

Destroy Minor Helm



Alteration

Level:8

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 spelljamming helm

Saving Throw: Special

If cast on a minor helm, it utterly destroys the helm seat and the spelljamming magic. The helmsman operating the helm at the time 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 of hull damage). Further, the helmsman must make a saving throw vs. spell or be rendered unconscious for 1d4 turns and unable to cast or regain spells for 1-3 days.

Lifejammers, pool helms, and series helms are utterly destroyed by this spell. Beings in those helms suffer the same damage as those using a minor helm, except that a lifejammer receives a beneficial discharge of energy: typically regaining 2-8 hit points at the same time as the unfortunate being is harmed by the helm's explosion. The spell renders foundries and furnaces inoperative for 1d4+1 rounds.

The spell disables a major helm for 1-2 rounds (the helmsman must save vs. spell to avoid a 1d4 hit point loss and 1 round of unconsciousness; if successful, no damage is taken). If cast on a major helm or death helm, this spell reduces the target's Ship Rating (a measure of speed) by 1 point for 1d12 turns. Multiple castings cause overlapping and cumulative effects.

The spell's material component is a pinch of dust, which must have once been part of a magical item, or which has received a long-lasting dweomer.

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