

Demishadow Monsters



Illusion/Phantasm, Shadow

Level: 5

Range: 30 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 5

Area of Effect: 20-ft. cube

Saving Throw: Special

This spell is similar to the 4th level spell shadow monsters, except that the monsters created are effectively 40% of normal hit points. If the saving throw is made, their damage potential is only 40% of normal and their Armor Class is 8. The monsters have none of the special abilities of the real creatures, although victims may be deluded into believing this to be so.

Notes: Common spell (PHB).