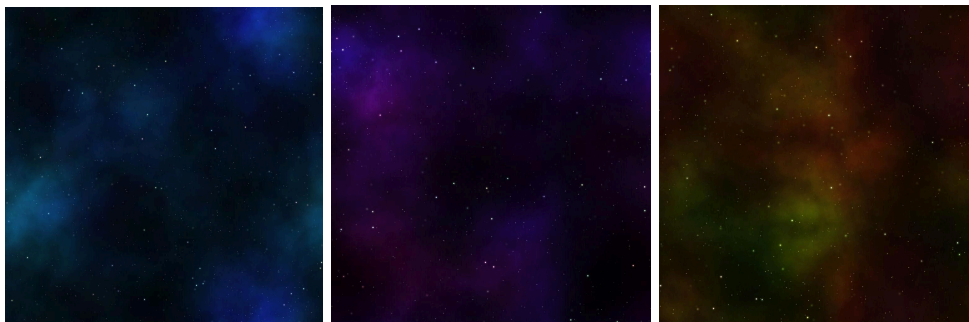


From Deviantart user Casperium:

<https://www.deviantart.com/casperium/art/Lazarus-Nebula-WS-84569640>

Flipped, cropped, edges shadowed, and colours tweaked.

Tiling Nebula Research Backgrounds (TC5-6)



Every background is from a dead site called webtreats.mysitemyway.com. Additional note: background seven is the same as background two, but with a colour tweak and a 90 degree clockwise rotation.

Here's an archived link where you can find all the tileable nebula patterns, with some additional ones that weren't used in Thaumcraft:

<https://web.archive.org/web/20180408102753/http://webtreats.mysitemyway.com/tileable-classic-nebula-space-patterns/>

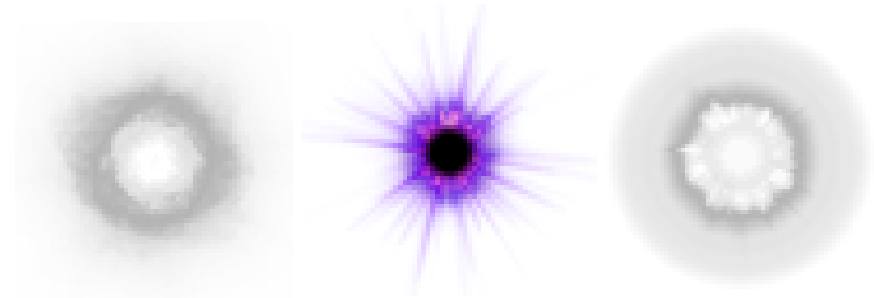
You'll probably need to do some digging in order to get usable downloads though, so prepare to get lots of 404s and whatnot.

Interestingly, it seems like these nebula textures were themselves made with this preset for Filter Forge (albeit customised): <https://www.filterforge.com/filters/1388.html>

Aura Nodes and Other Magical Effects

Assorted glowy magical effects. Some are animated, others are just static images that are rotated or moved in-game. Some might be listed elsewhere in the document, check places like the D&D section for those.

Node/Glow/Wisp/Assorted Magical Effect Sprites (TC3-6)



All made with a program called TimelineFX, which creates animated sprites from freely designable particle systems:

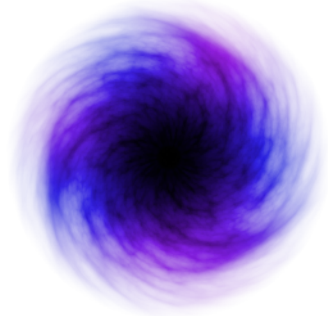
<https://www.rigzsoft.co.uk/timelinefx-particle-effects-editor/>

The software has a bunch of preset packs with all manner of animated effects, some of these effects being used in Thaumcraft for things like nodes, wisps, the thaumostatic lightning effect and some particles. hemis1-15 also seems to be from here, just custom made with the Temphis rune font as particles. These are some of the preset packs that are used:

