

Demishadow Magic



Illusion/Phantasm, Shadow

Level: 6

Range: 60 yds. + 10 yds./level

Components: V, S

Duration: Special

Casting Time: 6

Area of Effect: Special

Saving Throw: Special

This spell is similar to the 5th level shadow magic spell, but this spell enables the casting of partially real 4th and 5th level evocations (cone of cold, wall of fire, wall of ice, cloudkill, etc.). If recognized as demishadow magic (if a saving throw vs. spell is successful), damaging spells inflict only 40% of normal damage, with a minimum of 2 points per die of damage. A demishadow magic cloudkill slays creatures with fewer than 2 Hit Dice and inflicts 1d2 points of damage per round.

Notes: Common spell (PHB).