

# SCHOOL OF VITAMANCY

Vitamancy is a school of magic thought to be lost when the Caldera Lyceum fell.

It focuses on empowering the natural magic of the weave with your own vitality, and with enough practice, manipulating the vitality of those around you. Powerful Vitamancers were renowned for their ability to heal en masse with one hand, and pull the life essence from their enemies with the other. At the height of the Lyceum the study of Vitamancy was heavily regulated, and every practitioner of it had to agree to be under constant observation.

## VITAMANCY FEATURES

Wizard Level	Feature
2nd	Vitamancy Savant, Aegis Vitali
6th	Aegis Maxima
10th	Life Siphon
14th	Sacrificial Bond

## VITAMANCY SAVANT

Beginning when you select this school at 2nd level, you are able to cast spells from the Vitamancy spell list and learn a new way to copy spells in to your spellbook.

Using Vitamancy, you can use your blood to replace the fine ink and other material costs of copying a spell. You expend 10 hit points per level of the spell you are copying. Copying spells in this way still requires the same amount of time, and fails if you are interrupted during the process.

Additionally, you learn a Vitamancy cantrip from the Vitamancy spell list. This does not count towards your known cantrips.

The Vitamancy spell list is only available to Wizards that have chosen the School of Vitamancy Arcane Tradition. Vitamancy spells must be handed down from a teacher to a student, or acquired from a Wizard's spellbook. Vitamancy cantrips act like regular cantrips, but must be copied in to your spellbook before you can use them. Cantrips take 1 hour and expend 10 hit points to copy in to your book.

### Life for Life

Vitamancy relies solely on the life force of the caster, and as such prevents undead, constructs, and other such unnatural creatures from utilizing the school of magic.

Several of the original practitioners of this school tried, and failed, to imbue non-living creatures with the essence of Vitamancy; often with deadly results.

Even enchanting artifacts or scrolls with Vitamantic magicks seems to be doomed to fail.

## AEGIS VITALI

Starting at 2nd level when you choose this school, as an action you can convert your own vitality in to a magical shield that persists until you complete a long rest or are killed.

You can expend an amount of hit points up to your wizard level + Intelligence modifier, multiplied by 3. This life force is transferred to the shield.

The shield's hit points can be restored by using this ability again, but can not exceed the total that is set the first time you use this ability after a long rest.

Whenever you take damage, the shield takes the damage instead. If this damage reduces the shield to 0 hit points, you take any remaining damage. The shield can be dispelled by a Dispel Magic of 6th level or higher, or an Antimagic Field.

You can use this ability a number of times per day equal to your proficiency bonus.





## AEGIS MAXIMA

Beginning at 6th level, as a reaction using your Aegis shield you can encompass up to 5 targets you can see until the start of your next turn. When you do this you can choose to expend up to 5 of your current hit points per target and add it to your Aegis shield as temporary hit points. Any remaining temporary hit points added in this way are removed at the start of your next turn.

After using this ability, if your Aegis shield's remaining temporary hit points equals more than half your Wizard level (rounded down) at the start of your next turn you can choose to utilize this remaining vitality to empower the next spell you cast that deals damage, increasing the spell's initial damage by two damage die. The empowered damage is exhausted regardless of whether or not you hit your target.

In addition, you learn a Vitamancy cantrip from the Vitamancy spell list. This does not count towards your known cantrips.

## LIFE SIPHON

Starting at 10th level, as an action you can attempt to use the vitality of others to heal yourself or your Aegis shield. An unwilling target can make a Wisdom saving throw versus your spell save DC. On a failed save, the target takes 3d12 psychic damage, or half as much on a successful one. You or your Aegis shield restore hit points equal to the damage dealt. Constructs are immune to this effect, and undead automatically succeed the saving throw.

You can use this ability a number of times per long rest equal to your Intelligence modifier.

## SACRIFICIAL BOND

At 14th level you become immune to disease and learn how to use a creature's own lifeblood against it. As an action, once per short rest you can choose a single target within 60 feet of you. That target must succeed on a Constitution saving throw versus your spell save DC or take 3d12 psychic damage at the start of each of its turns.

A creature can repeat this saving throw at the end of each of its following turns. On a success, the effect ends and the target creature becomes immune to this ability for 24 hours.

Each time a creature takes damage in this way a visible red mist is extracted from it, floating towards you and dissolving in to your Aegis shield, adding temporary hit points to the Aegis shield equal to the damage dealt. Temporary hit points added in this way do not continue to stack after the first addition.

Unless depleted, these temporary hit points last until you take a short rest. If your shield is not active, the red mist simply dissipates in to the air. Constructs are immune to this effect.

### Power at a Cost

The Caldera Lyceum had little trouble keeping tabs on the mages capable of channeling Vitamancy, not just because of the unique ripples Vitamancy spells send through the weave, but because Wizards that don't focus the entirety of their efforts on Vitamancy seem to be incapable of channeling the school. The Lyceum hypothesised that this block was created in the same way, and at the same time, as when mages were first prevented from casting spells higher than 9th level. There are, however, ancient rumours that a handful of arch-mages were able to get around this. Further information beyond the rumour itself, however, seems to have been lost to time.