

Create Chosen One - Red Wizard



Alteration

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: Instantaneous

Area of Effect: 1 human

Saving Throw: Neg.

Only wizards of evil alignment cast this spell. It consists of a series of magical rituals and torments intended to turn a normal human (up to 3rd level) into a maddened, murderous creature known as a "chosen one." Victims must be bound and helpless in order for the spell to work. After the long casting time is completed, the victim must save vs. death magic or be transformed into a chosen one under the control of its creator.

In the FORGOTTEN REALMS setting the evil Red Wizards of Thay are notorious for their use of this spell.

Notes: Restricted to the Red Wizards of Thay and those trained by them; common.

Chosen One: AL NE; AC7; MV 12; HD 3; THACO 17; #AT 3 or 2; Dmg 1d4/1d4/1d8 or weapon/1d8; SA poison; ML Fanatic (18).

The bite is poisonous, save vs. poison or take 1d8 additional poison damage for 1d6 rounds. After 5th combat round, a chosen one has a 1% cumulative chance per round to go berserk (e.g. 5% on the 10th round). A berserk chosen one flees to find and destroy its master.