

# Player Paraphernalia

KNOTTY  
WORKS

VITAMANCY  
THE "OTHER" MANCY  
SCHOOL

#94

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



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# PLAYER PARAPHERNALIA #94

## BY THE KNOTTY-WORKS



Welcome to issue ninety-four of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces a new school of magic that opposes the school of necromancy, based on the use of positive energy.

### Vitamancy

The school of "white" magic or "white" necromancy. This school focuses on use of positive energy to heal biological entities. While traditionally seen as the role of the cleric or priest, the study and germane use of conjuring positive energy and its application in a formalized manner has long been practiced by wizards and arcane students. Those that prefer to classify the use of arcane magics as one of the traditional eight schools of magic would place the spells often associated with this school under conjuration (by summoning forth positive energy), the argument can be made that such spells should be classified as their own school given the existence

of the school of necromancy (which essentially summons negative energy).

### Vitamancy Magics

Many of the spells of vitamancy are not found on the sorcerer/wizard spell list. As a result, those spells will not be available to spellcasters other than those that specialize in vitamancy.

### Opposing Schools of Magic

Vitamancy and necromancy naturally oppose each other. Those pupils of the arcane arts that choose to study this school automatically add necromancy to their school of opposition (and the same principle applies to those that choose to focus on necromancy). This may be applied in one of a couple ways in regards to the wizard's handling of choosing schools of opposition. The first option is to treat the school of vitamancy as a sub-school of conjuration and anyone choosing to specialize in necromancy must choose conjuration

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as a school of opposition while vitamancers must choose necromancy as one of their schools of opposition. Another option would be to treat vitamancy as its own school and both vitamancers and necromancers must choose the other as one of their schools of opposition. However, given the more limited scope of vitamancy this would grant both practitioners essentially more open choices from the other schools of magic compared to other specialists. Thus, those that choose to specialize in necromancy or vitamancy must choose two schools of opposition in addition to the other school of 'mancy'.

## The Vitamancer

The vitamancer channels positive energies and studies the arts of healing. While there is no alignment restrictions for studying this school, few individuals of evil or chaotic predilections find the school of interest compared to the others.

### Healing Nature (Ex)

You gain Heal as a class skill and add  $\frac{1}{2}$  your class level to any heal skill check. When treating poisons or diseases, the recipient adds your Intelligence modifier to the +4 competence bonus granted from your aid to their saving throw versus the effect.

### Touch of Health (Su)

You may heal a living creature by funneling positive energy for a number of points equal to your  $\frac{1}{2}$  your class level (minimum of 1) by touch as a standard action. You may use this ability a number of times per day equal to 3 + your Intelligence modifier.

### Aura of Death Resistance (Ex)

At 8<sup>th</sup> level, you generate a natural aura of death resistance that grants you and

everyone within 10 feet of you a +4 resistance bonus for any saving throws involving negative energy or death effects including energy drain and ability drain related to negative energy. Once a day you may cause your aura to flare as an immediate action, granting a +8 resistance bonus that lasts until the beginning of your next turn.

You may voluntarily initiate or lower this aura as a move action and it does not function while you are unconscious or dead.

## Vitamancy Spells

0<sup>th</sup> – Resistance, Stabilize, Virtue

1<sup>st</sup> – Channel Positive Energy I, Cure Light Wounds, Detect Undead, Goodberry, Hide from Undead, Remove Fear, Remove Sickness, Sanctify Corpse

2<sup>nd</sup> – Blessing of Courage and Life, Channel Positive Energy II, Consecrate, Cure Moderate Wounds, Delay Poison, Remove Paralysis, Restoration [Lesser]

3<sup>rd</sup> – Channel Positive Energy III, Cure Serious Wounds, Delay Poison [Communal], Remove Blindness/Deafness, Remove Disease, Sacred Bond, Searing Light

4<sup>th</sup> – Channel Positive Energy IV, Cure Critical Wounds, Neutralize Poison, Reincarnate, Restoration

5<sup>th</sup> – Breath of Life, Channel Positive Energy V, Cure Light Wounds [Mass], Pillar of Life, Raise Dead, Threefold Aspect

6<sup>th</sup> – Channel Positive Energy VI, Cure Moderate Wounds [Mass], Heal, Undeath to Death

7<sup>th</sup> – Channel Positive Energy VII, Cure Serious Wounds [Mass], Regenerate, Restoration [Greater], Resurrection

8<sup>th</sup> – Channel Positive Energy VIII, Cure Critical Wounds [Mass], Sunburst

9<sup>th</sup> – Channel Positive Energy IX, Heal [Mass], True Resurrection



## New Spells

The following spells are available exclusively to the vitamancer.

### Channel Positive Energy I

**School** conjuration [healing]

**Level** vitamancer 1

**Casting Time** 1 standard action

**Components** V, S

**Range** 30 ft.

**Effect** 30 ft. radius around you

**Duration** instantaneous

**Saving Throw** Will (half)

**Spell Resistance** no

You cause a wave of positive energy to spring forth, healing living creatures and damaging undead within 30 ft. for 1d6 points of damage. Undead are granted a Will save to half the damage and channel resistance does apply.

Access to this spell does not grant the spellcaster access to any feature, feat, or magical enhancement that requires the Channel Energy class feature.

### Channel Positive Energy II

**School** conjuration [healing]

**Level** vitamancer 2

This spell is identical to *Channel Positive Energy I* except it heals or harms for 2d6 points of positive energy damage.

### Channel Positive Energy III

**School** conjuration [healing]

**Level** vitamancer 3

This spell is identical to *Channel Positive Energy I* except it heals or harms for 3d6 points of positive energy damage.

### Channel Positive Energy IV

**School** conjuration [healing]

**Level** vitamancer 4

This spell is identical to *Channel Positive Energy I* except it heals or harms for 4d6

points of positive energy damage.

### Channel Positive Energy V

**School** conjuration [healing]

**Level** vitamancer 5

This spell is identical to *Channel Positive Energy I* except it heals or harms for 5d6 points of positive energy damage.

### Channel Positive Energy VI

**School** conjuration [healing]

**Level** vitamancer 6

This spell is identical to *Channel Positive Energy I* except it heals or harms for 6d6 points of positive energy damage.

### Channel Positive Energy VII

**School** conjuration [healing]

**Level** vitamancer 7

This spell is identical to *Channel Positive Energy I* except it heals or harms for 7d6 points of positive energy damage.

### Channel Positive Energy VIII

**School** conjuration [healing]

**Level** vitamancer 8

This spell is identical to *Channel Positive Energy I* except it heals or harms for 8d6 points of positive energy damage.

### Channel Positive Energy IX

**School** conjuration [healing]

**Level** vitamancer 9

This spell is identical to *Channel Positive Energy I* except it heals or harms for 9d6 points of positive energy damage.





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