The Genius Guide to

Homophone Spells

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Pathfinder Roleplaying Game Compatible

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The Sound of Magic

The death of a fellow wizard often engenders mixed feelings in her contemporaries. While, of course, the loss of a great mind is something to be mourned, other spellcasters typically descend like vultures onto the late wizard's place of study to pick through her notes and spellbooks, hoping to find some scrap of arcane knowledge they don't already know. Such was the case when the reculsive and hard-of-hearing mage Weh Zhard breathed her last at the ripe old age of 147. When her contemporaries—a group known as the Council of Won—examined her former belongs, they discovered over a dozen new spells she had created. However, their excitement quickly turned to bewilderment as they realized those spells sounded exactly like other spells in their repertoires, though with drastically different effects.

Though they took the spellbooks containing these spells to study, the Council vowed to never allow them to come into common use, fearing they would confuse less learned spellcasters. However, as is the way of these things, the spells found their way into the wider world thanks to a series of unfortunate coincidences and honest mistakes by apprentices. Adventurers usually come across them written on scrolls or enchanted into wands, often leading to bewilderment from the other members of their parties when they are used due to their homophonic nature.

ADE

School transmutation; **Level** alchemist 1, bard 1
Casting Time 1 standard action
Components S, M (the rind of a citrus fruit and a pinch of sugar), F (empty canteen or pitcher)
Range touch
Target container touched
Duration instantaneous
Saving Throw none (object); **Spell Resistance** no (object)

With a touch, you fill the focus container with a refreshing beverage. The container holds enough liquid for 2d4 creatures to drink. Each creature that consumes the beverage has its thirst quenched for the day and doesn't need to attempt Constitution checks to avoid nonlethal damage from thirst for 1 week.

BRAKE ENCHANTMENT

School enchantment; **Level** occultist 1, sorcerer/wizard 1
Casting Time 1 standard actions
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one vehicle
Duration 1 hour/level
Saving Throw none (object); **Spell Resistance** no (object)

A vehicle under the effects of break enchantment can stop more quickly than other vehicles of similar make. The driver of such a vehicle can attempt a decelerate action as a move action instead of a standard action. If successful, the vehicle's current speed decreases by a rate up to double its acceleration (in 5-foot increments). Additionally, when the vehicle stops, subtract 10 feet from the roll to determine how many feet the vehicle moves forward before it stops. These benefits don't stack with those provided by the Expert Driver feat (*Pathfinder Roleplaying Game Ultimate Combat*).

FEY'S DOOR

School conjuration (creation); **Level** cleric 8, sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, F (cold iron nail)
Range medium (100 ft. + 10 ft./level)
Effect portal to the First World
Duration concentration (up to 1 round/level)
Saving Throw none; **Spell Resistance** no

By drawing the shape of a door in the air with a cold iron nail, you create a temporary portal to the First World. It is a two-dimensional doorway that looks onto a spot in the First World, and anyone moving through it is instantly teleported to that location. When you cast this spell, you can choose the general area in the First World to which the doorway opens, but the destination changes randomly each round unless you succeed at a DC 30 caster level check as you concentrate to maintain the spell. The doorway has a front and a back. Creatures moving through the doorway from the front are transported to the visible location; creatures moving through it from the back are not.

FLAIR

School transmutation; **Level** arcanist 1, bard 1, mesmerist 1, skald 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (scrap of velvet)
Range touch
Target outfit touched
Duration 10 minutes/level
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

With a touch, you temporarily transform one outfit worth 10 gp or less into one that costs 75 gp or more. Once during the spell's duration, any creature wearing the outfit can reroll a Charisma-based ability check or skill check, but must take the second result, even if it is worse. The transformed outfit can't be sold for its new value.

GAIT

School transmutation; **Level** arcanist 3, bard 3, magus 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 feet apart
Duration 1 round/level (D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You grant your allies precise control over their movement. Each round for the duration of the spell each of your allies can choose one of the following benefits for that round at the beginning of its turn.

- Increase its speed by 20 feet.
- Ignore difficult terrain.
- Gain a +4 bonus on Acrobatics checks.
- Stand up from prone without provoking attacks of opportunity.

These effects are not cumulative with similar effects, such as those provided by *haste*.

