

Far Reaching I



Alteration

Level 3

Range: 0

Component: V

Duration: Special

Casting Time: 2

Area of Effect: Special

Saving Throw: None

This spell allows the wizard to extend the range of any one 1st- or 2nd-level spell by 50% or any one 3rd-level spell by 25%. The spell to be affected must be cast on the round immediately following the far reaching I spell. If a complete round or more elapses, the far reaching I is wasted.

Far reaching I affects only a spell cast by the same wizard. Far reaching I does not affect spells that have range of 0 or touch.

Note: Uncommon Spell (TOM).