

# Destroy Major Helm



## Alteration

Level: 9

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 spelljamming helm

Saving Throw: Special

This very rare spell only affects a magical spelljamming power source within range or the caster. The source need not be operating, but the caster must see it and have a line of sight to the source itself, not merely the ship that houses it.

If cast on any sort of spelljamming helm (such as death helms, Lifejammers, pool helms, series helms, and furnaces), this spell utterly destroys the spelljamming magic and the physical helm seat. The being operating the helm suffers electrical damage equal in effects to a spark burst (1d3 points of damage, plus 1 per caster level; 1d4 points of damage in the phlogiston; each 10 points inflicts 1 point or hull damage). Further, the helmsman must make a saving throw vs. spell at a -2 penalty or be rendered unconscious for 1d4 turns and unable to cast or regain spells for 1-3 days.

Any being within 30 feet of an operating helm on which this spell is cast must save vs. spell (without bonus or penalty) to avoid suffering 2d4 points of electrical damage. If the helm is not operating, the spell still destroys it, but the electrical discharge has only a 15-foot radius.

While these effects apply to dwarven foundry power sources, those helms usually (85%) can be repaired, after 1d100 turns of constant work by skilled dwarves.

The spell's material component is a pinch of dust, which must have once been part of a permanent magical item.

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