

## Path of the Thaumaturge 2.0 (Keystone)

*"I know always that I am an outsider; a stranger in this century and among those who are still human."*

*Alt: "I never ask a man what his business is, for it never interests me. What I ask him about are his thoughts and dreams."*

*Alt2: Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn!"*

When you enter the Path of the Thaumaturge, you gain a resource called Dreams. Whenever you finish a long rest, you lose all Dreams you have and gain Empty Dreams equal to your Intelligence modifier + 1 per steps in the Path of the Thaumaturge. When a weapon would give you a level of exhaustion, you may instead fulfill a Dream, converting an Empty Dream into a Fulfilled Dream. Additionally, several features in the Path of the Thaumaturge lets you shatter Fulfilled Dreams for various effects.

*For example, you have 18 Intelligence and 2 steps in the Path of the Thaumaturge. When you finish a long rest, you lose all Dreams you currently have and gain 6 Empty Dreams, shown as having 0/6 Dreams. You use a weapon that grants you exhaustion to Fulfill a Dream, shown as having 1/6 Dreams. After that, you Shatter a Dream with Magic Is Real, shown as having 0/5 Dreams.*

If you have the **Old and Wizeden Pillar** Feature, your Exhaustion Weapons now use Sanity instead of Occult, and any reference to Intelligence in this Path uses Wisdom instead.

If you have the **Force of Personality** Pillar Feature, your Exhaustion Weapons now use Performance, and any reference to Intelligence in the Path uses Charisma instead.

- **Magic Is Real:** You learn a Psionic Power, and 1 Subpower per step in the Path of the Thaumaturge. When you take additional steps in the Path of the Thaumaturge, you learn additional subpowers from that power. You may Shatter a Dream instead of using a minor slot.
- **Take Flight:** By Shattering a Dream, you gain a Flying Speed of 30 feet for 1 minute. You cannot fly higher than 60 feet up in the air from where you started. If you already have a flying speed, your flying speed is increased by 10 feet instead.
- **Eldritch Blast:** An Exhaustion Weapon type of your choice gains the following attack while you're wielding it:

<b>Eldritch Blast</b>	Td6+INT	Major action: Make an Intelligence ranged attack against AC with the range 60/120 against a single target. Additionally, you may Shatter or Fulfil a Dream in order to increase the damage to Td10+INT.
-----------------------	---------	---

- **Ogloparry:** An Exhaustion Weapon type of your choice gains the following attack while you're wielding it:

<b>Ogloparry</b>	None	Reaction: If you shatter a Fulfilled Dream, you can give a 1d8 penalty to any one attack. If you are psionic, this penalty is reduced to 1d6. Optionally, you can take Td4 damage to Empty the Dream instead of Shattering it.
------------------	------	--

- **Awakened Dreamer:** When you gain dreams at the end of a long rest, you gain 2 additional Dreams. Additionally, you may spend a short rest in a deep daydream,

during which you are completely unaware of your surroundings. If you do, you Repair 1 Shattered Dream, converting it into an Empty Dream.