

Dilation I

Alteration

Level: 4

Range: O

Components: V

Casting Time: 4

Duration: As spell affected

Area of Effect: Next spell cast

Saving Throw: None

The dilation I allows a wizard to increase the area of effect of any one spell of levels 1-3. The area of effect is increased by 25%; thus, a stinking cloud would fill a 25-foot cube, while a slow spell would affect creatures in a 50-foot cube. Fractional measurements are dropped.

The dilation I spell must be cast immediately prior to the spell to be affected; if a complete round or more elapses, the dilation spell is wasted. The dilation spell affects only spells that have areas of effect defined in feet or yards (numbers of creatures cannot be increased). The dilation affects only spells cast by the same wizard.

Notes: Uncommon (ToM).