

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

By casting this spell, the wizard can transform a normal chair or seat into a minor spelljammer 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. Casting this spell ages the caster one year.

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.