- <https://www.rigzsoft.co.uk/portfolio/auras-and-halos-various-halo-effects-great-for-shield-effects-auras-or-even-cursors-for-highlighting-objects-in-your-game-worlds/>
- <https://www.rigzsoft.co.uk/portfolio/bonus-bursts-a-whole-bunch-of-bonus-bursts-great-for-games-that-have-plenty-of-bonuses-to-give-away-like-match-three-games/>
- <https://www.rigzsoft.co.uk/portfolio/flares-a-full-range-of-bright-flares-good-enough-to-light-up-any-dark-scene/>

This covers a lot of Thaumcraft's assets, so investigate more if you want to find out what this program was used for. The program itself has a free demo version that you can use to preview the effects and their animations, but if you want to use it to create your own animated sprites then you'll need to buy it first (the older version, a new free version is in-development).

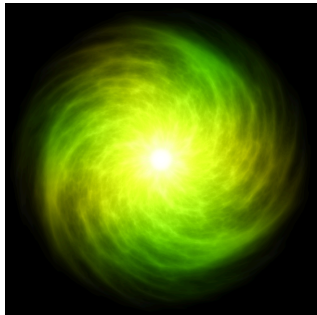
Portal/Dark Node Effect/Misc Vortex (TC2-6)



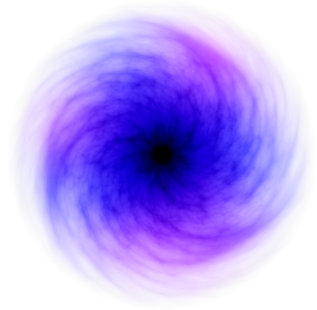
At first I thought it was taken from somewhere online, as with reverse image search you can find things like [this](#). However, I suspect uploads like that are actually stolen *from* Thaumcraft's files, being copied and uploaded in the usual infinite chain of art theft you find online.

Instead, it seems that this texture was originally made using Filter Forge again, this preset: <https://www.filterforge.com/filters/8195.html>

When opened in Filter Forge (using the trial in my case), one available variant is this:



Which, when set to have transparency in Filter Forge, exported, and then inverted in an image editor, looks like this:



The larger dark spot in the middle is probably from edits done in Photoshop/GIMP/whatever (possibly Levels/Curves/Brightness/Burn Tool).

Of course, I can't rule out the possibility that someone else used Filter Forge to make this effect, uploaded it to some dead site, and then that was used for Thaumcraft 2. However, this is at least the original source of the effect.

Pure Node Effect (TC3)



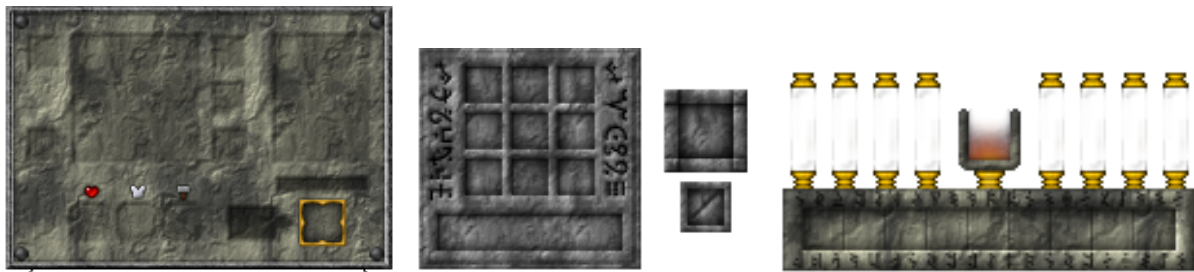
This texture from RPG Map Share, another source of D&D mapping assets:

https://rpgmapshare.com/wp-content/uploads/SpecialEffects/explosions/Explosion06_SR.png

GUI Elements

Parts of GUI textures or icons. Lots of textures were used for this, some previously detailed in the D&D section, but there's some icons too.

