

Augmentation I



Evocation

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 spell

Saving Throw: None

This spell augments the damage inflicted by any spell of 1st to 3rd level. For each die of damage rolled, the caster adds one point to the damage total.

The augmentation I spell affects only one spell, cast on the round immediately following the augmentation. If an entire round or more elapses, the augmentation is wasted.

Only spells that cause direct physical damage are affected by augmentation; for example, monsters gained through monster summoning I gain no bonuses to their damage.

The material component is a pair of concentric circles of bronze or silver.

Notes: Uncommon spell (ToM).