



THE THAUMATURGE



EVERYONE HAS
THEIR OWN DEMONS

The Thaumaturge is a story-driven RPG with morally ambiguous choices taking place in the culturally diverse world of early 20th century Warsaw.

In this world, Salutors exist: esoteric beings that only Thaumaturges can truly perceive and use to their needs.



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A FORCE THAT CANNOT BE IGNORED

Thaumaturges are individuals versed in taming ethereal beings called Salutors and wielding the power of Thaumaturgy. By looking deep into the crevices of the human personality and - by taking advantage of Salutors' supernatural abilities - a Thaumaturge can manipulate people as they see fit. Bending someone's will to their needs utilizing the shameful secrets and imperfections found between the cracks of their psyche. And such influence demonstrably increases a Thaumaturge's ability to change the surrounding world.

OBEDIENCE OF BEINGS

Only Thaumaturges can truly perceive the presence of esoteric Salutors and use their powers to their needs. Once captured, Salutors - whose existence is imperceptible to ordinary people - faithfully obey their masters. Next to being capable of influencing people's temperaments and affinities, they serve as a useful tool during fights. And be prepared to be dragged into many of those from the dark alleys of infamous districts like Praga and more.

WARSAW, 1905 AD

This isometric, story-rich RPG will portray Warsaw under the yoke of imperial Russian tsardom. Its inhabitants constitute a diverse group of different ancestries, views, and beliefs with often conflicting interests. Here hopes and dreams mix with dark desires, because darkness constantly lurks and waits to stigmatize its victims. The Thaumaturge will offer a unique take on turn-based combat, character development features, and investigation mechanics, and confront gamers with morally ambiguous choices.

**DEVELOPED BY FOOL'S THEORY
AND PUBLISHED BY 11 BIT STUDIOS**

Release platforms: PC
Engine: Unreal Engine 5
Genre: Story-driven, RPG

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