HEEL

School enchantment (charm) [mind-affecting]; **Level** druid 1, hunter 1, ranger 1, shaman 1

Casting Time 1 standard action
Components V
Range close (25 ft. + 5 ft./2 levels)
Target one animal
Duration 1 minute/level (D)
Saving Throw Will negates; **Spell Resistance** yes

A target animal that fails its Will saving throw follows you closely for the duration of the spell, even to places it wouldn't normally go. The animal's attitude toward you doesn't change, though it won't attack you for the duration of the spell—though it might do so when the spell ends. You can't give the animal any commands. If the animal has been domesticated by (or is under the control of) another creature, you must succeed at an opposed Charisma check against that creature at the beginning of your turn, otherwise this spell ends.

HEEL, MASS

School enchantment (charm) [mind-affecting]; **Level** druid 3, hunter 3, ranger 3, shaman 3
Targets one animal/level, no two of which can be more than 30 feet apart

This spell function as per *heel*, except as noted above.

MAKE HOLE

School conjuration (creation); **Level** druid 1, hunter 1, ranger 1, shaman 1, sorcerer/wizard 1, summoner 1
Casting Time 1 immediate action
Components V
Range close (25 ft. + 5 ft./2 levels)
Effect small divot in the ground
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You must cast this spell as a Medium or smaller creature enters a 5-foot square that has a horizontal surface within range. You create a little impression under the creature's foot, throwing it off balance. This spell has no effect if the creature isn't in contact with the ground or floor. Attempt a dirty trick combat maneuver check, but instead of your base attack bonus you can use your caster level, and instead of your Strength modifier you can use your spellcasting ability score modifier (Intelligence for summoners and wizards; Wisdom for druids, hunters, rangers, and shamans; Charisma for sorcerers). This check doesn't provoke an attack of opportunity. If the check is successful, the creature is off balance until the end of its turn, reducing its movement speed by 5 feet and taking a −2 penalty to attack rolls and skill checks. After the dirty trick combat maneuver attempt, the ground returns to normal.

MEATIER SWARM

School conjuration (summoning); **Level** arcanist 3, bard 3, druid 3, hunter 3, shaman 3, skald 3, sorcerer/wizard 3, summoner 3, witch 3

This spell functions like *summon swarm*, but the swarm you summon has twice as many hit points as normal and the DCs of all of its abilities (distraction, poison, etc.) are increased by 2.

Misinterpretation of Meatier Swarm

MINER CREATION

School conjuration (creation); **Level** druid 3, sorcerer/wizard 3, summoner 3
Casting Time 1 standard action
Components V, S, F (small model of a pickaxe)
Range close (25 ft. + 5 ft./2 levels)
Effect one mindless digging automaton
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

Miner creation conjures forth a Medium-sized mindless automaton capable of digging through earth and stone. You can choose its exact appearance, anywhere from a mole-like creature with sharp claws to a steam-powered mechanism with shovels and pickaxes for arms. The automaton excavates areas where you direct, working tirelessly. The automaton can shift 100 square feet of dirt or break up 10 square feet of solid stone per hour; other materials (such as coal or veins or ore) might take more or less time, at the GM's discretion. The automaton can easily create trenches (or fill them) in this way, but someone must shore up the ceiling behind it if you want it to create a tunnel. You can alter the automaton's orders at any point during the duration as a move action if it is in your line of sight. The automaton can't attack creatures or affect structures.

NO DIRECTION

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, mesmerist 3, psychic 3, skald 3, witch 3
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration 1 round/level
Saving Throw Will negates; see text; **Spell Resistance** yes

If the target fails its Will saving throw, its sense of direction to such an extent that it can't control its movements. Whenever an affected target chooses to leave its square, it moves in a random direction (roll a d8, with 1 being north and 2 through 8 rotating around the target in a clockwise direction). It can otherwise act normally. The target can attempt a new saving throw as a free action at the end of its turn each round to end this effect.

PLAIN SHIFT

School conjuration (creation); **Level** cleric 0, occultist 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range 5 ft.
Effect one simple dress
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You create a straight, loose-fitting dress made of a light fabric. Anyone wearing the dress (and no other outfits) gains a +1 bonus on Fortitude saves to resist warm or hot weather. This does not stack with any bonuses gained from the Survival skill.

