## Resource AugmentEffect + virtual void Equip (SceneTree sceneTree) + virtual void UnEquip (SceneTree sceneTree) + virtual string Description() OnCastAugmentEffect + virtual void OnCast

(Spell spell)

## IncreaseDurationOfSpell

- + override void Equip (SceneTree sceneTree)
- + override void OnCast (Spell spell)
- + override string Description()

## IncreasedRadiusOfSpell

- + override void Equip (SceneTree sceneTree)
- + override void OnCast (Spell spell)
- + override string Description()