

# Flyfield



## Alteration

Level: 5

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: Creature touched

Saving Throw: Special

This spelljammer's spell allows the caster (or another designated by the caster who activates the spell by speaking final words of power) to cause a powerless, drifting spelljamming ship, up to 5 tons per caster level, to suddenly lunge in a desired direction and distance, up to 30 yards plus 10 yards per caster level. It is commonly used to foil ramming attempts or avoid collisions, escape missiles in combat, or to dart through crystal sphere portals. While the basic spell requires an entire round to cast, save for the final command, speaking the final command has a casting time of 1. The spell activator need not have any spellcasting ability. The spell activator has total control over the ships direction and distance. If no direction is chosen, choose one at random, using the rules governing grenade-like missiles.

For the spellcaster to designate another as the spell activator, the two must touch each other as the spell is cast. The activator must then be taught the final words of power while holding the crystal sphere (see material components, below). If the activator speaks the key words within one day per level of the caster, the spell instantly takes effect (or is wasted; see below).

If the activator is killed or feebleminded between casting and the end of the effectiveness period, the spell is lost (normal sleep or unconsciousness do not affect the spell).

If the activator is in physical contact with two ships when he activates the spell, the spell fails. The flyfield's magic can be centered only on a single ship.

This spell will not work with any ship currently under power (by a spelljamming helm, a furnace, or other power source) but will work in wildspace, phlogiston, and atmospheres alike. It cannot affect a ship whose total tonnage (atmosphere excluded) exceeds the caster's capability, if tried, the spell is lost.

The material components are two small lodestones and a small sphere of crystal, which dissipate as the spell is cast.

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