

Augmentation II



Evocation

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 3 turns

Area of Effect: Special

Saving Throw: None

This spell functions exactly like the 3rd-level augmentation I spell except that five spells of 1st to 3rd level can be affected. For each die of damage caused by augmented spells, one point is added to the damage total. The augmentation affects the first five spells that cause direct damage that are cast within the duration of the augmentation II spell. Only spells that cause direct physical damage are affected by this spell.

The material component is a pair of concentric circles of gold or platinum.

Notes: Uncommon spell (ToM).