Golem Press (TC5/6), Arcane Infusion (TC3), and Unused Thaumatorium (TC3)



This stone texture, RPG Map Share again:

<https://rpgmapshare.com/wp-content/uploads/TilesAndTextures/BrownStone.png>

Additional note: the TC3 thaumatorium was meant to be something closer to the TC4 advanced alchemical furnace in functionality. [Citation provided.](#)

Potion Sprayer, Inside (TC6)



This texture is from this site, and seems to be available for non-commercial usage (with attribution). Textures were originally made for Thief fan projects, but were modified and made available for free download:

<http://40watt.biz/graphics/>, specifically <http://40watt.biz/graphics/images/textures/pipe.jpg>.

Shrunk down, bevel/emboss used to indent slots, border from the TC4 focal manipulator GUI used (see D&D Mapping Assets section for the source of that).

Research Table Leather (TC5)



One of a set of leather textures from here:

<https://web-backgrounds.net/background-textures/4-leather-textures>

Hilariously, the Google Reverse Image search I did to find this first identified it as a RedBubble item, being sold as “stunning photo reproductions”... to be printed on posters and miniskirts. With a bit more reverse image searching I found where it was actually from. So I guess automated art theft was actually useful for once. Although most of the time it just creates endless false positives whenever I use reverse image search.

Thaumonomicon Cover (TC2)



From a book website; the cover of an old bible. Amen:

<https://www.fromoldbooks.org/Geneva/pages/000-Front-Cover/>

Parchment (TC3-4)



Not sure of the true original source, but after some digging I found the earliest appearance of it here:

https://www.overclockers.at/req_gfx/req_pergament-hintergrund_157776?postid=2059161

Maybe it's from a game originally? Has some weird visual artifacts that might be from compression for early game file sizes. Azanor probably just found it with Google Search though.

Focus Pouch (TC4-6)

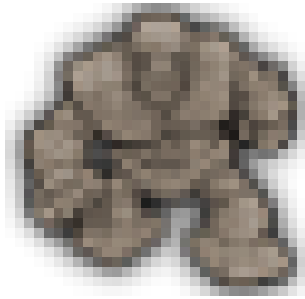


Seems to be taken and edited from Ultima Online's backpack sprite (straps/tassel were clipped off, edges cut, resized, recoloured, extra details were added on top, embossed divots added as focus slots). Pointed out by *Flickr* on Discord:

<https://www.uoguide.com/Backpack>

There are weird differences and similarities between the two, so much so that I'm not sure it isn't actually from somewhere else. Maybe a fan-made version of the same texture? Or perhaps the edits were done to try and obscure where it was originally from.

Golemancy Tab Icon (TC4-6)



Seems like an edited version of the Dragon Quest golem monster sprite:

<https://dragon-quest.org/wiki/Golem>

There are some differences but those can be explained by some basic edits: shrunk to 32x32, desaturated, drop shadow, colour tweaks, flipped horizontally, patch jobs with the pencil tool, etc.

Magic Hand Mirror (TC3-6)



Not entirely certain about this, but I think this stock image was used as a base (ignore the thumbnail):

<https://www.istockphoto.com/vector/mirror-gm134443020-13588147>

It's very, very similar: the mirror shine is in exactly the same position, the border is exactly the same shape/angle, and even the handle just about lines up. It seems like it was used as a starting point, being traced and/or modified with tweaks to the colours/style, and the handle being given a wooden texture of some sort. Doing that would also allow for the *incredibly subtle* removal of the watermark with no obvious quirks, though that may not have been necessary since there are reuploads of a watermark-less version elsewhere online.

Unused Camera Dial (TC3)



For an unfinished TC3 item, the *Thaumic Iconograph*. [Which is a Discworld reference.](#) [Thaumometer too, actually.](#) Consider that more stolen material, I guess.

Regardless, you can see how the camera GUI was supposed to look [here](#), and the leftover ideas for it [here](#).

The dial sprite itself comes from [dreamstime.com](#); there's actually a spiral watermark left on the image that corresponds to the site's logo. Guess Azanor didn't feel the need to pay for it: <https://www.dreamstime.com/royalty-free-stock-photos-golden-combination-dial-lock-image8533388>

And here's an archived version of the page:

<https://web.archive.org/web/20110809045931/https://www.dreamstime.com/royalty-free-stock-photos-golden-combination-dial-lock-image8533388>

Misc Sources

Various sources for individual icons or textures.

