

This document contains the description of the *Breathe Un-Life* spell, primarily intended for use by the necromancer class (as featured on KitN: [the Necromancer](#)).

BREATHE UN-LIFE

Level: 2	Range: Touch	Duration: 1 turn or longer	Casting time: 1 turn	Save: N/A
<p>General: With the cursed breath of the underworld, the caster forces formerly living tissue back into a horrible un-living existence. The spell can be used to create necromantic constructs out of dead flesh, bone and cartilage.</p> <p>Driven by the mindless essence of un-life, the constructs created by the spell are closer to automatons made out of moldering flesh than true undead. This spell can only be cast on relatively fresh cadavers and body parts, and the casting ritual requires the caster spellburn at least 1 point to fuel the magic.</p> <p>The animated cadaver obeys the commands of the caster unwaveringly, but is in no way intelligent: it acts on the caster's initiative in combat, and takes no actions unless commanded to do so. It cannot wield weapons, or complete anything but the most menial of tasks (<i>attack, guard, protect, carry</i>, etc. are all perfectly valid commands, but no complexity or exceptions can be expected from the creature).</p> <p>The animated creature's statistics vary as detailed below. Creatures created by this spell have some of the traits of their undead brethren: they do not eat, drink or breathe; and are immune to <i>sleep, charm, and paralysis</i> effects and spells, as well as cold damage and other mental effects. Special conditions or rules may apply depending on the cadaver raised (Judge's discretion).</p>				
<p>Manifestation: As effect; all castings of this spell are accompanied by the pained screams of lost souls, and eldritch discharges of necromantic energy.</p>				
<p>Corruption: Roll d6: (1) a random body part of the caster becomes mummified and moldering (effect is visual and distressing, but does not render body part useless); (2) the caster is permanently followed by the spirits of the lost and the damned; (3-4) minor corruption; (5) major corruption; (6) greater corruption.</p>				
<p>Misfire: Roll d4: (1) roll spell result again until a success is rolled, the animated creature attacks the caster immediately; (2) roll spell result again until a success is rolled, the hit points of the creature come from the caster's own life force (i.e. they take damage equal to the animated creature's hit points); (3) the necromantic energies find no purchase in the targeted cadaver, but seed themselves inside the caster's soul; for the next 1d7 days they suffer a -1d to all actions due to exhaustion, as the spirits of the dead keep them from resting; (4) the touch of death lingers in the caster, turning all living things they touch into wilted and spoiled husks: food spoils, plants die, soft materials such as fabrics may molder and fray; this effect lasts 1d7 days.</p>				

Spell check result	Effect
1	Lost, failure and worse!
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster breathes un-life into one small corpse or body part. It must weigh 5 kg (10 lbs.) or less, and be no larger than a medium dog. The creature's stats are: <i>Init</i> : -1; <i>Atk</i> : +0 melee (1d4); <i>AC</i> : 12; <i>HD</i> : 2d3; <i>MV</i> : 20'; <i>Act</i> : 1d20; <i>SV</i> : Fort +1, Ref +0, Will +0. The creature remains animated for 1d24 turns.
16-19	The caster breathes un-life into one moderately sized cadaver or body part. It must weigh no more than 45 kg (100 lbs.) and be no larger than man-sized. For a duration of 1d24 turns the creature remains animated, and has the following stats: <i>Init</i> : -1; <i>Atk</i> : +0 melee (1d5); <i>AC</i> : 10; <i>HD</i> : 2d4; <i>MV</i> : 20'; <i>Act</i> : 1d20; <i>SV</i> : Fort +2, Ref -2, Will +0
20-21	The caster forces un-life into one large cadaver or body part. It must weigh no more than 200 kg (400 lbs.) and be no larger than man-sized. For a duration of 1d4 days the creature remains animated, and has the following stats: <i>Init</i> : -1; <i>Atk</i> : +0 melee (1d6); <i>AC</i> : 9; <i>HD</i> : 2d6; <i>MV</i> : 20'; <i>Act</i> : 1d20; <i>SV</i> : Fort +3, Ref -3, Will +0
22-25	The caster forces un-life into one large cadaver or body part. It must weigh no more than 200 kg (400 lbs.) and be no larger than man-sized. For a duration of 1d4 weeks the creature remains animated, and has the following stats: <i>Init</i> : -1; <i>Atk</i> : +0 melee (1d6); <i>AC</i> : 9; <i>HD</i> : 2d6; <i>MV</i> : 20'; <i>Act</i> : 1d20; <i>SV</i> : Fort +3, Ref -3, Will +0 Additionally, the caster has a spirit link with the animated cadaver: simply by focusing for a round, they can experience the creatures environment through strange, undead senses. When doing so, they have complete control of the creature, and can act as if they inhabited the moldering corpse.
26-29	The caster forces un-life into one large biomass, which can consist of multiple carcasses and cadavers, but these have to be stitched together for the spell to work. It must weigh no more than 400 kg (800 lbs.) and be no larger than twice the size of a man. For a duration of 2d4 weeks the creature remains animated, and has the following stats: <i>Init</i> : -1; <i>Atk</i> : +2 melee (1d8); <i>AC</i> : 10; <i>HD</i> : 3d8; <i>MV</i> : 20'; <i>Act</i> : 1d20; <i>SV</i> : Fort +5, Ref -5, Will +0 Additionally, the caster has a spirit link with the animated cadaver: simply by focusing for a round, they can experience the creatures environment through strange, undead senses. When doing so, they have complete control of the creature, and can act as if they inhabited the moldering corpse.
30-31	The caster can force undead essence into a dead biomass weighing up to 800 kg, that can be up to three times man sized; the creation can consist of multiple cardavers, but these have to be stitched together for the spell to work. The creature remains animated for 3d4 weeks. The horrific creation has the following stats: <i>Init</i> : -1; <i>Atk</i> : +5 melee (1d10); <i>AC</i> : 12; <i>HD</i> : 5d10; <i>MV</i> : 30'; <i>Act</i> : 1d20; <i>SV</i> : Fort +8, Ref +4, Will +8. Additionally, the caster has a spirit link with the animated cadaver: simply by focusing for a round, they can experience the creatures environment through strange, undead senses. When doing so, they have complete control of the creature, and can act as if they inhabited the moldering corpse. In order to create permanent un-life, and in addition to the cadavers, the caster must expend the equivalent value of 5000 gp in ritual components; spend a week in the process of casting the spell, and spellburn at least 10 points in the casting.
32+	As the previous result, but the undead abomination can be imbued with special properties. In order to do so, the caster has to spend an additional week in ritual, spellburn 1 point per property, and spend 1000 gp in ritual components; the caster can add their CL in unique effects, provided they successfully cast the relevant spells during the creation ritual.