REED MAGIC

School universal; **Level** druid 1, hunter 1, ranger 1, shaman 1
Casting Time 1 standard action
Components V, S, M (a handful of reeds)
Range 60 ft.
Area see text
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

You weave the reeds together to form a reed mat. The mat covers one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with square you occupy. The mat may not extend beyond the spell's maximum range. The mat negates any increases in DCs to Acrobatics checks for the ground beneath it being slightly slippery or severely slippery. Finally, as a standard action during the spell's duration, you can cause a section of the mat in one 5-foot square to shift unexpectedly, attempting a trip combat maneuver check against any creature in that square (using your caster level instead of your base attack bonus and your Wisdom modifier instead of your Strength modifier). You can't use this trip combat maneuver against a creature not in contact with the ground, and activating this ability ends the duration of the spell.

SOLE BIND

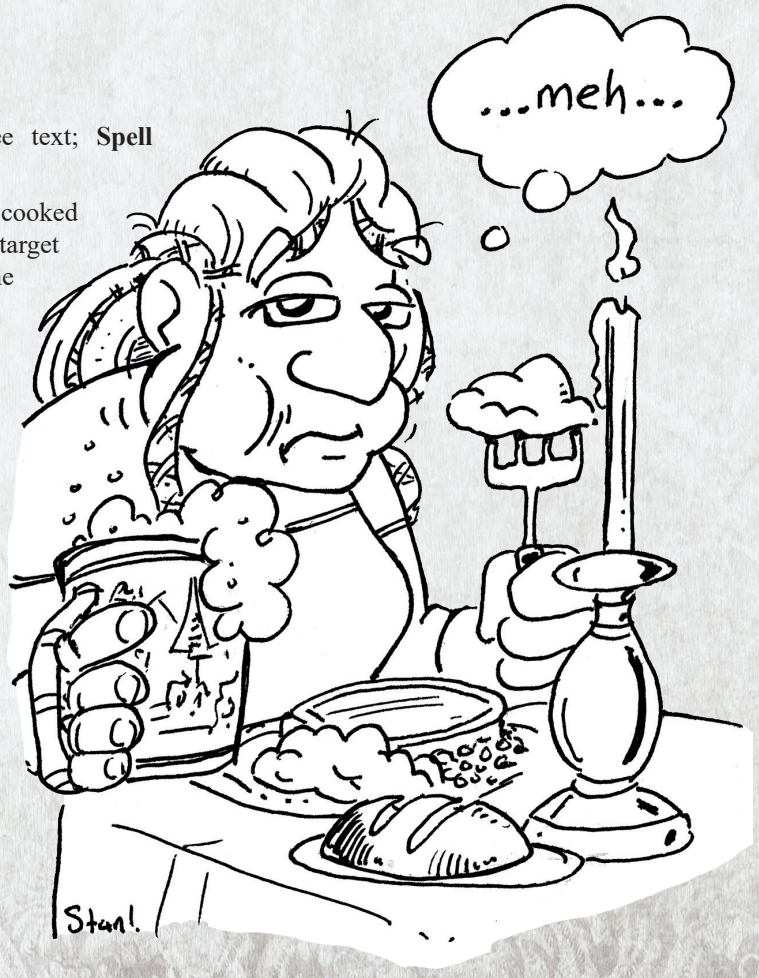
School transmutation; **Level** alchemist 1, bard 1, cleric 1, magus 1
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Sole bind strengthens the bottoms of the target's shoes (or feet if the target is barefoot), making the target immune to the effects of caltrops for the duration of the spell.

THYME STOP

School transmutation; **Level** bard 1, skald 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area 15-ft. burst
Duration 1 hour/level (D)
Saving Throw none (object); see text; **Spell Resistance** no (object)

You strip the flavor from all cooked (or prepared) food in the target area. The food looks and smells the same, but it tastes like bland mush. If a creature eats the affected food before the spell's duration is over, that creature must succeed at a Will save or be slightly depressed by the lack of a tasty meal. The creature is still nourished, but it takes a −2 penalty on saving throws to avoid becoming sickened or nauseated and any morale bonus that creature receives in the next 1d4 hours is reduced by 1 (minimum +0). At the end of the spell's duration, any remaining affected food regains its flavor.



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