The Goggles (The Goggles)



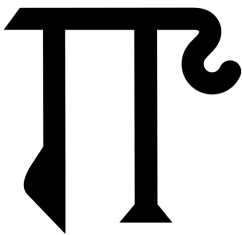
The Goggles. You know them, they're the quintessential icon of Thaumcraft. They're also very likely to have been used... questionably.

Here's where they're from:

<https://www.smugmug.com/gallery/n-XmRShN/>

These goggles were the result of someone's personal art/cosplay/tinkering project, with a whole bunch of pictures being taken of them throughout the construction process. After the pictures were uploaded, they probably made their way onto Google images, got stolen and reuploaded and eventually they were found and used for Thaumcraft (on the main overview pages and for some research icons, like for the Artifice tab).

Thaumaturgy Symbol (TC3 onwards)

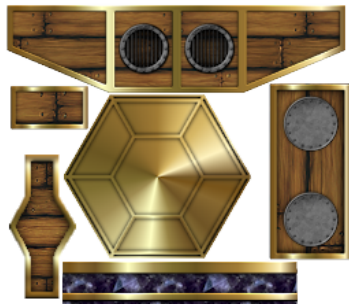


This is probably more along the lines of inspiration rather than a direct usage, but the 6 pointed Thaumaturgy symbol seems to be based off the D&D 5E Transmutation Magic symbol. Lines added at the sides, smaller details removed for the pixel-art scale, etc.

There are proto-versions of the symbol in TC1, but it mostly starts appearing in TC3.

Pointed out by Natesky9 on Discord.

Thaumostatic Harness Wood (TC3)



This handpainted wood texture from Deviantart user Devin-Busha:

<https://www.deviantart.com/devin-busha/art/Wood-Study-3-147242468>

Check the D&D section for textures of the purple gem and metal parts. I think the brass parts are just a photoshop gradient.

Base Gold (TC1-6, Old TC1 HD Texture Pack)



From an old... [website](#). I have no idea what it was and it's long dead now, but it was probably a bizarre scam of some sort. Regardless, it had a section with clipart/wallpapers/etc., and one of those was a "Gold Dune" texture, shrunk down and colour-tweaked:

https://web.archive.org/web/20111225081134im_/http://mindmillion.com/images/money/gold-dune.jpg

Might've been from another site originally, but reverse image searches of many kinds don't give me any more details; it does fit the timeframe though, around 2010. I suppose this lends credence to the idea that Azanor just Googled random crap like "gold texture" to get assets; I can't imagine he'd be particularly interested in an obvious scam like that. Unless there's a very sinister truth to Thaumcraft we have yet to uncover...

Managed to pinpoint this after finding an absolutely ancient Thaumcraft 1 HD texture pack made by Azanor himself. It's kind of ugly, but does also reveal that he was using that D&D asset pack even back then: <http://www.mediafire.com/?3u3yq1125jses3u>

Magic Carpet (TC2)



Seems like this was taken from an [art page about Aladdin](#), specifically the design for the [magic carpet](#). I won't mention a certain company by name; I do not wish to invoke forces beyond our understanding.

This only covers the inner pattern, the golden edge is probably done by hand.

Assorted Sprites (TC2-6)

Now, carrying on with the theme of legal ambiguity, Thaumcraft tends to use a lot of... *acquired* sprites; an [old reddit post](#) originally pointed this out to me. These were taken from particular games, and since there's quite a few assets that are probably in the same mould, it's difficult to properly create a list covering all of them. A lot of them have been tweaked, with colour changes, additional shading, or alterations to the general shape, but they are still originally from these other games (albeit sometimes shrunk down pretty heavily). I will at least provide a few notable examples:

Boots of the Traveller, Boots from *Fire Emblem: Path of Radiance*:



Quicksilver, White Gem from the *Fire Emblem GBA Trilogy*:



Eldritch Eye, Evil Eye from *Fire Emblem: The Sacred Stones*:



Enchanted Fabric, Seraph Robe from *Fire Emblem: Path of Radiance*:



Thaumonicon, Tome of Knowledge from *Tibia*:



Ethereal Bloom, Dreamsee Herb from *Trials of Mana*:



Magic Mirror, Illusion Mirror from *Trials of Mana*:



Rare Earth, Rare Earth Elements from *Anno 2205* (found by *gabeisacrackhead* on Discord):



These are just a few small examples, there are plenty more to find. If you also want to pinch assets from other games for your own mod or addon, then I can't really stop you but it is very dodgy so I wouldn't recommend it.

