

Deathmaster's Vial



Necromancy

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 1 or more vials

Saving Throw: None

This spell activates an evil fluid that has been sealed in specially prepared vial. The activated concoction can be hurled as a grenade-like missile. A direct hit inflicts $2d8+3$ points of rotting damage. A miss within 5 feet inflicts $1d4+1$ points of rotting damage.

The casting activates 1 vial per 3 levels of the caster, up to a total of 5 vials at 15th level. The vials must be used within 2 hours of exposure to direct sunlight, but will last for 2-20 days if kept in darkness. Exposing the liquid to the air after activation destroys it within a round. The vials radiate evil.

Preparation: The base fluid is made from boiling the remains of a ghoul or ghastr for 24 hours and adding various noxious substances worth about 300 gp. This yields enough liquid to fill up to 5 small vials (like those used to carry holy/unholy water).

Notes: Restricted to necromancers; rare.