

COMMON / NEUTRAL MULTI-LEVEL SPELL

CONTAIN

A self-enchantment to contain the energy released in spell casting. Contain is cast prior to the object spell, and remains active for Duration or until the object spell wears off (whichever is sooner). The spell creates a containment field (a form of Receptacle) around the caster, which prevents the object spell from escaping and affecting the environment. This is true even if the object spell misfires. If the object spell has a range, its effects are negated outside the confines of the field (e.g. a fireball will blink out of existence when it reaches the edge of the field). Otherwise, the object spell acts as normal within the field (misfires still affect the caster). Contain has no effect on incoming spells.

Contain has a radius of SI feet from the caster. This "bubble" moves with the caster, and cannot be fixed in space.

When Contain wears off, any indefinite enchantment that was created within the field will be dispelled, and any permanent enchantment will become indefinite.

Contain can affect any spell of the same convocation (or neutrality) that is of equal or lower Complexity Level.

Contain, particularly when used in conjunction with Absorb, is an excellent spell to use prior to practicing an object spell. This is especially true if the object spell is very harmful to the environment, or creates unwanted indefinite/permanent enchantments.

Bonus Effects:

ML 91+ Caster may lay a Contain upon a person other than himself.

Fatigue:	(15-SI) x Half Complexity Level
Time:	(15-SI) Minutes
Range:	Self/Touch
Duration:	MS: SI Days, CS: Indefinite

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