Assorted Particles (TC5-6)

Some particles look to have been taken from this site, which in turns seems to take stuff from older games. Could be custom made, but the FPS section has stuff taken from Duke Nukem and Doom for example so I think that's pretty unlikely:

<https://spritefx.blogspot.com/>

For instance, here is the TC5/6 smoke puff effect, from the Smoke category:



This slash effect also seems to appear in the particles sheet, downsized and coloured blue:



This'll need some more digging, but I'm definitely seeing some familiar sprites on that site. If anyone can identify more sites like this one, or even games where these sprites are taken from, that'd be very helpful. But you're probably not even reading this right now, so *feh*.

Unfound Assets of Interest

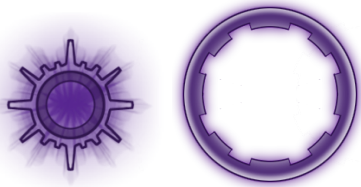
Stuff I'm interested in but have yet to identify a source for. Any help with findings would be appreciated, so if you do happen across something on a random search (tip: reverse image search is your friend) or while playing an old game perhaps then let me know (contact details are on the first page). *Ah who am I kidding no-one gives a toss about any of this...*



TC4 - parchment3.png. Could be from anywhere. I have seen parchment/vellum textures in Filter Forge though.



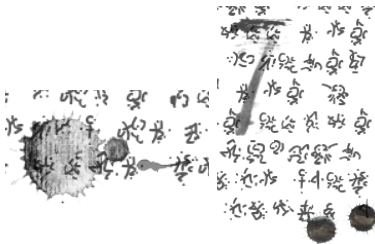
TC4-6.png - r_aspects.png



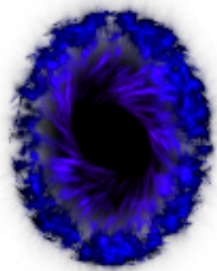
TC2-6 - radial1-2.png. Something from a clip art site maybe?



TC4-6 - wispy.png



TC4-5 - ink splats/smears on eldritchajor1-2.png

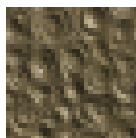


TC4-6 - eldritch_portal.png (and cultist_portal.png, which is this but red).

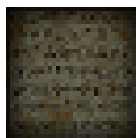
It's animated, so I'd say TimelineFX except for the fact that it doesn't quite match the particle-based style of that program. To me it looks like it was made with noise set to scroll and formed into a spiral; I don't know what program could've been used to that end. I thought Filter Forge, but animation came to that later on. I dunno, frigging Substance Designer???



TC3-6 - gui_researchbook.png. Has a hand drawn quality to it.



TC4/5 - crust.png. DnD mapping asset again? Filter Forge?



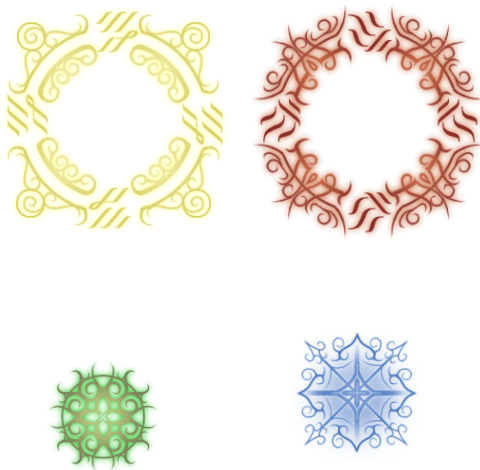
TC4/5 - es_i_2.png. Haven't a clue, but it looks downsized to my eyes.



