

Dilation II

Alteration

Level: 6

Range: 0

Components: V

Casting Time: 5

Duration: As spell affected

Area of Effect: Next spell cast

Saving Throw: None

This spell functions exactly like the 4th-level dilation I spell, except that the area of effect of a 1st-, 2nd-, or 3rd-level spell is extended by 50%. Alternatively, the wizard can extend the area of effect of one 4th- or 5th-level spell by 25%. Fractional measurements are dropped.

The dilation II 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).