

## Tests.TestAugments

- + void SetupTest()
- + void TearDown()
- + void TestGetSetAugmentEffect()
- + void TestAugmentEquipping()
- + void TestAdditionalStars()
- + void TestCastAdditionalSpell()
- + void TestExtraArmor()
- + void TestDamageIncreaseDark  
(string effectName)
- + void TestFlatDamageSlot1()
- + void TestHPIncrease()
- + void TestIncreaseRadiusBlack  
Hole()
- + void TestIncreaseDuration  
BlackHole()
- + void TestPercentDamageSun  
Basic()
- + static Augment CreateAugment  
WithAugmenteffect(string  
pathToAugmentEffectResource)