

Disable Helm



Abjuration, Alteration

Level: 6

Range: 10 yds./level

Components: V, S

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: 1 spelljamming helm

Saving Throw: Special

This spell temporarily scrambles an operating spelljamming helm within range.

The selected target must be within the caster's line of sight. If the target has no helm operating when the spell is cast, the spell is wasted. The affected helm instantly ceases operating and cannot be activated again by any means until the spell expires. There is no saving throw for the helm.

A saving throw is allowed for helmsmen. If successful, only 1d3 points of damage are suffered, accompanied by intense but brief head pains. If failed, 1d6 rounds of unconsciousness result with a loss of 1d3 hit points, plus 1 point per level of the caster.

The caster suffers a 1d4 hit point loss when casting this spell, as it is particularly taxing.

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