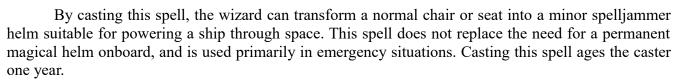
## **Create Minor Helm**

## Enchantment/Charm, Artifice

Level: 6

Range: 10 yds.

Components: V, S, M Casting Time: 1 turn/level Duration: 1 week/level Area of Effect: 1 item Saving Throw: None



The minor helm can power a ship of no more than twice the caster's level in tonnage; a 20th level wizard can therefore create a helm capable of powering a 40-ton ship. In operation, a minor helm created in such a fashion is identical to a regular, permanent spelljammer helm, with one exception. If a helm created by this spell is successfully dispelled, it will disappear and must be created anew.

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.

