

# Animancer

The school of Animancy focuses on harvesting, storing and utilizing souls of living beings to enhance ones body. The act of ripping out a soul is an evil one and is considered very cruel. This school has a lot in common with the School of Necromancy but utilizes it's energy differently.

Practitioners of this art often go mad by the souls they stored in their own body. Granting their captor no rest, the Animancer is always at battle with it's acquired souls.

## Soul Vessel

Starting at 2nd level your soul undergoes a structural transformation. Splitting a part of it's own soul to make room for others. This allows the Animancer to store a number of souls equal to half your Wizard level. When a creature dies you can use your bonus action to rip the soul from that creature. The creature can, with it's final moments, afford to make one more constitution saving throw against your spellcasting DC to prevent his soul from being harvested and denying him his final rest.

These souls can then be consumed to power the following abilities:

- +1 AC until your next round
- Grant the Animancer a spell slot for every 2 souls consumed. This can be no higher than the highest spell slot he or she has acces too.
- Regain 3 hp per soul he or she consumes, this can only be done in a short or long rest and always takes 30 minutes, no matter the amount of souls consumed. Doing this prevents him from starting a long rest for the next 4 hours.

## Restless

When the Animancer has captured and stored souls in itself he or she is unable to relax during a short rest. Resulting in not being able to get the benefits of a short rest.

If the Animancer wishes takes a long rest he or she must make a constitution saving throw equal to 10 + the amount of captured souls if he or she has any souls stored in him or her. on a failure 1 level of exhaustion will be gained but all other benefits will be granted.

If the Animancer uses any way of preventing the required sleep through meditation or sedatives he or she gains no benefit of a long rest.

## **Bestow Torment**

Starting at 6th level the Animancer can use it's powers to bestow a restless soul onto a victim.

As an action the Animancer can consume 1 soul to force a target to make a constitution saving throw against the Animancer's spellcasting DC. On a fail the target has disadvantage on all ability checks and saving throws for 1 hour. On a succes the target can't be affected by this ability for 24 hours

## **Spectral Reserves**

Starting at 10th level the Animancer can forgo two of his hit dice to store a soul. The maximum for storing souls this way is 2.

These spirits are lost at the end of a short rest regardless of the amount of effort the Animancer makes to keep them.

## **Otherworldly Constitution**

Starting at 14th level the Animancer gains proficiency in constitution saving throws. If he or she already has proficiency in this saving throw the proficiency bonus is doubled.