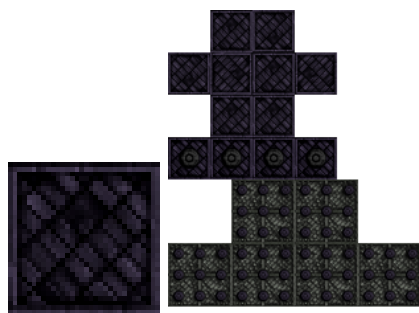
TC3 - research icons. Some are just edits of block textures (infernal furnace one for example), but the more abstract ones like the triangle seem weirder. Some could be custom made, the shapes are simple enough.



Assorted versions - particle effects. Some of these are found, but others could be from anywhere. Some were taken from sites which took sprites from games, so a lot of the cartoony ones are probably like that but for different sites/games.



TC2 - assorted seal textures. Could be some sort of pattern/photoshop brush pack that was coloured after the fact.



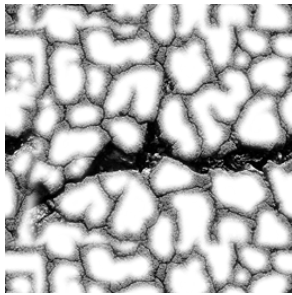
TC4-6 - Eldritch door frame/unused “eldritch_taintacle” texture. Another weird 32x32 block texture, with some variants for unused textures elsewhere. Looks like it’s a downloaded texture like from the DnD asset pack. Or maybe Filter Forge? Was able to recreate a similar texture using a diagonally tilted brick pattern.



TC4-6 - ripple1-15.png. An animated magical effect, could be TimelineFX again? That's clearly the case with hemis1-15.png, just custom made with temphis runes used for some of the particles, but ripple looks kinda different in style. Honestly looks hand-animated.



TC6 - golem item request GUI. Either a crystal or paper texture, that sort of texture can be made with voronoi and emboss so it could be custom made. With everything else that's been found though that does seem unlikely.



TC3-4 - golem_damage.png. Filter Forge maybe? Other stock texture? Photoshop brush pack?



TC3-5 - aura_lock.png/node_bubble.png. After having a closer look I think it was made with GIMP, since it has a noise pattern that looks very much like the Plasma cloud generator it has, just reshaped into a sphere somehow (3D render? Fisheye lens filter?).



TC3-4 - gui_researchback.png. Seems like it's been edited to have a vignette-type effect, with the edges given a dark gradient.

Common Edits/Mixing Methods

Short list of techniques used to edit assets, most likely using Photoshop:

- Bevel/emboss is often used to create indents or, uh, *outdents* on textures. Used for things like slots in GUIs (with the inside also usually darkened a bit), or details like rivets/bolts/nails.
- Inner shadow is also commonly used to create dark edges on the inside of a texture. Used for things like GUI slots, or to give a smooth fade to a border on a GUI or block texture.
- Drop shadow is similarly used, though this might instead be done by duplicating the layer, colouring it black, and gaussian blurring it. Outer glow is similarly used to create elements that need to look like they're glowing with magical energy.
- Hue shift or colourise is often used to tweak assets like rune circles.
- Different layer blend modes are sometimes used to overlay textures on top of other assets, e.g. Multiply, Overlay, etc
- Some assets with solid backgrounds have had their backgrounds removed, most likely via Color Range select or the Magic Wand tool.
- On some of the... questionably used sprites, resizing has sometimes been done to get them to a 16x16 resolution. On less questionable items such as research icons, some have been downsized to a 32x32 resolution. I assume different resizing modes were used for better effect, Nearest Neighbour tends to create crunchy results while Bilinear and the like seem to make things look a bit smoother.
- The gradient tool may have been used for some metallic assets, such as brass/gold details on GUIs.

Final Notes

That should cover what I've found art-wise for Thaumcraft. If you've found anything of your own, do let me know (details for my Discord are provided on the first page), and if you end up using any of these assets for any of your projects make sure to give the proper attribution if required to do so. Or, you know, if the asset is from another game or something then just don't because doing that would probably be illegal. You devious little scoundrel, you.