

Create Major Helm



Enchantment/Charm, Artifice

Level: 7

Range: 2 yds.

Components: V, S, M

Casting Time: 1 turn/level

Duration: 1 day/level

Area of Effect: 1 item

Saving Throw: None

By casting this spell, the wizard can transform a normal chair or seat into a major spelljamming helm suitable for powering a ship through space. This spell does not replace the need for a permanent magical helm onboard, and is used primarily in emergency situations. Its casting ages the caster one year.

The major helm can power a ship of no more than three times the spellcaster's level in tonnage. A 20th-level wizard can therefore create a major helm capable of powering a 60-ton ship. In operation, a major spelljamming helm created in such a fashion is identical to a regular, permanent helm, with one exception. If dispelled, the helm created by this spell will disappear for a single round, then reappear.

Creating a helm counts as the casting of one spell, and therefore reduces the caster's effectiveness in using the helm for that day. Of course, this does not mean another spellcaster cannot act as the helmsman, using a helm created by another person.

The spell requires a chair, stool, or other seat suitable for use as a helm.

Notes: Uncommon for spellcasters from a spelljamming culture; otherwise very rare.